

DUNGEON A DAY

DRAGON'S DELVE LEVEL 18:

ELEMENTAL MAELSTROM

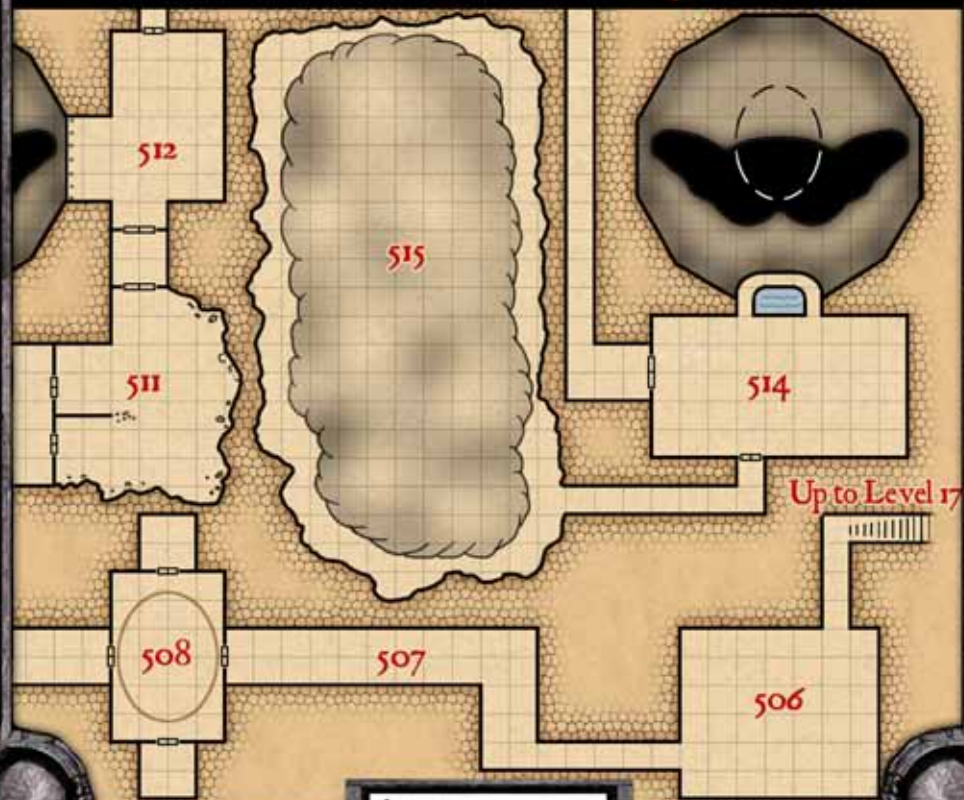
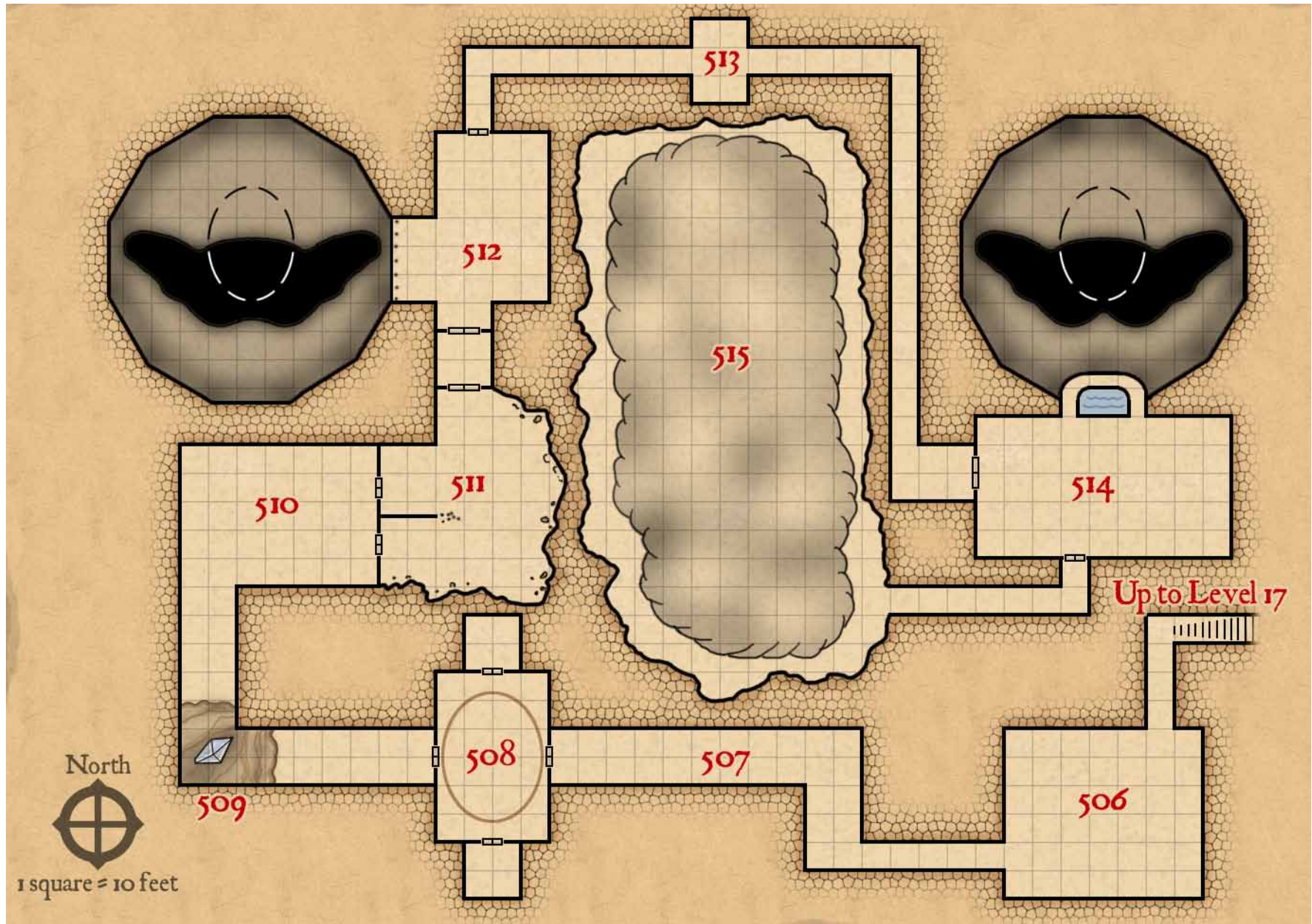


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DRAGON'S DELVE

LEVEL 18: ELEMENTAL MAELSTROM



LEVEL 18: ELEMENTAL MAELSTROM

The bottom sections of Dragon's Delve have been repurposed so many times over the years (whether by the Mages Four or by Metterak) that it is often difficult to tell what a given level was originally for. Nowhere is this truer than on Level 18. This level is where the reality-altering powers of the Entropy Engine have had their greatest effect, causing the metaphysical barriers between our plane of existence and what are known as the "elemental planes" to be weak and constantly shifting. As a result, Level 18 finds itself under assault from a constantly shifting set of physical laws and atmospheric conditions.

The level is wracked by elemental convergences that open momentary rifts between the planes and allowing conditions, effects, and even creatures from the elemental planes to overlay our own reality. The result is that conditions on Level 18 are unpredictable and ever changing, but almost always deadly to creatures that are native to our plane of existence. (The PCs may have seen these effects if they peered down the chasms that hold the bodies of Iamon and Glarias.)

Elemental Convergences: Unless otherwise stated in the encounter description, all of the areas on Level 18 are under the effects of the constantly shifting elemental convergences.

As the PCs descend the stairs toward area 506, determine what elemental condition

is currently dominant by rolling 1d6 and consulting the table below. These conditions last for 1d8 + 2 minutes, then the elemental barriers flux again (reroll on the chart below and apply the new condition).

1d6 Condition

1 Material Plane--Our own native plane has momentarily reasserted dominance. Conditions are normal, with no special effects.

2 Plane of Air--Intense winds swirl through the area causing havoc. All creatures move at half speed, and all Listen checks (Perception checks based on sound, for Pathfinder games) receive a -5 penalty. Additionally, any light items the PCs hold or have attached to their gear in a less than secure manner may be blown away. (Have the PC make a DC 15 Reflex save to hold on to save any item in danger of being blown away.) If the PCs ever lose line of sight to an item blown away in this manner, the item slips through a planar rift and disappears into the Elemental Plane of Air.

3 Plane of Earth--The area is swallowed inside a great sandstorm. Blowing grit and dirt limit visibility (of any kind) to no further than 10 feet. In addition, creatures suffer 1d8 points of bludgeoning damage every round from the constant barrage of rocks and pebbles. This damage is reduced by a value equal to the creature's armor, natural armor, shield, and deflection bonuses to AC.

4 Plane of Fire--The temperature soars, making the air feel as if it passed through a blast furnace. All creatures in the area suffer 1d6 points of fire damage every round. Flammable items may ignite spontaneously.

At the start of this effect, creatures must make a DC 15 Reflex save to avoid this fate--those that fail will catch on fire in 1d8 rounds.

5 Plane of Water--A fine, cold mist blows through the area. The surface of every item, fixture, and creature becomes slick with water, imposing a -4 penalty on all Dexterity checks and skill checks for Dexterity-based skills. In addition, the dungeon floor is considered difficult terrain.

6 Hybrid Effect--No single plane holds dominance, and the effects are wildly chaotic. Swirling elemental energies cause all creatures within this area suffer under the effects of a lesser version of elemental chaos (described in area 479), doing only 3d6 of damage from each of two different types of damage.

Pholaen's Lab: Pholaen the Worldweaver was understandably interested in this level. Indeed, with his interest in elemental magic, some say the elemental convergences on Level 18 are the result he intended when he and the other members of the Mages Four built the Entropy Engine. Whatever the truth, this is the last place that he is known to have been.

Parked at the very center of this miasma of elemental energy sits his mobile laboratory. Some say that Pholaen is alive and in there even to this day--studying the ebb and flow of the planar barriers as they jostle for dominance. Of course, the only way to be sure is to enter the lab and see.

The ceilings in the rooms of Level 18, unless otherwise noted, are twelve feet high.

There are no random encounters on Level 18.

506. SHOCK AND SHIFT (EL 20)

Summary: The party encounters Iron Golems caught in an elemental flux that soon shifts out of their favor.

Sights and Sounds: There are numerous sconces along that walls that have been recently lit, granting sufficient light to see normally in this part of the dungeon. The chambers and hallways in this part of the dungeon are mostly of utilitarian design, though fifteen feet tall. With a DC 25 Spot check, the PCs note that the borders at the tops and bottoms of the walls have runes etched onto them. A Spellcraft check, DC 35, will determine that the structures on this level have been magically reinforced.

Upon entering the chamber, the PCs see the following:

The short hallway opens up into a large square room with an unpolished stone floor. The walls are decorated with the emblem of a stylized dragon grasping the elements in its claws. You can hear the sizzle crackle of electricity from inside the room, and arcs of blue-white lightning dance eerily between the walls.

There are a dozen huge figures also in the room, armored heads nearly touching the ceiling, jerking and twitching, with showers of sparks slithering across them like electric serpents. Their movements are unnaturally slow as they turn towards you and advance. The electricity in the air makes your equipment tingle and any motion produces sparks of electricity along whatever metal armor you wear. Even at their

sluggish pace, it is clear that the automatons are moving to attack.

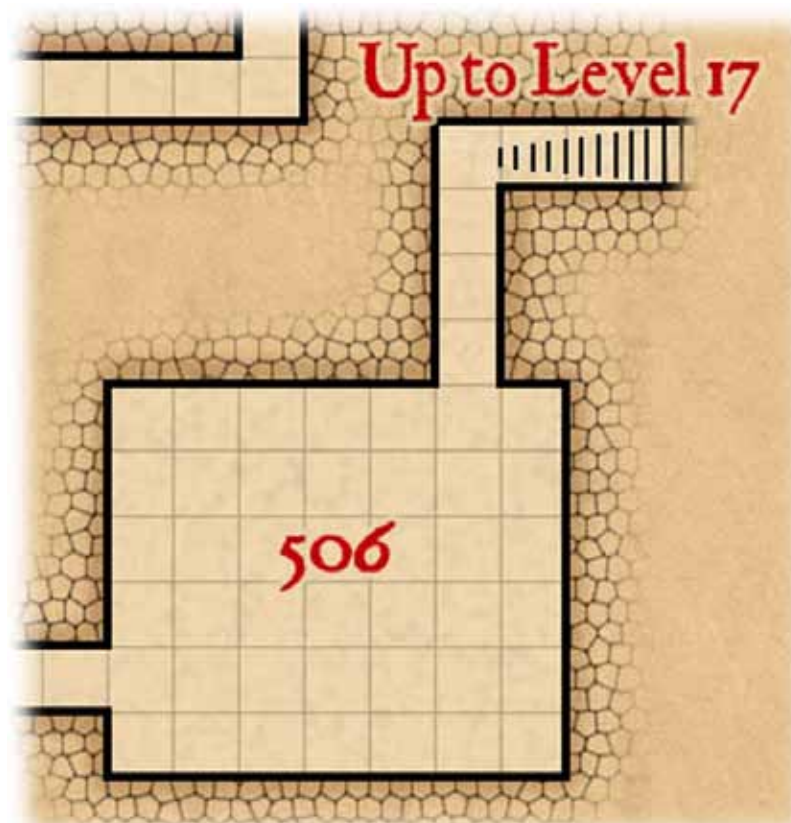
Background: This chamber has been outfitted as a security checkpoint--an extra measure to keep out unwanted visitors. Over the years, Pholaen the Worldweaver has used this area as the hub of his experiments into extra planar forces. The unstable effects of the Entropy Engine have weakened the walls between the Prime Material Plane and the various elemental and quasi-elemental planes causing random elemental fluxes to wrack the level. If not for the magically reinforced walls, most of this level would long ago have been blasted to oblivion.

The Shock: This encounter does not use the ambient effects described under Elemental Convergences. Instead, as this encounter begins, all electricity spells do an extra die of damage due to the potently charged air. The iron golems are affected as though by a slow spell and begin the fight having each already taken 3d4 points of damage from electricity. At the start of each round, the golems and any party members wearing metal armor (or other significant amounts of metallic gear, as adjudicated by the GM) take 1d4 points electricity damage.

At the end of 1d4 rounds, the planar forces shift. The chamber's electric charge

dissipates and is replaced by a blast of heat like the heart of a volcano. The golems immediately return to normal speed and begin healing 5 points of damage per round. The party members are affected as though by a heat metal spell. Electricity spells no longer receive the bonus damage die.

This planar shift lasts for 2d4+2 rounds. If the party is still in the chamber when the next elemental shift occurs, roll 1d8 and consult the table below to determine the results. (Each new effect lasts for 2d4+2 rounds before shifting again using the table below.)



1d8 Shift Effect

1 Air--the room is filled with punishing winds coming directly from the Plane of Air. Every 1d3 rounds, the wind gusts up to twice it's already considerable speed. Characters are effectively struck by a Bull Rush and must make a DC 30 Strength check or be pushed back 5 feet and knocked prone. Characters knocked prone must make a D 15 Reflex save to keep from dropping anything they are holding in their hands. (The iron golems are +19 to resist the winds due to their +11 Strength modifier, +4 for being Large, and +4 for being extremely heavy.)

2 Water--the chamber becomes bone-chillingly cold, causing 1d3 cold damage per round to every creature in the room. A DC 20 Fortitude save makes this damage non-lethal. The golems do not take non-lethal damage, so a successful save means they take no damage at all.

3 Earth--The room's gravity becomes twice as strong, halving the characters' speed and doubling the weight of all items they are carrying. Characters must make a successful Strength check (DC = their effective encumbrance divided by 10, round up) to remain standing. Any remaining Golems are affected as if by a slow spell, but add 50% to their slam damage. Characters knocked prone due to failing their Strength check must make a DC 20 Strength check to rise.

4 Fire--The floor of the chamber becomes covered with magma. The characters will not sink in it. However, they will take 2d6 fire damage per round for as long as they are

in contact with the floor and items exposed to the magma take an equal amount of fire damage. Golems are healed by the magma at their normal rate.

5 Air--The chamber begins to vibrate and is then rocked by a sonic boom centered on the center of the room and doing 5d6 points of sonic damage to everyone within 10 feet, half damage to everyone within 20 feet. A DC 19 Fortitude save reduces the damage by half. In addition, characters who fail their Fortitude saves are deafened for 2d6 rounds. The golems are affected by sonic damage as normal but are not subject to being deafened. After the initial sonic boom, the air in the room remains peaceful for the remainder of the plane shift.

6 Acid--The room's ceiling begins dripping with acid, splashing down on everyone in the room below. It deals 1d6 acid damage per round, acting like an acid splash spell. Non-magical equipment takes 1 point of damage per round. The iron golems are subject to acid damage as normal.

7 Earth--The room becomes filled with thick, choking, blinding dust. Characters without blindsense or tremorsense are effectively blinded, and all creatures that breath air suffer a -2 penalty to all rolls due to choking and coughing on dust. Casting spells with a somatic component requires a Concentration roll with an additional +5 to the DC. The golems are not subject to choking and suffer no penalties.

8 Fire--A 10-foot-wide pillar of magical flame erupts in the center of the room causing every

creature within 10 feet of the pillar to suffer 5d6 fire damage per round (DC 19 Fortitude for half damage). The iron golems are healed as per normal with fire damage. After 1d4 rounds, there is a 50% chance the pillar of fire will move 5 feet in a random direction (roll 1d8 to determine which direction).

Iron Golems: There are three iron golems on each side of the chamber. There is little room to maneuver past the golems. The golems will use their breath weapons on alternate rounds, and slam attacks against any opponents in range. The golems will attempt to keep any invaders from passing through the room, but will not pursue them up stairwell if they flee. Likewise, they cannot fit in the hall leading west, and so will not pursue invaders who manage to get by and escape deeper into the level. They will however use their breath weapon, gassing anyone lingers near either exit.

Iron Golem (x12): hp 129

Connections: This area connects to area 507. It also connects to Level 17 in the hallway connecting area 491 to area 493.

See the Map of Level 18.

PATHFINDER STATS

Change references to Spot checks to Perception checks and Concentration checks to concentration checks, all of the equal difficulty. Use the Pathfinder statistics for the iron golems. No further changes are required to run this encounter using Pathfinder.

Iron Golem (x12): hp 129

507. THE MAD MEPHIT MELEE (EL 17)

Summary: An army of berserk mephits form an unpredictable barrier to the party, who must find a way to navigate the warring sprites.

Sights and Sounds: There is nothing especially noteworthy about the hallways in this part of the dungeon, being of practical design and nothing more. The ceilings here are 15 feet high. There are intermittent light fixtures, creating occasional pools of light, but for the most part the hallway is impenetrably dark unless the PCs provide their own light.

The sounds of battle echo from further down the hallway. Discernible are the crackle of fire, the howl of strong winds, and agitated voices.

Those who succeed at a DC 30 Listen check can tell that a handful of different languages are being barked and, if they know any of the languages, can identify the sounds of creatures speaking in Ignan, Auran, Aquan, and Terran.

As the party nears the source, they will eventually be able to see the following:

A mass of mephitis literally fills the hallway ahead of you. They seem to be utterly berserk, biting and clawing at one another, and worst of all, they seem to be moving your way. The passageway before you is completely blocked by battling mephits.

Background: With all of the elemental fluxes and portals between planes happening on this level of the dungeon, it was inevitable

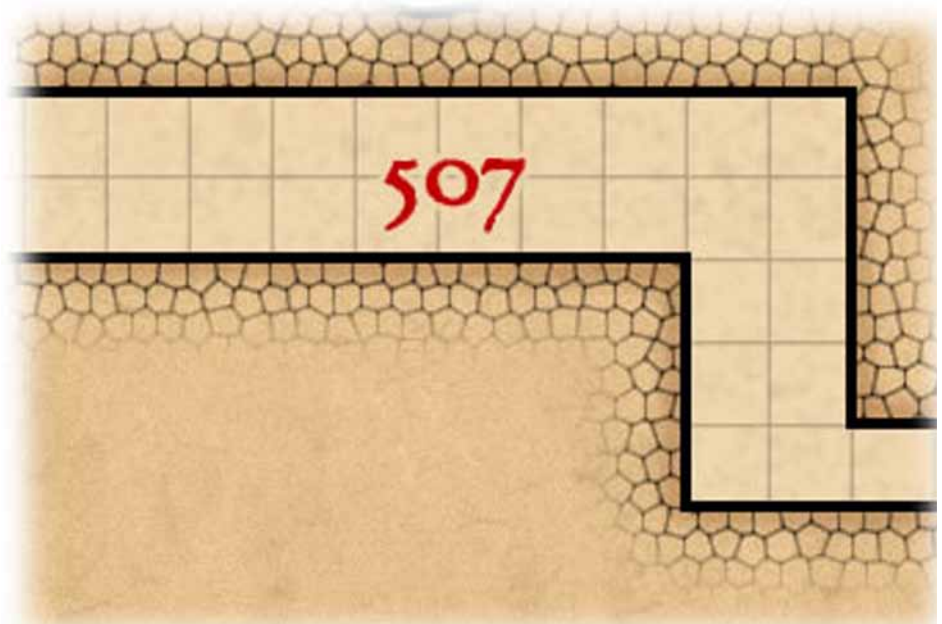
that a great number of mephits--small, vicious sprites found on all of the elemental planes--have been brought through and stranded here on the material plane. However, with so many different types in such proximity, and all of them having been driven mad by the alternating pain and power brought on by the elemental surges, the mephits have become more aggressive and vicious than usual. Normally, the different varieties of these creatures are friendly rivals, but here each type of mephit finds itself driven to kill the other varieties. They aren't interested in hurting the PCs, but they have no qualms about attacking the group if they step into the fray, making the mephits a very dangerous obstacle.

Elemental Convergences: This area is under the ever-shifting effects of the Elemental Convergences.

The Mephits: There are $12 + 1d4$ of each of the ten varieties of mephits, clogging the passageway with their deadly combat. They are not taking up space normally (one five-foot square per creature), but instead act as a swarm completely filling ten adjacent squares, making the area impassible, at least until the number

of mephits is thinned. They are so tightly packed that even trampling or bull rushing are ineffective as there is no space for the impacted mephits to go.

At the end of each round, the GM should roll 1d12 for each variety of mephit--the result the total number of that type of mephit that are killed, flee, or teleport away (this is above and beyond whatever number the PCs dispatched themselves). Then, at the start of each new round, the GM should roll 1d8 to see how many new mephits were summoned by their kin or fall into the corridor from an elemental plane and added to the conflict. Roll 1d10 and consult the table below to quickly determine what type each mephit is, and add that number to their group's total.



1d10 Mephit Type

- 1 Air (hp 13)
- 2 Dust (hp 13)
- 3 Earth (hp 19)
- 4 Fire (hp 13)
- 5 Ice (hp 13)
- 6 Magma (hp 13)
- 7 Ooze (hp 19)
- 8 Salt (hp 19)
- 9 Steam (hp 13)
- 10 Water (hp 19)

The party can attack the mephit horde to thin their numbers, but each attack has a 50% chance of provoking an immediate counterattack by 2d4 mephits of an appropriate type (or use the random mephit generator above) against the attacker and any non-mephit creature adjacent to the attacker. The mephits are mostly intent on fighting each other.

When the total number of mephits is down to 30, the PCs can maneuver through the group, though they will still be subject to area effect attacks, being flanked, and being targets of attacks of opportunity.

Connections: This area connects to area 506 and area 507.

See the Map of Level 18.

PATHFINDER STATS

Replace all Listen checks with Perception checks of equal difficulty, and use Pathfinder versions of the Mephits. No further changes are necessary to run this encounter using Pathfinder.

1d10 Mephit Type

- 1 Air (hp 19)
- 2 Dust (hp 19)
- 3 Earth (hp 19)
- 4 Fire (hp 19)
- 5 Ice (hp 19)
- 6 Magma (hp 19)
- 7 Ooze (hp 19)
- 8 Salt (hp 19)
- 9 Steam (hp 19)
- 10 Water (hp 19)

508. THE SUMMONING CHAMBER (EL 18)

Summary: The party encounters a room full of elder elementals that have been affected by the shifting ambient elemental energies.

Sights and Sounds: This room is plain and, except for the particulars described below, seems typical of those found in the lower levels of the dungeon. The ceiling in the room is twelve feet high. There are no light sources, so the room is completely dark. If the PCs have a sufficient light source of their own, they see the following:

This large, open room is unadorned except for a massive oval pattern of symbols, letters, and geometric shapes crafted in mosaic into the floor. All four of the walls have a sturdy door built into their centers. The room echoes with the faint sounds of heavy thuds against the thick stone wall, muffled howls, and the sounds of wooden and even metal items breaking. It seems clear that this sound is coming from behind at least one of the doors, but it is not clear which one (or ones).

Background: This chamber has been used over the years by Pholaen the Worldweaver to summon and bind creatures from the various elemental plains, studying the ways in which the ebb and flow of elemental energies affected and eventually warped them. Pholaen found the process and metamorphosis of the creatures so fascinating that he kept them bound long after their presence was of any practical use. For centuries, he would occasionally come to this chamber every few years just to see how the creatures had changed. At this point, though, Pholaen has not visited here in nearly three hundred years.

Despite its current shape, the pattern in the floor is an intricate and powerful summoning circle. At least, for many years it was a circle. Pholaen originally would just leave the summoned creatures there in the middle of the main room during his long absences, but he found that the shifting ambient elemental energies, combined with the desperate escape attempts of the elementals, was warping and would eventually break the circle. The bulging circle also made it impossible to pass through the room without stepping into the circle. So he forced the creatures into one of the antechambers and placed powerful wards around the room.

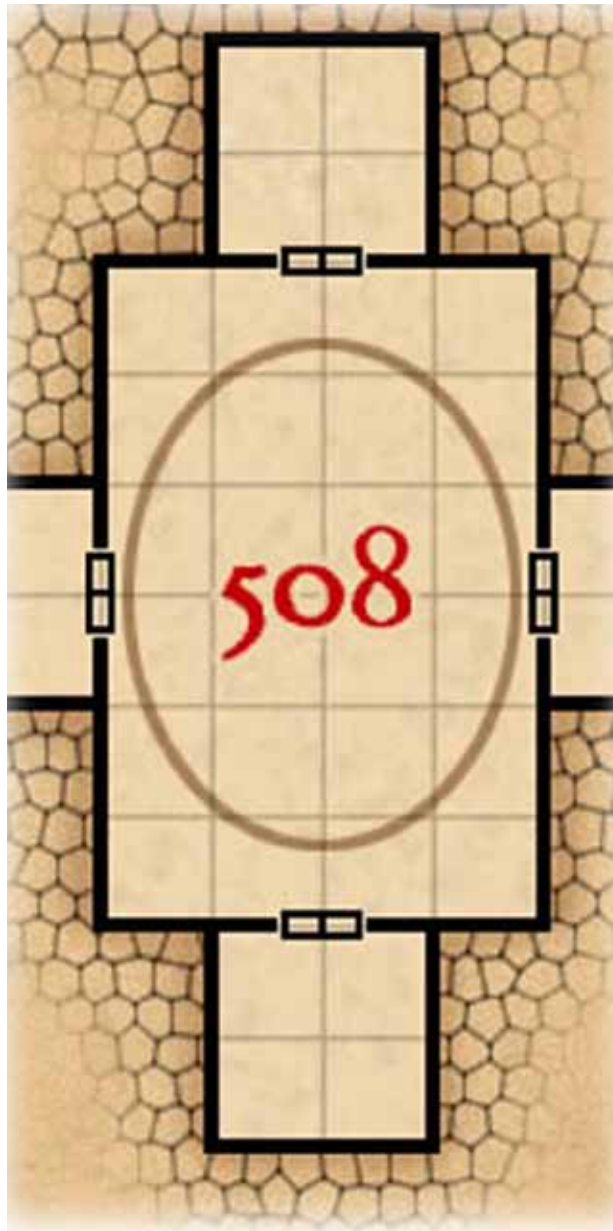
The small room to the south of the main chamber is a larder of spell components useful in casting a wide variety of spells (but focusing on magicks for summoning, protection from elements, and pacifying unruly creatures). While the room to the

north was once a small library, it now is where Pholaen has trapped the unfortunate victims of his experiment. This second door is where the sounds of destruction are coming from.

Elemental Convergences: This encounter does not use the ambient effects described under Elemental Convergences. Instead, use the details described under “Elemental Shift” below to reflect the influence of the planar rifts.

