

DUNGEON A DAY

DRAGON'S DELVE LEVEL 16: THE SECRET CITY



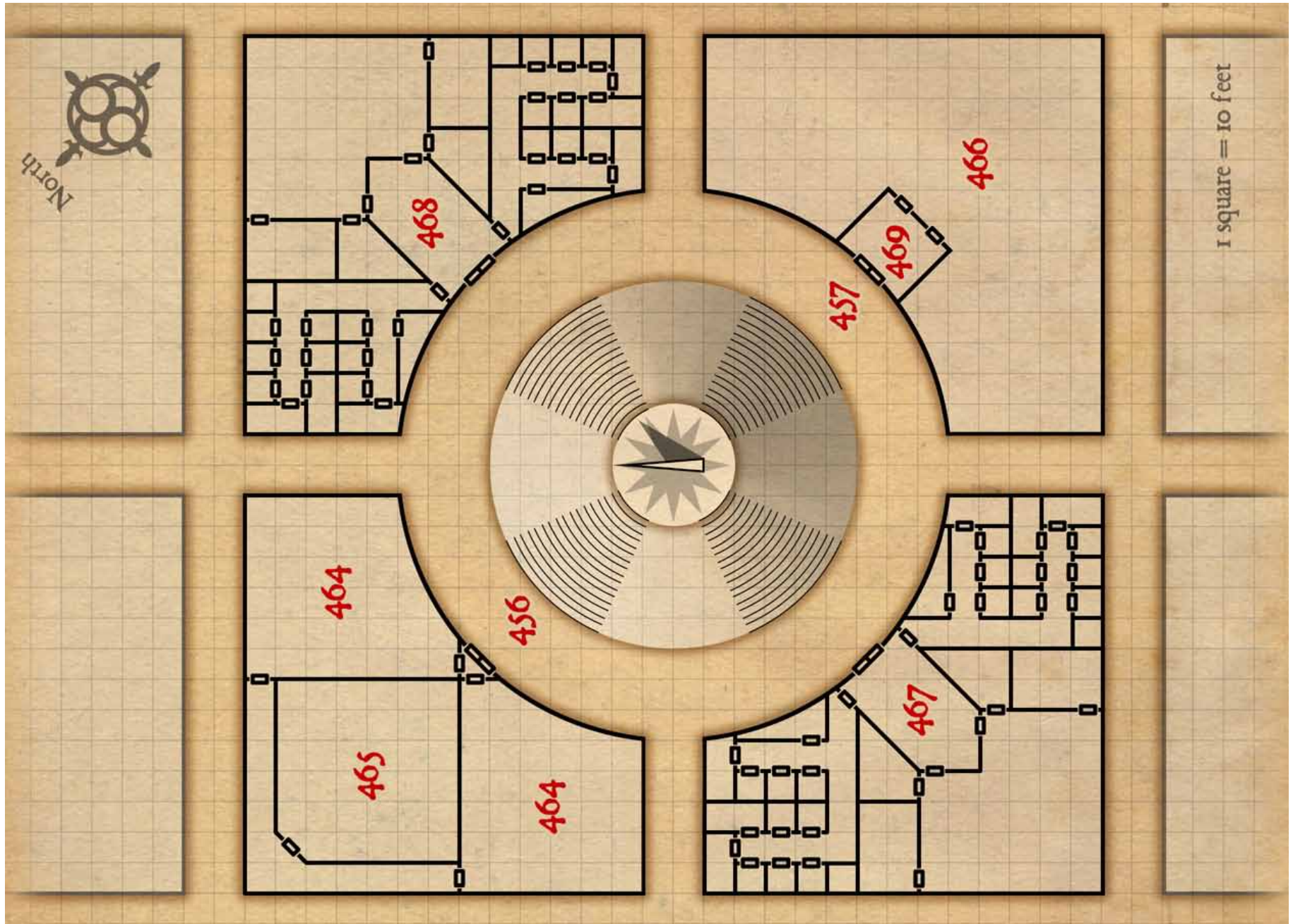
PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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DRAGON'S DELVE

LEVEL 16: THE SECRET CITY



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The Secret City is located inside the Dome of Knowledge, which the PCs may have encountered in area 416. The city as they saw it was just an artfully carved façade for a divination device—one to which questions could be posed and answers magically received. However, the truth of the matter is that, for all of the magic involved in creating it, the Dome of Knowledge also has a very mundane, mechanical process involved with its operation. The city is, indeed, real and filled with tiny, trapped creatures that must work to keep its divinatory powers working.

The Dome of Knowledge gets its answers from the Appartus (also called the Toothed God, by the Secret City's residents), a combination of mechanical device and living beings created by the Mages Four, who staffed it with formians and a few other creatures to keep the mechanical portion cleaning and running properly. Since then, numerous adventurers and other creatures have been trapped in the city as well.

The PCs have arrived here because they attempted to leave the Fourfold Keep via the stairwell heading down without being in possession of Tower Medallions. Doing so causes them to be teleported inside the Secret City, where they arrive in the City Center and must determine where they are and how to escape. Those who

use extraordinary means to escape their imprisonment (conjunction or other spells that can get them physically out of their current location) find that they arrive still in the form they held within the city—that is, they are Fine-sized and still functioning under the unusual passage of time as it is described below. It requires a wish or the direct intervention of a deity to restore such creatures to their normal state, or for them to go back to the Secret City and find the pathway out.

The ambient light in the city is bright enough for ordinary humanoids to see and read normally. The light is constant. There is no night in the bottled city. That is not to say, though, that there is no concept of a “day.” Indeed, it is a rather complicated matter that it may take the PCs some time to figure out. Time inside the Dome of Knowledge flows differently than it does in the real world. For every hour in the real world, twenty-four hours pass in the Secret City, but even that doesn't tell the whole story.

For the purposes of spellcasting and other abilities and effects whose adjudication is measured by the passing of days, the length of a “day” within the Secret City is a random period of time. A day for those in the Secret City lasts 3d6+15 hours and is different each and every “day.” Every time one day ends and another begins, the tower in the city center chimes out loudly enough for everyone within the city to hear.

There are 20 encounters on Level 16.

There are no random encounters on Level 16.

456. THE SECRET CITY (CR 16)

Summary: The PCs arrive in the Secret City.

Sights and Sounds: This encounter occurs on the circular road in the center of the city. It is brightly lit. Heroes hear a bustling city moving around them.

One second, you were walking down a dark stairwell, now you are standing in a brightly lit road in the middle of a city. A tower rises in the center—a series of ever-narrower cylinders or gears stacked atop each other. High on the tower (but not all the way at the top), oriented in the four cardinal compass directions, are clock faces.

On the other side of the street is a large, blocky building. Devils, formians, and efreeti walk about, mixing easily with representatives from more common races on the streets. The people all seem very busy, and take no heed of your arrival.

Background: The purpose of this encounter is to orient the heroes to the Secret City, and to get them started on figuring out how they can escape.

Heroes who have visited area 416 may make a DC 30 Spot check to realize that the towers and buildings visible in the distance are the mural from the Inner Chamber of encounter area 416. Any hero that succeeded on the Int/Spot check from area 416 gets a +2 bonus on the Spot check here.

Contacting Allies Outside the City: Time passes much more quickly inside the bottled Secret City than outside. 24 hours pass in the bottle for each hour in the real world.

That means that any mental or verbal communication with people outside the Secret City is extremely difficult to understand. Anyone in the real world receiving a message from inside the Secret City knows that something happened, and can probably identify what happened, but will be unable to make intelligible sense of the message.

There is no way to send a physical message outside the bottle. Any summoned creature, pet, companion, familiar, or other physical being sent with a message returns in 1d6x10 minutes without having delivered the message (reporting that they were magically prevented from doing so, if communications with the creature are possible).

Any spell or power that presents a visual message (e.g. writing on a wall or letters of fire floating in the air) communicates normally between the Secret City and the real world.

Gathering Information: Sneers of contempt greet attempts to gather information in the city center, followed by recommendations that those without a designated task should go to the Brute Quarter, “where they belong.” It is still possible to learn some things, but heroes take a -10 penalty to their check. Assume that residents of the city met here are unfriendly.

The Greeter: After the PCs get their bearings, a hound archon exits the building across the street, looks around for a moment, and then walks directly toward them. This is Kaleem, whose job it is to greet all new arrivals to the Secret City.

Result	Information Gained
0-5	Can't you see that I am busy, underling? Get to the Brute Quarter if you don't have an assigned task. Surely you can find something to do there that is within your intellectual capacity.
6-10	Well, I suppose that is a reasonable question, but my answers serve the Toothed God and not you. We all serve the Toothed God here. It asks, and we find the answers either through magic or through the Library. Now, good cycle to you!
11-15	I apologize for not being able to help you more, but I must hurry along to my research. If we do not feed the Toothed God, it will not feed us. Perhaps you could inquire within the Library itself. Barring that, you might try the Brute Quarter. They may not serve directly, but at least they know how to have fun.
16-20	Oh, new arrivals! You should report to the Library as soon as possible. The myrmarchs there can interview you. Who knows? Perhaps you can serve the Apparatus, just as I do. Speaking of which, I really should be on my way. The next shift is counting on me to finish my research so they can move forward with theirs. Oh, yes, we run three shifts a day here. Not that we ever have a night. Tell me, does it really get dark part of every twenty-four hour cycle where you come from? Oh, sorry, never mind, no time for that now--though perhaps we could meet after this shift in the Black Grog Cellar in the Brute Quarter.
20-29	Could...could it be? No, the prophecy said there would be signs and portents before...oh, never mind me. I made a mistake. Welcome, newcomers. That tower, with the clocks on it, is where we offer answers to the Apparatus, and sometimes ask questions. It's also where the Apparatus asks us questions. We research the answers through magic and through the Library, which is run by the formian Queen. If I remember correctly, newcomers are supposed to interview at the Library so that the formians can decide how the newcomers can best serve the Toothed God. Don't tell anyone that I said this, but you should hide in the Brute Quarter instead. Once you report for interview, they'll work you until you drop.
30+	Newcomers, eh? I am so, so sorry. Look, go that way, to the Brute Quarter, as fast as you can. Once you get there, go to the Black Grog Cellar during second shift and order an Old Formian Ale. Break the empty bottle on the floor. You'll thank me, later.

Kaleem walks up to the heroes and says, “The Toothed God foretold your arrival. What is your purpose?” Kaleem’s initial attitude is indifferent (Sense Motive +19, opposed check against Intimidate 19+1d20). He wants to know whether the heroes are

useful to the Toothed God, or merely brutes.

Characters useful to the Toothed God include bards, wizards, and clerics. Any character with an Intelligence score of 16 or higher, access to divination magic, or who have the maximum number of ranks in at least one Knowledge skill may be useful to the Toothed God. Kaleem wants any such characters

to accompany him to interviews with a formian myrmarch on behalf of the Queen.

All other characters are considered "brutes." They can find work in the Brute Quarter, providing service to the elite cadre of citizens who work with the Toothed God. Kaleem disdainfully gives them directions to the Brute Quarter and says that they can ask for work there.

If heroes can improve Kaleem's attitude to Friendly, he will be willing to tell them a great deal more about the city. He will be willing to share information based on the following facts.

- * Kaleem is a long-time resident of the Secret City, and has memories of other strangers arriving at the city center.

- * Kaleem can explain that heroes must have failed to acquire the token created by the Mages Four to provide safe passage down the stairwell exiting the Fourfold



Keep. Because of that omission, they were teleported here (though he really doesn't understand where "here" is).

- * Residents of the Secret City serve the Toothed God--a vast Apparatus that spits out questions and demands answers. If fed with answers, it provides all everything the residents of the city need to survive--food, drink, clothing, and other necessary materials.

If it does not get answers to its questions, it ceases to provide these things.

- * Originally, the Mages Four enslaved a hive of formians and placed them in the Secret City to serve the Toothed God. Over time, others have been teleported here to join the formians in their service.

- * A formian Queen rules the servants of the Toothed God. She ensures that the God receives its answers. Her myrmarchs and taskmasters are the elite ruling class of the city. Below them are all the other races who serve the Toothed God. At the bottom of the hierarchy are the brutes, those who feed and house the servants of the Toothed God.

- * Kaleem knows that ice devils keep the Toothed God cool, that an elder black pudding cleans the gears, and that a nightwalker hunts in the Apparatus when an answer gums up the works.

- * A few intrepid souls have asked the Toothed God about escape, but that gums up the Apparatus so badly that the cleaning creatures cannot clear the blockage. The punishment for such a crime is entering the Apparatus and cleaning up the mess. No one who has undertaken this task ever returns. It is possible that they found some way to escape, but Kaleem thinks it is more likely that the gears crushed them and their guts served to lubricate the gears and get the Apparatus working smoothly again.

- * Kaleem cautions against even talking about escape. Residents of the Secret City must serve the Toothed God somehow and squads of kolyaruts hunt down those who refuse to do their part.

- * Kaleem can direct heroes anywhere they need to go in the Secret City as well.

If heroes pick a fight with Kaleem, he defends himself vigorously. No one stops to watch. When the fight ends, heroes can hear passers-by scolding them, saying that such behavior belongs in the Brute Quarter; rather than where servants are trying to work.

Kaleem (hound archon hero): hp 143

Revisit (EL 17): If PCs return to this area on their own, they can do what they wish for 1d6 minutes. After that period of time, a squad of ten formian myrmarchs converge on them. The myrmarchs are unfriendly, and wish to know the heroes' business.

If the heroes are making a delivery from the Brute Quarter, on an assignment for the Library, or presenting themselves for

an interview with the Formian Queen, the myrmarchs urge the heroes to get about their business and stop lingering. Otherwise, the myrmarchs escort the heroes back to the Brute Quarter.

Formian Myrmarchs (x10): hp 102

Connections: This encounter connects to area 457 and area 463, but heroes can proceed to anywhere in the city from here. See the Map of Level 16.

457. THRESHOLD GUARDIAN (EL 13)

Summary: This encounter covers the entrance to the central tower, and what happens if heroes try to force entry.

Sights and Sounds: This area is brightly lit, like the rest of the city. As is always the case in the center of the city, the streets are constantly busy.

On the South side of the central tower, you see a set of brass double doors set into the tower wall. Standing before the doors is a huge stone statue of an armored humanoid with an enormous hammer in place of one hand, and a spiked sphere in place of the other.

Background: If heroes have one of the formian Queen's keys (see area 465), they can walk right up to the brass doors, use the key, and enter the tower.

If they do not have a key, then the statue (which is actually a greater stone golem) attacks them. The door is both locked and trapped, and the forces that work for the Toothed God take a dim view of lawbreakers.

The Guardian: The golem allows anyone bearing one of the formian Queen's keys to enter. One creature bearing a key can have a group of up to nine other creatures with it, but the whole group must cross the threshold together in a contiguous line, and the creature with the key must go first. If anyone who is not carrying a key (or attached to a group that is) gets within ten feet of the door, the golem attacks.

This golem generally does not use its slow effect unless it has to move away from the doors to close with an assailant who is causing it damage from range. Then it uses slow on creatures that are close to the door.

Greater Stone Golem: hp 271

The Doors: The brass, double-doors are heavy, locked, and trapped. The trap activates when someone attempts to open either of the doors in any way other than using one of the formian Queen's keys. CR 13; magic; visual trigger (true seeing), automatic reset; Atk +12/+12/+12/+12 ranged touch; spell effect (maximized meteor swarm, 24th-level wizard, 12 points of bludgeoning damage and 36 points of fire damage/hit, 36 points of fire damage to all creatures within 40 ft. of each hit [Reflex DC 28 for half]); Search DC 37; Disable Device DC 37. Note that because meteor swarm allows spell resistance, the stone golem is immune.



If heroes trigger the trap, it targets the person who triggered it first and then anyone fighting the stone golem. After that, it targets random passers-by. Fortunately, the inhabitants of the city know all the lore about the tower, and they run for cover as soon as someone starts examining the locks.

There are three locks (Open Locks, DC 30) on the double doors. Opening any two of the locks allows a hero to open one of the two doors. To open both the doors, heroes must open all three locks.

Moving either of the brass doors requires a Strength check (DC 25). With one move action, a successful Strength check opens a door wide enough for Medium-sized creatures to squeeze through one at a time. A second successful Strength check (that also requires a move action) opens the door wide enough for Medium-sized creatures to walk through two at a time, or for a Large creature to squeeze through. These actions trigger attacks of opportunity.

Upping the Ante (EL 17): If heroes trigger the trap, and if the trap does target another resident of the city (DM's discretion), then 1d6 rounds later, eight zelekhts arrive on the scene (EL 15 raising the total encounter EL to 17). They state that the heroes are "bound by

law" to accompany them before the Formian Queen, where they must present their reasons for disturbing the predestined and sacred Work. If the heroes have left the scene, the zelekhuts track them and appear when it would be least convenient for the heroes.

Zeলেখut (x8): hp 74

Revisit: If heroes attempt to enter the tower and wind up fleeing the scene, a crew of formian workers marches up in 1d4 rounds, repairs any damage to the doors and relocks them, if necessary. The trap resets on its own. No one repairs the stone golem, because that would take the expertise from one of the researchers in the Library, and everyone is far too busy.

Connections: This chamber connects to area 456 and area 470. See the Map of Level 16.

Pathfinder Stats

Replace calls for Search checks with Perception checks of the same DC. Also, replace calls for Open Lock checks with Disable Device checks of the same DC.

STONE GOLEM DEFENDER CR15
NN Large Construct

Init +1; **Senses** Darkvision (60 feet), LowLight Vision; **Perception** +2

DEFENSE

AC 28, touch 10, flatfooted 27 (+1 Dex, 1 size, +18 natural)

hp 139 (19d10)

Fort +8, **Ref** +6, **Will** +7

Defensive Abilities Resolve (3/day), Self Reliant; **DR** 10/adamantine; **Immune**

Construct Traits (+30 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, Immunity to Magic, mindaffecting, nonlethal damage, paralysis, poison, sleep, stunning

OFFENSE

Spd 20 ft.

Melee Sword, Bastard +30/+25/+20/+15 (2d8+18/1920/x2) or

Unarmed Strike+30/+25/+20/+15 (1d4+12/20/x2)

Space 10 ft.; **Reach** 10 ft.

Special Attacks Challenge +5/+2 (2/day), Slow (DC 19)

STATISTICS

Str 34, **Dex** 13, **Con** -, **Int**, **Wis** 14, **Cha** 3

Base Atk +19; **CMB** +32; **CMD** 43

Feats none

Skills Fly 1, Stealth 3

Languages Common

SQ Banner +2/+1 (Ex), **Weapon Expertise:** Sword, Bastard (Ex)

Combat Gear Sword, Bastard;

SPECIAL ABILITIES

Banner +2/+1 (Ex): Allies who can see the stone guardian's banner gain +2 save vs. fear & +1 to hit while charging.

Guardian's Challenge +5/+2 (2/day) (Ex): +5 to damage target, 2 AC vs. others when used

Slow (DC 19) (Su) A stone gaurdian can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10

feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution.

Weapon Expertise: Sword, Bastard (Ex): The stone gaurdian can quick draw the chosen weapon, and gain +2 to confirm critical hits.

If the Upping The Ante option is put into play, use the Pathfinder version of the Zeলেখut.

Zeলেখut (x8): hp 115

458. THE BRUTE QUARTER

Summary: This encounter introduces heroes to the Brute Quarter, where they can eat, drink, sleep, join a resistance group, and encounter a traveling street brawl.

Sights and Sounds: This area is brightly lit, like the rest of the city.

The Brute Quarter, as you have heard it called, is just as busy as the central part of the city, but significantly louder. Here there are street vendors hawking wares and messengers bustling through the crowd. You hear the sounds of forges and looms, and smell hot metal, smoke, and delicious cooking.

Background: This section of town is where those poorly suited to directly serving the Toothed God (due to race or training) take raw materials supplied by the magnificent machine and make replacement parts, clothing, food, drink, tools, building materials, and anything else needed by those living in the city.



Information in the Brute Quarter

Heroes can use Gather Information to find out many things in the Brute Quarter.

DC Information Gained

5 The characters learn the names and locations of places to eat and drink (see examples below). The characters also learn that it never gets dark in the glass-encased Secret City. The Apparatus never sleeps, so its servants work three shifts.

10 No new person has arrived in the Secret City for generations. The current mortal residents are descendants of past adventurers. Those in the Brute Quarter are the bottom of the pyramid in the Secret City. Servants of the Toothed God stand above them, and the formians above the servants. The formian Queen rules the City, but even she serves the Apparatus.

15 Everyone knows there is a world outside, but it's considered bad luck to talk

about it. Talking about the outside leads to thinking about escape, and that brings the kolyaruts (see area 462).

20 The way the Apparatus works, is that you feed it a question and, eventually, it spits out an answer. However, the Apparatus generally requires the answers to other questions before it will provide a reply to your question. That's why the formians maintain and protect the Library, so they can quickly find existing answers.

25 Yes, of course people have asked the Apparatus how to escape from the city. That always gums up the gears and springs of the Apparatus. The punishment for such a crime is entering the Apparatus and cleaning up the mess. The Apparatus always returns to functioning, but no one ever returns from inside it. It is possible that they find some way to escape, but general opinion is that the gears crushed them and their guts served to lubricate the gears and get the Apparatus working smoothly again.

30 If you really want to know about escaping, you should be in the Black Grog Cellar tomorrow night after second shift. Order a bottle of Old Formian Ale and then knock the empty bottle on the floor. Someone there will tell you what to do.

Places of Business

On the surface, the Brute Quarter seems very much like many towns the PCs may have been to (most notably, Brindenford, since that was likely the last town most creatures visited before becoming trapped in the Secret City). There are all sorts of shops, smithies,

and artisan's studios busily working away. The strange thing is, none of them sell anything--all of their goods are free.

The Toothed God requires that all residents of the city do what is necessary to keep the Apparatus working, and that includes providing food, clothing, and even entertainment for the scholars who perform the direct tasks of providing answers to the Toothed God's queries. Those who can perform such services but refuse to find themselves visited by representatives of the formian Queen (and eventually the kolyaruts). Those who have no useful skills are required merely to refrain from interfering with the operations of the city's more useful citizens.

As a result, the Toothed God provides food, drink, clothing, and other requirements for everyone. However, using significantly more than you require or, worse, flagrantly wasting the bounty of the Toothed God is viewed in the same way as actively interfering with the operation of the Apparatus and is sure to be met with visits from the kolyaruts or other representatives of the Toothed God.

The city has more than enough buildings and rooms to house all of its residents, so new arrivals are simply told to find an unoccupied place of their choosing and get whatever furniture, utensils, and tools they require from the shops in the Brute Quarter. Generally speaking, the scholars working in the Library live in separate enclaves from those who spend their time in the Brute Quarter, but that is by no means a requirement.

Far and away, the most frequently encountered places of business are taverns and inns. Each has its own character. Below are some sample names for places to eat and drink in the Brute Quarter, and some roleplaying hints about each.

Silver Goblin Mead Hall -- A raucous alehouse run by a wizened goblin with a great silver beard. Generally filled day and night with rowdy crowds singing drinking songs and engaging in drunken brawls.

Staggering Bard Grogshop -- A quiet, low-brow tavern run by a bard whose tales were so wildly inaccurate (thanks to his love of the bottle) that the formian Queen deemed him unfit for work in the Library. The bard has a taste for low-quality, home-brewed liquor and so that is all that's served here, despite the easily gotten supply of higher-quality drinks.

Screaming Flame House -- A restaurant specializing in spicy dishes from exotic lands. Run by an elf, a tiefling, and a desert gnome, this would be a place that people traveled miles to visit if it were anywhere other than inside the Secret City.

Scarlet Barrel Tavern -- Named for the peculiar color of the kegs from which the alcohol in this establishment is served, it has a reputation for being a quiet place where those of character can gather for a gentlemanly drink. Becoming excessively inebriated or (worse) causing a scene will not only get one ejected from the premises, but also barred from ever returning.

Black Grog Cellar -- See area 459.

Old Clockwork Clubhouse -- Decorated with worn out cogs from within the Apparatus, this restaurant serves hearty, common food in abundant portions. It's not high cuisine, but it does smell and taste like home.

Sleeping Scribe Inn -- Run by a former Library worker who, as he grew older, simply couldn't stay focused through the grueling research shifts, this inn is popular with the proprietor's former colleagues. It is a great place to learn more about the Library and the Toothed God.

Vagabond's Rest House -- This is the closest thing to a standard inn (one providing rooms for visitors to use for a night or two). It is the most likely place for the PCs to stay on their first nights in the city. Since new arrivals are rare, though, the rest house is more often used by those who are too drunk to find their way home.

Revisit: Depending on how much time the PCs spend in the city, they may visit the Brute Quarter many times. It is a living, thriving place and any number of different encounters may be had here.

Connections: This encounter connects to areas 456, 459, 460 and 461, but heroes can proceed to anywhere in the city from here.

Pathfinder Stats Rather than Gather Information checks, the GM should have the PCs attempt Diplomacy, Intimidate, or even Charisma checks and use the results on the table above.

459. THE BLACK GROG CELLAR (EL 15)

Summary: This encounter introduces a resistance group dedicated to escaping the bottled city, and provides the PCs with more information about how to escape.

Sights and Sounds: As its name implies, the Black Grog Cellar is in cellar of this building. The upper floors house the Black Hand Manufactory, run by Janatris Giantcrippler (female dwarf). The Manufactory is a large clockwork assembly business. The sounds of creaking gears, twanging springs, and pounding hammers can be heard coming from upstairs even if the tavern is full and bustling with customers.

The Black Grog Cellar is dimly lit by candles and lanterns. When the PCs enter, they see the following.

Coming down the steps, you enter a noisy, dimly lit chamber with low ceilings that offer only partial protection from the ever-moving axles and gears of the manufactory above. The tavern smells of hot brass, oil, spilled ale, and roasting food.

Background: The Black Grog Cellar is a secret meeting place used by the Bottle Breakers, a group of creatures dedicated to escaping the Secret City. There are several opportunities for conversation and interaction in area 456 and area 458 in which the PCs can learn enough to come seeking the Bottle Breakers. If they do not gain this knowledge, the GM may wish to provide more subtle encouragement for them



to visit this establishment--an NPC that recommends it for the food, a suspicious-looking character that stalks the group and then comes back here. On the other hand, if the PCs make it publicly known that they are seeking a way out of the city, the Bottle Breakers may contact them and invite them to the Black Grog Cellar.

The food at the Black Grog Cellar is filling and plentiful, if a bit on the bland side.

Marneiros Giantcrippler (Dwarf, Ftr 12) is the proprietor of the Black Grog Cellar. He usually works the second shift with his two sons, Tragold and Marnan. His wife, Janatris Giantcrippler (Dwarf, Rog 12) runs the Black Hand Manufactory on the floors above.

