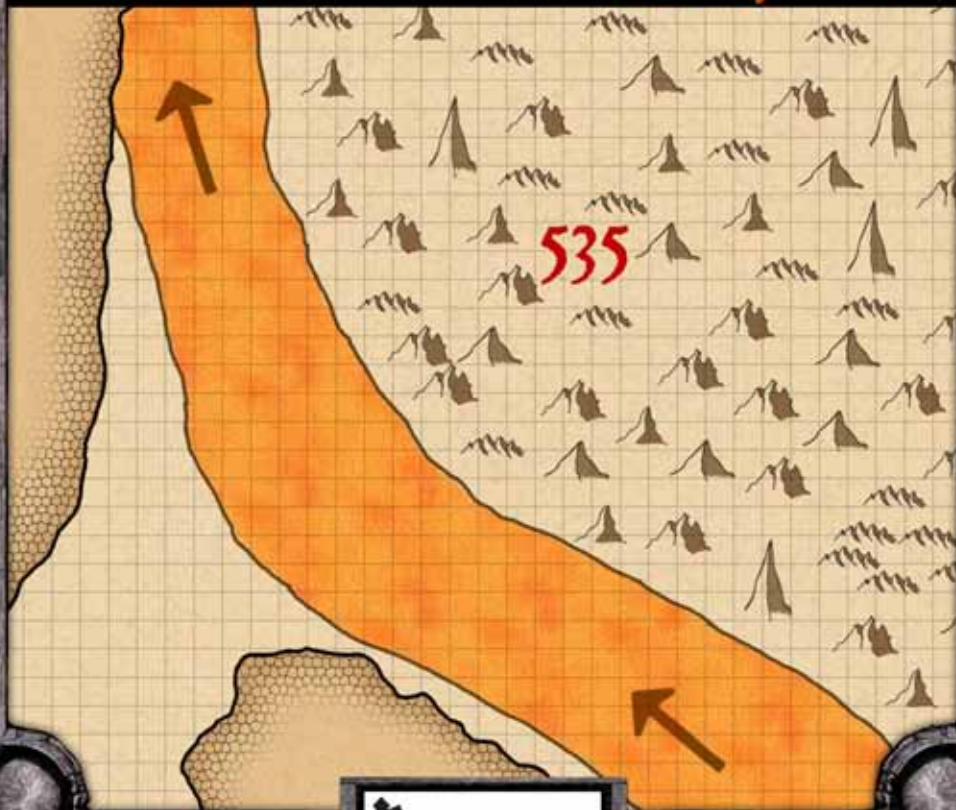


DUNGEON A DAY

DRAGON'S DELVE LEVEL 20:

THE COURT OF METTERAK



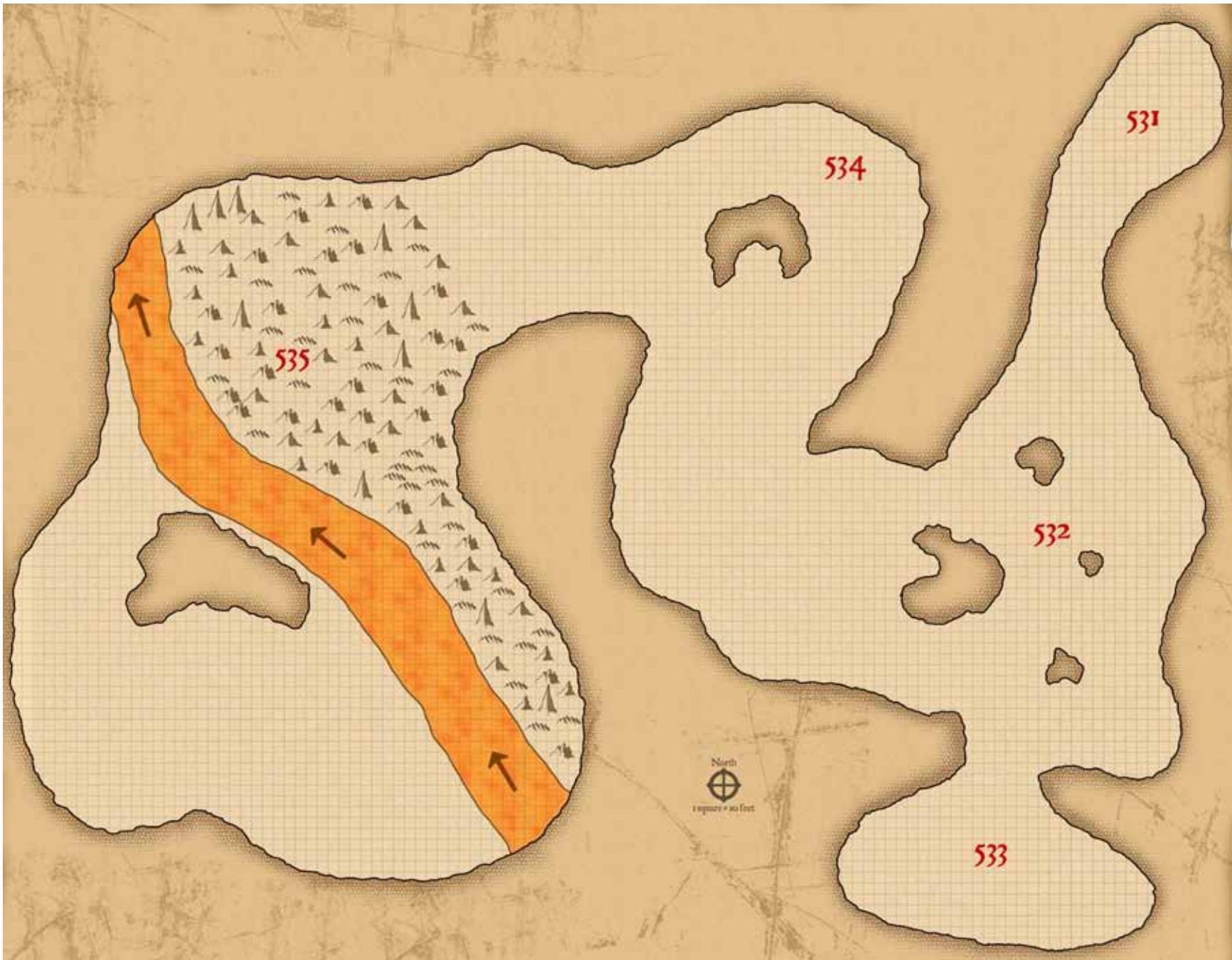
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DRAGON'S DELVE

LEVEL 20: THE COURT OF METTERAK



LEVEL 20: THE COURT OF METTERAK

At long last, the PCs have reached the bottom of Dragon's Delve, the court of, and home to, Metterak the Dragon Prince. For two thousand years the mighty red dragon has laired here, building an army of servants and slaves to serve his dreams of power. However, Metterak has never trusted more than a handful of his agents to remain close to him, and suffers the paranoia common to his kind as regards protecting his treasure hoard. Metterak originally came to these caves because their indigo iron-laced walls would keep his valuables safe from plane-traveling thieves. In the centuries that have passed since, he has grown to be arguably the most powerful dragon alive (perhaps ever to have lived). He has spared no effort in making his lair a place of comfort for himself, but still prefers to settle in his main chamber alone, sitting on his pile of gold, gems, and relics, plotting to ascend to godhood.

From time to time over the centuries, dragonslayers have managed to reach this lair (often using powerful artifacts to arrive without fighting through the whole of Dragon's Delve) intent on destroying Metterak. But since the time of Lord Saral, none have managed to reach the Dragon Prince himself. Combined with the fact that his agents sometimes fight among themselves, a matter he considers beneath

his notice, Metterak won't leave his chambers even if his draconic senses tell him someone is waging war in his Court. Only when the PCs manage to face him directly will the mighty Metterak stir himself.

Ambient Conditions: The Court of Metterak is a very pleasant environment... for an ancient red dragon. Devils find it similarly homey. Humanoids (and most other creatures) must take precautions if staying within the caves for more than a few minutes.

Heat: The Court of Metterak is extremely hot-150 F degrees when an encounter does not give a different temperature. The dangers of this extreme heat, and any protections the PCs take, should be carefully tracked by the GM.