Storage Room: The door to the southern room is protected by a magical lock that requires either Pholaen’s own hand--his touch opens it instantly--or a unique key forged by the wizard himself. The door appears to be wood but it has an adamantine core, giving it effectively a hardness of 20 and 40 hp, as well as requiring adamantine or better gear to break through it. Any ordinary item used against the door will literally do damage to itself rather than to the door. In addition, the door has other magical defenses. Each day, the first five creatures (other than Pholaen) who attack or attempt to pick the lock on the door in any way are targeted by a shocking grasp spell as if cast by a 20th-level wizard. After the fifth victim, the door becomes the target of a prismatic wall spell, CL 20. Picking the lock requires a successful Disable Device check, DC 40.

Inside is a supply room stocked by Pholaen himself, all of them sealed away in air-tight jars. PCs can search the storage room for non-precious spell components for any wizard/sorcerer spell. The chance of finding the ingredient is equal to 15 + the level at which the PC becomes able to cast



the spell. Once found, though, there is only a 50% chance that the components have survived the ravages of age intact and retain their potency. Otherwise, they are just jars of incredibly ancient mulch.

Former Library: The chamber has the same sort of door as the storage room, and must be opened the same way. Despite its original use, this room now is where Pholaen stores the creatures of his centuries-long experiment. Its every surface has been magically strengthened to prevent escape, with warding symbols inscribed on the walls, floor, ceiling, and even deep into the rocks beyond.

The enchantments placed on the room are meant to keep the creatures trapped here for as long as the door is closed. Once the door is opened (by any means), the creatures instantaneously are transferred to the summoning circle in the main chamber. If the circle has been broken, the creatures are free to move and act of their own accord.

Examining the empty room reveals that it is filled with debris that used to be a collection of tomes and spellbooks (various bits waterlogged, pulverized, rend asunder, or burned to ash depending on what sort of elementals are spent time shredding them). However, they are all too badly damaged to be restored other than through a wish spell. A successful DC 20 Search check reveals that this was once an incredible collection of information about planar travel, summoning, elemental warding, and other related subjects--some tomes incredibly rare, others previously unknown, now nothing more than an unrecoverable mass of refuse.

Summoning Circle: A DC 15 Spellcraft or Knowledge (arcana) check reveals that the mosaic inlaid into the floor is used to contain summoned creatures. Checks that beat DC 20 reveal that this is an odd version of such

a barrier—usually they are formed in perfect circles, but this one is an oval. If the check beats DC 25 it reveals that the circle specifically is used for dealing with outsiders. Checks that beat DC 30 reveal that this barrier was originally in the shape of a perfect circle, but something has warped it. If the check beats DC 35 it reveals the cause for the circle's deformity plus the fact that with just a little more warping, the circle will lose all of its protective qualities.

Any outsiders (except those native to this plane) that enter the circle cannot exit—attempting to do so will cause them to suffer force damage equal to 3d6 + 1d6 for each time the barrier has been tested within the last 10 minutes. Dispel magic will negate the effect for 1 round, greater dispel magic will negate the effect for 2d4 rounds, allowing outsiders to leave the circle.

The circle has been greatly damaged by years of exposure to the wild elemental surges that ravage this level of the dungeon and from being tested relentlessly by extremely powerful outsiders bound within its space. It is on the verge of collapse. For every 10 points of damage the circle inflicts on an outsider trying to escape, there is a cumulative 1% chance that the barrier will fail. The first time a creature causes the circle to inflict damage, determine what the starting percentage is. The next time a creature tests the barrier, apply the damage then roll 1d100 to see if it holds. If so, increase the percentage likelihood of collapse based the damage done. Continue to do this until the circle is broken. At that point, any creatures within it can come and go as they please.

Elementals: Sealed inside the former library are eight elder elementals that have been whipped into a constant frenzy of destructive rage by the centuries of captivity. They violently attack everything within the chamber and, when transported to the summoning circle, attack it instead. If any of the PCs enter the summoning circle, the elementals will attack them instead of the barrier itself. The exact mix of elementals is determined by the GM, or randomly using the table below.

1d4 Type of Elemental

- | | |
|---|-------|
| 1 | Air |
| 2 | Earth |
| 3 | Fire |
| 4 | Water |

Elder Air Elemental: hp 204

Elder Earth Elemental: hp 228

Elder Fire Elemental: hp 204

Elder Water Elemental: hp 228

Elemental Shift: 1d4 + 2 rounds after the PCs manage to open the door to the former library, there is an elemental flux (similar to that experienced in other encounters). However, the summoning circle has been designed to take those energies and focus them into the elementals trapped within its bounds, causing the creatures to mutate.

To determine the effects of the mutation, the GM should first use the table above to decide what elemental force is at work then consult the charts below. Each elemental will react differently to different types of elemental shifts.

The elemental shifts continue to occur every 1d4 rounds. When a new one occurs, the elementals do not lose their previous shift mutation. Each elemental can be under the effects of two mutations simultaneously (effects from repeated shifts of the same element stack). When a third shift occurs, the elemental loses effects of the first mutation.

Air Elementals

Air + Air--The elemental is healed to full hit points, and gains a bonus of +1 to all ability checks, skill checks, and saving throws.

Air + Earth--The elemental takes 5d6 damage from its elemental opposite, and suffers a -1 penalty to all saving throws, skill checks, attack rolls, AC, and damage.

Air + Fire--The elemental adds +2d6 fire damage to all melee attacks.

Air + Water--The elemental gains a +10 dodge bonus to AC.

Earth Elementals

Earth + Air--The elemental takes 5d6 damage from its elemental opposite, and suffers a -1 penalty to all saving throws, skill checks, attack rolls, AC, and damage.

Earth + Earth--The elemental is healed to full hit points, and gains +2 to AC, damage, and DR.

Earth + Fire--The elemental adds +2d6 fire damage to all melee attacks.

Earth + Water--The elemental gains a +10 dodge bonus to AC.

Fire Elementals

Fire + Air--The elemental gains the ability to generate arcs of electricity that function

identically to the lightning bolt spell (CL equal to the elemental's HD). Once this ability is used, the elemental can't use it again for 1d4 rounds.

Fire + Earth--The elemental gains 10 points of natural armor.

Fire + Fire--The elementals are all fully healed and act as though under the effects of a haste spell.

Fire + Water--The elemental takes 5d6 damage from its elemental opposite, and acts as though under the effects of a slow spell.

Water Elementals

Water + Air-- The elemental gains the ability to generate arcs of electricity that function identically to the lightning bolt spell (CL equal to the elemental's HD). Once this ability is used, the elemental can't use it again for 1d4 rounds.

Water + Earth--The elemental gains 10 points of natural armor.

Water + Fire--The elemental takes 5d6 damage from its elemental opposite, and suffers a -5 penalty on damage rolls.

Water + Water--The elemental is fully healed and gains +5 hp per hit die and gets a +5 bonus to damage rolls.

Connections: This area connects to area 507 and area 509.

See the Map of Level 18.

PATHFINDER STATS

Change all references to Search and Listen checks to Perception checks of the same

difficulty. Use Pathfinder versions of the elementals. No further modifications are needed to run this encounter using Pathfinder.

509. THE GREAT GLASS BARRICADE (EL 16)

Summary: The elemental chaos on the level has left an unusual barrier between areas.

Sights and Sounds: This stretch of corridor has 15-foot tall ceilings, but is otherwise completely ordinary. There area is completely dark, but if the PCs have an adequate source of light, they see the following.

As you continue through the tunnels connecting the areas of this level, you find yourselves blocked by an enormous slab of dark, opaque, and somewhat glossy material. The slab is smooth and hard, with sharp edges, and numerous shards that appear to have broken off littering the ground. You do not see any way around this obstacle--it emerges from the corridor's walls, floor, and ceiling and completely fills the passageway ahead of you.

Background: This ordinary passageway had the bizarre misfortune to be the focal point of two elemental rifts at the same time. As earth and sand filled in from the Plane of Earth, it was fused into crystal by the blazing heat of the Plane of Fire. This mixture resulted in a huge vein of obsidian, which has now hardened into a natural barrier. At the core of the plug, the intense heat and pressure caused the elemental material to fuse into an enormous black diamond the size of a man. As a result, there are two 10-foot thick

plugs of obsidian on either side of a 5-foot thick slab of diamond.

Elemental Convergences: This area is under the ever-shifting effects of the Elemental Convergences.

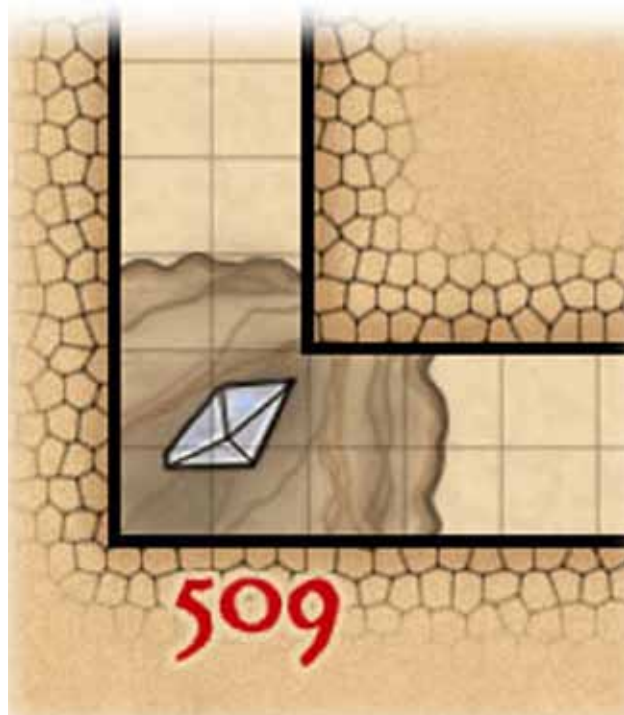
Obsidian: A DC 15 Knowledge (nature) check will identify the substance as natural glass, better known as obsidian. The obsidian is extremely brittle compared to stone, having a hardness of 2 and 2 hp per inch of thickness (each slab is 120 inches thick). Piercing weapons do half damage and bludgeoning weapons do double damage. Sonic effects do triple damage, while fire does half damage. The obsidian is impervious to electricity or acid damage.

Doing damage to the plugs causes the surrounding ground to be covered in shards of shattered obsidian. While moving through these squares, the shards act effectively as caltrops. In addition, characters doing damage to the obsidian without adequate protection--medium armor, or light armor with goggles and gloves--suffer 1d3 points of bleed damage per round. Finally, every time an obsidian-filled square is made passable, the PCs must make a DC 20 Knowledge (engineering) check in order to properly brace the tunnel. Failing to make the check results in a minor cave in 2d6 rounds later, blocking the tunnel with fallen stone, causing 5d6 damage to anyone in the affected squares, and requiring 3d4 rounds to clear.

Diamond: After the PCs have cleared through ten feet of obsidian, they will reach the black diamond. The black diamond

has a hardness of 30 and 50 hp per inch of thickness (it is 24 inches thick). It is immune to fire, electric, and acid damage, but takes double damage from sonic damage. Spells such as passwall are ineffective due to its hardness. Every inch of thickness broken produces a handful of uncut diamonds, useable as spell components or able to be polished using masterwork tools and a DC 25 Craft (gemstones/jewelry) into salable gemstones worth 50 gp.

Invisible Stalkers: A rare swarm of invisible stalkers are trapped in the area, having passed through during the same elemental rift that brought the janni to the dungeon (see area 510). There a dozen of the creatures in total, but they are solitary creatures by nature and do not act in tandem, but they



do compete for food and territory. At the moment, they are flying blindly through this section of the dungeon, each one desperately searching for some sustenance and hoping to find a way back to their home plane.

Each round the PCs spend in this area, there is a 25% chance that one of the invisible stalkers will happen upon the group. They will engage in hit and run attacks on, using their stealth to greatest advantage, so it is possible that the party will have no idea how many opponents they are actually facing.

The invisible stalkers will not follow the PCs if they move into area 508 or area 510.

Invisible Stalker (x12): hp 52

Connections: This area connects to area 508 and area 510.

See the Map of Level 18.

PATHFINDER STATS

Use the Pathfinder version of the Invisible Stalkers. Otherwise, no further modifications are necessary to run this encounter using Pathfinder.

Invisible Stalker (x12): hp 80

510. REFUGENIES (EL 15)

Summary: The PCs encounter a tribe of escaped jann slaves trying to get back to their native plane.

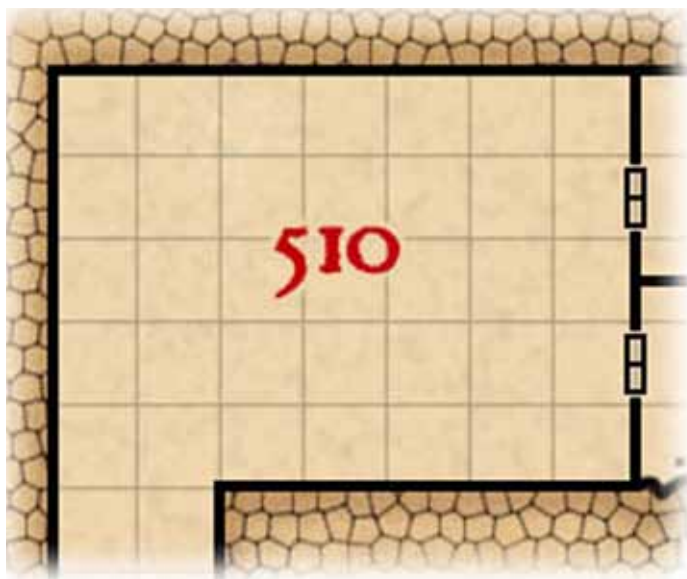
Sights and Sounds: The encounter begins in one of the ordinary corridors, then continues in a larger chamber. There is no need to make a special description of the

corridor, but if the PCs have an adequate light source when they enter the chamber, they see the following.

Like the hallway beyond, this ceiling in this room is about twelve feet tall. The room itself is empty of any decoration--essentially just a large empty hall. For some reason, though, it feels smaller than it looks, as if there is more here than meets the eye.

Background: Efreet often make slaves out of weaker beings, and jann, being the lowest of all genies, fall squarely into that category. On the Elemental Plane of Air, this particular tribe of jann were captured by a group of efreet, led by a noble efreet named Malik, and subsequently yoked and chained. The yokes they were enchanted, preventing the jann from using their natural plane-shifting ability but luckily, as the tribe languished, a mysterious portal opened nearby and presented them with a chance to escape. The portal, as it happens, was an elemental rift leading to this section of Dragon's Delve.

Currently, the jann are assessing their situation and trying to find a way to remove their bonds. The yokes do not prevent the jann from using most of their other spell-like abilities, including invisibility. The tribe has sent a group of jann to the corridor to stand guard. If the PCs hacked their way through the obsidian plugs, the jann automatically hear the party (and have time to warn the rest of the group in the room). They turn invisible and watch the PCs from hiding. If the PCs were quieter in their approach, the jann and party have their standard chances to detecting one another.



If the party does not detect them, the somewhat haughty jann will approach the PCs, hoping to steal a small weapon or tools they can use to free themselves from the yokes. The tribe isn't looking for a confrontation--unarmed, they know they aren't likely to survive. However, the proud genies will not beg for aid from mere mortals. Still, the jann also know they don't have much time before the efreet slavers find them again, so they may be forced to make a move one way or the other.

If the party doesn't seem hostile, or if any are wearing the holy symbol of a good deity, a single janni may approach and try and negotiate for assistance.

Elemental Convergences: This area is under the ever-shifting effects of the Elemental Convergences.

Jann: When the party arrives, five jann are in the corridor, acting as scouts. As soon as

they become aware of the PCs, they turn invisible and stop moving. Identifying them requires a Listen check against their Move Silently DC of 41 (+6 Stealth, +40 for invisibility, -5 for the yoke chains). If the jann move, that drops to a DC 21. Once they hear the PCs approaching, the jann will send a runner to the chamber to warn the others at the earliest possible opportunity.

In the main chamber there are twenty jann (twenty five jann in total). They have no equipment and no gear aside from the clothes on their backs and the yokes around their necks. They are able to use their spell-like ability to create food and water to survive, but until the yokes are removed, the jann are trapped. Ideally, they would like to find tools and free themselves without interacting with any other creatures, but they are willing to compromise that stance if they can do so safely. Escape is paramount, particularly with the fear that their efreet masters will soon come looking for them.

Negotiating with the jann requires a Diplomacy check, DC 20--while the jann aren't especially great negotiators, they are highly suspicious and wary of all strangers in this situation. Their beginning disposition is Unfriendly. If the party attacks, the jann will run away from them, splitting into two groups--one fleeing into area 509 and the others heading into the hallway toward area 511.

Janni (x25): hp 33; note that they begin without any gear and wearing yokes.

Yokes: Each jann is wearing a dimensional yoke. Once the jann are freed from the yokes, they use their spell-like ability to plane-shift.

NEW ITEM

Dimensional Yoke

This cold iron yoke consists of a large metal collar around the neck with a thick chain connected to a wrist cuff above one hand. Because of this, any two-armed creature wearing one suffers a -5 penalty to any skill or action that requires both hands (or the whole body, such as Move Silently). It has Hardness 15, hp15, and a break DC of 30. If worn, it has the same AC as the wearer -- if unattended it has an AC of 10. The yoke can be broken open with regular tools (disable device DC 40), or broken via weapons (even while worn). However, if an attack directed at a worn yoke misses by 5 or more, it inflicts full damage to the wearer. A broken yoke ceases to be magical.

The yoke is enchanted with a property similar to the dimensional anchor spell -- it prevents the wearer from planar shifting themselves or anyone else directly, but they are still able to pass through a natural dimensional portal or be transported by a creature not wearing such a yoke.

Moderate abjuration; CL 7th; Craft Wondrous Item, *dimensional anchor*, *hold person*; Price 28,000 gp.

Connections: This area connects to area 509 and area 511.

See the Map of Level 18.

PATHFINDER STATS

Replace references to Listen checks with Perception checks of equal difficulty and Move Silently with Stealth. Use the Pathfinder version of the jann. Otherwise, no further modifications are needed to run this encounter using Pathfinder.

Janni (x25): hp 39; note that they begin without any gear and wearing yokes.

511. DIMENSIONAL SLAVERS (EL 17)

Summary: A group of extraplanar slavers searching for their lost merchandise think that the party might fetch a good price.

Sights and Sounds: This is a large, mostly open, area that seems to have been half developed. One section of the chamber has been worked and refined while the other part is still just a natural cavern. A handful of braziers provide dim lighting through the area. The ceilings in the area are 15 ft. high. If the party has sufficient light, they see the following:

For the most part, this is a large, open natural cavern with rough walls, ceiling, and floors. However, the southwestern section of the room has been fully worked and finished into what appears to be the beginnings of two separate chambers. Smooth, finished surfaces cover just a few dozen square feet contain doors to other rooms.

Background: A group of efreet slavers wait in the Plane of Fire, peering through a dimensional rift as their fire mephit scout

in the northern end of the chamber. The efreet recently raided a jann settlement elsewhere on the Prime Material Plane, slaughtered many of the inhabitants, and took the survivors back to the Plane of Fire as slaves. While the efreet made plans to sell their captives, however, the dimensional rift appeared. Strange and uncertain as this was, it seemed better to the jann than the certainty of being sold into slavery, so they leapt through the portal not much caring where it led.

As it turns out, the rift led to a room in Dragon's Delve where the jann currently are (unless the arrival of the PCs changed that situation), but has since drifted to this chamber. The efreet slavers have managed to track their escaped slaves to the dungeon and used the planar rift to send a pack of fire mephits to search for them. Meanwhile, an elite group of efreet--better armed and much more aggressive than usual for their race--stand at the ready, waiting to cross the planar threshold the minute the escaped slaves have been located. Through a quirk of fate, the planar rift is invisible to those standing on the Prime Material Plane, though a successful DC 35 Spot check will tell a character that there is some kind of reality-bending effect taking place in the room. Once that it determined, a DC 35 Knowledge (the planes) check will allow a character to realize that it is a planar rift (though not how to access it nor determine to what other plane it leads).

When the efreet's leader, Malik, learns about the PCs, he decides that a few extra slaves to sell would nicely pay for the extra effort needed to recapture the missing jann. He immediately orders his group to defeat the group and take them captive. After crossing the planar barrier, the efreet can appear anywhere they want to within this chamber and will arrange themselves to their best advantage (based on the PCs' behavior and positioning).

Elemental Convergences: This area is under the ever-shifting effects of the Elemental Convergences.



Malik: Malik is a noble efreeti, much more powerful than his ordinary kin, and carries a large keen falchion of speed in addition to wearing a + ring of protection in one of his ears. He also carries a key on a chain around his neck (this is the key to unlock the yokes that the missing jann wear, and that he hopes the PCs will soon wear, too). He will direct most of his attacks at the party's cleric if possible, otherwise attacking the group's main warrior.

Malik

Noble Efreeti, Large Outsider (Extraplanar, Fire)

Hit Dice: 15d8 + 33 hp 101

Initiative: +7

Speed: 20 ft., fly 40 ft (perfect)

Armor Class: 23 (-1 size, +3 Dex, +6 natural, +5 ring of protection), touch 17, flat footed 20

Base Attack/Grapple +10/+20

Attack: Slam +20 melee (1d8+6+1d6 fire), or keen falchion of speed +20 melee (2d6+6+1d6 fire, 15-20/x2)

Full Attack: 2 Slams +20 melee (1d8+6+1d6 fire), or 2 keen falchion of speed +20 melee, (2d6+6+1d6 fire, 15-20/x2)

Space/Reach: 10 ft / 10 ft

Special Attacks: Change size, heat, spell-like abilities

Special Qualities: Darkvision 60 ft, immunity to fire, plane shift, telepathy 100 ft, vulnerability to cold

Saves: Fort +11, Ref +12, Will +11

Abilities: Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15

Skills: Bluff +19, Craft (any) +18, Concentration +19, Diplomacy +10, Disguise +6 (+8 acting), Intimidate +21, Listen +19, Move Silently +20, Sense Motive +19, Spellcraft +19, Spot +19

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-like Ability (scorching ray), Toughness
Environment: Elemental Plane of Fire

Challenge Rating: 10

Treasure: NPC gear (Large Keen Falchion of Speed, medium +5 Ring of Protection (worn as an earring), yoke key, plus double efreeti standard treasure.

Alignment: Lawful Evil

Spell-like Abilities: CL 15th

At Will: detect magic, produce flame, pyrotechnics (DC 17), scorching ray (1 ray only)

3/day: invisibility, wall of fire (DC 19), fireball, heat metal

1/day: grant up to 3 wishes (to non-genies only), gaseous form, permanent image (DC 21), polymorph (self only), greater invisibility, pyroclastic storm (as per ice storm but fire damage instead of cold)

Mephits: Malik uses a dozen fire mephits as scouts and messengers. He has them searching through the area for the missing jann. When the mephits spot the party, one will cross the planar boundaries and report to Malik, while the rest of the group attacks the party (knowing their master's

proclivities only too well). When the rest of Malik's band joys the fray, the mephits will concentrate their attacks on one party member at a time.

Fire Mephit (x12): hp 13

Malik's Band: The group of fifteen efreet following Malik's lead are normal for their kind, though rather than using a Slam attack, they each have a large +1 falchion. They will enter the combat 1d3+1 rounds after the fire mephits spot the party will. The efreet split up and attack, with 3 or 4 efreet on each party member.

In addition their other equipment, each efreet also carries two slave yokes. If an efreeti manages to knock out or otherwise incapacitate one of the PCs, it will place the yoke on that character before selecting another target and rejoining the combat.

Efreeti (x15): hp 65

REVISIT

If the PCs return to this areal later in the adventure, they will find it unoccupied. However, if Malik escaped, it is possible that the PCs will encounter him again elsewhere as he continues to look for his lost slaves (among whose number he now counts the PCs). He will have re-equipped himself and have with him an even larger and better-armed band of twenty efreet.

Connections: This area connects to area 510 and area 513.

See the Map of Level 18.

PATHFINDER STATS

Replace mentions of Spot checks with Perception checks, and Knowledge (the planes) checks with Knowledge (planes) checks, of equal difficulty. Use the Pathfinder versions of the appropriate creatures. Otherwise, no further modifications are necessary to run this encounter using Pathfinder.

Malik, Noble Efreeti: hp 123

Fire Mephit (x12): hp 19

Efreeti (x15): hp 95

512. THE SONS OF THE DRAGON PRINCE (EL 17)

Summary: Four fanatically loyal, half-dragon clerics attack the party in the name of the Dragon Prince.

Sights and Sounds: The party moves ever deeper into the coils of the level, heading into a large chamber that appears to be an underground chapel of some kind. The insignia of the stylized dragon is everywhere, including an enormous holy symbol nearly 10 feet in height that appears to be made of solid gold. The ceiling is about 40 feet high.

You enter two sets of ornate double doors (one set, a small foyer, and then another) into what appears to be a place of worship for the followers of the Dragon Prince. His emblem is emblazoned on every column and every wall, culminating with a gargantuan holy symbol made of what seems to be pure gold.

You quickly realize you are not alone. Four large, heavily armored figures advance with

weapons drawn. They all wear the sign of the Dragon Prince, and appear to be draconic humanoids--half-dragons.

One of the group, clad in bloody red armor that complements his scarlet scales, steps forward and roars, "You profane the holy domain of our Lord! Make ready your tainted souls to be PURGED!" The group spreads out and advances on you.

Background: These four armored figures--Nieut, Dykk (the leader), Bainer, and Waulkerz--believe they are literally scions of the Dragon Prince. They do not know this for certain, but are utterly and fanatically loyal to their master no matter what the truth, believing him worthy of godhood. Any enemy of their master's is merely an abomination that must be exterminated. The half-dragons will gladly fight to their death, if it means destroying those who would intrude on their master's realm or interfere with his designs.

On the other hand, they are insanely jealous of any minion or ally that their father allows into his presence. Metterak has "allowed" these for loyal sons to stand guard here in this chapel, but has not deigned to let them so much as see his face for centuries. So even if the PCs can manage to convince the half-dragons that they are not enemies of the Dragon Prince (perhaps by showing them the 12th Secret Sigil), the four brothers will still attack.

All four of the clerics are augmented by their magic--having cast righteous might on themselves when they heard the doors to the chapel opening. (The effects of this spell are not included with their stats below).

The clerics will attempt to surround the party and keep them at fairly close range. Each round, one will use his breath weapon, two will engage in melee, and one will cast spells. If they start taking serious damage, two will attempt to keep them all healed while the others engage in melee and use their breath weapons.

Elemental Convergences: This area is under the ever-shifting effects of the Elemental Convergences.

Nieut: Nieut is of green dragon ancestry, and is the craftiest of his brethren. He will prefer using magic to either attacking or using his breath weapon, though he is deadly in melee combat.

Nieut

Half-dragon cleric 13

CE Medium green dragon

Init +4; Senses darkvision 60 ft, low-light vision

DEFENSE

AC 28, touch 10, flat-footed 28 (+1 full plate armor, +1 heavy steel shield, +1 ring of protection, +4 natural armor,)

hp 126 (13d8+39)

Fort +11, **Ref** +4, **Will** +11

Immune acid, sleep, paralysis

OFFENSE

Speed 20 ft

Melee bite +14 (1d6+5), 2 claws +14 (1d4+5), or +1 long sword +17/+12 (1d8+6)

Ranged crossbow +9/+4

Special Attacks breath weapon (30 foot cone of acid, 6d8 acid damage, Reflex DC 23 half), rebuke undead

Spells Prepared (CL 13th)

7--greater scrying, blasphemy

6--create undead, harm, mass inflict moderate wounds

5--dispel good, greater command, righteous might, slay living

4--greater magic weapon, divine power, dismissal, death ward, unholy blight

3--bestow curse, prayer, protection from energy, dispel magic, magic circle against good

2--Aid, Align Weapon (evil), Bear's Endurance, Bull's Strength, Hold Person, Sound Burst, Desecrate

1--Bane, Bless, Divine Favor, Shield of Faith, Cause Fear, Doom, Protection from good

0--Detect Magic, Cure Minor Wounds, Detect Poison, Guidance, Read Magic, Resistance

STATISTICS

Str 21, **Dex** 8 (10), **Con** 16, **Int** 13, **Wis** 16 (18), **Cha** 15

Base Attack +14/+9

Feats: Spell Penetration, Combat Casting, Improved Initiative, Martial Weapon Proficiency: Long Sword, Weapon Focus

Skills Concentration +7, Craft (calligraphy) +5, Diplomacy +6, Heal +8, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Profession (scribe) +8, Spellcraft +6, Listen +5, Spot +5

Languages Common, Draconic, Abyssal

Treasure: NPC Gear (+1 full plate armor, +1 heavy steel shield, ring of protection +1, +1 long sword, crossbow w/ 10 bolts, gloves of dexterity +2, periapt of wisdom +2, cloak of resistance +1) plus 18,000 gp

Dykk: Husky, loud, and violent, Dykk is the self-appointed leader of the group. He is far and away the strongest and revels in wreaking havoc with his fiery breath and his axe. He is the spawn of a red dragon.