The Black Hand Manufactory uses raw material provided by the Toothed God to manufacture replacement parts for Apparatus. Whenever possible, it also takes the worn out parts from the Apparatus,

repairs them, and includes them into its own gearworks.

Cellar Conversations: Many of the regular customers drinking and eating at the Black Cog Cellar are too old or injured to work anymore. They are delighted to great newcomers (treat their attitudes as friendly). They have never seen the outside world, but they have heard legends and myths about it. They ask questions like: Is it true that part of every twenty-four hour cycle, the sky gets dark?; What is "the sun," really?; Isn't it terrifying, having all those little lights at night instead of normal brightness?; What does dirt feel like?

As long as PCs answer reasonably, everyone stays friendly. If the PCs are less forthcoming, the customers grow insulted, thinking that the group considers itself too good to talk to common "brutes" like them. The PCs will get terrible service and all those at neighboring tables will toss out loud, unsubtle hints that the group might want to find somewhere else to eat from now on.

If the PCs keep up friendly relations with the other customers, allow them each to attempt a DC 25 Spot check to notice that among the older clientele are several small clusters of younger, stronger, angry-looking creatures. They avoid any interaction with the PCs until someone in the group uses the secret password.

The Secret Password: If anyone in the PCs' group orders a bottle of Old Formian Ale, they are delivered a strange bottle made from the brittle, molted exoskeleton of a

formian. Inside is an unpleasantly acidic brew. If anyone in the group can drink the brew without wincing at the acidic taste (requiring a DC 20 Will save), they get a round of applause from the other patrons, whose attitudes improve to helpful.

If the PCs shatter the empty bottle on the floor, one of Marneiros' two sons will come over to clean it up. While doing so, the young dwarf offers to give the group a tour of the brewery. A Sense Motive check (DC 20) gives the PCs a hunch that he means them no harm--and that he is offering them more than just a tour.

If they do not shatter the bottle, nothing special happens.

The Brewery When the PCs are led into the back of the Black Grog Cellar, they find not a room filled with wheat, hops, yeast, barrels, and other materials needed to brew ale, but a dark and cavernous space devoid of any furnishings whatever. In this back room, the group meets Baal Amenpothis (CN, mummy lord, Clr 10) and Belgretor Steeleye (male, minotaur), as well as six other creatures of various non-lawful alignment. Marneiros' son introduces the PCs as new arrivals to the city, and potential recruits for the Bottle Breakers.

Amenpothis assures the group that it is safe to talk about escape in this room, as long as they don't stay here longer than an hour. He cannot guarantee protection from the kolyaruts longer than that (see area 462).

Baal Amenpothis (mummy lord): hp 97

Belgretor Steeleye (minotaur): hp 39

The Bottle Breakers: This is an organization, dedicated to breaking the imprisonment and enslavement of the Secret City's residents, is considered a band of outlaws by the formian Queen, and known members are charged with high treason. The members, on the other hand, consider themselves to be freedom fighters, dedicated to overthrowing the endless tyranny of the Mages Four.

Anyone of non-lawful alignment can join the group (since the rules that the organization opposes are the rightful law of the land). Lawful recruits cannot hold a position among the servants of the Toothed God and must perform a criminal act against the formian-controlled establishment to prove their commitment to the cause. (As newcomers to the Secret City, the PCs may be exempt from this requirement if the GM wishes).

Benefits of membership include free sharing of information about the Secret City, the formians, and the hidden workings of this environment. It also provides access to safe houses that are protected from divination. Perhaps most of all, though, being Bottle Breakers would give the PCs a group of allies to assist in their attempt to escape the city.

Assuming that the PCs meet the entry requirements, Baal Amenpothis shares with them everything he knows about the city. This includes the following facts (plus any other information to which the GM wishes the PCs to have access).

* The Secret City is a bottled city--an artifact created by the Mages Four with both living and mechanical components. He reminds

heroes of the bottled city that they saw in the inner chamber of the contemplation rooms. They are now inside that bottle.

* The Mages Four placed the ancestors of some of the current residents to the city (no one is sure why, though most speculate that it was some severe punishment). Most others are here because they or one of their ancestors was teleported to the Secret City when attempting to leave the Fourfold Keep without a Tower Medallion.

* To date, all attempts to break the glass surrounding the City have failed.

* The formians force those who ask the Apparatus, "How can I escape the Secret City," to enter the Apparatus and clean up the misalignment or malfunction that asking this question seems to cause. Those who enter the Apparatus disappear. Common wisdom holds that doing so is a de facto death sentence, though it is possible that those individuals did, in fact, find the answer and make good their escapes.

* The formian Queen controls access to the Apparatus. All keys to the anteroom remain under her control, and she only loans them to trusted servants with legitimate questions for the Apparatus.

* If heroes wish to ask the Toothed God how to escape, they must find a way to get a key from the Queen--or convince her to ask the question on their behalf (something no one has ever successfully done).

Revisit

Once heroes join the Bottle Breakers, they no longer need the secret password. The

Bottle Breakers meet during second shift. If the heroes return to the Black Grog Cellar during a meeting, they can walk straight back to the "brewery" and join the meeting.

If they return during the first shift, Shalannan Chorster (Human, Rgr 10) works the bar and manages the staff and claims steadfastly to have no knowledge at all about any "bottle breakers" or even of what "Old Formian Ale" is. He is polite but will not allow the group to go into the back rooms of the tavern. "Those are private," he will say, "and you can't go there unless Mr. Giantcrippler says its okay."

If they return during the third shift, Xanfire Yethlord (half-orc, Bbn 11) is in charge. He also will deny knowledge of any such things, but does so in a gruffer, more antagonistic way. If the PCs go on too long, he will even threaten to have them thrown physically from the tavern.

If PCs approach either of these characters and converse in furtive whispers, the managers tells them that they can meet their "friends" during second shift. See the Map of Level 16.

Pathfinder Stats

Where the text mentions Spot checks, instead use Perception checks of the same DC. In addition, use the Pathfinder versions of the creatures present in this encounter. Otherwise, no further changes are required to run this encounter using Pathfinder.

Baal Amenpothis (mummy lord): hp 60 (add 10 levels of cleric to this creature)

Belgreter Steeleye (minotaur): hp 45

460. PARTY TIME (CR 16)

Summary: With nothing else to do for entertainment in the Brute Quarter, sometimes the residents just go a little wild.

Sights and Sounds: This area is brightly lit, like the rest of the city. The air is filled with the bustling noise of a marketplace that never sleeps.

You become aware of loud sounds approaching. The uproar seems to consist of shouting voices, laughter, breaking glass, and crunching wood. Then you see thirty or so beings engaged in a gleeful brawl. The traveling fight stumbles seems to be moving slowly but inexorably your way.

Background: A Party Time mob is a mass brawl that takes place in the Brute Quarter with astounding regularity. It is the predictably violent result of gathering a large collection of combat-oriented creatures into a single neighborhood but giving them no outlet for their aggressive tendencies. Often the participants in a Party Time Mob have no idea what the cause of the fracas is--they were simply bored and getting into rousing fight seemed like an interesting thing to do. "Party Time" generally starts when a group of residents gets too drunk and rowdy and begin squabbling among themselves. This inevitably spills over into nearby groups who, having been violently disturbed by individuals who show no inclination to apologize, join in the violence "to teach those big jerks a lesson." Once the crowd reaches 30 or more members, the brawl ceases to have any coherent sides, and

swarms through the Brute Quarter until the majority of the participants are exhausted. Most residents of the Brute Quarter know to avoid a Party Time Mob (or know when they are in the mood to join one). The PCs may not have that kind of clarity.

Location: The Party Time mob is given a location on the map, but it clearly will not remain there. This is a suggested location for the PCs to first encounter the mob, but it will immediately begin to move. Alternatively, the GM can use this as the mob's starting location at the time the PCs first enter the Brute Quarter and let it move around randomly, so there is no telling exactly when and where the PCs will encounter it.

In addition, the Party Time mob can be used as a random encounter--something the PCs may come across any time they are walking through the Brute Quarter (or beyond, if the GM wants to use the Upping the Ante option).

Party Time: A Party Time mob consists of 30-36 humanoids of size Small, Medium, or Large. Occasionally a mob will split into two (change size to Huge, split remaining hit points evenly between the two, AC remains the same, but BAB increases by +2). Once the mobs are at least 100 hundred feet apart, they grow 1 size category every 2d6 rounds until they reach Colossal size again.

The mob blocks both line of sight and line of effect, which can be useful to characters trying to evade pursuit.

A Party Time mob moves randomly in an unobstructed direction. It does not take

more than a single move action in a round. A Party Time mob will not leave the Brute Quarter without provocation.

The participants in the mob are just venting some pent up aggression and frustration. They don't mean to hurt anyone seriously and are not trying to do property damage. As a result, their attacks are generally nonlethal. However, if the PCs start dealing lethal damage, the mob will get ugly. The swarm attack changes from nonlethal damage to standard. The mob also begins to move specifically to attack the heroes, instead of drifting randomly. It will then pursue the PCs throughout the city, until it is defeated or the PCs manage to stay out of the mob's line of sight for 1d4 minutes.



Party Time Mob (Chaotic Neutral)

Males and females of multiple races CR 16
Colossal monstrous humanoid (swarm)

HD 24d8+48 hp 156

Init +1 Speed 20 feet

AC 17, flatfooted 16, touch 7

BAB/Grapple +16/+38

Attack Swarm (4d6+3 nonlethal, slam plus tangle)

SA Distraction, tangle

SQ Swarm

Fort +26, Ref +17, Will +17

Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8

Languages: Common

Possessions: Chainmail, various adventuring possessions

Swarm Traits: The Party Time Mob has the following special qualities.

* In order to attack, the swarm moves into an opponent's space, this provokes an attack of opportunity.

* The swarm can occupy the same space as a creature of any size, since it crawls all over its prey.

* A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so.

* A swarm can move through cracks or holes large enough for its component creatures.

* A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking.

* Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack.

* Swarms are never staggered or reduced to a dying state by damage. In addition, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

* A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate). Because the Party Time swarm has no hive mind, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) are not exceptions to this rule.

* A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn in one of the Party Time mob's squares is nauseated for 1 round; a Fortitude save (DC 20) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Tangle (Ex): The Party Time mob can make a grapple check against any creature Large or smaller and that is affected by its melee attack. This is a free action. If the swarm succeeds, then the target creature is grappled, while the swarm is not. The

grappled creature must move with the swarm until it breaks free, which it can do with an opposed grapple check (the targeted creature may replace its grapple check with an Escape Artist check). If the grappled creature breaks free, it remains within the swarm but can move freely again.

Upping the Ante (EL 18): If a Party Time mob leaves the Brute Quarter, ten formian myrmarchs (EL16) respond in 2d4 rounds. They do not attack the mob. Instead, they arrest whomever the mob is attacking. This mollifies the mob, and it returns to partying in the Brute Quarter.

Formian Myrmarch (x10): hp 102

Pathfinder Stats

Use the following game statistics when running this encounter using Pathfinder.

PARTY TIME MOB CR 16

Males and females of multiple races
Colossal monstrous humanoid (swarm)

Initiative +1; Perception +1

DEFENSE

AC 17, flatfooted 16, touch 7

hp 156 (24d8+48)

Fort +26, Ref +17, Will +17

Defensive Abilities See Swarm Traits

OFFENSE

Spd 20 ft.

Melee Swarm (4d6+3 nonlethal, slam plus tangle)

Special Attacks Distraction, tangle

STATISTICS

Str 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +16; **CMB** +26; **CMD** 37

Languages Common

SQ Swarm

Swarm Traits: The Party Time Mob has the following special qualities.

* In order to attack, the swarm moves into an opponent's space, this provokes an attack of opportunity.

* The swarm can occupy the same space as a creature of any size, since it crawls all over its prey.

* A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so.

* A swarm can move through cracks or holes large enough for its component creatures.

* A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking.

* Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack.

* Swarms are never staggered or reduced to a dying state by damage. In addition, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

* A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate). Because the Party

Time swarm has no hive mind, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) are not exceptions to this rule.

* A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

461. THE GLASS WALL (EL 15)

Summary: This encounter covers trying to escape through the glass wall surrounding the Secret City.

Sights and Sounds: The Secret City is always brightly lit. Sounds from the Brute Quarter echo off the glass wall. Beyond the glass, the skyline of a city that stretches away toward an infinite horizon is visible.

Faint ripples and a bluish tint warn you before you walk into the curved glass wall. Beyond it, 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.

Background: It is a fact known by many (perhaps even most) of the residents of the Secret City that they live within a tiny glass-domed artifact that is on display within the residence of the Mages Four. They do not, by any means, all truly understand the impact of that concept. Given the discrepancy in time passage, millennia have come and gone since the mages first constructed this place—many of the modern citizens have no idea that their lineage traces back to the world outside the bottle. This is all they know.

On the other hand, the citizens who can trace their lineage back to adventurers who were teleported into the Secret City because of a trap (or, in the case of long-lived races, can remember such things themselves).

In both groups, some are happy with their lot living inside a bottled city, while others yearn for escape and freedom. The glass wall that encircles the city center is a real barrier, and those who long to be outside often spend their days staring through at what seems to be an infinite city beyond.

Note that every street that touches the glass wall runs either completely across the city, or back to the center of town. It is entirely possible to examine the glass wall in the shadows of a courtyard or alleyway, if the heroes prefer. See the map of Level 16 for such locations.

PCs who visited area 416 may attempt a DC 15 Spot check. Success indicates that the PC making the Spot check realizes that the towers and buildings visible outside the glass are actually the mural painted on the wall of the Inner Chamber of that encounter. Any character that succeeded on the Int/Spot check in area 416, that hero gets a +2 bonus to the Spot check here.

Breaking The Wall: The PCs may decide that breaking through the glass is the easiest way to escape the bottled city. Because the entire city is effectively a major artifact, the group is extremely unlikely to have the means at their disposal to break it.

The glass wall is almost completely impervious to any form of damage the PCs can dish out, physically or magically.

Despite any efforts they make, the worst they do is create superficial smudges and scratches, and that can only be done using adamantine weapons or through the use of spells that are 6th-level or higher. However, doing so also attracts the attention of the bottle's cleaning crew.

The Cleaning Crew: A clan of air elementals work continuously to keep the bottle clean. Most damage caused by inhabitants of the city is too minor to warrant special attention. Smoke, dust, and the occasional minor scratch all get polished away over the course of the elementals' normal work.

If the PCs do enough damage to draw attention, a cleaning crew of 4 elementals arrive on the scene in 2d6 minutes. They have no interest in fighting and will ignore the PCs in favor of getting about the business of cleaning the wall. If, however, the PCs attack the elementals directly or continue to do noticeable damage to the glass wall, the elementals will shift focus and attack the group. Their goal will not be to beat the PCs, simply to drive them away from the wall.

Elder Air Elemental (x4): hp 204

Asking the Toothed God: One reliable way to find out how to destroy this major artifact is to ask the Toothed God how such a feat might be accomplished. The formian Queen, however, will never allow anyone to ask that question. Assuming that heroes somehow get a key and get into area 470, they may ask questions of the Apparatus there.

Instead of producing a written answer, the Apparatus generates an epic banishing

effect using epic banish (see below), doing so repeatedly until no extraplanar creatures remains, then casting rain of fire to destroy every object and every being within the bottled city, saving itself for last. When it's done, nothing will remain but a pile of gray dust inside a glass dome.

Epic Banish

Abjuration

Spellcraft DC: 43

Components: None

Casting Time: 1 minute

Range: 75 ft.

Area: 20 ft. radius

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell forces extraplanar creatures out of the caster's home plane. The caster can banish up to 14 HD of extraplanar creatures.

Resource Cost to Develop: 387,000 gp

XP Cost to Develop: 15,480 XP

Development Time: 8 days

See the Epic Spell Rules for details on how this was developed.

Revisit (EL 19): If PCs defeated the cleaning crew during a previous visit to the glass wall, the formian Queen's forces will be on the lookout for them. The next time the PCs spend more than a few rounds in the area of the wall, they will be spotted by the remaining elementals, who will attack at a time of the GM's choosing. Once that combat has begun, 1d6 rounds later a second, randomly determined group joins the fray.



1d8	Encounter
1-2	2 hound archon heroes (EL 18)
3-4	2 horned devils (EL 18)
5-6	8 kolyaruts (EL 18)
7-8	2 nightwalkers (EL 18)

Hound archons and kolyaruts would prefer to arrest the malefactors, knocking them unconscious and bringing them before the formian Queen rather than killing them outright. On the other hand, the horned devils and the nightwalkers will simply try to kill the defilers and bring their bloody heads back to the Queen as tribute.

Connections: This encounter can take place along the glass wall at any part of the city, and so can connect to just about anywhere, too. See the Map of Level 16.

Pathfinder Stats

No modifications to the *epic banish* spell are required to use it in Pathfinder. Short of developing new spells (which the players should not be doing at this level), the OGL Epic Spell Rules may be used for this encounter. Use the Pathfinder versions of the all creatures mentioned. No other modifications are necessary to run this encounter using Pathfinder.

Elder Air Elemental (x4): hp 152

Horned Devil (x2): hp 217

Kolyarut (x8): hp 150

Nightwalker (x2): hp 241

Hound Archon Hero (x2): 183

ARCHON, HOUND CR 17

Male Archon, Hound Paladin 14

LG Medium Outsider (Archon, Extraplanar, Good, Lawful)

Init +4; **Senses** Darkvision (60 feet), Low-Light Vision, Scent; Perception +11

Aura Aura of Menace (40 feet) (DC 25)

DEFENSE

AC 31, touch 10, flat-footed 31 (+12 armor, +9 natural)

hp 183 (20d10+60)

Fort +20, **Ref** +12, **Will** +18

Defensive Abilities Poison Resistance +4; DR 10/evil; Immune charm, fear, disease, electricity, petrification; SR 15

OFFENSE

Spd 30 ft.

Melee Bite (Archon, Hound) +21 (1d8+3/20/x2) and Masterwork Cold Iron Greatsword +28/+23/+18/+13 (2d6+9/19-20/x2) and Slam (Archon, Hound) +21 (1d4+3/20/x2)

Special Attacks Aura of Faith, Smite Evil (5/day)

Spell-Like Abilities Aid (At will), Continual Flame (At will), Detect Evil (At will), Detect Evil (Constant), Greater Teleport (at will), Magic Circle against Evil (Constant), Message (At will)

Paladin Spells Known (CL 11, 26 melee touch, 20 ranged touch):

4 (1/day) *Cure Serious Wounds* (DC 17)

3 (2/day) *Prayer*, *Magic Circle against Evil* (DC 16)

2 (3/day) *Resist Energy* (DC 15), *Remove Paralysis* (DC 15), *Shield Other* (DC 15)

1 (4/day) *Protection from Evil* (DC 14), *Restoration*, *Lesser* (DC 14), *Bless*

STATISTICS

Str 22, **Dex** 10, **Con** 16, **Int** 8, **Wis** 14, **Cha** 16

Base Atk +20; **CMB** +26; **CMD** 36

Feats Channeled Revival, Cleave, Flanking Foil, Improved Initiative, Iron Will, Power Attack -6/+12, Reward of Grace, Strike Back, Weapon Focus: Greatsword, Word of Healing

Skills Acrobatics +4, Climb +1, Diplomacy +19, Escape Artist -5, Fly -5, Intimidate +12, Perception +11, Ride -5, Sense Motive +14, Stealth +8, Survival +15, Swim +1

Languages Celestial, Draconic, Infernal; Truespeech

SQ Aura of Courage (10' radius) (Su), Aura of Good (Ex), Aura of Justice (Su), Aura of Resolve (10' radius) (Su), Change Shape (any Small to Large canine, beast shape II) (Su), Channel Positive Energy 7d6 (5/day) (DC 20) (Su), Divine Grace (Su), Divine Weapon +4 (14 minutes) (3/day) (Sp), Lay on Hands (7d6) (10/day) (Su), Mercy: Dazed (Su), Mercy: Poisoned (Su), Mercy: Shaken (Su), Mercy: Stunned (Su)

Combat Gear +3 *Full Plate*, Masterwork Cold Iron Greatsword

SPECIAL ABILITIES

Aura of Courage (10' radius) (Su) You are immune to Fear. Allies within 10 feet save at +4 vs Fear.

Aura of Faith (Su) Your weapons, and attacks against enemies within 10' of you are considered good-aligned for the purpose of overcoming damage reduction.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Aura of Justice (Su) You may expend two uses of your Smite Evil ability to allow your allies within 10' to Smite evil, using your bonuses.

Aura of Menace (40 feet) (DC 25) (Su) Hostile creatures must save or take a -2 to attacks, AC, and saves for 24 hours.

Aura of Resolve (10' radius) (Su) You are immune to charm spells, your allies gain a +4 bonus to saves vs. charm.

Change Shape (any Small to Large canine, beast shape II) (Su) You can change your form.

Channel Positive Energy 7d6 (5/day) (DC 20) (Su) A good cleric can channel positive energy to heal the living and injure the undead; an evil cleric can channel negative energy to injure the living and heal the undead.

Channeled Revival May expend channel energy to cast breath of life

Cleave If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.

Damage Reduction (10/evil) You have Damage Reduction against all except Evil attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Detect Evil (At will) (Sp) You can use Detect Evil at will (as the spell).

Divine Grace (Su) You gain your Charisma Bonus as a bonus to all saving throws.

Divine Weapon +4 (14 minutes) (3/day) (Sp) You can enhance your weapon for 1 minute per level one or more times per day.

Flanking Foil Foes you strike lose their flanking bonus against you

Greater Teleport (at will) (Su) Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.

Immune to Charm You are immune to charm effects.

Immune to Fear (Ex) You are immune to all fear effects.

Immunity to Disease You are immune to diseases.

Immunity to Electricity You are immune to electricity damage.

Immunity to Petrification You are immune to Petrification.

Lay on Hands (7d6) (10/day) (Su) You can heal 7d6 damage, 10/day

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Mercy: Dazed (Su) When you use your lay on hands ability, it also removes the dazed condition.

Mercy: Poisoned (Su) When you use your lay on hands ability, it also neutralizes poisons, as per the neutralize poison spell at a caster level of your Paladin level.

Mercy: Shaken (Su) When you use your lay on hands ability, it also removes the shaken condition.

Mercy: Stunned (Su) When you use your lay on hands ability, it also removes the stunned condition.

Poison Resistance +4 (Ex) You have the listed resistance to poison.

Power Attack -6/+12 You can subtract from your attack roll to add to your damage.

Reward of Grace With each use of lay on hands, gain a +1 sacred bonus on attack rolls

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Smite Evil (5/day) (Su) +3 to hit, +14 to damage, +3 deflection bonus to AC when used.

Spell Resistance (15) You have Spell Resistance.

Strike Back A readied melee attack can be used against a foe whose reach allows them to attack you, but whom you could not attack.

Truespeech (Su) Speak with any creature that has a language.

Word of Healing Use lay on hands from a distance

462. THE KOLYARUT SQUAD (EL 16)

Summary: Four inquisitive inevitables approach the heroes. How the heroes respond determines if these kolyaruts are friend or foe.

Sights and Sounds: Encounters with the Kolyarut Squad most often happen near the Glass Wall. The sights and sounds are similar to those in area 461.

Four identical human males in red and gold monk's robes approach you, smiling calmly. They carry no weapons and make no threatening gestures.

Background: The Kolyarut Squad represents four of the oldest surviving residents of the Secret City. They can serve as a source of information for the PCs, or they can be relentless and deadly opponents.

When the Mages Four created the bottled city, the first formians took residence of their own free will. In return for a ready-

made hive-city, they agreed that all residents of the Secret City would work to keep the Apparatus in operation. As a result of that bargain, kolyaruts appeared in the city almost immediately. The Mages Four were known to leave chaos in their wake, setting up agreements between various creatures from across the planes and then never bothering to check on the execution of those arrangements. Eventually, kolyaruts ended up intervening in enough situations precipitated by the mages that they started to act preemptively.

Originally, four kolyaruts were sent to the Secret City, but as its population grew so did the number of inevitables stationed there. Now the exact number of kolyaruts fluctuates depending on the general mood of the populace (particularly the residents of the Brute Quarter, but there are always at least eight kolyaruts in the city at any time. The group uses a large mansion to the west of the city center as their headquarters, but can most often be found patrolling the city streets in pairs or quartets.

The kolyaruts' goal is to see that the terms of the original bargain are fulfilled--all residents of the Secret City must work toward keeping the Apparatus functioning. Of course, the definition of those terms are somewhat loose, particular with the addition of creatures that were teleported to the city not of their own volition and who might or might not have skills to actually perform tasks directly related to the Apparatus's function. As a general rule, the kolyaruts consider anyone who lives

peaceably in the city to be adhering to the arrangement, and anyone who disrupts the citizenry or (worse) tries to escape the city, to be in violation of the agreement.

Over hundreds of years, the descendants of the original formians may have forgotten their bargain, but they continue to serve their hive and, in extension, the Toothed



God and show no inclination to seek escape or disruption. However, many of the city's other residents are descendants of trapped adventurers (some of the longer-lived of them, along with the PCs, may even have come from the outside world themselves). Among this group there still runs a strong desire to escape from the Secret City and return to the outside world.

Inevitables: While in the Secret City, the PCs may encounter kolyarut patrols walking the

streets in any location, though they are most often found in the Brute Quarter (because that area has the highest concentration of disaffected citizens). Any time the PCs are seen doing anything that is antagonistic to smooth function of the Secret City--and particularly if they are witnessed trying to escape--a group of four kolyaruts will arrive 3d6 minutes later. If the PCs are doing something destructive (like trying to break through the glass wall), reduce the time to 2d6 minutes. If the destruction threatens other residents (like tearing down buildings or casting fireballs in a densely populated area), reduce the time to 1d6 minutes. If the PCs cause trouble repeatedly, the size of the squad increases to eight and eventually to twelve or more.

It is also possible for the PCs to encounter a kolyarut patrol as a "random encounter" at any point the GM deems it appropriate.

Kolyarut (x4): hp 91

The Four Brothers: Four of the kolyaruts are original residents of the Bottled City. Several centuries ago, a human fighter who was newly trapped in the City (and who fancied himself something of a wit) dubbed these kolyaruts "The Four Brothers," and took to calling them Barry, Carey, Gary, and Harry. Although the kolyaruts eventually ended up killing that human during one of his many escape attempts, they appreciated his attempts at friendship and levity, and kept the names he gave them. Now these four use their disguise self abilities to make themselves look like human quadruplets.

The first time the PCs encounter a Kolyarut Squad, have it be with the Four Brothers. The inevitables are curious about what the heroes are doing. How they act on that curiosity depends on what the heroes have done before the encounter.

If the PCs have done significant damage to the city or its residents, the kolyaruts are hostile and attack.

