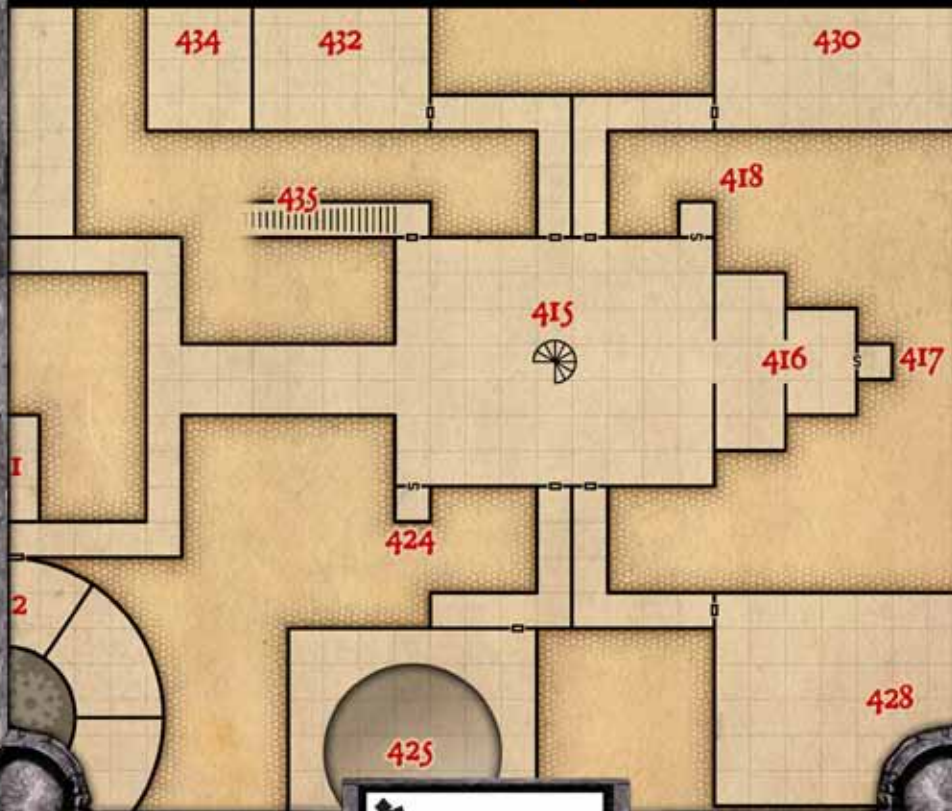


# DUNGEON A DAY

## DRAGON'S DELVE LEVEL 15: THE FOURFOLD KEEP

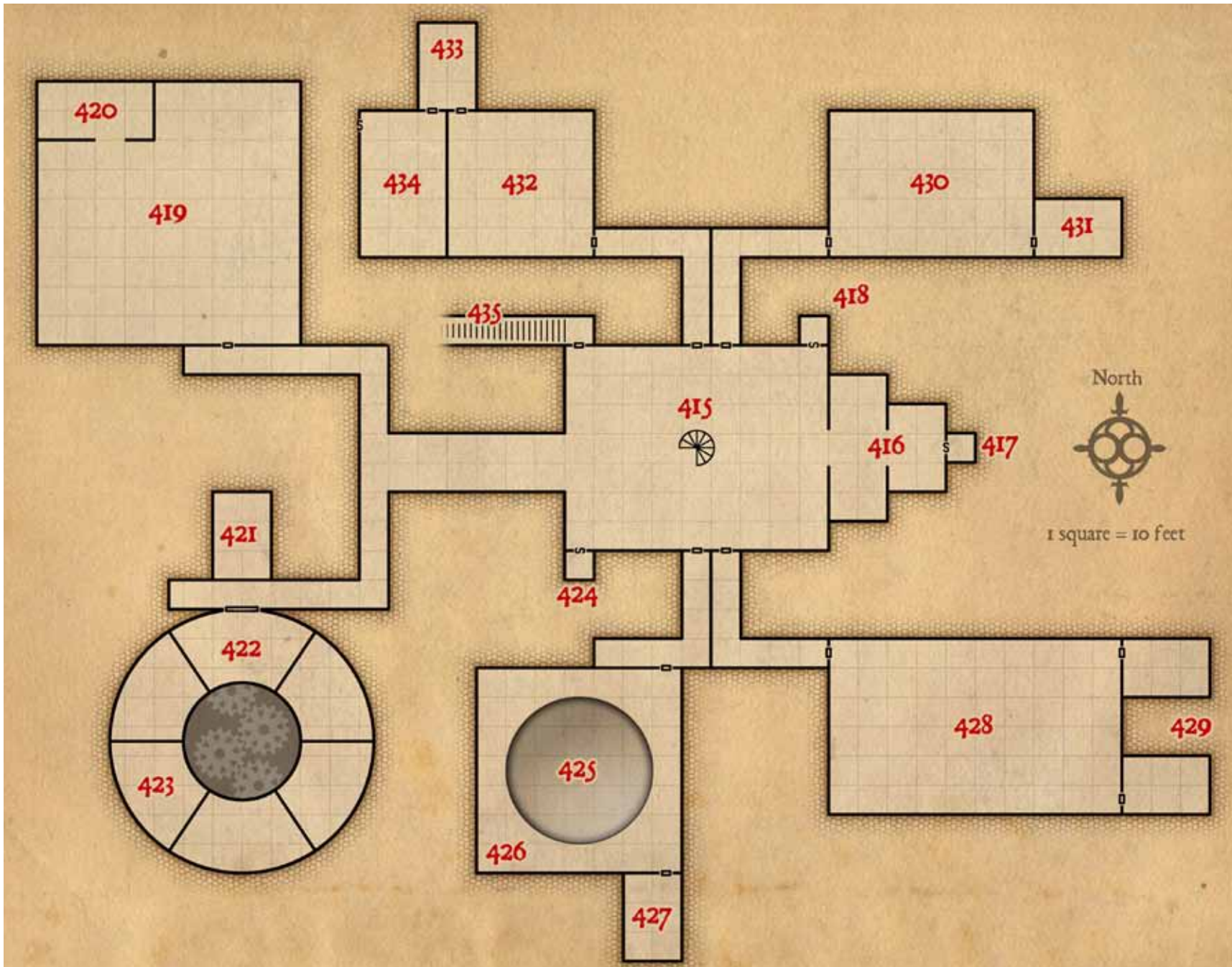


## TABLE OF CONTENTS

Level Map .....	2
Room 415.....	3
Room 416.....	5
Room 417.....	7
Room 418.....	8
Room 419.....	14
Room 420.....	15
Room 421.....	17
Room 422.....	19
Room 423.....	20
Room 424.....	21
Room 425.....	23
Room 426.....	25
Room 427.....	26
Room 428.....	27
Room 429.....	29
Room 430.....	31
Room 431.....	32
Room 432.....	34
Room 433.....	36
Room 434.....	37
Room 435.....	41
Appendices	
A: Monsters, NPCs & Templates.....	43
B: Handouts.....	50
C: Timeline.....	51
D: Glossary.....	52

# DRAGON'S DELVE

# LEVEL 15: THE FOURFOLD KEEP



## LEVEL 15: THE FOURFOLD KEEP

While hints and traces of the legendary Mages Four can be found throughout Dragon's Delve, they come to their culmination here on Level 15 which, more than 800 years ago, served as the home and base of operations for the group. Like the Gauntlet Arcane on Level 14, nothing is known about the purpose or contents of the Fourfold Keep prior to the mages' arrival. Indeed, it seems likely that even the physical layout of the level was altered to suit their preferences, so the ancient history of this section of the dungeon will likely never be uncovered.

On the one hand, it speaks volumes to the power and influence of the Mages Four that they were able to lay claim to two whole levels of the dungeon and reshape them to suit their whims. On the other hand, this relatively small collection of rooms hardly seems fitting to serve as the ultimate residence and private retreat for four spellcasters of such accomplishment and renown. Of course, it is made evident even within these chambers that the mages had other retreats elsewhere in the world (and quite probably beyond it). Just because a door opens inside Dragon's Delve, it is not necessarily the case that the room that one steps into is there as well. The mages, collectively and individually, clearly had dozens of other homes, laboratories, and sanctums--but the Fourfold Keep was their most precious.

The public sections of the level contain a large common area, a magically secure storage vault, and a smithy that the mages used when crafting new items and preparing exotic spell components. Each of the mages also had a private suite of rooms to do with as he or she pleased.

It is understandable that the Gauntlet Arcane on Level 14 was devoid of wandering monsters--to this day it remains tightly sealed behind magic-resistant bluesteel doors and plates, and any creature that gets by those is lucky to escape with its life. However, the fact that Level 15 also has no random encounters speaks to the influence that the Mages Four wielded over the denizens of Dragon's Delve--so much so that, nearly a millennium later, the creatures living in the dungeon still give it sway.

Like the rooms in the Gauntlet Arcane, unless otherwise noted, those in the Fourfold Keep are kept fully lit by a glow emanating from the ceiling. Unlike those above, though, on this level the light is not nearly as harsh and glaring. It is still enough, though, to allow ordinary humanoids to see and even read normally.

The ceilings in the rooms of Level 15, unless otherwise noted, are twelve feet high.

There are 21 encounters on Level 15. There are no random encounters.

## 415. THE TROPHY ROOM (EL 13)

**Summary:** The central common area and trophy room of the legendary Mages Four.

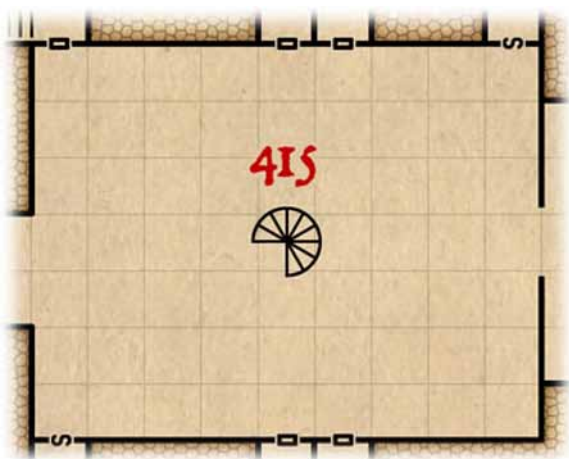
**Sights and Sounds:** This chamber is brightly lit. The PCs see the following.

*A wide circular staircase descends in the center of this large, open, lushly appointed room. The space below the last curve of stairs has been converted into a fireplace, in which crackles a warm, inviting blaze. At various other points in the chamber are couches, lounging cushions, tables, and chairs, all arranged in small, cozy groups.*

*The walls are hung with strange and wondrous items--a suit of armor so large that it cannot be made to stand under this ceiling (instead it is arranged in a seated position, as though it was leaning against the wall taking a nap), a desiccated gray eyeball as tall as a man, a translucent ball nearly as large as the eyeball that seems to be made entirely of swirling light in hues and shades that you have never before seen, and twenty skeletons of tiny horned beasts each with dozens of legs, just to name a few.*

**Background:** This is the main hall of the Fourfold Keep. When the Mages Four were in residence, it served most often as a common room where they would take meals, drink, and discuss the eldritch intricacies of spellcasting, extra-planar travel, adventuring, and life in general.

It also served as their trophy room--a place to display souvenirs and mementos gathered during their exploits. Some of the items are mentioned above (and described in detail



below), but the GM is encouraged to add other bizarre and wondrous tokens gathered during the long and storied lives of the mages.

**Stairwell:** This ten-foot wide circular stairwell leads up to the viewing room of the Gauntlet Arcane.

**Fireplace:** The fire seemingly burning in fireplace beneath the circular stairs is merely an illusion, but it is a powerful one, including light, sound, smell, and touch—even seeming to radiate heat. However, detect magic or other appropriate means will reveal that it is a major image cast by 20th-level spellcaster.

This is merely a creature comfort to give the trophy room a cozier feel and belie the fact that it is hundreds of feet belowground.

**Giant Armor:** This is a set of mithral full plate armor made for a storm giant that in life stood over 25 feet tall. Rather than having been taken from a fallen foe, this armor was given to the Mages Four when, after saving a storm giant chieftain's life, they were made honorary chiefs of the clan.

These facts are emblazoned on the armor in giantish runes, which can be read by anyone literate in that language.

The armor is not magical, but it is extremely valuable (if only for the incredible amount of mithral needed to construct it). It is worth 42,000 gp and weighs 250 lbs.

**Eyeball:** At first, most viewers mistake this for the central eye of an ocular tyrant, but a DC 25 Knowledge (arcana) check will correctly identify it as having come from an ancient silver dragon. Like the sculpture above the entrance to the Gauntlet Arcane, this eyeball has been enchanted with a complex series of magic mouth spells that let it seem to be responsive and intelligent. In fact, it is merely aping a collection of pre-programmed responses.

The purpose was originally simply to scare the few visitors whom the Mages Four allowed into their base. As they spent more time abroad, though, it became a way of insuring that anyone who happened to stumble into the area (by being gullible, unlucky, or just too brazen for their own good) clearly knew whose home they were invading. As soon as anyone steps within 10 feet of the eyeball it shouts out.

*"Who dares enter the dread sanctum of the peerless Mages Four?!?"*

It then remains active for ten minutes, answering any questions it can. These include any of those covered by the statue or the Voice From Above from the previous level, as well as additional information about the Mages Four. It can give pertinent facts such as: when the mages arrived in Dragon's

Delve; that they settled here to develop and experiment with their greatest invention--the Entropy Engine; that they had many other homes and laboratories so it is a mistake to interpret a current absence as a permanent situation; the name of the silver dragon from which the eyeball was pulled--Zartharteneist--and a suitably heroic tale of how the mages came to own it; and any other broad factual information (and hyperbolic bragging) that the Mages Four would want the world to know about themselves.

The eyeball will not be able to answer questions about the current whereabouts of the Mages Four, the layout or other details of this level, or other details that the mages would be hesitant to give to someone that, potentially, was breaking into their home.

After it has been active for ten minutes, the eyeball will shout out again.

*"Enough of your prattling! Be gone, lest the owners of this hall find you skulking about and take you for the thieves you probably are!"*

Then the eyeball will fall silent, no longer responding to anything that happens around it. After five minutes, the whole process may begin again.

**Tiny Skeletons:** These are the skeletons of a clutch of hatchling behirs the Mages Four were swarmed by immediately after killing the creatures' mother.

**Ball of Light:** Unlike all the other items in the trophy room, the ball of swirling light is actually a living creature. It is a ghaele--an extra-planar creature that can assume this shape at will. The Mages Four were so taken with the otherworldly beauty that they

wanted to reflect on it while at their leisure, so they managed to put the creature into stasis. It has been sitting, semi-conscious, in this room for centuries, unable to affect its escape.

Anyone who touches the ball of light with his or her bare skin suffers 4d6 electricity damage (DC 20 Reflex save for half damage) and frees the ghaele. When it awakens, the creature's attitude is unfriendly or hostile (depending on what it has seen the PCs do before freeing it).

**Ghaele:** hp 65

**Upping the Ante:** By the time they reach this level, a single ghaele really shouldn't present much of a challenge to the PCs. Its appearance here is more to keep them in the frame of mind that anything is possible and nothing is necessarily what it seems. However, if the GM wants to make this a more challenging fight, simply increase the number of balls of light in the room (spreading them around like colorful decorations that give the room a more festive feeling. If the PCs touch one ghaele, the all awaken. In addition, have the ghaeles begin with a hostile attitude--furious over their centuries-long imprisonment and ready to take their anger out on whatever mortal just happens to be in their way.

A pair of ghaeles raises the encounter to EL 15, a trio to EL 16, and a quartet to EL 17.

**Connections:** This chamber connects to areas 413, 416, 418, 419, 421, 422, 424, 425, 428, 430, and 432. See the Map of Level 15.

## Pathfinder Stats

**Ghaele:** hp 136

## 416. THE DOME OF KNOWLEDGE (EL 15)

**Summary:** This quiet set of rooms was often used for meditation, but also contains a most interesting receptacle of knowledge.

**Sights and Sounds:** These chambers are brightly lit. The PCs see the following.

*Although there is no door between these rooms and the trophy room, it is clear that they are meant to be a separate space. The floors of both spaces are replete with meditation mats and pillows.*

*The walls of the outer chamber are hung with dozens, perhaps hundreds, of silk streamers, each dyed a single, brilliant hue. No two of the streamers is exactly the same shade as any other, and the longer you look at them, the more the cloth seems to swirl together in kaleidoscopic color.*

*The walls of the inner chamber are covered with a mural of a fantastic cityscape as if viewed from a distance. Towers and spires arch toward a pale blue sky, elevated walkways and sky-bridges connect the buildings, and the city seems to stretch infinitely toward the horizon. In the center of the room is a pedestal on which sits a tall, thin glass dome.*

**Background:** As it seems, this was a contemplation chamber--for when one of the Mages Four needed to focus on a particular thought, concept, or problem. The outer chamber was for traditional meditation, while the inner one houses a strange artifact that can answer any question posed to it.

**Outer Chamber:** The silk streamers hung on this wall each are dyed a different color, and a minor evocation causes a nearly



imperceptible breeze to circle the room, ruffling the streamers and keeping them in constant, subtle motion. The effect can be hypnotic, causing effects identical to a color spray spell

(DC 15). This occurs once for every full 15 minutes a creature stays in the room.

For each full hour a creature stays in the room without succumbing to the hypnotic effect gains a +1 on any single Intelligence-based skill check (which must be made before leaving the chamber). Succumbing even once cancels all accumulated bonuses.

**Inner Chamber:** The mural on the inner chamber walls is startlingly realistic--a view of the skyline of a city that stretches away toward an infinite horizon. This does not appear to be a city any of the PCs have visited or ever heard of. A DC 15 Knowledge (architecture and engineering) check reveals that the construction is so fantastic that it would be impossible for the buildings to be constructed in the mundane world.

Given the exploits of the Mages Four, it is possible that this is a site some extra-planar site. A DC 15 Knowledge (the planes) check reveals a handful of fabled locations that the mural could represent (including Tathrakis the Infinite City, the never ending warren of Bhargabast, and Epidra the City that Never

Was, as well as any locations the GM wishes to include). However, if the check beats DC 25, the PC is certain that this painting does not represent any of those places after all.

**Pedestal:** The pedestal is made of stone and stands four-feet tall. It has a flat top, on which rests the glass dome, but also an inclined shelf which holds a thick leather-bound book, a stoppered inkwell, and a quill. Emblazoned on the book's cover in golden letters is the following text:

*"The only foolish question is the one that goes unasked."*

If anyone opens the book, it is clear that a great many pages have been torn from it. All the remaining sheets are blank.

The book, inkwell, quill, pedestal, and dome are all part of one device/magical location--the Secret City (about which more will be learned on Level 16). If viewed with detect magic, the whole unit radiates a strong aura of universal magic. The book and inkwell automatically refill themselves if they are ever emptied. If anyone walks off with one of the items from the pedestal, a new one magically appears one hour later. The items themselves are not magical and have no special abilities except in conjunction with the glass dome. The function of the dome is described below.

**Secret Door:** The secret door in the eastern wall of the inner chamber, leading to area 417, is extraordinarily difficult to see because its outline is built into the natural lines of the mural. It requires a DC 45 Search check to notice the door itself.

Somewhat easier is finding the trigger that opens the door. This can be found built into the pedestal and can be located with a DC 38 Search check performed specifically on the pedestal. (A general search of the room will not suffice.) Once found, opening the trigger requires only a DC 25 Open Lock or Disable Device check.

**Glass Dome:** The glass dome itself is actually more of a cylinder--about one foot in diameter and one foot tall with a domed top. Inside is a finely crafted diorama of a few square blocks of a magnificent city. A DC 12 Int check reveals that it seems to be the same city displayed in this room's mural. (If the Spot check beats DC 28, the character realizes that viewed from the perspective of a person on the street of that diorama, the mural would likely appear to be distant actual spires within the city.)

The pedestal unit works as follows. When a question is written in the book and the cover is closed, the device formulates an answer. This is done using divination magic. Based on what the question is, the GM should determine what spell would most easily be used to acquire the answer (augury, divination, and commune are the most common choices). Acquiring the answer takes one hour per level of the spell required. At the end of that time, a chime rings from the dome and the book opens. The answer to the question is written on the page with the question (continuing onto subsequent pages, if necessary).

The question can be written in any language, and the answer will be written in the same language. The device can only answer factual questions. If the question posed is unanswerable, the device will chime after ten minutes and the reply will read, "That information is not available." Only one question may be processed at a time. If more than one question is posed, the device will chime after ten minutes and the reply will read, "Please limit yourself to a single query."

If the book is opened while the device is processing a question, it will attempt to close itself. If that is impossible, all work on the answer will cease until the book is closed.

Pages may be torn from the book easily. If a page with a question and answer is not torn from the book, the next time the book is closed the writing will disappear so that the next time it is opened the pages will all be blank.

**Connections:** This chamber connects to area 415 and area 417.

See the Map of Level 15.

### Pathfinder Stats

The skill checks in the inner chamber should be based on Knowledge (engineering) and Knowledge (planes), respectively. The secret door can be found using Perception checks. None of the DCs are affected.

## 417. SECRET CLOSET

**Summary:** This small storage area contains nothing of immediate or great intrinsic value ... so why is it so difficult to find?

**Sights and Sounds:** This chamber is completely dark. If the PCs have an adequate light source, they see the following.

*This is more like a large closet than a small room. Mounted on the walls is a series of twenty small wooden pegs. On each peg hangs a bronze medallion emblazoned with the image of a tower with a great spire at its peak. In the southeastern corner of the room sits a loose pile of crumpled paper.*

**Background:** This is a storage area specifically designed to hold these tower medallions, which are keys necessary to leave the Fourfold Keep and descend immediately to the floor below.

The Mages Four were very particular about who came and went from their sanctum. In particular, they were worried about treasure seekers and rivals attempting to get below to examine the Entropy Engine, so they devised a way to prevent anyone from sneaking away and going lower in the dungeon without the mages' permission. Those who try to use the stairwell leading down, but are not wearing a tower medallion, will instead find themselves teleported to the Secret City. (See area 435 for details.)

**The Papers:** These are pages torn from the book on the pedestal with the Dome of Knowledge. Each was left by a previous adventurer who passed this way and struggled to solve the mystery of the

medallions. They vary in age from a few months to many decades (perhaps a century or more) old. They all deal with the medallions and their use, though none outright state the whole of the situation. The Mages Four made sure that the dome would not give up that kind of information easily.

Some examples of the information found on the pages are presented below. The GM may add other questions and answers about this or other topics that he thinks the players ought to have.

**Q:** How do we get out of here safely?

**A:** The stairs are safe going up or down. There is no guarantee about what you will find on the other end.

**Q:** How do these medallions work?

**A:** They are matched to a key that has no door. They know when to work. When their work is done, they will return to their proper place.

**Q:** Where do the stairs down lead?

**A:** One stairwell leads to two places. Which path you walk depends on what you carry with you.

**Q:** How many keys do we need?

**A:** Each key works for only an instant. Since there is no door, it cannot be held open.

**Tower Medallions:** Hanging on the pegs in this room are twenty Tower Medallions. Each one is a flat bronze disk about three inches in diameter. One side is marked with an image of a massive tower with a great spire at its peak, while the other side is

blank. Each medallion is securely attached to a loop of chain made of pure silver, large enough to fit around the neck of most Medium and Large size humanoids.

The tower on the medallions corresponds directly to one of the towers in the diorama within the Dome of Knowledge. Those who have examined both in detail can make this connection with a DC 15 Intelligence check. This check receives a +5 bonus if the individual is standing in front of the dome and can compare the two directly.

The medallions allow safe passage down the stairs leading from the Fourfold Keep deeper into Dragon's Delve. When one of the medallions is carried down the stairs, it activates and automatically teleports back to this closet and onto its hanger. All of the medallions a creature has activate at once (whether they are being worn or carried), so it is not possible to take one away for later use. There are very few individuals to whom the Mages Four wanted to grant permanent access to the lower levels (and the Entropy Engine)--those individuals were given other medallions that could be used multiple times.

**Connections:** This chamber connects to area 416. See the Map of Level 15.



## 418. THE INFINITE CLOSET (EL 17)

**Summary:** This seemingly mundane closet has a deep, dark, infinite secret.

**Sights and Sounds:** This chamber is completely dark. If the PCs have an adequate light source, they see the following.

*There is nothing at all unordinary or noteworthy about this small storage area. Though, in the Fourfold Keep, that in itself is fairly unusual and noteworthy.*

**Background:** While the room has a secret door, it's really more of a "hidden" door--kept unobtrusive for aesthetics' sake. This really is just a storage area, something that is fairly lacking in the Fourfold Keep. Indeed, the Mages Four generally use extra-dimensional spaces to store most of their mundane equipment, so why was this closet built at all? Because the mages determined that this particular space connects to the wendways, making the closet a perfectly camouflaged secret entrance and exit to the keep.

Unfortunately for the PCs, they decided to investigate the closet at just the same time that a group of adventurers who came this way earlier are using it to escape from Level 17. Indeed, the PCs may not even recognize the group as fellow adventurers since these individuals have fallen victim to the draining effects of that lower level and now appear to be ghouls.