Darkness: There is no natural light is most of the Court of Metterak, as the dragons and their allies all have darkvision (in most cases out to 120 feet). The exception to this is area 535 part of which is dimly illuminated by the glow emanating from the lava. Luckily for PCs using a light source, the thick smoke (see below) prevents even bright lights from being visible beyond whatever encounter the PCs are using the light in.

Smoke: The entire cave system is choked with heavy smoke, forcing PCs to find ways to protect themselves from the choking vapor or face the consequences. Unless otherwise specified, all NPCs encountered within the Court of Metterak have either developed a natural immunity to the smoke (in the case of all red dragons and outsiders encountered) or have taken steps to acquire spells to protect themselves from it. The GM

should remember the concealment (and the fact that NPCs encountered do not have to deal with the concealment unless their entry notes otherwise) for all combat within the Court of Metterak.

Indigo Iron: The walls of the Court of Metterak are impregnated with indigo-colored iron, the natural ore that can be forged into blue steel. As a result, many magic effects are restricted within its confines. Unless an area specifies otherwise, no planar travel is possible and all divination magic has a maximum range of 60 feet. The walls have hardness 18 and 200 hp per inch. Any creature attempting to burrow through the indigo-iron-laced walls must make a DC 30 character-level check (1d20 + total level or HD) for each round it travels. Failure indicates it has hit a vein too hard to dig through, and it must try another path or go back.

There are 5 encounters on Level 20. See the Map of Level 20.

Pathfinder Stats: Use the Pathfinder-compatible rules for the dangers of extreme heat and smoke.

LEVEL 20 RANDOM ENCOUNTERS

The massive plot to steal the divinity of Glarias is far from the only long-term plan Metterak has in motion, though it is the one he considers most important (hence his continued habitation of the ancient caves below the Entropy Engine). As a result,

agents of Metterak are regularly coming to report to him about the plans to build his draconic empire, efforts to take control of various evil cults worldwide, to bring him tribute to avert his wrath for some failure, or to entreat him for aid in some endeavor. As a result, in addition to his guards and most trusted aids, PCs may run across random agents or underlings associated with Metterak.

For each hour they remain within the cave system, roll on the table below to see if the PCs encounter additional creatures. Anything they encounter has a beginning attitude of unfriendly, which turns to hostile within 1 round if the PCs do not somehow manage to convince these creatures that they have legitimate business within the Court of Metterak.

Die Roll Encounter

01-50	No encounter
51-60	Sixteen bearded devils
16-70	Two horned devils
71-75	Group of 15th level LE characters: male dwarf cleric, male human fighter, female halfling thief, female elf wizard
76-90	Six young adult dragons (Roll 1d20 to determine dragons' color - 1-2: Black; 3-6: Blue; 7-8: Green; 9-19: Red; 20: White)
91-00	One mature adult dragons and 3 juvenile dragons (Roll 1d20 to determine dragons' color - 1-2: Black; 3-6: Blue; 7-8: Green; 9-19: Red; 20: White)

531. THE COURT GUARD (EL 21)

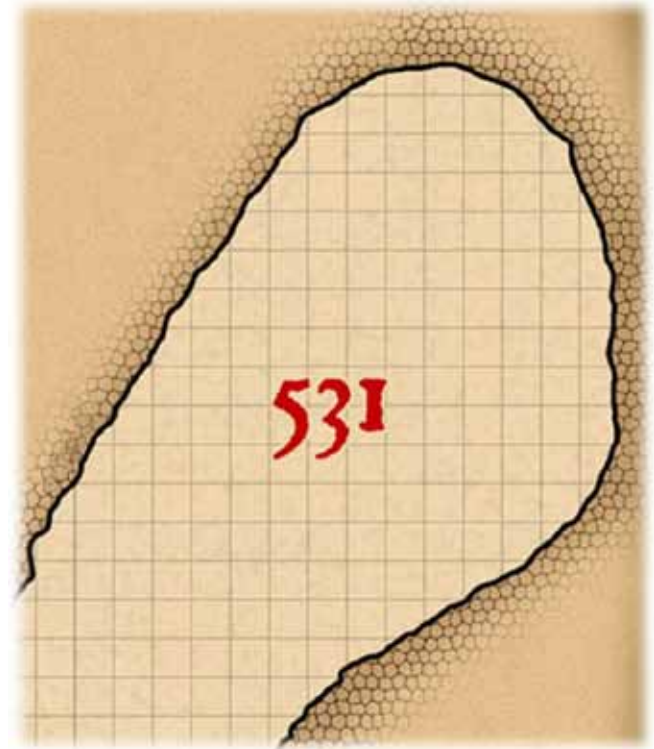
Summary: One does not simply walk through the gates of a dragon's lair.

Sights and Sounds: There is no light source in this area, and the PCs must cope with all the environmental challenges spelled out in the Level 20 Overview. Describe the area as follows.

The air is thick with grey, choking smoke that limits visibility, and the heat is like standing inside a vast oven. Though the ceiling is too high to see, the floor and walls are clearly made of rough-hewn rock, which is shot through with lines of deep blue-black metal ore. Through the dense haze you see multiple pairs of dragon-like wings open, and scaly, vaguely humanoid figures stride through the cavern toward you.

Background: This is the Entry Chamber, the point from which all visitors to the Court of Metterak enter and leave (see Indigo Keys below). It is guarded by the Five Torments, a set of horned devil siblings who are completely loyal to Metterak. They are the sons of Jylerix the Festering Spike, a powerful devil who challenged the moon goddess Glarias centuries ago. Jylerix allied himself with Metterak to capture and destroy Glarias, and though Jylerix was destroyed in the effort, his sons were raised by Metterak as his loyal guards. They believe that when Metterak becomes a god, they will become devil princes and rule over various levels of hell the god-dragon will then conquer.

A single trapdoor in the ceiling (90 feet above the cavern's floor) lowers into the room from area 530. If the PCs enter the room while under the protection of Glarias' concealment, they may look into and observe the room prior to entering it and may automatically gain a surprise round against the Five Torments, if they opt to attack immediately upon entering the chamber.



The Five Torments: These five devils vigilantly guard the entry chamber, and take their duty to protect Metterak very seriously. If attacked, they respond with fury, and fight to the death. They would rather lay down their lives weakening the foes of Metterak than flee a battle to warn him of

danger's approach. If the PCs attempt to use Bluff or Diplomacy to bypass the Torments, the devils gain a +10 circumstance bonus to any opposed checks to resist the effort--by the time an agent or ally of Metterak earns the right to visit him here, its arrival has normally been announced to the Torments weeks in advance.

Native: These devils qualify as native outsiders, as they were born in the Court of Metterak. This counts as their native plane, and they are not treated as summoned creatures. (This is not true of any creature they summon).

Heal Scent: In addition to their normal powers, each of these horned devils can sniff out those with the magic power to heal. This takes a DC 30 Spot check (DC 30 Perception for Pathfinder games), and reveals if the character can cast spells that restore hit points, has a spell-like or supernatural ability that restores hit points (such as lay on hands), but not creatures that rely purely on items to heal. If the situation warrants it, the devils can use this as the scent ability, but only to locate healers.

Heraldry of Embers: Each horned devil has a magic mark on its chest, the Heraldry of Embers. These glowing mystic sigils read "patron of flame, ally of the ash" in draconic runes. The marks are branded directly into the devils' skin (and the skin of any creature they summon), and makes them immune to all effects of the smoke in the Court of Metterak. If one of the devils is killed there is a 25% chance its Heraldry of Embers

survives, still glowing with golden light after the creature's death.

Each sigil is a minor artifact, created by Metterak with divine power stolen from Glarias through the Entropy Engine. A creature can cut a still-active Heraldry of Embers from a dead devil's body, and place it on its own skin. This deals 1d4 points of Constitution drain. If the Constitution drain is ever healed or restored, the sigil fades, though the character can will it (and the Constitution drain) to return as a full-round action. A creature with the sigil of Heraldry of Embers gains fire resistance equal to its level, and is immune to the environmental effects of heat and smoke.

Summoning: Rather than roll the horned devils' summoning chances (which could range from summoning nothing to dropping another five horned devils into the fight, making the EL difficult to properly predict), if there are at least two horned devils left on the third round of combat, one of them automatically summons one additional horned devil.

The Five Torments (Horned Devils x5): hp 138; 155; 172; 189; 206.