Dykk

Half-dragon cleric 13

CE Medium red dragon

Init +4; Senses darkvision 60 ft, low-light vision

DEFENSE

AC 28, touch 10, flat-footed 26

hp 126 (13d8+45)

Fort +11, **Ref** +4, **Will** +10

Immune fire, sleep, paralysis

OFFENSE

Speed 20 ft

Melee bite +16 (1d6+7), 2 claws +16 (1d4+7), or +1 battle axe +16/+11 (1d8+8)

Special Attacks breath weapon (30 foot cone of acid, 15d6 acid damage, Reflex DC 23 half), rebuke undead

Spells Prepared (CL 13th)

7--destruction, blasphemy

6--mass bull's strength, mass bear's endurance, create undead

5--righteous might, greater command, spell resistance, dispel good

4--divine power, greater magic weapon, death ward, dimensional anchor, unholy blight

3--searing light, bestow curse, prayer, protection from energy, magic circle against good

2--resist energy, sound blast, resist energy, enthrall, death knell, align weapon (evil), desecrate

1--bane, bless, divine favor, doom, shield of faith, cause fear, protection from good

0--detect magic, read magic, detect poison, cure minor wound, guidance, resistance

STATISTICS

Str 24, **Dex** 8 (10), **Con** 16, **Int** 12, **Wis** 15 (17), **Cha** 14

Base Attack +16/+11

Feats: spell penetration, combat casting, improved initiative, martial weapon proficiency: battle axe, weapon focus

Skills Concentration +7, Craft (calligraphy) +5, Diplomacy +6, Heal +8, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Profession (scribe) +8, Spellcraft +6, Listen +5, Spot +5

Languages Common, Draconic, Abyssal

Treasure: NPC Gear (+1 full plate armor, +1 heavy steel shield, ring of protection +1, +1 battle axe, crossbow w/ 10 bolts, gloves of dexterity +2, periapt of wisdom +2, cloak of resistance +1) plus 18,000 gp

Bainer: Bainer is from blue dragon stock, and while he's as strong and hardy as the rest, he's actually hesitant to enter melee combat. He favors using his electric breath weapon and his magic to attack as much as possible. He will only choose to enter melee when another of his brethren has already engaged the target.

Bainer

Half-dragon cleric 13

CE Medium blue dragon

Init +4; Senses darkvision 60 ft, low-light vision

DEFENSE

AC 28, touch 10, flat-footed 28

hp 140 (13d8+52)

Fort +12, **Ref** +4, **Will** +11

Immune electricity, sleep, paralysis

OFFENSE

Speed 20 ft

Melee bite +14 (1d6+5), 2 claws +14 (1d4+5), or +1 heavy pick +15 (1d6+6)

Special Attacks breath weapon (30 foot cone of electricity, 8d6 electric damage, Reflex DC 23 half), rebuke undead

Spells Prepared (CL 13th)

7--*mass inflict serious wounds, blasphemy*

6--*greater dispel magic, forbiddance, create undead*

5--*flame strike, insect plague, slay living, dispel good*

4--*death ward, divine power, restoration, poison, inflict critical wounds*

3--*magic vestment, cure serious wounds, bestow curse, prayer, searing light, magic circle against good*

2--*desecrate, aid, align weapon, cure moderate wounds, death knell, resist energy, inflict moderate wounds*

1--*protection from good, bane, bless, cure light wounds, sanctuary, shield of faith, divine favor*

0--*detect magic, cure minor wound, detect poison, read magic, resistance*

STATISTICS

Str 21, **Dex** 8 (10), **Con** 18, **Int** 12, **Wis** 16 (18), **Cha** 14

Base Attack +16/+11/+6; **CMB** +16; **CMD** 25

Feats: spell penetration, combat casting, improved initiative, martial weapon proficiency: heavy pick, weapon focus

Skills Concentration +7, Craft (calligraphy) +5, Diplomacy +6, Heal +8, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Profession (scribe) +8, Spellcraft +6, Listen +5, Spot +5

Languages Common, Draconic, Abyssal

Treasure: NPC Gear (+1 full plate armor, +1 heavy steel shield, ring of protection +1, +1 heavy pick, crossbow w/ 10 bolts, gloves of dexterity +2, periapt of wisdom +2, cloak of resistance +1) plus 18,000 gp

Waulkerz: The most potent spellcaster of the group, it is often up to Waulkerz to attempt to keep his brethren healthy during a pitched battle. His mighty spells can often tip the tide of battle. While not the brightest or the strongest, he is the most stubborn of the group.

Waulkerz

Half-dragon cleric 13

CE Medium white dragon

Init +4; Senses darkvision 60 ft, low-light vision

DEFENSE

AC 28, touch 10, flat-footed 28

hp 126 (13d8+45)

Fort +11, **Ref** +4, **Will** +13

Immune cold, sleep, paralysis

OFFENSE

Speed 20 ft,

Melee bite +14 (1d6+5), 2 claws +14 (1d4+5), or +1 flail +16/+11 (1d8+6)

Special Attacks breath weapon (30 foot cone of cold, 8d6 cold damage, Reflex DC 23 half), rebuke undead

Spells Prepared (CL 13th)

7--*mass cure serious wounds, blasphemy*

6--*create undead, mass cure moderate wounds, greater dispel magic, harm*

5--*dispel good, spell resistance, slay living, righteous might, greater command*

4--*unholy blight, greater magic weapon, divine power, cure critical wounds*

3--*magic vestment, cure serious wounds, bestow curse, prayer, searing light, magic circle against good*

2--*desecrate, aid, align weapon, cure moderate wounds, death knell, resist energy, inflict moderate wounds*

1--protection from good, bane, bless, cure light wounds, sanctuary, shield of faith, divine favor

0--detect magic, cure minor wound, detect poison, read magic, resistance

STATISTICS

Str 21, **Dex** 8, **Con** 16, **Int** 12, **Wis** 18 (20), **Cha** 14

Base Attack +14/+9

Feats spell penetration, combat casting, improved initiative, martial weapon proficiency: flail, weapon focus

Skills Concentration +7, Craft (calligraphy) +5, Diplomacy +6, Heal +8, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Profession (scribe) +8, Spellcraft +6, Listen +5, Spot +5

Languages Common, Draconic, Abyssal

Treasure: NPC Gear (+1 full plate armor, +1 heavy steel shield, ring of protection +1, +1 flail,

crossbow w/ 10 bolts, gloves of dexterity +2, periapt of wisdom +2, cloak of resistance +1) plus 18,000 gp

Connections: This encounter connects to areas 479, 511, and 513.

See the Map of Level 18.

PATHFINDER STATS

Other than using the Pathfinder versions of the half-dragons, there are no changes needed in order to run this encounter using Pathfinder. However, the four brothers will use slightly different tactics. The half-dragon clerics will take to the air and attack from above whenever possible, since that gives them a considerable advantage. They will also rely heavily on channeling to do damage. Each round, one cleric will use their breath weapon, two will channel negative energy, and one will cast spells.

Nieut

Half-dragon cleric 15

CE Medium green dragon

Init +3; Senses darkvision 60 ft, low-light vision; Perception +10

DEFENSE

AC 27, touch 9, flat-footed 27 (+11 half-plate +3, +3 heavy steel shield of arrow deflection, +4 natural armor, -1 Dex)

hp 152 (15d8+75)

Fort +16, **Ref** +6, **Will** +15

Immune acid, sleep, paralysis

OFFENSE

Speed 20 ft, fly 40 ft (average)

Melee bite +16 (1d6+5), 2 claws +16 (1d4+5), or +2 shocking longsword +18/+13/+8 (1d8+7+1d6)

Special Attacks breath weapon (30 foot cone of acid, 15d6 acid damage, Reflex DC 23 half), channel negative energy 8d6 (Will DC 22 half) 6/day, touch of evil (7 rounds) 7/day, scythe of evil (7 rounds) 2/day

Spells Prepared (CL 15th)

6--*Mass Cure Moderate Wounds, Harm, Planar Ally, Create Undead* (d)

5--*Spell Resistance, Righteous Might, Dispel Good* (d), *Slay Living, Greater Command*

4--*Chaos Hammer, Unholy Blight* (d), *Cure Critical Wounds, Divine Power, Greater Magic Weapon*

3--*Bestow Curse, Prayer, Inflict Serious Wounds, Magic Circle Against Good* (d), *Searing Light, Cure Serious Wounds*

2--*Hold Person, Aid, Silence, Bear's Endurance, Cure Moderate Wounds, Align Weapon* (evil) (d)

1--*Protection from Good* (d), *Shield of Faith, Doom, Divine Favor, Bane, Bless*

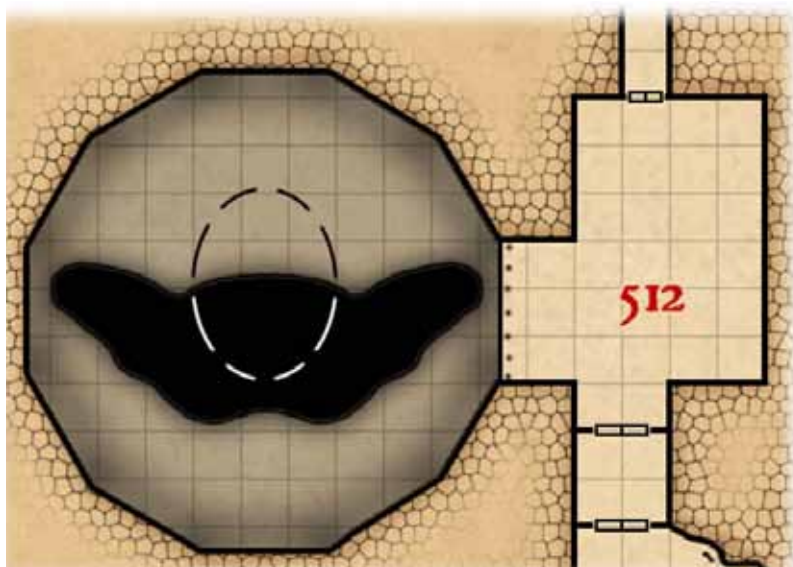
0--*Bleed, Resistance, Read Magic, Guidance*

STATISTICS

Str 20, **Dex** 8, **Con** 20, **Int** 13, **Wis** 18* (16 w/o headband), **Cha** 16

Base Attack +16/+11/+6; **CMB** +16; **CMD** 25

Feats Channel Smite, Improved Channel, Extra Channel, Selective Channel, Improved Initiative, Shield Focus, Armor Proficiency (heavy), Martial Weapon Proficiency (long sword)



Skills Appraise +7, Craft (Alchemy) +7, Diplomacy +9, Heal +10, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +7, Perception +10, Profession (scribe) +10, Sense Motive +10, Spellcraft +7.

Languages Common, Aquan, Draconic, Ignan, Terran, Auran

Treasure: NPC Gear - +2 *Shocking Longsword*, +3 *half plate armor*, *heavy steel shield of arrow deflection*, *headband of inspired wisdom* +2, *silversheen*, *cloak of resistance* +2, *brooch of shielding*, *potion of cure critical wounds* (4d8+15)

Dykk

Half-dragon cleric 15

CE Medium red dragon

Init +3; Senses darkvision 60 ft, low-light vision; Perception +10

DEFENSE

AC 26, touch 9, flat-footed 26 (+12 full plate armor +3, +4 Natural Armor, -1 Dex, +1 ring of protection)

hp 152 (15d8+75)

Fort +14, **Ref** +4, **Will** +12

Immune fire, sleep, paralysis

OFFENSE

Speed 20 ft, fly 40 ft (average)

Melee bite +16 (1d6+6), 2 claws +16 (1d4+6), or +2 flaming greataxe +19/+14/+9 (1d12+6+1d6)

Special Attacks breath weapon (30 foot cone of fire, 15d6 fire damage, Reflex DC 23 half), channel negative energy 10d6 (Will DC 22

half) 5/day, touch of evil (7 rounds) 6/day, scythe of evil (7 rounds) 2/day

Spells Prepared (CL 15th)

6--*mass bear's endurance*, *blade barrier*, *mass inflict moderate wounds*, *create undead* (d)

5--*flame strike*, *righteous might*, *spell resistance*, *insect plague*, *dispel good* (d)

4--*greater magic weapon*, *divine power*, *chaos hammer*, *cure critical wounds unholy blight* (d)

3--*Protection from energy*, *Blindness/deafness*, *Dispel magic*, *bestow curse*, *magic vestment*, *magic circle against good* (d)

2--*status*, *silence*, *resist energy*, *hold person*, *aid*, *enthrall*, *align weapon (evil)* (d)

1--*remove fear*, *shield of faith*, *doom*, *divine favor*, *command*, *protection from good* (d)

0--*bleed*, *detect magic*, *read magic*, *resistance*

STATISTICS

Str 22, **Dex** 8, **Con** 20, **Int** 12, **Wis** 16, **Cha** 15

Base Attack +17/+12/+7; **CMB** +17; **CMD** 26

Feats Channel Smite, Improved Channel, Extra Channel, Selective Channel, Improved Initiative, Armor Proficiency (heavy), Martial Weapon Proficiency (greataxe), Power Attack

Skills Appraise +7, Craft (Alchemy) +7, Diplomacy +9, Heal +10, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +7, Perception +10, Profession (scribe) +10, Sense Motive +10, Spellcraft +7.

Languages Common, Aquan, Draconic, Ignan, Terran, Auran

Treasure: NPC Gear: +2 *flaming greataxe*, +3 *full plate armor*, *phylactery of negative channeling*, *ring of protection* +1, *potion of cure critical wounds* (4d8+15)

Bainer

Half-dragon cleric 15

CE Medium blue dragon

Init +3; Senses darkvision 60 ft, low-light vision; Perception +10

DEFENSE

AC 27, touch 9, flat-footed 27 (+11 half-plate +3, +3 heavy steel shield of bashing, +4 natural armor, -1 Dex)

hp 152 (15d8+75)

Fort +14, **Ref** +4, **Will** +12

Immune electricity, sleep, paralysis

OFFENSE

Speed 20 ft, fly 40 ft (average)

Melee bite +16 (1d6+5), 2 claws +16 (1d4+5), or +2 longsword of frost +18/+13/+8 (1d8+7+1d6), shield of bashing +17 (1d8+5)

Special Attacks breath weapon (60 foot line of electricity, 15d6 electric damage, Reflex DC 23 half), channel negative energy 8d6 (Will DC 22 half) 6/day, touch of evil (7 rounds) 7/day, scythe of evil (7 rounds) 2/day

Spells Prepared (CL 15th)

6--*greater dispel magic*, *mass cure moderate wounds*, *mass bull's strength*, *create undead* (d)

5--*righteous might*, *breath of life*, *mass cure light wounds*, *plane shift*, *dispel good* (d)

4--*greater magic weapon*, *inflict critical wounds*, *divine power*, *dismissal*, *unholy blight* (d)

3--bestow curse, contagion, prayer, protection from energy, magic circle against good (d)

2--sound burst, hold person, death knell, desecrate, inflict moderate wounds, align weapon (evil) (d)

1--bane, bless, doom, entropic shield, sanctuary, protection from good (d)

0--virtue, resistance, read magic, bleed

STATISTICS

Str 20, **Dex** 8, **Con** 20, **Int** 14, **Wis** 16, **Cha** 15

Base Attack +16/+11/+6; **CMB** +16; **CMD** 25

Feats Channel Smite, Improved Channel, Extra Channel, Selective Channel, Improved Initiative, Shield Focus, Armor Proficiency (heavy), Martial Weapon Proficiency (long sword)

Skills Appraise +7, Craft (Alchemy) +7, Diplomacy +9, Heal +10, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +7, Perception +10, Profession (scribe) +10, Sense Motive +10, Spellcraft +7.

Languages Common, Aquan, Draconic, Ignan, Terran, Auran

Treasure: +3 half-plate armor, heavy steel shield of bashing, +2 longsword of frost, minor ring of sonic resistance, potion of cure critical wounds (4d8+15)

Waulkerz

Half-dragon cleric 15

CE Medium white dragon

Init +3; Senses darkvision 60 ft, low-light vision; Perception +10

DEFENSE

AC 28, touch 9, flat-footed 28 (+11 half-plate +3, +4 heavy steel shield, +4 natural armor, -1 Dex)

hp 152 (15d8+75)

Fort +14, **Ref** +4, **Will** +12

Immune cold, sleep, paralysis

OFFENSE

Speed 20 ft, fly 40 ft (average)

Melee bite +16 (1d6+5), 2 claws +16 (1d4+5), or +2 defending flail +18/+13/+8

Special Attacks breath weapon (30 foot cone of cold, 15d6 cold damage, Reflex DC 23 half), channel negative energy 8d6 (Will DC 22 half) 5/day, touch of evil (7 rounds) 7/day, scythe of evil (7 rounds) 2/day

Spells Prepared (CL 15th)

8--Greater Spell Immunity, unholy aura (d)

7--Regenerate, Mass Cure Critical Wounds, blasphemy (d)6-- Mass Bull's Strength, Heal, Harm, create undead (d)

5--slay living, righteous might, unhallow, mass inflict light wounds, dispel good (d)

4--greater magic weapon, divine power, cure critical wounds, inflict critical wounds, poison, unholy blight (d)

3--wind wall, magic vestment, bestow curse, cure serious wounds, prayer, magic circle against good (d)

2--spiritual weapon, hold person, death knell, bear's endurance, cure moderate wounds, align weapon (evil) (d)

1--bane, bless, cause fear, deathwatch, doom, sanctuary, protection from good (d)

0--virtue, resistance, guidance, bleed

STATISTICS

Str 20, **Dex** 8, **Con** 20, **Int** 12, **Wis** 18, **Cha** 15

Base Attack +16/+11/+6; **CMB** +16; **CMD** 25

Feats Channel Smite, Improved Channel, Extra Channel, Selective Channel, Improved Initiative, Shield Focus, Armor Proficiency (heavy), Martial Weapon Proficiency (flail)

Skills Appraise +7, Craft (Alchemy) +7, Diplomacy +9, Heal +10, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +7, Perception +10, Profession (scribe) +10, Sense Motive +10, Spellcraft +7.

Languages Common, Aquan, Draconic, Ignan, Terran, Auran

Treasure: +3 half-plate armor, +1 heavy steel shield, +2 defending flail, lesser rod of empower metamagic, horn of fog, potion of cure critical wounds (4d8+15)

513. THAT FIRST STEP'S A DOOZY (EL VARIES)

Summary: The party finds that sometimes crossing a small room isn't all that simple.

Sights and Sounds: Read the following to the party:

You stand at the entrance of a small vestibule. The chamber is well lit and a mere twenty feet across, allowing you a clear view of a pair of wooden doors, each emblazoned with the emblem of the Dragon Prince.

The ceiling in this chamber is 15 feet high.

Background: The walls between the prime material plane and the elemental planes fluctuate wildly across Level 18, but they are especially thin here--so thin, in fact, that as the party crosses the room, each character is likely to simply step across an imperceptible border and end up in another plane of reality.

The EL of this encounter varies widely depending on how divided the group becomes and what creatures are encountered. At a minimum, it is EL 14 for the situational challenges. The GM should increase the EL to a level appropriate to the creatures faced and may wish to consider this encounter of different difficulty levels for different PCs depending on what they had to face and how much (or little) help they had.

Elemental Convergences: This encounter does not use the ambient effects described under Elemental Convergences. Instead, use the details described under "Crossing Boundaries" below.

Crossing Boundaries: For each creature, the GM should roll 1d6 to determine whether that creature is able to make it to the far end of the room safely. Results of 1-4 represent five-foot sections (one square on a tactical map). If the player rolls one of these numbers, that player's character inadvertently steps across the planar boundary while entering that square. If the die roll is 5-6, the creature is able to cross the room safely without falling into another plane.

If a creature does cross into another plane, roll 1d4 to determine where it lands.

1d4 Destination Plane

- 1 The Plane of Air
- 2 The Plane of Earth
- 3 The Plane of Water
- 4 The Plane of Fire

If more than one creature in the group are sent to the same plane, the two should arrive 1d4 x 10 yards apart and be able to see one another. They may work together to escape the plane. A plane shift spell, for those capable of casting it, can instantly send the character and several allies back to the room.

After escaping the extraplanar journey, the creature will find itself in the same place it fell through the plane. For 1d6+2 rounds after returning, the creature is immune from stepping through other portals in this room. After that time, the GM should roll a new random boundary crossing as described above.

The Plane of Air: Creatures that step into the Plane of Air find themselves free-falling through endless sky, being buffeted by gale-force winds. These creatures can only move under their own control if they are somehow capable of flight. With a successful DC 15 Spot check, the creature can see a portal several hundred feet directly below them--it appears that the portal leads back to the same room the creature began in.

The good news is that if a creature just keeps falling towards the opening for the next 5 rounds, it will re-emerge in the room it were crossing when it fell into the Plane of Air. The bad news is that the creature will be falling incredibly fast by the time it crosses the threshold, and so will come through the portal and immediately slam into the floor, suffering 20d6 points of damage from the impact.

Spells like fly or overland flight function as normal, and allow the character to control their descent without difficulty. Spells like feather fall will negate that damage, but doubles the amount time remaining in the fall--requiring a total of 10 rounds instead of 5, if it is cast during the first round of falling.

While a creature is passing through the Plane of Air, it may draw the attention of the plane's denizens. Use the following following chart to determine whether the creature has a random encounter, adding +1 to the roll for every round that the creature is planning to spend falling.



1d20 Encounter

- 1-15 No encounter
- 16-17 3d4 small air elementals
- 18-19 1d6 belkers
- 20+ Adult green dragon

The Plane of Earth: The creature appears in a fissure, deep within the Plane of Earth--a slim pocket of air between two vast plates of rock. The force of gravity is more powerful here, making each step enormously difficult and exhausting. For the duration of this visit to the Plane of Earth, double the weight of all items, impose a -5 penalty on all Climb checks, and halve the range increments for ranged weapons.

A portal back to the room is located at the top of the the fissure--150 feet above where the creature stands. Finding the portal requires a DC 15 Spot check. Reaching it requires the creature to climb, fly, or by some other means get to the top of the fissure. Climbing the rock face is not especially difficult (discounting the problems caused by increased gravity). As a move action, a successful DC 15 Climb check will allow a creature to climb a distance equal to half its movement rate. Failing the check means that no progress was made. Failing the check by 10 points or more means that the creature has lost its grip and is now falling. Falling damage is calculated normally with an additional +5 damage for every ten feet (or portion there of) that the creature falls.

While a creature is passing through the Plane of Earth, it may draw the attention of the plane's denizens. Use the following following chart to determine whether some

other creature burrows or bursts through the rock wall into the fissure instigating a random encounter. Roll on the chart once for every minute that the creature spends on the plane.

1d20 Encounter

- 1-15 No encounter
- 16-17 3d4 small earth elementals
- 18-19 1d4+2 gargoyles
- 20+ Adult copper dragon

The Plane of Water: The creature appears in the middle of a vast and apparently endless expanse of water--not on the surface, in the depths of some infinite ocean. Characters carrying a medium load will sink at a steady rate of 20 ft. per round, those with a heavy load will sink 30 ft. per round. Those with a light load or lighter must use Swim checks to move any significant distance in any direction. All attack and damage rolls suffer a -5 penalty (as do any skills the GM may deem are significantly hampered by being underwater).

A portal back to the room floats in the water 150 feet below the creature. No skill check is needed to find the portal as it glows in the dark depths--the creature's path is clear. Unfortunately, the endlessly churning waters will not allow the creature to fall directly down. Each round, the currents will move the creature 5 feet in a random direction. In order to stay on target and fall through the portal, the creature will have to use Swim checks to correct its course.

At first, the main risk might appear to be drowning, but unless a creature has a particularly low Constitution score, that is unlikely to come into play (though the GM should feel free to play up any such fears the

players express). Rather, the greater challenge will be swimming (which many adventurers are notoriously bad at). If the creature cannot control its movement through the water, it will have trouble getting off the plane--and eventually the possibility of drowning will become a more pressing concern.

While a creature is passing through the Plane of Water, it may draw the attention of the plane's denizens. Use the following following chart to determine whether the creature has a random encounter. Roll on the chart once for every minute that the creature spends on the plane.

1d20 Encounter

- 1-15 No encounter
- 16-17 3d4 small water elementals
- 18-19 1d6 adult tojanida
- 20+ Adult bronze dragon

The Plane of Fire: The creature steps onto a scorched and burning landscape next to a flowing river of magma. The air itself is super-heated to the point that even breathing is difficult. All creatures that do not have the Fire subtype or immunity to fire damage suffer a -5 penalty on all rolls and receive 2d6 points of fire damage every round. These penalties double for creatures with the Water subtype. Creatures wearing metal armor also suffer as if targeted by a heat metal spell.

A portal back to the room appears 150 feet away. Finding it requires a DC 15 Spot check. Unfortunately, that check also reveals a tribe of angry salamanders positioned between the creature and the portal. The only way back is to get past the tribe, one way or another.

Noble Salamander: hp 112

Salamander (x6): hp 58

Upping the Ante: To make this level more challenging, do not allow for the possibility that a creature might pass safely through the vestibule. Roll 1d4 when determining which square contains a planar portal. Also eliminate returning creatures' immunity- immediately roll a new planar portal. Doing this will increase the difficulty of the encounter to EL 18.

Connections: This area connects to area 512 and area 514 (as well as to the elemental planes).

See the Map of Level 18.

PATHFINDER STATS

Replace all references to Spot checks with Perception checks of equal difficulty. Use Pathfinder versions of all the creatures mentioned. Otherwise, no modifications are needed to run this encounter using Pathfinder.

**Small Air Elemental
Belker**

Adult Green Dragon

**Small Earth Elemental
Gargoyle**

Adult Copper Dragon

Small Water Elemental

Adult Tojanida

**Adult Bronze Dragon
Salamander**

514. THE WELL OF TEARS

Summary: The party finds a well filled with water that has strange and unpredictable properties.

Sights and Sounds: This room is lit by an ambient glow that appears to come from the ceiling. Read the players the following description.

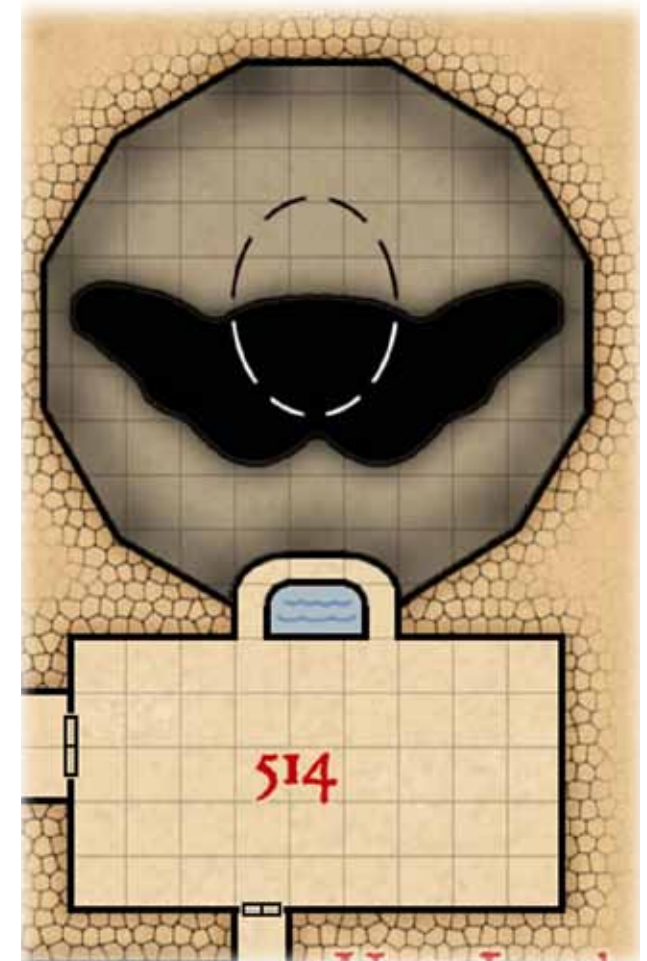
This room is well lit, clean, and seemingly abandoned. Its walls are completely unadorned, but the central section of the northern wall is open to a tremendous cavern. Within the cavern hangs a colossal body, apparently belonging to a humanoid female. The floor extends into the cavern and forms a stone of the well containing a deep pool of water.