**Finding the Door:** Unlike most secret doors, this one can be noticed passively with a DC 15 Spot check. Those actively investigating

the northeast corner of the Trophy Room need only a DC 8 Search check to find it.

Once located, the trigger to the door becomes obvious. It may be opened easily, the way a normal door would.

**To the Wendways:** There is no visual cue that this chamber connects to the wendways, so the PCs cannot gather this information merely by looking into the closet. From that perspective, it seems completely ordinary.

However, if the PCs step inside the room, they automatically recognize that the place is connected to the wendways and can use it to travel to any other wendways locale they have previously encountered.

**From the Wendways:** As fate would have it, just as the PCs go to open the closet door, a pair of ghuls is using the wendways to access this space. "Ghul" is a new undead monster template that can be applied to any humanoid (see below for details). These particular ghuls are former adventurers who knew about the wendways connection and have come back to this level in hopes of finding living flesh to consume.

Since the ghul template does not change any of the base creature's stats (apart from increasing its CR, changing its alignment, and giving it the new abilities described below), the GM can use any 13th-level characters he likes--perhaps adventurers the PCs have heard of or encountered in other sections of the Dungeon. For your convenience, though, we have provided just such characters in the bonus encounter The Last of the Fell Bog Raiders.

Bear in mind that, like other potent undead, ghuls retain both their free will and all their memories from life. They can be highly intelligent and highly skilled monsters, making them among the most dangerous of adversaries.

Since ghuls are intelligent, it is possible that the PCs will manage to parlay with them rather than merely fight. If an accord can be reached, the ghuls are willing to tell the PCs about secret room with the Tower Medallions and explain their use. Because they made that discovery, as adventurers they never visited Level 16 at all. They also are willing to tell the PCs general information about Level 17 (in particular the pervasive draining effect), but will not provide in depth information about the cultists, layout, traps, or other particulars of the level.





## Ghul Template

Related to (and possibly the origin of) lesser creatures such as ghouls and ghosts, ghuls are a powerful form of undead caused by starvation after turning to cannibalism and grave-robbing. They are driven by an endless hunger for the flesh of the living, but otherwise manage to maintain a semblance of civilization.

In appearance ghuls are faintly blue skinned, with pale dead eyes and long, lean frames. The thin-lipped mouth of a ghul is ragged and scabbed, with a deep crimson stain affecting the skin around it, and jagged, yellow teeth within.

A ghul is created by adding the following template to any humanoid.

**Undead:** With the exception of losing their Constitution score (see Lifelike, below), ghul have all the traits and immunities of undead.

**HP:** A ghul retains its original hit dice, and advances by gaining class levels.

**CR:** As original creature, +2.

**Alignment:** A ghul's alignment shifts to one of the variations of evil.

**Lifelike (Su):** Though undead, ghul's bodies continue to go through the motions of life-breathing, eating, and even resting in a form that appears to be sleep. This makes it more difficult to determine that a ghul is truly undead (+5 to all Knowledge check DCs to determine information about a ghul). It also allows a ghul to maintain a Constitution score, unlike most undead, adding its Con bonus to hit dice, Fortitude saves, skill checks, and the DC of innate attacks. Their

apparent vitality is a necromatic illusion, however, and ghuls are as immune to biological weaknesses as other undead are.

**Paralysis (Ex):** Any creature hit by a ghul's melee attack (even if the ghul is using a weapon) is exposed to a paralysis effect. This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a target can resist it with a Fortitude saving throw (DC 10 + 1/2 ghul's total HD + ghul's Con modifier). On a failed save, the target is paralyzed for 1d4+1 rounds. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

**Exhalation of Death (Su):** Unlike a typical ghoul, ghuls do not carry the stench of the grave with them everywhere they go. The horrendous odor does exist within their rotting bodies, however, and as a standard action can be brought forth with a powerful breath. This breath weapon attack fills a 60-foot-cone. Living creatures within the area must succeed at a Fortitude save (DC 10 + 1/2 ghul's total HD + ghul's Con modifier) or be nauseated for 1d6+4 rounds and sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by any ghul's exhalation of death for 24 hours. A neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected by this ability.

Creatures resistant to poison receive their normal bonus on this saving throw.

A creature killed while under the effects of an exhalation of death becomes a ghost if it had 5 or fewer hit dice or a ghul if it had 6 or more. It rises in undeath 1d6 hours after being slain. A remove curse, neutralize poison, or similar spell cast on its body during this incubation period may prevent the corpse from becoming undead. The caster of such a spell must make a caster level check (DC 10 + HD of ghul that affected the target with exhalation of death). If the check is successful, the corpse does not become an undead.

**Upping the Ante:** If the GM wants to make this a more difficult combat, add in a third ghoul will bring the encounter to EL 18. (In case the GM prefers this option, the bonus encounter "The Last of the Fell Bog Raiders" presents three surviving members of the group. See more information below.)

**Connections:** This chamber connects to area 415 and the wendways. See the Map of Level 15.

### Pathfinder Stats

The ghul template does not require any modifications to make it suitable for Pathfinder.

### The Last of the Fell Bog Raiders

The Fell Bog Raiders were an adventuring group that came to Dragon's Delve just a few months before the PCs did. Rather than detailed exploration, though, they came on a mission to rush through the levels as quickly as possible in search of the Entropy

Engine. They began their quest as fairly high-level adventurers, and so were able to bull their way through with little resistance. Unfortunately, that also made it difficult for them to notice when the challenges of the dungeon outstripped their abilities. As a result, they ended up in the Halls of Hunger on Level 17 without the capability to handle the rigors of the encounters they met. Weakened by hunger, some of them were eaten by the hungry ghuls. The GM may wish to use them as the base creatures onto which the ghul template is applied for the encounter in area 418.

Alternatively, if the PCs miss the hidden cache of Tower Amulets, the Fell Bog Raiders could be among the individuals trapped in the Secret City on Level 16. Again, the turmoil encountered there having claimed the lives of other members of their party, leaving these three to fend for themselves in a situation they do not fully comprehend. They would surely be glad to see the PCs and throw their lot in with them in hopes of finding a way out.

In any case, the individuals below are the last of the Fell Bog Raiders, and they find themselves in a level of Dragon's Delve that is significantly too powerful for them.

**Tashandra Hedgerow:** Tashandra is the leader of the Fell Bog Raiders—at least she is now. For years she was the second in command behind Aston Farfreed, the bard that originally organized the group. Tashandra argued that given how often the party was involved in combat, someone with a military mind should be the leader. But Aston's affable style, smooth tongue, and quick mind kept the rest

of the group convinced that he was the one to lead. A few of them even harbored lingering mistrust of Tashandra based on how badly she seemed to want to be leader.

Dark suppositions aside, the reason Tashandra wanted to be leader was to prevent the kind of tragedy the Fell Bog Raiders have suffered recently. Her secret despair, though, is that she would have acted exactly the way Aston did in recent days—so if she had been in charge she would have led the group into exactly the same tragic circumstances. This has shattered Tashandra's confidence in her own leadership skills and weighs heavily on her as she tries to decide what to do next—just get the remaining Raiders out of the dungeon alive or go back in, try to recover the bodies of their fallen comrades, and wreak bloody vengeance on their enemies.

In her head, Tashandra knows that the group is in no position to do anything other than try to survive while fleeing. But what would Aston have done? He would never have left any of his friends behind. So, despite the foolhardiness of it, Tashandra is working on convincing herself and the others that what they really need to do is head back in and face the thing that almost killed them.

### **Tashandra Hedgerow** CR 13

Female Elf, Fighter 13 (Chaotic Neutral)  
Medium Humanoid

**HD** 13d10+52    **hp** 134

**Init** +6            **Speed** 20 ft.

**AC** 29, flat-footed 28, touch 15

**BAB/Grapple** +13/+18

**Attack** +22 melee (1d8+11, warhammer) or +22 melee (1d3+5, unarmed strike)

**Full Attack** +22/+17/+12 melee (1d8+11, warhammer) or +18/+13/+8 melee (1d3+5, unarmed strike)

**SA** none

**SQ** Elf qualities,

**Fort** +15, **Ref** +9, **Will** +7

**Str** 20, **Dex** 14, **Con** 18, **Int** 14, **Wis** 10, **Cha** 16

**Languages:** Common, Draconic, Elven, Goblin

**Feats:** Armor Proficiency (all), Blind-Fight, Cleave, Combat Reflexes, Diehard, Elven Weapon Proficiencies, Endurance, Great Cleave, Greater Weapon Focus (warhammer), Greater Weapon Specialization (warhammer), Improved Initiative, Martial Weapon Proficiency (all), Power Attack, Shield Proficiency, Simple Weapon Proficiency (all), Tower Shield Proficiency, Weapon Focus (warhammer), Weapon Specialization - Warhammer

**Crucial Skills:** Intimidate +19, Listen +2, Spot +2

**Skills:** Balance -4, Climb +15, Escape Artist -4, Hide -4, Jump -7, Move Silently -4, Ride +18, Search +4, Swim +9

**Possessions:** +2 *warhammer*, spined shield, +3 *full plate*, *amulet of health* +2, *boots of speed*, *cloak of resistance* +3, *gauntlets of ogre power*, *handy haversack (empty)*, *ioun stone (dusty rose)*, *potion of cure serious wounds*, *potion of shield of faith* +5, *ring of protection* +3, *rope of climbing*

**Gavruffin the Mystic:** For as long as he can remember, Gavruffin wanted to be a wizard--to learn the secrets of the cosmos and bend them to his will. He suffered the years of training and study gladly, knowing that when they were through he would be a living embodiment of dark mystery and eldritch power, an object of fear and awe, and a figure destined to go down in legend.

In other words, Gavruffin loves the romantic ideal of being a wizard just as much as he does casting spells and scribing scrolls--probably more so. When people first meet him, they often mistake him for a human child with an active imagination, but then he does something to prove that he actually is quite a potent spellcaster.

The main downside to Gavruffin's enthusiasm is that he tends to be impulsive, brash, and even insufferably self-congratulatory. It was at his urging that the Fell Bog Raiders came to Dragon's Delve--he was the one who wanted to find the Entropy Engine, no matter the price. And, now that the ultimate price has been paid by more than half the original group, he still wants nothing more than to press on in search of his prize. It's not that he has no remorse or sorrow over the deaths this adventure has caused. Indeed, he feels them keenly--the quest will be that much harder without them. But he is willing to risk such tragedy in search of such an object of power (and the boost that finding and controlling it would add to his reputation).

In the end, he will be sure that the names of all the honored dead are cited heroically in the legend of Gavruffin the Mystic. And that legend will not be complete until Gavruffin

succeeds in finding the Entropy Engine. To do any less would be tantamount to dishonoring the memory of his fallen friend.

### **Gavruffin the Mystic CR 13**

Male Halfling, Wizard 13 (Chaotic Neutral)  
Small Humanoid

**HD** 13d4+13     **hp** 53

**Init** +1             **Speed** 30 ft.

**AC** 19, flat-footed 18, touch 12

**BAB/Grapple** +7/+1

**Attack** +2 melee (1d2-1, unarmed strike)

**Full Attack** +2/-3 melee (1d2-1, unarmed strike)

**SA** spells

**SQ** Deliver touch spells through familiar (Su), empathic link (Su), scribe on familiar (Sp), share spells, speak with familiar (Ex)

**Fort** +10, **Ref** +10, **Will** +14

**Str** 8, **Dex** 12, **Con** 12, **Int** 20, **Wis** 13, **Cha** 18

**Languages:** Abyssal, Common, Dwarven, Elven, Gnome, Goblin, Halfling

**Feats:** Combat Casting, Empower Spell, Greater Spell Penetration, Improved Counterspell, Improved Familiar (quasit demon), Maximize Spell, Scribe Scroll, Spell Penetration

**Skills:** Climb +1, Concentration +17, Hide +13, Jump +6, Knowledge: Arcana +21, Knowledge: Nature +21, Knowledge: The Planes +21, Listen +3, Move Silently +11, Spellcraft +23

**Possessions:** Boots of striding and springing, bracers of armor +7, brooch of shielding,

cloak of resistance +4, wand of fireball (CL 10, 25 charges), wand of lightning bolt (CL 8, 25 charges)

**Wizard Spells Prepared (4/6/5/5/5/4/2/1):** (CL 13, +6 melee touch, +8 ranged touch) 0-level--*daze* (x2), *flare*, *prestidigitation*, *touch of fatigue*; 1st-level--*burning hands* (x2), *Magic Missile*, *Ray of Enfeeblement* (x2), *Sleep* (x2); 2nd-level--*daze monster* (x2), *hypnotic pattern*, *tasha's hideous laughter*, *touch of idiocy* (x2); 3rd-level--*hold person* (x3), *lightning bolt* (x2), *ray of exhaustion*; 4th-level--*phantasmal killer*, *confusion* (x2), *fear* (x2), *ice storm*; 5-level--*cone of cold*, *feeblemind* (x2), *nightmare*, *symbol of sleep*; 6th-level--*greater heroism*, *mass suggestion* (x2); 7th-level-- *Power Word Blind* (x2)

**Baldor Sandfoot:** Baldor was the most recent addition to the Fell Bog Raiders, joining the group just a few months before they began their trip to Dragon's Delve, and doing so for only one reason--because these seemed like sharp-witted, highly-skilled adventurers who knew how to turn a profit. Because, in the end, the possibility to add to his already considerable wealth was the only thing that brought Baldor out on the road anymore.

Over the years, he'd worked with any number of individuals and groups--some motivated by politics or faith, others by revenge or noble aspirations. But to Baldor it seemed that the only ones who survived any appreciable length of time and achieved what they'd set out to do were the adventurers who wanted to get rich. They were able to get an honest, measurable sense of how much they had accomplished,

and they were the only ones who seemed to know when to say "enough is enough," sit back, and enjoy the fruits of their labor. So Baldor would occasionally join up with groups that seemed to have a clear purpose, travel with them for a while, and then return to his keep (invariably laden with sacks of treasure) when that purpose was achieved.

The Fell Bog Raiders seemed like such a group. They were headed to the legendary Dragon's Delve with a clear goal in mind—a goal that would immediately take them to the sections of the dungeon that still held its secrets (and its treasures). He thought that, like himself, they were in this to make a profit and nothing more. But as they traveled, Baldor learned that he'd misjudged the group. They had a variety of ulterior motives that were driving them onward, and for none of them was that motive greed (the only emotion that Baldor felt he could predict and trust). He knew that this was going to be a one-quest partnership for him, so he kept his head down as the group moved through the dungeon and pocketed every valuable item he could find.

Several times Baldor thought about simply leaving the group, taking his loot, and returning home—but he'd never abandoned comrades deep in dangerous territory before, and it seemed like a bad idea to do so now. Not that his presence had done much good in light of the recent tragedy. Now Baldor was stuck with two Raiders who had the worst reasons for being here in the first place and the most likelihood of wanting to go back and look for more trouble.

One thing's for certain—as soon as an opportunity presents itself, Baldor is heading home and taking as many valuables as possible with him.

**Baldor Sandfoot**      **CR 13**  
Male Dwarf, Rogue 13      (Chaotic Neutral)  
Medium Humanoid

**HD** 13d6+26      **hp** 80

**Init** +5      **Speed** 20 ft.

**AC** 20, flat-footed 20, touch 15

**BAB/Grapple** +9/+13

**Attack** +11 melee (1d6+4, +2 rapier) or +11 melee (1d6+6, +2 short sword) or +13 melee (1d3+4, unarmed strike)

**Full Attack** +11/+6 melee (1d6+4, +2 rapier) or +11/+6 melee (1d6+6, +2 short sword) or +13/+8 melee (1d3+4, unarmed strike)

**SA** Opportunist (Ex), Sneak Attack +7d6

**SQ** Dwarf qualities, trap sense +4 (ex), trapfinding

**Fort** +9, **Ref** +16, **Will** +7

**Str** 18, **Dex** 20, **Con** 15, **Int** 14, **Wis** 10, **Cha** 8

**Languages:** Common, Dwarven, Giant, Goblin

**Feats:** Armor Proficiency (Light), Combat Expertise, Improved Critical (rapier), Improved Critical (short sword), Improved Two-Weapon Fighting, Simple Weapon Proficiency (all), Two-Weapon Fighting

**Crucial Skills:** Disable Device +18, Hide +26, Listen +8, Move Silently +21, Spot +16, Tumble +23

**Skills:** Balance +7, Diplomacy +1, Escape Artist +21, Jump +8, Search +18, Sense Motive +16, Use Magic Device +15

**Possessions:** +2 short sword, +2 rapier, +3 leather armor, amulet of health +2, belt of giant strength +4, boots of speed, cloak of resistance +3, gloves of dexterity +2, potion of cure serious wounds, wand of greater invisibility (CL 7, 25 charges)

### Pathfinder Stats

Below are the Pathfinder RPG stats for the Fell Bog Raiders.

**TASHANDRA HEDGEROW**      **CR 12**  
Male Elf War Master\* 13 (Chaotic Neutral)  
Medium Humanoid (Elf)

**Init** +2; **Senses** Low-Light Vision; Perception +18

### DEFENSE

**AC** 28, touch 13, flat-footed 27 (+12 armor, +3 shield, +1 Dex, +2 deflection)

**hp** 117 (13d10+26)

**Fort** +9, **Ref** +13, **Will** +11

**Immune** sleep; Resist Elven Immunities

### OFFENSE

**Spd** 20 ft.

**Melee** +2 Shock, Throwing, Thundering Warhammer +19/+14/+9 (1d8+6/20/x3) and Gauntlet (from Armor) +17/+12/+7 (1d3+4/20/x2) and Shield, Heavy Steel +17/+12/+7 (1d4+4/20/x2) and

Unarmed Strike +17/+12/+7 (1d3+4/20/x2)

## STATISTICS

**Str** 16/18, **Dex** 14, **Con** 12/14, **Int** 14/16, **Wis** 10, **Cha** 18/20

**Base Atk** +13; **CMB** +17; **CMD** 31

**Feats** Bounding Hammer, Breadth of Experience, Critical Focus, Deafening Critical (DC 23), Elven Weapon Proficiencies, Extra Tactics, Jaguar Pounce, Lunge

**Skills** Acrobatics +9, Appraise +5, Bluff +21, Climb -2, Diplomacy +9, Escape Artist -4, Fly -4, Intimidate +21, Knowledge: Nobility +23, Linguistics +13, Perception +18, Ride -4, Sense Motive +16, Stealth -4, Survival +14, Swim -2

**Languages** Abyssal, Celestial, Common, Draconic, Elven, Gnome, Goblin, Infernal, Orc, Sylvan

**SQ** Assail (multiple foes) (Ex), Assault Tactics(+6 max) (Ex), Battle Tactics (39 rounds/day), Battle Tactics: Move Action, Battle Tactics: Swift, Consul (Ex), Countering Tactics (Ex), Covering Maneuvers(+3) (Ex), Deployment(+15ft) (Ex), Elven Magic, Faith: Stabilize (3/day) (DC 10) (Sp), Glowing Glove, Goad (DC 19) (Su), Guarded Tactics (Ex), Hand Up (Ex), Hearten (Su), Individual tactics(3/feat) (Ex), Lasting Tactics\* (Ex), Mark of Quality, Parley (Ex), Raid Tactics (Ex), Rally(+5d6) (1/day) (Su), Realm of Expertise: Intelligence (Ex)

**Combat Gear** +2 *Shock, Throwing, Thundering Warhammer*, +3 *Full Plate, Spined Shield*; **Other Gear** *Belt of Physical Might, STR & CON +2, Boots of Speed, Brooch of Shielding, Cloak of Resistance, +3, Elixir of Tumbling, Glowing Glove, Handy Haversack (empty)*,

*Headband of Mental Prowess, INT & CHA +2: Acrobatics, Potion of Cure Serious Wounds (5), Potion of Shield of Faith +5, Ring of Protection, +2, Rope of Climbing*

\* War Master is a new base class published by Super Genius Games in the *Adventurer's Handbook*. But since we wanted to use it here, Dungeonaday.com subscribers can now download a free copy of *The Genius Guide to the War Master*.

## GAVRUFFIN THE MYSTIC CR 12

Male Halfling Witch (Trickery) 13 (Chaotic Neutral)

Small Humanoid (Halfling)

**Init** +5; **Senses** Perception +3

## DEFENSE

**AC** 22, touch 15, flat-footed 21 (+7 armor, +1 Dex, +1 size, +3 deflection)

**hp** 80 (13d6+13)

**Fort** +10, **Ref** +10, **Will** +14

## OFFENSE

**Spd** 30 ft.

**Melee** Unarmed Strike +6/+1 (1d2-1/20/x2)

**Special Attacks** Evil Eye (DC 21), Misfortune (DC 21), Slumber (DC 21)

**Witch Spells Known** (CL 13, 6 melee touch, 8 ranged touch):

7 (1/day) *Cure Moderate Wounds, Mass* (DC 22)

6 (2/day) *Cone of Cold* (DC 21), *Swarm Skin* (DC 21)

5 (4/day) *Cloudkill* (DC 20), *Cure Critical Wounds* (DC 20), *Pain Strike, Mass* (DC 20), *Suffocation* (DC 20)

4 (5/day) *Fear* (DC 19), *Ice Storm, Phantasmal Killer* (DC 19), *Moonstruck* (DC 19), *Spite* (DC 19)

3 (5/day) *Ray of Exhaustion* (DC 18), *Sleet Storm, Lightning Bolt* (DC 18), *Screech* (DC 18), *Twilight Knife*

2 (5/day) *Web* (DC 17), *Hold Person* (DC 17), *Death Knell* (DC 17), *Alter Self, Glide* (DC 17)

1 (6/day) *Burning Hands* (DC 16), *Burning Hands* (DC 16), *Cure Light Wounds* (DC 16), *Cure Light Wounds* (DC 16), *Ray of Enfeeblement* (DC 16), *Ray of Enfeeblement* (DC 16)

0 (at will) *Daze* (DC 15), *Mending, Bleed* (DC 15), *Resistance*

## STATISTICS

**Str** 8, **Dex** 12, **Con** 12, **Int** 20, **Wis** 13, **Cha** 18

**Base Atk** +6; **CMB** +4; **CMD** 18

**Feats** Arcane Strike, Combat Casting, Extra Hex, Greater Spell Penetration, Improved Counterspell, Improved Initiative, Spell Penetration

**Skills** Acrobatics +3, Climb +1, Fly +3, Heal +17, Intimidate +20, Knowledge: Arcana +21, Knowledge: Nature +21, Knowledge: The Planes +21, Perception +3, Spellcraft +21, Stealth +5, Use Magic Device +20

**Languages** Abyssal, Common, Dwarven, Elven, Gnome, Goblin, Halfling

**SQ** +2 to Initiative, Cackle, Deliver Touch Spells Through Familiar (Su), Empathic Link with Familiar (Su), Fearless, Hag's Eye (13 minutes/day) (Ex), Major Healing (*Cure Serious Wounds*) (Su), Retribution (5 round(s)) (DC 21) (Su), Scry on Familiar (1/day) (Sp), Share Spells with Familiar, Speak

with Animals (Ex), Speak With Familiar (Ex), Ward +3 (Su)

**Other Gear** *Boots of Striding and Springing*, *Bracers of Armor* +7, *Brooch of Shielding*, *Cloak of Resistance* +4, *Ring of Protection* +3, *Wand of Fireball*, *Wand of Lightning Bolt*, Greensting Scorpion familiar

### BALDOR SANDFOOT CR 12

Male Dwarf Rogue (Thug) 13 (Chaotic Neutral)

Medium Humanoid (Dwarf)

**Init** +6; **Senses** Darkvision (60 ft); **Perception** +16

#### DEFENSE

**AC** 21, touch 16, flat-footed 15 (+5 armor, +6 Dex)

**hp** 107 (13d8+26)

**Fort** +9, **Ref** +17, **Will** +7

**Defensive Abilities** Defensive Training, Evasion, Improved Uncanny Dodge (Lv >=17), Redirect Attack (1/day)

#### OFFENSE

**Spd** 20 ft.

**Melee** +2 Bane, Menacing Short sword +13/+8 (1d6+4/19-20/x2) and +2 Corrosive Burst Rapier +13/+8 (1d6+6/18-20/x2) and Unarmed Strike +13/+8 (1d3+4/20/x2)

**Special Attacks** Assault Leader (1/day), Bleeding Attack +7, Powerful Sneak, Sneak Attack +7d6

#### STATISTICS

**Str** 16/18, **Dex** 20/22, **Con** 13/15, **Int** 14, **Wis** 10, **Cha** 8

**Base Atk** +9; **CMB** +13; **CMD** 29

**Feats** Combat Expertise +/-3, Dastardly Finish, Gang Up, Improved Two-weapon Fighting, Intimidating Prowess, Rogue Weapon Proficiencies, Second Chance, Steel Soul, Two-weapon Fighting

**Skills** Acrobatics +22, Appraise +6, Bluff +3, Climb +20, Diplomacy +3, Disable Device +22, Escape Artist +22, Intimidate +19, Perception +16, Sense Motive +16, Sleight of Hand +19, Stealth +27, Use Magic Device +15; **Modifiers** Fast Tumble, Frightening

**Languages** Common, Dwarven, Giant, Goblin

**SQ** Brutal Beating (6r) (Ex), Greed, Hardy, Hatred, Slow and Steady, Stability, Stonecunning +4

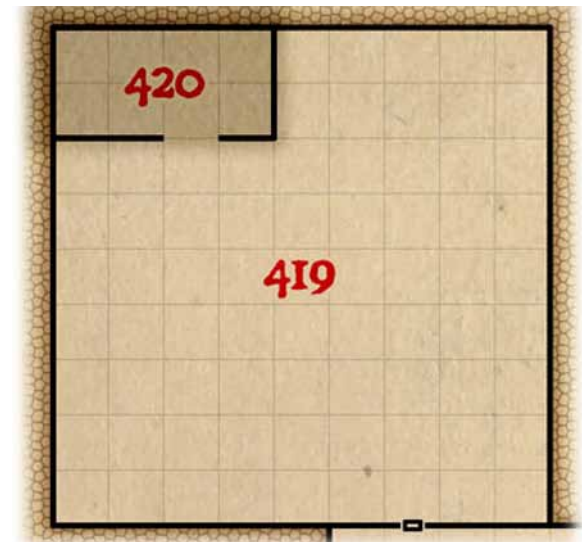
**Combat Gear** +2 *Corrosive Burst Rapier*, +2 *Human Bane*, *Menacing Short sword*, +3 *Shadow Leather*; **Other Gear** *Belt of Physical Perfection*, +2, *Boots of Speed*, *Cloak of Resistance*, +3, *Potion of Cure Serious Wounds* (2), *Wand of Greater Invisibility*

## 419. ARCANES FORGE

**Summary:** A smithy with a forge, an anvil, and all the equipment one might expect--all bright, shiny, and in perfect working condition despite centuries of neglect.