Tactics: These devils have a particular hatred for those who heal, which they see as a direct challenge to their infernal powers to wound and the memory of their sire, Jylerix the Festering Spike. As a result they use their ability to sniff out healers and in battle choose them in preference of all other foes. They all use their fear auras as soon as combat begins, and endeavor to use their

reach and flight to allow them to all focus on attacking a single healer foe. If they fail to eliminate such foes within two rounds, the two devils with Indigo Keys (see below) teleport to be adjacent to a healer.

Indigo Keys: Though the entry chamber of the Court of Metterak is not as densely lined with indigo iron as the rest of the Dragon prince's lair, it is still impossible to use planar travel (including teleportation) without an Indigo Key. Each key is a 5 lb. hunk of indigo iron that has runes describing the planar frequency and location of the entry chamber. While holding such a key, a character can teleport or plane shift in and out of the entry chamber normally (though not from other locations within the Court of Metterak). The two horned devils with the highest hit point total each begin the combat with such an Indigo Key.

Note on EL: Four horned devils (CR 15) would be an EL 19 encounter, and eight would be EL 21, which might make The Court Guard seem underpowered for its EL. However, the devils are immune to the local conditions, while the PCs are likely to need to take time to deal with heat, smoke, and darkness even as the devil guards begin attacking. Coupled with the devils' heal scent ability and associated tactics, EL 21 was determined to be appropriate for this encounter.

Connections: The area connects to area 530 and area 532.

See the map of Level 20.

Pathfinder Stats

Follow the skill usage notes in the text and use the Pathfinder version of horned devils with the hp totals listed below. Otherwise, no other changes are needed to run this encounter using Pathfinder.

The Five Torments (Horned Devils x5): hp 174; 195 ; 217; 239; 260.

532. VAULT OF PETITIONERS (EL 20)

Summary: The Court of the Dragon Prince, like most courts, has a parade of visitors who feel they have business with its lord. The PCs have found the place where they wait for him to agree with that assessment.

Sights and Sounds: There is no light source in this area, and the PCs must cope with all the environmental challenges spelled out in the Level 20 Overview. Describe the area as follows.

The thick smoke thins just a bit as the cavern walls open into a much larger space, with a ceiling a hundred feet above the baked stone floors. Large columns of rock stretch the length from roof to floor, their shapes seeming to shimmer and dance in the super-heated air. Through the smoke, shapes slowly become visible--creatures the size of elephants, and some the size of small buildings, with too many legs, too many arms, and in the case of a winged thing on the ceiling, far too many heads.

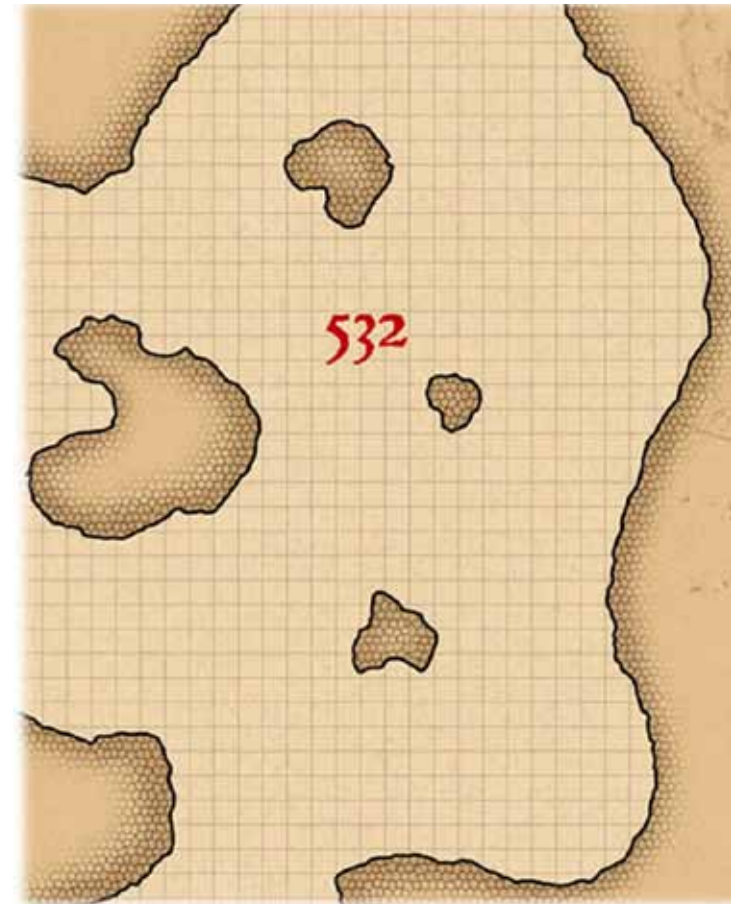
Background: This is the Vault of Petitioners, where those who have business with

Metterak wait for the mighty Dragon Prince to feel the urge to speak to them. Most are brought here by one of the Five Torments, then left to wait for hours--sometimes days. Some never receive permission to see Metterak, though the mighty red wyrm is loathe to let any opportunity for gain slip through his claws.

Servants of Metterak periodically check on the petitioners, but their needs are not seen to. Anyone who believes Metterak should take the time to see them is expected to be able to survive the heat and take care of their own food and comfort. The current crop of petitioners is fairly typical for what might be found waiting here. All are suspicious of one another, but know little would anger Metterak more than attacking other potential guests, so they keep to themselves.

However, as soon as it becomes clear the PCs are not fellow petitioners but invaders, each of the supplicants present will join with the others to aid in destroying the group, in hopes of earning Metterak's favor. Those NPCs with an Int of 14 or higher are immediately suspicious of the PCs, who are not escorted into the chamber by one of the Five Torments, and are not met by an agent of Metterak, marking them as atypical guests of the Dragon Prince.

The current petitioners are Aeschylus the hydra, Liliala the demon, the Granite Lash (a band of ropers), and Vrothgir the white dragon. Each is detailed below.



Aeschylus

Through a freak magic accident, this twelve-headed pyrohydra has gained an Intelligence of 8 and the ability to speak Draconic, making him smart enough to desire more from life. Aeschylus has come to realize no one takes hydras as seriously as they do dragons, and decided the main difference between the two is the ability to think and plot. As a result Aeschylus has acquired a cloak of the bat (to allow him to fly, as true dragons do) and come to the Court of Metterak to ask to be recognized as

a dragon. While Metterak has no intention of doing so, the red dragon has thought Aeschylus might be useful as a decoy in some future plot, and thus put off giving the hydra an answer. Aeschylus is currently hanging from the ceiling--because he can.

Aeschylus (12-headed pyrohydra): hp 129;

Possession: *Cloak of the bat*

Combat: Aeschylus is aware he is the most powerful creature in the chamber and wishes to prove his worth to Metterak (and the other petitioners, especially Liliala). He pays little attention to the PCs if they manage to pass as fellow petitioners, but flies into combat as soon as any violence begins, using his breath weapons as often as possible.

Liliala

Liliala is an extremely powerful marilith demon, who has tired of endless war. She has always felt she was a succubus stuck in a warrior's body. She is here to propose Metterak take her as a wife, in the hopes that when he ascends to godhood he will make her the demigod of lust and despoilment.

Liliala (Marilith): hp 272

Energy Drain (Su): Unlike most marilith, Liliala can drain energy from a mortal she lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, Liliala must start a grapple, which can be combined with her constrict ability. Her kiss or embrace bestows 1 negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another kiss from Liliala. The victim

must succeed on a DC 25 Will save to negate the effect of the suggestion. The DC is 25 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Combat: Liliala knows she's the most powerful creature in the room, and hopes if she can defend Metterak's home against invaders, he will find her a more suitable potential mate. She moves to engage the foe with the highest Charisma, hoping to cut said foe off from the main group to use her constrict-energy-drain to good effect.

The Granite Lash

The Granite Lash is a roper mercenary company who offer their services as raiders and assassins to subterranean tyrants and warlords. They were originally contacted by Shyahnhandra, High Priestess of the Stone Sisterhood to serve as shock troops for battle when Xaqahandra was summoned and began to conquer the world. Since Shyahnhandra was slain (presumably by the PCs) prior to their arrival, the Granite Lash now hope to be hired by Metterak, perhaps to destroy Brindenford. Metterak is interested enough to ensure the ambient heat does not damage them while he considers their proposal (though this does not give them any protection against actual fire attacks).

The Granite Lash (Ropers x12): hp 80, 80, 80, 85, 85, 90, 90, 90, 95, 95, 95.