If the PCs are asking lots of questions about how to escape, or if they have resisted or evaded all interviews, then the kolyaruts are unfriendly. The conversation turns into an investigation.

If the PCs abide by the rules of the bottled city, then Barry, Carey, Gary, and Harry are indifferent. They are polite in their questions.

If the PCs can improve the kolyaruts' attitudes to friendly, then Barry, Carey, Gary, and Harry drop their disguises and reveal their true natures as inevitables. They also become willing to answer questions about the Secret City and the interactions between the planes and the magic of the city. The list below also indicates which of the four knows what.

Barry:

* The Mages Four created the Secret City as a divination tool.

* The first inhabitants of the city were formians--the ancestors of the current administrators.

* The first inhabitants volunteered to live here, protected from the outside world, so the kolyaruts view their descendants' service to the Toothed God part of the same bargain with the Mages Four.

* Time passes much faster in the city, at the rate of twenty-four hours in the city for one hour in the outside world. This makes magical or psionic communications with the outside world almost unintelligible (see area 456 for more on this subject, which Barry can explain to the heroes if they haven't already figured it out).

Carey:

* If the heroes have not interviewed with the formian Queen yet, then the Carey will tell them what he knows about ways to escape the city only if they accompanying the kolyaruts to the interview.

* There is a way to escape the city.

* There is a way to destroy the Apparatus, but Carey won't tell you what that is. Acting out that method would destroy the city and everyone in it.

* If you ask the Apparatus how to escape from the city, the question gums up the Apparatus. If anyone were to retrieve that answer and use it to successfully escape, the inevitables would not pursue them (since the escape was precipitated by the Toothed God itself).

Gary:

* It is possible to enter the Astral, Ethereal, and Shadow planes from within the Secret City.

* Beings on those planes can then move to any other planes or demiplanes. They can also move beyond the boundaries of the glass wall into the world beyond.

* Beings on those planes are still the size they are here in the Secret City and are still subject to the city's faster passage of time.

* The only way to overcome the size and chronological connection to the Secret City is with a wish spell or the direct intervention of a deity.

Harry:

* Conjuration magic works normally in the Secret City, though all summoned creatures are subject to the same size and passage of time restrictions that citizens are.

* It is theoretically possible for someone outside the city to summon a creature or object from within the city, but anything summoned this way would remain at its miniscule size and continue to be linked to the city's unusual passage of time.

* The kolyaruts would pursue anyone that escaped in this fashion if there is reason to believe that the resident arranged for the summoning as a means of escape.

Connections: Although this encounter is linked to the building that the kolyaruts use as their headquarters, it actually can take place anywhere within the Secret City. In fact, it is most likely occurs near the Glass Wall or in the Brute Quarter. It is possible for the PCs to go just about anywhere in the city directly from this encounter. See the Map of Level 16.

Pathfinder Stats

Use the Pathfinder version of kolyaruts. Other than that, no modification is necessary to run this encounter using Pathfinder.

Kolyarut (x4): hp 150

463. THE GREAT LIBRARY

Summary: This what heroes experience when they enter the Great Library.

Sights and Sounds: Alchemical lamps provide bright light inside the Great Library. The most common sounds are those of quills scratching on paper. Researchers only speak in hushed tones, if at all, and they walk softly.

Carpets and tapestries muffle any echoes from the stones of the Great Library. Researchers move silently about their business, sparing you not a single glance. Formian warriors glare at you.

Background: The Great Library is, as its name implies, a massive collection of books and other scholarly items. It is also the seat of government for the Secret City. Occupying the four large buildings that, together with the clock tower, make up the city center, the library can be intimidating merely from its edifice. Dealing with the formians and scholars that inside the structure can sometimes make the library a downright unpleasant place to be.

The four buildings include two halls of learning--one focusing on the arts, history, spellcasting, and other subjects of collected information, trivia, and opinion, the other focusing on things that are best studied by practical investigations such as alchemy and the physical sciences. Another building is the center of the formian hive activity--where the Queen holds court and her myrmarchs ferry questions and answers to and from the Toothed God. The final building in the square is an actual library--an archive of all the information that the formians and

trapped researchers have gathered over the centuries.

Inside the buildings, things are generally subdued and hushed (as befits such a scholarly institution), but the square outside the buildings bustles with activity every hour of every day. The researchers work in three shifts, so there is never a moment when work is not being done in the Library, and never a lack of questions from the Toothed God for the scholars to research.

The reception that PCs receive in the Great Library depends entirely on what they've done in the city prior to entering. They must somehow deal with the library if they want access to the formian Queen and to her keys to the Apparatus.

New Arrivals: If the PCs want to explore the Great Library immediately after their encounter with the Greeter or if their time in the Secret City has been spent entirely peaceably, a myrmarch approaches them shortly after they start investigating the Great Library. This myrmarch will be able to give the characters any of the information that the Greeter could (plus any additional information the GM feels is appropriate) and it is insistent that newcomers must be interviewed by the Queen and receive their work assignments as quickly as possible, so as to guarantee the continued smooth operation of the Apparatus.

Trying to interact with any of the researchers they see on the square is difficult. These characters are very focused on their work--and are afraid of being seen "loitering" for fear that they will be judged to be

"unproductive" and face some unspecified punishment--so they always begin with unfriendly attitudes when interrupted. If PCs can improve a researcher's attitude to friendly, they can learn the following facts about what happens in the Great Library--if they ask the right questions.

* The Toothed God asks questions. Here in the Library, we research archives of past answers.

* If there is no applicable past answer, then we use divination magic to gain the answer. Magically acquired answers are then placed into the archives.

* No matter how we get the answer, we give it to a myrmarch who takes it to the Queen who delivers it to the Toothed God.

* The Formian Queen controls the keys to the Apparatus. Sometimes they are entrusted to a researcher who is asked to deliver an answer to the Toothed God. This is considered a great honor.

* In return for answers, the Toothed God gives us everything that we need to live--everything from the air we breathe to the clothes we wear to the food we eat.

* If you join the ranks of the researchers, depending on your particular abilities you might be asked to cast divination spells, help the archivists index our ever-growing archives, or research answers in our archives.

Troublemakers (EL 15): If the PCs have tried to break into the Apparatus, caused any significant harm to the residents of the city, or tried to break the Glass Wall, six formian myrmarchs immediately intercept them when they move to enter any of the

library buildings. The myrmarchs are intent on detaining the PCs while the kolyaruts are summoned. If that seems impossible, then the formians attempt to drive the PCs from the city center. (This also happens if the group acts disruptively in the library.) The myrmarchs make no attempt to pursue the PCs outside the Great Library complex, content to let the kolyaruts catch up to them in due time.

Formian Myrmarchs (x6): hp 102

The myrmarchs have access to as many warriors as they need. The warriors can be set up to block the PCs' movement, but are too low CR to pose a threat to the PCs beyond that.

Formian Warrior: hp 26



Upping the Ante (EL 16): Adding two more formian myrmarchs to the encounter raises the encounter level to 16.

Revisit (EL 15): If the heroes leave the library without being interviewed (or if the myrmarchs eject them), then the next time that they visit the Great Library, six formian myrmarchs immediately attack them and send word for the kolyaruts to come quickly.

Connections: Within the Great Library, this encounter connects to areas 456, 457, 464, 467, and 468. If the PCs wish to leave the library, the City Center connects to all other sections of the Secret City. See the Map of Level 16.

Pathfinder Stats

Use the Pathfinder versions of the formians. Other than that, no modifications are necessary to run this encounter using Pathfinder.

FORMIAN MYRMARCH CR 10

LB Outsider (native) 10

Init +8; **Senses** Perception +16 (darkvision)

DEFENSE

AC 29, touch 14, flatfooted 24 (+4 Dex, +1 dodge, +1 size, 15 natural)

hp 95 (10d10+40)

Fort +11, **Ref** +7, **Will** +10

OFFENSE

Spd 30 ft.

Melee Sting +19 (2d4+9 plus poison), bite +13 (2d6+3)

Ranged Javelin +13/+8 (1d6+6)

STATISTICS

Str 23, **Dex** 18, **Con** 18, **Int** 16, **Wis** 16, **Cha** 17

Base Atk +10; **CMB** +15; **CMD** 30

Feats Dodge (B), Improved Initiative, Mobility, Multiattack, Spring Attack, Step Up, Weapon Focus (sting)(B)

Skills Acrobatics +14, Appraise +16, Climb +19, Diplomacy +16, Intimidate +13, Knowledge (planes) +16, Perception +16, Sense Motive +16, Stealth +13, Survival +16

Languages Aklo, Celestial, Common, Infernal

SPECIAL ABILITIES

Poison (Ex): Injury; save Fort DC 19; frequency 1/round for 8 rounds; effect 1d4 Dex damage; cure 1 save.

Spell-Like Abilities: At will—charm monster (DC 17), clairaudience/clairvoyance, detect chaos, detect thoughts (DC 15), magic circle against chaos, greater teleport; 1/day—dictum (DC 20), order's wrath (DC 17). Caster level 10th. The save DCs are Charisma-based.

Warrior's Sting (Su): The sting of a myrmarch is treated as a magic weapon, with a +1 enhancement bonus per 3 HD. Upon the myrmarch's death, the sting becomes mundane.

464. ROYAL PALACE (EL 15)

Summary: The PCs meet the formian Queen's gatekeepers.

Sights and Sounds: This building's interiors are brightly lit by alchemical lanterns. Formian and humanoid feet tap across the floor as a constant stream of workers and researchers line up to go through the single door at the far end of the room. A faintly acidic smell wafts through the dry air.

At the doors, four myrmarchs wearing elaborate bronze helms watch over half-a-dozen taskmasters. The taskmasters, in turn, oversee the line of formian workers carrying full bundles of food, researchers carrying bundles of books and scrolls, and even some formian myrmarch's whose purpose in the line is unclear.

Background: The Royal Palace is one of the buildings within the Great Library. From her throne room deeper in the building, the formian Queen governs the city through telepathic communication with the lesser types of formians, all the while producing a never-ending stream of eggs from which the next generation of formians will be born. As a result, she needs to eat almost constantly and practically never leaves her chambers. Formian workers spend their whole lives gathering baskets of food (provided by the Toothed God), bringing it to this room where they line up to deliver the sustenance to their Queen.

Formians workers aren't the only ones waiting to enter the throne room. Also lining up are researchers from the Library,

formian myrmarchs, and occasionally ordinary citizens from the Brute Quarter. The researchers and some of the myrmarchs bear answers to the questions posed by the Toothed God, bringing them to the Queen so she may approve them and place orders for their delivery to the Apparatus. Other myrmarchs merely wish to consult with their queen over matters of state. And, while most of the ordinary citizens fear the Queen, her court is always open to hear petitions from those willing to come to the palace and wait in line.

Security: Myrmarchs guard the entrance to the building and direct those arriving into one of two identical waiting rooms. Each room is a cavernous space in which the petitioners must stand in an orderly, undulating line and patiently wait their turn to pass through the single door at the back of the room that leads to the Queen's chamber. A slower stream of formians and humanoids comes back out through the door, but a DC 20 Spot check reveals that they are not the same creatures who entered from this line. (Protocol requires that a visitor to enter the Queen's chamber via one hall and exit via the other one.)

Formian taskmasters oversee the waiting areas themselves, making sure that the line is orderly and those in it remain well behaved. Any disturbance receives immediate attention from the taskmasters and, if necessary, from the myrmarchs.

No one may enter the palace without a myrmarch casting detect chaos and another casting detect thoughts (DC 15). In addition,

the myrmarchs make spot checks of the bundles carried by visitors of those entering the waiting room.

The myrmarchs will not allow any chaotic creature to enter the palace. No matter how innocent or well meaning the creature's intent is, the formians refuse it entrance. In fact, having an aggressive chaotic creature in your group is the surest way to make this a combat encounter.

The formians can call on an unlimited supply of warriors (they begin arriving the round after they are summoned, and 1d8 warriors arrives every round until they are told to stop). Fortunately for PCs, formian warriors have such a low CR that even in great numbers they poses no real threat to the group. Less fortunately, the Formian hive mind knows that, so the myrmarchs will use the warriors as living roadblocks--attempting to keep the characters pinned in until more powerful back-up can arrive.

In addition to the warriors, the myrmarchs' mental summons will call 1d6 taskmasters and 1d4 myrmarchs to the palace every round.

At the start of any combat, one myrmarch casts detect chaos. If a source of chaos is present, the same myrmarch casts magic circle against chaos and attempts to block that source from gaining entrance to the Queen's chamber.

Once a chaotic target is detected, every Formian becomes aware of the source because of their hive mind. The formians focus their attacks on chaotic creatures and items, though not to the exclusion of other

targets. Chaotic targets will be attacked first, and will be the first to receive secondary and tertiary attackers. That also means that the myrmarchs bombard chaotic creatures with dictum and order's wrath.

The myrmarchs use charm monster against neutral and lawful opponents, trying to get charmed creatures to stand quietly aside while they fight any remaining uncharmed opponents. Taskmasters immediately drop any dominance they are exerting over nearby workers and try to dominate their opponents instead.

Formian Myrmarch (x4): hp 102

Formian Taskmaster (x8): hp 39

Candidates: If PCs come to the palace as new arrivals to the Secret City who are reporting for interviews as suggested by Kaleem, the myrmarchs run their normal security checks and then allow viable candidates--and the candidates only--to get in line. Non-candidates will be allowed to get into line as long as they can voice some other reason for wanting to see the Queen. As stated above, no creature with a chaotic alignment will be allowed into the building.

Researchers: If the PCs have previously completed their interviews and are working in the Library, they must have a valid reason for wanting to see the Queen again. That reason might be a summons from the Queen to retrieve a question from (or deliver an answer to) the Apparatus. It could also be any reasonable petition that an ordinary citizen might bring to the Queen. The researchers receive no greater or lesser

access to the Queen than any other resident of the Secret City. The myrmarchs use detect thoughts in any case, to tell if the character is being truthful about the reasons for the visit. The only exception is if the Queen summoned the PCs herself, because if that is the case then the guards already know about it through the hive mind.



Supplicants: Sometimes residents of the bottled city have a special request for the Queen. They might need specific building materials, additional food for a feast day, information from the Library, or they might be recent arrivals that have grown tired of the Brute Quarter and want to interview for work. As long as the creature's goal does not involve harm to the city, its residents, or the Toothed God, the myrmarchs allow the supplicant in.

If the a supplicant has damaged the city in the past, assaulted formians or kolyaruts, seek to escape the city, or plot to kill the Queen, the myrmarch guardians do not

attack immediately. They will allow such characters to get in line, but first they will pull them aside for a quiet conversation. (It is very likely that the PCs fall into one of the aforementioned groups, and if the matter is unclear, the GM should err on the side of having the myrmarchs pull them aside.)

If asked, the myrmarchs will confirm that the Queen is aware of rebels like the Bottle Breakers. Considering her telepathic ability, she could hardly be otherwise. That said, she tolerates them--up to a point. Even a hive mind needs some independent thinkers. This conversation, however, is about a different topic.

The myrmarchs play a very important role within the formian community--it is their responsibility to determine when the hive needs a new Queen. They are tasked with determining when the current Queen becomes too old to continue adequately administering the city's service to the Toothed God or to continue laying viable eggs. When that happens, the myrmarchs quicken the egg of a new queen. As the egg reaches maturity and the new Queen's telepathic powers grow strong enough to take control of the hive mind, the myrmarchs allow rebel assassins to kill the current Queen--indeed, they sometimes go so far as to solicit assassins to perform the deed. Then they install the new Queen in the royal chamber and provide the same guardian services for her that they provided for her predecessor.

Such a time approaches now. The PCs seem to have the wherewithal to overcome the Queen, and the myrmarchs are willing to allow the heroes entry--provided the heroes

are lawful or neutral--if they are willing to perform this necessary function.

The myrmarchs are willing to negotiate payment of some kind for this service. They are willing to give the PCs access to the Queen's treasury, to have the Apparatus generate specific items the PCs desire, to grant the PCs access to the Apparatus to ask questions of their own (though the PCs must have no intentions of causing damage to the Apparatus in order to get this boon), or any other terms deemed reasonable by the GM.

If the attack is not successful, the myrmarchs will warn the PCs, the Queen will declare them outlaws and traitors and they will be hunted by every resource the hive can spare until such time as the group is caught and killed. Or until a new queen is installed that the judgment will be lifted.

Oddly enough, the Queen knows that the myrmarchs have decided that it is time for her to be replaced. (With the hive mind, how could she not?) But she does nothing about it because this is the natural order of things.

Upping the Ante (EL 17): You can easily increase the difficulty of this encounter by giving each myrmarch a helm of brilliance and four javelins of lightning.

Connections: This encounter connects to area 463 and area 465. See the Map of Level 16.

Pathfinder Stats

Change all references to Spot checks to Perception checks of equal difficulty. Use the Pathfinder versions of the formians. Other than that, no modifications are needed to run this encounter using Pathfinder.

Formian Myrmarch (x4): hp 102

FORMIAN TASKMASTER CR 7

LN Medium Outsider (native)

Init +7; **Senses** Perception +13 (darkvision)

DEFENSE

AC 20, touch 14, flatfooted 16 (+3 Dex, +6 natural, +1 dodge)

hp 52 (7d10+14)

Fort +4, **Ref** +8, **Will** +10

Immunity Poison, petrification, cold; Resistances Electricity 10, fire 10, sonic 10

OFFENSE

Spd 30 ft.

Melee Sting +11/+6 (2d4+6 plus poison)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 11, **Wis** 16, **Cha** 19

Base Atk +7; **CMB** +11; **CMD** 25

SQ Hive mind, telepathy 100 ft.

Feats Ability Focus: Dominate Creature, Dodge, Improved Initiative, Iron Will

Skills Bluff +7, Climb +14, Diplomacy +11, Intimidate +14, Perception +13, Sense Motive +13, Stealth +13, Survival +10

SPECIAL ABILITIES

Lawmaster (Su): A formian taskmaster's natural weapons, as well as any weapons it wields, are treated as lawfulaligned for the purpose of overcoming damage reduction.

Dominate Creature (Su): A taskmaster can use a dominate creature ability at will. This acts as the dominate monster spell cast by

a 10thlevel sorcerer (Will DC 21 negates), although the subject may only be up to Large size and the creatures can always be controlled as if they and the taskmaster have a common language. Creatures that successfully save cannot be affected by the same taskmaster's dominate creature ability for 24 hours. A single taskmaster can dominate a maximum of four subjects at a time. If a fifth creature is dominated, the effect ends on the creature that has been dominated the longest. The save DC is Charismabased.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4), and this is included in the value of its CR

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitutionbased.

465. THRONE ROOM (EL 17)

Summary: The PCs encounter the formian Queen.

Sights and Sounds: The acidic scent noticeable in area 464 is much stronger here. The chambers are brightly lit by the same alchemical lanterns used in the rest of the Library. Workers patter through the room, bringing food, cleaning up, and tending eggs. A wet, organic, "plop" sound occurs periodically as the Queen deposits another egg.

This cavernous room has very few furnishings other than locked iron chests that line the walls. In the rear of the chamber sits the enormously fat black-and-amber Queen, seemingly weighing more than a thousand pounds while being only four feet high and ten feet long. The Queen reclines on a dais, though her grotesquely distended abdomen hangs off the end, twitching on its own and, as you watch, noisily disgorges a leathery object. She watches attentively as you approach.

Background: This is the room from which the Queen rules her hive and the Secret City. Most of her responsibilities for the formian hive are handled telepathically through the hive mind. She is in constant communications with all formians in the city and can issue commands to multiple creatures at once without ever losing focus on what's happening in the room around her.

As ruler of the Secret City, the Queen oversees the research done at the Great Library, leads communications with the Toothed God, and holds court so that any citizens that are not part of the hive mind may be assured that their concerns are heard and their requests are considered.

The Queen is growing old and she knows it. She knows that her myrmarchs have quickened her replacement, that the new queen is now old enough to take her place, and that her loyal myrmarchs will contract out her assassination (see area 464). She even knows that the PCs are the ones who have been asked to perform the deed. None of this bothers her, though. It is in the normal order of things.

Truth be told, the Queen is deathly bored. Formian workers and warriors are practically mindless creatures, taskmasters are only slightly better, and myrmarchs are two-faced schemers--showing sycophantic devotion while in her presence but plotting her demise the moment they step outside this chamber. So the opportunity to talk with new arrivals to the Secret City is a refreshing change for her.

The Formian Queen possesses all the knowledge of the Secret City's history presented in other encounters--including methods of escape. In addition, she knows of a secret gate that can transport a creature directly from this Throne Room to the Apparatus Antechamber, bypassing the Threshold Guardian. She will pleasantly chat with the PCs for as long as they wish, discussing any topic they like (even their impending attempt on her life).

Workers: While the PCs are in the Throne Room, a constant stream of formian workers come and go, cleaning her chambers and tending to the Queen herself. Many enter carrying baskets of mealy, squirming worms that they pour into the Queen's mouth. For her part, the Queen chews loudly and swallows every morsel without ever acknowledging the workers or even the food itself.

The workers also take care of the eggs that the Queen is laying intermittently. Every few minutes, her abdomen wriggles and convulses, then spits out a slime-covered leathery egg about the size of a keg of ale. They clean the egg, wrap it in cloth, and carry it off to some unknown location.

Interviews: The Queen interviews all newly arrived citizens who may have the skills and temperament to work in the Great Library. (She also does this for long-term citizens who wish to be considered for such a position.)

The interview is short and simple--the Queen asks about the character's skills and background, spellcasting abilities (in particular, about what divination spells the caster knows), and the character's feelings about the Toothed God.

Any character with even moderately useful skills is assigned a job in the Great Library.

A current citizen performing that job is summoned and assigned to be the new worker's partner until such time as he or she can function without supervision or assistance.

Any character that does not have the skills or temperament for such work is told so immediately and directly by the Queen



herself. She emphasizes that there is no shame in being a useless individual--that is why the Brute Quarter exists. A formian worker is summoned to show the character out and, if need be, lead the way to the Brute Quarter.

Supplicants: If the PCs come in the guise of ordinary residents of the Secret City with a special need, the Queen plays along with the charade. She handles the interaction the way she would with any of her citizens, using her spells, spell-like abilities, and telepathy to make a quick assessment of and decision on the request. If it benefits the citizenry or the Toothed God, she will generally grant the request.

With her telepathic abilities, though, the Queen will also be able to see through the façade and know if the PCs are actually assassins sent to kill her (see below).

Chaos: If chaotic creatures force their way past the guards and into this room, the Queen immediately attacks. Under no circumstance will she permit the presence of any creature or item with a chaotic alignment. She immediately attacks such invaders and summons all available formians to help in the effort.

The Queen's Keys: The dais on which the Queen sits contains a hidden drawer. The drawer's lock (Open Locks DC 40) is keyed to the Queen telepathically, so she can instantly unlock it using just her mind. Inside the box are keys to the library's Archive and the Secret Apparatus Access. The Queen gives a key from this box to any citizen she wishes to be able to enter both locations. Sometimes she allows the citizen to hold the key indefinitely,

other times she demands its immediate return upon completion of a given errand. Failing to return the key in due time is considered a tacit threat against the Apparatus and results in the negligent creature being declared an outlaw and a traitor.

Inside the drawer there is also a keyhole. If one of the keys from this drawer is inserted into the keyhole and turned, a magical gate opens in the wall behind the Queen. Anyone who steps through this gate is teleported instantly to the Apparatus Antechamber. The Queen is the only formian that knows about this gate, since she is the only one able to disassociate herself from the hive mind. Over the centuries, she has shown it only to a handful of non-formian library workers--ones she wanted to send to speak with the Toothed God without anyone else in the city knowing about it.

The most common use for this gate is for the Queen herself to lean her long torso toward the gate and thrust her head and shoulders into the Appartaus Antechamber so that she may interact with the Apparatus directly. These visits are, in fact, the only times during her reign that the Queen has been even partially outside of the Throne Room.

Assassination: The Queen knows that her myrmarchs are plotting her death. She further knows if the PCs have been asked to perform her assassination. These facts are not bothersome to her--they are the natural order in this hive. However, the Queen is not suicidal--she has every desire to go on living and ruling the Secret City for as long as she can.

If heroes enter as agents for regime change, the Queen will be willing to speak with them calmly and rationally about their goal. She will be understanding and even comforting, telling them that they are actually doing a service to her hive. However, when the PCs move to execute her, the Queen fights them with every resource she has. However, she must fight alone--no other member of the hive will come to her aid. (It is possible that researchers or other citizens might, if they are close enough to be aware of the action and able to do so.

If the PCs are successful in killing the Queen, in the final moments of her life she will look at them clear-eyed and thank the group for their assistance.

If the PCs fail in their attempt to kill the Queen and must flee the chamber, then they will be the enemies of every formian in the Secret City. The Queen will declare them outlaws and traitors who are to be summarily executed on sight.

Formian Queen: hp 190

Treasury: Although the Secret City has no use for coin or barter, the Queen maintains a treasury. The iron chests that line the walls of the Throne room are filled with items and goods that have value in the world beyond the Glass Wall. She sometimes rewards supplicants and researchers with items from her hoard, if they have done their jobs exceptionally well or if she has some special task for them to do. This is easier and quicker than requesting that the Toothed God produce some specific item each time.

If the PCs assassinate the Queen, they may be given unfettered access to the chests as their reward for assisting the myrmarchs. Alternatively, the Queen may offer them some items as rewards for going through the interview process or even merely for providing her a diversion with interesting conversation.

There are dozens of the iron chests in the room (all requiring DC 30 Open Locks checks to open them). Sorted by type below is a list of treasure enough to fill the Queen's hoard (the total treasure value is 186,592 gp). Additionally, the GM may add other specific items suitable for his particular group of PCs.

COINS:

3800 platinum pieces.