**Sights and Sounds:** This chamber is brightly lit. The PCs see the following.

*This large, open room looks like the very best equipped smithy you can imagine. There's a large furnace in the northeastern corner, a series of anvils of various shapes and sizes in the center, a*



*worktable along the western wall replete with as many metalworking tools as you've ever seen, and a collection of crates and storage bins along the southern walls. The northwest corner of the area has been walled off to create a small inner chamber.*

**Background:** The Mages Four spent a good deal of their time creating new magical spells, processes, and items. For the latter, they often needed to physically create the items in question, often repeatedly as they struggled to get the process and enchantments right. To make that effort easier, they first created the arcane forge--a room that lets an artisan make cheap and fast magic armor, weapons, jewelry, and other metal objects.

This room and everything in it have a strong aura of universal magic. It is impossible to pin the aura to any particular item or area because the effect permeates the entire room. There are no artifacts or

magical items in the space because the entire room itself is a magical location.

**Accoutrements:** The workbench, anvils, boxes, and storage bins all are affected by the magic of this place. They tools are all of masterwork quality (indeed, any tool used in an appropriate crafting process within this room works as if it was a masterwork tool). The furnace requires a coal, wood, or other fire be lit in it before it will work, and has a chimney that runs into the wall (where the smoke is magically dissipated). A cistern near the anvils can be used to pump water (which also appears magically, since there is no well beneath this dungeon floor).

The boxes and storage bins are filled with high quality raw materials of nearly every sort, from coal and iron ore to fine wire spun from gold and small non-precious gems. Any kind of supply that one would normally buy from a merchant is in full supply here. However, if these materials are removed from the room, the next time they are unguarded or left out of site they will disappear and return to their storage bins. They are here specifically to be used as part of item creation--the Mages Four had no interest in making supplies for re-sale.

**Arcane Forge:** The arcane forge is a mystic location that allows master crafters to accomplish amazing works faster and cheaper than in any other location. When making a metal magic item, the total cost (in gp and xp) and time for the process is reduced by a percentage. This percentage is equal to the total skill bonus of the character making the item,

using the Craft skill that would be needed to make a mundane version of the item.

When calculating time reduction, figure the total in hours (assuming 8 hours per day). So an item that would normally take 5 days is treated as requiring 40 hours. If the time is reduced by 20%, the total time becomes 32 hours (which equates to 4 days).

For example, a character with a total Craft (jewelry) skill bonus of +26 enjoys a 26% reduction in the gp and xp cost and time required to craft magic rings, necklaces, amulets, and similar magical versions of items that can appropriately be made with the Craft (jewelry) skill.

**Connections:** This chamber connects to areas 415, 420, 421, and 422.

See the Map of Level 15.

### Pathfinder Stats

As per the Pathfinder magic item creation rules, making an item requires no xp loss. Otherwise, the arcane forge works just as described above.

## 420. THE WORKSHOP

**Summary:** The small workshop within the Arcane Forge, filled with notes, plans, designs, and a sleepy resident.

**Sights and Sounds:** This chamber is brightly lit. The PCs see the following.

Although there is a doorway into this smaller room, no barrier prevents free passage back and forth across its threshold. Inside is another workroom, but cozier and quieter than the smithy outside. A large

wooden table takes up much of the central part of the room. Faded papers covered with indecipherable notes and half-scribbled sketches are scattered across the tabletop. A wide, low cabinet sits along the northern wall, while the western end of the room has a pair of reading chairs and a reclining couch--all covered in masses of plush pillows.

**Background:** This small workroom was used for drafting designs for items, documenting the particulars of new processes, crafting delicate or intricate pieces whose construction required particular concentration, and for quiet contemplation and reflection. Although it is considered part of the larger Arcane Forge within which it sits (and anyone working in here gains the same bonuses as the outer room provides), the Mages Four treated this chamber more like a study lounge. They would come here to ponder particular problems, pore over research tomes, and sometimes just to clear their heads by working on purely decorative pieces of metalwork.

**The Table:** This ordinary, oak worktable (with matching benches) is indistinguishable from similar items that can be found in workshops everywhere. The only thing that makes it at all special is that for several centuries it was used by the Mages Four. Its surface is covered with a thick layer of dust from decades (more likely centuries) of disuse. But beneath the dust and the papers strewn across its surface, are scratch marks and even minor bits of graffiti left by the great spellcasters themselves.

The papers have been made illegible by time. Even if the PCs can manage to read them, they will be very disappointing. These are not final designs or collected thoughts—those the mages kept in their personal spellbooks and scrolls secreted away in their private chambers. Rather, these are pieces of scrap paper. While the notes and sketches on them certainly were parts of innovative ideas and designs, on their own they are meaningless. (If the GM wants to add a humorous tinge to this discovery, the papers could include games of hangman played in Elvish, perhaps calling it “hang goblin” with appropriately monstrous characters on the cartoon gallows.)

**The Cabinet:** This waist-high cabinet has three drawers that are notable in that they are wider and shorter than most people would find useful. This is because they are for storing large sheets of parchment and vellum without having to roll them up. The cabinets are unlocked and still filled with designs, schematic drawings, and other detailed documents pertaining to constructing the Fourfold Keep. Unfortunately, most of it will quite dull to the PCs. However, if any of them want to pore through the papers, allow them to attempt DC 25 Search checks. Success indicates that they have found and identified the designs for the vault. Reviewing the designs for useful information requires a DC 30 Knowledge (architecture), Craft (metallurgy), Craft (clockwork), or other skill check the GM deems appropriate. For each PC that succeeds at the check, grant

the group one of the following pieces of information.

\* The location and size of the vault (including how many chambers are inside).

\* The fact that there is a secret room with no apparent door directly across the hall from the vault.

\* A rough idea of how the mechanism works, providing a +2 insight bonus to all skill checks involved with opening or operating the vault.

**The Chairs and Couch:** The furniture here is high quality, upholstered in leather, and despite its age, is still quite comfortable. The cushions are mismatched and not nearly as old as the couch or chairs—a fact that can be noticed with a DC 33 Spot check. If the check beats DC 38, the character also notices that there is something moving underneath the pillows on the couch (anyone physically inspecting the couch will notice this automatically).

When the PCs arrive in the room, Fanbein the eternal pseudodragon is taking one of his prodigious naps. Only physically interacting with Fanbein will awaken him. He long ago



lost any sense of wariness around strangers, even unexpected ones.

**Fanbein:** In all ways but one, Fanbein is an ordinary pseudodragon. He was something between a pet and a mascot for the Mages Four, and he kept a watch over the Fourfold Keep when they were away. They counted on him to report uninvited guests, mysterious phenomena, and other oddities that might take place in the keep while their attention was elsewhere. He was given free rein to the common areas of the keep, but told to never enter the mages’ private quarters unless invited.

Fanbein’s life changed literally forever when a rival spellcaster invaded the Fourfold Keep and, in an effort to cover up his presence, knocked the pseudodragon unconscious and within a whisper of death. The Mages Four decided that they wanted to offer Fanbein some measure of protection, so they performed a series of magical procedures that made him eternal (see new creature ability below).

Now, centuries after the Mages Four have been seen, Fanbein still lives in the Fourfold Keep. Despite the fact that he no longer needs sleep or food, he spends most of his time napping for the pure decadent joy of it, and will eat any delicious morsel he comes across. Fanbein notes the very rare comings and goings so that he can report back faithfully, should his former masters reappear. In truth, he suspects that they are gone for good, but with spellcasters that powerful, he figures it is best to never count them out of the picture completely.



If the PCs visit the Arcane Forge and do not discover Fanbein, he will begin to follow them as they explore this level. He'll stay as unobtrusive as possible, slinking around like a housecat, peering at them from around corners, atop shelves, and under furniture. If approached, he will talk to the group--since he considers that he has nothing to fear from them. If treated with respect or, better yet, deference, he will tell them anything they want to know about the history of the Mages Four.

He knows more than any other living creature about the mages and the common areas of the keep (including all the secret areas and where they lead, plus the connection between the Dome of Knowledge and the Secret City), but he doesn't have any information about the ultimate fates of the mages nor the contents of their private chambers. He will not enter those rooms unbidden, but he considers an invitation from anyone who happens to be in the room at the time to be within the scope and intent of the instructions he received on the matter.

If the PCs have especially good dealings with Fanbein, he may be persuaded to accompany them when they leave. He will not go down the stairs without a Tower Medallion of his own. It may even be possible for a PC spellcaster to get Fanbein to agree to be a familiar.

**Pseudodragon:** 15 hp

**Eternal (Su):** An eternal creature cannot be permanently killed or destroyed. If killed, turned into an undead, polymorphed, petrified, or otherwise destroyed, it returns to

life and normal well-being 2d6 minutes later (even if disintegrated), gaining benefits similar to a true resurrection coupled with a heal. If the location of its body has become hazardous enough to kill it instantly, when the eternal creature returns to life it may take two move actions (and only move actions) and then suffers the effects associated with the square in which it awakened. Eternal creatures do not age, eat, sleep, or need to breathe and are immune to magic versions of those effects.

The downside of being immortal is an inability to grow and change. The eternal creature never gains any levels or hit dice. The effects of being eternal cannot be overcome with even a wish spell. Only the direct intervention of a deity can overcome the eternal status.

**Connections:** This chamber connects to area 419. See the Map of Level 15.

### Pathfinder Stats

Rather than the listed skills, finding the designs for the vault requires a Perception check, and discovering useful facts about it requires a Knowledge (engineering), Craft (locks), Craft (traps), or other skill check the GM deems appropriate.

The eternal creature ability requires no modification for use in Pathfinder.

## 421. IT'S A TRAP! (EL 15)

**Summary:** Never turn your back on a room with no door!

**Sights and Sounds:** This chamber is brightly lit. The PCs see nothing out of the ordinary.

There is no door or other visible marker denoting that a chamber exists behind this wall. Once the trap is sprung, though, they see the following.

*The wall to the north slides into the ceiling revealing behind it a large room. It is impossible to tell exactly how large, though, because the whole space seems to be filled with writhing, slimy, bruise-colored tentacles. They lash about wildly, slapping the walls and grasping one another--and suddenly they reach out for you!*

**Background:** This entire chamber is one tremendous trap that is triggered when someone improperly tries to open the vault. When tripped, the whole twenty-foot long section of wall slides up into the ceiling (like a portcullis). The room behind the wall is filled by a massive colony of tentacles, cultivated and magically modified by the Mages Four. Each tentacle is technically a creature on its own, but they act as a single unit (like a swarm).

The tentacles reach out and grab anyone and anything they can find. They try to grapple prey and pull it deep into the chamber. After a brief while, the tentacles retract and the wall closes, trapping those who were caught. Once the wall is sealed, the tentacles begin secreting acid at a terrific rate, filling the chamber with their corrosive sweat.

**Triggering the Trap:** The trap is triggered whenever someone attempts to open the door to the vault incorrectly. The only way to notice the trap at all is when performing a Search check on the lock. If that check beats DC 30, the searcher knows that there is a trap somewhere in the ceiling or the wall

opposite the door, if the check beats DC 33, the searcher knows it is, in fact, the wall. Additionally, if the check beats DC 36, the searcher knows just how difficult the task is (the GM should tell the player that the required Disable Device check is DC 40).

It is extraordinarily difficult to disable this trap without disassembling doing major construction on the hallway's ceiling (which, if done in haste, is almost certain to cause the hallway to cave in). It requires a DC 40 Disable Device check to temporarily incapacitate the trap. However, because of the trap's ability to repair itself, it only remains disabled for 2d10+10 minutes.

**The Tentacles:** When the trap is triggered, nothing happens until the start of the following round. At that time, the wall slides up and the tentacles begin to reach out for victims. Allow the PCs to attempt DC 22 Reflex saves to avoid being surprised. In the first round, 10 can make a single attack on any creature in the 60-foot stretch of the hallway centered on the entrance to this chamber. In the second round, 15 tentacles can make attacks. In the third round, 20 can make attacks.

Each tentacle has AC 18 and 50 hp. There are hundreds of them growing in the room. They are mindless and are considered to have the following saving throws: Fort +12, Dex +18, Will --. If attacked with an area effect, consider the colony to have 200 hp (with each hp representing one tentacle). If the colony is reduced to 0 hp, it can no longer attack.

A tentacle attacks by attempting to grapple a creature within its reach. The tentacles have a grapple check of +25. If it

succeeds, with its next action the tentacle attempts to pin its victim. If a victim is pinned, the tentacle is able to pull him or her into the center of the tentacle room. Even if a victim is not pinned, a tentacle can attempt to pull him or her into the room. To resist, the victim must make a Str check opposed by the tentacle (which has Str 20).

If two or more tentacles are grappling a single victim, each tentacle gets a +2 on all its rolls. If four or more tentacles are grappling a single victim, the victim is considered to be pinned.

**The Wall Slams:** At the start of the fourth round, all the tentacles retract back into the room. They will not release whatever they are holding, so if something prevents that creature or item from being pulled in, too, the tentacles remain out when the wall slams. This causes the tentacle to be severed.

A severed tentacle immediately loses 25 hp, but otherwise fights on. Instead of grappling, a severed tentacle will attempt to slam its victim. This is a +20 melee attack that does 1d8+12 bludgeoning damage.

Inside the room, the tentacles stop grappling and begin secreting acid. Moving through the room is difficult because of the mass of limp tentacles practically filling the space. A creature can only move at one-quarter speed and must succeed at a DC 10 Str check for each square. A failed check means that the creature was temporarily blocked from moving, but may try again.

**The Acid Bath:** At the start of the fifth round, the tentacles begin oozing acid. Anyone

in the room takes 1d10+2 acid damage. This increases by +1d10+2 each round to a maximum of 10d10+20 and continues until all of the victims are devoured.

**Breaking the Wall:** The wall is made of stone 1-foot thick and is immune to acid damage. Each 5-foot section of wall has hardness 8, 90 hp, and break DC 35. Once the wall is broken, the accumulated acid spills out into the hall covering a number of 5-foot squares equal to the number of dice of acid damage the tentacles dealt the previous round. Anyone standing in one of those squares takes 1d10+1 acid damage. The acid remains in the squares for 1d3 rounds.

The tentacles remain inert and continue to secrete acid as long as any creature is in the room. Moving through the room continues to be a difficult process. Both of these things function as described above.



## REVISIT (EL 15)

If the PCs break the wall or destroy all the tentacles, the room has the capability to repair itself. The wall will be repaired in 1d12 hours. After that, the tentacles will regrow over the course of 1d6 days. While the trap is repairing itself, it is inert and cannot be triggered.

**Connections:** This chamber connects to areas 415, 419, and 422.

See the Map of Level 15.

### Pathfinder Stats

The only difference when using this trap in Pathfinder is that Perception should be used instead of Search when determining if the trap is discovered or triggered.

## 422. THE VAULT (EL 15)

**Summary:** The Fourfold Keep is as secure a location as existed when the Mages Four lived here, so why would they need a specially designed vault, too?

**Sights and Sounds:** This chamber is brightly lit. In the hall, the PCs see the following.

*For a twenty-foot section, the southern wall changes from stone to a smooth, featureless plate of silver metal. A brass disk is mounted in the center of the plate—with a single, hair-thin seam bisecting the disk. A single line of runes runs vertically on either side of the seam.*

**Background:** This is the secure storage vault the Mages Four had built for the Fourfold Keep. Someone once asked Caval the Conjuror why such powerful spellcasters



needed to store anything in a vault, and he reportedly replied, “How do you know we’re trying to keep thieves out? Maybe the vault’s really there to keep something even more dangerous than we are locked in!” Every indication is that he was merely joking, but even scholars of the mages’ history aren’t certain of that fact.

This single construction actually contains not one, but six vaults that rotate around the central mechanism, each large enough to store a small hoard of treasure or a colossal creature. While the mages did occasionally lock powerful creatures or entities in one of the vault’s chambers, there are none there now (unless the GM wishes to “up the ante” on this encounter). Due to the magic of the device, any creature locked inside a chamber of the vault fell into a state of suspended animation, allowing it to be stored there indefinitely.

The vault itself is a complicated mechanism, designed by the Mages Four themselves. For the most part, it is a physical mechanism with clockwork innards and many interlocking parts. However, many of those parts required some amount of eldritch knowledge and

energy in their creation, so the vault certainly is more than the equal of any mechanism created by a mundane craftsman. If the vault is targeted by dispel magic, and the dispel check beats DC 31, all creatures currently held within the vault are awakened and instantly teleported into the hallway.

Working the vault is a fairly complex procedure (see below). Details on how it works can be found in Serrestique’s Book (See Appendix B). They can also be provided by Fanbein or the Dome of Knowledge.

Failure to operate the door correctly will trigger the tentacle trap.

**The Metal Plate:** This is more than a single plate, it is a tremendous metal box that the circular vault sits within. It is constructed of an adamantine/mithril alloy and is at least 1-foot thick at the thinnest spot along the hallway (near the brass circle). At the edges, it is a solid block of mithral at least 90-feet deep.

**The Circle:** This is the door into the vault. When the runes are properly activated, the circle slides open, splitting at the center. The door is five inches thick and is made from a brass/adamantine/mithril alloy, so it is not quite as strong as the main body of the vault. It has hardness 8 and 100 hp.

**The Runes:** These are the method of activating the vault’s mechanism, rotating the chambers and controlling the door. They function very much like a modern keypad does, except that the user must be an arcane spellcaster in order to make them work (see below).

The runes are an ancient form of Dwarven. Anyone who is fluent in modern Dwarven

can tell this, but must succeed at a DC 10 Int check to puzzle out their exact meaning. The runes on the left side are numbers 1 to 6. The runes on the right side are the words Current, Right, Left, Open, Close, and Clear.

Pressing “Current” causes one of the number runes on the left to glow white (the number associated with whatever chamber is currently situated behind the door). Pressing the “Right” or “Left” rune causes the guts of the vault to rotate one chamber in the indicated direction.

To get the door to open, the user must press one of the number runes and then “Open,” and the number pressed must match the chamber that is currently aligned with the door. Doing this in the wrong order, pressing just a number, pressing just open, or asking to open a chamber other than the one currently in position will cause all the runes to glow red. Making the runes glow red three times within an hour automatically triggers the tentacle trap.

Pressing the “Clear” rune undoes the previous button pressed, allowing a user to correct a mistake. Note, however, that pressing this rune will not undo a mistake that already caused the runes to glow red (and so cannot prolong or delay the triggering of the tentacle trap.)

When the user presses the Right, Left, Open, or Close buttons, he must at the same time discharge one spell’s worth of energy into the vault. (The caster basically just expends the spell without gaining any of its effects.) This can be any spell, even a 0-level cantrip. Pressing one of these buttons

without discharging a spell’s worth of energy automatically triggers the tentacle trap.

If the PCs attempt to force their way into the vault using the Open Lock or Disable Device checks, see the “Triggering the Trap” section of area 421.

**In The Vault:** Very little is left within the vault--the Mages Four were not ones to hold on to valuable items simply for their own sake, and the contents of the vault changed quite frequently. When the PCs first come to this area, chamber #3 is aligned behind the door (one of the few chambers to actually contain some treasure). Alternatively, the GM may wish to roll 1d6 to randomly determine which chamber is currently behind the door.

Empty chambers are simply large, oddly shaped rooms whose surfaces are made entirely of mithral.

**Chamber #3:** At the rear of the chamber is a single coat rack with dozens of hooks covering nearly its entire height. On five separate hooks hang heavy chains, each with a platinum medallion. These are all necklaces of adaptation, which the Mages Four kept on hand because of their frequent extra-planar excursions. They themselves rarely felt the need to wear one, but it seemed prudent to give a necklace to any assistant or servant they brought along.

**Upping the Ante (EL varies):** The way the vault is currently written, the only challenge is discovering a way to get into it without triggering the tentacle trap. If the GM wishes to add the possibility of a

combat encounter, it is certainly possible to put suitable creatures in the currently empty vault chambers. It would even make sense to find various creatures that the Mages Four had gathered to experiment on or with the intention of using them for tests in the Gauntlet Arcane. Appropriate creatures include a balor, a pit fiend, or four planetars. The GM may also choose to place any creature or treasure he likes within one of the chambers.

Each of these would be an encounter on its own, but the PCs are likely to treat the vault as a single encounter area. So the GM should be careful about putting too many high-level challenges together in this one location.

**Connections:** This chamber connects to areas 415, 419, and 421.

See the Map of Level 15.

## Pathfinder Stats

No modifications are required to run this encounter using Pathfinder. Please use the following references: Necklace of Adaptation, Balor, Pit Fiend, Planetar.

## 423. CHAMBER #5

**Summary:** When examining the contents of the Mages Four’s vault, this is what they find in chamber #5.

**Sights and Sounds:** This chamber is brightly lit. The PCs see the following.

*The chamber is empty except for a plain but finely crafted statue altar carved out of solid marble. A small red box sits in the center of the altar.*

**Background:** Within the vault lies a powerful artifact capable of bending the laws of cause and effect. The PCs may come to learn that it's safest to leave this particular item where it lies.

Despite the chamber's plain appearance, the contents of the box are priceless and incredibly powerful. They are the artifact known as Sao's Bones, the physical remnants of a dead god that are capable of overriding the laws of cause and effect.



**Sao's Bones:** This matched pair of knucklebone dice are all that remains of Sao—an ancient and jovial god of fairness and luck. Sao was destroyed by the Entropy Engine centuries ago, after losing a bet in a deific game of chance which placed him at considerable disadvantage and required him to face the engine while so weakened. Sao's Bones are an artifact, immune to most spells and nearly indestructible. They are

only destroyed if a Lawful divine being (a god, demigod, or CR 21+ outsider) uses them to cheat in a game of chance.

The dice radiate overwhelming universal magic. Any effort to determine their function results in only the statement "Could be good. Could be bad. Roll them and find out!"

Using Sao's Bones is a move action, and simply involves throwing them on a surface (the way one would a normal pair of dice). To determine the result of a roll, roll 2d8 and consult the chart below. The die roll takes a penalty of -1 for each time Sao's Bones have been rolled in the past month (regardless of who did the rolling). No magic, even the direct will of a god, can alter the random roll of Sao's Bones. Attempts at slight of hand are worse than useless—they anger the vestige of divinity within the Bones and its desire for random results. Anyone trying to use a skill or device to influence the result of a roll of Sao's Bones fails, and is automatically affected by an effect from the chart below based on the result of a single die (a value of 1-8). (Lawful gods and demigods are immune to this last effect.)

If a character rolls a natural 1 on any saving throw while carrying Sao's Bones, the normal process of seeing if a magic item is damaged is not used. Instead, no matter what precautions have been taken, the Bones drop free from the character and roll themselves. The character that was carrying the Bones suffers the consequences of this roll, for good or ill. See table on next page for results.

**Connections:** This chamber connects to area 422. See the Map of Level 15.

## Pathfinder Stats

No modification to Sao's Bones is required for use in Pathfinder.

## 424. THE BACK DOOR (EL 13)

**Summary:** Another closet behind a secret door, but this one has another door that leads ... nowhere.

**Sights and Sounds:** This chamber is dark. If the PCs have an adequate light source, they see the following.

*By its size and shape, this space seems to be a storage area. But there is nothing stored here. In fact, there is nothing here at all.*

**Background:** This is a magical conduit that connects the Fourfold Keep to several other sanctums that the Mages Four kept. Some of them belonged to the group, others to individual members. Opening the connection to a certain location requires a specific key. Without one, this is simply a very well hidden closet that is exceedingly difficult to get out of.