Anyone who gazes into the pool should make a Spot check. Those who beat DC 10 notice that the humanoid body is not reflected in the water. Those who beat DC 15 realize that what at first seemed to be a reflection of the ambient light from the room's ceiling is actually a reflection of a silvery full moon (despite the fact the pool is deep underground with no access to the sky above).

Background: During her long imprisonment and torment, Glarias has wept as few goddesses have ever had cause to. Her tears have been harvested to see what power they contained. Metterrak had hoped that they would contain some kind of divine essence that would speed his ascension to godhood- but this proved not to be the case. Still, the tears continued to be captured by this pool over the course of decades and centuries.

The water appears to just be regular, slightly brackish water, however if poured into a basin, that basin will always show a reflection of the moon, even if the basin is indoors.

While the tears did not have the effect that the Dragon Prince desired, they are still filled with potent divine magic. However, drawn as they are from the goddess's pain and sorrow, and affected as they have been by the reality-bending powers of the Entropy Engine, the tears can have a wide



and unpredictable range of effects on those who drink them. One can only gain an effect from the Tears of Glarias the first time on drinks from the fountain's waters--drinking more than once has no result.

Elemental Convergences: This area is under the ever-shifting effects of the Elemental Convergences.

Well of Tears: At first glance, it seems to be a regular stone well, filled to the rim with dark water. The stone, however, has become effectively indestructible (hardness 100, 400 hp per inch--the stone is 4 inches thick and is immune to magic). The well is 20 feet deep. Examining the stone will reveal, with a successful knowledge: nature DC 20, that it is a variety of feldspar commonly referred to as Moonstone.

Tears of Glarias: Drinking an ounce or more of the tears (enough to fill a potion vial or cupped hand) will have a randomly determined effect on a creature. Any creature that drinks must also make a Will save DC 40 or be stunned for 1d4 hours. A creature can only gain an effect from the Tears of Glarias once, regardless of the amount drunk. Drinking further gains no permanent effect, but does still require a Will save against being stunned.

Roll a d12 to determine what the effect a creature gains from its first drink of the Tears of Glarias.

1--Mercy of Glarias: Glarias weeps not for herself but in pity for the creature and its poor misfortune. The creature is restored to full hit points, cleansed of disease, poison,

curses, and any negative levels are restored (except those imbued by equipment).

2--Sight of Glarias: The creature's mind is flooded with visions of Glarias's captivity, the torments inflicted upon her, and her current state. It will see images of her captors as well, and will now be able to determine the exact direction and distance to Glarias's body from anywhere in the dungeon. The character also takes 10d6 nonlethal damage from the mental shock. In addition, the creature permanently gains darkvision 60 feet. If it already had darkvision, double the range.

3--Curse of Glarias: The tears of the Moon Goddess are imbued with the curses she has invoked uselessly against her captors. The creature must make a DC 35 Fortitude save or become afflicted with lycanthropy. The sort of lycanthrope is determined by the creature's alignment, becoming a lycanthrope whose alignment matches or is closest to its own.

4--Might of Glarias: The moon goddess's strength surges in the creature's veins. The creature gains a permanent +1 to Strength. Clerics and paladins of Glarias gain +2 to Strength and an extra spell per day for each spell level. At night under an open sky, the bonuses to Strength are doubled.

5--Rage of Glarias: The bitter rage of Glarias as she struggles futilely to escape fills the creature. It is stricken by rage and driven berserk. It gains Strength and Constitution as if it was a barbarian of equivalent level, but must succeed at a Will save, DC 30, or be compelled to attack the nearest character,

whether friend or foe. The rage lasts for 2 rounds per character level. If the creature fails its Will save, it will keep attacking everyone around it until the rage expires. It is considered to be magically coerced and not responsible for its actions if it fails its save (for purposes of alignment/code of conduct).

6--Melancholy of Glarias: The bone-soaking sadness of Glarias overwhelms the creature, who must make a DC 35 Will save or be compelled to attempt to drown itself by jumping into the well. The cold of the water does 1d6 cold damage per round and the compulsion lasts for 2 rounds per point the creature missed the save by. For example, if the creature's Will save total was 28, missing by 7, it would be compelled for 14 rounds. Other characters may attempt to pull the creature out of the well by using a grapple attack with a -4 circumstance penalty (the wet stone and water). Creatures pulled out will have to be restrained for the duration of the effect or they will just jump back in.

7--Boon of Glarias: In exchange for helping to free her, Glarias promises the creature a boon (a one-time use of wish, without the material component requirement) once she is restored to power. In addition, for the next 4 weeks, once per day the creature may re-roll any failed save and use the better result.

8--Sword of Glarias: Upon drinking the Tears of Glarias, the creature will hear a voice telling it to dunk one of its weapons into the well. This is not a compulsion, just a thought that pops into its head. If the creature decides to do so, the water

around the weapon will glow. Add +5 to the hardness and double the hp of the weapon. In addition, the weapon gains a +2 bonus to attack and damage (that bypasses DR) against lycanthropes and vampires.

9--Cloak of Glarias: After drinking the Tears of Glarias, the creature must make a DC 30 Fortitude save or lose all its natural pigmentation, becoming an albino. This also inflicts a permanent -1 to Charisma. The creature also gains light sensitivity--the creature is considered dazzled when in areas of bright sunlight. However, regardless of whether it succeeds or fails the save, the character gains low-light vision and the spell-like ability to Shadow Walk 1/day. In addition, the character gains a +4 bonus to Hide when in dim light or darker conditions.

10--Hatred of Glarias: The hate-filled Tears of Glarias are more venomous than a serpent's bite. The tears do 5d6 acid damage and poison the creature. Glarias tears, ingested; Save Fortitude DC 30. Cure: 3 consecutive saves. Frequency 1/round for 1d12 rounds. Effect: 1d2 to all attributes and 2 points of bleed damage.

11--Wisdom of Glarias: The divine wisdom of Glarias inundates the creature's very being granting a permanent +1 to Wisdom. Creatures that are divine spellcasters also gain a permanent +1 to Will saves, unless their alignment is opposed to Glarias's. If this is the case, they gain no benefit at all. Clerics or paladins of Glarias permanently gain an additional +1 to Wisdom and +1 to Charisma.

12--Armor of Glarias: Glarias's divine essence flows through the creature and grants it protection. It permanently gains DR 5/magic and +1 to all saves. At night, under an open sky, these values are doubled (on nights of the full moon, they are tripled).

Connections: This area connects to areas 495, 513, and 515.

See the Map of Level 18.

PATHFINDER STATS

Change the reference to Hide checks to Stealth check. Otherwise, no modifications are needed to run this encounter using Pathfinder.

515. ELEMENTAL MAELSTROM

Summary: The PCs must brave a gauntlet of elemental fury to make it to reach the heart of the level.

Sights and Sounds: There is no single, regular light source, but the swirling primal chaos that takes up the center of the chamber sheds enough light from various elemental effects (lightning, fire, magma, etc.) that the area is generally in at least dimly lit conditions. The GM may vary this so that it occasionally is fully lit and occasionally in complete darkness. The PCs can see the following.

The pathway before drops off at the doorway as it encounters a tremendous, chasm. The room's floor is fifteen feet lower than the hallway in which you stand, and its ceiling is 15 feet higher. The rough-hewn walls at first make the space seem to be a natural cavern, but the regularity

of the perimeter draws into question the origin of the space. An even more obvious indication that something unnatural is happening here is the swirling mass of elemental chaos that fills the central part of the chamber.

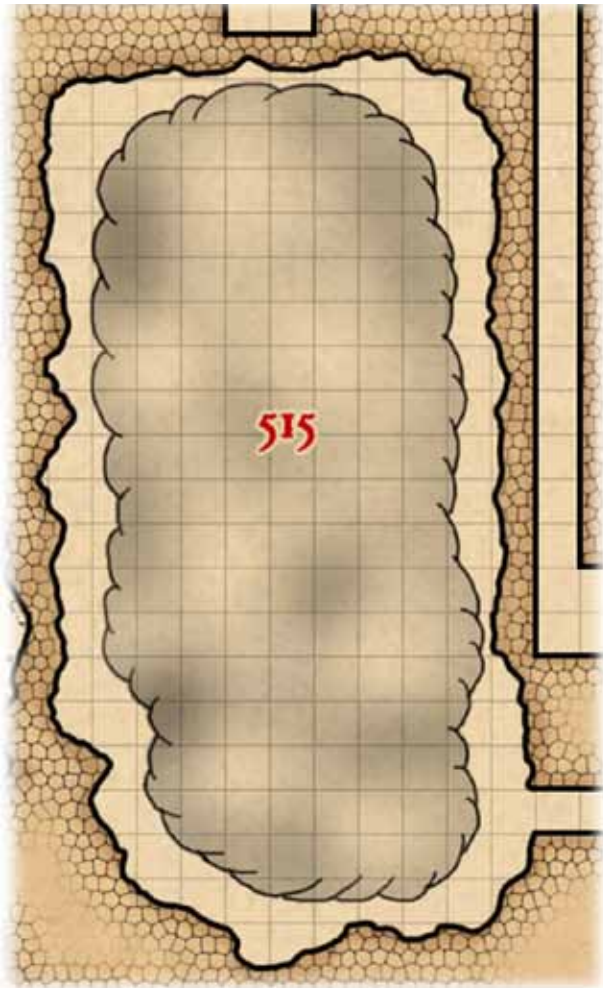
The maelstrom could initially be mistaken for a tremendous magical bank of fog, except that flashes of lightning, gurgles of flowing water, gusts of wind, and belches of flame intermittently escape from its folds.

Background: The final obstacle to the core of Level 18 is the Maelstrom--an elemental barrier that Pholaen has erected to protect his privacy as he works within his mobile laboratory.

The outer layer of the Maelstrom is elemental chaos that buffets anyone who approaches it with numerous elemental effects simultaneously. Once past the surface, one is transported to a version of one of four pocket dimensions, each of which is linked to one specific elemental force and contains a relic in it that will be useful in one of the other sections. A character must be successful in all of the pocket dimensions before being sent to Valor's Chamber--the final challenge that acts as a doorway to Pholaen's sanctum.

Elemental Convergences: This encounter does not use the ambient effects described under Elemental Convergences. Instead, use the details described in "Outer Maelstrom."

Outer Maelstrom: The visible chaos of the Maelstrom is identical to the elemental chaos experienced in area 479. Anyone standing adjacent to the Maelstrom suffers the full force of the elemental chaos every



round. Those within 15 feet of it are attacked by elemental tendrils every other round.

Stepping through to the Inner Maelstrom requires a character to face one final blast of the elemental chaos, but there is no further obstruction. The character steps to the interior of the cloud.

Inner Maelstrom: When a character steps into the Inner Maelstrom, he or she is teleported into a pocket dimension--floating

in a void with four glass globes float before him or her. Staring at each of these globes, the character instantaneously knows their names--"Raining Earth," "Lake of Fire," "Rushing Water," and "Falling Sky". If the character touches one of the globes, he or she is transported to a different pocket dimension based on that template.

Raining Earth: This pocked dimension is built primarily from pieces of the Plane of Earth--a rolling plain bare of vegetation and with piles of rock scattered all over. A flowing beacon fire can be seen to the north, but no other landmarks are visible. Indeed, if the character proceeds in any direction other than north, he or she finds nothing but rolling plains as far as the eye can see.

Once the character proceeds north, the earth changes to a crusty salt flat, the flakey white dried mud, hot under the bright sunless sky. A cloud bank looms ahead, passing over the salt flat. In the distance, the character can hear the salt flat crackling as if it's crusty surface was being softened by rain and then snapping under its own weight. A Listen check, DC 30, will reveal that the land isn't crackling because of rain, but rather under impacts from a rain of stones. Within moments, the rain sweeps over the character, battering them for 10d6 bludgeoning damage per minute unless they can erect some kind of protective shelter. (If the character uses the lodestone from Falling Sky, the falling stones are repelled from the character for 2d4+2 minutes.) The rain lasts for 1d10+2 minutes and then abates, but by that time the salt flat has been transformed

into a gooey, muddy sludge that makes travel difficult, halving one's effective speed (as happens in a bog). Luckily, by this point the beacon fire is only 500 feet away.

The beacon emanates from a bronze brazier three feet across, standing three feet tall. The fire does not radiate any heat, and sticking one's hand into it causes no damage. In the bottom of the brazier sits a large glowing red stone that weighs 10 lbs. A character can easily reach in and take the stone without touching the sides of the brazier. When someone does touch the brazier, he or she is immediately transported to Lake of Fire. If the character has already completed that challenge, he or she is instead transported to Valor's Chamber.

Lake of Fire: The character appears in a volcanic caldera, near the bottom of the crater--a pocket dimension built primarily from pieces of the Plane of Fire. Above loom sheer crumbling cliffs, while ahead is a lake 400 feet across of boiling magma. In the middle of the magma is a small spire with something gleaming pale blue at its peak stands atop a rocky islet. There are a series of small basalt outcroppings large enough to stand on dot the magma lake, each one ten to twenty feet from the next (1d10+10 feet).

The crater is filled with thick volcanic gases, so the character must make a Fortitude save each round, DC 15 +1 for each previously failed check. Failure causes 1d4 non-lethal damage and the character is sickened until the start of his or her next turn. In addition, the extreme heat in the area inflict 1d6 lethal damage per round,

no save. Every 5 rounds, a magma bubble will erupt from a random section of the lake, causing 2d6 fire damage to anyone within a 15 foot radius, DC 20 Reflex save for half damage (DC 30 for no damage).

If the character wants to cross the magma lake using the outcroppings, he or she will only be able to get a running start on the first leap, so the DC of future jumps will be doubled (and don't forget to take their armor check penalty into consideration).

If the character throws the glowing stone from Raining Earth into the magma, it will form into a 10 ft. by 10 ft. stone raft floating above the magma. Once the character is on board, it will move safely forward at a speed of 10 feet per round and change direction according to the character's command.

Once the character reaches the islet, a DC 25 Climb check is needed to reach the top of the spire. At the peak is a spike of ice, still frozen solid despite being surrounded by magma. Numerous shards of ice sit nestled in the rocks surrounding the spike and can easily be picked up. Oddly, the shards are not particularly cold and do not melt even when held or exposed to ordinary flame. Dipping them in the magma or exposing them to magical fire will cause them to instantly dissipate.

Touching the spike itself transports the character to Rushing Water. If the character has already completed that challenge, he or she is instead transported to Valor's Chamber.

Rushing Water: The character appears in a pocket dimension made primarily of material from the Plane of Water--standing

on a rocky outcropping in the middle of a torrent of water rushing by at 90 feet per round. The outcropping is 200 feet from the lip of a waterfall extending as far as the eye can see. The ocean in which the PC stands likewise extends to the horizon. If the character attempts to look over the edge, it becomes clear that the waterfall is at least 150 feet high and feeds into a lower section of ocean that also extends to the horizon.

About 100 feet from the outcropping, in the opposite direction of the waterfall, a waterspout is mysteriously hovering just inches above the actual surface of the sea. The character must somehow find a way to get to the waterspout. The water is turbulent and swimming against the current requires a DC 30 Swim check (which, even if successful, allows the character only to move half his or her normal movement rate). Failing the Swim check causes the character to be swept 90 feet towards (and possibly over) the waterfall. Falling all the way to the bottom results in 10d6 damage.

Throwing a shard of ice from Lake of Fire into the water will cause a 100 ft. radius area to freeze solid, turning it into an ice sheet for 4d6 minutes, after which it will immediately return to its normal liquid state.

When the character successfully reaches the waterspout, he or she will find a hollow sphere--effectively a globe of force--floating beneath the spout and preventing it from actually touching the surface of the water. It is completely possible to reach in and take the globe of force, but doing so will cause the character to be sucked into the waterspout.

Touching or entering the waterspout causes the character to be transported to Falling Sky. If the character has already completed that challenge, he or she is instead transported to Valor's Chamber.

Falling Sky: The character appears standing on a small floating stone island drifting through a star-filled void--a pocket dimension made primarily of material from the Plane of Air. If they look around, they will see many other floating stone above and below them. If the character peers over the edge, he or she can see an especially large stone island 500 feet below. In the middle of the island is a large golden cube.

The floating islands are 50 feet from each other, and the character must make a DC 20 Jump check to hop safely from one boulder to the next. Failure indicates a miscalculation and falling an additional 50 feet to the next lower island and suffering 10d6 damage. By carefully hopping from island to island, the character can go down and investigate the golden cube.

Once every 1d6 rounds the entire pocket dimension falls under the effects of a reverse gravity spell for 1 round, making everything (except the floating islands) fall upward. The character must make a DC 25 Reflex to grab onto something and stay anchored near the ground. Failure means falling up for one round, then falling down and taking 5d6 damage from a 50 ft. fall the following round when gravity returns to normal.

If the character has the globe of force from Rushing Water, holding it in his or her hand will counteract the effects of the reversed gravity. This ability may be used 5 times.

Once on the island with the golden cube, the character can make a DC 25 Spot check (or DC 15 Knowledge (dungeoneering) to notice that the loose stones here are actually lodestones. (These character gets a +10 bonus to these checks if he or she is on this island during one of the gravity shifts as the magnetic properties of the lodestones will cause them to interact in odd ways when falling near one another.) Once identified, the character can take one or more lodestones.

When the character touches the golden cube, it transports him or her to Raining Earth. If the character has already completed that challenge, he or she is instead transported to Valor's Chamber.

Valor's Chamber: Once the character has cleared all four Elemental challenges, he or she is transported to a small, simple room 10 ft. wide, 10 ft. long, and 10 ft. tall. The walls, floor, and ceiling are made from smooth, featureless marble. At the room's center a thin pedestal rises from the floor, atop which sits a golden chalice.

If the character examines the chalice, it appear to be made of the finest gold worked by master craftsmen. It holds a single mouthful of a clear, odorless liquid. If drunk, the liquid tastes delicious and restores the characters to full hit points, as well as refreshing all fatigue.

Whether or not the character drinks from the chalice, when he or she looks up from examining it a door has appeared in one of the walls. Once the door is opened, the chalice disappears. Stepping through the door leads the character to area 516. (Although

all the characters have had to go through these trials individually, it is possible that they will finish roughly simultaneously, in which case they will arrive in area 516 together at the same time. More details will be provided in that encounter.)

REVISIT

If the PCs return to this area at any point after Pholaen's mobile laboratory has been moved elsewhere, in its place they find an empty white room with a trapdoor that leads down to the hallway between area 521 and area 522. The white room and trapdoor do not exist as long as the laboratory is anchored here in the Elemental Maelstrom.

Connections: This area connects to area 514 and area 516.

See the Map of Level 18.

PATHFINDER STATS

Replace mentions of Spot checks with perception checks of the same difficulty, and Jump checks with Acrobatics checks of the same difficulty. Otherwise, no modifications are needed to run this encounter using Pathfinder.

516. THE CLEAN ROOM

Summary: The PCs inexplicably find themselves in a round, metal chamber. If they want to leave it, they must prove they are "clean."

Sights and Sounds: There are two likely ways for the PCs to enter this chamber--by being teleported here from Valor's Chamber or by climbing in through the hatch in the floor. Their mode of entry will affect the details of how they see the room, but the details remain the same.

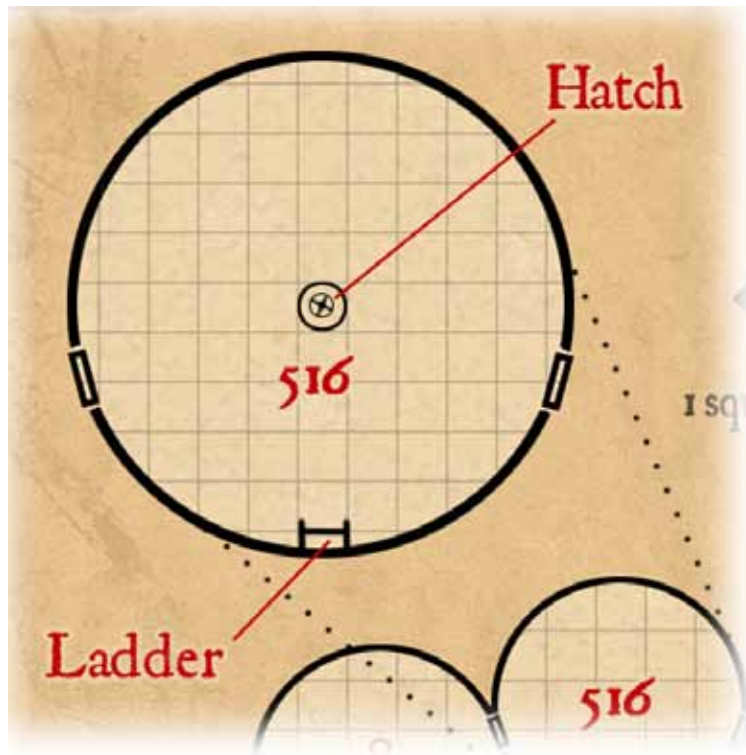
There is adequate lighting in the room, and the ceiling is a dome that is 25' high at its tallest point. When they enter, the characters see the following. (Note that the map for area 516 is presented at a scale of one square = 5 ft.)

This room is perfectly circular with all surfaces made of a smooth, gray metal. The walls curve inward in a geometrically perfect dome that peaks about two dozen feet above the floor. Small globes of light ring the dome about ten feet from its peak, providing full illumination to the room.

In the center of the floor is a round hatchway, and in the southeast and southwest sections of the walls are two oval hatchways. All three are made of the same metal as the floor and walls, and all three are sealed so tight that it is impossible to be certain that they are not actually decorations built into the gray surface, rather than actual passageways through it.

Likewise made of the same metal, and likewise seeming a seamless part of the room's surface, is a ladder built into the southernmost section of the wall. It leads up to a fourth hatch, identical to the others, that leads through the dome (if, indeed, it leads anywhere at all).

Other than the fixtures, there are no decorations of any kind in this room.



Background: Having gotten through the elemental maelstrom, the PCs have been deposited in the entry chamber to Pholaen's legendary mobile laboratory. This location/device is every bit as unusual as the stories say. To begin with, it is significantly larger on the inside than it is on the outside (though the PCs will not know that when they first arrive, they can determine it if they decide to leave via the floor hatch).

From the exterior, the mobile lab seems to be a simple sphere, but on the inside it consists of a ring of ten rooms. As if this bit of metaphysical geometry wasn't weird enough, the heart of the lab are a pair of even larger rooms that are somehow bound within the ring formed by the other ten.

Each room has a floor hatch, two wall hatches (doors), and a ceiling hatch. The doors lead from room to room around the ring (see Map of Level 18). the floor hatches all lead out of the mobile laboratory, and the ceiling hatches lead to the rooms at the heart of the complex.

However, while it is possible to leave the ring through any of the rooms, when a character enters the ring (either from the exterior or from the hub), he or she always enters in this Clean Room. And once within this room, no creature is allowed to leave without first being scanned and, if necessary, cleansed.

No Escape: Pholaen has constructed his entire mobile laboratory so that it constantly and imperceptibly shifts between the plane it is physically on

and several pocket dimensions created by the wizard himself. This means that, from a planar perspective, the structure is never exactly where it is supposed to be, and has the result of sealing it against teleportation, planar travel, or other methods of magical escape or entry other than those cast by Pholaen himself. (The entry from Valor's Chamber works because Pholaen wants it to.)

It is possible to enter the Ethereal and Astral Planes as long as the traveler remains within the structure of the laboratory. The exterior walls, though, are impassable. In addition, there are other dangers awaiting anyone who explores the lab ethereally or astrally. (See area 117-C and area 118-C.)

A Voice: A few moments after any creatures enter in the room, a booming voice rings through the chamber. Each creature hears the voice as if it is speaking in his or her native language. The voice says the following.

No one shall enter or leave the house of Pholaen without proving your friendly intentions. One at a time, step into the light and let all be seen.

A shaft of light, five feet in diameter, then appears in the section of the room furthest from the assembled creatures. If the characters do not begin entering the light to be scanned, the voice will return and urge them to do so. It points out that the doors will not be opened until they do. Eventually, the creatures will either agree to be scanned by the light or they will be left to die in this room--however long that takes.

At first this voice is a magically recorded one, but if the group resists long enough, it may become actual communication from Pholaen himself. He will reassure them that they have nothing to fear from the light and that this is merely a precaution, but he is firm that it is an absolutely necessary one.

Stepping Into The Light: After stepping into the light, a character and all his and her possessions are scanned, layer by layer. At first the character will appear as he or she usually does, then the topmost layer of garments (usually armor and other protective gear) will disappear, and the character will be seen as if only wearing whatever ordinary garments are underneath. The scan will increase, going down layer by layer, through musculature and skeletal

structure until all has been revealed. (The GM can decide whether or not this includes a phase where the character is shown totally unclothed--this is logical but not a requirement, and may be uncomfortable for some groups to roleplay.)

The scanner is searching for any item that belongs in the mobile lab and is being taken without Pholaen's knowledge and permission. This does not include mundane or consumable items--Pholaen doesn't track such things. But spell components, Pholaen's personal effects, and any item worth 200 gp or more. If any such items are found in a particular layer, the items will glow red and a warning klaxon will sound for all to hear.

The light is also searching for any weapon that might be used to inflict massive damage to the installation. Simple magical weapons (even very powerful ones) do not register--Pholaen is comfortable with his ability to defend himself from any ordinary adventurers. However, any artifact or legendary item, or item designed to inflict more than 15d10 damage in a single attack will also glow red and elicit a klaxon.

If no klaxons were sounded (in other words, if no offensive items were found), voice will return to tell the character that it may enter or leave the laboratory once all the other creatures have been viewed.

After all of the creatures have been scanned and cleared, all of the hatches will emit a short hissing sound (like the sound of a modern pressure lock being released) and may be opened as described below.

After The Klaxon: If anything on the the character's body caused the scanning light to glow red and sound a klaxon, the voice will return and tersely tell the character that those items must be surrendered. If the PCs want to argue the situation, Pholaen himself will eventually speak with them and say that as long as they do not prove themselves to be enemies, all their rightful property will be returned when they leave the premises.

The main point is that the room will not allow the PCs to bring exceptionally dangerous items into the lab, nor to remove items that Pholaen considers valuable.

An appropriately-sized receptacle will rise from the floor for each item. Once the item is placed inside, the receptacle will retract into the floor again. While it is impossible for a character to hide the fact that an item is on his or her person, it is possible to fool the room into thinking that an item has been surrendered when it has not. To do so, the character must beat DC 48 with one of the following skill checks: Sleight of Hand, Hide, Spellcraft, or Bluff.

Wall Hatches: The wall hatches are five-foot-tall ovals (like compartment hatches in a modern day submarine). Like those, these are opened, closed, and secured using a circular handle/lock. Opening, closing, or securing a hatch takes as much time as using an ordinary door wood. Unsecuring a locked hatch takes a standard action and a successful DC 8 Strength check. (The exception to this are when the hatches are sealed in area 516, which is done magically by Pholaen himself and cannot be overridden.)

Unless held open, wall hatches will swing closed 1 round after being left unattended. The will not, however, secure themselves.

Ceiling Hatch: By climbing the ladder in the chamber, a character comes to a round hatch in the ceiling. Like the wall hatches, it is opened, closed, and secured with a circular handle. This hatch is always secured and requires a DC 8 Strength check to open. When open, this hatch is wide enough for a Medium creature to fit through safely (and for a Large creature to squeeze through as a full-round action).

This hatch connects simultaneously to both area 519 and area 520. If the character opening the hatch does not know this or exerts no influence, the hatch always opens to area 519. If the character does know, a DC 20 Spellcraft check will allow him or her to have the hatch open into area 520 instead.

When leaving area 519 or area 520, the hatch always leads to area 516 regardless of what room the character was in when he or she used the hatch to enter the room.

Floor Hatch: The floor hatch is just like the ceiling hatch--round, wide enough for a Medium creature to pass normally (and a Large creature to squeeze through as a full-round action). It likewise is always closed and secured, requiring a DC 8 Strength to open.