GEMS:

Alexandrite (300 gp)
Alexandrite (400 gp)
Alexandrite (700 gp)
Azurite (11 gp)
Banded Agate (8 gp)
Banded Agate (11 gp)
Blue Star Sapphire (1400 gp)
Brown-green Garnet (100 gp)
Chalcedony (40 gp)
Coral (120 gp)
Deep blue Spinel (500 gp)
Golden-yellow Topaz (200 gp)
Moonstone (40 gp)
Moss Agate (8 gp)
Obsidian (8 gp)
Obsidian (10 gp)
Pink Pearl (70 gp)
Rhodochrosite (7 gp)

Rhodochrosite (11 gp)
Star Rose Quartz (70 gp)
Turquoise (8 gp)
Violet Garnet (800 gp)
Zircon (60 gp)

ART OBJECTS:

Brass chainmail inlaid with electrum (4000 gp)
Carved wooden ring (60 gp)
Electrum Diadem set w/Rock Crystal (800 gp)
Ermine Coat (5000 gp)
Feathered Gloves (140 gp)
Fine Steel Armlet inlaid with Brass (800 gp)
Fox Fur Coinpurse (300 gp)
Glass Eye (500 gp)
Gold Stele (2000 gp)
Large Tapestry threaded w/Fine Steel (5000 gp)
Leather Belt set with Citrine (600 gp)
Leather Belt with Fine Steel Buckle (80 gp)
Leather Bracers (90 gp)
Leather Shoes (80 gp)
Porcelain Goblet (200 gp)
Rabbit Fur Talisman (100 gp)
Rosewood Mask (500 gp)
Silk Coinpurse set with White Pearl (1500 gp)
Small Bag of Spices (60 gp)
Small Carpet (1000 gp)
Small Carpet threaded w/Fine Steel (1100 gp)
Small Carpet threaded w/Fine Steel (2000 gp)
Small Tapestry (1300 gp)
Tooled Leather Sash (1200 gp)
Wood Framed Painting (1200 gp)

MAGIC ITEMS:

Arcane Scroll (Baleful Polymorph (1125 gp), Mirage Arcana (1125 gp), Greater Prying Eyes (3000 gp)) (total 5250 gp)
Greataxe (Medium) (+1 weapon) (2320 gp)
Pearl of Power (6th level) (36000 gp)

Ring of Protection (+2) (8000 gp)
Staff of Earth and Stone (38 of 50 charges) (61180 gp)
Wand of Dispel Magic (6 of 50 charges) (Inscription provides clue to function) (1350 gp)

Upping the Ante (EL 18): To make this encounter more difficult, have four myrmarch guardians, each with four javelins of lightning enter the room one round after combat begins and fight desperately to defend the Queen. To add to the oddness of the situation, have the myrmarchs be the same ones who asked the PCs to assassinate the Queen--a bizarre part of formian protocol requiring that those who arrange for the assassination must also put their lives at risk during the action.

Formian Myrmarch (x4): hp 102

Connections: This encounter connects to area 464 and area 470. See the Map of Level 16.

Pathfinder Stats

Change all references to Open Locks checks to Disable Devices checks of equal difficulty. Use the Pathfinder versions of the formians. Other than that, no modifications are needed to run this encounter using Pathfinder.

Formian Myrmarch (x4): hp 102

FORMIAN QUEEN CR 18

LN Large Outsider (native)

Init 5; Senses Perception +32

DEFENSE

AC 24, touch 4, flatfooted 24 (5 Dex, +20 natural, -1 size)

hp 210 (20d10+100)

Fort +13, Ref +7, Will +19

OFFENSE

Spd 0 ft.

Melee None

Space 10 ft.; **Reach** 10 ft.

Spells Known (CL 17, +14 ranged touch):

8 (4/day) *Charm Monster, Mass* (DC 25), *Prismatic Wall* (DC 23)

7 (6/day) *Summon Monster VII, Waves of Exhaustion, Vision*

6 (6/day) *Analyze Dweomer* (DC 21), *Geas/Quest, Repulsion* (DC 21)

5 (7/day) *Cone of Cold* (DC 20), *Dismissal* (DC 20), *Teleport, Wall of Force*

4 (7/day) *Black Tentacles, Confusion* (DC 21), *Detect Scrying, Scrying* (DC 19)

3 (7/day) *Displacement* (DC 18), *Dispel Magic, Haste* (DC 18), *Slow* (DC 18)

2 (7/day) *Hypnotic Pattern* (DC 17), *Invisibility, Protection from Arrows, Resist Energy, Scorching Ray*

1 (8/day) *Charm Person* (DC 18), *Identify, Mage Armor, Magic Missile, Shield*

0 (at will) *Acid Splash, Arcane Mark, Daze* (DC 15), *Detect Magic, Detect Poison, Light, Mage Hand, Read Magic, Touch of Fatigue* (DC 15)

STATISTICS

Str –, **Dex** –, **Con** 20, **Int** 20, **Wis** 20, **Cha** 21

Base Atk +20; **CMB** +15; **CMD** 20

Feats Alertness, Combat Casting, Craft Wand, Eschew Materials, Great Fortitude,

Greater Spell Focus: Enchantment, Improved Counterspell, Iron Will, Maximize Spell, Spell Focus: Enchantment

Skills Appraise +25, Bluff +28, Diplomacy +25, Intimidate +28, Knowledge (arcana) +25, Knowledge (history) +25, Knowledge (planes) +28, Perception +32, Sense Motive +32, Spellcraft +25, Use Magic Device +25

Languages Common

SPECIAL ABILITIES

The formian queen casts spells as a 17th level sorcerer.

Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 30, telepathy

Spell-Like Abilities

At will—calm emotions (DC 17), charm monster (DC 19), clairaudience/clairvoyance, detect chaos, detect thoughts, dictum (DC 22), divination, hold monster (DC 20), magic circle against chaos, order's wrath (DC 19), shield of law (DC 23), true seeing. Caster level 17th. The save DCs are Charisma-based.

Telepathy (Su): The queen can communicate telepathically with any intelligent creature within 50 miles whose presence she is aware of.

466. THE LIBRARY ARCHIVES (EL 16)

Summary: These are the shelves, boxes, and cubbyholes where all the questions

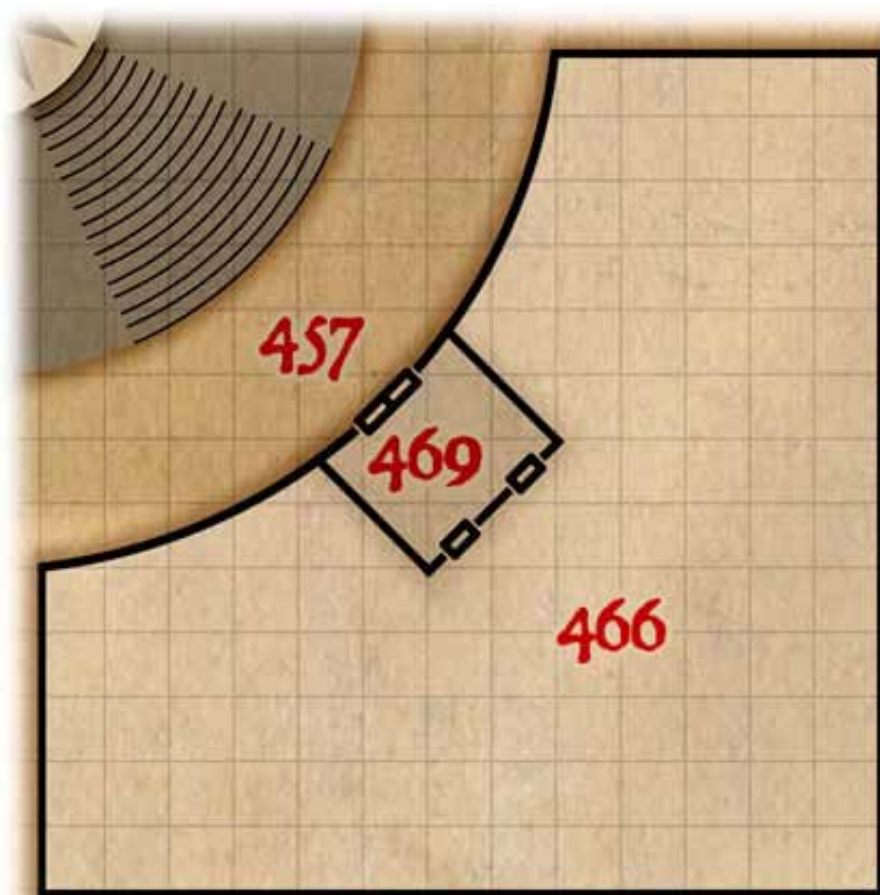
and answers researched over the centuries are archived.

Sights and Sounds: The archives are very quiet. The archivists and researchers walk very softly. Alchemical lanterns light the room.

Beyond the threshold guardian and the double brass doors is an antechamber. An elaborate circular mosaic covers the floor of the antechamber, showing a series of interlocking gears. Two doors lead from the antechamber into the archives. Inside, a wooden desk is the only visible structure other than bookcases and shelves that stretch off in all directions. Among them you can see archivists bustling quietly about their work. A pale gnome sitting behind the desk looks at you expectantly. A pyramid of crystal globes, each the size of his fist, stands on the desk.

Background: When the Apparatus delivers a question, the first thing the residents do is break the question down into its component subjects. Then researchers come to these archives and see if any previously answered questions shed light on the current one. For example, if the Apparatus asks “How many planetars can dance on the head of a pin,” researchers might decide to examine archived information about the subjects such as angels, outsiders, planetars, dancing, and pins. Any one of those could lead to established information on the new query. Furthermore, answers information on planetars might lead to researchers to broaden the search to include information about the “change shape” supernatural ability.

While standing at the main desk, a DC 15 Spot check reveals that all the shelves that



one can see appear to be completely empty—not a book, scroll, or sheaf of paper can be seen. However, the entire archive radiates strong auras of conjuration and divination.

The chief archivist here is Vicros Silentall (male gnome vampire, Wiz16). If there are any disruptions in the archives, he can call formian warriors or myrmarchs, who will arrive in 1d6 rounds.

For more information on the mosaic in the antechamber, see area 469.

pocket dimension. All answers (and their related questions) are grouped by subject and stored in one of them. Placing a scroll, book, or piece of parchment on a shelf causes it to be shunted into the pocket dimension.

The crystal globes at the front desk are search tools for accessing that information. When an approved query comes in, the chief archivist keys a globe to research on that topic. He then hands the globe to the researcher (which may be a player character).

Research: An hour of research in the library grants a +20 bonus to a single Knowledge check. This can be done multiple times if desired or needed, for any Knowledge check.

The Stacks: Only authorized individuals researching approved queries may make use of the stacks. All official Library workers are approved for such work, as are all formians (except for drones). Other citizens may be appeal to the Queen for approval to research a given topic, and if it is in the best interests of the citizens, she will generally grant it.

Each shelf in the archives connects to a

A three-dimensional arrow appears in the globe, pointing the person carrying it to a specific shelf. Touching the globe to the correct shelf causes the pocket dimension in that shelf to disgorge all related documents.

When one is through with a particular document, it must be returned to the head archivist who will assign someone to return the item to its proper place. Because of the incredible amount of information stored here and the precise nature of the archival system, only authorized archivists are permitted to place information onto the shelves. The chief archivist has any unauthorized creature that attempts to place anything onto a shelf summarily ejects and banned from the building.

Search Globe (wondrous item): Following the guidance of a search globe is part of a move action, and must be held in one hand while in use. Search globes only function within the Library Archives of the Secret City.

Faint divination; CL 5th; Craft Wondrous Item; locate object; Price 3600gp

Chief Archivist: The formian Queen entrusted Vicros Silentall with maintaining order and discipline within the archives. His initial attitude toward any unknown creature is indifferent. If the PCs improve his attitude to friendly, then he initially asks them to stop their disruptive behavior. Otherwise, or if they persist in disruptive or destructive behavior, he attacks (summoning formian help only if his opponents seem to be too difficult to defeat on his own).

Vicros Silentall: hp 70

VICROS SILENTALL (LE)

Male Gnome Vampire Wizard 14 CR 16
Small Undead (augmented humanoid)

HD 14d12 **hp** 91 **Init** +8 **Speed** 20ft.

AC 21, touch 15, flat-footed 17

BAB/Grapple +8/+7

Attack: Spells or slam +12 (1d6+4 plus energy drain)

Full Attack: slam +12/+7 (1d6+4 plus energy drain once)

SA Spells, blood drain, children of the night, dominate, create spawn, energy drain

SQ DR 10/silver and magic, resist cold 10, resist electricity 10, turn resistance +4, Fast Healing 5, +1 to attack rolls vs Kobolds and Goblinoids, +2 to Fortitude saves while familiar is within 1 mile, +2 to saves vs illusions, Alternate Form, Deliver Touch Spells Through Familiar (Su), Divination (specialized), Empathic Link (Su), Enchantment (forbidden), Gaseous Form, Illusion spell save DC +1, Scry on Familiar (Sp), Share Spells, Speak with Animals (Ex), Speak With Familiar (Ex), spider climb

Fort +4, **Ref** +10, **Will** +10

Str 18, **Dex** 18, **Con** -, **Int** 19, **Wis** 12, **Cha** 15

Languages Common, Draconic, Elven, Gnome, Goblin

Feats Alertness, Combat Casting, Combat Reflexes, Craft Wand, Craft Wondrous Item, Dodge, Improved Counterspell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell

Crucial Skills Concentration +17, Hide +16, Listen +13, Move Silently +12, Search +12, Sense Motive +9, Spellcraft +21, Spot +11

Other Skills Bluff +10, Decipher Script +21, Diplomacy +10, Gather Information +6, Intimidate +10, Jump -2

Wizard Spells Prepared (CL 14, +9 melee touch, +10 ranged touch):

4 (DC 17, 4/day) --*Arcane Eye (x2), Black Tentacles, Locate Creature, Locate Creature*

3 (DC 16, 5/day) --*Blink, Dispel Magic, Nondetection, Blacklight (x2)*

2 (DC 15, 5/day) --*Detect Thoughts, Fox's Cunning, Locate Object (x4)*

1 (DC 14, 5/day) --*Disguise Self, Identify (x3), Mage Armor, Magic Missile*

0 (DC 13, 4/day) --*Arcane Mark, Detect Magic, Mage Hand, Message, Read Magic*

Spell-Like Abilities:

1/day --*Dancing Lights, Ghost Sound, Prestidigitation, Speak with Burrowing Mammal*

Familiar: Rat ("Shade")

SHADE (NE)

Male Rat (Rat +1) CR 1/8
Tiny Magical Beast

Hp 35 (half master's) **Init** +2

Speed 15ft., Climbing (15 feet), Swimming (15 feet)

AC 21, touch 14, flat-footed 19

BAB/Grapple +9/ -5

Attack Bite (Rat) +11 (1d3-4)

Full Attack Bite (Rat) +11/+6 (1d3-4)

SA: Deliver touch spells for master

SQ: SR 19, Improved Evasion (Ex), Low-Light Vision, Scent (Ex)

Fort +4, **Ref** +8, **Will** +10

Str 2, **Dex** 15, **Con** 10, **Int** 12, **Wis** 12, **Cha** 2

Languages Common

Feats Stealthy, Weapon Finesse

Crucial Skills Balance +10, Climb +12, Hide +16, Jump -10, Listen +3, Move Silently +10, Spot +3, Swim +10

Other Skills Concentration +17, Decipher Script +18, Diplomacy +1, Gather Information +0, Intimidate -1, Spellcraft +18

Upping the Ante (EL 17): Any fight in the archives, or damage done to the archives themselves, could draw the additional attention of five zelekhts.

Connections: This chamber connects to area 469. See the Map of Level 16.

Pathfinder Stats

Replace all references to Spot checks with Perception checks of equal difficulty. If the creatures are required, use the Pathfinder versions of formian warriors, formian myrmarchs, and zelekhts. No other modifications are needed to run this encounter using Pathfinder.

VICROS SILENTALL (LE) CR 16

Male Gnome Vampire Wizard 14
Small Undead (augmented humanoid)

Init +15; **Senses** Darkvision (60 feet), Low-Light Vision; Perception +25

DEFENSE

AC 22, touch 16, flat-footed 17

hp 100 (15d6+45); Fast Healing 5**Fort** +7, **Ref** +11, **Will** +10**DR** Channel Resistance +4, Defensive Training; DR 10/magic, 10/silver; Immune Undead Traits; Resist cold 10, electricity 10**OFFENSE****Speed** 20ft.**Melee** Slam (Vampire) +12 (1d3+6/20/x2) and Unarmed Strike +12/+7 (1d2+4/20/x2)**Special Attacks** Blood Drain, Children of the Night (1/day), Create Spawn, Dominate (DC 19), Energy Drain (2 levels) (DC 19)**Spell-Like Abilities** Dancing Lights (1/day), Ghost Sound (1/day), Prestidigitation (1/day), Speak with Animals (1/day)**Wizard Spells Known (CL 15, 12 melee touch, 12 ranged touch):**8 (1/day) *Discern Location* (x2)7 (2/day) *Phase Door*, *Limited Wish*, *Scrying*, *Greater* (DC 21)6 (3/day) *Antimagic Field*, *Analyze Dweomer* (DC 20), *Circle of Death* (DC 20), *Legend Lore*5 (4/day) *Break Enchantment* (DC 19), *Teleport*, *Contact Other Plane*, *Mage's Faithful Hound*, *Prying Eyes*4 (5/day) *Black Tentacles*, *Dimension Door*, *Remove Curse*, *Arcane Eye*, *Bestow Curse* (DC 18), *Locate Creature*3 (5/day) *Lightning Bolt* (DC 18), *Dispel Magic* (x2), *Arcane Sight*, *Invisibility Sphere*, *Nondetection*2 (5/day) *Detect Thoughts* (DC 16) (x2), *Glitterdust* (DC 16), *Locate Object* (x3)1 (5/day) *Identify* (x3), *Magic Missile*, *Disguise Self*, *Mage Armor*0 (at will) *Flare* (DC 15), *Detect Magic*, *Arcane Mark*, *Read Magic***STATISTICS****Str** 18 **Dex** 18 **Con** - **Int** 19 **Wis** 12 **Cha** 15**Base Atk** +7; **CMB** +10; **CMD** 25**Feats** Alertness, Combat Casting, Combat Reflexes (5 AoO/round), Craft Wand, Craft Wondrous Item, Dodge, Improved Counterspell, Improved Initiative, Lightning Reflexes, Mobility, Persuasive, Scribe Scroll, Silent Spell, Spell Focus: Evocation, Spell Penetration, Stealthy, Toughness +15, Wind Stance, Wizard Weapon Proficiencies**Skills** Appraise +20, Bluff +21, Diplomacy +21, Escape Artist +6, Fly +20, Intimidate +21, Perception +25, Sense Motive +24, Spellcraft +22, Stealth +22**Languages** Common, Draconic, Dwarven, Elven, Gnome, Goblin, Sylvan**SQ** +2 to Fortitude saves, Change Shape (dire bat or wolf, beast shape II) (Su), Deliver Touch Spells Through Familiar (Su), Divination, Diviner's Fortune +7 (7/day) (Sp), Empathic Link with Familiar (Su), Enchantment, Forewarned +7 (Su), Gaseous Form (Su), Gnome Magic, Hatred, Illusion Resistance, Scry on Familiar (1/day) (Sp), Scrying Adept (Su), Share Spells with Familiar, Speak with Animals (Ex), Speak With Familiar (Ex), Spider Climb (Ex), Transmutation**Possessions** Familiar (rat named "Shade")**SHADE CR 1/4**

Male Rat

NE Tiny Magical Beast

Initiative +2; **Senses** Low-Light Vision, Scent; Perception +14**DEFENSE**

AC 22, touch 14, flat-footed 20

hp 50 (half master's hp)**Fort** +5, **Ref** +7, **Will** +10**SR** 20**OFFENSE****Spd** 15 ft., Climbing (15 feet), Swimming (15 feet)**Melee** Bite (Rat) +11 (1d3-4/20/x2) and Unarmed Strike +11/+6 (1-4/20/x2)

Space 2 ft.; Reach 0 ft.

STATISTICS**Str** 2, **Dex** 15, **Con** 11, **Int** 13, **Wis** 13, **Cha** 2**Base Atk** +7; **CMB** +7; **CMD** 13 (17 vs. Trip)**Feats** Weapon Finesse**Skills** Acrobatics +6, Appraise +14, Bluff +7, Climb +10, Diplomacy +11, Fly +20, Intimidate +11, Perception +14, Sense Motive +12, Spellcraft +16, Stealth +21, Swim +10**SQ** Improved Evasion (Ex)

467. LIBRARY MEDITATION CHAMBERS (EL 16)

Summary: Divine casters use these chambers to research information for the Toothed God.

Sights and Sounds: Alchemical lanterns provide bright light for these chambers, but the light is somehow more pleasant and calming here than in other buildings. There is always the ambient sound of chanting or prayers.

As you enter the building, the sweet scent of incense fills your nose. The quiet drone of meditative chanting seems to issue from everywhere and nowhere. A hobgoblin in monk's robes sits atop a large cushion in the entryway and sneers at you.

Background: Some of the library researchers do their work by praying to their gods to provide answers for the Toothed God's questions via divine deliverance. In addition, the residents of the Secret City sometimes require consultations with or instruction from priests or other religious icons. The chambers in this building are reserved for such activities.

Palxen Quarryborn (male hobgoblin monk 15) is the abbot in charge of the meditation chambers. Although he does not have a spellcasting background, the combination of his monastic training and the martial discipline from his hobgoblin upbringing give him the ability to speak with the other researchers on a theological level and maintain order over a group whose members have quite divergent belief systems.

The researchers include believers in nearly every major religion, and quite a few obscure ones (even religions that are no longer practiced in the wider world). They cannot agree on which gods are preeminent in the universe, and even debate what actually should count as a god, but such differences are left behind once work begins. All that matters is that they have access to divine magic and the ability to cast divination spells or that they are able to provide spiritual assistance to the citizenry.

Walking through the building, the PCs will find some rooms empty and others filled with prayer groups ranging from lone individuals to small chanting groups to whole choirs, each imploring their deity (or deities) for knowledge.

Divine Casting: Casting a divine divination spell while within this building does not use up that spell slot. Also, while here, divine casters can cast any divination spell available to them, even if they have not prayed for access to it.

Abbot Quarryborn: The formian Queen entrusted Palxen Quarryborn with the task of maintaining order and discipline within the meditation chambers. Although the formians do not endorse any religion or belief system (other than their own devotion to lawfulness), they give Palxen great leeway in his duties, allowing him to assume the title and role of a high-ranking ecclesiastic from his own order. For his part, Quarryborn knows that he can only press his posturing so far. The formian Queen requires the



work of all these divine spellcasters and lay clerics, so no proselytizing is allowed, even by the abbot himself.

Abbot Quarryborn's initial attitude toward anyone entering the building is unfriendly--believing that their mere presence will be a distraction to many of the weaker-minded researchers here. He immediately demands to know the person's or group's reasons for being there. If it is a legitimate one--having been sent by the Queen or other authority to get divine help researching a question, or seeking personal spiritual guidance--he will grudgingly point them to an appropriate chamber within the building.

If the PCs can improve Abbot Quarryborn's attitude to friendly, then he will speak with them for ten minutes, answering any questions they care to pose. After that time,

he will insist that they leave. He will then slip into a meditative state that will last 1d6 minutes. When it ends, if the PCs have not left the building, he will immediately attack them and throw them out bodily. If the group seems to have the upper hand, he will call for formian warriors or myrmarchs, that will arrive in 1d6 rounds.

Palxen Quarryborn (LE)

Male Hobgoblin Monk 15 (Hobgoblin +1)
CR 16

Medium Humanoid

HD 15d8+30 **hp** 94

Init +6 **Speed** 80 ft.

AC 20, touch 20, flat-footed 17

BAB/Grapple +11/+13

Attack Unarmed Strike +16 (2d10+4)

Full Attack Flurry of Blows +15/+15/+15/+10/+5 (2d10+4/19-20) or Unarmed Strike +16/+11/+6 (2d10+4/19-20)

SA Flurry of Blows (2 extra attacks), Ki Strike, Lawful (Su), Ki Strike, Magic (Su), Quivering Palm (Su)

SQ SR 25, Abundant Step (Su), Blind-Fight, Darkvision (60 feet), Diamond Body (Su), Improved Armor Class (+3), Improved Speed (+50 ft), Improved Unarmed Damage (2d6), Purity of Body (Ex), Slow Fall, 70 feet (Ex), Still Mind (Ex), Stunning Fist (DC 21) (16/day), Wholeness of Body (Ex)

Fort +11, **Ref** +11, **Will** +12

Str 15 (17), **Dex** 14, **Con** 14, **Int** 10, **Wis** 16 (18), **Cha** 10

Languages Common, Goblin

Feats: Blind-Fight, Improved Critical - Unarmed Strike, Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Monk Weapon Proficiencies, Stand Still, Stealthy, Stunning Fist (DC 21) (16/day), Weapon Focus - Unarmed Strike

Crucial Skills Hide +22, Jump +22, Move Silently +26, Sense Motive +21, Spot +21

Other Skills Diplomacy +2

Upping the Ante (EL 17): Any fight in the meditation chambers, or damage done to them, could draw the attention of five zeলেখuts <link to <http://www.d20srd.org/srd/monsters/inevitable.htm#zeলেখut>>

Connections: This chamber connects to area 456. See the Map of Level 16.

Pathfinder Stats

If the creatures are required, use the Pathfinder versions of formian warriors, formian myrmarchs, and zeলেখuts. No other modifications are needed to run this encounter using Pathfinder.

PALXEN QUARRYBORN CR 16

Male Hobgoblin Monk 17

LE Medium Humanoid (Goblinoid)

Init +2; **Senses** Darkvision (60 feet); Perception +28

DEFENSE

AC 22, touch 22, flat-footed 19 (+2 Dex, +1 dodge)

hp 114 (17d8+34)

Fort +12, **Ref** +12, **Will** +14

Defensive Abilities Evasion, Improved Evasion; Immune Diamond Body, disease, poison; SR 27

OFFENSE

Spd 90 ft.

Melee Unarmed Strike +17/+12/+7 (2d10+4/19-20/x2)

Special Attacks Flurry of Blows +15/+15/+10/+10/+5/+5/+0, Ki Strike, Adamantine; Ki Strike, Lawful; Ki Strike, Magic; Quivering Palm (1/week) (DC 22)

STATISTICS

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

Base Atk +12; **CMB** +21 (+23 Disarming, +23 Tripping); **CMD** 38 (40 vs. Disarm, 40 vs. Trip)

Feats Alertness, Blind-Fight, Combat Reflexes (3 AoO/round), Dodge, Improved Critical: Unarmed Strike, Improved Disarm, Improved Trip, Improved Unarmed Strike, Mobility, Monk Weapon Proficiencies, Spring Attack, Stand Still, Stealthy, Strike Back, Stunning Fist (18/day) (DC 23), Vital Strike, Weapon Focus: Unarmed Strike

Skills Acrobatics +22, Climb +12, Diplomacy +6, Escape Artist +4, Intimidate +9, Perception +28, Sense Motive +28, Stealth +30

Languages Common, Goblin

SQ Abundant Step (Su), AC Bonus +8, Fast Movement (+50'), High Jump (+17) (Ex), Ki Defense (Su), Ki Pool (Su), Maneuver Training (Ex), Purity of Body (Ex), Slow Fall 80' (Ex), Still Mind (Ex), Stunning Fist (Stun,

Fatigue, Sicken, Stagger, Blind, Deafen) (Ex), Timeless Body (Ex), Tongue of the Sun and Moon (Ex), Unarmed Strike (2d8), Wholeness of Body (17 HP/use) (Su)

Other Gear *Belt of Giant Strength*, +2; *Ioun Stone*, *Incandescent Blue Sphere*; Robe, Monk's; *Slippers of Spider Climbing*

468. LIBRARY LABORATORIES (EL 16)

Summary: Arcane casters use these chambers to research information for the Toothed God.