**Opening the Door:** Unlike the closet in the northeast corner of the Trophy Room, this one is difficult to locate. A character must make a DC 32 Search check in order to notice it. However, once found, the door is not especially difficult to open, requiring only a DC 10 Open Lock or Disable Device check (or a DC 15 Dexterity check).

**With the Door Open:** Once the door is open, the room looks as described above—like a completely ordinary empty closet. (Light

2d8 Result	Effect
2 or lower	Sao's Bones randomly teleport into the treasure hoard of the nearest dragon of CR 20 or higher.
3	One randomly determined magic item in the die roller's possession is struck by a <i>disjunction</i> , as the spell, at caster level 30.
4	Die roller is hit by a <i>harm</i> , as the spell, and then <i>power word: kill</i> , as the spell, both cast immediately, caster level 30.
5	One random monster (CR equal to the die roller's level +4) immediately appears. The monster hates the die roller and wishes him harm. The monster remains for 2d8 minutes or until slain. It has no treasure.
6	Die roller is affected by a random curse from the <i>bestow curse</i> spell, with no saving throw allowed.
7	Die roller changes gender and species permanently.
8	Die roller's eyes and hair permanently change to one of the following colors, determined randomly: blue, green, gold, purple, white. If a die roller gets this result a second time in his lifetime, his eyes and hair do not change but his skin turns color to a new, randomly determined color. Any further times the die roller gets this result, the colors switch (hair and eyes are now the second color while the skin is the first color).
9	Die roller may choose to be cured of any ailment created by the Bones. This also removes any benefit ever granted by the Bones to the die roller, and makes the die roller immune to the Bones forever more.
10	Die roller receives a randomly determined magic item with a value equal to standard treasure for a creature with a CR equal to the roller's CR. The item has one of the following properties, determined randomly: 1. Crows like a rooster at dawn; 2. Smells strongly of moldy cheese; 3. Cries out the die roller's name whenever it is used; 4. Cries out the names of the die roller's old lovers whenever it is used; 5. Burps loudly once an hour at a random moment; 6. Item randomly shouts insults in Draconic at any creature of the dragon type; 7. Item makes everything the die roller eats or drinks taste like some random other food or liquid; 8. Item only works when die roller is at full hit points. If the die roller does not have the item in hand or among the equipment on his body, he is sickened. If the item is destroyed, it reforms in the die roller's hand at dawn the next day.
11	Die roller receives the benefit of a spell his choice. The spell must be 4th-level or lower and may not require expensive focus or material component, it cannot have an alignment descriptor that opposes an element of the die roller's alignment. The die roller may invoke this spell immediately or, as a standard action, any time within 1 week. The caster level for the spell is 7 or the die roller's level, whichever is greater.
12	Die roller gains the ability to cast spells as a 1st-level sorcerer. An arcane spellcaster instead gains the ability to cast spells as a 1st-level cleric of Sao (Alignment neutral, domains: luck, magic, travel, trickery). This ability is permanent unless the character ever rolls the Bones again, at which time it ends.
13	One weapon (35%), shield (15%), or suit of armor (50%) in the die roller's possession receives a random special ability worth no more than a +3 bonus or 45,000 gp.
14	Die roller receives a <i>limited wish</i> , as the spell, cast immediately.
15	Die roller receives a +1 inherent bonus to one randomly selected ability score. If the score already has an inherent bonus, there is a 50% chance that bonus increases by +1, and a 50% chance it is reduced by -1.
16	Die roller receives a <i>wish</i> , as the spell, cast immediately. It functions as closely to his desire (rather than twisting the words to a different intent) as the power of the spell allows. If the power is used to remove a curse or affliction, it removes any one such hardship even if only the direct intervention of a god is capable of doing so (including those inflicted by the Bones themselves).



spilling in from the open door is sufficient to reveal that fact.) This will not change as long as the secret door is open.

If viewed with detect magic, the room glows with a strong aura of

conjunction (teleportation).

**With the Door Closed:** If one or more characters enter the room and then close the secret door, the interior of the closet changes. Although there is no identifiable light source, they find that they can see as well as if they carried a lighted torch.

In the center of the southern wall, a door has appeared. By all appearances, it is a normal door with a handle and a keyhole. However, it is locked. No amount of examination or lockpicking will get the door to open. In fact, if any investigatory skills beat a DC 27, the character is certain that this is a false door--a decorated board with only to solid rock beyond.

Another thing that has changed in the room is that the secret door on the northern wall has disappeared. No matter how hard the characters search for it, they cannot find it. Nor can they hear any compatriots who might still be in the Trophy Room. Indeed, any such efforts allow the characters to attempt a DC 15 Search check to notice that the wall seems thicker and more solid, as though several feet or more of solid earth now surrounds the

room on all sides (though this is not the case--the door remains where it was and the Trophy Room is just on the other side).

It should be noted that those in the Trophy Room likewise cannot hear anyone in the closet. No amount of shouting or banging on the inside of the door will be heard in the main room.

**Getting Out:** The newly appeared door in the closet is a magical portal that can connect to a number of other locations. But it requires that a particular key be inserted to make one of those magical connections. Each key is triggers a specific pathway to open, allowing acces to that location (and only that location). Without a key, the door leads nowhere. (One such key, connecting the door to a retreat known as the Crimson Aerie can be found in area 431.)

When returning from the connected location, the travelers will see the room as described above. However, when the key that provided the initial trip is used again, the door will this time provide passage through the secret door and back into the Trophy Room.

Without a key, anyone in the closet is basically stuck. Spells such as teleport and ethereal jaunt work normally and confirm that nothing has changed about the room's orientation in space.

Despite how it might seem, the secret door is no sturdier than it ever was. A simple DC 12 Strength check will cause it to pop open without any damage to the mechanism.

**Connections:** This chamber connects to area 415 and the Crimson Aerie. See the Map of Level 15.

## Pathfinder Stats

No modification is required to play this encounter using Pathfinder.

## 425. PHOLAEN'S LAB (EL 15)

**Summary:** The private workspace of Pholaen the Worldweaver, where he kept his mobile lab between expeditions.

**Sights and Sounds:** This chamber is brightly lit. The PCs see the following.

*Something is missing from this chamber. The fringes of the room are clearly spaces that were designed for use as workbenches, crafting tables, and spellcrafting research, but they all seem built to point the user's attention on the empty center of the room. All that remains is a great, concave hemispherical divot in the floor, and a collection of tubes, cables, and conduit hanging in a cluster near a multi-colored sphere embedded in the ceiling. Whatever was once the focus of this space, it is no longer here to be seen.*

**Background:** This was the workshop of Pholaen the Worldweaver, a member of the Mages Four. Although Pholaen is remembered most for having a mobile laboratory, that he piloted to many distant regions of the world and even to different planes of existence, this was his more mundane workplace. Here is where he built his mobile lab and where he would leave it when he traveled more conventionally.

Unlike other rooms in this level, Pholaen's Lab has a 60-foot ceiling.

**The Door:** The door to this chamber is not locked. A DC 20 Spot check will reveal that

a bit of graffiti is carved into the door--the phrase "There is no wizard greater than Pholaen the Woldweaver!"

Anyone who has read through many papers written by Pholaen's or has other reason to be familiar with his handwriting may attempt a DC 25 Intelligence check to recognize that this graffiti was carved by Pholaen himself.

**Multi-Colored Sphere:** Because the Mages Four spent extended periods of time away from the Fourfold Keep, and because the group was gaining some level of notoriety, Pholaen grew extra cautious about security. To keep any unwanted visitors from exploring his rooms during his absence, he installed the multi-colored sphere. The trap is triggered by anyone who walks in and does not speak aloud the pass-phrase, which is the phrase written on the door, "There is no wizard greater than Pholaen the Worldweaver!" (chosen mainly because it annoyed the other members of the Wizard's Four to have to say it whenever they entered these chambers). The sphere will recognize the phrase spoken in common, elvish, dwarvish, gnomish, or any other language that is commonly spoken among civilized races in the campaign world.

The sphere functions similarly to the spell prismatic spray (caster level of 20, save DC 23) with the following exceptions. The sphere shoots one ray at each creature that triggers the trap. Determine the color of each ray randomly. Rather than poison, the effect of the green ray is: Vacuum--100 points of damage as all the air rushes away

from the target creating a momentary void (Fortitude negates).

**Divot:** This hemispherical depression in the floor is ten feet deep at the center. It marks the spot where Pholaen would park his mobile laboratory (which is spherical in shape--at least on the outside).

**Workspaces:** The western and eastern walls are covered end to end with workstations. Some are focused to specific pursuits (such as preparing spell components, alchemy, and doing detailed metalworking), others are just general workspace. All are equipped with full complements of tools and standard, non-precious raw materials.

Anyone who examines the areas in detail may attempt a DC 30 Search check (those with 12 or more ranks in Spellcraft get a +4 bonus to this check). Success informs the character that unlike other sections of the Fourfold Keep, this one has seen relatively recent use. The workspaces have been used, the raw materials (while not fresh) have been restocked within the last decade, and scattered about are the clippings, snippets, crumbs and other bits of detritus that that one expects to find in a well-used workshop. All of these point to the conclusion that someone has used this space within the past ten years--a strange thing considering that no one has heard from the Mages Four in centuries.

In addition, the first Search check performed on any of the workspaces that beats DC 35 will also turn up a simple ring of reddish iron. This is a prototype that Pholaen made for a modified ring of energy

resistance that also conveyed the ability to speak the language of elemental creatures associated with that type of energy. This ring, provides all the benefits of a *ring of energy resistance*, *minor fire* plus allows the wearer to understand, speak, and read Ignan.

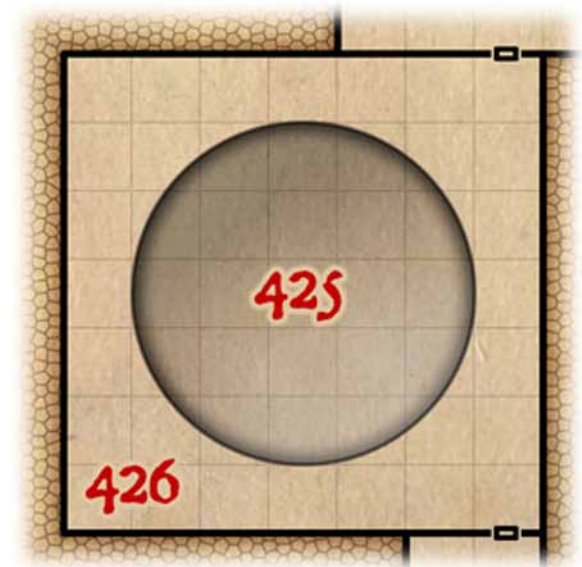
Faint abjuration; CL 7th; Forge Ring, resist energy; Price 12,200 gp.

**Connections:** This chamber connects to areas 415, 426, and 427.

See the Map of Level 15.

### Pathfinder Stats

There is no modification needed to use this encounter in Pathfinder other than using the game-specific iterations of prismatic spray and the ring of energy resistance.





## 426. THE COLD SHOULDER (EL 17)

**Summary:** A group of visitors from another plane arrive looking for Pholaen himself.

**Sights and Sounds:** This encounter takes place in the southwest corner of area 425. At first it is exactly as described in that encounter, but anyone who is in that part of the room as the ice devils arrive sees the following.

*There's a sudden chill in the air, not all that uncommon in these chambers deep underground. But then it becomes clear that you can see your breath. Not only that, a thin layer of frost is forming on the ground and nearby workstations.*

**Background:** The effect described above is the first (and only) warning that a group of ice devils are about to enter the laboratory from the para-elemental plane of ice.

As discussed in area 425, this lab has been used in the relatively recent past. Someone, perhaps even Pholaen himself, is making this a base of operations. That someone has incurred the ire of these ice devils, and they have come here to get satisfaction.

**The Cold Spot:** The effects the PCs may notice begin with a noticeable chill in the air and frost forming on objects near the spot where the ice devils will arrive. Over the course of the next minute, the temperature will continue to drop and the first 10 feet of the southern and western walls will become covered in ice. Those observing this process may attempt DC 30 Spellcraft or Knowledge (the planes) checks to realize that this might

mean that a conduit between this plane and the para-elemental plane of ice.

After 1 minute, the conduit is complete and the ice devils will step through. The conduit functions as the gate spell. The gate is controlled on the other side by a device that the ice devils' comrades are working. It can remain open for up to 2 minutes at a time, then must recharge for 1 minute per round the gate was open. The device is a fixture built in the para-elemental plane of ice. It cannot be moved without breaking the device beyond all hope of repair.

The ice devils on the far side will keep the gate open for 2 minutes. If their comrades do not come back within that time, they will reopen the gate 20 minutes later. If they still do not come through, they will reopen it an hour later. After that, they will open the gate for 2 minutes, once per day for a week. After that, they will consider that their friends are gone forever.

**Unhappy Customers:** When the gate opens, a group of four ice devils will step through into the room. They are angry and will shout out demands at the nearest creature that seems native to the material plane. Unfortunately for the PCs, the ice devils speak only Aquan.

They are searching for a human spellcaster who came to their plane and kidnapped some young ice devils. These warriors want to get their younglings back. They could not track the stranger as he left, but he was in a spherical metal object that is magically linked to this chamber.

The PCs may well guess that the object in question is Pholaen's mobile laboratory, and they may surmise that the driver was whoever has been using the lab in recent years (perhaps even Pholaen himself). They have no way to confirm or deny these suspicions, however. In the meanwhile, they have a group of angry ice devils to deal with.

The ice devils will come in shouting questions, and if the PCs do not provide them any answer they can understand, they will attack immediately. If the PCs can communicate with them, the ice devils will tell them what they know and what they want. If the PCs do not promise to provide it (even if the reason is that they have no idea what the ice devils are talking about), the ice devils attack. Basically, the ice devils have come to the lab to either return with their lost younglings or to kill as many local creatures as possible.

**Ice Devils (4):** hp 147

**Upping the Ante:** If the GM wants to make this fight more deadly, giving one of the ice devils 6 levels of sorcerer will increase the EL to 18.



## REVISIT (EL 19)

If the ice devils do not achieve their mission, they will continue to search for their missing offspring. They will continue to visit this chamber periodically, but in a much stronger force. If the PC's encounter representatives of this group again, there will be 8 ice devils in the force.

**Connections:** This chamber connects to area 425. See the Map of Level 15.

### Pathfinder Stats

**Ice Devil:** hp 161

## 427. PHOLAEN'S RETREAT

**Summary:** Pholaen the Worldweaver's private chambers.

**Sights and Sounds:** This chamber is dark. If the PCs have a sufficient light source, they see the following.

*At first glance it is unclear if this is a bedchamber or a personal study chamber. A cot rests against the southern wall, but most of the space is taken up with a writing desk, a comfortable looking chair, and several piles of books, scrolls, and loose papers.*

**Background:** Originally, this was where Pholaen the Worldweaver slept, but that changed once he completed his mobile laboratory. That vehicle, having an extra-dimensional "interior," offered far superior room and had the advantage of being with the wizard wherever he went. As a result, this room became a place he only used when he couldn't use the lab--such as when it

was undergoing extensive repairs or when Pholaen sent it off to perform tasks on its own while he attended to other matters.

As a result, Pholaen began using this room most often as a study or brainstorming room--somewhere to go when he needed a change of scenery to help him concentrate on a particular problem or calculation. He never bothered to put much effort into decorating or housekeeping, and to the outside observer it always looked more like a dorm room than a private residence.

**Furniture:** Unlike other areas in the Fourfold Keep, Pholaen's room has very little in the way of amenities or even comforts. The furniture here is certainly serviceable, but it is not especially nice or even comfortable. The mage treated this place like a "cabin" or a "guest bedroom"--a place he would stay only briefly and not for the purposes of enjoying a lavish and relaxing good time.

Furthermore, Pholaen kept all of his important personal belongings in his mobile lab, so there aren't even any items that provide insight into the man himself (with the exception of the journal discussed below), and certainly nothing that would qualify as "treasure."

**Research Papers:** Piled in stacks around the room are a collection of notes, scrolls, and tomes that Pholaen was used for research when he was here last. If the PCs know anything at all about the mage, they will not be surprised to find that the subject of most of these documents is extra-planar travel in general and details of the elemental, para-elemental, and quasi-elemental planes in particular.

Taken as a whole, there are enough papers and books here to fill a large bookcase. All told, they weigh about 500 pounds.

If these papers are consulted to help research any topic related to the planes, their denizens, and cross-planar travel and spellcasting, they provide a +2 insight bonus to the appropriate check. If a character is willing to spend an hour searching through the papers, a successful DC 20 Search check will allow him to gather documents focusing on a particular subject, which instead provide a +4 insight bonus.

It would take five days work (each day requiring a successful DC 15 Search check to complete), in order to organize the papers in such a way that they can be easily referenced and always provide a +6 insight bonus when consulted on appropriate checks.

**Pholaen's Notes:** If the whole collection of papers is organized, or if any Search check on the documents beats DC 35, the character discovers a set of notes that Pholaen himself was taking based on the papers he was reading. They begin simply enough with basic information about traveling to the elemental plane of water, but after a page or so turn into entries that would normally be found in a personal journal.

It is difficult to be certain because there are no dates on the entries, but based on accepted facts about the Mages Four, these notes seem to have been written close to the time when the mages disappeared (about 850 years ago). In these entries, Pholaen writes about his own disillusionment that the group seems to be breaking up. Anyone who



reads the notes will gain the following information about the Mages Four at the time the entries were written.

\* Pholaen has been spending a great deal of time planning out expeditions to the elemental planes,

but none of his companions seem interested. This is unfortunate, because the Entropy Engine seems to be eroding the barriers to those planes, creating a good chance that they will begin intruding upon the lower levels of Dragon's Delve.

\* The other members of the Mages Four have likewise been involved with their own personal projects, leaving little time for group efforts. Indeed, it seems to have been months or longer since all four mages worked together on anything. Shakaran in particular has withdrawn into his rooms and almost never comes out. Pholaen believes his friend is working on further perfecting his "mind/body fusion" in some kind of meditation that lasts for days on end. He wonders if one day Shakaran will simply close his door and never come out again.

\* In the final entries, Pholaen seems to be becoming depressed. He says that both Lissandera and Caval have succeeded in their projects connected to the Entropy Engine and are preparing to leave Fourfold Keep

permanently as they begin new adventures and explorations based on that work. While he wishes his friends well, he's not sure he's ready for the Mages Four to disband, but he's not sure he really has a choice.

**Connections:** This chamber connects to area 425. See the Map of Level 15.

### Pathfinder Stats

There are no changes necessary to run this encounter using Pathfinder.

## 428. CAVAL'S MENAGERIE (EL 15)

**Summary:** The one-time private study and menagerie of Caval the Conjuror.

**Sights and Sounds:** This chamber is dimly lit, providing shadowy illumination. The PCs see the following.

*This room resembles the great hall of a royal museum or university. The ceiling is forty-feet high and, suspended by wires, the skeleton of a dragon hangs from it, apparently in caught and stripped of its flesh while in mid-flight. The walls of the room are covered with a collection of bookcases overflowing with tomes, scrolls, loose sheets of vellum, and display cases filled with other skeletons and bits of taxidermy. The center of the hall is laid out like a huge aisle, leading visitors to walk between two rows of four glowing white pillars that seem to be partially translucent, each with some shape or image hovering in its center.*

**Background:** This was the private library Caval the Conjuror, a member of the Mages

Four who specialized in conjuration spells and summoning tricks. More than just a collection of writings and sketches, the hall is also a menagerie--each of the pillars being capable of releasing a living specimen of the pictured creature. Caval used them to allow him easy access to whatever creatures he was working on building an eldritch connection to. They also served as a very effective defense system for the room.

**Tomes:** The bookcases along the walls of the room are filled with treatises, spellbooks, bestiaries, and Caval's personal notes on the different areas he'd researched. They are meticulously organized and easy for anyone to use, provided that person is able to read as many languages as Caval did. The books and other papers come from around the world and across the planes, and are written in practically as many languages as there are.

Caval's library has sections focusing on the following subjects: One section for each of the subschools of Conjuration, a section on each of the monster types, and a section on general principles of Abjuration. Finding a particular section requires a DC 18 Search check. How much use it will be depends on the creature's language proficiencies.

Any literate creature may use the library as a resource while making Knowledge checks in the areas covered. (Even creatures with no ranks in the appropriate Knowledge skill may make untrained checks while using the books and papers in this library.)

Only a few of the tomes are written in the common tongues, and those cover only the basics of a given topic, and so do not provide

any special insight. For each additional language in which the creature doing the studying is proficient, it gains a +1 bonus to appropriate Knowledge checks made while using the library as a reference.

**Pillars:** These are not actually pillars. Stepping close to them, it will become apparent that each is made only of light and in the center of the beam is a three-dimensional image of a creature. As one walks around the pillar, it is possible to look at the image from nearly any angle (like a modern day hologram). The light pillars are magical effects generated by the hall itself. Caval built it so that there were two rows of enchanted circles that could each capture one or more living creatures and hold them stasis for an indeterminate period of time. This was an improvement of the functionality built into the keep's vault (see the "Upping the Ante" section of area 422).

No matter the size or number of creatures held in a pillar, the image shows just one example. The process for capturing a creature in one of the pillars is a secret known only to Caval. However, getting a creature out is a simple matter--any time a living creature touches a pillar, the creature or creatures within are released. For the first ten minutes after being released from a pillar, a creature's touch will not trigger the release function of other pillars (Caval took this precaution to prevent an enraged creature from inadvertently releasing all the other captured specimens).

Below is a list of the images the pillars currently display as well as what creatures

are released if that pillar is touched. (Unless otherwise noted, the creatures are enraged and immediately attack when released.)

\* A gaunt female humanoid with razor-sharp claws and tremendous bat wings (four harpy archers)

\* A tremendous red dragon (an adult red dragon)

\* Nothing (the pillar is empty)

\* An eleven-headed dragon (one eleven-headed cryohydra, one eleven-headed pyrohydra)

\* An eight-legged lizard with rows of vicious spikes running down its back (three greater abyssal basilisks)

\* A tiger-headed humanoid sitting with his legs folded and smoking a clay pipe (six rakshasa sages that agreed to reside within the pillar so that they could see the passing ages without having to resort to unnatural necromantic means--they are suspicious of being released by anyone other than Caval, but will not immediately attack)

\* A gigantic white dragon (an old white dragon)

\* A multi-eyed white snake-like creature with vicious pincers on either side of its maw (three frost worms)

**Upping the Ante:** The EL listed for this encounter presumes the PCs will release one of the exhibits in Caval's menagerie. Each group of creatures represents an EL 15 encounter. It is possible for this chamber to provide eight encounters.

Alternatively, if the GM wants to make the encounter more dangerous, reduce or

eliminate the restriction preventing creatures released from a pillar from triggering other releases. In that way, one EL 15 encounter can quickly escalate. But take care, because this escalation could very quickly make the battle unwinnable for the PCs. Releasing two pillars at once turns this into an EL 17 fight, three pillars makes it EL 18.

**Connections:** This chamber connects to area 415 and area 429. See the Map of Level 15.



### Pathfinder Stats

Use the following statistics for creatures trapped in the pillars. Otherwise, no modification is needed to run this encounter using Pathfinder.

Harpy Monk

Mature Adult Red Dragon

Cryohydra

Pyrohydra

Abyssal Basilisk

Rakshasa

Ancient White Dragon

Crimson Worm

## 429. CAVAL'S CHAMBERS

**Summary:** Two side rooms that serve as Caval's private study and bedchambers.

**Sights and Sounds:** Both chambers are dimly lit, providing shadowy illumination. In the northern room, the PCs see the following.

*This room has a comfortable, cozy feeling—especially as compared to the cavernous hall without. The floor is covered with a thick, well-cushioned rug decorated with images of planets and constellations. A plush leather chair sits in the center of the room, flanked on either side by small tables. The northern and southern walls are painted with murals of strange and monstrous creatures. The eastern wall is covered by smooth slate on which copious notes and diagrams have been scribbled in chalk.*

In the southern room, the PCs see the following.

*This clearly was the bedchamber of a person who enjoyed creature comforts. The eastern half of this room is practically filled by a great bed, surrounded by fine, flowing curtains and covered by a thick quilt. The western half holds such items as a dressing table, full-length mirror, and a massive wardrobe made of wood, teak, and some exotic wood that is difficult to identify. There are so many bulky items in the chamber, arranged precisely so they all fit, that very little room remains for people.*

**Background:** These were the private chambers used by Caval the Conjuror, a member of the Mages Four who specialized in conjuration spells and summoning tricks. Of all the Mages Four, Caval was the most preoccupied with creature comforts and the

trappings of status and station as measured by society at large. He insisted on having both a bedchamber and a personal study, filling the first to the point of overflow with needlessly ostentatious items and keeping the second fashionably minimalist—despite the fact that he was the only person who was ever likely to see the inside of either room.