Combat: At least half the lashers wait near one of the columns in the Vault of Petitioners. Any lasher not directly in line of

sight of the PCs when fighting breaks out remains still and wait to ambush any PC that comes too close. Those lashers not close to the rocks know where their allies are, and slowly trundle toward where their allies lay in wait, hoping to bring the battle with them.

Vrothgir

Vrothgir is a mighty and elderly white dragon who has served as Metterak's agent to the icy realms of the north for centuries. He has long desired to build an army of icy servants to allow him to gain greater power and wealth, but Metterak has forbidden it. Vrothgir is here now to suggest that, if he had such an army, it could both solidify control over regions in the north and serve as a wintertime force for Metterak in more temperate climates. Vrothgir has no valuables with him, fearful anything he brought would be claimed by Metterak.

Vrothgir, Hertug of the Arctic CR 17
Huge Very Old White Dragon

HD 27d12+162 **hp** 337

Init +0 **Speed** 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

AC 34, flat-footed 34, touch 8

BAB/Grapple +27/+45

Attack +35 bite (2d8+10)

Full Attack +35 bite (2d8+11), +33 claws (2) (2d6+5), +33 wings (2)(1d8+5) +33 tail slap (2d6 +15)

SA Breath weapon (50 ft. cone, 9d6, DC 29), crush (Small targets, DC 29, 2d8+10), frightful presence (DC 25)

SQ Blindsight 60 ft., darkvision 120 ft., dragon traits, DR 15/magic, icewalking, immune to cold, low-light vision, resist energy (fire resistance30, permanent), SR 23, vulnerability to fire

Spellcasting (As 7th level sorcerer)

0-level spells (6/day): *dancing lights, detect magic, detect poison, mage hand, prestidigitation, ray of frost, read magic*

1st-level spells (7/day): *endure elements, expeditious retreat, protection from good, shield, true strike*

2nd-level spells (7/day): *blur, mirror image, resist energy*

3rd-level spells (4/day): *haste, protection from energy*

Spell-Like Abilities: 3/day-fog cloud, gust of wind

Fort +21, Ref +15, Will +17

Str 31, Dex 10, Con 23, Int 14, Wis 15, Cha 14

Languages: Aquan, Common, Draconic, Ignan

Feats: Cleave, Combat Casting, Dodge, Flyby Attack, Mobility, Multiattack, Old Tricks, Power Attack, Spring Attack, Weapon Focus (bite) (10 total)

Crucial Skills: Concentration +33, Intimidate +29, Listen +20, Search +14, Sense Motive +29, Spot +29.

Tactics: Vrothgir knows he's the most powerful creature in the room, but has no intention of leading a charge against invaders. He'll use his breath weapon early

in the fight if he can target 3 or more foes (assuming there is little chance targets here will be prepared to defend themselves from cold attacks). After that, he moves away (using expeditious retreat if he needs to), casts shield, mirror image, blur, and haste (in that order, and including any nearby allies in the haste), then alternates between true strike and biting at foes using reach, Spring Attack, and Flyby Attack to avoid needing to be close to any. If cornered, he fights to the death, focusing his rage on a single warrior (orcs and dwarves being his targets of choice).

Freezing Fog (Sp): Vrothgir can use this ability three times per day. It is similar to a solid fog spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 5th-level spell. (But when used in the Court of Metterak, the duration is reduced to 1 round/4 levels, due to the extreme heat.)

NEW FEAT

Vrothgir has access to the following new feat.

Old Tricks

You have learned things in your long years that would surprise others.

Prerequisites: 100+ years of age

Benefit: For the purpose of prerequisites, you can treat any ability score as 10 + 1/2 your hit dice.

Connections: The area connects to area 531 and area 533.

See the Map of Level 20.

Pathfinder Stats

Use the following monsters for the petitioners described above. Otherwise, no modifications are needed to run this encounter using Pathfinder.

Aeschylus (12-headed Pyrohydra): hp 114 (12d10+48)

Possessions: *Cloak of the bat*

Liliala (Maralith): hp 336; Add the energy drain ability listed for Liliala, above.

The Granite Lash (Ropers x12): hp 142, 142, 142, 162, 162, 162, 172, 172, 172, 182, 182, 182.

Vrothgir

Very Old White Dragon CR 14
CE Huge dragon (cold)

Init +0; Senses dragon senses, snow vision; Perception +29

Aura cold (10 ft., 1d6 cold damage), frightful presence (270 ft., DC 21)

DEFENSE

AC 34, touch 8, flat-footed 34 (+26 natural, -2 size)

hp 237 (19d12+114)

Fort +17, **Ref** +13, **Will** +14

DR 15/magic; Immune cold, paralysis, sleep; resist energy (fire resistance30, permanent); SR 25

Weaknesses Vulnerability to fire

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +28 (2d8+15/19-20), 2 claws +27 (2d6+10), 2 wings +22 (1d8+5), tail slap +22 (2d6+15)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 25, 18d4 cold), crush (Small Creatures, DC 25, 2d8+15), freezing fog (3/day, DC 18)

Spell-Like Abilities (CL 19th; concentration +21): At will-fog cloud, gust of wind

Spells Known (CL 7th; concentration +9)

3rd (4/day)--*haste, protection from energy*

2nd (7/day)--*blur, mirror image, resist energy*

1st (7/day)--*endure elements, expeditious retreat, protection from good, shield, true strike*

0 (at will)--*acid splash, dancing lights, detect magic, ghost sound, mage hand, mending, message, ray of frost*

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 14, **Wis** 17, **Cha** 14

Base Atk +19; **CMB** +31; **CMD** 41 (45 vs. trip)

Feats Alertness, Dodge, Flyby Attack, Greater Vital Strike, Improved Critical (bite), Lightning Reflexes, Mobility, Old Tricks, Power Attack, Weapon Focus (bite)

Skills Fly +14, Intimidate +24, Knowledge (arcana) +24, Perception +29, Sense Motive +29, Spellcraft +24, Stealth +14, Swim +40; Racial Modifiers +8 Swim

Languages Common, Draconic, Giant

SQ icewalking, ice shape

SPECIAL ABILITIES

Freezing Fog (Sp): Vrothgir can use this ability three times per day. It is similar to an acid fog spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. (Though if used in the Court of Metterak the duration is 25% of normal due to the extreme heat.) The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Ice Shape (Su): Vrothgir can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icewalking (Ex): This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex): Vrothgir has learned to see perfectly well in snowy conditions, and to apply that skill to the smokey conditions of Metterak's home. Vrothgir does not suffer any penalties to Perception checks while in snow.

533. THE UMBRAL CAVERN (EL 24)

Summary: The Dark One has been lurking in the shadows ... until now.

Sights and Sounds: Unlike the rest of the Court of Metterak, the Umbral Cavern is neither smoky nor dangerously hot. It is dark however. Visibility, regardless of any light the PCs may have (magical or otherwise), is limited to about 30 feet, with shadowy illumination extending perhaps another 60-70 feet.

The smoke clears, and a rune-covered archway looms before you. Goosebumps break out over your skin as the air drops from boiling heat to a silent chill. The area beyond the archway seems to drink in light, leaving nothing but a still, shadowy darkness.

Among the runes are several Symbols of Rivenyk, which may give the PCs some warning of what lies ahead.