Sights and Sounds: Alchemical lanterns provide bright light for these chambers.

As you enter this building, acrid scents assault your nostrils, and crackling, eldritch energies cause the hair on the back of your neck to lift. In the bright light of alchemical lanterns, a weretiger in hybrid form scrutinizes you warily.

Background: Some of the library researchers use arcane or alchemical methods to discover answers to the Toothed God's questions. In addition, the residents of the Secret City sometimes require the services of a wizard, sorcerer, or alchemist to create or remove a magical effect, or to produce a needed item or compound. The chambers in this building are reserved for such activities.

Xyrstina Songsteel (female human weretiger ranger 11) is in charge of this building and all its workers. She normally goes about her duties in her hybrid form, which provides her with heightened abilities but keeps her humanoid enough

that she can interact with both researchers and visitors.

The workers in the Library Laboratories go about their business in a wide variety of ways. Some of them truly are researchers in the most mundane sense of the work--it's just that their areas of expertise are exotic and esoteric. Others perform experiments arranging the basic materials of creation into never before seen alchemical solutions. But most of the workers here are arcane spellcasters of one sort or another; very few are more advanced than 6th level, though--they just haven't had enough experience to improve beyond that. (The GM can raise the spellcasting ability higher depending on the needs of his group, but it is important that he also take into account how having many mid- to upper-mid-level spellcasters would have on such a closed community.)

While walking through the building, the PCs will find a wide array of chambers ranging from meditation cells to study carrels to full-blown alchemical laboratories. Some researchers work alone, others in small groups, and the largest rooms contain massive teams performing related tasks toward one complicated end. At any time, about two-thirds of the rooms in the building are part of an active research project.

Arcane Casting: Casting an arcane divination spell in the Library Laboratories does not consume the spell. If the caster belongs to a class that does not prepare spells in advance (e.g. sorcerers), then casting an arcane divination spell in these chambers does not use up a spell slot. In addition,

all arcane casters can spontaneously apply metamagic feats to divination spells cast within this building.

Xyrstina Songsteel: The formian Queen entrusted Xyrstina Songsteel with maintaining good order and discipline within the laboratories. She knows how sensitive and potentially volatile the work going on here can be, so she guards her workers from unnecessary interruptions. She generally stands guard in the building's vestibule, but several times a day she prowls the corridors, making sure that work is proceeding smoothly in all the active chambers.

Xyrstina's initial attitude toward any unknown creature that enters the building is unfriendly. She will tersely ask newcomers their business, and if it is not the delivery of a sanctioned research assignment or some other matter approved by the formian Queen herself, Xyrstina growls disapprovingly. She will give the newcomers three minutes to convince plead their cases, but no longer than that. If, in that time, the PCs can improve her attitude to friendly, Xyrstina will answer other questions they might have about the building, its purpose, and the researchers to be found within. She will not, however, let them through into the building unless they convince her that their mission has the Queen's approval. If the group is rude, disruptive, or merely unable to shift her attitude, Xyrstina attacks with the intent of driving them out of the building. If the group seems to have the upper hand, he will call for formian warriors or myrmarchs, that will arrive in 1d6 rounds.

Xyrstina Songsteel, hybrid form (Neutral)

Female Human Ranger 11 (Weretiger Template, Afflicted) CR 16

Large Humanoid (Human, Shapechanger)

HD (17d8+85) Hp 109

Init +9 Speed 30 ft.

AC 20, touch 14, flat-footed 15

BAB/Grapple +14/+28

Attack +18 (1d8+4, bite)

Full Attack +23/+18/+13 (1d6+11, +2 axiomatic dagger) and +23/+18/+13 (1d6+6, +2 axiomatic dagger) and +18 (1d8+4, bite)

SA Blind-fight, favored enemy +2 (elementals), favored enemy +2 (humans), favored enemy +4 (outsiders, chaotic), two-weapon fighting,

SQ DR 5/silver, Change Forms (Su), Evasion (Ex), Lycanthropic Empathy (Ex), Scent, Swift Tracker (Ex), Wild Empathy (Ex), Woodland Stride (Ex)

Fort +17, **Ref** +17, **Will** +8

Str 28, **Dex** 20, **Con** 20, **Int** 10, **Wis** 12, **Cha** 10

Languages Common

Feats Alertness, Armor Proficiency (Light), Blind-Fight, Endurance, Greater Two-weapon Fighting, Improved Initiative, Improved Two-weapon Fighting, Iron Will, Track, Two-weapon Defense, Two-weapon Fighting, Urban Tracking, Weapon Finesse

Crucial Skills: Hide +21, Listen +17, Move Silently +25, Search +14, Spot +17

Skills: Control Shape +15, Survival +15

Ranger Spells Prepared (CL 11, +23 melee touch, +19 ranged touch):

2 (DC 13, 1/day) --*Cure Light Wounds*

1 (DC 12, 2/day) --*Entangle, Read Magic*

Possessions: +2 *axiomatic dagger* x2, +2 *mithral chain shirt*

Upping the Ante (EL 17): Any fight in the archives, or damage done to the archives themselves, draws the attention of five zelekhts.

Connections: This chamber connects to area 456. See the Map of Level 16.



Pathfinder Stats

Use the stats below for Xyrstina Songsteel. Other than that, no modifications are needed to run this encounter using Pathfinder.

XYRSTINA SONGSTEEL CR 16

Female Human Ranger 16

TN Large Humanoid (Human, Shapechanger) (Weretiger, Afflicted)

Init +5; **Senses** Low-Light Vision, Scent; Perception +21

DEFENSE

AC 27, touch 15, flat-footed 21

hp 157 (16d10+80)

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

Defensive Abilities Evasion, Improved Evasion; DR 5/silver

OFFENSE

Spd 30 ft.

Melee +2 *Axiomatic Dagger* +23/+18/+13/+8 (1d6+9/19-20/x2) and +2 *Axiomatic Dagger* +23/+18/+13 (1d6+5/19-20/x2) and Bite (Weretiger, Afflicted) +17 (3d6+3/20/x2) and Rake x2 (Weretiger, Afflicted) +17 x2 (2d6+3/20/x2)

Special Attacks Grab, Pounce

Ranger Spells Known (CL 13, 22 melee touch, 20 ranged touch):

4 (1/day) --*Cure Serious Wounds* (DC 16)

3 (2/day) --*Neutralize Poison, Remove Disease*

2 (4/day) --*Barkskin, Bear's Endurance* (DC 14), *Cat's Grace* (DC 14), *Cure Light Wounds* (DC 14)

1 (4/day) --Resist Energy, Endure Elements, Entangle (DC 13), Read Magic

STATISTICS

Str 13/25, **Dex** 20, **Con** 18/20, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +16; **CMB** +24 (+28 Grappling); **CMD** 40

Feats Acrobatic Steps, Dodge, Endurance, Greater Two-weapon Fighting, Improved Two-weapon Fighting, Mobility, Nimble Moves, Spring Attack, Stealthy, Two-weapon Defense, Two-weapon Fighting, Two weaponRend, Weapon Finesse, Weapon Focus: Dagger

Skills Acrobatics +25, Bluff +7, Climb +18, Diplomacy +15, Escape Artist +7, Fly +3, Intimidate +18, Perception +21, Sense Motive +18, Stealth +28, Survival +21

Languages Common

SQ +4 Stealth in undergrowth, Camouflage (Ex), Change Forms (Su), Enemies: Humanoids (Human) (+2 bonus) (Ex), Enemies: Outsiders (Chaotic) (+6 bonus) (Ex), Enemies: Outsiders (Earth) (+4 bonus) (Ex), Enemies: Vermin (+2 bonus) (Ex), Hunting Companions (2 rounds) (Ex), Lycanthropic Empathy +19 (Ex), Quarry, Swift Tracker (Ex), Terrains: Desert (+2 bonus) (Ex), Terrains: Underground (+4 bonus) (Ex), Terrains: Urban (+4 bonus) (Ex), Track +8, Wild Empathy +15 (Ex), Woodland Stride (Ex)

Combat Gear +2 Axiomatic Dagger, +2 Axiomatic Dagger, +2 Mithral Chain Shirt

469. SECRET APPARATUS ACCESS

Summary: This is an alternate route into the Apparatus for those parties that do not want to confront the Formian Queen.

Sights and Sounds: Bright light from alchemical lanterns.

Heavy, brass double-doors lead out to the center of the Secret City. In the opposite wall, two doors lead into the Library Archives. An elaborate circular mosaic covers the floor of this room, showing a series of interlocking gears.

Background: Access to the Apparatus is controlled by the formian Queen's keys. Only the Queen's most trusted servants - including Vicros Silentall, Palxen Quarryborn, Xyrstina Songsteel, and the myrmarchs know how to access the Apparatus through this chamber.

Secret Door: The secret door is exceptionally well concealed (Search DC 30) in the floor of this room. It is magically locked (Open Locks DC 40). Heroes of this level no doubt possess magic items and spells that can open it easily.

Trap: There is a single trap on the secret door (Search DC 40, Disable Device DC 40). This trap is triggered when the door is opened by any method other than using one of the Queen's keys (see below). The trap rings a loud bell in the formian Queen's chambers, causing her to send myrmarchs to this encounter (see Upping the Ante, below).

Keys: To use the Queen's keys in this chamber, all the doors must be closed. Since the double doors are usually locked, and since the archivists prefer quiet, this isn't unusual or difficult to accomplish.

Holding one of the Queen's keys in this chamber and saying "Metterak" locks all the doors to this chamber lock (Open Locks, DC 40). Six seconds later (round 2), the mosaic's central gear rises from the floor to the ceiling, revealing a set of spiral stairs leading down.

The secret door remains open for six rounds, and then closes automatically. Once it closes, the doors to the archives unlock by themselves.

Open Doors: The alarm in the Queen's chamber also sounds if anyone opens the secret door while any door to this chamber is open.

Upping the Ante 1 (EL 16): The first thing that happens if heroes raise the alarm is that Vicros Silentall (encounter 466) attacks.



Upping the Ante 2 (EL 17): 2 rounds later, two kolyaruts join the fray.

Upping the Ante 3 (EL 20): 6 rounds after the alarm sounds, five formian myrmarchs arrive. One wears a helm of brilliance and all five carry 4 javelins of lightning apiece.

Connections: This chamber connects to 457, 466, and 470. See the Map of Level 16.

Pathfinder Stats

Replace calls for Search checks with Perception checks of the same DC. Also, replace calls for Open Lock checks with Disable Device checks of the same DC.

470. THE APPARATUS ANTECHAMBER

Summary: Here is where the Toothed God leaves messages for its servitors, and accepts their responses.

Sights and Sounds: Bright light from hidden, magical sources. Warmth flows from the apparatus. The sound of clacking gears and whirring mechanisms imposes a -5 penalty on Listen checks.

This brightly lit balcony is unusually warm. From it, you can see the gears and pistons of the Apparatus working away. The sounds of the vast machine clicking and hissing fill the air. Spiral stairs rise up behind you. A pedestal stands near the edge of the balcony, overlooking the Apparatus. On the pedestal is a thick leather-bound book, a stoppered inkwell, and a quill.

Background: This chamber is the primary access to the Apparatus, and the way out of the Secret City.

The Balcony: The balcony is simply a place to access the Apparatus. It has no railing, and is ten feet above the Apparatus floor.

The Pedestal: This pedestal functions very much like the one in encounter 416. It has an inclined shelf that holds the book, inkwell, and quill.

Questions and Answers: A successful Spot check (DC 25) reveals pieces of parchment moving from axle to gear to belt. They seem to move in a pattern radiating around the pedestal and the book.

The Book: 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.

When someone in the outside world uses the Dome of Knowledge, that question appears in this book. A bell rings in the formian Queen's chambers to let her know that a new question awaits. Her representative enters this chamber, opens the book, and copies the question from the left-hand page on which it appears. When the servants of the Toothed God arrive at an answer, the representative returns to this chamber and copies the question into the right-hand page facing the question. When the representative closes the book, a chime rings in encounter area 416.

If the book is opened before a question appears, it will attempt to close itself. If that is impossible, the Dome of Knowledge

stops functioning. Since the Toothed God produces what the residents of the Secret City need to survive, the formian Queen reacts aggressively to anyone interfering with proper functioning of the book.

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.

The book does not accept ink on left-hand pages. Any attempt to mark a left-hand page, even with magic, fails and the page remains blank. Writing on a right-hand page not in response to a question does nothing, and when the book is opened again, the right-hand page is blank. There are two exceptions to this.

Writing, "How can we destroy the Secret City," or a similar question, on a right-hand



page causes the artifact to self-destruct, leaving only a glass dome with a pile of gray dust inside it. See encounter 461 for details.

The other exception is asking, "How can we escape the Secret City?" This question causes the Apparatus to function much, much more slowly and raises an alarm in the Queen's chamber. A successful Spot check (DC 30) glimpses one last piece of parchment moving through the machinery, away from the balcony and back toward encounter 475.

The Apparatus: The walls of this chamber represent the point at which the machinery of the Apparatus becomes too dense for character movement.

The Apparatus radiates an overwhelming aura of law.

Movement: Movement through the Apparatus (chambers 471, 472, 474, and 475) is possible, but slow. Treat all squares as difficult terrain. In addition, if someone takes more than a single move action in a round, that person takes 2d6 points of fire and bludgeoning damage from the machinery (chaotic creatures take 2d8 points of fire and bludgeoning damage).

After heroes ask about escape, the floor remains difficult terrain but no damage occurs if anyone takes more than a single move action in a round.

Blocking the Book 1 (EL 16): Anyone blocking open the book causes four kolyaruts to materialize on the balcony and attack the party.

Blocking the Book 2 (EL 14): 12 rounds after someone blocks open the book, four formian myrmarchs and three formian workers open the Secret Apparatus Access (encounter 469) and descend the spiral stairs. The myrmarchs lead the way, and attack the party. The workers seek only to reach the book and clear any obstruction or, if necessary, use make whole.

Upping the Ante (EL varies): See encounters 471, 472, and especially 474 for additional challenges in the Apparatus.

Connections: This chamber connects to area 469 and area 471. See the Map of Level 16.

Pathfinder Stats

Replace calls for Listen, Search, or Spot checks with Perception checks of the same DC.

Difficult terrain

Kolyaruts Formian myrmarchs

471. SUMMONING CALCULUS (EL 13)

Summary: The PCs are in the Apparatus itself and encounter some gelugons.

Sights and Sounds: Hidden, magical sources provide bright light within the Apparatus. The machinery generates enough heat for the party to break a sweat, but is not hazardous by itself unless the party has damaged the Apparatus (see "Heat Dangers" below). The sound of clacking gears and whirring mechanisms imposes a -5 penalty on Listen checks. The gears also block line of site

beyond 20 feet and impose a -10 penalty on Spot checks made to notice anything within that range. The terrain allows any PC to use a move action to use the gears as cover.

A forest of spinning gears, whirring belts, rotating axles, and oily pistons fills this chamber. Stalking through this steaming brass mechanism comes a tall, bipedal insectoid creature armed with a spear.

Background: At this point, heroes are in the Apparatus itself--the great machine that lies under the entire Secret City. The Apparatus map shows the area where it's possible for creatures larger than Tiny to move through the machinery, but this is by no means clear, open space. Even in those places, gears, axles, and other machinery spin, whirl, and click in never-ending motion.

The Mages Four created a mechanism known as the Summoning Calculus to bring Ice Devils into the Apparatus in order to keep the mechanism cooled. This encounter details meeting the gelugons.

The ice devils are the reason that heat from the Apparatus does not overwhelm the Secret City. The Mages Four included the Summoning Calculus in their Apparatus that allows one-way access from the Hells. Any time the Apparatus needs additional cooling, the mechanism to summon additional ice devils up to 3 at a time. It takes 5d6 minutes for the function to summon additional devils. These creatures remain trapped in the bowels of the Apparatus for 1d8+4 hours or until they die--generally either by throwing themselves into the gears of the Apparatus out of sheer boredom or in combat with someone who ventures off the platform.

Moving Through the Apparatus: Treat all squares as difficult terrain. In addition, if someone takes more than a single move action in a round, that person takes 2d6 points of fire and bludgeoning damage from the machinery (chaotic creatures take 2d8 points of fire and bludgeoning damage). If the PCs asked about escape (encounter 470), the floor remains difficult terrain but no damage occurs if anyone takes more than a single move action in a round.

Summoning Calculus: Casting Greater dispel magic or dimensional lock in this area prevents the arrival of additional devils for 1 day. Of course, this causes heat to build up in the Secret City. Casting either spell draws the immediate attention of all the ice devils already in the Apparatus (there are three, including the one detailed above, at any one time).

Heat Dangers: Normally, there are between one and three ice devils moving around in the Apparatus, keeping it cool. If, for some reason, the Apparatus goes more than ten minutes without having any Ice Devils to cool it, the rise in temperature becomes apparent and the heat level within the Apparatus begin to have significant effects. If the PCs have not used the book in area 470 to ask about escape, the damage incurred during rapid movement through the Apparatus increases to 2d8 points of fire and bludgeoning damage (3d8 for chaotic creatures).

After one hour, the rise in heat begins to affect all of the Secret City. The Queen

immediately dispatches eight myrmarchs and a dozen workers into the Apparatus. They do not want to fight, and do not hunt the party. They seek only to reactivate the Summoning Calculus any way that they can. (If combat does occur, this represents an additional EL 16 encounter.) In addition, any damage incurred during rapid movement through the Apparatus rises to 3d8 points of fire and bludgeoning damage (3d10 for chaotic creatures), the frequency of the Fortitude checks due to heat exposure increases to once every 20 minutes.

Two hours after, the heat becomes extreme. Any damage incurred during rapid movement through the Apparatus rises to 3d10 points of fire and bludgeoning damage (6d6 for chaotic creatures).

The Cooler: While the PCs are moving through the Apparatus (presumably chasing a potential exit from the Secret City), an ice devil comes to investigate their intrusion. Being a devil, it seeks to torment them with lies and misdirection. Its initial attitude is unfriendly.

If being unfriendly is not enough to get the party to leave, then the gelugon becomes hostile. It attempts to summon 2d4 bone devils (50% chance of success, equivalent of a 4th-level spell) and then attacks the party.

If the party improves the devil's attitude to friendly, it can be convinced to tell them the way to escape the Apparatus using the book on the platform. The gelugon can indicate the general direction that they should head to catch the answer (toward area 475), but if they haven't asked the question yet, there

won't be anything in that encounter when the party arrives.

Even if the PCs can get its attitude to friendly, the gelugon will not warn the party about other hazards present within the Apparatus.

Ice Devil: hp 147

Upping the Ante (EL 16): Add 2 more ice devils to the encounter. To increase the difficulty further (EL 17), exchange their ordinary spears for +1 wounding spears. The magic spears still deliver the gelugons' slow effect.

Overwhelming the PCs: Under normal circumstances, there can be as many as three ice devils and the elder black pudding in this level. If PCs interfere with the Apparatus, there will also be a nightwalker



in the gearworks, and potentially eight or more myrmarchs sent by the Queen. If the GM lets these encounters coalesce into one gigantic combat, it is quite likely to overwhelm the heroes. Unless the PCs' unwise actions dictate such events, be sure to space out the arrival of new creatures by at least a few rounds.

If the PCs use up all their available resources and need to rest, it is possible for them to do so on the platform in area 470, unless the Queen is actively sending her minions to hunt the group down (in which case that platform is the first place they'll look).

Connections: This encounter connects to areas 470, 472, and 474. See the Map of Level 16.

Pathfinder Stats

Replace all calls for Search, Spot, or Listen checks with Perception checks of the same DC. Replace all calls for Hide checks with Stealth checks of the same DC. Use the Pathfinder version rules for heat dangers. Use Pathfinder versions of the creatures encountered. Other than that, no modifications are needed to run this encounter using Pathfinder.

Ice Devil: hp 161

Bone Devil: hp 105

Formian Myrmarch (x8): hp 95

472. GEAR CLEANER (EL 12)

Summary: The PCs encounter an elder black pudding oozing its way through the Apparatus.

Sights and Sounds: Hidden, magical sources provide bright light within the Apparatus. The machinery generates enough heat for the party to break a sweat, but is not hazardous by itself unless the party has damaged the Apparatus (see "Heat Dangers" in area 471). The sound of clacking gears and whirring mechanisms imposes a -5 penalty on Listen checks. The gears also block line of sight beyond 20 feet and impose a -10 penalty on Spot checks made to notice anything within that range. The terrain allows any PC to use a move action to use the gears as cover.

A forest of spinning gears, whirring belts, rotating axles, and oily pistons stretch as far as you can see. A vast black shadow moves slowly across the cams and shafts, inching steadily toward you.

Background: At this point, heroes are in the Apparatus itself--the great machine that lies under the entire Secret City. The Apparatus map shows the area where it's possible for creatures larger than Tiny to move through the machinery, but this is by no means clear, open space. Even in those places, gears, axles, and other machinery spin, whirl, and click in never-ending motion.

The heat and friction of the mechanisms in the Apparatus causes a buildup of corrosion, carbonized lubricants, and metal filings. An elder black pudding oozes

through the Apparatus, placed here by the Mages Four, to eat away at this buildup and keep the machine humming along.

The elder black pudding is a minor threat on its own. It serves a basic purpose in the underbelly of the Apparatus and is an added bit of color for parties trying to escape the Secret City. In addition, it can be used to "up the ante" for any encounter in areas 471-475.

Moving Through the Apparatus: Treat all squares as difficult terrain. In addition, if someone takes more than a single move action in a round, that person takes 2d6 points of fire and bludgeoning damage from the machinery (chaotic creatures take 2d8 points of fire and bludgeoning damage). This damage can increase based on Heat Damage. If the PCs asked about escape, the floor remains difficult terrain but no damage occurs if anyone takes more than a single move action in a round.

Vertical Envelopment: Remember that the Apparatus is a three-dimensional environment. There are gears, shafts, and belts above the floor, along the floor, and all over the place. The encounter areas are just the parts of the Apparatus where movement is possible. The movement rules described above are a simplified, abstract way of representing that.

In this encounter, the elder black pudding takes advantage of that 360-degree envelopment to move above the party where it can strike several members at once or fall on several party members at the same time.

Elder Black Pudding: hp 290

Upping the Ante (EL 15-17): To increase the difficulty of this encounter to EL 15, add two ice devils summoned by the Summoning Calculus to this encounter.

Alternatively, to increase the EL to 16, assume that the elder black pudding has been in enough fights to split three times, and all four of them are healed to full hit points when the party encounters them.

If you really want to make this encounter especially difficult, use both of the options above and count this an EL 17 encounter.

Overwhelming the PCs: Under normal circumstances, there can be as many as three ice devils and the elder black pudding in this level. If PCs interfere with the Apparatus, there will also be a nightwalker in the gearworks, and potentially eight or more myrmarchs sent by the Queen. If the GM lets these encounters coalesce

into one gigantic combat, it is quite likely to overwhelm the heroes. Unless the PCs' unwise actions dictate such events, be sure to space out the arrival of new creatures by at least a few rounds.

If the PCs use up all their available resources and need to rest, it is possible for them to do so on the platform in area 470, unless the Queen is actively sending her minions to hunt the group down (in which case that platform is the first place they'll look).

Connections: This chamber connects to 471, 473, 474, and 475. See the Map of Level 16.

Pathfinder Stats

Replace all calls for Search, Spot, or Listen checks with Perception checks of the same DC. Replace all calls for Hide checks with Stealth checks of the same DC. Use the Pathfinder version rules for heat dangers. Use the Pathfinder version of the elder black pudding (see below). Other than that, no further modifications are needed to run this encounter using Pathfinder.

ELDER BLACK PUDDING CR 12

Gargantuan Ooze (Neutral)

Initiative -5; **Senses** Blindsight 60'

DEFENSE

AC 1, flatfooted 1, touch 1

hp 290 (20d10+180)

Fort +15, **Ref** +1, **Will** +1

Defensive Abilities Split, ooze traits

OFFENSE

Spd 20 ft., climb 20 ft.

Melee slam +19 (3d6+12 plus 3d6 acid)

Space 20 ft.; **Reach** 20 ft.

Special Attacks Acid, constrict 2d8+12 plus 2d6 acid, grab

STATISTICS

Str 26, **Dex** 1, **Con** 28, **Int** 0, **Wis** 1, **Cha** 1

Base Atk +15; **CMB** +27 (+31 when making grapple checks); **CMD** 32

Feats --

Skills Climb +16

Languages --

SQ Ooze traits, suction

473. ABOMINATION ENGINE (EL 21)

Summary: The PCs meet the living power source for the Apparatus.

Sights and Sounds: Hidden, magical sources provide bright light within the Apparatus. The machinery generates enough heat for the party to break a sweat, but is not hazardous by itself unless the party has damaged the Apparatus (see "Heat Dangers" in area 471). The sound of clacking gears and whirring mechanisms imposes a -5 penalty on Listen checks. The gears also block line of site beyond 20 feet and impose a -10 penalty on Spot checks made to notice anything within that range. The terrain allows any PC to use a move action to use the gears as cover.

A wall of intricately interwoven machinery looms up in front of you. Something moves as easily as water through the interlocking gears



and then an amorphous shape extrudes from the wall. A body made of constantly rotating gears and wheels floats in front of you on brass wings.

Background: At this point, heroes are in the Apparatus itself--the great machine that lies under the entire Secret City. The Apparatus map shows the area where it's possible for creatures larger than Tiny to move through the machinery, but this is by no means clear, open space. Even in those places, gears, axles, and other machinery spin, whirl, and click in never-ending motion.

In order for the Toothed God to supply food, water, and other materials, it must have answers from its servitors. In order to get an answer, it must ask questions. In order to do that, it must have power. The Mages Four could have tapped into the Elemental Planes of Water and Fire, the flows together to create steam. They did not do so for several reasons, including the possible infiltration by elementals and the need to manage the amount of heat, steam, and water present in the Secret City. Instead, they created a living power source--an abomination known as a chichimec. This creature resides in the bowels of the Apparatus.

Moving Through the Apparatus: Treat all squares as difficult terrain. In addition, if someone takes more than a single move action in a round, that person takes 2d6 points of fire and bludgeoning damage from the machinery (chaotic creatures take 2d8 points of fire and bludgeoning damage). This damage can increase based on Heat Damage. If the PCs asked about escape,

the floor remains difficult terrain but no damage occurs if anyone takes more than a single move action in a round.