The other members of the group accepted their friend's strange obsession with the mundane world's definition of status, though they occasionally poked fun at him for it.

**Study:** Since Caval incorporated his library into the menagerie, he was able to create a study designed to echo the opulence of a mansion's drawing room. However, since Caval never entertained guests, there was no need to include more than one chair. In truth, Caval used this room in much the same way that Pholaen used his retreat and Shakaran used his meditation chamber, but the others still playfully chided him about the ostentation of his study.

All the items in the room are covered in hundreds of years worth of dust and cobwebs, but all otherwise in excellent condition. Upon closer inspection, it becomes clear that the northern and southern walls are not covered by murals. Rather, through some magical means, Caval has had the images imprinted into the very surface of the stones in the walls. There is no way to move or erase them. The images themselves are of strange creatures from rarely visited planes of existence. It seems as though Caval was trying to find ways to incorporate them into his summoning repertoire.

The one practical function Caval installed in the room was the rear wall. Although it appears to be a simple wall of slate (like a modern day blackboard), it has been enchanted so that if an arcane mark spell is cast into the wall, simply running one's finger along the surface produces writing as though the person were using chalk (of a color of the writer's choice). This effect lasts for one hour per caster level. Once cast, any creature with an Intelligence of 7 or higher can write on the wall (not just the caster). In addition, marks made can only be erased by the creature that made them or the caster of the arcane mark spell. At the end of the duration, all marks currently on the board become permanent, though they can be removed by an erase spell.

The notes currently on the wall comprise the last bits of research that Caval did before leaving the Fourfold Keep, about 850 years ago (See Timeline in Appendix C). Even comprehending the basic concepts being explored requires a DC 40 Spellcraft check. Failing that, it is only clear that the notes pertain to the nature of the material plane. Those who succeed at the check understand that Caval was exploring the differences at the very elemental level of creatures and items that exist normally in the world and those created by summoning or conjuration. Furthermore, it seems as though he is working on a magical process that would allow him to create a "true" version of himself that would exist beyond the bounds of time and space, or perhaps exist in every time and space simultaneously. Exactly what that would mean in a practical sense, and how it would be

accomplished, are not possible to glean, even with extraordinarily high Spellcraft checks. (The underlying metaphysical principles are not laid out on this slate and so cannot be brought to bear on the problem.)

**Bedchamber:** This room is so filled with bulky items that it counts as difficult terrain if more than two people are in the room at the same time. The furniture is all of exquisite style and construction, each piece counting as an object of art as much as a practical item. They are covered in centuries' worth of dust at this point, but still in excellent condition. Any of the pieces of furniture, if brought to major cities or trading houses could be sold for hundreds or perhaps thousands of gold pieces (depending on how the GM values art objects in his campaign). At this point in history, these are one-of-a-kind items (let alone the value that could be attached to them for the fact that they once belonged to one of the Mages Four).

The dressing table is covered by finely crafted boxes, bottles, and phials (each of which is a piece of art in its own right). All liquids evaporated long ago, though the containers still have the pleasant scent of personal grooming mixtures and colognes. The boxes still contain various powders that once were used for similar purposes, though they have all dried beyond the point where they can fulfill their intended goals.

Inside the wardrobe is an impressive collection of clothing that was highly fashionable nearly a millennium ago. All were owned and worn by Caval during his time in the Fourfold Keep.



under one of the pillows. This was Caval's night journal.

The night journal is a book with properties similar to those on the slate in the study. If arcane mark is cast into the book, the spellcaster can use his finger to write in the book with the resulting words seeming as though they were carefully scribed with pen and ink. This effect lasts for 1 minute per caster level. During that duration, the writer can erase or otherwise modify the text, but once the duration ends the writing becomes permanent. It can still be eliminated using *erase spell*.

Mostly, Caval seems to have used this book as a dream journal--writing down snippets of imagery and action he remembered after waking. However, it also contains some private thoughts and ruminations that one might normally expect to see in a full-fledged diary. It takes an hour to sift through the book (or a successful DC 28 Search check) and find the following information.

The bed is perhaps the most affected by the passage of time. While once it was clearly soft, plush, and comfortable to lay upon, underneath its still attractive coverings the bed is now lumpy and uneven. However, if anyone searches the bed they will find a small book hidden

\* Caval was disappointed by the way Shakaran seemed to be withdrawing not only from his friends, but from the world as a whole. Despite all the years he'd spent living in the world and learning its ways, even saving it from extra-planar and even deific threats, he now was turning his back on the world and focusing solely on himself. Caval believed that a fear of death was behind this, and found both great mirth and great tragedy in the fact that such an exceptional spellcaster was being laid low by so common an anxiety.

\* Almost paradoxically, Caval was disappointed by the way that Pholaen was so transfixed by this world. He'd spent years exploring the elemental planes and yet refused to give up his perception of the material plane as being somehow more important, indeed, even more "real" than the other planes of existence. Despite his years of learning and experiences across the levels of reality, Pholaen placed special emphasis on one plane of existence merely because it was the one in which he was born. Though Pholaen was planning to take his mobile laboratory to "the elemental vortex" and stay there for an indeterminate period of time, it was only so that he could learn how to beat it back from encroaching on the shores of the material world.

\* The most damning words of all were reserved for Lissandera, whom Caval refers to as "the she-devil," and "that wretched harpy." It is unclear, though whether he is being metaphorical or if he actually believes that his fellow mage actually has a

metaphysical connection to those creatures. In any case, he expresses relief and gratitude that she apparently decided to leave the Fourfold Keep forever, urging the other members of the Mages Four to never contact her again, even threatening to kill them if they do.

**Connections:** This chamber connects to area 428. See the Map of Level 15.

### Pathfinder Stats

No modification is required to run this encounter using Pathfinder.

## 430. LISSANDERA'S LIVING LAB (EL 15)

**Summary:** Lissandera's lab doesn't need a trap--it is a trap!

**Sights and Sounds:** This chamber is brightly lit. The PCs see the following.

*This chamber is a clutter of tables, bookcases, mounted and stuffed carcasses, bottles, tubes, pouches stuffed with who knows what, unidentifiable symbols, half-burned candles, tatters of cloth, and an incredible assortment of fetishes, figurines, and tiny objects whose purpose is unguessable. In other words, it looks like the very model of a wizard's laboratory.*

**Background:** This chamber was the laboratory for Lissandera the Enchanter, a member of the Mages Four. Her specialties were enchantment spells and the creation of magic items and alchemical compounds. The lab very much gives the impression of belonging to just such a spellcaster--with many tables and workspaces, each

set up for a different process or function so that she could work on one preparation while another simmered or went through a necessary fermentation.

Less obvious is the fact that the lab itself is a gigantic construct--an animated object on a colossal scale that could assist Lissandera in her work, attack unwanted visitors, and even clean itself up. The apparent state of disarray is simply the way Lissandera preferred to keep her workspace, with information and items gathered into piles that fit an organization that was only readily apparent to her. The room itself, though, knows where every item within itself is located, and could help point directly to anything its mistress was looking for.

When Lissandera left the Fourfold Keep centuries ago, she gave no real consideration to the creature she left behind. The lab, being a construct, had no natural lifespan and so it has spent the entire time carrying out its normal functions and waiting patiently for its mistress to return. In times of inactivity, its job mostly is to make sure that no unauthorized visitors enter.

**Living Lab:** Lissandera's lab is slightly different than most animated objects. To begin with, it is actually constructed of five separate creatures that function together as a collective whole. In addition, they are smarter than ordinary animated objects--each having an Intelligence score of 3 and a capacity for comprehension about equal to a very well trained dog. Finally, the lab can fling its contents at intruders, giving it a +21 ranged attack that does 1d6+13 damage.



The GM should divide this chamber into five roughly equal areas, each representing one of the animated objects that comprise the lab. They communicate with one another via imperceptible vibrations in their floors, and so are in constant communication. The lines of separation are important, though, to determine when the PCs get within reach of any particular section of the lab. Those sections that are not within reach can make use of their ranged attack.

Separation is also important for tracking hit points. Each section of the lab counts as a separate creature, and each creature will participate in combat until it falls below 75 hp. At that point it will go still, having been instructed by Lissandera that preserving its life is more important than repelling any invader.

**Entering The Lab:** Whenever anyone enters, the lab takes note. If at least one of the creatures is considered a friend of the lab, it will do nothing. The lab's friends include all of the Mages Four and Fanbein plus a few other legendary spellcasters who were contemporaries of the Mages Four. Other

creatures become friends of the lab if they enter with previously established friends on ten separate occasions, though any member of the Mages Four can override that and prevent an individual (or even an entire race of creatures) from being considered a friend.

If a creature or group of creatures enters without a friend of the lab with them, the lab will begin by subtly hinting that they are not welcome--sliding tables and chairs to block their path (even trying to create a maze-like path that leads them back to the door). If that hint is not taken, then the lab will begin throwing items at the intruders. If they continue not to take the hint, or if at any time the attack or threaten either the lab or one of its friends, the lab will launch into a full-fledged attack.

Its goal is to eject the invaders, so if they are near the door it may try tactics like bull rushing to force them out or grappling and pinning them so that it can then toss them out.

**Colossal Animated Object (x5):** hp 256

**Upping the Ante:** To vary the challenge in this encounter, and make it more difficult, include a collection of smaller animated objects that reside within the lab (and are able to communicate with it via subtle vibrations). Since such low-CR creatures would have negligible impact on characters at this level (indeed, they'd be unlikely to hit on anything other than a critical success), use them as an ongoing distraction. Have chairs, candlesticks, flasks, quills, bottles, books, and other objects harry the PCs, swirling about them in a flurry of motion--bumping, poking, and prodding relentlessly.

These smaller animated objects should be destroyed by even a single point of damage. Have there be thirty of them in the room. When all thirty are active, they cause the PCs to suffer a -3 penalty to all attacks, skill checks, and saves. This penalty drops to -2 when only twenty of the objects remain, and to -1 when only ten remain. Doing this increases this encounter to EL 16. If the number of smaller animated objects begins at fifty, the encounter becomes EL 17.

**Connections:** This chamber connects to area 415 and area 431. See the Map of Level 15.

### Pathfinder Stats

Running this encounter using Pathfinder only requires that you lessen the number of colossal animated objects to 4 (because of the creature's CR) and use game-appropriate stat blocks.

**Colossal Animated Object (x4):** hp 151

## 431. LISSANDERA'S CHAMBERS

**Summary:** The private chambers of Lissandera the Enchanter.

**Sights and Sounds:** This chamber is brightly lit. The PCs see the following.

*A great bed sits at the eastern end of this room, draped with black satin curtains and covered in sheets and pillows of black, red, and purple. Large iron standing candelabras whose arms are covered by thick collections of wax drippings are placed in the corners. Masks adorn the walls--an eerie collection of empty faces staring into*

*the room and all who enter it. A small writing table, made from what appears to have once been a Halfling-sized torture rack, sits along the northern wall. An intricately decorated brass chest of drawers rests against the southern wall.*

**Background:** These were the private chambers of Lissandera the Enchanter, a member of the Mages Four. Her specialties were enchantment spells and the creation of magic items and alchemical compounds. Lissandera was the only member of the Mages Four who was actually of Evil alignment (though she tended more toward self-interested Neutrality), and this room was the one place she felt comfortable indulging her baser whims while in the vicinity of the other mages.

The details of her proclivities do not particularly matter, but the GM should scatter hints throughout the room of the various activities in which Lissandera participated. These can range from mildly fetishistic eroticism to actually using the writing desk to perform torture on captured creatures or cavorting with demons. Whatever the GM prefers to be the level of evil tendencies he is comfortable with, it is only important that whatever she did, Lissandera remain capable of being perceived by the PCs as a someone worthy of being in the Mages Four.

**Masks:** The masks on the wall are works of art, to be sure, but they are also eerie--seeming to look directly at those in the room, despite the fact that they have only empty holes where eyes should be. This is part optical illusion and part magical



illusion. Lissandera cast a minor glamor on the masks to make it periodically seem as though they had eyes lurking behind them, but that only affects one mask every minute and the effect lasts for a few seconds.

A successful DC 25 Appraise check will reveal that the masks are so finely crafted that they have value to art collectors. Most of them are only moderately valuable (a few hundred gold pieces), but a handful are exceedingly rare--carved by great masters or coming from exotic cultures whose artifacts are exceedingly difficult to find--and their value can be placed in thousands of gold pieces. As a group, the masks can be sold for 31,000 gp.

**Bed:** Lissandera's bed is luxurious and of exotic construction. A DC 35 Appraise check (or other skill check deemed appropriate by the GM) will reveal that the mattress, pillows, and sheets are made with rare materials--the finest silks, down, cloths, and wood from across the planes. It is a unique creation, unlike any other bed anywhere and, although it is not in any way magical, it does have a special property. Anyone who sleeps in Lissandera's bed gains the benefits of a full night's sleep after only 6 hours rather than the usual 8.

Despite the rarity of the raw materials, the bed cannot be broken into its component parts and sold. It can be sold as a whole, though, for up to 5,000 gp if the right buyer can be found.

**Writing Table:** This desk was once a rack used to torture halflings, gnomes, and other



Small sized creatures. The wood still bears the gouges and stains from that history (and, depending on the GM's interpretation of Lissandera, perhaps some of those were gained in this very room). Now, though, it is clearly a writing table--though it has not been used in hundreds of years. Still, a stack of sheepskin parchment, tightly stoppered bottles of ink, and high quality quills carved from exotic plumage yet remain, arranged neatly and tastefully on the surface.

Anyone who examines the stack of parchment quickly discovers that the handful of actual sheets of sheepskin are there mostly to cover the fact that the central mass has been cut out to create a hiding space. In this hollow, they find a small journal and key made of some crimson metal.

The key will unlock the door in area 424, leading the user to the Crimson Aerie.

The journal contains a small collection of entries written by Lissandera herself. Reading them provides the following insights.

\* Lissandera wrote in this journal exceedingly infrequently. It seems mostly to contain snide and condescending notes about the other members of the Mages Four--things she feels she cannot say to them face to face, and with good reason. These are spiteful, narcissistic thoughts that mostly have to do with times when Lissandera did not get her way in some group decision. It seems to be the emotional pressure valve that let her express her Evil feelings without jeopardizing her standing with her comrades.

\* Towards the end, she spends a great many entries railing against Pholaen, who has been angering her by attempting to exert some kind of control over the group as a whole. He seems, in her view, to feel that the Mages Four is "his group" and that she and the others owe some kind of allegiance or fealty to him. Lissandera voices a growing desire to simply leave the Fourfold Keep and never speak to the other mages--particularly Pholaen--ever again.

\* She notes that after adventuring, traveling, and living together for more than a century, age is beginning to take its toll on all of the Mages Four--even Pholaen (though to a lesser extent because he is an elf). Their powers let them stave off decrepitude to some extent, but in the end they are all mortal and most of them have made their peace with that fact. Shakaran, however, seems to be having more difficulty than the others. He thinks that because he has spent as much time mastering the physical abilities of his body as he has

studying the possibilities of eldritch energies, he should be able to defy the limitations of mortal life. For a while, Lissandera began to suspect that Shakaran might be attempting to become a lich. But her last encounter with him proved that he was working with forces even more evil and destructive. The final entry of her journal simply says, "Shakaran is gone. I put his body where it would do no harm. Now I must leave. The others will never understand what I have done. But, at the very least, I have made it so my friend need never be concerned about life and death again."

**Connections:** This chamber connects to area 430. See the Map of Level 15.

### Pathfinder Stats

No modifications are required to run this encounter using Pathfinder.

## 432. SHAKARAN'S LAB (EL 15)

**Summary:** This is the magical laboratory that once belonged to Shakaran Titanslayer.

**Sights and Sounds:** This chamber is brightly lit. The PCs see the following.

*A large stone slab takes up the central portion of this chamber. Draped across the slab is a collection of cloth strips laid out side by side. They may have been white once, but age and whatever use they've been put through have discolored them to varying shades of yellow, brown, and even moldy green. Along the western wall are a series of tall, thin cabinets, each made of stone and carved with some kind of inscription near the top of the door. Shelves on the northern and southern walls hold hundreds of clay jars. The*

*eastern wall is covered with sheets of paper and vellum, some with images drawn on them, others covered with notes.*

**Background:** This chamber was the magical laboratory for Shakaran Titanslayer, a member of the Mages Four. He specialized in physical combat enhanced by magical means and incorporating spellcasting, and so has a physical training space as well. The magical lab was where he did research, examining how spell-like powers functioned in animals and other creatures—trying to discover how they could tap into magical forces without using the medium of traditional spellcasting methods, then attempting to discover ways to implant similar abilities within other creatures, particularly himself.

The final experiments he performed were on mummies and other creatures whose passage to unlife left their bodies relatively whole (if desiccated).

**Stone Slab:** Because Shakaran spent as much time exploring physiology as he did thaumaturgy, his workbench had to also serve as a dissection table. Made of granite, it is able to hold items weighing well over one thousand pounds. Right now, though, it only has a collection of samples of mummy wrappings. These range from high-quality cloth cut into meticulously regular dimensions to rags that were soiled and fetid before they were ever placed on a corpse.

Anyone who succeeds at a DC 25 Knowledge (arcana), Spellcraft, or Knowledge (religion) check discerns that the cloths come from different mummies. If the

check beats DC 30, it is clear that they come from ten different individuals. If the check beats DC 38, it seems likely that most of cloths come from ordinary mummified corpses, but one is from an undead creature. Once that information is revealed, a DC 12 Spot check allows the PCs to note that there are exactly ten cabinets along the western wall.



**Jars:** The jars on the northern wall are filled with various commonly used material components for spellcasting and are clearly labeled with notes listing their contents. They are now more than 800 years old, but the jars Shakaran used were designed for extremely long-term storage. If the PCs open any of the jars, there is a 75% chance that the material inside is still fresh and usable, otherwise it is shriveled and useless.

The jars on the southern wall are filled with powders, unctions, and liquids used in the various mummification processes. They are

also labeled, but the jars were not intended for long-term storage. None of the contents of these jars retains any practical value.

**Drawings:** The drawings posted on the eastern wall are the notes and diagrams that Shakaran created and used during his research. They contain many drawings of humanoid creatures, diagrams of the pattern used when wrapping a body, notes on the condition of bodies at various stages of the process, and notes on dissections of mummified but not animated creatures (particularly about the state of their internal organs and musculature).

It is easy to determine that Shakaran was interested in mummification in general, but a successful DC 35 Knowledge (arcana) or Spellcraft check also reveals that he was specifically investigating how close to mummification a living body can get and still function normally. He was looking for ways to preserve his body and extend his life.

**Cabinets:** There are ten cabinets along the western wall, each five feet wide. They are made of granite (just like the slab) and each has been inscribed with an arcane mark. The marks all consist of a symbol and a series of numbers. A successful DC 15 Knowledge (arcana) check will confirm that these are not arcane symbols. A successful DC 25 Knowledge (history) or Knowledge (geography) check will reveal that they are common map icons associated with particular countries, regions, and types of structures. Once that is known, it becomes apparent that the numbers are most likely

years (although map coordinates seem likely, a cursory examination will reveal that not to be the case). So, each cabinet is marked with a location and a date. A successful DC 15 Int check will inform the PCs that it is a common scholarly practice to mark collections of relics and other items this way in order to record where the material came from and when it was retrieved.

None of the cabinets are locked. They all contain a mummified corpse, and each of them has had a significant amount of its wrappings removed--some from around the head, some from around the midsection, and some from the lower legs. (Those can currently be found laid out on the slab.)

Nine of the cabinets contain ordinary, inanimate bodies--long dead and certain to stay that way. One, however, holds an undead mummy lord that Shakaran was able to get to rest peacefully within the cabinet. (Randomly determine which cabinet has the mummy lord.) When the door is opened, though, it considers that its burial spot has been desecrated and immediately attacks.

**Mummy Lord:** hp 97

**Upping the Ante (EL 17):** To make this a more challenging encounter, make it so that two of the corpses are actually mummy lords. One round after the first is revealed, the other will burst from its cabinet and join the battle.

**Connections:** This chamber connects to area 415 and area 433.

See the Map of Level 15.

## Pathfinder Stats

### MUMMY LORD CR 15

Male Mummy Cleric 11 (Death, Protection Domains)

LE Medium Undead

**Init** +4; **Senses** Darkvision (60 feet); Perception +22

**Aura** Despair (DC 22)

### DEFENSE

**AC** 28, touch 10, flat-footed 28 (+8 armor, +10 natural)

**hp** 178 (19d8+76)

**Fort** +15, **Ref** +8, **Will** +19

**Defensive Abilities** Aura of Protection (11 rounds/day), Death's Embrace; DR 5/-; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, Undead Traits; Resist fire 10, Resistant Touch (6/day)

**Weakness** Vulnerability to Fire

### OFFENSE

**Spd** 15 ft.

**Melee** Slam (Mummy) +22 (2d6+10/20/x2)

**Special Attacks** Bleeding Touch 5 rounds (6/day)

**Spell-Like Abilities** Bleeding Touch 5 rounds (6/day), Resistant Touch (6/day)

**Cleric Spells Known (CL 11, 21 melee touch, 14 ranged touch):**

6 (1/day) *Create Undead*, *Harm* (DC 19)

5 (2/day) *Slay Living* (DC 18), *Righteous Might*, *Flame Strike* (DC 18)

4 (3/day) *Inflict Critical Wounds* (DC 17), *Spell Immunity*, *Divine Power*, *Freedom of Movement*

3 (5/day) *Wind Wall* (DC 16), *Magic Circle against Good*, *Animate Dead*, *Bestow Curse* (DC 16), *Deeper Darkness*, *Blindness/Deafness* (DC 16)

2 (5/day) *Bull's Strength* (DC 15), *Inflict Moderate Wounds* (DC 15), *Inflict Moderate Wounds* (DC 15), *Death Knell* (DC 15), *Hold Person* (DC 15), *Hold Person* (DC 15)

1 (5/day) *Curse Water* (DC 14), *Bane* (DC 14), *Command* (DC 14), *Doom* (DC 14), *Sanctuary* (DC 14), *Detect Good*

0 (at will) *Bleed* (DC 13), *Read Magic*, *Detect Magic*, *Resistance*

#### STATISTICS

**Str** 24, **Dex** 10, **Con** -, **Int** 6, **Wis** 16, **Cha** 16

**Base Atk** +14; **CMB** +21; **CMD** 31

**Feats** Channel Smite, Improved Channel, Improved Initiative, Improved Natural Attack: Slam (Mummy), Power Attack -4/+8, Selective Channeling, Skill Focus: Perception, Strike Back, Toughness +19, Weapon Focus: Slam

**Skills** Acrobatics -3, Climb +4, Escape Artist -3, Fly -3, Intimidate +10, Knowledge: Religion +4, Perception +22, Ride -3, Stealth +10, Swim +4

**Languages** Common

**SQ** Aura (Ex), Channel Negative Energy 6d6 (6/day) (DC 20) (Su), Cleric Domain:

Death, Cleric Domain: Protection, Mummy Rot (DC 22) (Su), Spontaneous Casting

**Combat Gear** +2 *Breastplate*; **Other Gear** *Brooch of Shielding*, *Cloak of Resistance* +2, *Ring of Fire Resistance*, *Minor*

## 433. SHAKARAN'S CHAMBERS (EL 15)

**Summary:** This was the bedchamber belonging to Shakaran Titanslayer.

**Sights and Sounds:** This chamber is brightly lit. The PCs see the following.

*At first, this would seem to be a mostly disused closet or storage space. The main decorations are abstract water stains on the walls, the remains of some woven grass tarp sits haphazardly on the floor, and several spots along the northern wall have been discolored by the smoke from small fires. Indeed, the only item that seems to have been put here purposely is a large statue of a hulking creature. Roughly humanoid in proportions, its body is chiseled from some unidentifiable black rock and it is dressed in ceremonial golden armor covered with exotic patterns and having a strange bird-like helmet that completely obscures the statue's head.*

**Background:** This was the residence and private meditation chamber for Shakaran Titanslayer, a member of the Mages Four. He specialized in physical combat enhanced by magical means and incorporating spellcasting. In his later years, Shakaran became as severe an ascetic as any monk in a hermetic monastery. After spending his entire life perfecting his body and teaching it to channel mystic forces,

defying the bounds of nature and remaining strong and vital for so long, Shakaran could not accept the fact that eventually his body was going to give in to entropy and his mortality would be proven.

The final years of Shakaran's time in the Fourfold Keep were spent testing the extent to which a human body could be pushed (as his experiments with mummies). He also experimented with mental focus and extremely minimal dietary regimes--spending days and weeks at a time in this room doing nothing but meditating and occasionally drinking tea.

His efforts to find a way to cheat death eventually drew the attention of extraplanar forces. The mage was growing incrementally closer to breaking the natural order and moving beyond the reach of death itself, and this offended these primal beings, so they sent a representative to help show Shakaran the error of his ways. The statue in the north of the room is actually an inevitable whose assignment is to find Shakaran and help send him to his great reward.