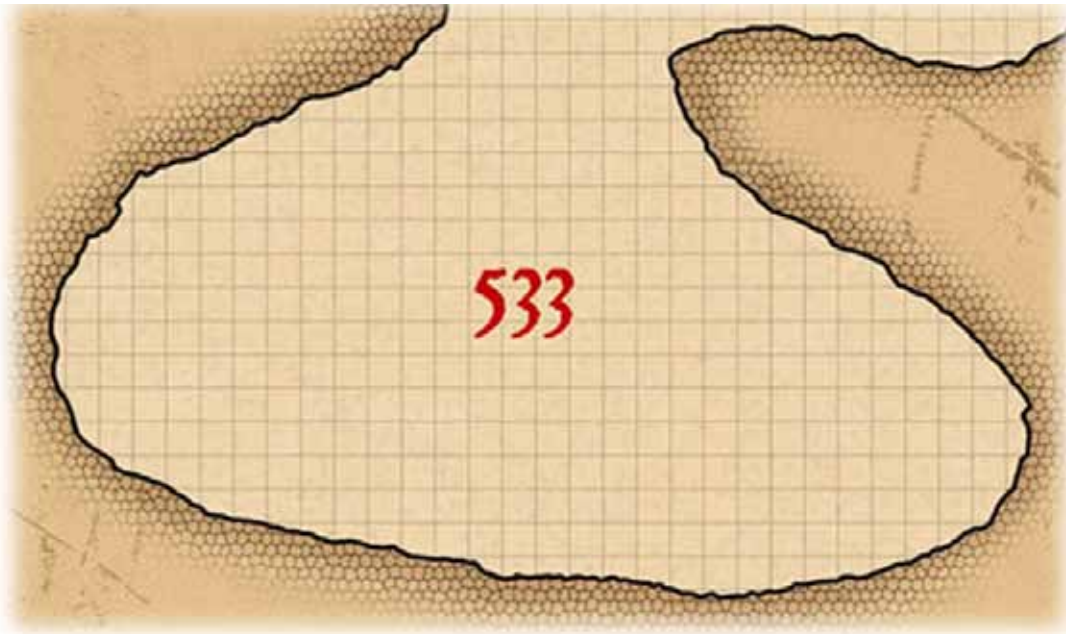
Background: The demon lord Rivenyk, called the Shadow Man and the Dark One, came to Dragon's Delve nearly 500 years ago, shortly after the battle between Metterak and Nibul of the Seven Arches. The demon lord was aware of the Entropy Engine, and the Dragon Prince's effort to use it as a mechanism for becoming a god. The Dark Man had hoped to take the Entropy Engine from Metterak by force, but saw the dragon and his allies were already too powerful to assure the demon lord would be victorious. Thus, instead, Rivenyk cut a deal with Metterak--the demon lord would take possession of several of the upper levels of the dungeon and win over the lords of the human lands above it, and save Metterak (still recovering from his near-defeat at the hands of Nibul) the effort to strengthening his defenses. The

Dragon Prince was wary, but agreed to allow Rivenyk some leeway.

Rivenyk worked to connect areas of Dragon's Delve to the Abyss, especially to his home plane of shadow and evil. He brought demons and cultists into Level 7, and turned Duchess Andra Chordille to worship him (and encouraged her devotion to continue long after her death). Rivenyk hoped to take control of the native surface population and force them to build a vast temple to honor him.

Such a temple would be able to tap into the energies from the Entropy Engine and give the demon lord a significant boost. When Metterak captured Glarias, Rivenyk altered his plan so his temple would be built using materials taken from holy places of Glarias, to make the hijacking of the Entropy Engines power that much easier (and if he could subvert the cult of Glarias to worship him, so much the better).

Roughly a century ago, Rivenyk's plans suffered a series of serious setbacks. Duchess Andra Chordille died and her stronghold became a haunted ruin. Her best efforts to serve her demon lord in death also failed (and presumably, were finally ended by the PCs during the Chordille Keep adventure). With Metterak drawing closer and closer to true godhood, Rivenyk found himself



overextended, operating from his realm and having expended considerable resources, with nothing to show for it. He left most of his efforts in the hands of lesser demons, notably Czarzem the Wicked, and withdrew to forge new plans.

The Shadow Man has given up on taking advantage of the Entropy Engine and the region around Brindenford. He has begun new plots in a far-off land, the name of which has not even been heard in the Lost Duchy (and, he hopes, is not known to Metterak). But he must move what forces and goods he can from Level 7 to his new stronghold in the mortal realm, and in doing so he is betraying his promise to Metterak to defend the upper reaches of the dungeon. Thus, the Shadow Man must make a major shift in plans without Metterak taking notice. As a result, Rivenyk has taken the posture of a defeated

creature, damaged by the loss of his worshipers and desperate for a powerful patron. While few creatures could fool the Dragon Prince with such an act, Rivenyk has done so and Metterak has granted the demon lord "asylum" here in his court--even allowing the Dark One to infuse his own brand of shadowy evil on a side-chamber, now known as the Umbral Cavern. (Metterak clearly has plans to use Rivenyk for the dragon's gain--Rivenyk has no intention of sticking

around long enough to find out how.)

Rivenyk just needs a few more months and he will have removed all his forces and resources from Dragon's Delve and relocated them to his new, distant operations. The last thing he wants is for some fools to rile Metterak with an attack, causing the mighty Prince of Dragons to take notice of what is going on in his own court. Rivenyk considers it impossible that any mortals could defeat Metterak now, but they could cause the ancient red dragon to change his currently complacent attitude. As a result, Rivenyk attacks any intruders who stumble into his temporary home, just so they don't cause Metterak to take a turn for the active and alert.

The Chamber: The ceiling is 150 feet high, and the room is kept at an ambient temperature

of 21 degrees below zero Fahrenheit, forcing PCs to deal with a new cold danger.

The Hate Effect: There is a palpable sense of evil here, similar to that the PCs may have encountered in area 231. This cavern is seeped in the chaotic energies of the Abyss and it seethes with violence and hate. Anyone in this chamber must make a Will save (DC 24). Those failing must immediately make a melee attack or move to make a melee attack against some creature in the room. Only one save per visit is required, although leaving and coming back prompts another save.

Shadows: Creatures that come into this room must make a Will saving throw (DC 24) to avoid having their shadows become possessed. Possessed shadows take on an evil intelligence all their own. Treat them as nightwalkers but not as undead (they are demons). However, they don't reveal their nature immediately--they wait until the PCs are dire straights during some challenge--be that a combat, an effort at negotiation or stealth, or at rest in-between encounters--and then they strike. The shadow elongates to match the nightwalker's Huge size just prior to attacking, as if the PC was suddenly illuminated by a single flame low to the ground. They can be battled just like normal nightwalkers, they just can't be turned. A banishment, break enchantment, dismissal, dispel chaos, or dispel evil spell will end the possession. A nightwalker that is slain disappears, leaving the PC with no shadow. Creatures without shadows gain a negative level that never turns into a drained level,

but can only be restored by a restoration spell or similar magic (but not normal healing).

Rivenyk, The Shadow Man, The Dark One

Large Outsider (Chaotic, Extraplanar, Evil)

Hit Dice: 20d8+200 (290 hp)

Initiative: +11

Speed: 50 ft. (8 squares), fly 120 ft. (perfect)

Armor Class: 35 (-1 size, +7 Dex, +19 natural), touch 16, flat-footed 28

Base Attack/Grapple: +20/+36

Attack: +5 vorpal longsword +37 melee (2d6+17/19-20)

Full Attack: +5 vorpal longsword +35/+30/+25/+20 melee (2d6+17/19-20) and +1 flaming whip +30/+25 melee (1d4+6 plus 1d6 fire plus entangle); or 2 slams +31 melee (1d10+12)

Space/Reach: 10 ft./10 ft. (30 ft. with +1 icy scourge)

Special Attacks: Death throes, entangle, spell-like abilities, summon servant, vorpal sword

Special Qualities: Damage reduction 15/cold iron and good, darkvision 60 ft., freezing body, immunity to cold, electricity, fire, and poison, resistance to acid 10, spell resistance 32, telepathy 100 ft., true seeing

Saves: Fort +22, Ref +19, Will +19

Abilities: Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26

Skills: Bluff +31, Concentration +33, Diplomacy +35, Disguise +8 (+10 acting), Hide +26, Intimidate +33, Knowledge (any two) +30, Listen +38, Move Silently +30, Search +30, Sense Motive +30, Spellcraft +30 (+32 scrolls), Spot +38, Survival +7 (+9 following tracks), Use Magic Device +31 (+33 scrolls)

Feats: Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (telekinesis), Two-Weapon Fighting, Weapon Focus (longsword)

Alignment: Chaotic evil

Rivenyk appears to be a Large humanoid made of solid shadow. His form is featureless and flat save for his weapons, and his glowing ice-blue eyes.

Frost Scourge (Su): Rivenyk can turn any weapon he is holding into a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon acts as a +1 icy whip except it deals full bludgeoning and slashing damage to targets in armor, in addition to cold damage, and it threatens as a melee weapon out to 30 feet. The weapon returns to its normal form as soon as it leaves Rivenyk's hands.

Rivenyk's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Death Throes (Ex): When killed, Rivenyk explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 30 half). This

explosion automatically destroys any weapons Rivenyk is holding. The save DC is Constitution-based.