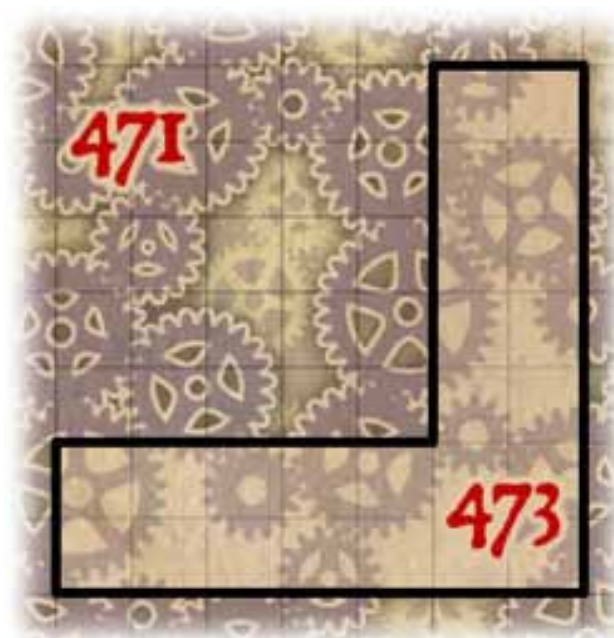
Abomination Engine: Unlike encounters 471, 472, and 474, which can happen anywhere inside the Apparatus, the chichimec is always within or adjacent to this vast bunker within the heart of the Apparatus--although the party can encounter it anywhere along the bunker wall's length. The chichimec can pass through the wall as though it wasn't there. As long as the Apparatus is functioning, all other creatures must succeed at a DC 25 Escape Artist check to do so. Merely attempting this skill check inflicts 4d6 bludgeoning damage on the creature doing so, but succeeding reduces this to 3d6. For every 5 full points by which the check beats the DC, this damage is reduced by another -1d6 until at DC 40 a creature can move into the bunker without taking any damage at all.

Inside the bunker, the gears are less densely packed, but more powerful--this abomination engine is the source that powers all the other turning gears and pumping pistons. Line of sight now extends to 40 feet. However, taking more than one move action now causes an extra +1d8 on top of whatever the normal damage from the gears would be (see "Moving Through the Apparatus" above).

The Mages Four installed the chichimec as the basic power source for the Toothed God. The constantly turning gears on the creature's body set the gears of the Apparatus in motion and keep them turning

ever onward. Without the chichimec, the Apparatus would grind to a halt and the Toothed God would be no more. At that point, the people of the Secret City would have two weeks to figure out some way to get the Apparatus functioning again. Over the course of that time, the city and citizens would receive no new supplies--food and water would become increasingly difficult to find, and the quality of the air would grow staler and staler.

Exactly what solutions will or won't work are left to the GM to adjudicate. Possibilities include summoning another chichimec (or some lesser creature capable of keeping the gears of the Apparatus turning), building a device that will mechanically cause the gears to turn, or finding some other source of power for the Apparatus to run on. None of these are easy to achieve, and the details



of the method are not as important as the creativity and dogged determination of the PCs. For the sake of bookkeeping, finding a solution to permanently replace the chichimec should be the equivalent of an EL 21 encounter. Finding a temporary solution, on the other hand would more likely count as an EL 18 encounter.

If no solution to the problem can be found by the end of the second week, there would be no resources left in the Secret City. Any creature that required air to breathe would begin to suffocate, and those that did not would begin the long grisly process of dying of starvation and dehydration.

The Chichimec: The chichimec is powerful, intelligent, and bored. It is also evil. As a result, its initial attitude toward the party is unfriendly. It will tell the party whatever lies will hurt them the most, up to an including lying about the possibility of escape from the Secret City.

If the party can improve the chichimec's attitude to friendly, it will honestly answer questions about how to escape the Secret City (see area 470 and area 475).

In either of the above two cases, the lonely and bored chichimec stalls and draws out its interaction with the PCs, merely to keep itself entertained. Sprinkle the conversation with frequent questions about the bottled city above the Apparatus, and about the outside world.

If the party has previously interfered with the functioning of the Apparatus, the chichimec knows about it and is hostile. Because the chichimec is physically

connected to the Abomination Engine, it cannot move away from the bunker. However, because of its intimate connection to the Apparatus, the gears here do not block line of effect for the chichimec, and due to its high caster level its spell-like abilities can reach any point in the Apparatus, and its Blindsight ability makes hiding impossible. A hostile chichimec makes any attempt to escape via area 475 into a race against the damage it can inflict from range.

Chichimec: hp 435

Upping the Ante (EL 16): Interfering with the chichimec could draw the attention of four kolyaruts. They would be investigating why the chichimec is having difficulty upholding its side of the ancient instructions to power the Apparatus. If the abomination is still alive, it will of course blame the party for disrupting normal functions, and the kolyaruts will attack the PCs.

Overwhelming the PCs: Under normal circumstances, there can be as many as three ice devils and the elder black pudding in this level. If PCs interfere with the Apparatus, there will also be a nightwalker in the gearworks, and potentially eight or more myrmarchs sent by the Queen. If the GM lets these encounters coalesce into one gigantic combat, it is quite likely to overwhelm the heroes. Unless the PCs' unwise actions dictate such events, be sure to space out the arrival of new creatures by at least a few rounds.

If the PCs use up all their available resources and need to rest, it is possible for them to do so on the platform in area 470, unless the

Queen is actively sending her minions to hunt the group down (in which case that platform is the first place they'll look).

Connections: This encounter connects to areas 471, 472, 474, and 475. See the Map of Level 16.

Pathfinder Stats

Replace all calls for Search, Spot, or Listen checks with Perception checks of the same DC. Replace all calls for Hide checks with Stealth checks of the same DC. Use the Pathfinder version rules for heat dangers. Use the Pathfinder version of the chichimec (see below) and kolyarut. Other than that, no further modifications are needed to run this encounter using Pathfinder.

CHICHIMEC CR 21

Medium Outsider (Air, Evil, Extraplanar) (Neutral Evil)

Initiative +7; **Senses** true seeing at will, blindsight, 500'; **Perception** +28

DEFENSE

AC 39, flatfooted 32, touch 17

hp 435 (27d8+219), fast healing 10

Fort +22, **Ref** +22, **Will** +17

DR 10/good and epic; **SR** 33; **Defensive Abilities** electricity immunity; fire resistance 20, cold resistance 20

OFFENSE

Spd 5 ft., fly 200 ft. (perfect)

Melee 2 primary wing buffets +39 (2d6+12) and 6 secondary wing buffets +37 (1d6+6) and tail slam +37 (1d6+6, plus Charisma drain)

Special Attacks Spell-like abilities, summon air elemental, Charisma drain

STATISTICS

Str 34, **Dex** 25, **Con** 24, **Int** 12, **Wis** 14, **Cha** 30

Base Atk +27; **CMB** +39; **CMD** 46

Feats Alertness, Dodge, Flyby Attack, Improved Bull Rush, Mobility, Multiattack, Power Attack

Epic Feats Blinding Speed (x2)*, Epic Toughness**

Skills Diplomacy +14, Intimidate +40, Jump -3, Knowledge (religion) +31, Knowledge (the planes) +31, Perception +34, Sense Motive +32, Stealth +37

Languages Abyssal, Celestial, Formian, and Infernal

SQ SR 33, DR 10/good and epic, abomination traits***, fast healing 10, electricity immunity, fire resistance 20, cold resistance 20

Spell-Like Abilities At will-darkness, telekinesis, true seeing; 3/day-greater invisibility, control weather, call lightning, lightning bolt, chain lightning, wail of the banshee. Caster level 20th; save DC 20 + spell level. The DC is Charisma-based.

Summon Air Elemental (Sp) Three times per day a chichimec can summon an elder air elemental.

Charisma Drain (Su) This effect permanently reduces a living opponent's Charisma score by 2 points when the chichimec hits with a tail slam, or 4 points on a critical hit. The chichimec heals 10 points of damage, or 20 on a critical hit, whenever it drains

Charisma, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. The attack allows a Fortitude save (DC 33)--on a successful save, only 1 point of Charisma is drained and the chichimec heals 5 points of damage. The DC is Charisma-based.

* Blinding Speed is an epic-level feat. The prerequisite is Dexterity 25 and level 21. It allows you to act as if hasted for 5 rounds each day. The duration of the effect does not have to be consecutive rounds. Activating this power is a free action. You can gain this feat multiple times. Each time you take the feat, it grants an additional 5 rounds to the duration of the effect.

** Epic Toughness is an epic-level feat. The prerequisite is level 21. You gain +30 hit points. You can gain this feat multiple times. The effects stack.

*** Abomination Traits

All abominations are born directly (or indirectly) from a god and some lesser creature (or idea), but none are favored, wanted, or loved. Still, they all share a tiny spark of deific energy, which grants them the qualities described in below.

Immunities (Ex) Abominations are immune to polymorphing, petrification, or any form-altering attack. They are not subject to energy drain, ability drain, or ability damage. They are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and are immune to one of five energy types (specific to the abomination, for chichimecs it is electricity).

Resistances (Ex) Abominations have fire resistance 20, cold resistance 20, and damage reduction of at least 10/epic (certain abominations have higher damage reduction). Abominations all have significant spell resistance. Abominations resist detection, and are all treated as if affected by a nondetection spell of a caster level equal to the abomination's HD.

Special Qualities (Ex) All abominations have the spell-like ability to use true seeing at will. Abominations are not subject to death from massive damage, and they have maximum hit points per Hit Die. Abominations have the blindsight extraordinary ability to a range of 500 feet. When there are epic-level Pathfinder rules, abominations can choose both nonepic and epic feats as part of their feat selection.

Telepathy (Su) Abominations can communicate telepathically with any creature within 1,000 feet that has a language.

Summon Creature (Sp) Abominations can summon creatures associated either with the portfolio of their godly progenitor or with their imprisonment. Summoned creatures serve the abomination without question. Summoned creatures automatically return whence they came after 1 hour, or sooner if slain. See specific abomination entries for additional details on summoning.

Fast Healing and Regeneration Most abominations have some measure of fast healing and regeneration, ranging from 5 to 55 for both abilities. Usually, higher HD abominations have higher values for

fast healing and regeneration, though this not always the case. If an abomination has regeneration, it is usually subject to normal damage from at least two sources, one of which is the antithesis for their subtype, and the other of which is somehow tied to some unique feature of the abomination.

Natural Armor All abominations have some degree of natural armor bonus ranging from +10 to +100. Usually, higher HD abominations have higher natural armor bonuses, but this is not always the case.

Spell-Like Abilities All abominations have access to a variety of spells in the form of spell-like abilities, which they can use as 20th- or higher-level casters, depending on the abomination. No rule governs how many or how few spell-like abilities an abomination may claim.

Unique Abilities All abominations have at least one or more unique abilities tied to their godly parent's portfolio, or to the manner of their incarceration.

Spell Resistance As a general rule of thumb, abominations have spell resistance equal to their CR +12.

Abominations speak Abyssal, Celestial, Infernal, and often a language associated with their imprisonment.

Kolyarut (x4): hp 150

474. THE PATROLMAN (ELI6)

Summary: Within the gears of the Apparatus, the PCs are confronted by a Nightwalker.

Sights and Sounds: Hidden, magical sources provide bright light within the Apparatus. The machinery generates enough heat for the party to break a sweat, but is not hazardous by itself unless the party has damaged the Apparatus (see "Heat Dangers" in area 471). The sound of clacking gears and whirring mechanisms imposes a -5 penalty on Listen checks. The gears also block line of sight beyond 20 feet and impose a -10 penalty on Spot checks made to notice anything within that range. The terrain allows any PC to use a move action to use the gears as cover.

A humanoid giant, taller than a house and composed of pure darkness, lashes out at you from the shadows of the spinning gears.

Background: At this point, heroes are in the Apparatus itself--the great machine that lies under the entire Secret City. The Apparatus map shows the area where it's possible for creatures larger than Tiny to move through the machinery, but this is by no means clear, open space. Even in those places, gears, axles, and other machinery spin, whirl, and click in never-ending motion.

Once heroes ask the Apparatus how to escape the Secret City, the Apparatus slows down (as discussed in area 470). At the same time, a nightwalker appears within the machinery and begins to look for the source of the slow-down.

The Mages Four knew there was a way out of the Secret City. It was an unavoidable consequence of the design. After all, the all-knowing divination device had to be capable of figuring it out or it wouldn't be powerful enough for their purposes. So they designed numerous hazards (as described in areas 470-473) to make using this method of escape particularly challenging. They also designed into the Apparatus a way for it to automatically summon a terrifying creature that would chase troublemakers out of the gear works. That creature is a nightwalker.

Moving Through the Apparatus: Treat all squares as difficult terrain. In addition, if someone takes more than a single move action in a round, that person takes 2d6 points of fire and bludgeoning damage from the machinery (chaotic creatures take 2d8 points of fire and bludgeoning damage). This damage can increase based on Heat Damage. If the PCs asked about escape, the floor remains difficult terrain but no damage occurs if anyone takes more than a single move action in a round.

Patrolman: The nightwalker appears at the indicated spot 1d4 rounds after the party causes the Apparatus to slow down. If there are immediate signs of creatures that have caused the slow down, the nightwalker will immediately move toward them and attack. It's goal is to drive such creatures out of the gear works of the Apparatus, rather than necessarily to kill or injure them. However, it has absolutely no compunction against killing them to achieve its aim. Once

the nightwalker has either chased off or killed the creatures, it will move through the machinery, searching for other such creatures elsewhere in the Apparatus.

If the nightwalker cannot immediately spot any creatures responsible for the slow down, it will instead find the newly appeared piece of paper as it travels through the gears and eventually comes to rest in area 475. It will wait there for one hour, constantly on the lookout for intruding creatures, ready to attack them and drive them from the Apparatus the moment they appear. After that time, the nightwalker will begin to patrol through the gear works, searching for any intruders, returning to area 475 at least once an hour as it does. It continues to patrol in this way for 2d4 hours, after which time it dissipates into smoke.

Nightwalker: hp 178

Upping the Ante (EL 18): To make this encounter more challenging for the PCs, rather than just a single nightwalker appearing, have a pair of them do so. If intruders (that is, the PCs) are immediately noticeable by the creatures, they attack. If not, one of the nightwalkers behaves as described above while the second one begins immediately to patrol the gear works. If either one encounters trouble, it will shout out and the other will come to its aid.

Overwhelming the PCs: Under normal circumstances, there can be as many as three ice devils and the elder black pudding in this level. If PCs interfere with the Apparatus, there will also be a nightwalker

in the gearworks, and potentially eight or more myrmarchs sent by the Queen. If the GM lets these encounters coalesce into one gigantic combat, it is quite likely to overwhelm the heroes. Unless the PCs'



unwise actions dictate such events, be sure to space out the arrival of new creatures by at least a few rounds.

If the PCs use up all their available resources and need to rest, it is possible for them to do so on the platform in area 470, unless the Queen is actively sending her minions to hunt the group down (in which case that platform is the first place they'll look).

Connections: This encounter connects to areas 471, 472, 473, and 475. See the Map of Level 16.

Pathfinder Stats

Replace all calls for Search, Spot, or Listen checks with Perception checks of the same DC. Replace all calls for Hide checks with Stealth checks of the same DC. Use the Pathfinder version rules for heat dangers. Use the Pathfinder version of the nightwalker. Other than that, no further modifications are needed to run this encounter using Pathfinder.

Nightwalker: hp 241

475. ESCAPE (EL 16)

Summary: The PCs find the exit from the Secret City.

Sights and Sounds: Hidden, magical sources provide bright light within the Apparatus. The machinery generates enough heat for the party to break a sweat, but is not hazardous by itself unless the party has damaged the Apparatus (see "Heat Dangers" in area 471). The sound of clacking gears and whirring mechanisms imposes a -5 penalty on Listen checks. The gears also block line of site beyond 20 feet and impose a -10 penalty on Spot checks made to notice anything within that range. The terrain allows any PC to use a move action to use the gears as cover.

The wall of densely packed machinery balloons out creating a triangular shaped chamber that is still passable. As you approach the threshold, ahead you can see a flickering distortion in the air near the far corner. At first, it seems like a heat shimmer, but the effect is somehow different. Still, it clearly warps your view of the gears behind it.

Background: At this point, heroes are in the Apparatus itself--the great machine that lies under the entire Secret City. The Apparatus map shows the area where it's possible for creatures larger than Tiny to move through the machinery, but this is by no means clear, open space. Even in those places, gears, axles, and other machinery spin, whirl, and click in never-ending motion.

This triangular chamber contains a portal that leads from the Secret City to the rest of Dragon's Delve. Normally, the portal is closed. However, when triggered by the arrival of the scrap of paper created when someone asks the Apparatus how to escape the Secret City (see area 470), the portal opens for a time. If the PCs have not asked this question, the portal is closed and completely invisible (no distortion in the air can be seen) and, for all intents, no encounter takes place here.

Moving Through the Apparatus: Treat all squares as difficult terrain. In addition, if someone takes more than a single move action in a round, that person takes 2d6 points of fire and bludgeoning damage from the machinery (chaotic creatures take 2d8 points of fire and bludgeoning damage). This damage can increase based on Heat Damage. If the PCs asked about escape, the floor remains difficult terrain but no damage occurs if anyone takes more than a single move action in a round.

The Portal: Anyone can see the distortion in the air, but only those who succeed at a DC 30 Knowledge (arcana) or Knowledge

(the planes) check recognize it as a portal. Success also reveals that portals of this kind generally require a key in order to use them--some kind of item or marking that allows a creature to pass through them.

When heroes entered the Apparatus, they found a book sitting on a pedestal that closely resembled a book they may have seen elsewhere. If they used the book to ask the Apparatus "How do we escape the Secret City?" (or a similar question), the Apparatus slowed down and a scrap of paper appeared wedged into the nearby gears. That piece of parchment was quickly carried away by the gears, eventually ending up here, stuck like a sheet of paper jammed in a modern photocopier. A successful DC 30 Search check (or DC 35 Spot check) performed in this triangular chamber will allow the PCs to notice the parchment, now moving in a slow circle around a single gear. After the parchment made ten full revolutions in the gear, the portal opened and the distortion in the air became visible. (The chances are good that this happened while the PCs were busy dealing with other encounters but, if not, the GM can allow them to be present when the portal opens.)

Once opened, the portal will remain so for one hour. Then it will close and become invisible again.

This parchment is the key to both opening and using the portal.

Using the Key: Grabbing the parchment requires a must get creature close enough to perform a melee attack against the gear in which the parchment is jammed, then

succeed at one of the following actions: an unarmed melee attack against AC 33; a DC 28 Dexterity check; or a DC 35 Sleight of Hand check. Failure causes the creature to suffer the same effect as it would by making two move actions in a single round (see Moving Through The Apparatus above).

Once the PCs have the parchment, they can see that it bears their original question, written in the same handwriting as it was in the book on the platform. Also on the page, written in the same handwriting, is the sentence, "Let the question carry you to the answer."

A character that is holding the parchment (or a portion of it) can step through the portal and return to Dragon's Delve. Those without any parchment simply pass through the distortion but remain within the Apparatus. When creatures exit via this



portal, they return to their normal sizes and are no longer subject to the accelerated passage of time experienced by those in the Secret City. They reappear in the stairwell leading down from Level 15 to Level 17, just slightly further down the stairs than they were when they were teleported to the Secret City. (For details on how the stairs work, see area 435.)

Connections: This chamber connects to areas 435, 471, 472, 473, and 474. See the Map of Level 16.

Pathfinder Stats

Replace all calls for Search, Spot, or Listen checks with Perception checks of the same DC. Replace all calls for Hide checks with Stealth checks of the same DC. Replace all calls for Knowledge (the planes) checks with Knowledge (planes) checks of the same DC. Use the Pathfinder version rules for heat dangers. Other than that, no further modifications are needed to run this encounter using Pathfinder.

APPENDIX A: MONSTERS & NPCS

Palxen Quarryborn (LE) (room 467)

Male Hobgoblin Monk 15 (Hobgoblin +1)
CR 16

Medium Humanoid

HD 15d8+30 **hp** 94

Init +6 **Speed** 80 ft.

AC 20, touch 20, flat-footed 17

BAB/Grapple +11/+13

Attack Unarmed Strike +16 (2d10+4)

Full Attack Flurry of Blows +15/+15/+15/+10/+5 (2d10+4/19-20) or Unarmed Strike +16/+11/+6 (2d10+4/19-20)

SA Flurry of Blows (2 extra attacks), Ki Strike, Lawful (Su), Ki Strike, Magic (Su), Quivering Palm (Su)

SQ SR 25, Abundant Step (Su), Blind-Fight, Darkvision (60 feet), Diamond Body (Su), Improved Armor Class (+3), Improved Speed (+50 ft), Improved Unarmed Damage (2d6), Purity of Body (Ex), Slow Fall, 70 feet (Ex), Still Mind (Ex), Stunning Fist (DC 21) (16/day), Wholeness of Body (Ex)

Fort +11, **Ref** +11, **Will** +12

Str 15 (17), **Dex** 14, **Con** 14, **Int** 10, **Wis** 16 (18), **Cha** 10

Languages Common, Goblin

Feats: Blind-Fight, Improved Critical - Unarmed Strike, Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Monk Weapon

Proficiencies, Stand Still, Stealthy, Stunning Fist (DC 21) (16/day), Weapon Focus - Unarmed Strike

Crucial Skills Hide +22, Jump +22, Move Silently +26, Sense Motive +21, Spot +21

Other Skills Diplomacy +2

Party Time Mob (Chaotic Neutral)

(room 460)

Males and females of multiple races CR 16
Colossal monstrous humanoid (swarm)

HD 24d8+48 **hp** 156

Init +1 **Speed** 20 feet

AC 17, flatfooted 16, touch 7

BAB/Grapple +16/+38

Attack Swarm (4d6+3 nonlethal, slam plus tangle)

SA Distraction, tangle

SQ Swarm

Fort +26, **Ref** +17, **Will** +17

Str 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

Languages: Common

Possessions: Chainmail, various adventuring possessions

Swarm Traits: The Party Time Mob has the following special qualities.

* In order to attack, the swarm moves into an opponent's space, this provokes an attack of opportunity.

* The swarm can occupy the same space as a creature of any size, since it crawls all over its prey.

* A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so.

* A swarm can move through cracks or holes large enough for its component creatures.

* A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking.

* Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack.

* Swarms are never staggered or reduced to a dying state by damage. In addition, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

* A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate). Because the Party Time swarm has no hive mind, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) are not exceptions to this rule.

* A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn in one of the Party Time mob's squares is nauseated for 1 round; a Fortitude save (DC 20) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC

20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Tangle (Ex): The Party Time mob can make a grapple check against any creature Large or smaller and that is affected by its melee attack. This is a free action. If the swarm succeeds, then the target creature is grappled, while the swarm is not. The grappled creature must move with the swarm until it breaks free, which it can do with an opposed grapple check (the targeted creature may replace its grapple check with an Escape Artist check). If the grappled creature breaks free, it remains within the swarm but can move freely again.

VICROS SILENTALL (LE) (room 466)

Male Gnome Vampire Wizard 14 CR 16
Small Undead (augmented humanoid)

HD 14d12 **hp** 91 **Init** +8 **Speed** 20ft.

AC 21, touch 15, flat-footed 17

BAB/Grapple +8/+7

Attack: Spells or slam +12 (1d6+4 plus energy drain)

Full Attack: slam +12/+7 (1d6+4 plus energy drain once)

SA Spells, blood drain, children of the night, dominate, create spawn, energy drain

SQ DR 10/silver and magic, resist cold 10, resist electricity 10, turn resistance +4, Fast Healing 5, +1 to attack rolls vs Kobolds and Goblinoids, +2 to Fortitude saves while

familiar is within 1 mile, +2 to saves vs illusions, Alternate Form, Deliver Touch Spells Through Familiar (Su), Divination (specialized), Empathic Link (Su), Enchantment (forbidden), Gaseous Form, Illusion spell save DC +1, Scry on Familiar (Sp), Share Spells, Speak with Animals (Ex), Speak With Familiar (Ex), spider climb

Fort +4, **Ref** +10, **Will** +10

Str 18, **Dex** 18, **Con** -, **Int** 19, **Wis** 12, **Cha** 15

Languages Common, Draconic, Elven, Gnome, Goblin

Feats Alertness, Combat Casting, Combat Reflexes, Craft Wand, Craft Wondrous Item, Dodge, Improved Counterspell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell

Crucial Skills Concentration +17, Hide +16, Listen +13, Move Silently +12, Search +12, Sense Motive +9, Spellcraft +21, Spot +11

Other Skills Bluff +10, Decipher Script +21, Diplomacy +10, Gather Information +6, Intimidate +10, Jump -2

Wizard Spells Prepared (CL 14, +9 melee touch, +10 ranged touch):

4 (DC 17, 4/day) --*Arcane Eye* (x2), *Black Tentacles*, *Locate Creature*, *Locate Creature*

3 (DC 16, 5/day) --*Blink*, *Dispel Magic*, *Nondetection*, *Blacklight* (x2)

2 (DC 15, 5/day) --*Detect Thoughts*, *Fox's Cunning*, *Locate Object* (x4)

1 (DC 14, 5/day) --*Disguise Self*, *Identify* (x3), *Mage Armor*, *Magic Missile*

0 (DC 13, 4/day) --*Arcane Mark*, *Detect Magic*, *Mage Hand*, *Message*, *Read Magic*

Spell-Like Abilities:

1/day --Dancing Lights, Ghost Sound, Prestidigitation, Speak with Burrowing Mammal

Familiar: Rat ("Shade")

SHADE (NE)

Male Rat (Rat +1) CR 1/8

Tiny Magical Beast

Hp 35 (half master's) **Init** +2

Speed 15ft., Climbing (15 feet), Swimming (15 feet)

AC 21, touch 14, flat-footed 19

BAB/Grapple +9/-5

Attack Bite (Rat) +11 (1d3-4)

Full Attack Bite (Rat) +11/+6 (1d3-4)

SA: Deliver touch spells for master

SQ: SR 19, Improved Evasion (Ex), Low-Light Vision, Scent (Ex)

Fort +4, **Ref** +8, **Will** +10

Str 2, **Dex** 15, **Con** 10, **Int** 12, **Wis** 12, **Cha** 2

Languages Common

Feats Stealthy, Weapon Finesse

Crucial Skills Balance +10, Climb +12, Hide +16, Jump -10, Listen +3, Move Silently +10, Spot +3, Swim +10

Other Skills Concentration +17, Decipher Script +18, Diplomacy +1, Gather Information +0, Intimidate -1, Spellcraft +18

Xyrstina Songsteel, hybrid form (Neutral) (room 468)

Female Human Ranger 11 (Weretiger Template, Afflicted) CR 16

Large Humanoid (Human, Shapechanger)

HD (17d8+85) **Hp** 109

Init +9 **Speed** 30 ft.