Once open, the hatch leads to a 15' x 15' chamber beneath the main room. In the center of this chamber is another identical floor hatch. This is, in modern terms, an air-lock--a chamber that makes it impossible to expose the inside of the laboratory to whatever the conditions are outside. If one

of the floor hatches are open, it is impossible to open the other one.

If the lower floor hatch is safely opened, those in the lower chamber may use it to go outside the laboratory.

Outside: Pholaen's mobile laboratory sits where it has for many centuries--in the middle of the elemental maelstrom within area 515. Stepping outside immediately exposes the PCs to the effects of the Outer Maelstrom as described in that encounter (they will not be sent back to the Inner Maelstrom once they have passed all its tests). This will continue until they either re-enter the lab by opening the hatch or make their way through the maelstrom, out of area 515, and back into the main part of Level 18.

Those who brave the elements long enough to look will see that from the exterior Pholaen's lab seems to be a 50-foot metal sphere that hovers about five feet above the terrain. About halfway up its body, twelve portholes can provide glimpses inside the sphere to anyone able to get that high to look in.

These portholes look simultaneously into area 519 and 520, (both of which are clearly larger than the sphere itself). Viewing these physical impossibilities requires a character to make a DC 30 Will save or be Paralyzed for a number of rounds equal to the amount by which he or she failed the save. Characters that succeed at the save are immune to this effect for 24 hours.

Anyone who re-enters Pholaen's mobile laboratory from the exterior hatch arrives in area 516, regardless of what room he or she had exited from.

Connections: This area connects to areas 515, 517-A, 518-E, 519, and 520.

See the Map of Level 18.

PATHFINDER STATS

Replace mentions of Sleight of Hand and Hide checks with Sneak checks of the same difficulty. Otherwise, no modifications are necessary to run this encounter using Pathfinder.

517. IN ONE DOOR ... (EL VARIES)

Summary: The "Clean Room" is just one of a series of identical rooms strung out in a long arc--each presenting a different challenge to the PCs.

Sights and Sounds: The interior of Pholaen's mobile laboratory is significantly bigger than the exterior seems to indicate. Rather than a single 50'-wide circular room, the lab consists of an unknown number of physically identical rooms arrayed end to end.

All of the chambers detailed in this encounter can have their basic layout described in just the same way as area 516 was. Some of the rooms have additional furnishings, which are described in the entries below.

Background: As explained in area 516, Pholaen's mobile laboratory is an extra-dimensional space--significantly larger on the inside than it is outside. The bulk of the vessel is a ring of ten identical round rooms. This encounter describes four of those rooms.

Pholaen the Worldweaver, one of the legendary Mages Four, has used his mobile laboratory to travel the infinite reaches of the planes--exploring places that even seasoned adventurers would have difficulty imagining, much less comprehending. However, for the last several centuries he has been focusing his attention on the elemental planes, their relationship to the Material Plane, and the way those connections are manipulated and warped by the Entropy Engine--a device that was designed and build (at least in part) by Pholaen himself. And for most of those years, the lab has sat in the exact place it now rests.

The rooms of the laboratory were not created with particular purposes in mind. Each one has been outfitted by Pholaen for its current use and, despite having been in their current configurations for centuries, they still have an ad hoc, hastily assembled feel to them that gives the entire lab the sense of being temporary accommodations rather than what they are--Pholaen's home for the past three hundred or more years.

Floor and Ceiling Hatches: The hatches in the floor and ceiling function as described in area 516. The floor hatch leads to an "air lock" that lets a character go outside the lab, while the ceiling hatch leads to the larger chambers at the heart of the vessel.

It is important to remember, though, that no matter what room a character was in when he or she uses these hatches to leave the main ring of rooms, when he or she returns it is always to room 516.

Wall Hatches: The wall hatches work as described in area 516. They are always closed and when the PCs first encounter them, but unless it is specified in the description, the hatches are not secured and can be opened like any other door. Unless held open, they swing closed 1 round after being left unattended.

A. Steam Room (EL 14): Pholaen has outfitted this room as a bathhouse. It is a place he comes to relax, unwind, and simply let his mind wander. When the PCs first enter the room, describe it as follows.

The air is warm, very humid, and has a close, musky scent. The upper reaches of the domed ceiling are filled with copper pipes of varying lengths and widths, curling around one another in an indecipherable tangle. The pipes reach down to connect to a small but impressive collection of tubs, nozzles, and faucets.

Pholaen has installed many different ways to enjoy the cleansing waters contained in this chamber--sitting tubs, reclining tubs, showers, misters, steam baths, etc. In the center of the room, standing on a platform over the floor hatch, is what appears to be a boiler--the device that where, in an ordinary steam room the water would be heated before being pumped out through the pipes. In this case, though, there is no apparent source of heat and no pump or similar device.

The system runs on elemental energy, not surprisingly. Pholaen has trapped twenty steam mephits in the boiler, which itself is a minor wondrous item identical to a decanter of endless water that only works to keep the boiler system filled with enough water to keep

the baths running. If the boiler or any of the connected pipes are opened, no new water is produced--the baths can only run on what is currently in the system. The mephits heat the water and direct the pressure where it is being demanded, making the most of whatever water is currently in the pipes and boiler.

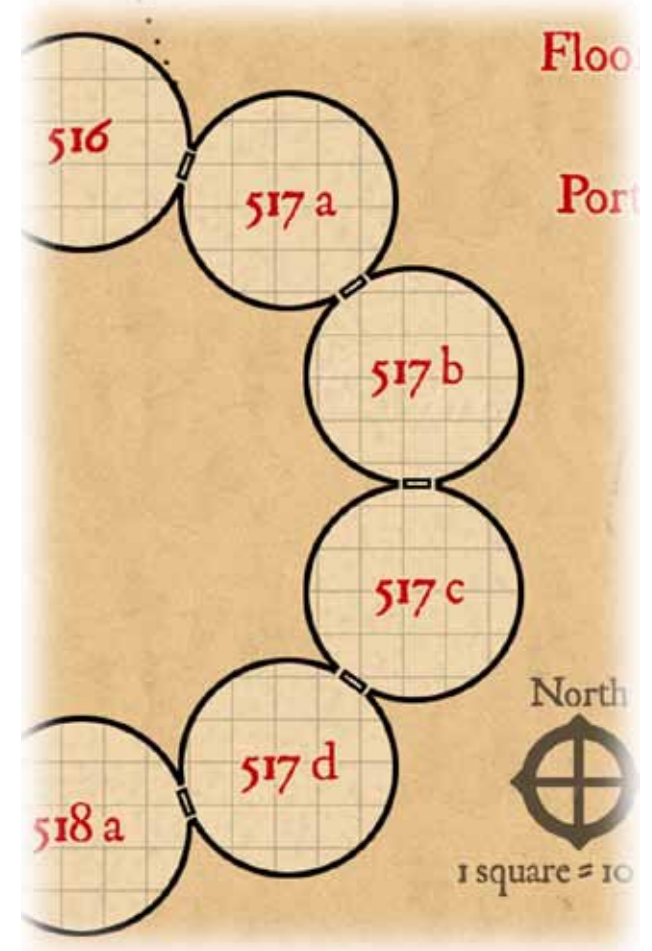
After being trapped here for centuries, the mephitis are bored and try to escape any time the water is turned on. Every round that water is flowing through one of the spigots, 1d4 mephits will escape into the room. Usually, Pholaen lets them enjoy a few minutes of freedom while he enjoys his bath, then tells them to return to the system and they do, since they know that he can easily force them to. The PCs, on the other hand, are new and (from the mephits' perspective) potentially exploitable creatures. The mephits will not listen to what the PCs tell them and, indeed will attack the group, demanding to be released from the system and the vessel.

Once half of the mephits are killed, the remaining creatures will realize that the PCs have them outclassed. They will flee back into the boiler and will not come out again for 1d4 days.

Steam Mephit (x20): hp 13

B. Library: This room is Pholaen's library, although "reading room" might be a better term, since there are only a handful of tomes and scrolls here. When the PCs arrive in the room, describe it as follows.

The room is decorated with a few medium-sized bookcases, a quartet of tapestries. The shelves of



the bookcases are mostly bare, with a few dozen leather-bound books and scrolls in elaborate cases, plus an odd collection of small figurines and unusual items. The tapestries show peaceful but not particularly artful pastoral scenes.

In the center of the room is a single, plush chair so opulent that it might even be called a throne. On either side of the chair is a low table--the one on the left has a finely-crafted mug resting on it, while the one on the right has a thin leather-bound book.

The mug is a variant of a *decanter of endless water* that produces wine, but only by the mug-full (it does not make streams or geysers, it merely refills itself when the command word “more” is spoken by the person holding it).

The book is a boundless tome, a creation of Pholaen’s that allows him to have access to his entire research library without having to transport and store all those volumes. The boundless tome must be linked to up to a dozen bookcases (each one capable of holding no more than 100 volumes)--the linking process merely requires placing the tome onto one of the shelves for one minute and making a DC 25 Spellcraft check. At that point, the tome may be used to access the information in any book that currently sits on the shelves of a linked bookcase.

However, the boundless tome only consists of ten sheafs of paper, so only ten pages of a book may be viewed at a time. The user simply has to think of a specific book and, if it is currently on one of the linked shelves, the contents of the tome will appear on the tome’s pages. To begin with, those will be the opening ten pages, but if the user spends a full round concentrating on the section of the book he or she wants to see and succeeds at a DC 10 Spellcraft check, the following round the desired text will appear.

Strong conjuration; CL 13th; Craft Wondrous Item, *instant summons*, *secret chest*; Price 91,000 gp.

Pholaen has linked his tome to shelves in the Fourfold Keep, the Crimson Aerie, and several other residences that Pholaen (and

the Wizards Four) kept. The GM may decide specifically what books may be accessed with this tome.

C. Ethereal Guardians (EL 16): This room is home to a huge colony of feral xills that Pholaen keeps here to keep intruders--and guests--from exploring the lab (and particularly its vault) via the Ethereal Plane. Pholaen provides the colony just enough food to keep them from attacking one another. As a result, any time they sense any creature entering or moving through the Ethereal Plane while within the mobile laboratory, the hungry xills immediately attack.

Not all the xills are in this chamber all the time. They wander around the vehicle in groups of 3-5. There is a 50% chance that a group of xills will be in any particular chamber and, if there aren’t any in a given space there is a 75% chance there will be xills in the adjoining chamber. (If there are ever two chambers in a row with no xills in them, there will automatically be 1d3 groups of them in the following chamber.) But the bulk of their number can generally be found here resting, grooming, and generally waiting for any kind of food to appear.

Xill (x30): hp 32

D. Spell Components: This chamber is filled with crates each of which, when opened, contains a chest of tiny drawers (no more than a few inches wide and deep apiece). It is a miniature version of the spell component storage closet found in area 508. Any item that could be found in that room is here, just in smaller quantity.

Connections: This area connects to areas 515, 516, 518-A, 519, and 520.

See the Map of Level 18.

PATHFINDER STATS

Use the Pathfinder versions of the creatures. Otherwise, no further modifications are necessary to run this encounter using Pathfinder.

Steam Mephit (x20): hp 19

Xill (x30): hp 67

518. ... AND OUT THE OTHER (EL VARIES)

Summary: The identical chambers continue, one after another. Is it possible that they stretch on forever? And, if so, how will the PCs ever find their ways out?

Sights and Sounds: The interior of Pholaen’s mobile laboratory is significantly bigger than the exterior seems to indicate. Rather than a single 50’-wide circular room, the lab consists of an unknown number of physically identical rooms arrayed end to end.

All of the chambers detailed in this encounter can have their basic layout described in just the same way as area 516 was. Some of the rooms have additional furnishings, which are described in the entries below.

Background: As explained in area 516, Pholaen’s mobile laboratory is an extra-dimensional space--significantly larger on the inside than it is outside. The bulk of the

vessel is a ring of ten identical round rooms. This encounter describes four of those rooms.

Pholaen the Worldweaver, one of the legendary Mages Four, has used his mobile laboratory to travel the infinite reaches of the planes--exploring places that even seasoned adventurers would have difficulty imagining, much less comprehending. However, for the last several centuries he has been focusing his attention on the elemental planes, their relationship to the Material Plane, and the way those connections are manipulated and warped by the Entropy Engine--a device that was designed and build (at least in part) by Pholaen himself. And for most of those years, the lab has sat in the exact place it now rests.

The rooms of the laboratory were not created with particular purposes in mind. Each one has been outfitted by Pholaen for its current use and, despite having been in their current configurations for centuries, they still have an ad hoc, hastily assembled feel to them that gives the entire lab the sense of being temporary accommodations rather than what they are--Pholaen's home for the past three hundred or more years.

Floor and Ceiling Hatches: The hatches in the floor and ceiling function as described in area 516. The floor hatch leads to an "air lock" that lets a character go outside the lab, while the ceiling hatch leads to the larger chambers at the heart of the vessel.

It is important to remember, though, that no matter what room a character was in when he or she uses these hatches to leave the main ring of rooms, when he or she returns it is always to room 516.

Wall Hatches: The wall hatches work as described in area 516. They are always closed and when the PCs first encounter them, but unless it is specified in the description, the hatches are not secured and can be opened like any other door.

A. Elemental Kennel (EL 20): Even though the mobile laboratory is practically as secure a place as can be imagined, Pholaen believes in covering all possibilities thoroughly. So, as unlikely as it is that an intruder could get in undetected and, further, avoid being detected by Pholaen while moving about the lab, this room is home to a dozen mondo-elementals. When the PCs first enter this area, describe it as follows.

The room before you is filled with swirling elemental chaos--not a cloud like you've seen elsewhere, but an actual mass of water, fire, earth, and air writhing about one another in an endless, undulating mass. It doesn't fill the room, but as it bounces off the walls and ceiling unpredictably, it becomes clear that nowhere in the chamber is safe.

A mondo-elemental is a hybrid creature conceived and constructed by Pholaen. It literally is four elementals fused together into a single being--one part each of air, earth, fire, and water. A mondo-elemental can only show one aspect of itself at a time, appearing to be an ordinary elemental, but with just a thought it can switch form.

For rules purposes, treat a mondo-elemental as an elder elemental of the aspect currently being shown with the following exception--a mondo-elemental is Large sized, not huge. As a move action, the

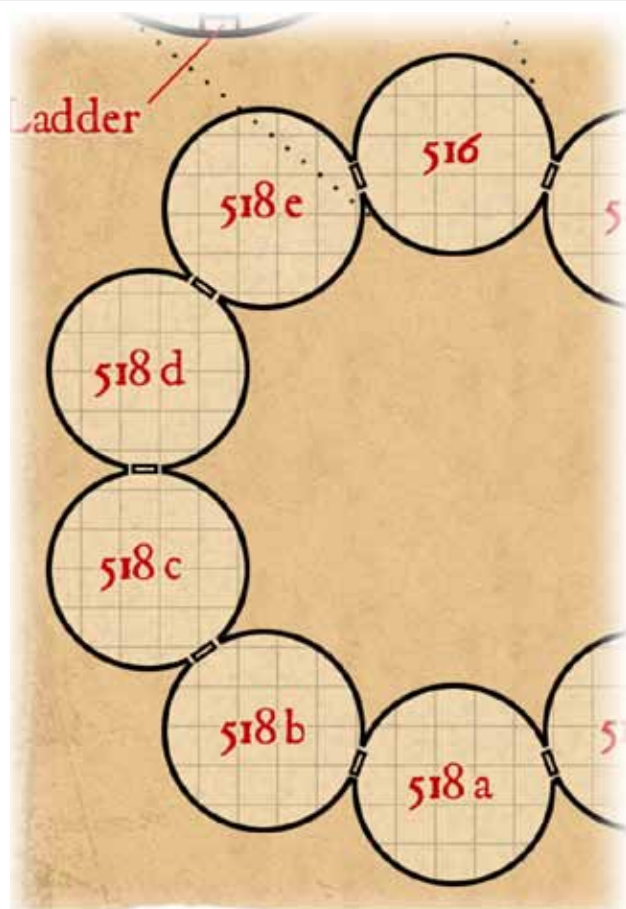
mondo-elemental can shift its aspect to that of a different type of elemental. A mondo elemental has 228 hp which do not refresh or shift when the mondo-elemental shifts forms.

There are twelve mondo-elementals in this chamber. They are fiercely loyal to Pholaen--their creator--and follow his orders blindly. Currently, his orders are to kill anyone who opens the door to this chamber. The mondo-elementals are savvy fighters and adept at coordinating attacks (switching elemental forms in an organized fashion to support one another and confuse their enemies).

Closing the door and leaving will not eliminate this threat. The mondo-elementals are fully capable of opening the doors in the lab and following the PCs wherever they go--and the elementals will do so. They will relentlessly chase the group around the ring of rooms but will not follow them into area 519 or area 520 (again, based on Pholaen's instructions). It is left up to the individual elementals (and the GM) to decide whether the creatures will follow the PCs out a floor hatch into the world beyond the lab. As a general rule, though, the mondo-elementals will do this only if they think the PCs are on the brink of defeat. If the group still obviously has a lot of fight left in them, the mondo-elementals will stay to protect the lab, but will set up guards outside area 516 in anticipation of the PCs' return.

Mondo-Elemental (x12): hp 228

B. Pantry: This room is a pantry where Pholaen keeps mundane supplies. While he is capable of conjuring nearly any item or foodstuff he might desire, the Worldweaver



also knows that extreme situations may arise where he cannot do these things (either because of exhaustion or some unrelenting demand on his attention). When the PCs enter this chamber, describe it as follows.

This room is filled with crates stacked high to the domed ceiling. It is impossible to see directly from one end of the room to the other, but it is clear that the meandering walkways between the crates that the whole thing has been arranged carefully to allow free passage and access to any crate one might want to get to.

The crates are filled with all manner of mundane goods--bolts of cloth, tools, hardware, jars of preserved food. If nothing else, this could be mistaken as the waylaid contents of a frontier general store (or the quartermaster's storage for a large fort or keep). The contents of each individual crate are logical--different types of food, related items such as tools and work gloves--but there is no discernible order to how the crates themselves are arranged. A crate filled with fine linens might be next to one filled with gardening implements and seeds, or a blacksmith's anvil might sit atop a crate filled with fine china.

The arrangements make sense to Pholaen, of course, and he would be sure to notice if anyone reorganized the room. On the other hand, the thick layer of dust on all the crates makes it clear that it has been more than just a few years since any of these crates has needed to be opened.

C. Astral Guardians (EL 18): This room is home to a squad of astral devas with which Pholaen has struck a deal. In exchange for a long ago service, of which none of them will ever speak, the angels have agreed to guard the mobile laboratory from intruders moving about via the Astral Plane.

The devas sit in this room, cross-legged on the floor, apparently meditating. They do not make a sound or even seem to notice if others enter their chamber. Indeed, even if spoken to, the devas will not reply--they are focused on scanning the Astral Plane for intruders. However, if attacked, they will defend themselves.

Once roused, it is possible to engage the devas in brief conversation, but they will be terse and not especially informative. They are willing to speak about their mission, but not about their relationship with Pholaen. They do not care about what the mage is doing, and will make no moves against even his greatest enemies, so long as they are on the Material Plane--but the devas are honor bound to destroy any astral intruders.

Should any creatures enter the Astral Plane while within the bounds of the lab, the devas will immediately sense it and will go astral themselves. They will then move to confront the interlopers and order them to leave the plane and (preferably) the vehicle. Failure to comply immediately will launch the devas into combat. Once the creature leaves the Astral Plane, the devas will break off hostilities--they will live up to the letter of their deal with Pholaen, but see no reason to do any more than that.

Astral Deva (x5): hp 102

D. Control Room: This is the room from which Pholaen pilots the laboratory when it is mobile. When the PCs enter the chamber, describe it as follows.

The ceiling and walls of this chamber are awash in flashing colors and constantly changing patterns of light. Sometimes they seem to move in unison, but then they are confusing and chaotic. Once you become accustomed to the flashing lights, you notice the very obvious console that stands in the center of the room.

Octagonal, twenty-feet across, and also covered in flashing lights, the console emits a low

thrumming noise that went unnoticed at first because it rises and falls in conjunction with the lights on the walls, almost as if it was an auidial interpretation of them.

The console completely covers the area where the floor hatch is located, but a successful DC 25 Search check will reveal that there is an access panel through which one can crawl to reach and use the hatch normally.

Pholaen built the console specifically for him to use, and never with the intention that it be something he could teach others to do. It is a semi-psionic construct--connecting directly to the mind of whomever touches the console's panels. It is not, however, designed for easy comprehension or manipulation. Getting the laboratory to move requires the user to move around the console, poking various panels then moving to tap on others in what looks like an arhythmic dance.

When Pholaen touches the console, he is able to control all of the various functions of the mobile lab at once, but that is because it is built to respond to his specific mind. Others who touch the console can only control one aspect of the labs movement at a time. The aspects of movement are: Movement (forward/back), Movement (left/right), Movement (up/down), Observation of surrounding terrain. So in order to effectively control the lab's movement, four individuals must be touching and moving around the consoles simultaneously (although three will do, since one can use the Viewing Chamber to do the remote observation and shout details and instructions between the two rooms).

Pholaen is able to maneuver the lab seemingly effortlessly and with incredible precision (though he does still have to maneuver around the console in an ungainly way). Others must make Will saving throws to overcome the console's psionic resistance for each instruction. If the save beats DC 15, the instruction is followed in a broad sense, but the user has no fine control. If the save beats DC20, the instruction is followed out specifically as described. If the save beats DC 25, the instruction is followed specifically and the user can make adjustments to it in mid maneuver. For each maneuver, the user must also make a DC 15 Reflex save to be able to keep his or her balance while hopping around the console (this save suffers a -2 penalty for each other character that is also using the console at the same time). If the save succeeds, all is well. If the save fails, the user has broken connection with the console and cannot issue any other commands for 1d4 rounds.

E. Viewing Chamber: This room is set up to allow Pholaen to look beyond the walls of the mobile laboratory. This can be as simple as seeing what is immediately outside the vehicle's walls or as complex as spying on a particular section of the most remote plane of existence. When the PCs enter this room, describe it as follows.

While the surfaces of this chamber are made of the same metal as all the others, it has been polished to glass-like sheen. Yet, rather than reflect back images of what is in the room, the surfaces are more like sheets of black ice--absorbing light shone onto them and showing nothing in return.

The chamber works on the same semi-psionic principles that the console in the Control Room does, except that the floor itself provides the interface. Anyone touching can attempt to activate and control the chamber's walls, but doing so still requires an ungainly sequence of pacing and strutting about. Otherwise, the controls are similar to those described above. Activating the room requires a DC 15 Will save and shows the current external conditions. Shifting its focus requires additional saves--DC 15 if it is a place that the user knows well, DC 20 if it is a place he has visited relatively infrequently, DC 25 if it is a place on this plane that he has only heard of, DC 30 if it is a place on another plane that he as studied, and DC 35 if it is a place on another plane that he has only heard of in passing.

When the room is activated, the walls, floor, and dome show the appropriate image, like some kind of three-hundred-sixty degree projection that can be seen by anyone in the room.

Alternatively, the room can be used as the focus for scrying spells, using the rules for those spells normally.

Connections: This area connects to areas 515, 516, 517-D, 519, and 520.

See the Map of Level 18.

PATHFINDER STATS

Replace all mentions of Search checks with Perception checks of the same difficulty. In Room A, use the Pathfinder versions of the elementals, but do not make other modification to the mondo-elemental. In

Room C, use the Pathfinder version of the astral deva, and increase the number of devas to 7 (to maintain the same EL). Otherwise, no further modifications are needed in order to run this encounter using Pathfinder.

Elder Air Elemental

Elder Earth Elemental

Elder Fire Elemental

Elder Water Elemental

Astral Deva (x7): hp 172

519. THE WORLDWEAVER (EL 21)

Summary: Pholaen the Worldweaver has no time for petty adventurers.

Sights and Sounds: This is the residence and private laboratory of Pholaen the Worldweaver. When the PCs enter the chamber, describe it as follows.

This large room is divided into two sections--a central circular dais and a floor-level ring that encircles it. On the dais is a large, plush bed, a finely crafted writing desk, and a low pair of chests of drawers. Everything there speaks of opulence and comfort. In the ring, things are much more pragmatic--bookcases, worktables, racks of tools for various activities (including alchemy, vivisection, potion making, scientific research, among other less easily identifiable pursuits).

A figure stands before a worktable in the ring. He radiates an aura of confidence and, despite being merely human in size and appearance, his presence fills the vast, round room. When he turns to face you, his eyes are seas of blackness in which float a cloud of ever-shifting arcane runes.

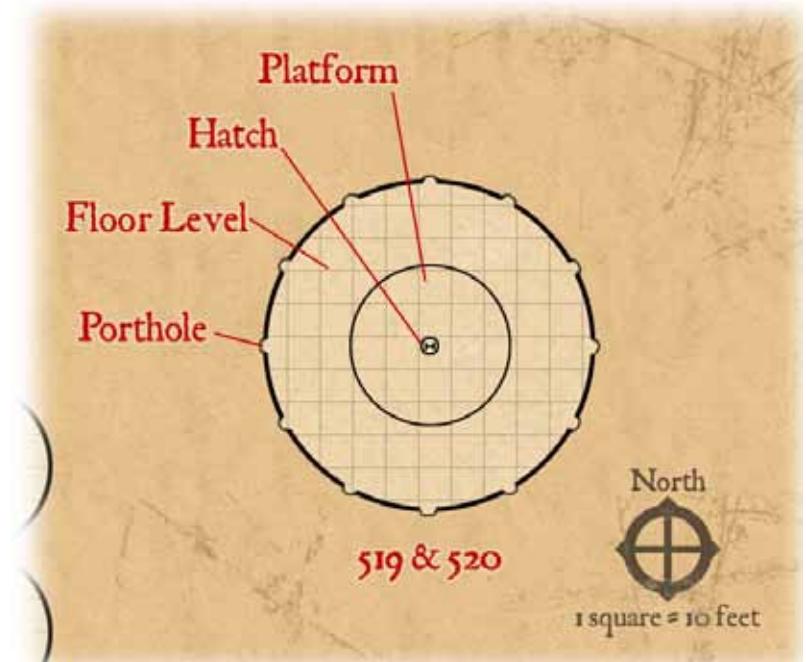
Background--The Beginning: Once, centuries ago, Pholaen was a single archmage of extraordinary power. Early in his career, he became fascinated with different planes of existence--the astral, the ethereal, and so on. He focused on spells that would carry him to these substitute realities and began to speculate that, much as the outer planes are infinite and variable, so too must be the physical plane. He researched the question of vast, infinite material planes and discovered the reality in which he was born was not the only possible physical plane.

For decades he traveled through alternate material planes, discovering worlds where elementals were the only sapient races, where dragons had no speech, where machines could carry the adventurous into the airless void beyond the sky. He found universes with different gods, different magics, and different dimensions. In dozens of different realities he fought to defend the noble drow of the Celestial Web, explored the infinite mountains of the Rune Peaks, escaped the clutches of the Angels of Rancor, and learned at the hooves of the Thousand Blaspheming Spawn. Then, in a far-away world where all fire had the power of psionics, he met another traveling Pholaen.

The two Pholaens were the same man ... but from different realities. They found they had much more in common than they

had separating them, and that there was much they could learn from each other. This led both to a tremendous growth in the power, and that in turn led them to seek out more versions of themselves. In time, dozens of Pholeans came together from different worlds--worlds with only two dimensions, worlds where all life was sentient shades of blue, and worlds where gods worshiped mortals.

The mass of Pholaens found they were all able to work together, and formed the Worldweaver Covenant for mutual support. After many years of study, they decided to attempt to combine themselves into a single creature, the Pholean Prime. Together they worked a massive spell of higher level than they could conceivably cast individually ... and achieved partial success. The scores of Pholaens had combined into a handful of



Greater Pholaens plus a few dozen other single Pholaens that for some reason were left out entirely. The Greater Pholaens realized that a single mortal creature could not include all the traits of all the different universes from which they hailed. While groups of relatively similar Pholaens could combine, there was no way for 2-dimensional Pholaen, aging-backwards Pholaen, and hyperintelligent sentient rune Pholaen to combine with bilaterally symmetrical biped mammal Pholaens.

The Greater Pholeans realized that to create the Pholean Prime, they needed to draw on a power source as great as those wielded by the gods, but unclaimed by any motivating force. The Greater Pholaens each set out to search for such near-infinite power. They assumed that if even one succeeded, he could use that godlike power to call together all the other Pholeans and begin the process of merging them into Pholaen Prime.