Entangle (Ex): Rivenyk's frost scourge entangles foes much like an attack with a net. The whip has 20 hit points. The whip needs no folding. If it hits, the target and Rivenyk immediately make opposed Strength checks; if Rivenyk wins, he drags the target against its fleezing body (see below). The target remains anchored against Rivenyk's body until it escapes the whip.

Vorpal Sword (Su): Rivenyk can turn any weapon he is holding into a +5 vorpal longsword. The weapon returns to its normal form as soon as it leaves Rivenyk's hands.

Spell-Like Abilities At will- blasphemy (DC 25), dominate monster (DC 27), greater dispel magic, greater teleport (self plus 50 pounds of objects only), insanity (DC 25), power word stun, telekinesis (DC 23), unholy aura (DC 26); 1/day- polar ray (DC 27), implosion (DC 27), wish. Caster level 20th. The save DCs are Charisma-based.

Summon Servants (Sp): Once per day Rivenyk can automatically summon one nalfeshnee, glabrezu, marilith, balor, or nightcrawler. This ability is the equivalent of a 9th-level spell.

Freezing Body (Su): Rivenyk's body is devoid of light or heat. Anyone grappling him takes 6d6 points of cold damage each round.

True Seeing (Su): Rivenyk has a continuous true seeing ability, as the spell (caster level 20th).

Skills Rivenyk has a +8 racial bonus on Listen and Spot checks.

Combat: Rivenyk is most effective as a ranged combatant, although his inability to teleport in his own chamber hampers him somewhat. If possible, he casts unholy aura prior to the first round of combat. Then he uses his polar ray and quickened telekinesis, or summons additional demons the next round. He follows with implosion, insanity, and power word stun. If he has not dropped at least one foe, he then summons a balor or nightcrawler, uses his frost scourge to draw a foe against his body (preferably someone who casts spells), and makes full-attack actions with the vorpal weapon.

Upping the Ante: If the PCs never managed to destroy Czarzem the Wicked from Level 7, he might be present here as well. Of course, a CR 12 demon isn't much of a threat anymore. A GM may decide to leave Czarzem unchanged (giving PCs the satisfaction of finally destroying a foe who was a major threat 13 levels ago), or the demon can be given an additional 8 Hit Dice to bring him up to CR 17 or so, making him a foe that requires at least some effort from the PCs.

REVISIT

If Rivenyk drives off the PCs, he sees their presence as a sign his time is up and abandons any remaining forces as he permanently takes his leave from Dragon's Delve. If he is defeated by the group, he finds it an inconvenience at best--he has new servants in far off lands of the mortal realm who in time

they will summon him once more from the Abyss. Either way, this room will be empty but for smoke and heat when the PCs return.

Connections: This chamber connects to area 532.

See the Map of Level 20.

Pathfinder Stats

Use the Rivenyk stat block listed below. If a PC's shadow is possessed, use the Pathfinder version of nightwalkers.

No other changes are necessary to run this encounter using Pathfinder.

Rivenyk

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +11; Senses darkvision 60 ft., low-light vision, true seeing; Perception +38

Aura freezing body, unholy aura (DC 26)

DEFENSE

AC 36, touch 20, flat-footed 29 (+4 deflection, +7 Dex, +16 natural, -1 size)

hp 370 (20d10+260)

Fort +29, **Ref** +17, **Will** +25

DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 35

OFFENSE

Speed 40 ft., fly 120 ft. (perfect)

Melee +5 vorpal unholy longsword +35/+30/+25/+20 (2d6+17), +1 vorpal flaming whip +30/+25/+20 (1d4+7 plus 1d6 fire and entangle) or 2 slams +31 (1d10+12)

Space 10 ft.; Reach 10 ft. (30 ft. with whip)

Spell-Like Abilities (CL 20th)

Constant--true seeing, unholy aura (DC 26)

At will--dominate monster (DC 27), greater dispel magic, greater teleport (self plus 50 lbs. of objects only), power word stun, telekinesis (DC 23)

3/day--quicken telekinesis (DC 23)

1/day--blasphemy (DC 25), polar ray (DC 27), implosion (DC 27), summon (level 9, any 1 CR 19 or lower demon or a nightcrawler 100%), wish

STATISTICS

Str 35, **Dex** 25, **Con** 36, **Int** 24, **Wis** 24, **Cha** 27

Base Atk +20; **CMB** +33; **CMD** 54

Feats Cleave, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Power Attack, Quicken Spell-Like Ability (telekinesis), Two-Weapon Fighting, Weapon Focus (longsword)

Skills Acrobatics +27, Bluff +31, Diplomacy +31, Fly +32, Intimidate +31, Knowledge (history) +27, Knowledge (nobility) +27, Knowledge (planes) +30, Knowledge (religion) +27, Perception +38, Sense Motive +30, Stealth +26, Use Magic Device +31; Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ death throes, vorpal strike, whip mastery

SPECIAL ABILITIES

Death Throes (Su): When killed, Rivenyk explodes in a blinding flash of freezing cold

that deals 100 points of damage (half cold, half unholy damage) to anything within 100 feet (Reflex DC 33 halves). The save DC is Constitution-based.

Entangle (Ex): If Rivenyk strikes a Medium or smaller foe with his whip, he can immediately attempt a grapple check without provoking an attack of opportunity. If Rivenyk wins the check, he draws the foe into an adjacent square. The foe gains the grappled condition, but Rivenyk does not.

Freeing Body (Su): Rivenyk's body is devoid of heat or light. Anyone striking Rivenyk with a natural weapon or unarmed strike takes 1d6 points of cold damage. A creature that grapples Rivenyk or is grappled by him takes 6d6 points of cold damage each round the grapple persists.

Frost Scourge (Su): Rivenyk can turn any weapon he is holding into a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon acts as a +1 icy whip except it deals full bludgeoning and slashing damage to targets in armor, in addition to cold damage, and it threatens as a melee weapon out to 30 feet. The weapon returns to its normal form as soon as it leaves Rivenyk's hands.

Vorpal Strike (Su): Any weapon Rivenyk wields can act as a +5 vorpal, unholy longsword.

Whip Mastery (Ex): Rivenyk treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

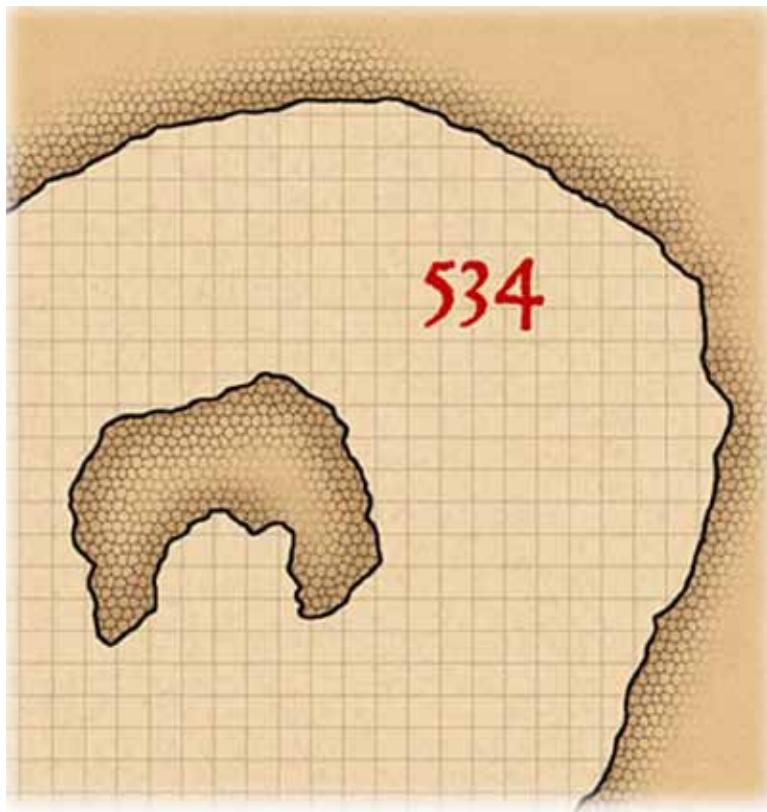
534. FIREWALL (EL 21)

Summary: The PCs find that the Dragon Prince's last line of defense is everything he could wish for ... quite literally.

Sights and Sounds: The cavern has a steady, if unnerving, light source in the crimson wall (see below), but otherwise the PCs must cope with all the environmental challenges spelled out in the Level 20 Overview. Describe the area as follows.