AC 20, touch 14, flat-footed 15

BAB/Grapple +14/+28

Attack +18 (1d8+4, bite)

Full Attack +23/+18/+13 (1d6+11, +2 axiomatic dagger) and +23/+18/+13 (1d6+6, +2 axiomatic dagger) and +18 (1d8+4, bite)

SA Blind-fight, favored enemy +2 (elementals), favored enemy +2 (humans), favored enemy +4 (outsiders, chaotic), two-weapon fighting,

SQ DR 5/silver, Change Forms (Su), Evasion (Ex), Lycanthropic Empathy (Ex), Scent, Swift Tracker (Ex), Wild Empathy (Ex), Woodland Stride (Ex)

Fort +17, **Ref** +17, **Will** +8

Str 28, **Dex** 20, **Con** 20, **Int** 10, **Wis** 12, **Cha** 10

Languages Common

Feats Alertness, Armor Proficiency (Light), Blind-Fight, Endurance, Greater Two-weapon Fighting, Improved Initiative, Improved Two-weapon Fighting, Iron Will, Track, Two-weapon Defense, Two-weapon Fighting, Urban Tracking, Weapon Finesse

Crucial Skills: Hide +21, Listen +17, Move Silently +25, Search +14, Spot +17

Skills: Control Shape +15, Survival +15

Ranger Spells Prepared (CL 11, +23 melee touch, +19 ranged touch):

2 (DC 13, 1/day) --*Cure Light Wounds*

1 (DC 12, 2/day) --*Entangle, Read Magic*

Possessions: +2 *axiomatic dagger* x2, +2 *mithral chain shirt*

Pathfinder Stats

ARCHON, HOUND CR 17 (room 461)

Male Archon, Hound Paladin 14

LG Medium Outsider (Archon, Extraplanar, Good, Lawful)

Init +4; **Senses** Darkvision (60 feet), Low-Light Vision, Scent; Perception +11

Aura Aura of Menace (40 feet) (DC 25)

DEFENSE

AC 31, touch 10, flat-footed 31 (+12 armor, +9 natural)

hp 183 (20d10+60)

Fort +20, **Ref** +12, **Will** +18

Defensive Abilities Poison Resistance +4; DR 10/evil; Immune charm, fear, disease, electricity, petrification; SR 15

OFFENSE

Spd 30 ft.

Melee Bite (Archon, Hound) +21 (1d8+3/20/x2) and Masterwork Cold Iron Greatsword +28/+23/+18/+13 (2d6+9/19-20/x2) and Slam (Archon, Hound) +21 (1d4+3/20/x2)

Special Attacks Aura of Faith, Smite Evil (5/day)

Spell-Like Abilities Aid (At will), Continual Flame (At will), Detect Evil (At will), Detect Evil (Constant), Greater Teleport (at will), Magic Circle against Evil (Constant), Message (At will)

Paladin Spells Known (CL 11, 26 melee touch, 20 ranged touch):

4 (1/day) *Cure Serious Wounds* (DC 17)

3 (2/day) *Prayer, Magic Circle against Evil* (DC 16)

2 (3/day) *Resist Energy* (DC 15), *Remove Paralysis* (DC 15), *Shield Other* (DC 15)

1 (4/day) *Protection from Evil* (DC 14), *Restoration, Lesser* (DC 14), *Bless*

STATISTICS

Str 22, **Dex** 10, **Con** 16, **Int** 8, **Wis** 14, **Cha** 16

Base Atk +20; **CMB** +26; **CMD** 36

Feats Channeled Revival, Cleave, Flanking Foil, Improved Initiative, Iron Will, Power Attack -6/+12, Reward of Grace, Strike Back, Weapon Focus: Greatsword, Word of Healing

Skills Acrobatics +4, Climb +1, Diplomacy +19, Escape Artist -5, Fly -5, Intimidate +12, Perception +11, Ride -5, Sense Motive +14, Stealth +8, Survival +15, Swim +1

Languages Celestial, Draconic, Infernal; Truespeech

SQ Aura of Courage (10' radius) (Su), Aura of Good (Ex), Aura of Justice (Su), Aura of Resolve (10' radius) (Su), Change Shape (any Small to Large canine, beast shape II) (Su), Channel Positive Energy 7d6 (5/day) (DC 20) (Su), Divine Grace (Su), Divine Weapon +4 (14 minutes) (3/day) (Sp), Lay

on Hands (7d6) (10/day) (Su), Mercy: Dazed (Su), Mercy: Poisoned (Su), Mercy: Shaken (Su), Mercy: Stunned (Su)

Combat Gear +3 *Full Plate*, Masterwork Cold Iron Greatsword

SPECIAL ABILITIES

Aura of Courage (10' radius) (Su) You are immune to Fear. Allies within 10 feet save at +4 vs Fear.

Aura of Faith (Su) Your weapons, and attacks against enemies within 10' of you are considered good-aligned for the purpose of overcoming damage reduction.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Aura of Justice (Su) You may expend two uses of your Smite Evil ability to allow your allies within 10' to Smite evil, using your bonuses.

Aura of Menace (40 feet) (DC 25) (Su) Hostile creatures must save or take a -2 to attacks, AC, and saves for 24 hours.

Aura of Resolve (10' radius) (Su) You are immune to charm spells, your allies gain a +4 bonus to saves vs. charm.

Change Shape (any Small to Large canine, beast shape II) (Su) You can change your form.

Channel Positive Energy 7d6 (5/day) (DC 20) (Su) A good cleric can channel positive energy to heal the living and injure the undead; an evil cleric can channel negative energy to injure the living and heal the undead.

Channeled Revival May expend channel energy to cast breath of life

Cleave If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.

Damage Reduction (10/evil) You have Damage Reduction against all except Evil attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Detect Evil (At will) (Sp) You can use Detect Evil at will (as the spell).

Divine Grace (Su) You gain your Charisma Bonus as a bonus to all saving throws.

Divine Weapon +4 (14 minutes) (3/day) (Sp) You can enhance your weapon for 1 minute per level one or more times per day.

Flanking Foil Foes you strike lose their flanking bonus against you

Greater Teleport (at will) (Su) Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.

Immune to Charm You are immune to charm effects.

Immune to Fear (Ex) You are immune to all fear effects.

Immunity to Disease You are immune to diseases.

Immunity to Electricity You are immune to electricity damage.

Immunity to Petrification You are immune to Petrification.

Lay on Hands (7d6) (10/day) (Su) You can heal 7d6 damage, 10/day

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Mercy: Dazed (Su) When you use your lay on hands ability, it also removes the dazed condition.

Mercy: Poisoned (Su) When you use your lay on hands ability, it also neutralizes poisons, as per the neutralize poison spell at a caster level of your Paladin level.

Mercy: Shaken (Su) When you use your lay on hands ability, it also removes the shaken condition.

Mercy: Stunned (Su) When you use your lay on hands ability, it also removes the stunned condition.

Poison Resistance +4 (Ex) You have the listed resistance to poison.

Power Attack -6/+12 You can subtract from your attack roll to add to your damage.

Reward of Grace With each use of lay on hands, gain a +1 sacred bonus on attack rolls

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Smite Evil (5/day) (Su) +3 to hit, +14 to damage, +3 deflection bonus to AC when used.

Spell Resistance (15) You have Spell Resistance.

Strike Back A readied melee attack can be used against a foe whose reach allows them to attack you, but whom you could not attack.

Truespeech (Su) Speak with any creature that has a language.

Word of Healing Use lay on hands from a distance

CHICHIMEC CR 21 (room 473)

Medium Outsider (Air, Evil, Extraplanar)
(Neutral Evil)

Initiative +7; **Senses** true seeing at will, blindsight, 500'; Perception +28

DEFENSE

AC 39, flatfooted 32, touch 17

hp 435 (27d8+219), fast healing 10

Fort +22, **Ref** +22, **Will** +17

DR 10/good and epic; **SR** 33; Defensive Abilities electricity immunity; fire resistance 20, cold resistance 20

OFFENSE

Spd 5 ft., fly 200 ft. (perfect)

Melee 2 primary wing buffets +39 (2d6+12) and 6 secondary wing buffets +37 (1d6+6) and tail slam +37 (1d6+6, plus Charisma drain)

Special Attacks Spell-like abilities, summon air elemental, Charisma drain

STATISTICS

Str 34, **Dex** 25, **Con** 24, **Int** 12, **Wis** 14, **Cha** 30

Base Atk +27; **CMB** +39; **CMD** 46

Feats Alertness, Dodge, Flyby Attack, Improved Bull Rush, Mobility, Multiattack, Power Attack

Epic Feats Blinding Speed (x2)*, Epic Toughness**

Skills Diplomacy +14, Intimidate +40, Jump -3, Knowledge (religion) +31, Knowledge (the planes) +31, Perception +34, Sense Motive +32, Stealth +37

Languages Abyssal, Celestial, Formian, and Infernal

SQ SR 33, DR 10/good and epic, abomination traits***, fast healing 10, electricity immunity, fire resistance 20, cold resistance 20

Spell-Like Abilities At will-darkness, telekinesis, true seeing; 3/day-greater invisibility, control weather, call lightning, lightning bolt, chain lightning, wail of the banshee. Caster level 20th; save DC 20 + spell level. The DC is Charisma-based.

Summon Air Elemental (Sp) Three times per day a chichimec can summon an elder air elemental.

Charisma Drain (Su) This effect permanently reduces a living opponent's Charisma score by 2 points when the chichimec hits with a tail slam, or 4 points on a critical hit. The chichimec heals 10 points of damage, or 20 on a critical hit, whenever it drains Charisma, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. The attack allows a Fortitude save (DC 33)--on a successful save, only 1 point of Charisma is drained and the chichimec heals 5 points of damage. The DC is Charisma-based.

* Blinding Speed is an epic-level feat. The prerequisite is Dexterity 25 and level 21. It allows you to act as if hasted for 5 rounds each day. The duration of the effect does not have to be consecutive rounds. Activating this power is a free action. You can gain this feat multiple times. Each time you take the feat, it grants an additional 5 rounds to the duration of the effect.

** Epic Toughness is an epic-level feat. The prerequisite is level 21. You gain +30 hit points. You can gain this feat multiple times. The effects stack.

*** Abomination Traits

All abominations are born directly (or indirectly) from a god and some lesser creature (or idea), but none are favored, wanted, or loved. Still, they all share a tiny spark of deific energy, which grants them the qualities described in below.

Immunities (Ex) Abominations are immune to polymorphing, petrification, or any form-altering attack. They are not subject to energy drain, ability drain, or ability damage. They are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and are immune to one of five energy types (specific to the abomination, for chichimecs it is electricity).

Resistances (Ex) Abominations have fire resistance 20, cold resistance 20, and damage reduction of at least 10/epic (certain abominations have higher damage reduction). Abominations all have significant spell resistance. Abominations resist detection, and are all treated as if affected by a nondetection spell of a caster level equal to the abomination's HD.

Special Qualities (Ex) All abominations have the spell-like ability to use true seeing at will. Abominations are not subject to death from massive damage, and they have maximum hit points per Hit Die. Abominations have the blindsight extraordinary ability to a range of 500 feet. When there are epic-level Pathfinder

rules, abominations can choose both nonepic and epic feats as part of their feat selection.

Telepathy (Su) Abominations can communicate telepathically with any creature within 1,000 feet that has a language.

Summon Creature (Sp) Abominations can summon creatures associated either with the portfolio of their godly progenitor or with their imprisonment. Summoned creatures serve the abomination without question. Summoned creatures automatically return whence they came after 1 hour, or sooner if slain. See specific abomination entries for additional details on summoning.

Fast Healing and Regeneration Most abominations have some measure of fast healing and regeneration, ranging from 5 to 55 for both abilities. Usually, higher HD abominations have higher values for fast healing and regeneration, though this not always the case. If an abomination has regeneration, it is usually subject to normal damage from at least two sources, one of which is the antithesis for their subtype, and the other of which is somehow tied to some unique feature of the abomination.

Natural Armor All abominations have some degree of natural armor bonus ranging from +10 to +100. Usually, higher HD abominations have higher natural armor bonuses, but this is not always the case.

Spell-Like Abilities All abominations have access to a variety of spells in the form of spell-like abilities, which they can use as 20th- or higher-level casters, depending

on the abomination. No rule governs how many or how few spell-like abilities an abomination may claim.

Unique Abilities All abominations have at least one or more unique abilities tied to their godly parent's portfolio, or to the manner of their incarceration.

Spell Resistance As a general rule of thumb, abominations have spell resistance equal to their CR +12.

Abominations speak Abyssal, Celestial, Infernal, and often a language associated with their imprisonment.

ELDER BLACK PUDDING CR 12

(room 472)

Gargantuan Ooze (Neutral)

Initiative -5; **Senses** Blindsight 60'

DEFENSE

AC 1, flatfooted 1, touch 1

hp 290 (20d10+180)

Fort +15, **Ref** +1, **Will** +1

Defensive Abilities Split, ooze traits

OFFENSE

Spd 20 ft., climb 20 ft.

Melee slam +19 (3d6+12 plus 3d6 acid)

Space 20 ft.; **Reach** 20 ft.

Special Attacks Acid, constrict 2d8+12 plus 2d6 acid, grab

STATISTICS

Str 26, **Dex** 1, **Con** 28, **Int** 0, **Wis** 1, **Cha** 1

Base Atk +15; **CMB** +27 (+31 when making grapple checks); **CMD** 32

Feats --

Skills Climb +16

Languages --

SQ Ooze traits, suction

FORMIAN MYRMARCH CR 10 (rm 463)

LB Outsider (native) 10

Init +8; **Senses** Perception +16 (darkvision)

DEFENSE

AC 29, touch 14, flatfooted 24 (+4 Dex, +1 dodge, +1 size, 15 natural)

hp 95 (10d10+40)

Fort +11, **Ref** +7, **Will** +10

OFFENSE

Spd 30 ft.

Melee Sting +19 (2d4+9 plus poison), bite +13 (2d6+3)

Ranged Javelin +13/+8 (1d6+6)

STATISTICS

Str 23, **Dex** 18, **Con** 18, **Int** 16, **Wis** 16, **Cha** 17

Base Atk +10; **CMB** +15; **CMD** 30

Feats Dodge (B), Improved Initiative, Mobility, Multiattack, Spring Attack, Step Up, Weapon Focus (sting)(B)

Skills Acrobatics +14, Appraise +16, Climb +19, Diplomacy +16, Intimidate +13, Knowledge (planes) +16, Perception +16, Sense Motive +16, Stealth +13, Survival +16

Languages Aklo, Celestial, Common, Infernal

SPECIAL ABILITIES

Poison (Ex): Injury; save Fort DC 19; frequency 1/round for 8 rounds; effect 1d4 Dex damage; cure 1 save.

Spell-Like Abilities: At will—charm monster (DC 17), clairaudience/clairvoyance, detect chaos, detect thoughts (DC 15), magic circle against chaos, greater teleport; 1/day—dictum (DC 20), order's wrath (DC 17). Caster level 10th. The save DCs are Charismabased.

Warrior's Sting (Su): The sting of a myrmarch is treated as a magic weapon, with a +1 enhancement bonus per 3 HD. Upon the myrmarch's death, the sting becomes mundane.

FORMIAN QUEEN CR 18 (room 465)

LN Large Outsider (native)

Init 5; **Senses** Perception +32

DEFENSE

AC 24, touch 4, flatfooted 24 (5 Dex, +20 natural, -1 size)

hp 210 (20d10+100)

Fort +13, **Ref** +7, **Will** +19

OFFENSE

Spd 0 ft.

Melee None

Space 10 ft.; **Reach** 10 ft.

Spells Known (CL 17, +14 ranged touch):

8 (4/day) *Charm Monster*, *Mass* (DC 25), *Prismatic Wall* (DC 23)

7 (6/day) *Summon Monster VII*, *Waves of Exhaustion*, *Vision*

6 (6/day) *Analyze Dweomer* (DC 21), *Geas/Quest*, *Repulsion* (DC 21)

5 (7/day) *Cone of Cold* (DC 20), *Dismissal* (DC 20), *Teleport*, *Wall of Force*

4 (7/day) *Black Tentacles*, *Confusion* (DC 21), *Detect Scrying*, *Scrying* (DC 19)

3 (7/day) *Displacement* (DC 18), *Dispel Magic*, *Haste* (DC 18), *Slow* (DC 18)

2 (7/day) *Hypnotic Pattern* (DC 17), *Invisibility*, *Protection from Arrows*, *Resist Energy*, *Scorching Ray*

1 (8/day) *Charm Person* (DC 18), *Identify*, *Mage Armor*, *Magic Missile*, *Shield*

0 (at will) *Acid Splash*, *Arcane Mark*, *Daze* (DC 15), *Detect Magic*, *Detect Poison*, *Light*, *Mage Hand*, *Read Magic*, *Touch of Fatigue* (DC 15)

STATISTICS

Str –, **Dex** –, **Con** 20, **Int** 20, **Wis** 20, **Cha** 21

Base Atk +20; **CMB** +15; **CMD** 20

Feats Alertness, Combat Casting, Craft Wand, Eschew Materials, Great Fortitude, Greater Spell Focus: Enchantment, Improved Counterspell, Iron Will, Maximize Spell, Spell Focus: Enchantment

Skills Appraise +25, Bluff +28, Diplomacy +25, Intimidate +28, Knowledge (arcana) +25, Knowledge (history) +25, Knowledge (planes) +28, Perception +32, Sense Motive +32, Spellcraft +25, Use Magic Device +25

Languages Common

SPECIAL ABILITIES

The formian queen casts spells as a 17th level sorcerer.

Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 30, telepathy

Spell-Like Abilities

At will—calm emotions (DC 17), charm monster (DC 19), clairaudience/clairvoyance, detect chaos, detect thoughts, dictum (DC 22), divination, hold monster (DC 20), magic circle against chaos, order's wrath (DC 19), shield of law (DC 23), true seeing. Caster level 17th. The save DCs are Charisma-based.

Telepathy (Su): The queen can communicate telepathically with any intelligent creature within 50 miles whose presence she is aware of.

FORMIAN TASKMASTER CR 7

(room 464)

LN Medium Outsider (native)

Init +7; **Senses** Perception +13 (darkvision)

DEFENSE

AC 20, touch 14, flatfooted 16 (+3 Dex, +6 natural, +1 dodge)

hp 52 (7d10+14)

Fort +4, **Ref** +8, **Will** +10

Immunity Poison, petrification, cold; Resistances Electricity 10, fire 10, sonic 10

OFFENSE

Spd 30 ft.

Melee Sting +11/+6 (2d4+6 plus poison)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 11, **Wis** 16, **Cha** 19

Base Atk +7; **CMB** +11; **CMD** 25

SQ Hive mind, telepathy 100 ft.

Feats Ability Focus: Dominate Creature, Dodge, Improved Initiative, Iron Will

Skills Bluff +7, Climb +14, Diplomacy +11, Intimidate +14, Perception +13, Sense Motive +13, Stealth +13, Survival +10

SPECIAL ABILITIES

Lawmaster (Su): A formian taskmaster's natural weapons, as well as any weapons it wields, are treated as lawfulaligned for the purpose of overcoming damage reduction.

Dominate Creature (Su): A taskmaster can use a dominate creature ability at will. This acts as the dominate monster spell cast by a 10thlevel sorcerer (Will DC 21 negates), although the subject may only be up to Large size and the creatures can always be controlled as if they and the taskmaster have a common language. Creatures that successfully save cannot be affected by the same taskmaster's dominate creature ability for 24 hours. A single taskmaster can dominate a maximum of four subjects at a time. If a fifth creature is dominated, the effect ends on the creature that has been dominated the longest. The save DC is Charismabased.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4), and this is included in the value of its CR

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitutionbased.

PALXEN QUARRYBORN CR 16

(room 467)

Male Hobgoblin Monk 17

LE Medium Humanoid (Goblinoid)

Init +2; **Senses** Darkvision (60 feet); Perception +28

DEFENSE

AC 22, touch 22, flat-footed 19 (+2 Dex, +1 dodge)

hp 114 (17d8+34)

Fort +12, **Ref** +12, **Will** +14

Defensive Abilities Evasion, Improved Evasion; Immune Diamond Body, disease, poison; SR 27

OFFENSE

Spd 90 ft.

Melee Unarmed Strike +17/+12/+7 (2d10+4/19-20/x2)

Special Attacks Flurry of Blows +15/+15/+10/+10/+5/+5/+0, Ki Strike, Adamantine; Ki Strike, Lawful; Ki Strike, Magic; Quivering Palm (1/week) (DC 22)

STATISTICS

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

Base Atk +12; **CMB** +21 (+23 Disarming, +23 Tripping); **CMD** 38 (40 vs. Disarm, 40 vs. Trip)

Feats Alertness, Blind-Fight, Combat Reflexes (3 AoO/round), Dodge, Improved Critical: Unarmed Strike, Improved Disarm, Improved Trip, Improved Unarmed Strike, Mobility, Monk Weapon Proficiencies,

Spring Attack, Stand Still, Stealthy, Strike Back, Stunning Fist (18/day) (DC 23), Vital Strike, Weapon Focus: Unarmed Strike

Skills Acrobatics +22, Climb +12, Diplomacy +6, Escape Artist +4, Intimidate +9, Perception +28, Sense Motive +28, Stealth +30

Languages Common, Goblin

SQ Abundant Step (Su), AC Bonus +8, Fast Movement (+50'), High Jump (+17) (Ex), Ki Defense (Su), Ki Pool (Su), Maneuver Training (Ex), Purity of Body (Ex), Slow Fall 80' (Ex), Still Mind (Ex), Stunning Fist (Stun, Fatigue, Sicken, Stagger, Blind, Deafen) (Ex), Timeless Body (Ex), Tongue of the Sun and Moon (Ex), Unarmed Strike (2d8), Wholeness of Body (17 HP/use) (Su)

Other Gear *Belt of Giant Strength*, +2; *Ioun Stone*, *Incandescent Blue Sphere*; Robe, Monk's; *Slippers of Spider Climbing*

PARTY TIME MOB CR 16 (room 460)

Males and females of multiple races
Colossal monstrous humanoid (swarm)

Initiative +1; **Perception** +1

DEFENSE

AC 17, flatfooted 16, touch 7

hp 156 (24d8+48)

Fort +26, **Ref** +17, **Will** +17

Defensive Abilities See Swarm Traits

OFFENSE

Spd 20 ft.

Melee Swarm (4d6+3 nonlethal, slam plus tangle)

Special Attacks Distraction, tangle

STATISTICS

Str 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +16; **CMB** +26; **CMD** 37

Languages Common

SQ Swarm

Swarm Traits: The Party Time Mob has the following special qualities.

* In order to attack, the swarm moves into an opponent's space, this provokes an attack of opportunity.

* The swarm can occupy the same space as a creature of any size, since it crawls all over its prey.

* A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so.

* A swarm can move through cracks or holes large enough for its component creatures.

* A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking.

* Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack.

* Swarms are never staggered or reduced to a dying state by damage. In addition, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

* A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells

such as disintegrate). Because the Party Time swarm has no hive mind, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) are not exceptions to this rule.

* A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

STONE GOLEM DEFENDER

CR 15 (room 458)

NN Large Construct

Init +1; **Senses** Darkvision (60 feet), LowLight Vision; **Perception** +2

DEFENSE

AC 28, touch 10, flatfooted 27 (+1 Dex, 1 size, +18 natural)

hp 139 (19d10)

Fort +8, **Ref** +6, **Will** +7

Defensive Abilities Resolve (3/day), Self Reliant; **DR** 10/adamantine; **Immune** Construct Traits (+30 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, Immunity to Magic, mindaffecting, nonlethal damage, paralysis, poison, sleep, stunning

OFFENSE

Spd 20 ft.

Melee Sword, Bastard +30/+25/+20/+15 (2d8+18/1920/x2) or Unarmed Strike +30/+25/+20/+15 (1d4+12/20/x2)

Space 10 ft.; **Reach** 10 ft.

Special Attacks Challenge +5/+2 (2/day), Slow (DC 19)

STATISTICS

Str 34, **Dex** 13, **Con** -, **Int**, **Wis** 14, **Cha** 3

Base Atk +19; **CMB** +32; **CMD** 43

Feats none

Skills Fly 1, Stealth 3

Languages Common

SQ Banner +2/+1 (Ex), Weapon Expertise: Sword, Bastard (Ex)

Combat Gear Sword, Bastard;

SPECIAL ABILITIES

Banner +2/+1 (Ex): Allies who can see the stone guardian's banner gain +2 save vs. fear & +1 to hit while charging.

Guardian's Challenge +5/+2 (2/day) (Ex): +5 to damage target, 2 AC vs. others when used

Slow (DC 19) (Su) A stone gaurdian can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution.

Weapon Expertise: Sword, Bastard (Ex): The stone gaurdian can quick draw the chosen weapon, and gain +2 to confirm critical hits.

If the Upping The Ante option is put into play, use the Pathfinder version of the Zelekhut.

VICROS SILENTALL (LE) CR 16

(room 466)

Male Gnome Vampire Wizard 14

Small Undead (augmented humanoid)

Init +15; **Senses** Darkvision (60 feet), Low-Light Vision; Perception +25

DEFENSE

AC 22, touch 16, flat-footed 17

hp 100 (15d6+45); Fast Healing 5

Fort +7, **Ref** +11, **Will** +10

DR Channel Resistance +4, Defensive Training; DR 10/magic, 10/silver; Immune Undead Traits; Resist cold 10, electricity 10

OFFENSE

Speed 20ft.