Background--The Mages Four: In the centuries since the creation of the Greater Pholaens, the Pholaen that can be encountered in Dragon's Delve has worked tirelessly to accomplish the goal of gaining the immortal power required to create the Pholaen Prime. Convinced that such power would not be found in a single plane of existence, he continued his explorations into other realities, especially oddities such as the para-elemental planes. Such travels were dangerous, and Pholaen discovered he needed allies to push his research to the most obscure and dangerous

of realms. Besides, he reasoned, if multiple Pholaens could multiply their power and efficacy, working with a few expert non-Pholaen spellcasters might have a similar effect. He actively sought to build alliances with spellcasters of power level to his, and these efforts eventually created the alliance known as the Mages Four.

Pholaen always saw himself as the leader of the Mages Four, though he was far too politic to say so where any other of the members might hear (or where they could discern such a thing had been said by summoning efreeti as planar allies and demanding wishes to know who had said negative things about them--basically resulting in Pholaen being extraordinarily discreet about what he said every- and anywhere). While the other mages had goals different from his, Pholaen managed to guide them to constantly seek sources of lore and power that might suit his own needs. In time, he heard of the ancient Dragon's Delve, which had been built to seek out a magic stone that had fallen from the sky and buried itself in the ground. Pholaen came to covet that object, convinced it would be a source of massive power, and brought the Mages Four to conquer the dungeon in which it rested.

Background--Dragon's Delve: When the Mages Four came to Dragon's Delve, they were spellcasters with few equals and were able to largely bypass the upper levels (often controlling them through devices such as the font of dreams. As they delved deeper, they found demons and the remains of

numerous previous attempts to conquer the dungeon. They applied their considerable skills to building a stronghold of their own, and to finding the stone that caused the original structure of Stoneseek to be built. They mastered more of the mid-levels of the dungeon than any had before them since the coming of Metterak--and that mighty creature seemed more than satisfied to sit in his lair, well below their area of exploration.

In time, they found the magic stone Queen Ryssa had first desired ... and realized it was no stone at all. It was a Dimensional Craft--a conveyance of magic, psionics, and other eldritch powers from beyond this reality. It had slid out of phase with reality upon impact, and been drawn to the void of power left by the fallen god Iamon. Only because the Mages Four combined their powers were they able to find the Dimensional Craft, which at this point had broken into three main components: the dimensional spindle, the actuality crystal, and the vehicle's shell.

The Mages Four discovered the actuality crystal could be used to build a machine that would draw power from the actual progression of the world from order into chaos. Such power should, they determined, at least in theory be effectively limitless, and include the ability to rewrite the laws or reality for the world in which it sat. Driven by the infinite prospects, the mages undertook their greatest work--creating the Entropy Engine. Selecting a secure chamber just above the apparently-slumbering Metterak, the four fed the energies bled off of the god Iamon into the actuality crystal and used it to create

a reality-shaping device. When the process was finished, they believed they would be able to use the device to do literally anything.

Just days before the device was to be complete, Metterak struck. The dragon had been neither sleeping nor cowed. He simply wished to wait to see if the Mages Four could do what he had not--find Queen Ryssa's "magic stone." He allowed them to continue building their machine, whose existence (let alone workings) were beyond his comprehension. But now that the process was nearly done, the great Dragon Prince loosed all his minions and stole control of the Entropy Engine away from the Mages Four. He had hoped to destroy them, but proved incapable of both guarding his newly-acquired Engine and hunting down the mages after they'd fled back to their Fourfold Keep. Metterak was content with his victory, for with the Entropy Engine in his power, even damaged from battle as it was, the Dragon Prince believed he had it within his grasp to become a god. The destruction of the Mages Four could wait until after his ascent to divinity.

Pholaen was enraged but also crushed. He turned to focus on the dimensional spindle and the craft's shell. The other mages turned to their own endeavors. In time, Pholaen rebuilt much of the shell to create his mobile laboratory. He then tried to reclaim the Entropy Engine, but by that time Metterak was too powerful for Pholaen to hold off, even if he managed to take it. Pholaen sought to find some sort of side door into the engine, hoping to plot a course

through the elemental planes so he could claim and move the Entropy Engine without dealing with Metterak.

Years passed. The other Mages Four finished their own projects and lost interest in Pholaen's obsession with this lost project. Even Pholaen's warning that Metterak had successfully captured a god and could use the Entropy Engine to steal her divinity was not enough to rally their support. Despite Pholaen's pleas, the other mages left Dragon's Delve, (or at least stopped interacting with Pholaen).

Pholaen dedicated himself to reacquiring the Entropy Engine. He traveled to many planes, worlds, and conceptual realities in his mobile lab. He continued to seek a connection through elemental planes that would allow him to manipulate the engine from beyond Metterak's reach. In time, the malfunctions of the engine created the Elemental Maelstrom, a place he could anchor his mobile laboratory without drawing notice from the agents of Metterak (who cannot easily survive in its constantly-shifting energies, and against whom he could cast customized spells preventing scrying and even mundane detection).

Pholaen has spent the past centuries observing the Entropy Engine, bleeding power from it whenever possible, and waiting for an opportunity to claim it back.

Floor Hatch: The hatch in the dais floor connects to the ceiling hatches in each room within areas 516, 517, and 518, and for those entering this chamber it works as described in area 516.

When leaving, the hatch and ladder always lead to area 516, no matter from which room a creature entered this chamber. There is one caveat to that--at Pholaen's command, the hatch may be used to enter directly into area 520. This is a disorienting experience since doing so requires a creature to descend down a ladder but, once clear of the hatch, actually be ascending the ladder into a parallel chamber. Going through this process requires a Will save. If this is a character's first time through the portal, the save is DC 35 and failing causes him or her to be stunned for 1d8+2 rounds. On subsequent passages, the save is DC 15 and failure results in the character being staggered for 1d4 rounds.

The Dais: The dais represents Pholaen's personal chamber. The furnishings contain all the mundane items one would normally expect to find in such a place, but nothing of particular note. (Pholaen keeps all of his valuable material in his vault.)

The Ring: The ring contains all of the equipment for fully stocked workshops in every endeavor that can be pursued there--all tools, safety equipment, basic raw materials, etc. Sensitive or rare materials will generally be stored in the spell component pantry or the vault.

Portholes: Looking out through the portholes, one can see the area outside the mobile laboratory. However, since the size of this room is actually larger than the exterior of the lab, the view is warped and distorted, like a fun-house mirror. This

imposes a -2 penalty on all attempts to see specific creatures or activities in that area. (In general, if Pholaen wishes to do that, he goes to the viewing chamber.)

The Negotiations Will be Brief: Pholaen hasn't been disturbed in decades. Indeed, he rather forgot that he'd left access to his mobile laboratory open to those who do not serve Metterak. Pholaen is not evil, but he has become completely obsessed with his work and will not deal with anyone or anything that might distract him. From Pholaen's point of view, the PCs are invaders into his home and, as such, need be given only the briefest chance to avoid dying at his hands. (This is true even if he spoke to them in the clean room--Pholaen's mind is multi-faceted enough that he wasn't really giving his attention to that encounter, and he doesn't even consciously remember anything said then.)

When the PCs enter this chamber, Pholaen turns to them in mild surprise. He ignores anything they say, then informs them they have three choices: Swear to enter his service forever, flee, or face destruction. If the PCs do anything but immediately agree to serve him forever or flee, he repeats the ultimatum one round later. Any further hesitation on the part of the PCs results in Pholaen attacking.

If the PCs leave, he ignores them. In the extremely unlikely event the PCs agree to serve him forever, he assigns them the task of retrieving the runic arcanulator from the vault, to prove their worth as his servants, then sends them on a quest to fix the Entropy Engine and slay Metterak. As long

as the PCs obey those commands, return the runic arcanulator after slaying Metterak, and make no effort to interfere with Pholaen taking over the entirety of Dragon's Delve, he'll release them from having to serve him beyond that point in time.

A Note On Stat Blocks: Pholaen deviates slightly from the normal stat block presentation. Because of his extremely complex phase shift ability, this format was found to be easier for actually running him in a combat.

Pholaen the Worldweaver (CR 21)

Size/Type: Medium Outsider (native)

Hit Dice: 12d8+72 (126 hp)

Initiative: +7

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 27 (+3 Dex, +14 natural), touch 13, flatfooted 24

Base Attack/Grapple: +12/+17

Full Attack: +4 greatsword +21/+16/+11 melee (2d6+11/1920)

Special Qualities: Damage reduction 10/chaotic, darkvision 60 ft., immunity to electricity and petrification, phase shift, spell resistance 29, unspeakable secrets, war from another world

Saves: Fort +14, Ref +11, Will +13

Abilities: Str 20, Dex 17, Con 23, Int 23, Wis 17, Cha 16

Skills: Concentration +24, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (arcana) +21, Knowledge (engineering) +21, Knowledge (religion)

+21, Knowledge (spellcraft) +21, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3

Feats: Augment Summoning, Improved Initiative, Iron Will, Quicken Spell, Spell Focus (conjunction)

Possessions: ring of arcana, spellbook (contains all spells listed as prepared with Pholaen Gold). +4 greatsword.

Phase Shift (Su): Pholaen is not a single creature, he is a composite Great Pholaen that includes multiple versions of the same creature from different planes of existence and alternate realities. As a result, he has three "phases" he can shift between. Each phase has an associated color (gold, silver, copper) and ability (arcane spells, divine spells, psionic blast). It is a free action for Pholaen to change phases, but he may only do so once per round (though it need not be on his turn). Pholaen can take this free action, even when normally prevented from taking actions (unless killed).

Additionally, any ongoing negative effects Pholaen suffers (penalties from spells, conditions, and so on) apply to only one phase. So if Pholaen Gold is stunned, he can immediately become Pholaen Copper and ignore the condition. However, each phase continues to suffer effects normally--if Pholaen Gold is stunned for 6 rounds, Pholaen cannot switch to a different phase and then return to Pholaen Gold as a means of clearing the condition. Pholaen Gold will remain stunned for the entire duration.

However, all phases of Pholaen share the same hit point total, so damage (or healing) to one effects all three equally.

GMs may find it useful to have 3 index cards for Pholaens 3 phases. Each card can be used to note conditions suffered by that phase, and what spells the phase has used.

Pholaen Gold

This phase of Pholaen wears all gold, and casts spells as a 16th level wizard. His save DCs are Intelligence-based. Typical Wizard Spells Prepared (4/6/6/5/5/5/5/3/2/1; DC 16 + spell level). He can cast his summon monster spells as standard action, rather than full-round casting times.

0— *prestidigitation x2, read magic x2*; **1st**— *grease, magic missile, protection from chaos, shield, unseen servant x2*; **2nd**— *acid arrow, blur, protection from arrows, resist energy, scorching ray*; **3rd**— *blink, dispel magic, fly, haste, protection from energy*; **4th**— *black tentacles, dimensional anchor, ice storm, scrying, stonewall*; **5th**— *break enchantment, cone of cold, dismissal, interposing hand, teleport*; **6th**— *acid fog, eyebite, globe of invulnerability, summon monster VI, repulsion*; **7th**— *ethereal jaunt, mass hold person, quickened summon monster III*; **8th**— *maze, summon monster VIII*; **9th**— *mage's disjunction*.

Pholaen Silver

This phase of Pholaen wears all silver, and casts spells as a 14th-level cleric with access to the Air, Destruction, Good, Law, and War domains. His save DCs are Wisdom-based. Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; DC 13 + spell level)

0— *light x2, purify food and drink, read magic, resistance (2)*; **1st**— *bleed (2), divine favor (2), protection from chaos, sanctuary, shield of faith*; **2nd**— *aid, bull's strength (2), cure moderate wounds, lesser restoration, owl's wisdom (2)*; **3rd**— *daylight, invisibility purge, magic circle against chaos, magic vestment, protection from energy (2)*; **4th**— *cure critical wounds, dismissal, divine power, neutralize poison, spell immunity*; **5th**— *dispel evil, mass cure light wounds x2, plane shift*; **6th**— *blade barrier, banishment, heal x2*; **7th**— *dictum, holy word, mass cure serious wounds*.

Pholaen Copper

This phase of Pholaen wears all copper, and can create a psionic blaze once per round as a standard action. This is a supernatural ability that deals 10d6 force damage to targets of Pholaen's choice in a 90-foot-cone. A DC 22 Will save negates the damage (this save is Int-based).

Unspeakable Secrets (Su): The Greater Pholaen knows things most mortals literally cannot comprehend. As a standard action he can speak such truths, forcing the single-reality minds of those that hear it to grapple with the unknowable. All creatures except Greater Pholaens within 100 feet of the blast must succeed on a DC 19 Will save or be paralyzed for 1d4 rounds. The save DC is Charisma-based.

War from Another World (Su): The Greater Pholaen can call upon the skills and actions of the Pholaens who were combined to create him. As a swift action, he can have his greatsword take a full attack action. The

sword moves of its own accord (though it stays in his space), leaving his hands free, but otherwise is treated in all ways as though he is actively wielding it.

Pholaen has the following spells permanently, as a result of the permanency spell: *arcane sight, comprehend languages, darkvision, see invisibility*.

Combat: Pholaen opens by using summon monster VIII and quickened summon monster III to place allies in the room (the lower-level monsters assigned to flank foes and provide Pholaen with cover, rather than be expected to deal damage to such high-level foes). He then uses mage's disjunction on as big a group of PCs as possible. Then maze on the dumbest-looking target (Pholaen thinks of fighters, barbarians, and paladins as dumb, so looks for those). After that, he targets whichever foe has proven to be the greatest threat, his tactics favoring taking out one opponent at a time rather than wounding several. If he isn't feeling too threatened, he can heal his summoned creatures with mass cure spells to keep them active.

Whenever he needs healing, Pholaen switches to his Silver phase. If his Gold phase runs low on offensive spells, he switches to his Copper phase and hammers away with his psionic blast. He also switches if one of his phases is incapacitated by conditions, rotating through the three as necessary. If he needs time to heal or buff himself, he uses ethereal jaunt to briefly get away from the fight.

REVISIT (EL 21)

After a few weeks of not hearing from the Pholaen native to this world, another Greater Pholaen comes to investigate his silence. While this Pholaen is visually very different (the GM should feel free to decide what a creature made of sentient colors, psionic rocks, and self-willed runes looks like), it's powers are very similar to the Pholaen the PCs defeated. It immediately assumes anyone it encounters within the lab is a foe, and attacks without waiting for discussion or negotiation.

NEW ITEM

Ring Of Arcana

This simple band appears to be made of gold if worn by an arcane spellcaster, silver if worn by a divine spellcaster, and copper if worn by a psionic character. The ring of arcana acts as a material component for all spells the wearer casts. This ability has no limit for material components with no cost, but it can only replace 250 gp worth of priced components each day.

Strong conjuration; CL 7th; Craft Wondrous Item, *secret chest*; Price 12,500 gp.

Connections: This area connects to area 516 and area 520.

See the Map of Level 18.

PATHFINDER STATS

Use the Pathfinder version of Pholaen detailed below. Otherwise, no further

modifications are needed to run this encounter using Pathfinder.

PHOLAEN THE WORLDWEAVER

CR 21 LN Medium outsider (native)

Init +7; Senses darkvision 60 ft., lowlight vision; Perception +22

Aura *magic circle against chaos*

DEFENSE

AC 27, touch 13, flatfooted 24 (+3 Dex, +14 natural)

hp 175 (14d10+98)

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

DR 10/chaos; Immune electricity, magic circle vs chaos, petrification; SR 25

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee +4 greatsword +23/+18/+13 (2d6+11/1920)

Special Attacks Phase shift, unspeakable secrets, war from another world

STATISTICS

Str 20, **Dex** 17, **Con** 25, **Int** 22, **Wis** 20, **Cha** 17

Base Atk +14; **CMB** +19; **CMD** 32

Feats Augment Summoning, Endurance, Diehard, Improved Initiative, Iron Will, Quicken Spell, Spell Focus (conjuration)

Skills Diplomacy +24, Escape Artist +17, Fly +24, Handle Animal +20, Knowledge (arcana) +20, Knowledge (engineering) +20, Knowledge (religion) +20, Knowledge (spellcraft) +20, Perception +22, Perform (wind instruments) +20, Sense Motive +24, Stealth +20

Languages Common, Auran, Aquan, Celestial, Ignan, Draconic, Infernal, Terran

Possessions: *ring of arcana*, spellbook (contains all spells listed as prepared with Pholaen Gold). +4 *greatsword*.

SPECIAL ABILITIES

Phase Shift (Su): Pholaen is not a single creature, he is a composite Great Pholaen that includes multiple versions of the same creature from different planes of existence and alternate realities. As a result, he has three "phases" he can shift between. Each phase has an associated color (gold, silver, copper) and ability (arcane spells, divine spells, psionic blast). It is a free action for Pholaen to change phases, but he may only do so once per round (though it need not be on his turn). Pholaen can take this free action, even when normally prevented from taking actions (unless killed).

Additionally, any ongoing negative effects Pholaen suffers (penalties from spells, conditions, and so on) apply to only one phase. So if Pholaen Gold is stunned, he can immediately become Pholaen Copper and ignore the condition. However, each phase continues to suffer effects normally—if Pholaen gold is stunned for 6 rounds, Pholaen can not return to that phase before the end of the duration without being stunned. All phases of Pholaen share the same hit point total, so damage (or healing) to one effects all three equally.

GMs may find it useful to have 3 index cards for Pholaen's 3 phases. Each card can be used to note conditions suffered by that phase, and what spells the phase has used.

Pholaen Gold

This phase of Pholaen wears all gold, and casts spells as a 16th level wizard. His save DCs are Intelligence-based. He can cast his summon monster spells as standard action, rather than full-round casting times.

Typical Wizard Spells Prepared (4/6/6/5/5/5/5/3/2/1; DC 16 + spell level): 0—*prestidigitation x2, read magic x2*; 1st—*grease, magic missile, protection from chaos, shield, unseen servant x2*; 2nd—*acid arrow, blur, protection from arrows, resist energy, scorching ray*; 3rd—*blink, dispel magic, fly, haste, protection from energy*; 4th—*black tentacles, dimensional anchor, ice storm, scrying, stonewall*; 5th—*break enchantment, cone of cold, dismissal, interposing hand, teleport*; 6th—*acid fog, eyebite, globe of invulnerability, summon monster VI, repulsion*; 7th—*ethereal jaunt, mass hold person, quickened summon monster III*; 8th—*maze, summon monster VIII*; 9th—*mage's disjunction*.

Pholaen Silver

This phase of Pholaen wears all silver, and casts spells as a 14th-level cleric. His save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; DC 13 + spell level): 0 (at will)—*detect magic, purify food and drink, stabilize, virtue*; 1st—*bleed, cure light wounds x3, divine favor, sanctuary, shield of faith*; 2nd—*bull's strength, cure moderate wounds x2, lesser restoration x2, owl's wisdom*; 3rd—*cure serious wounds, daylight, invisibility purge, magic vestment, protection from energy*; 4th—*dismissal, divine power, neutralize poison, spell immunity*; 5th—*mass cure light wounds*

x2, plane shift x2; 6th—*banishment (DC 21), heal x2*; 7th—*mass cure serious wounds x2*.

Pholaen Copper

This phase of Pholaen wears all copper, and can create a psionic blaze once per round as a standard action. This is a supernatural ability that deals 10d6 force damage to targets of Pholaen's choice in a 90-foot-cone. A DC 22 will save negates the damage (this save is Int-based).

Unspeakable Secrets (Su): The Greater Pholaen knows things most mortals literally cannot comprehend. As a standard action he can speak such truths, forcing the single-reality minds of those that hear it to grapple with the unknowable. All creatures except Greater Pholaens within 100 feet of such utterances must succeed on a DC 19 Will save or be paralyzed for 1d4 rounds. The save DC is Charisma-based.

War from Another World (Su): The Greater Pholaen can call upon the skills and actions of the Pholaens who were combined to create him. As a swift action, he can have his greatsword take a full attack action. The sword moves of its own accord (though it stays in his space), leaving his hands free, but otherwise is treated in all ways as though he is actively wielding it.

520. THE RUNIC ARCANULATOR (EL 18)

Summary: The Worldweaver has spent centuries creating an artifact, and this is its vault.

Sights and Sounds: When the PCs enter this chamber, describe it as follows.

This large room is divided into two sections—a central circular dais and a floorlevel ring that encircles it. A single work-desk is on the platform, on whose surface sits a few sheets of paper and an inkpot with a quill stuck in it. The dais seems to be separated from the outer ring of the room by a set of vertical bars apparently made of clear glass. The bars are a half-inch thick and set a half-inch apart. Scattered throughout the outer ring is a literal treasure trove—items that Pholaen has considered valuable or deems crucial to his endeavors. At the northern end of the ring, a 6-foot staff of twisted blue metal floats in midair, three crystals set in its upper third—one blue, one red, one yellow.

Background: Pholaen Worldweaver has been working for centuries to find a way to take control of the Entropy Engine from Metterak (whom he refers to as “Draconis Rex” in his writings) or free Glarias (whom he calls “Deos Luna Regina”). Though his plans are far from complete, he has managed to create a “key” for the Entropy Engine—the Runic Arcanulator. Because of his multi-phased existence, Pholaen keeps notes about ongoing, critical projects here in his “Projects Room,” to ensure he doesn't stick them away in a notebook and forget about them. On the desk he has one page of notes discussing the creation of the Runic Arcanulator (much of which is gibberish to anyone but him, but ends with instructions on how to use the device to reconfigure the Entropy Engine). The Runic Arcanulator itself sits in the outer ring.

Portholes: Looking out through the portholes, one can see the area outside the mobile laboratory. However, since the size of this room is actually larger than the exterior of the lab, the view is warped and distorted, like a fun-house mirror. This imposes a -2 penalty on all attempts to see specific creatures or activities in that area. (In general, if Pholaen wishes to do that, he goes to the viewing chamber.)

The Vault: The outer ring of the chamber is protected by numerous high-level permanent wards Pholaen has created. Each of these effects acts as a 9th level spell, with a caster level of 30. The effects will not target Pholaen, even in death, so if the PCs wish to animate his body somehow and use it to get the Runic Arcanulator, they can try. (Anyone holding Pholaen's body is targeted normally).

* The outer ring of this room is completely cut off from the dias by a permanent forcecage.

* Each round, one randomly selected creature within the outer ring is targeted by a single-target prismatic spray (save DCs are 34).

* Each round, after the prismatic spray trap, 1 randomly selected creature within the outer ring (including anyone on other planes, such as the astral or ethereal) is teleported to Area 508.

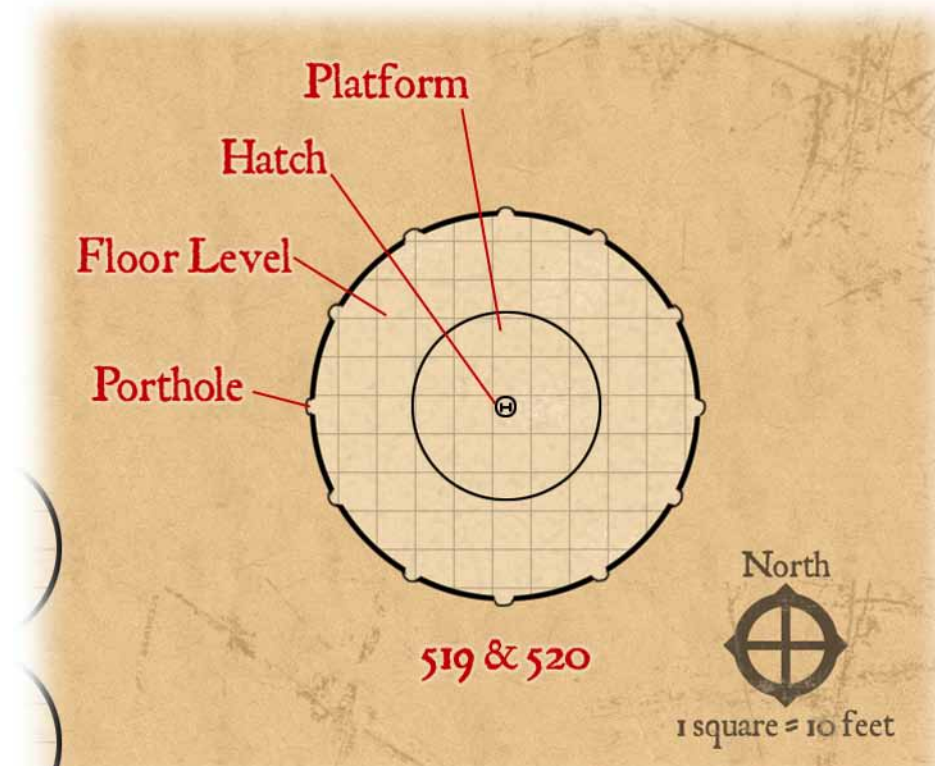
It's possible to turn off each of these effects with a Disable Device check (DC 40, one check per effect), but doing so requires access to the Runic Arcanulator while standing on the dais. The Runic Arcanulator can easily be moved from its current location (it offers no resistance), but it is slightly more than

1/2 inch wide and thus can't pass through the bars. It can only be removed from its current plane by a god, another artifact, or the spell of a spellcaster who held it while preparing spells or mediating on spells slots within the past 24 hours.

Besides the Runic Arcanulator, the vault is where Pholaen keeps all the other items he considers crucial or particularly valuable--anything he would have a difficult time replacing on short notice (since, given time, there is probably very little he couldn't replace eventually). The GM should seed the vault with whatever items seem appropriate, taking the opportunity to place items to which he wishes to grant the PCs access. Although

he is not a creature focused on the acquisition of treasure for its own sake, the fact of the matter is that during his travels, explorations, and adventures there is almost nothing that Pholaen might not have happened across--so this vault is actually a likely place to find the unlikeliest of items.

The Notes: On the desk are several pages of arcane formulas--all of which are brilliant, radical theories that are too partially formed to be put to any practical use (as a DC 40 Spellcraft check can reveal). There is also a single neat sheet marked "Working Notes" which contains Pholaen's summary of the Runic Arcanulator and its uses.



Working Notes
Project Grunion

Not ready for compilation, leave in Test Chamber for further updating.

My work has been proceeding in order to bring perfection to the crudely conceived idea of a relic that would not only supply inverse reactive scripting for use in unilateral phase detractors, but would also be capable of automatically synchronizing planar parameters. At last I have achieved success, in the form of the Runic Arcanulator.

Beginning with the original dimensional spindle from the transreal traversing vessel, the supposition of which first spurred on the origination of Stoneseek, I encased the alchemical baseplate of prefabricated celestite, surmounted as it was by a malleable adamithrate casing, in blue steel in such a way that the two spurving nodes were in a direct line with the eldritch premeditator. The main forging was of the normal lotusform placed in panendermic semiboloid slots in the stave, every seventh sigil being illuminated by a nonsummonable gesture sympathetically recalling the differential girdlespring on the 'up' end of the artifactors.

Forty-one astrologically spaced grouting runes were arranged to feed vril into the mystic admixture of high S-value elementality and 1 part per score reminative impartiality. Both of these conceptual potentialities specific shamanistic relationships by ovationary theory of retrograde relevance. By aligning these internal structures with the theoretical penumbra of the Entropy Engine's cast-off efficaciousness, it is possible to use the Runic Arcanulator to prevent modal side-fumbling, which previously prevent any

singular effort at remodulating the engine's eight primary component realities into a reinvigorated configuration from being possible.

Because the interference of the Draconis Rex has totally reordered the eight primary components, I have also enspelled the Runic Arcanulator to be able to differentiate between the eight components without taking the risky step of entering the pocket reality of each. The three primary crystal indicators, (blue, red, and yellow) light when placed against one of the Entropy Engine's access doors leading to a component, and each component lights up a specific and unique set of said crystals. The eight components can thus be entitled with sobriquets tied to their crystal activation, as follows: blue; red; yellow; blue-red; blue-yellow; red-yellow; blue-red-yellow; and flashing blue.

With such lore available, I have devised the Daedal Configuration which, if implemented, would allow the locking of the Entropy Engine into a stable pattern. This would halt the flow of deos vitae to Draconis Rex, significantly increase the self-determination of the Deos Luna Regina, and allow for study to be undertaken to see if a series of wish-like dweomers could restore Stoneseek to a stable, pre-Draconis Rex state.

Envisioning the working Sectors of the Entropy Engine as a three by three grid, the Daedal Configuration requires the Primary Components to be spaced as follows: northmost row, west to east: blue, blue-yellow; none. Center row, west to east: blue-red, red, flashing blue. Southernmost row, west to east: blue-yellow-red, yellow-red, yellow.