A few hundred feet ahead of you, the cavern ends in a glowing wall of bright, flowing crimson. Even through the thick smoke, you see more than a dozen figures, each nearly ten feet tall, standing in formation facing you.

Background: Metterak isn't a god yet, but he's close. Indeed, the dividing line between Metterak's awesome mortal power and a weaker demigod would be difficult to define. One sign of his growing power is the constant arrival of outsiders seeking to serve or worship him. Those numbers include the Blackcinder House of efreet (who lost their nobles in a conflict with djinn, and have adopted Metterak as head of their household and their patron deity), and three powerful beings that refer to themselves as "molators." According to the molators, they have come into existence as living embodiments of Metterak's impending divinity, to act as his chief agents in the outer planes. The molators further claim they are just the first of a new breed of outsiders, "asura," that will come into existence to serve Metterak as he steps closer to true godhood.



efreeti, molators, and Metterak, but no one else. Crossing through it has the same effect as taking a swim in lava. If all the efreet are slain, the crimson curtain fades from existence (it ceases to exist, and thus does not spill lava across the cavern). Pushing through the wall requires a DC 35 Strength check for each 5 feet. Failure indicates the character is stuck in the same square of lava, fully immersed.

The crimson wall is not presented on the map, because GMs may wish to change its location based on the fighting styles of the PCs they are dealing with (and whether he wants to play into or against the group's strengths). A group that takes advantage of wide-open spaces and enjoys a big battlefield

may be best served by having the crimson wall well west of the main section of area 534, as far west as the difficult terrain that defines area 535. Groups that prefer more intimate battleground might prefer the wall actually be broken into two sections, each spanning the areas from the cavern walls to the column centered in area 534. After running the group through 20 levels of the dungeon, that GM is likely to know how to best use the terrain and effects to challenge and entertain the PCs.

Combat: For every molator still standing, two efreet take no action on their turns,

instead readying actions to grant wishes to the molator. Since the wish comes from the efreet, each molator can use two wishes a round as free actions, as long as it is able to speak. The efreet are not grudging with these wishes--they worship Metterak as a god, but they must hear the wishes in order to grant them. (Efreet not readying to grant wishes take cover and use defensive actions to protect themselves.)

As a result, the molators can wish to receive heal spells (even at range), or resist energy, protection from energy, spell immunity, mirror image, blur, bull's strength, remove curse, remove disease, stone to flesh, or any other spell that seems it might be useful to negate attacks of the PCs or increase the molator's battle prowess. The molators do not wish for harmful effects to inflict on the PCs, but will use their wishes to undo anything the PCs try that is particularly effective. They even wish for reversals of luck (wishing for a better result if they roll a 1 on an attack, or fail a saving throw). The GM should familiarize himself with the effects of wish, especially the ability to remove afflictions and damage from multiple targets.

Clearly the PCs' best bet is to focus on the efreet until all 16 have been slain. While the molators are smart enough to try to keep the PCs busy to prevent such tactics, they are also too full of battle-lust and selfishness to sacrifice themselves in order to do so (even though a fellow molator could wish a fallen comrade back to life, albeit with a negative level).

Metterak is a naturally suspicious creature, but these two groups have passed every test of loyalty he has conceived (originally there were four molator and twenty efreet--earning Metterak's trust invokes casualties). They are thus his last line of defense, and no creature passes their ranks without his express permission. As a result, there is no chance for Bluff or Diplomacy checks here--nothing unexpected is allowed to get any closer to the Dragon Prince than this.

The Crimson Wall: The crimson wall is a vertical curtain of lava, brought into existence by the combined wish spells of 16 efreet. It is ten feet thick and parts for the

Once an efreeti has used all three of its wishes, it rushes into combat knowing that it is clearly doomed to die gloriously in the name of its god.

Blackcinder House (Efreeti x16): hp 60, 60, 60, 60, 65, 65, 65, 65,, 70, 70, 70, 70, 75, 75, 75, 75.

Molator (x3): hp 133

NEW MONSTER

Molator

A molator appears to be a comely female humanoid made entirely of lava, standing nearly 9 feet tall (weighing about 500 pounds). Despite their vast array of magical powers, molators are most likely to wade into melee with their +3 greatswords.

A molator's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction. Only weapons that deal cold damage (such as a frost weapon) bypass a molator's DR.

Molators (3)

Large Outsider (Asura, Evil, Extraplanar, Fire, Lawful)

Hit Dice: 14d8+70 (133 hp)

Initiative: +8

Speed: 30 ft. (6 squares), fly 90 ft. (perfect)

Armor Class: 32 (-1 size, +4 Dex, +19 natural), touch 13, flat-footed 28

Base Attack/Grapple: +14/+25

Attack: +3 greatsword +23 melee (3d6+13 plus 2d6 fire/19-20) or slam +20 melee (2d8+10 plus 2d6 fire)

Full Attack: +3 greatsword +23/+18/+13 melee (3d6+13 plus 2d6 fire/19-20) or slam +20 melee (2d8+10 plus 2d6 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 10/cold, darkvision 60 ft., low-light vision, immunity to acid, fire, and petrification, regeneration 10, resistance to electricity 10 and sonic 10, spell resistance 30, tongues

Saves: Fort +14 (+18 against poison), Ref +13, Will +15

Abilities: Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22

Skills: Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Listen +23, Move Silently +21, Sense Motive +23, Search +23, Spot +23, Use Rope +4 (+6 with bindings)

Feats: Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack

Challenge Rating: 16

Alignment: Lawful evil

Possessions +3 *greatsword, indigo key*

Burn (Su): A molator deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a DC 22 Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus

on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a DC 22 Reflex save to avoid catching on fire.

Regeneration (Su): A molator takes damage from cold-dealing weapons and from spells and effects with the cold descriptor.

Spell-Like Abilities

At will--continual flame, dispel magic, unholy smite (DC 20), invisibility (self only), lesser restoration (DC 18), remove curse (DC 19), remove disease (DC 19), remove fear (DC 17), speak with dead (DC 19); 3/day--blade barrier (DC 22), flame strike (DC 21), power word stun, raise dead, waves of fatigue; 1/day--earthquake (DC 24), greater restoration (DC 23), mass charm monster (DC 24), waves of exhaustion. Caster level 17th. The save DCs are Charisma-based.

The following abilities are always active on the molator's person, as the spells (caster level 17th) detect good, detect snares and pits, discern lies (DC 20), see invisibility, and true seeing. They can be dispelled, but the molator can reactivate them as a free action.

Spells Molators can cast divine spells as 17th-level clerics. A molator has access to the Destruction domain. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/7/7/6/6/4/3/2; save DC 16 + spell level)

0--*create water, detect magic, guidance, resistance (2), virtue*; **1st--***bless (2), cause fear, divine favor*

(2), entropic shield, inflict light wounds, shield of faith; 2nd--aid, align weapon, bear's endurance, bull's strength (2), eagle's splendor, hold person (2); 3rd--contagion, daylight, invisibility purge, prayer (2), summon monster III, wind wall; 4th--death ward, dismissal, inflict critical wounds, neutralize poison (2), summon monster IV; 5th--break enchantment, mass inflict light wounds, dispel good, mark of justice, plane shift, righteous might; 6th--banishment, greater dispel magic, harm, heal, heroes' feast, mass cure moderate wounds; 7th--dictum, disintegrate, unholy word, regenerate; 8th--unholy aura, mass cure critical wounds, shield of law; 9th--implosion (2)

Connections: This area connects to area 533 and area 535.

See the Map of Level 20.

Pathfinder Stats

Use the Pathfinder versions for the efreet and molators. Otherwise, no modifications are needed to run this encounter using Pathfinder.

Blackcinder House (Efreet x16): hp 90, 90, 90, 90, 95, 95, 95, 95, 100, 100, 100, 100, 105, 105, 105, 105.