**Details, Details:** With the exception of the marut, this room may seem empty at first, but closer examination reveals that Shakaran spent a good deal of time and effort decorating it to suit his ascetic lifestyle. The "water stains" on the wall are actually subtle yet intricate paintings--patterns for him to contemplate as part of his meditation. The "grass tarp" is the remains of the straw mat that Shakaran sat on for days on end. The smoke discoloration comes from the incense he would burn as part of his rituals.



In addition, there are other items in the room that the PCs will notice if they look around. A small teapot and a few pouches can be found in the northwest corner, and a small pile of neatly folded clothes sits in the northeast corner. It turns out that it's not that there is nothing in the room--it's rather that what very few things are in here have been organized and stored with such care and precision that they seem a natural part of the room's construction, not later additions.

The one obvious exception is the "statue."

**Statue:** As discussed above, this is not a statue at all but a marut--an extraplanar construct that exists solely to punish those who try to deny the natural order of life and death. More than 800 years ago, it was given a mission to find Shakaran and make him pay for his efforts to extend his life beyond the boundaries that a mortal frame was designed to function.

The marut was sent directly to this room, since at the time Shakaran was spending nearly all his time here. However, the mage was not in any of the rooms, nor even in the Fourfold Keep. Indeed, the marut could not sense Shakaran's presence anywhere in the region, or even in adjoining planes, so it simply stood against the wall and waited. It kept its senses open, searching for signs

of Shakaran's presence, but for nearly a millennium there have been none.

Anyone who has Knowledge (the planes) can attempt a DC 15 check to recognize the marut for what it is. Since it has no particular quarrel with the PCs, it will not react to their presence unless they attack it directly or they begin speaking about Shakaran. The marut will respond to violence in kind, and once started will not stop until the PCs are dead. If it hears the group talking about Shakaran by name, it will step forward from its spot and demand that they tell it everything--in particular, the current whereabouts of Shakaran Titanslayer! Failure to answer fully and truthfully will result in the marut instigating a fight.

If the PCs can manage to engage the marut in conversation, it will only want to discuss Shakaran. It will be willing to share any knowledge it has about Shakaran, his history, and (as it sees them) his offenses.

**Marut:** hp 112

**Upping the Ante (EL 17):** If the GM wants to make this encounter more challenging, have there be a second marut assigned to this task, but this one is on the ethereal plane waiting in the rocks beyond the northern wall. If the first marut engages in battle, the second one will step forward, enter the material plane, and join it.

**Connections:** This chamber connects to area 433 and area 434. See the Map of Level 15.

### Pathfinder Stats

**Marut:** hp 214

## 434. SHAKARAN'S DOJO (EL 18)

**Summary:** This was the martial training room used by Shakaran Titanslayer.

**Sights and Sounds:** This chamber is brightly lit. The PCs see the following.

*The only decoration or furnishing in this room is a weapons rack along the southern wall. The rest of the room is simply plain, unadorned stone slightly discolored with dark stains in some places and spider-web-thin cracks in others.*

**Background:** This was the martial arts training room used by Shakaran Titanslayer, a member of the Mages Four. He specialized in physical combat enhanced by magical means and incorporating spellcasting, and this room was where he went to hone his body and develop the martial maneuvers that made him unique. By the time the Mages Four took up residence in the Fourfold Keep, Shakaran's skills were such that he very rarely made any efforts to include safety precautions in his practice. Generally, he would have one of his comrades (usually Caval) summon a suitable creature for him to fight in a "live fire exercise."

In his final months with the group, Shakaran spent most of his time in his private chambers either meditating or practicing. He sought a way to take his flesh beyond the reach of mundane worries such as aging, decrepitude, and death, and in the end he found one. Unfortunately for Shakaran, that way also transformed him into an abomination--certainly alive, but no longer even vaguely human.



While the other mages were aware that Shakaran had been behaving erratically, only Lissandera understood how desperate he was to escape even the possibility of natural death. She knew that his code of

honor would not let him take the steps that were necessary to become a lich, but she also knew that there were many other ways of achieving eternal life--and how terrible a price they all extracted. Lissandera was the only one who suspected that Shakaran was on the verge of trying truly desperate measures to stave off his impending demise, and so she was the only one who occasionally snuck into his chambers to spy on him. She was the one who found The Thing That Once Was Shakaran, and she alone who decided how best to deal with it.

One part of Lissandera felt that killing the grotesque mockery of her friend was the only true way to honor his life. Another part reasoned that if anyone in creation could find a way to overcome this physical deformity and regain his natural state, it was Shakaran. She clearly couldn't leave the creature free to wander and spread its taint, but she likewise could not bring herself to eradicate it. Instead,

she created a pocket dimension, shunted The Thing That Once Was Shakaran into it, and bound the dimension into a space within the wall of the dojo itself. The creature has been there ever since.

**Weapons Rack:** This is the kind of rack found in many martial training facilities. There are examples of all the common melee weapons (various blades, polearms, and non-edged weapons) as well as many of the exotic ones. They are all of masterwork quality, though none of them are magical. Shakaran used them to practice basic maneuvers and seamlessly integrating his "mystic strike" ability into his various fighting styles.

**Secret Door:** Not a standard secret door in that it does not lead to a space beyond the wall, this is actually the physical manifestation of the long-sealed entrance to the pocket dimension where Lissandera trapped The Thing That Once Was Shakaran.

At first it seems like any of the other cracks and discolorations on the floors and walls of the dojo. But while the other markings are the punishment created by Shakaran during over-enthusiastic sparring matches, these provide a way to open an interdimensional portal to that other space.

Finding the secret door requires a DC 33 Search check or a DC 40 Spot check. Once identified, it takes a DC 30 Knowledge (arcana) check to identify it as a sealed rift to a pocket dimension. This also reveals that while opening it would be a simple matter for the spellcaster who created the portal, it is more complicated for anyone else. Doing

so requires both a DC 35 Spellcraft check and a DC 35 Disable Device check to be made on the secret door in the same round.

Succeeding in that effort causes The Thing That Once Was Shakaran to be released from its prison.

The Thing That Once Was Shakaran: Where once there was a mighty sorcerer, a deadly warrior, and one of the fabled Mages Four, now there is only The Thing That Once Was Shakaran--a living mass of writhing worms, forming a single colony creature that can move, fight, and even speak and cast spells but has lost any sense of purpose or planning. It does not age, and with its fast healing will likely live forever if a powerful foe does not actively destroy it.

The Thing That Once Was Shakaran has been trapped in a pocket dimension for more than 800 years. Now that it has been released, it is ready to wage a terrible war against all mortal life. It will immediately attack any living creatures it sees, not relenting until they are dead or gone completely from its site. The thing is intelligent, but irretrievably mad. In combat it will take advantage of the martial and tactical experience it inherited from Shakaran, but overall it is a creature of pure instinct without the drive to make long term plans or schemes. It simply follows its internal drive to eradicate all life that it finds.

If the PCs have learned the whole story of Shakaran Titanslayer, they may wish to save him from the terrible fate that has befallen him. Unfortunately, this is not possible. All that was Shakaran was lost eight centuries ago when he turned himself

into an abomination. All that remains is The Thing That Once Was Shakaran. The kindest thing they PCs can do is destroy it (if they can) and never speak of it again--leaving Shakaran's legend unmarred by this horror.

### The Thing That Once Was Shakaran Titanslayer (Neutral Evil)

Male transmuted sorcerer CR 18

Medium Aberration

HD 18d10+72 hp 200

Init +4 Speed 40 feet

AC 37, flatfooted 32, touch 27

BAB/Grapple +18/+22

Attack +22 melee (3d6+6, slam)

Full Attack +22/+17/+12/+7 melee (3d6+6, slam)

SA Engulf, mystic strike

SQ SR 25, DR 5/-, fast healing 3, perfect movement, evasion, slow fall, diamond purity of body, improved abundant step, fortification 75%

Fort +15, Ref +15, Will +12

Str 18, Dex 18, Con 18, Int 18, Wis 12, Cha 18

Languages: Undercommon

Feats: Blind-Fight, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Eschew Materials, Improved Bull Rush, Improved Disarm, Improved Sunder, Improved Trip, Power Attack, Spring Attack, Whirlwind Attack

Crucial Skills: Concentration +22 (+26 to cast defensively), Intimidate +25, Spot +22, Tumble +25

**Other Skills:** Balance +17, Climb+17, Escape Artist +17, Heal +15, Hide +17, Jump +22, Knowledge (all) +17, Listen +17, Move Silently +17, Sense Motive +17, Spellcraft +25

**Sorcerer Spells Per Day (4/4/4/4/4/4/3):** 0 level--*dancing lights, detect magic, detect poison, flare, light, mending, prestidigitation, read magic*; 1st level--*enlarge person, identify, shocking grasp, true strike*; 2nd level--*bear's endurance, bull's strength, cat's grace, darkvision*; 3rd level--*fly, haste, rage*; 4th level--*fire shield, greater invisibility, stonework*; 5th level--*break enchantment, major creation, teleport*; 6th level--*antimagic field, true seeing*; 7th level--*spell turning*

**Engulf (Ex):** The Thing That Once Was Shakaran can choose to engulf an opponent who is no more than one size category larger than itself. It attempts to embrace its victim and, with a successful melee touch attack, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 10d10 points of damage (apply each d10 separately to any DR or hardness the target has). A victim who spends a full round action can break free of the embrace and move up to half its speed away from the worms if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 10d10 points of damage.

**Perfect Movement (Ex):** The Thing That Once Was Shakaran can move every part of itself fully independently of every other part without any special effort, allowing it to accomplish more than creatures that must divide their attention between different

actions. As a result, in a single round The Thing That Once Was Shakaran can take two standard actions and one move action, or one full-round action and one move action, or three move actions.

**Inherent Magic (Su):** The Thing That Once Was Shakaran is considered to deal magic damage for purposes of bypassing DR.

**Mystic Strike (Su):** As a swift action, The Thing That Once Was Shakaran can expend spell slots to gain bonuses to attacks it makes. For each level of spell slot expended, it gains +1 to hit and +1d6 damage to any weapon or slam attack it makes, or gains a +2 bonus to a Strength check made to bull rush or trip a foe, and attack rolls made to disarm or sunder a weapon.

**AC Bonus (Ex):** The Thing That Once Was Shakaran gains a +3 bonus to AC. It loses these bonuses when it is immobilized or helpless or carries a medium or heavy load.

**Evasion (Ex):** If The Thing That Once Was Shakaran makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

**Slow Fall (Ex):** If The Thing That Once Was Shakaran is within arm's reach of a wall it can use it to slow his descent, falling any distance without harm.

**Diamond Purity of Body (Ex):** The Thing That Once Was Shakaran is immune to all diseases and poisons.

**Improved Abundant Step (Su):** The Thing That Once Was Shakaran can use dimension

door as a spell-like ability once every 1d4 rounds. This is a move action.

**Fortification (Ex):** Because it consists of a mass of worms and similar vermin rather than a single body, The Thing That Once Was Shakaran has a 75% chance to take only normal weapon damage from any critical hit or sneak attack.

**Connections:** This chamber connects to area 433.

## REVISIT

After The Thing That Was Once Shakaran Titanslayer is destroyed, the secret door that once held him may become an access point for the Tomb of Nibul.

See the Map of Level 15.

## Pathfinder Stats

### THE THING THAT ONCE WAS SHAKARAN TITANSLAYER CR 18

Male transmuted sorcerer (Neutral Evil)  
Medium Aberration

**Init** +4; **Senses**; Perception +25

#### DEFENSES

**AC** 37, touch 27, flatfooted 32

**hp** 200 (18d10+72)

**Fort** +15, **Ref** +15, **Will** +12

**DR** 5/-; **SR** 25; Defensive Abilities Evasion, Fortification 75%

#### OFFENSE

**Spd** 40 ft.

**Melee** Slam +22/+17/+12/+7 (3d6+6, slam)

**Full Attack** +22/+17/+12/+7 melee (3d6+6, slam)

**Special Attacks** Engulf, mystic strike

#### STATISTICS

**Str** 18, **Dex** 18, **Con** 18, **Int** 18, **Wis** 12, **Cha** 18

**Base Atk** +18; **CMB** +22; **CMD** 36

**Feats** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Eschew Materials, Improved Bull Rush, Improved Disarm, Improved Sunder, Improved Trip, Power Attack, Spring Attack, Whirlwind Attack

**Skills** Acrobatics +25, Climb+17, Escape Artist +17, Heal +15, Intimidate +25, Knowledge (all) +17, Perception +25, Sense Motive +17, Stealth +17, Spellcraft +25

**Languages** Undercommon

**SQ** SR 25, DR 5/-, fast healing 3, perfect movement, evasion, slow fall, diamond purity of body, improved abundant step, fortification 75%

#### Sorcerer Spells Per Day (4/4/4/4/4/4/3):

0 level--*dancing lights, detect magic, detect poison, flare, light, mending, prestidigitation, read magic*; 1st level--*enlarge person, identify, shocking grasp, true strike*; 2nd level--*bear's endurance, bull's strength, cat's grace, darkvision*; 3rd level--*fly, haste, rage*; 4th level--*fire shield, greater invisibility, stonework*; 5th level--*break enchantment, major creation, teleport*; 6th level--*antimagic field, true seeing*; 7th level--*spell turning*

**Engulf (Ex):** The Thing That Once Was Shakaran can choose to engulf an opponent

who is no more than one size category larger than itself. It attempts to embrace its victim, and with a successful CMB check, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 10d10 points of damage (apply each d10 separately to any DR or hardness the target has). A victim who spends a full round action can break free of the embrace and move up to half its speed away from the worm if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 10d10 points of damage.

**Perfect Movement (Ex):** The Thing That Once Was Shakaran can move every part of himself fully independently of every other part without any special effort, allowing him to accomplish more than creatures that must divide their attention among different actions. As a result The Thing That Once Was Shakaran can take two standard actions and one move action, or a full-round action and a move action, or three move actions in a single round.

**Inherent Magic (Su):** The Thing That Once Was Shakaran is considered to deal magic damage for purposes of bypassing DR.

**Mystic Strike (Su):** As a swift action The Thing That Once Was Shakaran can expend spell slots to gain bonuses to attacks he makes. For each level of spell slot expended he gains +1 to hit and +1d6 damage to any weapon or slam attack he makes, or gain a +2 bonus to a Strength check made to bull rush or trip a foe, and attack roll made to disarm or sunder a weapon.



**AC Bonus (Ex):** The Thing That Once Was Shakaran gains a +3 bonus to AC. It loses these bonuses when it is immobilized or helpless or carries a medium or heavy load.

**Evasion (Ex):** If The Thing That Once Was Shakaran makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

**Slow Fall (Ex):** If The Thing That Once Was Shakaran is within arm's reach of a wall he can use it to slow his descent, falling any distance without harm.

**Diamond Purity of Body (Ex):** The Thing That Once Was Shakaran is immune to all diseases and poisons.

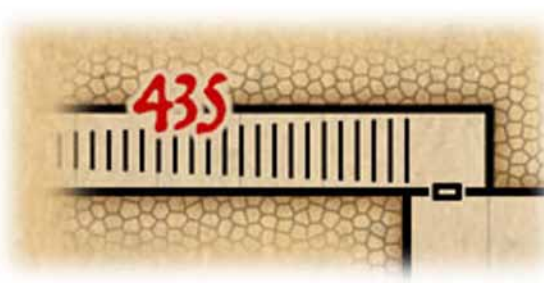
**Improved Abundant Step (Su):** The Thing That Once Was Shakaran can use dimension door as a spell-like ability once every 1d4 rounds. This is a move action.

**Fortification (Ex):** Because it is a mass of worms and similar vermin rather than a body, The Thing That Once Was Shakaran has a 75% chance to take only normal weapon damage from any critical hit or sneak attack.

## 435. THE STAIRWELL

**Summary:** A long stairwell heading down. It also leads to Level 16. These two paths are mutually exclusive.

**Sights and Sounds:** This chamber is completely dark. If the PCs have an adequate light source, they see the following.



*Unlike the rest of the other areas in the Fourfold Keep, this stairwell is completely unlit. The light from the Trophy Room washes over the landing and the first few steps, but then the stairs descend into utter darkness.*

**Background:** Physically, this stairwell leads directly down to Level 17. However, thanks to the protective magic woven into the passage by the Mages Four, anyone who walks down the stairs but is not carrying a Tower Medallion will be transported to the Central Tower of the Secret City. Those walking up the stairs are unaffected.

**Tower Medallion:** The Tower Medallions are items that can be found in the secret closet behind the Dome of Knowledge (see area 417). Their only function is to guard passage down this stairwell. The Mages Four wanted to strictly limit access to the lower levels of Dragon's Delve, where they built the Entropy Engine. Anyone who does not have a Tower Medallion will be magically transported into the Secret City inside the Dome of Knowledge.

The transportation occurs automatically, may not be resisted (it is an artifact-level effect and is not deterred by dimensional anchor, anti-magic field, or other such effects),

executes unerringly (there is no chance that the target will be sent anywhere other than the Secret City), and the victims may not immediately notice it (see below). The only thing that prevents the transportation is an individual wearing or having on his person a Tower Medallion.

When one of the medallions is carried down the stairs, it activates and automatically teleports back to this closet and onto its hanger. All of the medallions a creature possesses activate at once (whether they are being worn or carried), so it is not possible to take one away for later use. There are very few individuals to whom the Mages Four wanted to grant permanent access to the lower levels (and the Entropy Engine)--those individuals were given special medallions that could be used multiple times.

**Noticing the Transportation:** The transportation takes place fifty feet down the stairs from the landing on Level 15. Depending on the situation, the creatures that are being transported may fail to notice that any translocation has occurred. Indeed, if the victims have no light source and no ability that allows them to observe their surroundings (such as darkvision or scent), they automatically fail to notice the shift since they are taken from one dark stairwell and deposited in another.

Creatures that have a means to observe their surroundings, be it a light source or extraordinary senses, may attempt a DC 15 Spot check to notice that a shift has taken place. Even then, though, they will

be unable to see an appreciable difference. The stairway into which they have been transported is so similar to the other one that they are practically identical. (A DC 35 Search check will allow a character to find definitive proof, but even then it only constitutes minute differences in the coloring, cracks, and scuff marks on the stairs and walls--something that very few others will be able to appreciate.)

As a creature reaches the fifty-foot point on the stairs while heading down, either one or more Tower Medallions are teleported back to their closet, or the creature is transported to the Secret City. At the GM's discretion, noticing the loss can either be automatic or require a DC 15 Spot or Listen check, depending on the situation. (A character that is holding the Tower Medallion or carrying on a conversation with someone who is transported will generally notice automatically.) Unless a creature notices its own translocation, it will appear from its perspective that its traveling companions are the ones that have mysteriously disappeared.

**Roleplaying the Scene:** If some of the PCs are transported away while others are not, this can be an interesting and panic inducing scene. If it is not resolved quickly, though, it can end up with the players feeling frustrated and the party being divided with no obvious way to reconnect. The GM should be mindful of these possibilities and, where appropriate, give the PCs as many opportunities as possible to realize what has happened. Although characters who remain

on the stairs will likely have no idea how to bring their missing comrades back, it should be much easier for them to determine how to follow them.

**Connections:** This chamber connects to area 415, area 456, and to Level 17.

See the Map of Level 15.

### **Pathfinder Stats**

No modifications are necessary to run this encounter using Pathfinder.

## APPENDIX A: MONSTERS, NPCS & TEMPLATES

### Baldor Sandfoot CR 13 (Room 418)

Male Dwarf, Rogue 13 (Chaotic Neutral)  
Medium Humanoid

HD 13d6+26 hp 80 Init +5 Spd 20 ft.

AC 20, flat-footed 20, touch 15

BAB/Grapple +9/+13

**Attack** +11 melee (1d6+4, +2 rapier) or +11 melee (1d6+6, +2 short sword) or +13 melee (1d3+4, unarmed strike)

**Full Attack** +11/+6 melee (1d6+4, +2 rapier) or +11/+6 melee (1d6+6, +2 short sword) or +13/+8 melee (1d3+4, unarmed strike)

SA Opportunist (Ex), Sneak Attack +7d6

SQ Dwarf qualities, trap sense +4 (ex), trapfinding

Fort +9, Ref +16, Will +7

Str 18, Dex 20, Con 15, Int 14, Wis 10, Cha 8

Languages: Common, Dwarven, Giant, Goblin

Feats: Armor Proficiency (Light), Combat Expertise, Improved Critical (rapier), Improved Critical (short sword), Improved Two-Weapon Fighting, Simple Weapon Proficiency (all), Two-Weapon Fighting

**Crucial Skills:** Disable Device +18, Hide +26, Listen +8, Move Silently +21, Spot +16, Tumble +23

**Skills:** Balance +7, Diplomacy +1, Escape Artist +21, Jump +8, Search +18, Sense Motive +16, Use Magic Device +15

**Possessions:** +2 short sword, +2 rapier, +3 leather armor, amulet of health +2, belt of giant strength +4, boots of speed, cloak of resistance +3, gloves of dexterity +2, potion of cure serious wounds, wand of greater invisibility (CL 7, 25 charges)

### Gavruffin the Mystic CR 13 (Room 418)

Male Halfling, Wizard 13 (Chaotic Neutral)  
Small Humanoid

HD 13d4+13 hp 53 Init +1 Spd 30 ft.

AC 19, flat-footed 18, touch 12

BAB/Grapple +7/+1

**Attack** +2 melee (1d2-1, unarmed strike)

**Full Attack** +2/-3 melee (1d2-1, unarmed strike)

SA spells

SQ Deliver touch spells through familiar (Su), empathic link (Su), scry on familiar (Sp), share spells, speak with familiar (Ex)

Fort +10, Ref +10, Will +14

Str 8, Dex 12, Con 12, Int 20, Wis 13, Cha 18

Languages: Abyssal, Common, Dwarven, Elven, Gnome, Goblin, Halfling

Feats: Combat Casting, Empower Spell, Greater Spell Penetration, Improved Counterspell, Improved Familiar (quasit demon), Maximize Spell, Scribe Scroll, Spell Penetration

**Skills:** Climb +1, Concentration +17, Hide +13, Jump +6, Knowledge: Arcana +21, Knowledge: Nature +21, Knowledge: The Planes +21, Listen +3, Move Silently +11, Spellcraft +23

**Possessions:** Boots of striding and springing, bracers of armor +7, brooch of shielding,

cloak of resistance +4, wand of fireball (CL 10, 25 charges), wand of lightning bolt (CL 8, 25 charges)

**Wizard Spells Prepared (4/6/5/5/5/4/2/1):** (CL 13, +6 melee touch, +8 ranged touch) 0-level--daze (x2), flare, prestidigitation, touch of fatigue; 1st-level--burning hands (x2), Magic Missile, Ray of Enfeeblement (x2), Sleep (x2); 2nd-level--daze monster (x2), hypnotic pattern, tasha's hideous laughter, touch of idiocy (x2); 3rd-level--hold person (x3), lightning bolt (x2), ray of exhaustion; 4th-level--phantasmal killer, confusion (x2), fear (x2), ice storm; 5-level--cone of cold, feeblemind (x2), nightmare, symbol of sleep; 6th-level--greater heroism, mass suggestion (x2); 7th-level-- Power Word Blind (x2)

### Ghul Template (Room 418)

Related to (and possibly the origin of) lesser creatures such as ghouls and ghosts, ghuls are a powerful form of undead caused by starvation after turning to cannibalism and grave-robbing. They are driven by an endless hunger for the flesh of the living, but otherwise manage to maintain a semblance of civilization.

In appearance ghuls are faintly blue skinned, with pale dead eyes and long, lean frames. The thin-lipped mouth of a ghul is ragged and scabbed, with a deep crimson stain affecting the skin around it, and jagged, yellow teeth within.

A ghul is created by adding the following template to any humanoid.

**Undead:** With the exception of losing their Constitution score (see Lifelike, below), ghul have all the traits and immunities of undead.

**HP:** A ghul retains its original hit dice, and advances by gaining class levels.

**CR:** As original creature, +2.

**Alignment:** A ghul's alignment shifts to one of the variations of evil.

**Lifelike (Su):** Though undead, ghul's bodies continue to go through the motions of life--breathing, eating, and even resting in a form that appears to be sleep. This makes it more difficult to determine that a ghul is truly undead (+5 to all Knowledge check DCs to determine information about a ghul). It also allows a ghul to maintain a Constitution score, unlike most undead, adding its Con bonus to hit dice, Fortitude saves, skill checks, and the DC of innate attacks. Their apparent vitality is a necromatic illusion, however, and ghuls are as immune to biological weaknesses as other undead are.

**Paralysis (Ex):** Any creature hit by a ghul's melee attack (even if the ghul is using a weapon) is exposed to a paralysis effect. This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a target can resist it with a Fortitude saving throw (DC 10 + 1/2 ghul's total HD + ghul's Con modifier). On a failed save, the target is paralyzed for 1d4+1 rounds. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

**Exhalation of Death (Su):** Unlike a typical ghoul, ghuls do not carry the stench of the grave with them everywhere they go. The horrendous odor does exist within their rotting bodies, however, and as a standard action can be brought forth with a powerful breath. This breath weapon attack fills a 60-foot-cone. Living creatures within the area must succeed at a Fortitude save (DC 10 + 1/2 ghul's total HD + ghul's Con modifier) or be nauseated for 1d6+4 rounds and sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by any ghul's exhalation of death for 24 hours. A neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected by this ability. Creatures resistant to poison receive their normal bonus on this saving throw.