Of course any change in the Primary Components positioning requires entry into

the Components, and interfacing with the pocket dimension within each. To ensure each Component is locked down, the spell-pinion of each (all of which still have the appearance of the actuality crystal from which we forged the Entropy Engine, puling black diamonds shaped as 12-toothed cogs) must be interfaced with the Runic Arcanulator. As yet, I have been unable to use scrying to pinpoint the location of the spell-pinion within each pocket dimension but, if necessary, disposable hired scouts could be used, though likely this would involve a high turnover due to fragile mortality. Perhaps imported explorers?

As yet, it still appears that if anyone exits a pocket dimension without using the Runic Arcanulator to lockdown the containing Component's spell-pinion, it will cause a random Component to move into the vacant Sector of the Entropy Engine. The current Malfactor Configuration can be turned into the Daedal Configuration with only a single move of each Component, if done in the proper order.

Query: Should I kill everything above this level within Stoneseek to ensure nothing reconfigures the Engine until I am ready? Postulate: Doing so would just draw more untrained, amateur relic raiders.

Query: The Unliving Fire remains on guard within the empty sectors of the Engine and its power, though clearly not a match for my own, is substantial enough to force the expenditure of resources to overcome it. Can I hire more untrained, amateur relic raiders to destroy it? Postulate: Any powerful enough to have some chance of success will be too smart to make the attempt.

The Runic Arcanulator: The Runic Arcanulator is a six-foot staff made of twisted strands of blue steel with three crystals (blue, red, and yellow) imbedded in the top third. It is also entirely covered in delicate magic runes that seem at times to be abstract poetry and at other times to describe the workings of the universe in exacting detail, but are always shifting and changing and are too complex to understand or write down more than a snippet or half-complete phrase.

The Runic Arcanulator is an artifact. It can be used to manipulate the entropy Engine and identify its Primary Components as detailed in the Working Notes (with further details to come with in Level 19). It also acts as a +5 quarterstaff that penetrates DR and hardness as if it was adamantine, cold iron, and silver. As an artifact, its magic properties work even in antimagic fields and it is immune to all forms of damage or scrying, unless the effects or damage are caused by gods or other artifacts.

Any spellcaster who holds it while preparing spells for the day (or meditating on spells slots, as bards and sorcerers do) may attempt a DC 40 Spellcraft check to understand a secret buried in the Runic Arcanulator's runes. Success grants the caster a +4 bonus to his caster level for

purposes of all spell effects and caster level checks for 24 hours. A natural roll of a 1 on this Spellcraft check automatically fails, and deals a 3d6 of ability damage to the characters Int, Wis and Cha (no save).

The Runic Arcanulator is connected to the Entropy Engine and, as a standard action, can teleport its wielder and up to 11 other willing creatures to the north-western sector of the engine (the current location of area 521). This ability works from any plane of existence, but not if the Runic Arcanulator is surround by a force barrier or similar teleport-proof materials (as is the case when it is first encountered). Other than it's own one-destination teleport, the Runic Arcanulator can only be removed from its current plane by a god, another artifact, or the spell of a spellcaster who held it while preparing spells or mediating on spells slots within the past 24 hours.

Connections: This area connects to area 516 and area 519.

See the Map of Level 18.

PATHFINDER STATS

No modifications are needed to run this encounter using Pathfinder.

APPENDIX A: MONSTERS & NPCS

Malik

Noble Efreeti, Large Outsider (Extraplanar, Fire)

Hit Dice: 15d8 + 33 hp 101

Initiative: +7

Speed: 20 ft., fly 40 ft (perfect)

Armor Class: 23 (-1 size, +3 Dex, +6 natural, +5 ring of protection), touch 17, flat footed 20

Base Attack/Grapple +10/+20

Attack: Slam +20 melee (1d8+6+1d6 fire), or keen falchion of speed +20 melee (2d6+6+1d6 fire, 15-20/x2)

Full Attack: 2 Slams +20 melee (1d8+6+1d6 fire), or 2 keen falchion of speed +20 melee, (2d6+6+1d6 fire, 15-20/x2)

Space/Reach: 10 ft / 10 ft

Special Attacks: Change size, heat, spell-like abilities

Special Qualities: Darkvision 60 ft, immunity to fire, plane shift, telepathy 100 ft, vulnerability to cold

Saves: Fort +11, Ref +12, Will +11

Abilities: Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15

Skills: Bluff +19, Craft (any) +18, Concentration +19, Diplomacy +10, Disguise +6 (+8 acting), Intimidate +21, Listen +19, Move Silently +20, Sense Motive +19,

Spellcraft +19, Spot +19

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-like Ability (scorching ray), Toughness
Environment: Elemental Plane of Fire

Challenge Rating: 10

Treasure: NPC gear (Large Keen Falchion of Speed, medium +5 Ring of Protection (worn as an earring), yoke key, plus double efreeti standard treasure.

Alignment: Lawful Evil

Spell-like Abilities: CL 15th

At Will: detect magic, produce flame, pyrotechnics (DC 17), scorching ray (1 ray only)

3/day: invisibility, wall of fire (DC 19), fireball, heat metal

1/day: grant up to 3 wishes (to non-genies only), gaseous form, permanent image (DC 21), polymorph (self only), greater invisibility, pyroclastic storm (as per ice storm but fire damage instead of cold)

Mephits: Malik uses a dozen fire mephits as scouts and messengers. He has them searching through the area for the missing jann. When the mephits spot the party, one will cross the planar boundaries and report to Malik, while the rest of the group attacks the party (knowing their master's proclivities only too well). When the rest of Malik's band joys the fray, the mephits will concentrate their attacks on one party member at a time.

Nieut

Half-dragon cleric 13

CE Medium green dragon

Init +4; Senses darkvision 60 ft, low-light vision

DEFENSE

AC 28, touch 10, flat-footed 28 (+1 full plate armor, +1 heavy steel shield, +1 ring of protection, +4 natural armor,)

hp 126 (13d8+39)

Fort +11, **Ref** +4, **Will** +11

Immune acid, sleep, paralysis

OFFENSE

Speed 20 ft

Melee bite +14 (1d6+5), 2 claws +14 (1d4+5), or +1 long sword +17/+12 (1d8+6)

Ranged crossbow +9/+4

Special Attacks breath weapon (30 foot cone of acid, 6d8 acid damage, Reflex DC 23 half), rebuke undead

Spells Prepared (CL 13th)

7--*greater scrying, blasphemy*

6--*create undead, harm, mass inflict moderate wounds*

5--*dispel good, greater command, righteous might, slay living*

4--*greater magic weapon, divine power, dismissal, death ward, unholy blight*

3--*bestow curse, prayer, protection from energy, dispel magic, magic circle against good*

2--*Aid, Align Weapon (evil), Bear's Endurance, Bull's Strength, Hold Person, Sound Burst, Desecrate*

1--*Bane, Bless, Divine Favor, Shield of Faith, Cause Fear, Doom, Protection from good*

0--*Detect Magic, Cure Minor Wounds, Detect Poison, Guidance, Read Magic, Resistance*

STATISTICS

Str 21, **Dex** 8 (10), **Con** 16, **Int** 13, **Wis** 16 (18), **Cha** 15

Base Attack +14/+9

Feats: Spell Penetration, Combat Casting, Improved Initiative, Martial Weapon Proficiency: Long Sword, Weapon Focus

Skills Concentration +7, Craft (calligraphy) +5, Diplomacy +6, Heal +8, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Profession (scribe) +8, Spellcraft +6, Listen +5, Spot +5

Languages Common, Draconic, Abyssal

Treasure: NPC Gear (+1 *full plate armor*, +1 *heavy steel shield*, *ring of protection* +1, +1 *long sword*, *crossbow w/ 10 bolts*, *gloves of dexterity* +2, *periapt of wisdom* +2, *cloak of resistance* +1) plus 18,000 gp

Dykk: Husky, loud, and violent, Dykk is the self-appointed leader of the group. He is far and away the strongest and revels in wreaking havoc with his fiery breath and his axe. He is the spawn of a red dragon.

Dykk

Half-dragon cleric 13

CE Medium red dragon

Init +4; Senses darkvision 60 ft, low-light vision

DEFENSE

AC 28, touch 10, flat-footed 26

hp 126 (13d8+45)

Fort +11, **Ref** +4, **Will** +10

Immune fire, sleep, paralysis

OFFENSE

Speed 20 ft

Melee bite +16 (1d6+7), 2 claws +16 (1d4+7), or +1 battle axe +16/+11 (1d8+8)

Special Attacks breath weapon (30 foot cone of acid, 15d6 acid damage, Reflex DC 23 half), rebuke undead

Spells Prepared (CL 13th)

7--*destruction, blasphemy*

6--*mass bull's strength, mass bear's endurance, create undead*

5--*righteous might, greater command, spell resistance, dispel good*

4--*divine power, greater magic weapon, death ward, dimensional anchor, unholy blight*

3--*searing light, bestow curse, prayer, protection from energy, magic circle against good*

2--*resist energy, sound blast, resist energy, enthrall, death knell, align weapon (evil), desecrate*

1--*bane, bless, divine favor, doom, shield of faith, cause fear, protection from good*

0--*detect magic, read magic, detect poison, cure minor wound, guidance, resistance*

STATISTICS

Str 24, **Dex** 8 (10), **Con** 16, **Int** 12, **Wis** 15 (17), **Cha** 14

Base Attack +16/+11

Feats: spell penetration, combat casting, improved initiative, martial weapon proficiency: battle axe, weapon focus

Skills Concentration +7, Craft (calligraphy) +5, Diplomacy +6, Heal +8, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Profession (scribe) +8, Spellcraft +6, Listen +5, Spot +5

Languages Common, Draconic, Abyssal

Treasure: NPC Gear (+1 *full plate armor*, +1 *heavy steel shield*, *ring of protection* +1, +1 *battle axe*, *crossbow w/ 10 bolts*, *gloves of dexterity* +2, *periapt of wisdom* +2, *cloak of resistance* +1) plus 18,000 gp

Bainer: Bainer is from blue dragon stock, and while he's as strong and hardy as the rest, he's actually hesitant to enter melee combat. He favors using his electric breath weapon and his magic to attack as much as possible. He will only choose to enter melee when another of his brethren has already engaged the target.

Bainer

Half-dragon cleric 13

CE Medium blue dragon

Init +4; Senses darkvision 60 ft, low-light vision

DEFENSE

AC 28, touch 10, flat-footed 28

hp 140 (13d8+52)

Fort +12, **Ref** +4, **Will** +11

Immune electricity, sleep, paralysis

OFFENSE

Speed 20 ft

Melee bite +14 (1d6+5), 2 claws +14 (1d4+5), or +1 heavy pick +15 (1d6+6)

Special Attacks breath weapon (30 foot cone of electricity, 8d6 electric damage, Reflex DC 23 half), rebuke undead

Spells Prepared (CL 13th)

7--*mass inflict serious wounds, blasphemy*

6--*greater dispel magic, forbiddance, create undead*

5--*flame strike, insect plague, slay living, dispel good*

4--*death ward, divine power, restoration, poison, inflict critical wounds*

3--*magic vestment, cure serious wounds, bestow curse, prayer, searing light, magic circle against good*

2--*desecrate, aid, align weapon, cure moderate wounds, death knell, resist energy, inflict moderate wounds*

1--*protection from good, bane, bless, cure light wounds, sanctuary, shield of faith, divine favor*

0--*detect magic, cure minor wound, detect poison, read magic, resistance*

STATISTICS

Str 21, **Dex** 8 (10), **Con** 18, **Int** 12, **Wis** 16 (18), **Cha** 14

Base Attack +16/+11/+6; **CMB** +16; **CMD** 25

Feats: spell penetration, combat casting, improved initiative, martial weapon proficiency: heavy pick, weapon focus

Skills Concentration +7, Craft (calligraphy) +5, Diplomacy +6, Heal +8, Knowledge

(arcana) +5, Knowledge (history) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Profession (scribe) +8, Spellcraft +6, Listen +5, Spot +5

Languages Common, Draconic, Abyssal

Treasure: NPC Gear (+1 full plate armor, +1 heavy steel shield, ring of protection +1, +1 heavy pick, crossbow w/ 10 bolts, gloves of dexterity +2, periapt of wisdom +2, cloak of resistance +1) plus 18,000 gp

Waulkerz: The most potent spellcaster of the group, it is often up to Waulkerz to attempt to keep his brethren healthy during a pitched battle. His mighty spells can often tip the tide of battle. While not the brightest or the strongest, he is the most stubborn of the group.

Waulkerz

Half-dragon cleric 13

CE Medium white dragon

Init +4; Senses darkvision 60 ft, low-light vision

DEFENSE

AC 28, touch 10, flat-footed 28

hp 126 (13d8+45)

Fort +11, **Ref** +4, **Will** +13

Immune cold, sleep, paralysis

OFFENSE

Speed 20 ft,

Melee bite +14 (1d6+5), 2 claws +14 (1d4+5), or +1 flail +16/+11 (1d8+6)

Special Attacks breath weapon (30 foot cone of cold, 8d6 cold damage, Reflex DC 23 half), rebuke undead

Spells Prepared (CL 13th)

7--*mass cure serious wounds, blasphemy*

6--*create undead, mass cure moderate wounds, greater dispel magic, harm*

5--*dispel good, spell resistance, slay living, righteous might, greater command*

4--*unholy blight, greater magic weapon, divine power, cure critical wounds*

3--*magic vestment, cure serious wounds, bestow curse, prayer, searing light, magic circle against good*

2--*desecrate, aid, align weapon, cure moderate wounds, death knell, resist energy, inflict moderate wounds*

1--*protection from good, bane, bless, cure light wounds, sanctuary, shield of faith, divine favor*

0--*detect magic, cure minor wound, detect poison, read magic, resistance*

STATISTICS

Str 21, **Dex** 8, **Con** 16, **Int** 12, **Wis** 18 (20), **Cha** 14

Base Attack +14/+9

Feats spell penetration, combat casting, improved initiative, martial weapon proficiency: flail, weapon focus

Skills Concentration +7, Craft (calligraphy) +5, Diplomacy +6, Heal +8, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Profession (scribe) +8, Spellcraft +6, Listen +5, Spot +5

Languages Common, Draconic, Abyssal

Treasure: NPC Gear (+1 full plate armor, +1 heavy steel shield, ring of protection +1, +1 flail,

crossbow w/ 10 bolts, *gloves of dexterity* +2, *periapt of wisdom* +2, *cloak of resistance* +1) plus 18,000 gp

Connections: This encounter connects to areas 479, 511, and 513.

See the Map of Level 18.

Pholaen the Worldweaver (CR 21)

Size/Type: Medium Outsider (native)

Hit Dice: 12d8+72 (126 hp)

Initiative: +7

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 27 (+3 Dex, +14 natural), touch 13, flatfooted 24

Base Attack/Grapple: +12/+17

Full Attack: +4 greatsword +21/+16/+11 melee (2d6+11/1920)

Special Qualities: Damage reduction 10/chaotic, darkvision 60 ft., immunity to electricity and petrification, phase shift, spell resistance 29, unspeakable secrets, war from another world

Saves: Fort +14, Ref +11, Will +13

Abilities: Str 20, Dex 17, Con 23, Int 23, Wis 17, Cha 16

Skills: Concentration +24, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (arcana) +21, Knowledge (engineering) +21, Knowledge (religion) +21, Knowledge (spellcraft) +21, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3

Feats: Augment Summoning, Improved Initiative, Iron Will, Quicken Spell, Spell Focus (conjuration)

Possessions: ring of arcana, spellbook (contains all spells listed as prepared with Pholaen Gold). +4 greatsword.

Phase Shift (Su): Pholaen is not a single creature, he is a composite Great Pholaen that includes multiple versions of the same creature from different planes of existence and alternate realities. As a result, he has three “phases” he can shift between. Each phase has an associated color (gold, silver, copper) and ability (arcane spells, divine spells, psionic blast). It is a free action for Pholaen to change phases, but he may only do so once per round (though it need not be on his turn). Pholaen can take this free action, even when normally prevented from taking actions (unless killed).

Additionally, any ongoing negative effects Pholaen suffers (penalties from spells, conditions, and so on) apply to only one phase. So if Pholaen Gold is stunned, he can immediately become Pholaen Copper and ignore the condition. However, each phase continues to suffer effects normally—if Pholaen Gold is stunned for 6 rounds, Pholaen cannot switch to a different phase and then return to Pholaen Gold as a means of clearing the condition. Pholaen Gold will remain stunned for the entire duration. However, all phases of Pholaen share the same hit point total, so damage (or healing) to one effects all three equally.

GMs may find it useful to have 3 index cards for Pholaens 3 phases. Each card can

be used to note conditions suffered by that phase, and what spells the phase has used.

Pholaen Gold

This phase of Pholaen wears all gold, and casts spells as a 16th level wizard. His save DCs are Intelligence-based. Typical Wizard Spells Prepared (4/6/6/5/5/5/5/3/2/1; DC 16 + spell level). He can cast his summon monster spells as standard action, rather than full-round casting times.

0— *prestidigitation* x2, *read magic* x2; **1st**— *grease*, *magic missile*, *protection from chaos*, *shield*, *unseen servant* x2; **2nd**— *acid arrow*, *blur*, *protection from arrows*, *resist energy*, *scorching ray*; **3rd**— *blink*, *dispel magic*, *fly*, *haste*, *protection from energy*; **4th**— *black tentacles*, *dimensional anchor*, *ice storm*, *scrying*, *stoneskin*; **5th**— *break enchantment*, *cone of cold*, *dismissal*, *interposing hand*, *teleport*; **6th**— *acid fog*, *eyebite*, *globe of invulnerability*, *summon monster VI*, *repulsion*; **7th**— *ethereal jaunt*, *mass hold person*, *quickened summon monster III*; **8th**— *maze*, *summon monster VIII*; **9th**— *mage's disjunction*.

Pholaen Silver

This phase of Pholaen wears all silver, and casts spells as a 14th-level cleric with access to the Air, Destruction, Good, Law, and War domains. His save DCs are Wisdom-based. Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; DC 13 + spell level)

0— *light* x2, *purify food and drink*, *read magic*, *resistance* (2); **1st**— *bless* (2), *divine favor* (2), *protection from chaos*, *sanctuary*, *shield of faith*; **2nd**— *aid*, *bull's strength* (2), *cure moderate wounds*, *lesser restoration*, *owl's wisdom* (2);

3rd— *daylight, invisibility purge, magic circle against chaos, magic vestment, protection from energy (2)*; **4th**— *cure critical wounds, dismissal, divine power, neutralize poison, spell immunity*; **5th**— *dispel evil, mass cure light wounds x2, plane shift*; **6th**— *blade barrier, banishment, heal x2*; **7th**— *dictum, holy word, mass cure serious wounds*.

Pholaen Copper

This phase of Pholaen wears all copper, and can create a psionic blaze once per round as a standard action. This is a supernatural ability that deals 10d6 force damage to targets of Pholaen's choice in a 90-foot-cone. A DC 22 Will save negates the damage (this save is Int-based).

Unspeakable Secrets (Su): The Greater Pholaen knows things most mortals literally cannot comprehend. As a standard action he can speak such truths, forcing the single-reality minds of those that hear it to grapple with the unknowable. All creatures except Greater Pholaens within 100 feet of the blast must succeed on a DC 19 Will save or be paralyzed for 1d4 rounds. The save DC is Charisma-based.

War from Another World (Su): The Greater Pholaen can call upon the skills and actions of the Pholaens who were combined to create him. As a swift action, he can have his greatsword take a full attack action. The sword moves of its own accord (though it stays in his space), leaving his hands free, but otherwise is treated in all ways as though he is actively wielding it.

Pholaen has the following spells permanently, as a result of the permanency spell: *arcane sight, comprehend languages, darkvision, see invisibility*.

PATHFINDER STATS

Nieut

Half-dragon cleric 15

CE Medium green dragon

Init +3; Senses darkvision 60 ft, low-light vision; Perception +10

DEFENSE

AC 27, touch 9, flat-footed 27 (+11 half-plate +3, +3 heavy steel shield of arrow deflection, +4 natural armor, -1 Dex)

hp 152 (15d8+75)

Fort +16, **Ref** +6, **Will** +15

Immune acid, sleep, paralysis

OFFENSE

Speed 20 ft, fly 40 ft (average)

Melee bite +16 (1d6+5), 2 claws +16 (1d4+5), or +2 shocking longsword +18/+13/+8 (1d8+7+1d6)

Special Attacks breath weapon (30 foot cone of acid, 15d6 acid damage, Reflex DC 23 half), channel negative energy 8d6 (Will DC 22 half) 6/day, touch of evil (7 rounds) 7/day, scythe of evil (7 rounds) 2/day

Spells Prepared (CL 15th)

6--*Mass Cure Moderate Wounds, Harm, Planar Ally, Create Undead (d)*

5--*Spell Resistance, Righteous Might, Dispel Good (d), Slay Living, Greater Command*

4--*Chaos Hammer, Unholy Blight (d), Cure Critical Wounds, Divine Power, Greater Magic Weapon*

3--*Bestow Curse, Prayer, Inflict Serious Wounds, Magic Circle Against Good (d), Searing Light, Cure Serious Wounds*

2--*Hold Person, Aid, Silence, Bear's Endurance, Cure Moderate Wounds, Align Weapon (evil) (d)*

1--*Protection from Good (d), Shield of Faith, Doom, Divine Favor, Bane, Bless*

0--*Bleed, Resistance, Read Magic, Guidance*

STATISTICS

Str 20, **Dex** 8, **Con** 20, **Int** 13, **Wis** 18* (16 w/o headband), **Cha** 16

Base Attack +16/+11/+6; **CMB** +16; **CMD** 25

Feats Channel Smite, Improved Channel, Extra Channel, Selective Channel, Improved Initiative, Shield Focus, Armor Proficiency (heavy), Martial Weapon Proficiency (long sword)

Skills Appraise +7, Craft (Alchemy) +7, Diplomacy +9, Heal +10, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +7, Perception +10, Profession (scribe) +10, Sense Motive +10, Spellcraft +7.

Languages Common, Aquan, Draconic, Ignan, Terran, Auran

Treasure: NPC Gear - +2 *Shocking Longsword*, +3 *half plate armor*, *heavy steel shield of arrow deflection*, *headband of inspired wisdom* +2, *silversheen*, *cloak of resistance* +2, *brooch of shielding*, *potion of cure critical wounds (4d8+15)*

Dykk

Half-dragon cleric 15

CE Medium red dragon

Init +3; Senses darkvision 60 ft, low-light vision; Perception +10

DEFENSE

AC 26, touch 9, flat-footed 26 (+12 full plate armor +3, +4 Natural Armor, -1 Dex, +1 ring of protection)

hp 152 (15d8+75)

Fort +14, **Ref** +4, **Will** +12

Immune fire, sleep, paralysis

OFFENSE

Speed 20 ft, fly 40 ft (average)

Melee bite +16 (1d6+6), 2 claws +16 (1d4+6), or +2 flaming greataxe +19/+14/+9 (1d12+6+1d6)

Special Attacks breath weapon (30 foot cone of fire, 15d6 fire damage, Reflex DC 23 half), channel negative energy 10d6 (Will DC 22 half) 5/day, touch of evil (7 rounds) 6/day, scythe of evil (7 rounds) 2/day

Spells Prepared (CL 15th)

6--mass bear's endurance, blade barrier, mass inflict moderate wounds, create undead (d)

5--flame strike, righteous might, spell resistance, insect plague, dispel good (d)

4--greater magic weapon, divine power, chaos hammer, cure critical wounds unholy blight (d)

3--Protection from energy, Blindness/deafness, Dispel magic, bestow curse, magic vestment, magic circle against good (d)

2--status, silence, resist energy, hold person, aid, enthrall, align weapon (evil) (d)

1--remove fear, shield of faith, doom, divine favor, command, protection from good (d)

0--bleed, detect magic, read magic, resistance

STATISTICS

Str 22, **Dex** 8, **Con** 20, **Int** 12, **Wis** 16, **Cha** 15

Base Attack +17/+12/+7; **CMB** +17; **CMD** 26

Feats Channel Smite, Improved Channel, Extra Channel, Selective Channel, Improved Initiative, Armor Proficiency (heavy), Martial Weapon Proficiency (greataxe), Power Attack

Skills Appraise +7, Craft (Alchemy) +7, Diplomacy +9, Heal +10, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +7, Perception +10, Profession (scribe) +10, Sense Motive +10, Spellcraft +7.

Languages Common, Aquan, Draconic, Ignan, Terran, Auran

Treasure: NPC Gear: +2 flaming greataxe, +3 full plate armor, phylactery of negative channeling, ring of protection +1, potion of cure critical wounds (4d8+15)

Bainer

Half-dragon cleric 15

CE Medium blue dragon

Init +3; Senses darkvision 60 ft, low-light vision; Perception +10

DEFENSE

AC 27, touch 9, flat-footed 27 (+11 half-plate +3, +3 heavy steel shield of bashing, +4 natural armor, -1 Dex)

hp 152 (15d8+75)

Fort +14, **Ref** +4, **Will** +12

Immune electricity, sleep, paralysis

OFFENSE

Speed 20 ft, fly 40 ft (average)

Melee bite +16 (1d6+5), 2 claws +16 (1d4+5), or +2 longsword of frost +18/+13/+8 (1d8+7+1d6), shield of bashing +17 (1d8+5)

Special Attacks breath weapon (60 foot line of electricity, 15d6 electric damage, Reflex DC 23 half), channel negative energy 8d6 (Will DC 22 half) 6/day, touch of evil (7 rounds) 7/day, scythe of evil (7 rounds) 2/day

Spells Prepared (CL 15th)

6--greater dispel magic, mass cure moderate wounds, mass bull's strength, create undead (d)

5--righteous might, breath of life, mass cure light wounds, plane shift, dispel good (d)

4--greater magic weapon, inflict critical wounds, divine power, dismissal, unholy blight (d)

3--bestow curse, contagion, prayer, protection from energy, magic circle against good (d)

2--sound burst, hold person, death knell, desecrate, inflict moderate wounds, align weapon (evil) (d)

1--bane, bless, doom, entropic shield, sanctuary, protection from good (d)

0--virtue, resistance, read magic, bleed

STATISTICS

Str 20, **Dex** 8, **Con** 20, **Int** 14, **Wis** 16, **Cha** 15

Base Attack +16/+11/+6; **CMB** +16; **CMD** 25

Feats Channel Smite, Improved Channel, Extra Channel, Selective Channel, Improved Initiative, Shield Focus, Armor Proficiency (heavy), Martial Weapon Proficiency (long sword)

Skills Appraise +7, Craft (Alchemy) +7, Diplomacy +9, Heal +10, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +7, Perception +10, Profession (scribe) +10, Sense Motive +10, Spellcraft +7.

Languages Common, Aquan, Draconic, Ignan, Terran, Auran

Treasure: +3 half-plate armor, heavy steel shield of bashing, +2 longsword of frost, minor ring of sonic resistance, potion of cure critical wounds (4d8+15)

Waulkerz

Half-dragon cleric 15

CE Medium white dragon

Init +3; Senses darkvision 60 ft, low-light vision; Perception +10

DEFENSE

AC 28, touch 9, flat-footed 28 (+11 half-plate +3, +4 heavy steel shield, +4 natural armor, -1 Dex)

hp 152 (15d8+75)

Fort +14, **Ref** +4, **Will** +12

Immune cold, sleep, paralysis

OFFENSE

Speed 20 ft, fly 40 ft (average)

Melee bite +16 (1d6+5), 2 claws +16 (1d4+5), or +2 defending flail +18/+13/+8

Special Attacks breath weapon (30 foot cone of cold, 15d6 cold damage, Reflex DC 23 half), channel negative energy 8d6 (Will DC 22 half) 5/day, touch of evil (7 rounds) 7/day, scythe of evil (7 rounds) 2/day

Spells Prepared (CL 15th)

8--*Greater Spell Immunity, unholy aura (d)*

7--*Regenerate, Mass Cure Critical Wounds, blasphemy (d)* 6-- *Mass Bull's Strength, Heal, Harm, create undead (d)*

5--*slay living, righteous might, unhallow, mass inflict light wounds, dispel good (d)*

4--*greater magic weapon, divine power, cure critical wounds, inflict critical wounds, poison, unholy blight (d)*

3--*wind wall, magic vestment, bestow curse, cure serious wounds, prayer, magic circle against good (d)*

2--*spiritual weapon, hold person, death knell, bear's endurance, cure moderate wounds, align weapon (evil) (d)*

1--*bane, bless, cause fear, deathwatch, doom, sanctuary, protection from good (d)*

0--*virtue, resistance, guidance, bleed*

STATISTICS

Str 20, **Dex** 8, **Con** 20, **Int** 12, **Wis** 18, **Cha** 15

Base Attack +16/+11/+6; **CMB** +16; **CMD** 25

Feats Channel Smite, Improved Channel, Extra Channel, Selective Channel, Improved

Initiative, Shield Focus, Armor Proficiency (heavy), Martial Weapon Proficiency (flail)

Skills Appraise +7, Craft (Alchemy) +7, Diplomacy +9, Heal +10, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +7, Perception +10, Profession (scribe) +10, Sense Motive +10, Spellcraft +7.