Melee Slam (Vampire) +12 (1d3+6/20/x2) and Unarmed Strike +12/+7 (1d2+4/20/x2)

Special Attacks Blood Drain, Children of the Night (1/day), Create Spawn, Dominate (DC 19), Energy Drain (2 levels) (DC 19)

Spell-Like Abilities Dancing Lights (1/day), Ghost Sound (1/day), Prestidigitation (1/day), Speak with Animals (1/day)

Wizard Spells Known (CL 15, 12 melee touch, 12 ranged touch):

8 (1/day) *Discern Location* (x2)

7 (2/day) *Phase Door*, *Limited Wish*, *Scrying*, *Greater* (DC 21)

6 (3/day) *Antimagic Field*, *Analyze Dweomer* (DC 20), *Circle of Death* (DC 20), *Legend Lore*

5 (4/day) *Break Enchantment* (DC 19), *Teleport*, *Contact Other Plane*, *Mage's Faithful Hound*, *Prying Eyes*

4 (5/day) *Black Tentacles*, *Dimension Door*, *Remove Curse*, *Arcane Eye*, *Bestow Curse* (DC 18), *Locate Creature*

3 (5/day) *Lightning Bolt* (DC 18), *Dispel Magic* (x2), *Arcane Sight*, *Invisibility Sphere*, *Non-detection*

2 (5/day) *Detect Thoughts* (DC 16) (x2), *Glitterdust* (DC 16), *Locate Object* (x3)

1 (5/day) *Identify* (x3), *Magic Missile*, *Disguise Self*, *Mage Armor*

0 (at will) *Flare* (DC 15), *Detect Magic*, *Arcane Mark*, *Read Magic*

STATISTICS

Str 18 **Dex** 18 **Con** - **Int** 19 **Wis** 12 **Cha** 15

Base Atk +7; **CMB** +10; **CMD** 25

Feats Alertness, Combat Casting, Combat Reflexes (5 AoO/round), Craft Wand, Craft Wondrous Item, Dodge, Improved Counterspell, Improved Initiative, Lightning Reflexes, Mobility, Persuasive, Scribe Scroll, Silent Spell, Spell Focus: Evocation, Spell Penetration, Stealthy, Toughness +15, Wind Stance, Wizard Weapon Proficiencies

Skills Appraise +20, Bluff +21, Diplomacy +21, Escape Artist +6, Fly +20, Intimidate +21, Perception +25, Sense Motive +24, Spellcraft +22, Stealth +22

Languages Common, Draconic, Dwarven, Elven, Gnome, Goblin, Sylvan

SQ +2 to Fortitude saves, Change Shape (dire bat or wolf, beast shape II) (Su), Deliver Touch Spells Through Familiar (Su), Divination, Diviner's Fortune +7 (7/day) (Sp), Empathic Link with Familiar (Su), Enchantment, Forewarned +7 (Su), Gaseous Form (Su),

Gnome Magic, Hatred, Illusion Resistance, Scry on Familiar (1/day) (Sp), Scrying Adept (Su), Share Spells with Familiar, Speak with Animals (Ex), Speak With Familiar (Ex), Spider Climb (Ex), Transmutation

Possessions Familiar (rat named "Shade")

SHADE CR 1/4

Male Rat

NE Tiny Magical Beast

Initiative +2; **Senses** Low-Light Vision, Scent; Perception +14

DEFENSE

AC 22, touch 14, flat-footed 20

hp 50 (half master's hp)

Fort +5, **Ref** +7, **Will** +10

SR 20

OFFENSE

Spd 15 ft., Climbing (15 feet), Swimming (15 feet)

Melee Bite (Rat) +11 (1d3-4/20/x2) and Unarmed Strike +11/+6 (1-4/20/x2)

Space 2 ft.; Reach 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 11, **Int** 13, **Wis** 13, **Cha** 2

Base Atk +7; **CMB** +7; **CMD** 13 (17 vs. Trip)

Feats Weapon Finesse

Skills Acrobatics +6, Appraise +14, Bluff +7, Climb +10, Diplomacy +11, Fly +20, Intimidate +11, Perception +14, Sense Motive +12, Spellcraft +16, Stealth +21, Swim +10

SQ Improved Evasion (Ex)

XYRSTINA SONGSTEEL CR 16

(room 468)

Female Human Ranger 16

TN Large Humanoid (Human, Shapechanger) (Weretiger, Afflicted)

Init +5; **Senses** Low-Light Vision, Scent; Perception +21

DEFENSE

AC 27, touch 15, flat-footed 21

hp 157 (16d10+80)

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

Defensive Abilities Evasion, Improved Evasion; DR 5/silver

OFFENSE

Spd 30 ft.

Melee +2 *Axiomatic Dagger* +23/+18/+13/+8 (1d6+9/19-20/x2) and +2 *Axiomatic Dagger* +23/+18/+13 (1d6+5/19-20/x2) and **Bite** (Weretiger, Afflicted) +17 (3d6+3/20/x2) and **Rake** x2 (Weretiger, Afflicted) +17 x2 (2d6+3/20/x2)

Special Attacks Grab, Pounce

Ranger Spells Known (CL 13, 22 melee touch, 20 ranged touch):

4 (1/day) --*Cure Serious Wounds* (DC 16)

3 (2/day) --*Neutralize Poison, Remove Disease*

2 (4/day) --*Barkskin, Bear's Endurance* (DC 14), *Cat's Grace* (DC 14), *Cure Light Wounds* (DC 14)

1 (4/day) --*Resist Energy, Endure Elements, Entangle* (DC 13), *Read Magic*

STATISTICS

Str 13/25, **Dex** 20, **Con** 18/20, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +16; **CMB** +24 (+28 Grappling); **CMD** 40

Feats Acrobatic Steps, Dodge, Endurance, Greater Two-weapon Fighting, Improved Two-weapon Fighting, Mobility, Nimble Moves, Spring Attack, Stealthy, Two-weapon Defense, Two-weapon Fighting, Two weapon Rend, Weapon Finesse, Weapon Focus: Dagger

Skills Acrobatics +25, Bluff +7, Climb +18, Diplomacy +15, Escape Artist +7, Fly +3, Intimidate +18, Perception +21, Sense Motive +18, Stealth +28, Survival +21

Languages Common

SQ +4 Stealth in undergrowth, Camouflage (Ex), Change Forms (Su), Enemies: Humanoids (Human) (+2 bonus) (Ex), Enemies: Outsiders (Chaotic) (+6 bonus) (Ex), Enemies: Outsiders (Earth) (+4 bonus) (Ex), Enemies: Vermin (+2 bonus) (Ex), Hunting Companions (2 rounds) (Ex), Lycanthropic Empathy +19 (Ex), Quarry, Swift Tracker (Ex), Terrains: Desert (+2 bonus) (Ex), Terrains: Underground (+4 bonus) (Ex), Terrains: Urban (+4 bonus) (Ex), Track +8, Wild Empathy +15 (Ex), Woodland Stride (Ex)

Combat Gear +2 *Axiomatic Dagger*, +2 *Axiomatic Dagger*, +2 *Mithral Chain Shirt*

APPENDIX B: SPELLS & MAGIC

ITEMS

Search Globe (wondrous item)

Following the guidance of a search globe is part of a move action, and must be held in one hand while in use. Search globes only function within the Library Archives of the Secret City.

Faint divination; CL 5th; Craft Wondrous Item; locate object; Price 3600gp

SPELLS

Epic Banish

Abjuration

Spellcraft DC: 43

Components: None

Casting Time: 1 minute

Range 75 ft.

Area: 20 ft. radius

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell forces extraplanar creatures out of the caster's home plane. The caster can banish up to 14 HD of extraplanar creatures.

Resource Cost to Develop: 387,000 gp

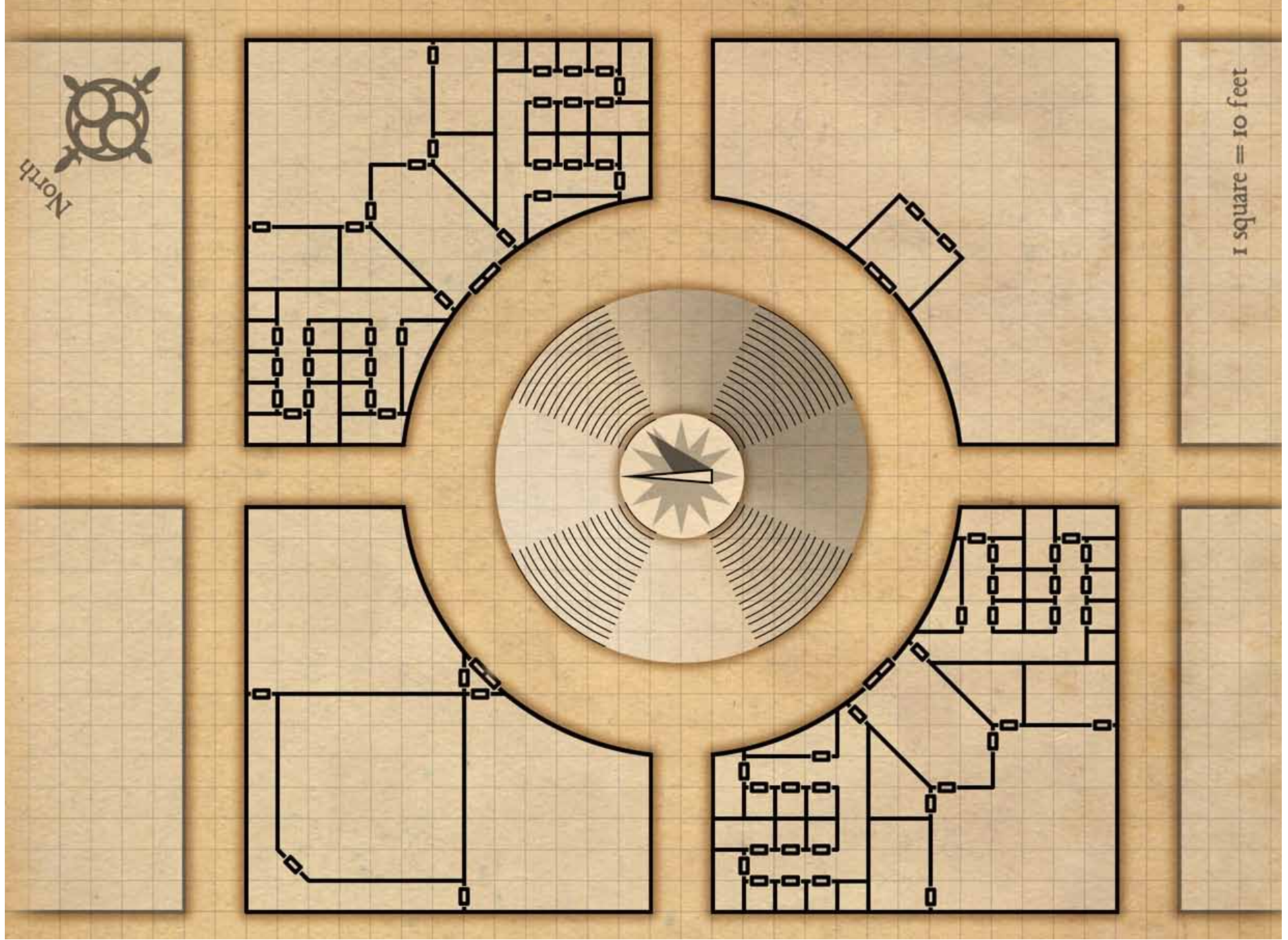
XP Cost to Develop: 15,480 XP

Development Time: 8 days

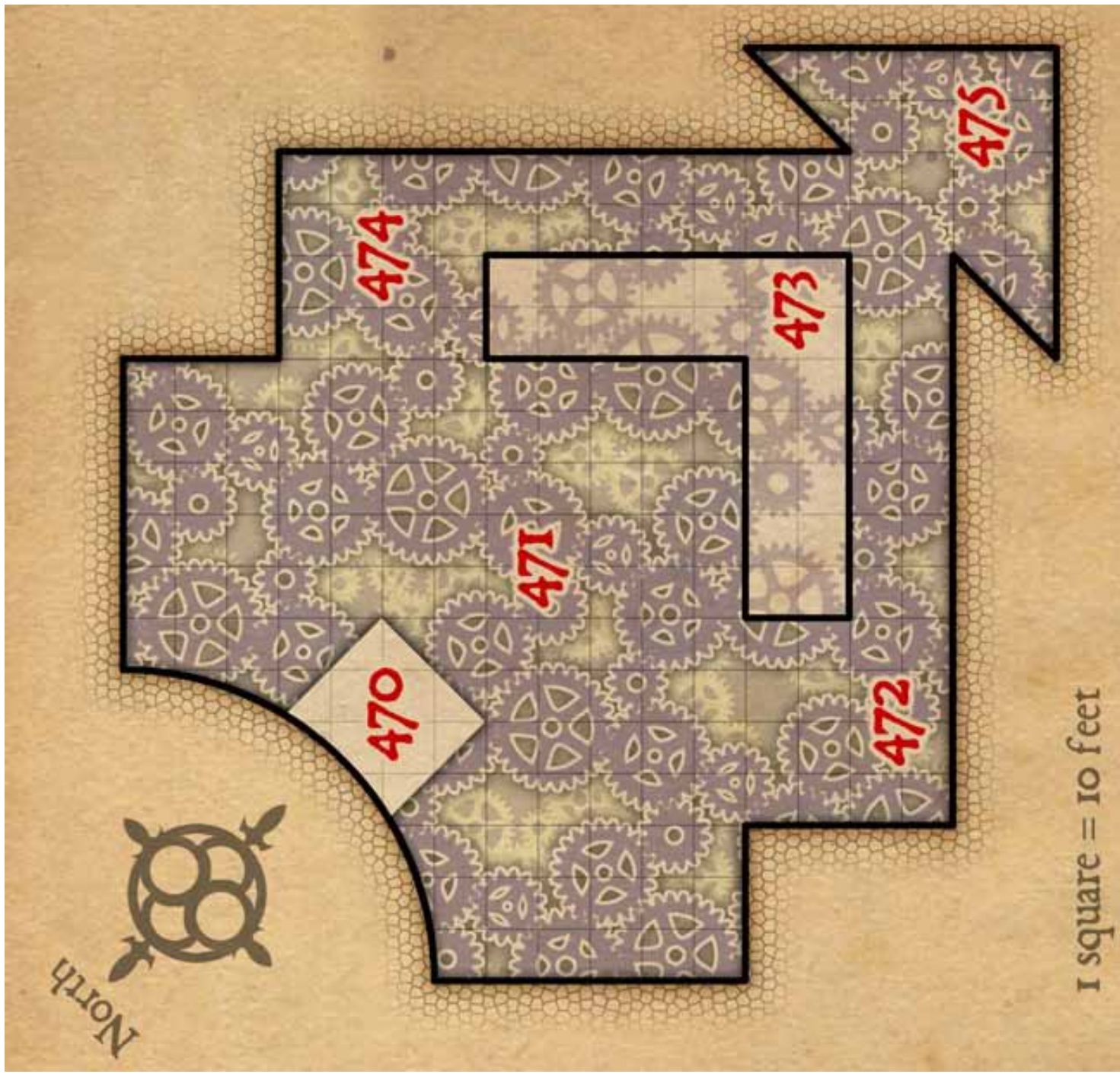
See the Epic Spell Rules for details on how this was developed.

APPENDIX C: HANDOUTS

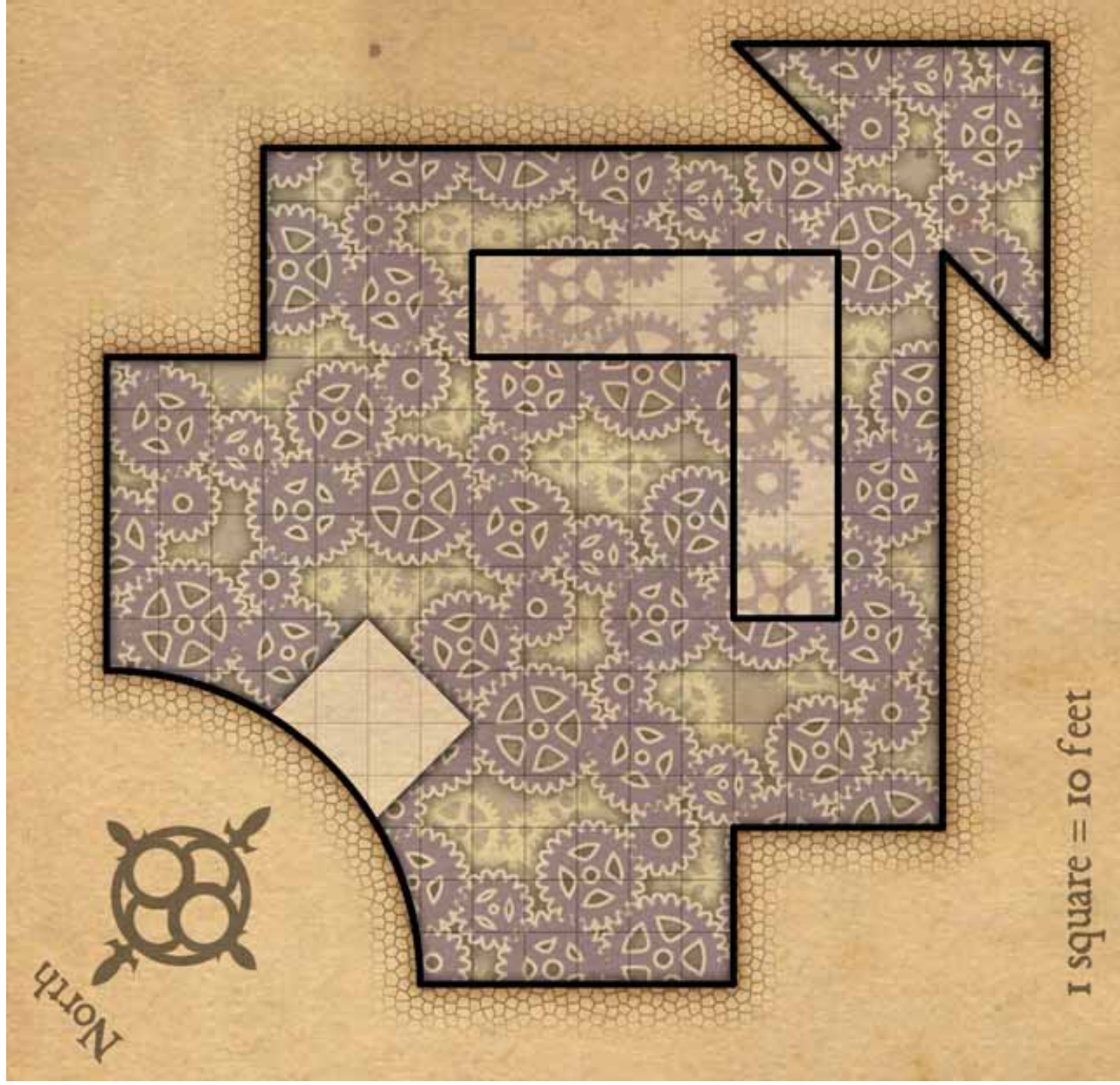
Level Map No Secrets No Labels



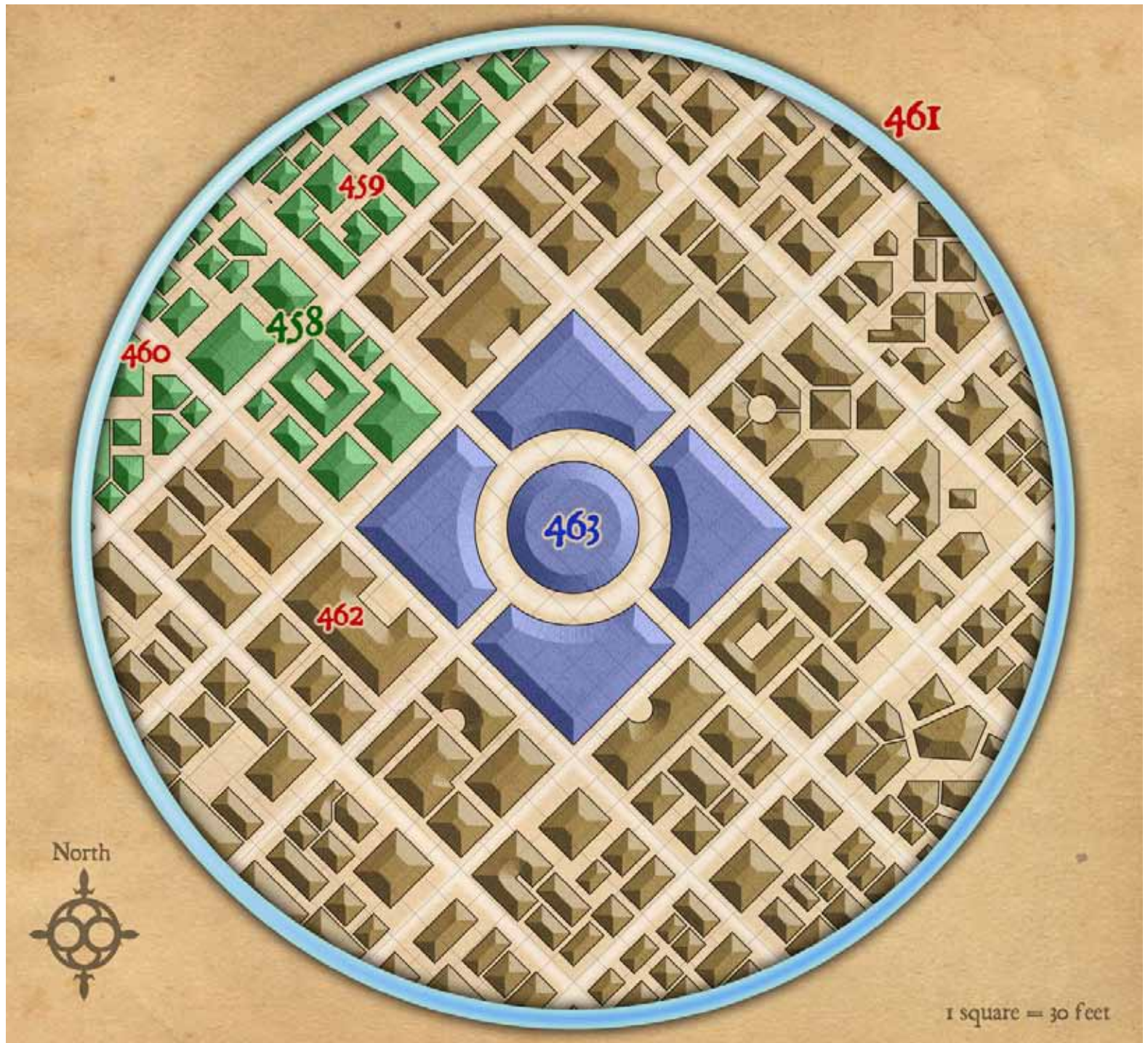
Apparatus Map

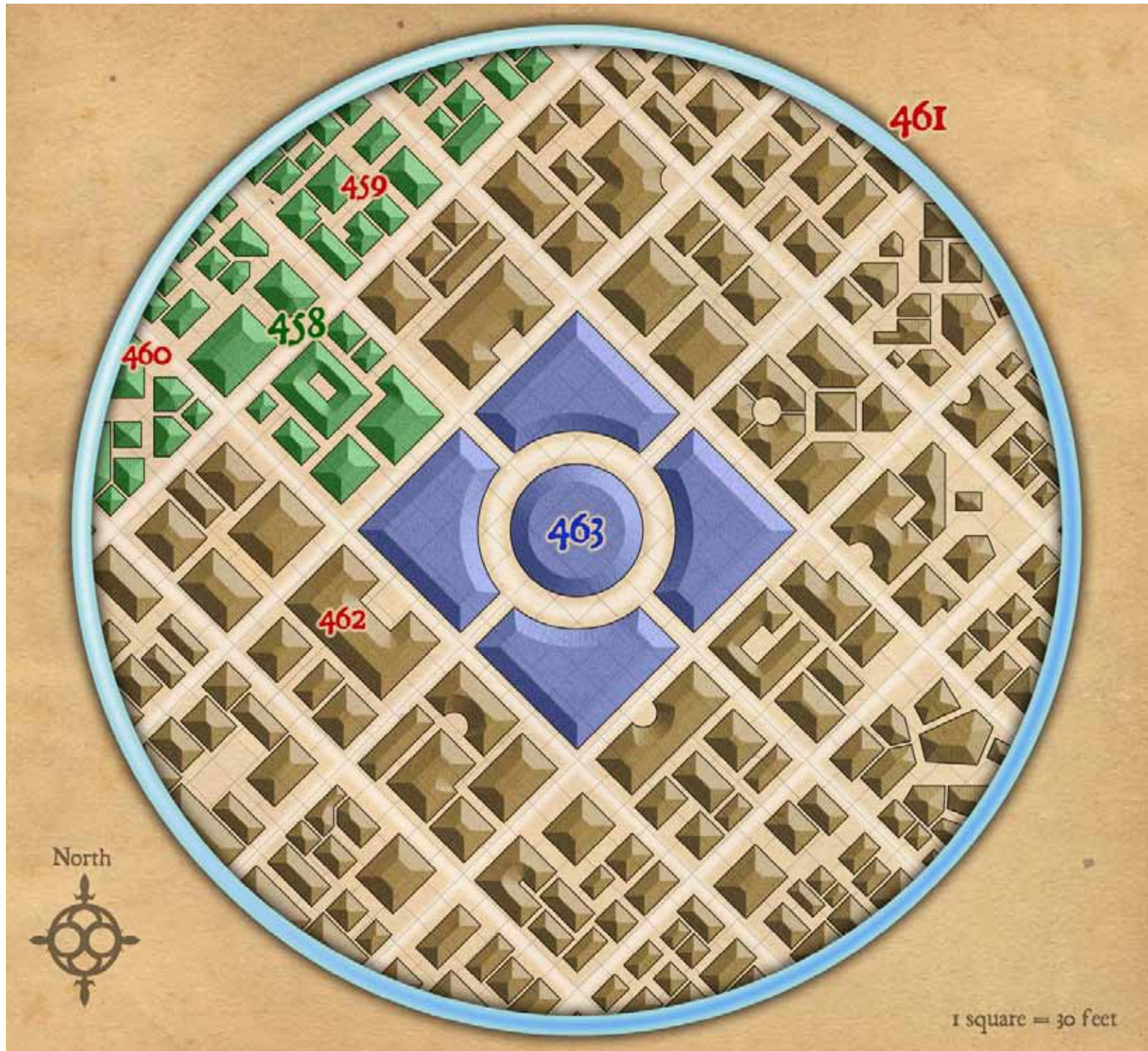


Apparatus Map No Secrets No Labels



Level Overview





APPENDIX D: GLOSSARY

The following terms are referenced in various places throughout Dragon's Delve.

Anra Saddana: Female human that serves as Lord Mayor of Brindenford. She's also a business owner in the town. Pronounced "Ann-Rah Sah-donah" 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."

Barzonym 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.

Crasien: Tiefling 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."

Croschhof: 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 "Crosch-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 "Gardock."

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 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 who explored and eventually lived in Dragon's Delve. He was an expert of weapons of all kinds and led a legion of soldiers and creatures at one time. Pronounced "Sayr-al."

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 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 traveled with Lord Saral when he explored Dragon's Delve. Nibul was slain by Metterak. 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 Azassarrah 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. Azassarrah is pronounced "Azz-ah-sayr-ah."

Rivenyk: A demon lord who 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 who explored Dragon's Delve. He lived in Brindenford, his former home is now the tavern, the Lost Shepherd. He fashioned a key that provides a way 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. His symbol is a wheel with hammer and gemstones set on 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: A wealthy halfling male in Brindenford. He is the 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

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