A creature killed while under the effects of an exhalation of death becomes a ghost if it had 5 or fewer hit dice or a ghul if it had 6 or more. It rises in undeath 1d6 hours after being slain. A remove curse, neutralize poison, or similar spell cast on its body during this incubation period may prevent the corpse from becoming undead. The caster of such a spell must make a caster level check (DC 10 + HD of ghul that affected the target with exhalation of death). If the check is successful, the corpse does not become an undead.

**Tashandra Hedgerow CR 13 (Room 418)**  
Female Elf, Fighter 13 (Chaotic Neutral)  
Medium Humanoid

**HD** 13d10+52 **hp** 134 **Init** +6 **Spd** 20 ft.

**AC** 29, flat-footed 28, touch 15

**BAB/Grapple** +13/+18

**Attack** +22 melee (1d8+11, warhammer) or +22 melee (1d3+5, unarmed strike)

**Full Attack** +22/+17/+12 melee (1d8+11, warhammer) or +18/+13/+8 melee (1d3+5, unarmed strike)

**SA** none

**SQ** Elf qualities,

**Fort** +15, **Ref** +9, **Will** +7

**Str** 20, **Dex** 14, **Con** 18, **Int** 14, **Wis** 10, **Cha** 16

**Languages:** Common, Draconic, Elven, Goblin

**Feats:** Armor Proficiency (all), Blind-Fight, Cleave, Combat Reflexes, Diehard, Elven Weapon Proficiencies, Endurance, Great Cleave, Greater Weapon Focus (warhammer), Greater Weapon Specialization (warhammer), Improved Initiative, Martial Weapon Proficiency (all), Power Attack, Shield Proficiency, Simple Weapon Proficiency (all), Tower Shield Proficiency, Weapon Focus (warhammer), Weapon Specialization - Warhammer

**Crucial Skills:** Intimidate +19, Listen +2, Spot +2

**Skills:** Balance -4, Climb +15, Escape Artist -4, Hide -4, Jump -7, Move Silently -4, Ride +18, Search +4, Swim +9

**Possessions:** +2 warhammer, spined shield, +3 full plate, amulet of health +2, boots of speed, cloak of resistance +3, gauntlets of ogre power, handy haversack (empty), ioun stone (dusty rose), potion of cure serious wounds, potion of shield of faith +5, ring of protection +3, rope of climbing

## The Thing That Once Was Shakaran Titanslayer (Neutral Evil) (Room 434)

Male transmuted sorcerer CR 18

Medium Aberration

HD 18d10+72 hp 200 Init +4 Spd 40 feet

AC 37, flatfooted 32, touch 27

BAB/Grapple +18/+22

Attack +22 melee (3d6+6, slam)

Full Attack +22/+17/+12/+7 melee (3d6+6, slam)

SA Engulf, mystic strike

SQ SR 25, DR 5/-, fast healing 3, perfect movement, evasion, slow fall, diamond purity of body, improved abundant step, fortification 75%

Fort +15, Ref +15, Will +12

Str 18, Dex 18, Con 18, Int 18, Wis 12, Cha 18

Languages: Undercommon

Feats: Blind-Fight, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Eschew Materials, Improved Bull Rush, Improved Disarm, Improved Sunder, Improved Trip, Power Attack, Spring Attack, Whirlwind Attack

Crucial Skills: Concentration +22 (+26 to cast defensively), Intimidate +25, Spot +22, Tumble +25

Other Skills: Balance +17, Climb+17, Escape Artist +17, Heal +15, Hide +17, Jump +22, Knowledge (all) +17, Listen +17, Move Silently +17, Sense Motive +17, Spellcraft +25

Sorcerer Spells Per Day (4/4/4/4/4/4/3): 0 level—*dancing lights, detect magic, detect poison, flare, light, mending, prestidigitation, read magic*; 1st

level—*enlarge person, identify, shocking grasp, true strike*; 2nd level—*bear's endurance, bull's strength, cat's grace, darkvision*; 3rd level—*fly, haste, rage*; 4th level—*fire shield, greater invisibility, stonewall*; 5th level—*break enchantment, major creation, teleport*; 6th level—*antimagic field, true seeing*; 7th level—*spell turning*

**Engulf (Ex):** The Thing That Once Was Shakaran can choose to engulf an opponent who is no more than one size category larger than itself. It attempts to embrace its victim and, with a successful melee touch attack, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 10d10 points of damage (apply each d10 separately to any DR or hardness the target has). A victim who spends a full round action can break free of the embrace and move up to half its speed away from the worms if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 10d10 points of damage.

**Perfect Movement (Ex):** The Thing That Once Was Shakaran can move every part of itself fully independently of every other part without any special effort, allowing it to accomplish more than creatures that must divide their attention between different actions. As a result, in a single round The Thing That Was Once Shakaran can take two standard actions and one move action, or one full-round action and one move action, or three move actions.

**Inherent Magic (Su):** The Thing That Once Was Shakaran is considered to deal magic damage for purposes of bypassing DR.

**Mystic Strike (Su):** As a swift action, The Thing That Once Was Shakaran can expend spell slots to gain bonuses to attacks it makes. For each level of spell slot expended, it gains +1 to hit and +1d6 damage to any weapon or slam attack it makes, or gains a +2 bonus to a Strength check made to bull rush or trip a foe, and attack rolls made to disarm or sunder a weapon.

**AC Bonus (Ex):** The Thing That Once Was Shakaran gains a +3 bonus to AC. It loses these bonuses when it is immobilized or helpless or carries a medium or heavy load.

**Evasion (Ex):** If The Thing That Once Was Shakaran makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

**Slow Fall (Ex):** If The Thing That Once Was Shakaran is within arm's reach of a wall it can use it to slow his descent, falling any distance without harm.

**Diamond Purity of Body (Ex):** The Thing That Once Was Shakaran is immune to all diseases and poisons.

**Improved Abundant Step (Su):** The Thing That Once Was Shakaran can use dimension door as a spell-like ability once every 1d4 rounds. This is a move action.

**Fortification (Ex):** Because it consists of a mass of worms and similar vermin rather than a single body, The Thing That Once Was Shakaran has a 75% chance to take only normal weapon damage from any critical hit or sneak attack.

## PATHFINDER STATS

### BALDOR SANDFOOT CR 12 (Room 418)

Male Dwarf Rogue (Thug) 13 (Chaotic Neutral)

Medium Humanoid (Dwarf)

**Init** +6; **Senses** Darkvision (60 feet); **Perception** +16

#### DEFENSE

**AC** 21, touch 16, flat-footed 15 (+5 armor, +6 Dex)

**hp** 107 (13d8+26)

**Fort** +9, **Ref** +17, **Will** +7

**Defensive Abilities** Defensive Training, Evasion, Improved Uncanny Dodge (Lv >=17), Redirect Attack (1/day)

#### OFFENSE

**Spd** 20 ft.

**Melee** +2 Bane, Menacing Short sword +13/+8 (1d6+4/19-20/x2) and +2 Corrosive Burst Rapier +13/+8 (1d6+6/18-20/x2) and Unarmed Strike +13/+8 (1d3+4/20/x2)

**Special Attacks** Assault Leader (1/day), Bleeding Attack +7, Powerful Sneak, Sneak Attack +7d6

#### STATISTICS

**Str** 16/18, **Dex** 20/22, **Con** 13/15, **Int** 14, **Wis** 10, **Cha** 8

**Base Atk** +9; **CMB** +13; **CMD** 29

**Feats** Combat Expertise +/-3, Dastardly Finish, Gang Up, Improved Two-weapon Fighting, Intimidating Prowess, Rogue

Weapon Proficiencies, Second Chance, Steel Soul, Two-weapon Fighting

**Skills** Acrobatics +22, Appraise +6, Bluff +3, Climb +20, Diplomacy +3, Disable Device +22, Escape Artist +22, Intimidate +19, Perception +16, Sense Motive +16, Sleight of Hand +19, Stealth +27, Use Magic Device +15; **Modifiers** Fast Tumble, Frightening

**Languages** Common, Dwarven, Giant, Goblin

**SQ** Brutal Beating (6r) (Ex), Greed, Hardy, Hatred, Slow and Steady, Stability, Stonecunning +4

**Combat Gear** +2 *Corrosive Burst Rapier*, +2 *Human Bane*, *Menacing Short sword*, +3 *Shadow Leather*; **Other Gear** *Belt of Physical Perfection*, +2, *Boots of Speed*, *Cloak of Resistance*, +3, *Potion of Cure Serious Wounds* (2), *Wand of Greater Invisibility*

**GAVRUFFIN THE MYSTIC CR 12 (Room 418)**  
Male Halfling Witch (Trickery) 13 (Chaotic Neutral)

Small Humanoid (Halfling)

**Init** +5; **Senses** Perception +3

#### DEFENSE

**AC** 22, touch 15, flat-footed 21 (+7 armor, +1 Dex, +1 size, +3 deflection)

**hp** 80 (13d6+13)

**Fort** +10, **Ref** +10, **Will** +14

#### OFFENSE

**Spd** 30 ft.

**Melee** Unarmed Strike +6/+1 (1d2-1/20/x2)

**Special Attacks** Evil Eye (DC 21), Misfortune

(DC 21), Slumber (DC 21)

**Witch Spells Known** (CL 13, 6 melee touch, 8 ranged touch):

7 (1/day) *Cure Moderate Wounds*, *Mass* (DC 22)

6 (2/day) *Cone of Cold* (DC 21), *Swarm Skin* (DC 21)

5 (4/day) *Cloudkill* (DC 20), *Cure Critical Wounds* (DC 20), *Pain Strike*, *Mass* (DC 20), *Suffocation* (DC 20)

4 (5/day) *Fear* (DC 19), *Ice Storm*, *Phantasmal Killer* (DC 19), *Moonstruck* (DC 19), *Spite* (DC 19)

3 (5/day) *Ray of Exhaustion* (DC 18), *Sleet Storm*, *Lightning Bolt* (DC 18), *Screech* (DC 18), *Twilight Knife*

2 (5/day) *Web* (DC 17), *Hold Person* (DC 17), *Death Knell* (DC 17), *Alter Self*, *Glide* (DC 17)

1 (6/day) *Burning Hands* (DC 16), *Burning Hands* (DC 16), *Cure Light Wounds* (DC 16), *Cure Light Wounds* (DC 16), *Ray of Enfeeblement* (DC 16), *Ray of Enfeeblement* (DC 16)

0 (at will) *Daze* (DC 15), *Mending*, *Bleed* (DC 15), *Resistance*

#### STATISTICS

**Str** 8, **Dex** 12, **Con** 12, **Int** 20, **Wis** 13, **Cha** 18

**Base Atk** +6; **CMB** +4; **CMD** 18

**Feats** Arcane Strike, Combat Casting, Extra Hex, Greater Spell Penetration, Improved Counterspell, Improved Initiative, Spell Penetration

**Skills** Acrobatics +3, Climb +1, Fly +3, Heal +17, Intimidate +20, Knowledge: Arcana +21, Knowledge: Nature +21, Knowledge:

The Planes +21, Perception +3, Spellcraft +21, Stealth +5, Use Magic Device +20

**Languages** Abyssal, Common, Dwarven, Elven, Gnome, Goblin, Halfling

**SQ** +2 to Initiative, Cackle, Deliver Touch Spells Through Familiar (Su), Empathic Link with Familiar (Su), Fearless, Hag's Eye (13 minutes/day) (Ex), Major Healing (*Cure Serious Wounds*) (Su), Retribution (5 round(s)) (DC 21) (Su), Scry on Familiar (1/day) (Sp), Share Spells with Familiar, Speak with Animals (Ex), Speak With Familiar (Ex), Ward +3 (Su)

**Other Gear** *Boots of Striding and Springing*, *Bracers of Armor* +7, *Brooch of Shielding*, *Cloak of Resistance* +4, *Ring of Protection* +3, *Wand of Fireball*, *Wand of Lightning Bolt*, Greensting Scorpion familiar

**MUMMY LORD CR 15 (Room 432)**

Male Mummy Cleric 11 (Death, Protection Domains)

LE Medium Undead

**Init** +4; **Senses** Darkvision (60 feet); Perception +22

**Aura** Despair (DC 22)

DEFENSE

**AC** 28, touch 10, flat-footed 28 (+8 armor, +10 natural)

**hp** 178 (19d8+76)

**Fort** +15, **Ref** +8, **Will** +19

**Defensive Abilities** Aura of Protection (11 rounds/day), Death's Embrace; DR 5/-; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical

ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, Undead Traits; Resist fire 10, Resistant Touch (6/day)

**Weakness** Vulnerability to Fire

OFFENSE

**Spd** 15 ft.

**Melee** Slam (Mummy) +22 (2d6+10/20/x2)

**Special Attacks** Bleeding Touch 5 rounds (6/day)

**Spell-Like Abilities** Bleeding Touch 5 rounds (6/day), Resistant Touch (6/day)

**Cleric Spells Known (CL 11, 21 melee touch, 14 ranged touch):**

6 (1/day) *Create Undead*, *Harm* (DC 19)

5 (2/day) *Slay Living* (DC 18), *Righteous Might*, *Flame Strike* (DC 18)

4 (3/day) *Inflict Critical Wounds* (DC 17), *Spell Immunity*, *Divine Power*, *Freedom of Movement*

3 (5/day) *Wind Wall* (DC 16), *Magic Circle against Good*, *Animate Dead*, *Bestow Curse* (DC 16), *Deeper Darkness*, *Blindness/Deafness* (DC 16)

2 (5/day) *Bull's Strength* (DC 15), *Inflict Moderate Wounds* (DC 15), *Inflict Moderate Wounds* (DC 15), *Death Knell* (DC 15), *Hold Person* (DC 15), *Hold Person* (DC 15)

1 (5/day) *Curse Water* (DC 14), *Bane* (DC 14), *Command* (DC 14), *Doom* (DC 14), *Sanctuary* (DC 14), *Detect Good*

0 (at will) *Bleed* (DC 13), *Read Magic*, *Detect Magic*, *Resistance*

STATISTICS

**Str** 24, **Dex** 10, **Con** -, **Int** 6, **Wis** 16, **Cha** 16

**Base Atk** +14; **CMB** +21; **CMD** 31

**Feats** Channel Smite, Improved Channel, Improved Initiative, Improved Natural Attack: Slam (Mummy), Power Attack -4/+8, Selective Channeling, Skill Focus: Perception, Strike Back, Toughness +19, Weapon Focus: Slam

**Skills** Acrobatics -3, Climb +4, Escape Artist -3, Fly -3, Intimidate +10, Knowledge: Religion +4, Perception +22, Ride -3, Stealth +10, Swim +4

**Languages** Common

**SQ** Aura (Ex), Channel Negative Energy 6d6 (6/day) (DC 20) (Su), Cleric Domain: Death, Cleric Domain: Protection, Mummy Rot (DC 22) (Su), Spontaneous Casting

**Combat Gear** +2 *Breastplate*; **Other Gear** *Brooch of Shielding*, *Cloak of Resistance* +2, *Ring of Fire Resistance*, *Minor*

**TASHANDRA HEDGEROW CR 12 (Room 418)**

Male Elf War Master\* 13 (Chaotic Neutral)  
Medium Humanoid (Elf)

**Init** +2; **Senses** Low-Light Vision; Perception +18

DEFENSE

**AC** 28, touch 13, flat-footed 27 (+12 armor, +3 shield, +1 Dex, +2 deflection)

**hp** 117 (13d10+26)

**Fort** +9, **Ref** +13, **Will** +11

**Immune** sleep; Resist Elven Immunities

**OFFENSE****Spd** 20 ft.

**Melee** +2 Shock, Throwing, Thundering Warhammer +19/+14/+9 (1d8+6/20/x3) and Gauntlet (from Armor) +17/+12/+7 (1d3+4/20/x2) and Shield, Heavy Steel +17/+12/+7 (1d4+4/20/x2) and Unarmed Strike +17/+12/+7 (1d3+4/20/x2)

**STATISTICS**

**Str** 16/18, **Dex** 14, **Con** 12/14, **Int** 14/16, **Wis** 10, **Cha** 18/20

**Base Atk** +13; **CMB** +17; **CMD** 31

**Feats** Bounding Hammer, Breadth of Experience, Critical Focus, Deafening Critical (DC 23), Elven Weapon Proficiencies, Extra Tactics, Jaguar Pounce, Lunge

**Skills** Acrobatics +9, Appraise +5, Bluff +21, Climb -2, Diplomacy +9, Escape Artist -4, Fly -4, Intimidate +21, Knowledge: Nobility +23, Linguistics +13, Perception +18, Ride -4, Sense Motive +16, Stealth -4, Survival +14, Swim -2

**Languages** Abyssal, Celestial, Common, Draconic, Elven, Gnome, Goblin, Infernal, Orc, Sylvan

**SQ** Assault (multiple foes) (Ex), Assault Tactics(+6 max) (Ex), Battle Tactics (39 rounds/day), Battle Tactics: Move Action, Battle Tactics: Swift, Consul (Ex), Countering Tactics (Ex), Covering Maneuvers(+3) (Ex), Deployment(+15ft) (Ex), Elven Magic, Faith: Stabilize (3/day) (DC 10) (Sp), Glowing Glove, Goad (DC 19) (Su), Guarded Tactics (Ex), Hand Up (Ex), Hearten (Su), Individual

tactics(3/feat) (Ex), Lasting Tactics\* (Ex), Mark of Quality, Parley (Ex), Raid Tactics (Ex), Rally(+5d6) (1/day) (Su), Realm of Expertise: Intelligence (Ex)

**Combat Gear** +2 Shock, Throwing, Thundering Warhammer, +3 Full Plate, Spined Shield; Other Gear *Belt of Physical Might*, STR & CON +2, *Boots of Speed*, *Brooch of Shielding*, *Cloak of Resistance*, +3, *Elixir of Tumbling*, *Glowing Glove*, *Handy Haversack (empty)*, *Headband of Mental Prowess*, INT & CHA +2: *Acrobatics*, *Potion of Cure Serious Wounds* (5), *Potion of Shield of Faith* +5, *Ring of Protection*, +2, *Rope of Climbing*

\* War Master is a new base class published by Super Genius Games in the *Adventurer's Handbook*. But since we wanted to use it here, Dungeonaday.com subscribers can now download a free copy of *The Genius Guide to the War Master*.

**THE THING THAT ONCE WAS SHAKARAN TITANSLAYER CR 18 (Room 434)**

Male transmuted sorcerer (Neutral Evil)  
Medium Aberration

**Init** +4; **Senses**; Perception +25

**DEFENSES**

**AC** 37, touch 27, flatfooted 32

**hp** 200 (18d10+72)

**Fort** +15, **Ref** +15, **Will** +12

**DR** 5/--; **SR** 25; Defensive Abilities Evasion, Fortification 75%

**OFFENSE**

**Spd** 40 ft.

**Melee Slam** +22/+17/+12/+7 (3d6+6, slam)

**Full Attack** +22/+17/+12/+7 melee (3d6+6, slam)

**Special Attacks** Engulf, mystic strike

**STATISTICS**

**Str** 18, **Dex** 18, **Con** 18, **Int** 18, **Wis** 12, **Cha** 18

**Base Atk** +18; **CMB** +22; **CMD** 36

**Feats** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Eschew Materials, Improved Bull Rush, Improved Disarm, Improved Sunder, Improved Trip, Power Attack, Spring Attack, Whirlwind Attack

**Skills** Acrobatics +25, Climb+17, Escape Artist +17, Heal +15, Intimidate +25, Knowledge (all) +17, Perception +25, Sense Motive +17, Stealth +17, Spellcraft +25

**Languages** Undercommon

**SQ** SR 25, DR 5/-, fast healing 3, perfect movement, evasion, slow fall, diamond purity of body, improved abundant step, fortification 75%

**Sorcerer Spells Per Day (4/4/4/4/4/4/3):**  
0 level--*dancing lights*, *detect magic*, *detect poison*, *flare*, *light*, *mending*, *prestidigitation*, *read magic*; 1st level--*enlarge person*, *identify*, *shocking grasp*, *true strike*; 2nd level--*bear's endurance*, *bull's strength*, *cat's grace*, *darkvision*; 3rd level--*fly*, *haste*, *rage*; 4th level--*fire shield*, *greater invisibility*, *stoneskin*; 5th level--*break enchantment*, *major creation*, *teleport*; 6th level--*antimagic field*, *true seeing*; 7th level--*spell turning*



**Engulf (Ex):** The Thing That Once Was Shakaran can choose to engulf an opponent who is no more than one size category larger than itself. It attempts to embrace its victim, and with a successful CMB check, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 10d10 points of damage (apply each d10 separately to any DR or hardness the target has). A victim who spends a full round action can break free of the embrace and move up to half its speed away from the worm if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 10d10 points of damage.

**Perfect Movement (Ex):** The Thing That Once Was Shakaran can move every part of himself fully independently of every other part without any special effort, allowing him to accomplish more than creatures that must divide their attention among different actions. As a result The Thing That Was Once Shakaran can take two standard actions and one move action, or a full-round action and a move action, or three move actions in a single round.

**Inherent Magic (Su):** The Thing That Once Was Shakaran is considered to deal magic damage for purposes of bypassing DR.

**Mystic Strike (Su):** As a swift action The Thing That Once Was Shakaran can expend spell slots to gain bonuses to attacks he makes. For each level of spell slot expended he gains +1 to hit and +1d6 damage to any weapon or slam attack he makes, or gain a

+2 bonus to a Strength check made to bull rush or trip a foe, and attack roll made to disarm or sunder a weapon.

**AC Bonus (Ex):** The Thing That Once Was Shakaran gains a +3 bonus to AC. It loses these bonuses when it is immobilized or helpless or carries a medium or heavy load.

**Evasion (Ex):** If The Thing That Once Was Shakaran makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

**Slow Fall (Ex):** If The Thing That Once Was Shakaran is within arm's reach of a wall he can use it to slow his descent, falling any distance without harm.

**Diamond Purity of Body (Ex):** The Thing That Once Was Shakaran is immune to all diseases and poisons.

**Improved Abundant Step (Su):** The Thing That Once Was Shakaran can use dimension door as a spell-like ability once every 1d4 rounds. This is a move action.

**Fortification (Ex):** Because it is a mass of worms and similar vermin rather than a body, The Thing That Once Was Shakaran has a 75% chance to take only normal weapon damage from any critical hit or sneak attack.

## Serrestique's Book

The author of this handwritten book was a female human wizard named Serrestique (she gives no surname). Written over a period from twenty years ago to about ten years ago, it details her travels across the continent searching for magical secrets and ancient lore. Very early on, she learns about a group of spellcasters called the Mages Four. Her studies regarding them after that appear to become fairly obsessive. She seems to almost revere them in the same way as one might revere a pantheon of deities. Although the writing is wordy and rambling, it does contain some pertinent details regarding these arcane spellcasters.

As a group, these mages came to Dragon's Delve perhaps 400 years ago. This was long before the building of Chordille Keep, but still long after the dungeon was initially created by dwarves in the distant past, and even long after the coming of the dragon Metterak, from whom the dungeon gains its current name. The Mages Four explored and more or less conquered most of the dungeon, and made it their own. These rather arrogant arcanists reshaped it according to their needs, but were interested in more than just a place to call home. They found that there was an ambient power here of almost limitless scope. More than anything, they wanted to harness and use this mystical energy. To that end, they tried many things over a very long period of time, and eventually created something called the Entropy Engine. As of the writing of this book, Serrestique never learned the location of the Entropy Engine or the final fate of the Mages Four, although she claims to have learned how to tap into its engines to help her create permanent magical effects.

The book also offers some details regarding the individual natures of the Mages Four.

**Caval the Conjuror.** This human male wizard specialized in conjuration spells and summoning tricks. He knew the true names of many extraplanar creatures and travelled to other planes on a regular basis. He even had homes and fortresses on other planes. Like the other Mages Four, however, he spent most of his time—at least in later life—in Dragon's Delve searching for a way to tap into the inherent magical power infused in the location.

**Shakaran Titanslayer.** This human male sorcerer, despite his appearance, specialized in physical combat, enhanced by magic. He used many spells and magic items to make himself strong, hardy, and truly formidable in battle. In his time in Dragon's Delve, he forged many powerful magical weapons, suits of armor, and more.

**Lissandera the Enchanter.** The only woman of the group, this wizard loved various enchantment spells and also excelled in alchemy and magic item creation. Serrestique apparently found one such creation, the cloak of the dark eagle, and describes it as a minor artifact. While none of the Mages Four appear to have been particularly altruistic, Lissandera may have been the only one that might actually earn the label "evil."

**Pholaen the Worldweaver.** An elven wizard, Pholaen seemed to be the closest to discover the real secret of Dragon's Delve and the source (or sources?) of power at its heart. Aloof and distant, Pholaen apparently created some kind of mobile spherical laboratory from which to study the energies of Dragon's Delve. Serrestique believes that this laboratory still exists deep in the dungeon.