Languages Common, Aquan, Draconic, Ignan, Terran, Auran

Treasure: +3 half-plate armor, +1 heavy steel shield, +2 defending flail, lesser rod of empower metamagic, horn of fog, potion of cure critical wounds (4d8+15)

PHOLAEN THE WORLDWEAVER

CR 21 LN Medium outsider (native)

Init +7; Senses darkvision 60 ft., lowlight vision; Perception +22

Aura magic circle against chaos

DEFENSE

AC 27, touch 13, flatfooted 24 (+3 Dex, +14 natural)

hp 175 (14d10+98)

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

DR 10/chaos; Immune electricity, magic circle vs chaos, petrification; SR 25

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee +4 greatsword +23/+18/+13 (2d6+11/19/20)

Special Attacks Phase shift, unspeakable secrets, war from another world

STATISTICS

Str 20, **Dex** 17, **Con** 25, **Int** 22, **Wis** 20, **Cha** 17

Base Atk +14; **CMB** +19; **CMD** 32

Feats Augment Summoning, Endurance, Diehard, Improved Initiative, Iron Will, Quicken Spell, Spell Focus (conjunction)

Skills Diplomacy +24, Escape Artist +17, Fly +24, Handle Animal +20, Knowledge (arcana) +20, Knowledge (engineering) +20, Knowledge (religion) +20, Knowledge (spellcraft) +20, Perception +22, Perform (wind instruments) +20, Sense Motive +24, Stealth +20

Languages Common, Auran, Aquan, Celestial, Ignan, Draconic, Infernal, Terran

Possessions: *ring of arcana*, spellbook (contains all spells listed as prepared with Pholaen Gold). +4 *greatsword*.

SPECIAL ABILITIES

Phase Shift (Su): Pholaen is not a single creature, he is a composite Great Pholaen that includes multiple versions of the same creature from different planes of existence and alternate realities. As a result, he has three “phases” he can shift between. Each phase has an associated color (gold, silver, copper) and ability (arcane spells, divine spells, psionic blast). It is a free action for Pholaen to change phases, but he may only do so once per round (though it need not be on his turn). Pholaen can take this free action, even when normally prevented from taking actions (unless killed).

Additionally, any ongoing negative effects Pholaen suffers (penalties from

spells, conditions, and so on) apply to only one phase. So if Pholaen Gold is stunned, he can immediately become Pholaen Copper and ignore the condition. However, each phase continues to suffer effects normally—if Pholaen gold is stunned for 6 rounds, Pholaen can not return to that phase before the end of the duration without being stunned. All phases of Pholaen share the same hit point total, so damage (or healing) to one effects all three equally.

GMs may find it useful to have 3 index cards for Pholaens 3 phases. Each card can be used to note conditions suffered by that phase, and what spells the phase has used.

Pholaen Gold

This phase of Pholaen wears all gold, and casts spells as a 16th level wizard. His save DCs are Intelligence-based. He can cast his summon monster spells as standard action, rather than full-round casting times.

Typical Wizard Spells Prepared (4/6/6/5/5/5/3/2/1; DC 16 + spell level): 0—*prestidigitation* x2, *read magic* x2; 1st—*grease*, *magic missile*, *protection from chaos*, *shield*, *unseen servant* x2; 2nd—*acid arrow*, *blur*, *protection from arrows*, *resist energy*, *scorching ray*; 3rd—*blink*, *dispel magic*, *fly*, *haste*, *protection from energy*; 4th—*black tentacles*, *dimensional anchor*, *ice storm*, *screaming*, *stoneskin*; 5th—*break enchantment*, *cone of cold*, *dismissal*, *interposing hand*, *teleport*; 6th—*acid fog*, *eyebite*, *globe of invulnerability*, *summon monster VI*, *repulsion*; 7th—*ethereal jaunt*, *mass hold person*, *quicken summon monster III*; 8th—*maze*, *summon monster VIII*; 9th—*mage's disjunction*.

Pholaen Silver

This phase of Pholaen wears all silver, and casts spells as a 14th-level cleric. His save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; DC 13 + spell level): 0 (at will)—*detect magic*, *purify food and drink*, *stabilize*, *virtue*; 1st— *Bless*, *cure light wounds* x3, *divine favor*, *sanctuary*, *shield of faith*; 2nd—*bull's strength*, *cure moderate wounds* x2, *lesser restoration* x2, *owl's wisdom*; 3rd—*cure serious wounds*, *daylight*, *invisibility*, *purge*, *magic vestment*, *protection from energy*; 4th—*dismissal*, *divine power*, *neutralize poison*, *spell immunity*; 5th—*mass cure light wounds* x2, *plane shift* x2; 6th—*banishment* (DC 21), *heal* x2; 7th—*mass cure serious wounds* x2.

Pholaen Copper

This phase of Pholaen wears all copper, and can create a psionic blaze once per round as a standard action. This is a supernatural ability that deals 10d6 force damage to targets of Pholaen's choice in a 90-foot-cone. A DC 22 will save negates the damage (this save is Int-based).

Unspeakable Secrets (Su): The Greater Pholaen knows things most mortals literally cannot comprehend. As a standard action he can speak such truths, forcing the single-reality minds of those that hear it to grapple with the unknowable. All creatures except Greater Pholaens within 100 feet of such utterances must succeed on a DC 19 Will save or be paralyzed for 1d4 rounds. The save DC is Charisma-based.

War from Another World (Su): The Greater Pholaen can call upon the skills and actions of the Pholaens who were combined to create him. As a swift action, he can have his greatsword take a full attack action. The sword moves of its own accord (though it stays in his space), leaving his hands free, but otherwise is treated in all ways as though he is actively wielding it.

APPENDIX B: SPELLS & MAGIC

ITEMS

Dimensional Yoke

This cold iron yoke consists of a large metal collar around the neck with a thick chain connected to a wrist cuff above one hand. Because of this, any two-armed creature wearing one suffers a -5 penalty to any skill or action that requires both hands (or the whole body, such as Move Silently). It has Hardness 15, hp15, and a break DC of 30. If worn, it has the same AC as the wearer — if unattended it has an AC of 10. The yoke can be broken open with regular tools (disable device DC 40), or broken via weapons (even while worn). However, if an attack directed at a worn yoke misses by 5 or more, it inflicts full damage to the wearer. A broken yoke ceases to be magical.

The yoke is enchanted with a property similar to the dimensional anchor spell — it prevents the wearer from planar shifting themselves or anyone else directly, but they are still able to pass through a natural dimensional portal or be transported by a creature not wearing such a yoke.

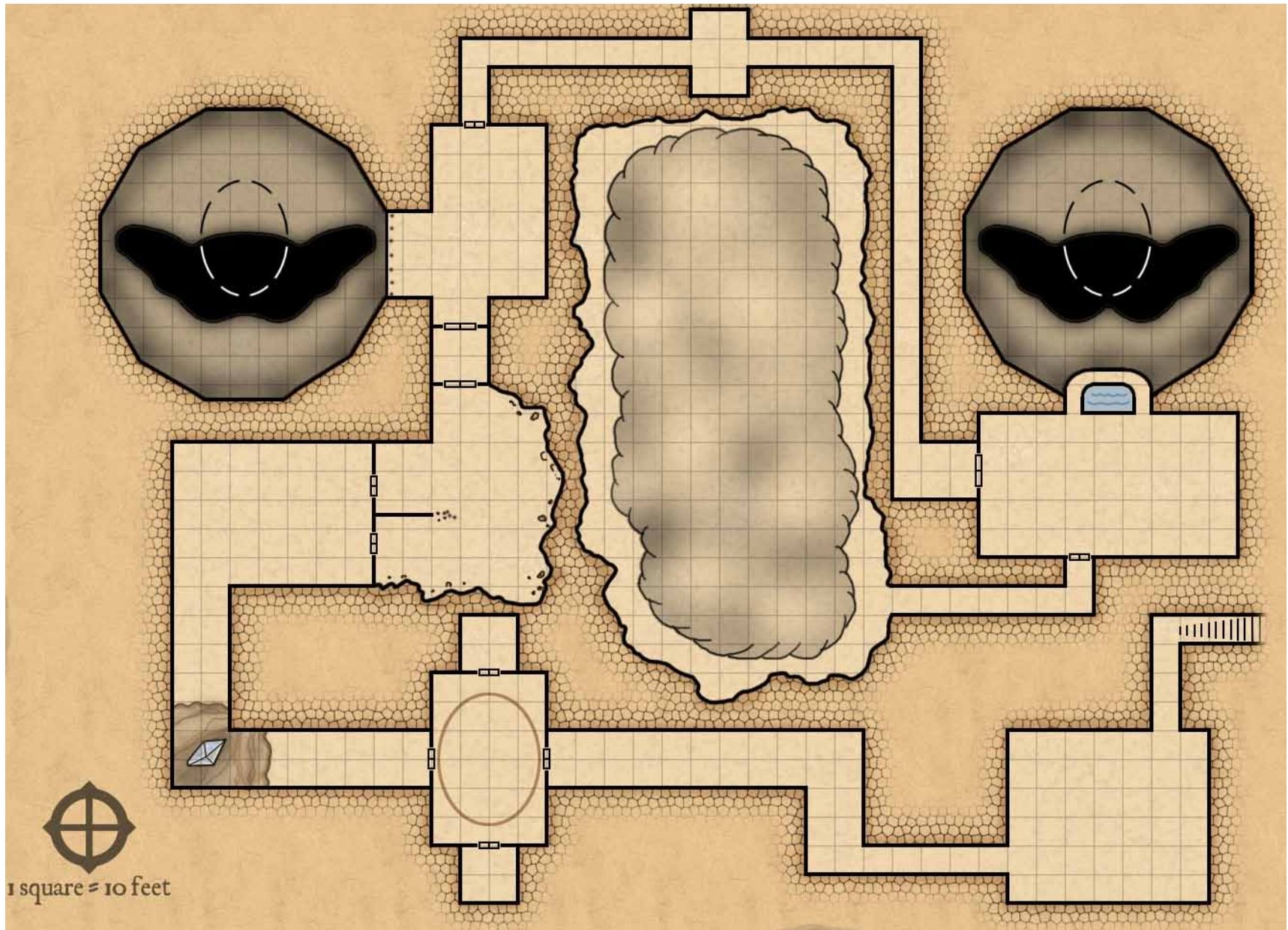
Moderate abjuration; CL 7th; Craft Wondrous Item, *dimensional anchor, hold person*; Price 28,000 gp.

Ring Of Arcana

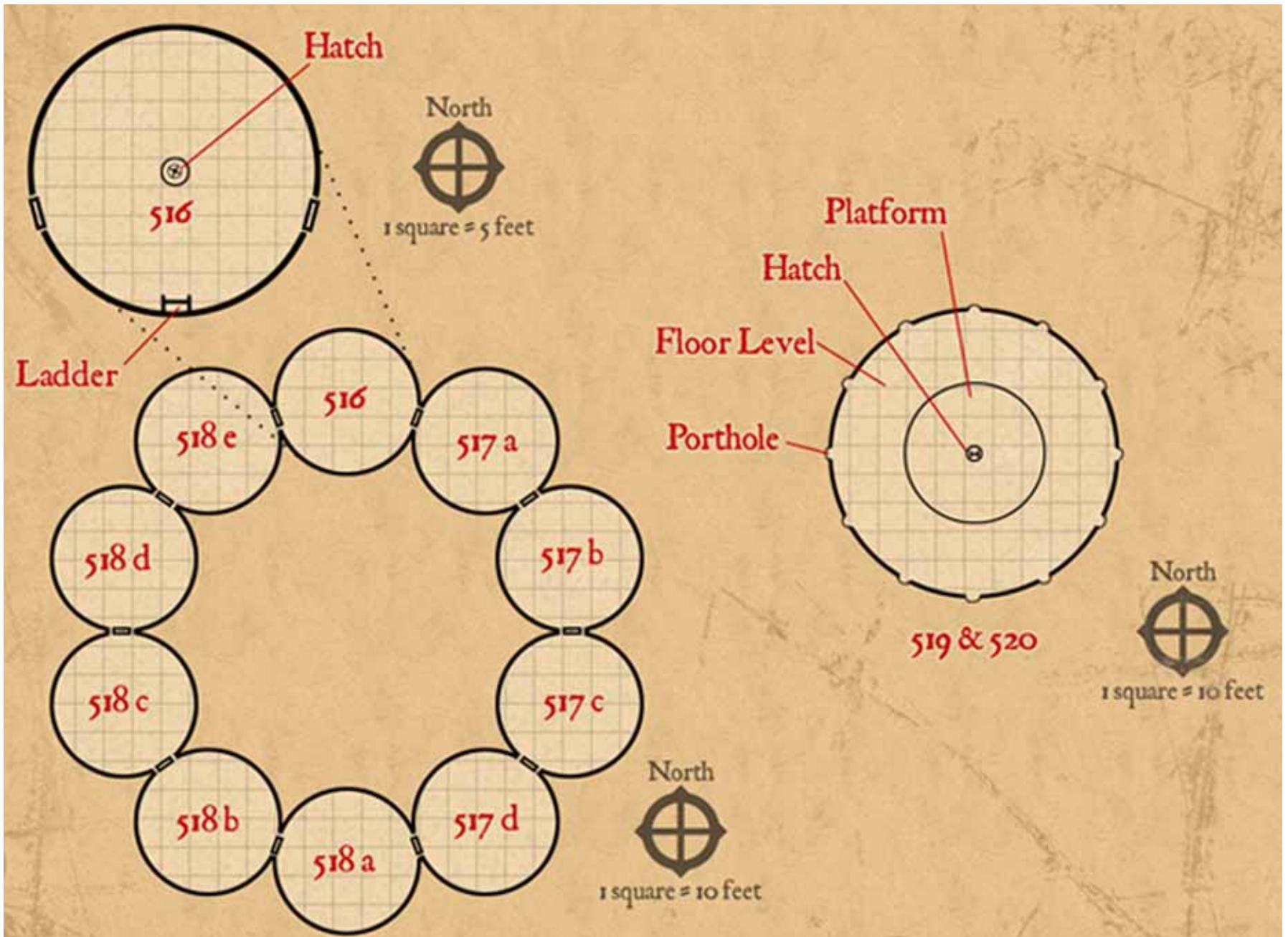
This simple band appears to be made of gold if worn by an arcane spellcaster, silver if worn by a divine spellcaster, and copper if worn by a psionic character. The ring of arcana acts as a material component for all spells the wearer casts. This ability has no limit for material components with no cost, but it can only replace 250 gp worth of priced components each day.

Strong conjuration; CL 7th; Craft Wondrous Item, *secret chest*; Price 12,500 gp.

APPENDIX C: HANDOUTS



Level Map No Secrets No Labels



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 "Gar-dock."

Ghost Door: A metaphysical construct created by the ghost of Duchess Andra Chordille on Level 8 of the dungeon to give herself and her home a new "life." This magical creation, as a side effect, draws the attention of ghosts and spirits throughout the region.

Glarias, the Moon Goddess: A minor goddess worshipped in the lands surrounding the Fallen Duchy and revered there in its heyday. Glarias presides over the moon, so while she is not an evil goddess, she uses shadow (and even darkness) as well as light as both tools and raiment.

When she was captured and imprisoned by the Dragon Prince, her godly power was given to the Beast God.

Glarias is Chaotic Good. Her domains are Good, Knowledge, and Luck. Her favored weapon is a mace. Pronounced "Glah-ree-as."

Harrud: Brother Harrud is the priest of Belestros in Brindenford. He is an opponent of the power structure of the town. For more information, see The Temple of Belestros.

Hell coins: Reddish-gold coins with faces of the tormented upon them, these perverse coins are minted by demons and devils and contain doomed souls. Worth 200 gp to a fiend, 10 gp to others (or 0 gp to those who find such things abhorrent). Also known as "hell money." See Area 205 for more.

Iamon: Ancient god who died in a divine war in the very earliest days of the world. His corpse fell to earth and is now buried deep below what is now Dragon's Delve. The ambient energies radiated by the corpse are the source of "chaos magic" that affects many sites in the dungeon. Pronounced "Ee-ay-mon"

Iris Gellow: High priestess of the temple of Vune. See the Temple of Vune for more information. Pronounced "Eye-ris Gell-oh."

Jamissan: Greatest of the Warrior Bards of the South, Jamissan is known to have found and created many unique magical items.

Jarla Vreech: Blackguard that has taken up residence in Terregaunt's Tower. Close friend of Barzonym DuMair. Pronounced "Jar-lah Vreech"

Jaskon Tully: Miller in Brindenford. He is secretly a high-ranking member of the Venom Cult.

Jumanik: Satyr cleric-bard from centuries ago, Jumanik loved puzzles. He lived in Dragon's Delve for many years. Pronounced "Ju-man-ick."

Kelmanosh: Distant land whose high king technically rules over the Lost Duchy. (In truth, the former duchy is a remote region all but forgotten by the outside world.) Pronounced "Kell-man-osh."

Khorant: A distant island reachable through a magical gate on Level 5 of Dragon's Delve. No other means exists to reach this mysterious locale located somewhere on the Sea of Eternal Storms.

Khorantians: An ancient folk native to the island of Khorant. Although originally elvenkind, the foul practices and ceremonies they conducted eventually turned them into a degenerate piscine race, akin to sharks.

Kulaj: The creator goddess of the pantheon of the River Gods, she represents the source of the Celestial River. She is the mother of all the other gods in the pantheon. Kulaj is the creator deity and the patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. See the Temple of the River Gods.

Kulaj is Lawful Neutral. Her domains are Law, Magic, and Plants. Her symbol is a hand that appears to hold a mountain range in the palm. Her weapon is a mace. Pronounced "Koo-lahj."

Lissandera the Enchanter: One of the Mages Four, this female human wizard loved various enchantment spells and also excelled in alchemy and magic item creation. Pronounced "Lis-an-dayr-ah."

Logger's Guild: Guild of foresters and loggers active in Brindenford and north of the town. The group has frequent disputes with the elves of the northern woods. See also the Logger's Landing.

Lord Darrulm: Leader of the grahlus in the Grahlus Fort on the island of Khorant.

Lord Saral: A powerful fighter that explored and eventually lived in Dragon's Delve for a time. He was an expert of weapons of all kinds and led a legion of soldiers and creatures at one time. Pronounced "Sayr-all."

Lost Shepherd: A tavern in Brindenford owned by a former adventurer. This tavern draws most of those interested in exploring Dragon's Delve.

Lost Temple: An old temple of Glarias somewhere deep in the woods about three miles southwest of Brindenford. Some lingering magic of the imprisoned goddess keeps it hidden from the forces of the Beast God who would love to claim it.

Mages Four: A group of four aligned mages of infamous power. Centuries after Queen Ryssa's people overthrew her and abandoned the dungeon, they claimed most of it for themselves. They built the Entropy Engine, among other powerful artifacts.

Mallock: This god represents the treachery of a river that appears to be a gentle stream one

moment, but becomes dangerous rapids the next. Mallock is the dark god whose deceptive nature makes him appealing to some rogues. See the Temple of the River Gods.

He is Lawful Evil, and his domains are Evil, Law, and Trickery. His favored weapon is the dagger and his symbol is a serpent entwined around a crescent moon. Pronounced "Mal-ock."

Master Mui Yan: An infamously skilled warrior who teaches fighting secrets in a hidden dojo deep in Dragon's Delve. Pronounced "Mwee Yahn."

Metterak: The self-styled Prince of Dragons, this red dragon is one of the most infamous wyrms in all the world. He reportedly lairs deep within Dragon's Delve (in fact, that's what gives the place its name). Pronounced "Met-er-ak."

Moontree: A huge tree located in Chordille Keep, sacred to Glarias. It eventually became tainted with evil. Even though the tree was chopped down, its roots live on in the dungeon.

Nag: A minor god of serpents and poison. Nag appears to be a giant cobra made of darkness. He is revered by the Venom Cult and a few serpentine creatures (nagas, for example). His mate is Nagaina, and they are frequently worshipped together, although Nagaina is never mentioned without Nag. See Level 6: Domain of the Venom Cult.

Nag is Lawful Evil. His domains are Evil, Knowledge, and Death. His favored weapon is a very long, curved knife (a short sword). Pronounced "Nog" and "Nog-ah-eena"

Nibul of the Seven Arches: A mysterious magical being that sought to become a god. Traveled with Lord Saral when he explored Dragon's Delve. Nibul was slain by Metterak, and his spirit still lingers in the Tomb of Nibul. Pronounced "Nie-bull."

Old Man's Tunnel: An entrance into the dungeon via a natural tunnel that runs just south of Brindenford into Level 6 of Dragon's Delve. Although most of the locals have heard of it, very few know where it can be found or if it's real.

Orr: A fabled wizard-priest whose tomb lies hidden in Dragon's Delve. Pronounced "Or."

Phaedor Rhendelmar: A half-elven druid most believe to have been mad. In ages past, he attempted to create methods to grow plants underground and tested his theories in Dragon's Delve.

Pholaen the Worldweaver: An elven wizard and member of the Mages Four. He has a mobile laboratory deep in the dungeon. Pronounced "Fo-layn."

Pit in the Woods: South of Dragon's Delve is a pit where, hundreds of years ago, locals threw criminals and madmen. The pit leads, eventually, to Level 9, where some descendents of those thrown in the pit dwell.

Poet's Bridge: An ancient stone bridge over the River Turant south of Brindenford. Site of a huge battle between the forces of Lord Saral and the Red Saint.

Queen Ryssa: A cruel dwarven queen of antiquity who forced her people to delve deep into the earth, creating much of the dungeon. Pronounced "Rie-sah."

Ramscorn: Ferocious orc barbarian that is the leader of the Bestial Host guards of the Beast God temple on the first level of the dungeon. He set out to explore and conquer the rest of the dungeon and can be found on Level 2 in area 51. See also The Stolen Bracer.

Red Saint: A powerful cleric named Azassarah that led an army against the forces of Lord Saral. Once he had defeated Lord Saral and cleared the upper levels of Dragon's Delve, he created a magical prison in which to place his enemies. Azassarah is pronounced "Azz-ah-sayr-ah."

Rivenyk: A demon lord that holds sway on Level 7. He was secretly worshipped by Duchess Chordille. Pronounced "Riv-en-ik."

Scrall: The troll priest-king of the Bestial Host. He dwells in the hills far from the dungeon but sends guards and priests there to watch over the temple on Level 1. In theory, he may visit himself one day.

Sea of Eternal Storms: A magical ocean far, far away. At least one terrible storm rages upon these waters at all times, making them virtually impossible to navigate. At the center lies the island of Khorant.

Shakaran Titanslayer: This human male sorcerer was one of the Mages Four and specialized in physical combat, enhanced by magic. Pronounced "Shah-kar-an."

Signar Fuen: Powerful adventurer who died in the dungeon. Signar was once a high-level fighter and explored much of the dungeon. He reached Level 14, where his party all died, and he was drained by

undead down to 3rd level. He was killed in area 2. In his flight from the dungeon, he lost an intelligent amulet on Level 12. Pronounced "Sig-nar Fway-en."

Sillitta Ederus: Cleric of Vune. Engaged to Whedon Rasholt. See the Temple of Vune

Serrestique: Female human wizard who came to the dungeon to seek information about the Mages Four. She used a number of chambers on Level 1, but is currently in stasis in the prison on Level 5. Pronounced "Sayr-est-eek."

Stoneseek: Name that Queen Ryssa's dwarves gave to the location now known as Dragon's Delve.

Teigel Fascher: Male human shopkeeper in Brindenford that caters specifically to adventurers headed off to Dragon's Delve. He sells regular gear as well as the occasional magic item. See also Fascher's Supply.

Tekunki: A powerful spirit (a "fire god") that dwells atop the Angry Mountain on Khorant. Likely a representative of the gods or other forces that destroyed the original civilization on the island. Pronounced "Teck-oon-ee."

Tenebrynn Glimmersight: Male elf in Brindenford being considered for the town's council, despite the fact that he opposes the actions of the the Logger's Guild. Pronounced "Ten-ee-brin." See Logger's Landing for more information.

Terregaunt: A dark, brooding fighter. Terregaunt was a henchman of Lord Saral when he first came to Dragon's Delve, but

eventually became an important figure all his own. He built a tower to the southwest of the dungeon. Pronounced "Terr-ah-gawnt"

Theophrastus: Human sorcerer who has sealed himself up in an indestructible gem on Level 8 of the dungeon in order to awaken 1,000 years in the future (and to hopefully outlast his enemy Bargelos). Pronounced "Theo-frass-tuss."

Tral-Ferrer: A djinni lord trapped in Dragon's Delve by a strange curse for many years more than a thousand years ago. To enact his escape, he wove a magical carpet said to hold some secret of the dungeon. The carpet was divided into three parts.

Twelve Secret Sigils: Physical manifestations of the Dragon Prince's power in Dragon's Delve, these symbols have appeared throughout the dungeon. Finding and indentifying them will grant creatures power, usually having a draconic aspect of some kind. Each of the twelve sigils is more powerful than those that come before it, so the twelfth is the greatest of them.

Uoto: Half-celestial warrior who served the Red Saint. Now buried in Terregaunt's Tower. Pronounced "Oo-oh-toe"

Urlaster: Sorcerer from more than 100 years ago that explored Dragon's Delve. He lived in Brindenford, and his former home is now the tavern, the Lost Shepherd. He fashioned a key that provides one of the ways into the Prison of the Red Saint. Pronounced "Ur-las-ter."

Urgan: Oldest of the children of Kulaj, Urgan is the worker who uses the power

of the river for his own ends as he shapes steel and stone. Urgan is the Neutral Good god of the earth and metalworkers and stoneworkers. He appeals to dwarves, gnomes, and perhaps orcs. See the Temple of the River Gods.

His domains are Earth, Fire, and Good. His favored weapon is the warhammer and his symbol is a wheel with a hammer and gemstones set upon it. Pronounced "Er-gahn."

Val Donage: Retired female human adventurer who explored Dragon's Delve who now owns the Lost Shepherd. Pronounced "Val Don-adge"

Vangell: Human male sorcerer who explored much of Dragon's Delve and now lives among the pirates on Khorant. Pronounced "Van-gel."

Venom Cult: A secretive, evil cult devoted to murder, death, poison, and serpents. The cult uses a portion of Dragon's Delve as its base of operations, although it has secretly infiltrated the town of Brindenford as well. The cult's patron is Nag, a minor but extremely sinister god.

Vesh: Humanoid creatures descended from either blind cave fish or very deep sea fish, or perhaps both. These blind, freshwater carnivores are strictly subterranean and can be found mainly on Level 3 of Dragon's Delve, although a few have wandered elsewhere. Use locathah stats.

Vraedix: A magical information storage device based on a semi-sentient thinking machine the Mages Four discovered on

a different world. Found on Level 7 of Dragon's Delve.

Vimble Mirhoffal: Wealthy halfling male in Brindenford. Proprietor of Queen's Crafts. Pronounced "Vim-bul Meer-hof-al."

Vune: A goddess of light, purity, and charity. Most, but not all of Vune's clerics are female. Those that are not belong to a sub-sect called the Brothers of Charity and focus on aiding the poor, the sick, and orphans in the name of their goddess. The rest of the clergy is interested in spreading Vune's teachings of helping others before helping oneself. Vune's worship is widespread and extremely popular. Her clerics are often treated as a special, highly respected social class. See also the Temple of Vune.

Vune is Lawful Good. Her domains are Good, Healing, and Sun. Her favored weapon is a mace. Pronounced "Voon."

Wendways: A mystical conduit stretching through Dragon's Delve allowing near-instantaneous travel between key spots throughout the dungeon.

Whedon Rasholt: Head guildsman of the Logger's Guild. Engaged to Sillitta Ederus of the Temple of Vune. See also the Logger's Landing.

BRING A GENIUS TO THE TABLE!

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