Lastly, Serrestique's book discusses her own time in the dungeon. She claims to have found her way down to Level 7, but offers few details about what any of the other levels contain, other than brief and unspecific references to an intelligent magical fountain, a deep shaft surrounded by indestructible glass that "goes down much deeper than you think," a key found only in a pyramid on a lost island, an idol that provides much needed sanctuary in a surprising way, and a demon named Czarzem the Wicked.

Serrestique apparently lived in Dragon's Delve for a few years in a self-made luxurious apartment. She created a magically-protected vault, a place to store relics of the Mages Four that she recovered, and a secret study where she kept her spellbook. The book ends rather abruptly, as if she intended to come back and write more, but was prevented somehow.

<b>APPENDIX C: TIMELINE</b> All dates are approximate.	
? years ago	The Great God Iamon is cast down to earth in battle.
10,000 years ago	A mystic stone—actually a craft from deep elsewhere—falls from the sky.
6,000 years ago	Queen Ryssa commands her workers to begin digging to find the stone.
5,800 years ago	The Dwarves of Stoneseek turn on Queen Ryssa.
2,000 years ago	Metterak, Prince of Dragons, comes to Stoneseek and claims it for his own.
1,200 years ago	Tral-Ferrer is imprisoned in Dragon's Delve.
1,000 years ago	The Mages Four come to Dragon's Delve.
950 years ago	Tral-Ferrer creates the Wendways and escapes Dragon's Delve.
900 years ago	The Mages Four create the Font of Dreams.
850 years ago	The Mages Four disappear.
600 years ago	Master Mui Yan builds his dojo in Dragon's Delve. Worshippers of Glarias come to Dragon's Delve to build secret temples and plant the Moontree.
550 years ago	Lord Saral, his henchman Terregaunt, and his companion Nibul of the Seven Arches come to Dragon's Delve.
540 years ago	Nibul of the Seven Arches is slain by the dragon, Metterak. Terregaunt builds his tower.
530 years ago	Lord Saral raises his army.
510 years ago	Azassarah, the Red Saint, defeats Lord Saral's army and attacks Dragon's Delve.
500 years ago	The Red Saint creates a magical prison and seals his enemies inside.
490 years ago	Bargelos the dragon comes to Dragon's Delve.
485 years ago	Rivenyk comes to Dragon's Delve.
480 years ago	Theophrastus places himself into the gem on Level 8.
400 years ago	The High King of Kelmanosh lays claim to the region.
375 years ago	Bargelos is transformed into a gold dragon.
300 years ago	Jumanik lives in Dragon's Delve, creating and studying puzzles.
250 years ago	Jamissan the Warrior-Bard buries some of his treasures in Dragon's Delve.
200 years ago	Glarias kidnapped and imprisoned by Metterak.
110 years ago	Chordille Keep is built.
90 years ago	Armies of the surrounding kingdoms invade the Duchy of Chordille, kill the Duke and Duchess, and raze their keep.
10 years ago	Serrestique comes to Dragon's Delve.
5 years ago	Worship of the Beast God grows thanks to actions by the Priest-King Scroll. The Bestial Host learns of the temples in Dragon's Delve.

## APPENDIX D: GLOSSARY

The following terms are referenced in various places throughout Dragon's Delve. As the dungeon is further revealed, expect these entries to grow and become more detailed, and expect many new entries to be added to this living document.

**Anra Saddana:** Female human that serves as Lord Mayor of Brindenford. She's also a business owner in the town. Pronounced "Ann-Rah Sah-donnah" See the Gathering Hall for more information.

**Baine Strongbow:** A paladin that once aided the town of Brindenford. Although slain by assassins, his soul is held within his sword, which lies somewhere on Level 5. See also The Paladin's Sword.

**Bargelos:** A draconic descendant of Metterak that dwells on Level 10 of the dungeon. "Cursed" to be a gold dragon rather than a red. Hated enemy of Theophrastus. Pronounced "Bar-gell-oss."

**Barzonyn DuMair:** A human necromancer that has taken up residence in Terregaunt's Tower. She is a close friend of Jarla Vreech. Pronounced "Bar-zohn-in Dew-Mayr"

**Beast God:** A relatively minor god of ferocity and blood. Dark and savage, the Beast God calls upon the primal, bestial nature of his followers, encouraging them to revel in blood and violence.

The Beast God is Chaotic Evil. His domains are Chaos, Evil, and Destruction. His favored weapon is a battle axe.

**Belestros:** A god of strength, stone, and all things tangible. Belestros' followers are practical and usually live off of some natural resource, such as farmers, herders, or miners. For more information, see The Temple of Belestros.

Belestros is Lawful Neutral. His domains are Law, Strength, and Earth. His favored weapon is the mace or cudgel.

**Bestial Host:** A strange religious cult dedicated to a deity known simply as the Beast God. The host is a mixture of goblins, kobolds, hobgoblins, orcs, bugbears, and degenerate humans (basically, Neanderthals). They emulate the savagery of their god and usually fight with little fear of pain or death. Not all the members of the host speak the same language, but most speak either Common or Goblin. See also Using the Bestial Host.

**Bethirion:** Elven knight that served the Red Saint and ultimately betrayed him. Pronounced "Beth-ee-ree-on"

**Birshwar:** Half-dragon cleric that reveres Metterak and builds shrines around the twelve secret sigils that he finds.

**Bluesteel Doors:** Occasionally, delvers report coming upon strange "bluesteel" doors, so named because they are made of steel with a distinct bluish tint. These doors are sealed and particularly sturdy; one cannot open them by normal magical means, such as a knock spell. They have no lock to pick. Instead, each door will open to a specific word. Sometimes, those who search can find the key word hidden in a nearby relief carved

in the wall or scrawled upon a stone. Other times, they must discover it through separate investigation or divination.

Typical bluesteel doors are 3 inches thick with a hardness of 12, 120 hit points, and a break DC of 31.

**Brindenford:** A small town in what is now called the Fallen Duchy. Brindenford lies near the ruined Chordille Keep, and the numerous entrances to the dungeons underneath it. For more information, see Surrounding Environs.

**Captain Darkblood:** Undead pirate captain and self-proclaimed "Pirate King" on Khorant. Discovered the secret of sailing safely to the island.

**Caval the Conjurer:** One of the Mages Four, this human male wizard specialized in conjuration spells and summoning tricks. Pronounced "Cav-el."

**Chaster:** Halfling wizard that was once an adventurer exploring Dragon's Delve, now a thrall of the Font of Dreams. He can be found in area 42 or area 58.

**Chordille Keep:** The home of Duke Bryson Chordille, razed about 100 years ago. It stood above Dragon's Delve and connected with Level 1. The ruins are still visible, although there is little left. Potentially reappears as a ghostly keep after the Ghost Door is activated on Level 8.

**Crasiem:** Tiedfling wizard on Level 7 of Dragon's Delve with many half-fiends under his control. He can be found in area 225. Pronounced "Crass-ee-ehn."

**Croshof:** The butler of Duke Bryson Chordille. He was faithful to the duke, but knew of Duchess Andra Chordille's evil schemes. He is now a ghost in Chordille Keep. Pronounced "Crosh-off."

**Czarzem the Wicked:** A unique demon that appears to be a man composed entirely of living, buzzing flies. Can be found on Level 7. Pronounced "S-zar-zem."

**Dagon:** One of many "old ones" worshipped by the ancient Khorantians. Today his cult has been resurrected using the name "The Shark God."

Dagon is Chaotic Evil. His domains are Evil, Chaos, and Water. His favored weapon is a spear. Pronounced "Day-gon."

**Devil's Maw:** An old cave from which an underground river flows into the River Turant. Most locals consider the cave to be a place to avoid--haunted, cursed, or otherwise possessed of ill magic.

**Dorana:** The dangerous water deity representing the threat and the vengeance of nature. Dorana is the Chaotic Neutral goddess of the sea and vengeance and, to a limited extent, all conflict and even war. She is revered by all those in and on the sea as well as by fighters and some paladins. See the Temple of the River Gods.

Her domains are Air, Chaos, and Water. Her favored weapon is the longsword and her symbol is a wave pierced by a lightning bolt. Pronounced "Door-an-ah."

**Drathos:** An evil, domineering fighter living on Level 5 of Dragon's Delve.

**Duchess Andra Chordille:** Wife of Duke Bryson Chordille. Secretly, she revered Rivenyk.

**Duke Bryson Chordille:** Dead ruler of what is now called the Fallen Duchy. Pronounced "Cor-deel."

**Entropy Engine:** A huge magical artifact created by the Mages Four to harness some of the ambient magical energies found in the lower levels. The Entropy Engine is currently malfunctioning and leaking energy.

**Erralak:** Ocular tyrant that serves Bargelos. Erralak has a shaft that connects Levels 1, 2, 5, 7, 8, and 10. Pronounced "Air-uh-lack."

**Erro Mansan:** The sheriff in Brindenford--a human fighter of considerable skill. Pronounced "Air-oh Man-san" See The Gathering Hall for more information.

**Essoch and Enaul:** These gods are twins who use the river's power to mirror the stream of time, with its many branches and forks. Enaul is the Lawful Neutral god of cities and civilization (bards often worship him), while his brother Essoch is the Chaotic Neutral patron of the wilderness and the primal aspects of all people (thus appealing to druids, barbarians, and even rangers). The brothers make for interesting patrons of the different aspects of elven nature. See the Temple of the River Gods.

Enaul's domains are Travel, Knowledge, and Law. His favored weapon is the rapiera and his symbol is an hourglass and an arrow. Essoch's domains are Chaos, Animal, and Strength. His favored weapon is the staff and

his symbol is a staff hooked around a crescent moon. Pronounced "Eess-ock" and "Ee-nawl."

**Eulalai Pujalt:** Halfling wizard friend of Serrestique who was a prisoner of the demons on Level 7 for a very long time. Can be found in area 217. Pronounced "yoo-lal-eye Poo-jalt"

**Fallen Duchy:** Once known as the verdant and flourishing Duchy of Chordille, this remote and sparsely populated region is now without a ruler.

**Felstor Knoveli:** A half-elven sage in Brindenford. See Felstor Knoveli, Master Sage for more information.

**Font of Dreams:** Magical fountain on Level 2 that controls creatures through their dreams. This fountain was originally created by the Mages Four. The font can be found in area 62. See also Fights and Dreams.

**Gardok:** A wealthy farmer living just on the outskirts of Brindenford who is a high-ranking member of the Venom Cult. His full name is Devin Gardok, but everyone just knows him as Gardok. Pronounced "Gar-dock."

**Ghost Door:** A metaphysical construct created by the ghost of Duchess Andra Chordille on Level 8 of the dungeon to give herself and her home a new "life." This magical creation, as a side effect, draws the attention of ghosts and spirits throughout the region.

**Glarias, the Moon Goddess:** A minor goddess worshipped in the lands surrounding the Fallen Duchy and revered there in its heyday. Glarias presides over the moon, so while she is not an evil goddess,

she uses shadow (and even darkness) as well as light as both tools and raiment. When she was captured and imprisoned by the Dragon Prince, her godly power was given to the Beast God.

**Glarias** is Chaotic Good. Her domains are Good, Knowledge, and Luck. Her favored weapon is a mace. Pronounced "Glah-ree-as."

**Harrud:** Brother Harrud is the priest of Belestros in Brindenford. He is an opponent of the power structure of the town. For more information, see The Temple of Belestros.

**Hell coins:** Reddish-gold coins with faces of the tormented upon them, these perverse coins are minted by demons and devils and contain doomed souls. Worth 200 gp to a fiend, 10 gp to others (or 0 gp to those who find such things abhorrent). Also known as "hell money." See Area 205 for more.

**Iamon:** Ancient god who died in a divine war in the very earliest days of the world. His corpse fell to earth and is now buried deep below what is now Dragon's Delve. The ambient energies radiated by the corpse are the source of "chaos magic" that affects many sites in the dungeon. Pronounced "Ee-ay-mon"

**Iris Gellow:** High priestess of the temple of Vune. See the Temple of Vune for more information. Pronounced "Eye-ris Gell-oh."

**Jamissan:** Greatest of the Warrior Bards of the South, Jamissan is known to have found and created many unique magical items.

**Jarla Vreech:** Blackguard that has taken up residence in Terregaunt's Tower. Close friend of Barzonyn DuMair. Pronounced "Jar-lah Vreech."

**Jaskon Tully:** Miller in Brindenford. He is secretly a high-ranking member of the Venom Cult.

**Jumanik:** Satyr cleric-bard from centuries ago, Jumanik loved puzzles. He lived in Dragon's Delve for many years. Pronounced "Ju-man-ick."

**Kelmanosh:** Distant land whose high king technically rules over the Lost Duchy. (In truth, the former duchy is a remote region all but forgotten by the outside world.) Pronounced "Kell-man-osh."

**Khorant:** A distant island reachable through a magical gate on Level 5 of Dragon's Delve. No other means exists to reach this mysterious locale located somewhere on the Sea of Eternal Storms.

**Khorantians:** An ancient folk native to the island of Khorant. Although originally elvenkind, the foul practices and ceremonies they conducted eventually turned them into a degenerate piscine race, akin to sharks.

**Kulaj:** The creator goddess of the pantheon of the River Gods, she represents the source of the Celestial River. She is the mother of all the other gods in the pantheon. Kulaj is the creator deity and the patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. See the Temple of the River Gods.

Kulaj is Lawful Neutral. Her domains are Law, Magic, and Plants. Her symbol is a hand that appears to hold a mountain range in the palm. Her weapon is a mace. Pronounced "Koo-lahj."

**Lissandera the Enchanter:** One of the Mages Four, this female human wizard loved various enchantment spells and also excelled in alchemy and magic item creation. Pronounced "Lis-an-dayr-ah."

**Logger's Guild:** Guild of foresters and loggers active in Brindenford and north of the town. The group has frequent disputes with the elves of the northern woods. See also the Logger's Landing.

**Lord Darrulm:** Leader of the grahlus in the Grahlus Fort on the island of Khorant.

**Lord Saral:** A powerful fighter that explored and eventually lived in Dragon's Delve for a time. He was an expert of weapons of all kinds and led a legion of soldiers and creatures at one time. Pronounced "Sayr-all."

**Lost Shepherd:** A tavern in Brindenford owned by a former adventurer. This tavern draws most of those interested in exploring Dragon's Delve.

**Lost Temple:** An old temple of Glarias somewhere deep in the woods about three miles southwest of Brindenford. Some lingering magic of the imprisoned goddess keeps it hidden from the forces of the Beast God who would love to claim it.

**Mages Four:** A group of four aligned mages of infamous power. Centuries after Queen Ryssa's people overthrew her and abandoned the dungeon, they claimed most of it for themselves. They built the Entropy Engine, among other powerful artifacts.

**Mallock:** This god represents the treachery of a river that appears to be a gentle stream one

moment, but becomes dangerous rapids the next. Mallock is the dark god whose deceptive nature makes him appealing to some rogues. See the Temple of the River Gods.

He is Lawful Evil, and his domains are Evil, Law, and Trickery. His favored weapon is the dagger and his symbol is a serpent entwined around a crescent moon. Pronounced "Mal-ock."

**Master Mui Yan:** An infamously skilled warrior who teaches fighting secrets in a hidden dojo deep in Dragon's Delve. Pronounced "Mwee Yahn."

**Metterak:** The self-styled Prince of Dragons, this red dragon is one of the most infamous wyrms in all the world. He reportedly lairs deep within Dragon's Delve (in fact, that's what gives the place its name). Pronounced "Met-er-ak."

**Moontree:** A huge tree located in Chordille Keep, sacred to Glarias. It eventually became tainted with evil. Even though the tree was chopped down, its roots live on in the dungeon.

**Nag:** A minor god of serpents and poison. Nag appears to be a giant cobra made of darkness. He is revered by the Venom Cult and a few serpentine creatures (nagas, for example). His mate is Nagaina, and they are frequently worshipped together, although Nagaina is never mentioned without Nag. See Level 6: Domain of the Venom Cult.

Nag is Lawful Evil. His domains are Evil, Knowledge, and Death. His favored weapon is a very long, curved knife (a short sword). Pronounced "Nog" and "Nog-ah-eena."

**Nibul of the Seven Arches:** A mysterious magical being that sought to become a god. Traveled with Lord Saral when he explored Dragon's Delve. Nibul was slain by Metterak, and his spirit still lingers in the Tomb of Nibul. Pronounced "Nie-bull."

**Old Man's Tunnel:** An entrance into the dungeon via a natural tunnel that runs just south of Brindenford into Level 6 of Dragon's Delve. Although most of the locals have heard of it, very few know where it can be found or if it's real.

**Orr:** A fabled wizard-priest whose tomb lies hidden in Dragon's Delve. Pronounced "Or."

**Phaedor Rhendelmar:** A half-elven druid most believe to have been mad. In ages past, he attempted to create methods to grow plants underground and tested his theories in Dragon's Delve.

**Pholaen the Worldweaver:** An elven wizard and member of the Mages Four. He has a mobile laboratory deep in the dungeon. Pronounced "Fo-layn."

**Pit in the Woods:** South of Dragon's Delve is a pit where, hundreds of years ago, locals threw criminals and madmen. The pit leads, eventually, to Level 9, where some descendents of those thrown in the pit dwell.

**Poet's Bridge:** An ancient stone bridge over the River Turant south of Brindenford. Site of a huge battle between the forces of Lord Saral and the Red Saint.

**Queen Ryssa:** A cruel dwarven queen of antiquity who forced her people to delve deep into the earth, creating much of the dungeon. Pronounced "Rie-sah."

**Ramscorn:** Ferocious orc barbarian that is the leader of the Bestial Host guards of the Beast God temple on the first level of the dungeon. He set out to explore and conquer the rest of the dungeon and can be found on Level 2 in area 51. See also The Stolen Bracer.

**Red Saint:** A powerful cleric named Azassarah that led an army against the forces of Lord Saral. Once he had defeated Lord Saral and cleared the upper levels of Dragon's Delve, he created a magical prison in which to place his enemies. Azassarah is pronounced "Azz-ah-sayr-ah."

**Rivenyk:** A demon lord that holds sway on Level 7. He was secretly worshipped by Duchess Chordille. Pronounced "Riv-en-ik."

**Scrall:** The troll priest-king of the Bestial Host. He dwells in the hills far from the dungeon but sends guards and priests there to watch over the temple on Level 1. In theory, he may visit himself one day.

**Sea of Eternal Storms:** A magical ocean far, far away. At least one terrible storm rages upon these waters at all times, making them virtually impossible to navigate. At the center lies the island of Khorant.

**Shakaran Titanslayer:** This human male sorcerer was one of the Mages Four and specialized in physical combat, enhanced by magic. Pronounced "Shah-kar-an."

**Signar Fuen:** Powerful adventurer who died in the dungeon. Signar was once a high-level fighter and explored much of the dungeon. He reached Level 14, where his party all died, and he was drained by undead down to 3rd level. He was killed

in area 2. In his flight from the dungeon, he lost an intelligent amulet on Level 12. Pronounced "Sig-nar Fway-en."

**Sillitta Ederus:** Cleric of Vune. Engaged to Whedon Rasholt. See the Temple of Vune

**Serrestique:** Female human wizard who came to the dungeon to seek information about the Mages Four. She used a number of chambers on Level 1, but is currently in stasis in the prison on Level 5. Pronounced "Sayr-est-eek."

**Stoneseek:** Name that Queen Ryssa's dwarves gave to the location now known as Dragon's Delve.

**Teigel Fascher:** Male human shopkeeper in Brindenford that caters specifically to adventurers headed off to Dragon's Delve. He sells regular gear as well as the occasional magic item. See also Fascher's Supply.

**Tekunki:** A powerful spirit (a "fire god") that dwells atop the Angry Mountain on Khorant. Likely a representative of the gods or other forces that destroyed the original civilization on the island. Pronounced "Teck-oon-ee."

**Tenebrynn Glimmersight:** Male elf in Brindenford being considered for the town's council, despite the fact that he opposes the actions of the the Logger's Guild. Pronounced "Ten-ee-brin." See Logger's Landing for more information.

**Terregaunt:** A dark, brooding fighter. Terregaunt was a henchman of Lord Saral when he first came to Dragon's Delve, but eventually became an important figure all

his own. He built a tower to the southwest of the dungeon. Pronounced "Terr-ah-gawnt"

**Theophrastus:** Human sorcerer who has sealed himself up in an indestructible gem on Level 8 of the dungeon in order to awaken 1,000 years in the future (and to hopefully outlast his enemy Bargelos). Pronounced "Theo-frass-tuss."

**Tral-Ferrer:** A djinni lord trapped in Dragon's Delve by a strange curse for many years more than a thousand years ago. To enact his escape, he wove a magical carpet said to hold some secret of the dungeon. The carpet was divided into three parts.

**Twelve Secret Sigils:** Physical manifestations of the Dragon Prince's power in Dragon's Delve, these symbols have appeared throughout the dungeon. Finding and indentifying them will grant creatures power, usually having a draconic aspect of some kind. Each of the twelve sigils is more powerful than those that come before it, so the twelfth is the greatest of them.

**Uoto:** Half-celestial warrior who served the Red Saint. Now buried in Terregaunt's Tower. Pronounced "Oo-oh-toe"

**Urlaster:** Sorcerer from more than 100 years ago that explored Dragon's Delve. He lived in Brindenford, and his former home is now the tavern, the Lost Shepherd. He fashioned a key that provides one of the ways into the Prison of the Red Saint. Pronounced "Ur-las-ter."

**Urgan:** Oldest of the children of Kulaj, Urgan is the worker who uses the power of the river for his own ends as he shapes

steel and stone. Urgan is the Neutral Good god of the earth and metalworkers and stoneworkers. He appeals to dwarves, gnomes, and perhaps orcs. See the Temple of the River Gods.

His domains are Earth, Fire, and Good. His favored weapon is the warhammer and his symbol is a wheel with a hammer and gemstones set upon it. Pronounced "Er-gahn."

**Val Donage:** Retired female human adventurer who explored Dragon's Delve who now owns the Lost Shepherd. Pronounced "Val Don-adge"

**Vangell:** Human male sorcerer who explored much of Dragon's Delve and now lives among the pirates on Khorant. Pronounced "Van-gel."

**Venom Cult:** A secretive, evil cult devoted to murder, death, poison, and serpents. The cult uses a portion of Dragon's Delve as its base of operations, although it has secretly infiltrated the town of Brindenford as well. The cult's patron is Nag, a minor but extremely sinister god.

**Vesh:** Humanoid creatures descended from either blind cave fish or very deep sea fish, or perhaps both. These blind, freshwater carnivores are strictly subterranean and can be found mainly on Level 3 of Dragon's Delve, although a few have wandered elsewhere. Use locathah stats.

**Vraedix:** A magical information storage device based on a semi-sentient thinking machine the Mages Four discovered on



a different world. Found on Level 7 of Dragon's Delve.

**Vimble Mirhoffal:** Wealthy halfling male in Brindenford. Proprietor of Queen's Crafts. Pronounced "Vim-bul Meer-hof-al."

**Vune:** A goddess of light, purity, and charity. Most, but not all of Vune's clerics are female. Those that are not belong to a sub-sect called the Brothers of Charity and focus on aiding the poor, the sick, and orphans in the name of their goddess. The rest of the clergy is interested in spreading Vune's teachings of helping others before helping oneself. Vune's worship is widespread and extremely popular. Her clerics are often treated as a special, highly respected social class. See also the Temple of Vune.

Vune is Lawful Good. Her domains are Good, Healing, and Sun. Her favored weapon is a mace. Pronounced "Voon."

**Wendways:** A mystical conduit stretching through Dragon's Delve allowing near-instantaneous travel between key spots throughout the dungeon.

**Whedon Rasholt:** Head guildsman of the Logger's Guild. Engaged to Sillitta Ederus of the Temple of Vune. See also the Logger's Landing.

## BRING A GENIUS TO THE TABLE!

# CREDITS

**Designer:**  
Super Genius Games

**Cover Art:**  
Ed Bourelle

**Interior Art:**  
Various

**Graphic Design and Typesetting:**  
Anthony Kenniston and Lj Stephens

**Creative Director:**  
Stan!

**Producer:**  
Owen K.C. Stephens

**Produced By:**  
Super Genius Games  
[www.supergeniusgames.com](http://www.supergeniusgames.com)

Copyright ©2006-2010 Monte J. Cook;  
Copyright ©2010-2011 Super Genius Games

Used with permission.

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

## DESIGNATION OF PRODUCT IDENTITY

Open Game Information  
The material in this document utilizes the Open Gaming License, available at [www.wizards.com](http://www.wizards.com) and reprinted below:  
OPEN GAME LICENSE Version 1.0a  
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.  
Dungeonaday.com. Copyright 2009, Monte J. Cook. All rights reserved.  
Designation of Product Identity: All material and references to all material found in the Glossary are Product Identity. All artwork, photos, logos, and maps are Product Identity. All other material is considered Open Content.  
All Content is Copyright Monte J. Cook, 2009.