Molator CR 16

XP 76,800

LE Large outsider (Asura, Evil, Extraplanar, Fire, Lawful)

Init +8; Senses darkvision 60 ft., detect evil, detect snares and pits, low-light vision, true seeing; Perception +27

DEFENSE

AC 32, touch 13, flat-footed 28 (+4 Dex, +19 natural, -1 size; +4 deflection vs. evil)

hp 229 (17d10+136); regeneration 10 (cold weapons and effects)

Fort +19, **Ref** +11, **Will** +19; +4 vs. poison

DR 10/cold; Immune acid, fire, petrification; Resist electricity 10; SR 30

OFFENSE

Speed 30 ft., fly 90 ft. (perfect)

Melee +3 greatsword +27/+22/+17 (3d6+15 plus 2d6 fire/19-20) or slam +24 (2d8+12 plus 2d6 fire)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 16th)

Constant--detect evil, detect snares and pits, discern lies (DC 20), true seeing

At will--continual flame, dispel magic, unholy smite (DC 21), invisibility (self only), lesser restoration, remove curse, remove disease, remove fear (DC 18), speak with dead (DC 20)

3/day--blade barrier (DC 21), flame strike (DC 22), power word stun, raise dead, waves of fatigue

1/day--earthquake (DC 25), greater restoration, mass charm monster (DC 25), waves of exhaustion

Spells Prepared (CL 16th)

8th--*earthquake* (DC 25), *fire storm* (DC 25)

7th--*unholy word* (DC 24), *regenerate* (2)

6th--*banishment* (DC 23), *greater dispel magic*, *heal*, *mass cure moderate wounds* (DC 23)

5th--*break enchantment*, *dispel evil* (2, DC 22), *plane shift* (DC 22), *righteous might*

4th--*death ward*, *dismissal* (DC 21), *neutralize poison* (DC 21), *summon monster IV*

3rd--*cure serious wounds* (2), *daylight*, *invisibility purge*, *summon monster III*, *wind wall*

2nd--*align weapon* (2), *bear's endurance* (2), *cure moderate wounds* (2), *eagle's splendor*

1st--*bless* (2), *cure light wounds* (4), *shield of faith*

0 (at will)--*detect magic*, *purify food and drink*, *stabilize*, *virtue*

STATISTICS

Str 27, **Dex** 19, **Con** 24, **Int** 22, **Wis** 25, **Cha** 24

Base Atk +17; **CMB** +26; **CMD** 40

Feats Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +24, Craft (any one) +26, Diplomacy +27, Fly +26, Heal +24, Intimidate+27, Knowledge (history) +23, Knowledge (planes) +26, Knowledge (religion) +26, Perception +27, Sense Motive +27, Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

SQ Burn

Possessions +3 greatsword, indigo key

535. THE DRAGON PRINCE (EL 26)

Summary: This is it--the big one! The PCs face their ultimate foe, Metterak--the Dragon Prince himself! You will need the Dragon Prince Illustration handout.

Sights and Sounds: Though the light it provides is ruddy, the lava flow illuminates the whole area in normal light. Otherwise, the PCs must cope with all the environmental challenges spelled out in the Level 20 Overview. The ceiling is 200 feet high. Describe the scene as follows.

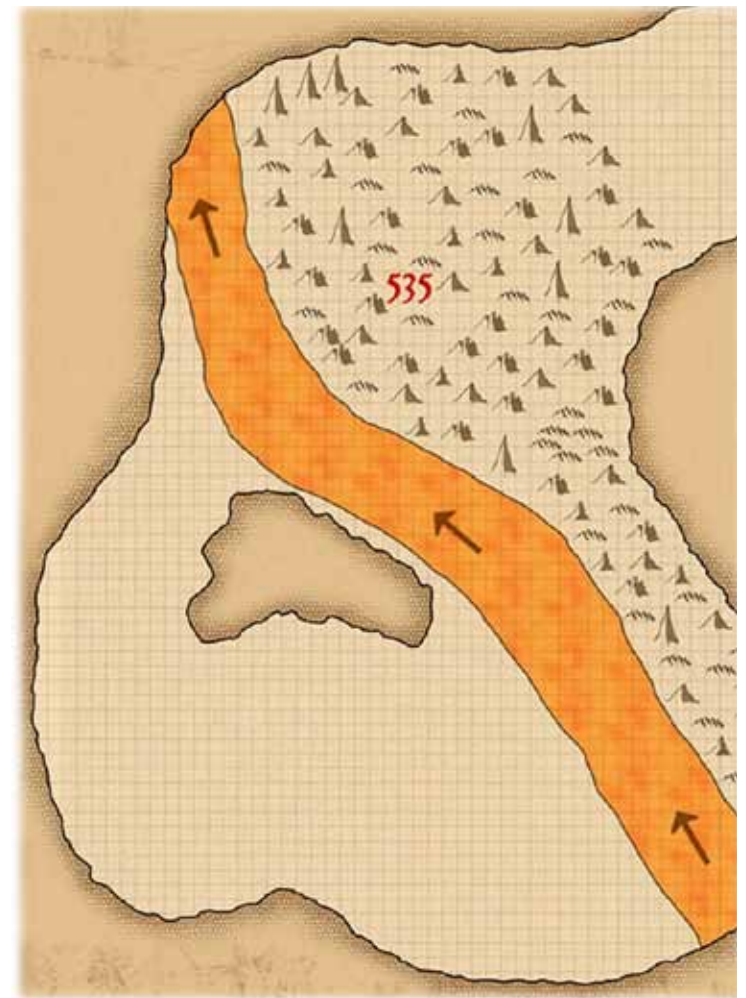
The heat and smoke may be no worse than elsewhere in these caverns, but they somehow seem more oppressive. A sea of sharp and jagged rocky spikes protrude from every surface in sight. Beyond the razor-field, a sluggish river of what is clearly lava flows slowly by. Just beyond that, a dragon the size of a house casually unfurls its wings, spanning more than a hundred feet, and raises a head the size of a horse to gaze at you with glowing, mesmerizing eyes.

Background: Show the players the Dragon Prince Illustration handout. This is Metterak, the Dragon Prince. He came to Dragon's Delve as an adult dragon two thousand years ago seeking a few additional treasures and a secure place to house his growing hoard. Since then he has conquered the ruins of Stoneseek, vanquished heroes and demigods, kidnapped and imprisoned a goddess, and taken all but the last step toward achieving divinity himself. Indeed, though he does not consciously know it,

when Metterak sleeps his dreams already are those of the Beast God--a primal creature fueled by Metterak's rage and tyranny. In no more than a few brief weeks, his nascent godhood will merge with his conscious form and he will become more than either the Dragon Prince or the Beast God, ascending to the station of the Dragon God of Rage.

The Shard Field: Metterak enjoys having the advantage in any encounter (even a mere conversation) held in his den. The ground, walls, and even the ceiling from the crimson wall (see area 534) to the lava moat (see below) is a jagged field of sharp rock blades and barbed spikes. This acts as a permanent spike stones, with a DC 25 Reflex save, except the trap is obvious and cannot be dispelled. Metterak himself is immune to its effects.

The Lava Moat: A massive stream of lava, from the core of the earth, acts as a moat between Metterak and those who come to treat with him. The lava moat is 80 feet deep, and Metterak is not above diving into it to seek cover (full cover, the lava does no damage to the red dragon though he can't see through it either and must hold his breath, much like a human in a muddy river). In addition to being a typical lava danger, each round the moat moves any creature of Huge size or smaller immersed in it 20 feet downstream.



Roleplaying Metterak

Metterak is an ancient red dragon who is, at most, months away from becoming a god. He has fought demon lords, priest-kings, and archmages for more than two thousand years and never known defeat. To call him overconfident is an understatement. To call him arrogant is to underestimate him. For at least the past two centuries, anything that exists within Dragon's Delve does so at his

sufferance. While he is impressed that the PCs have fought their way through to his inner chamber, he has no fear of them.

If the PCs wish to negotiate, Metterak is amenable to that right up until the point that they insult him, steal something from him, cross the lava moat, or make any kind of attack against him. From that point on, he is happy to keep talking but no longer willing to cut any deals. And even when negotiating, Metterak won't let the PCs off without at least 100,000 gp in tribute to make up for bothering him.

Because they have impressed him, Metterak is likely to talk to the PCs during their battle with him, which can pose a challenge for a GM. This really is a "killer encounter" in that, even with all their powers and boons as 20th-level characters, there's no guarantee the PCs will beat the Dragon Prince. As a result, Metterak's confident, arrogant tone can quickly go from "typical villain banter" to "rubbing it in" and make the encounter less fun for the players (which is not a good idea)! The trick to giving voice to Metterak is to combine both backhanded compliments about the PCs and his overwhelming sense of tyrannical, overconfident evil in the same sentence.

Here are some good examples of dialog for Metterak:

*"Most impressive. When I am the Divine Dragon Over All, I shall create a rank of fiery angels in your name."

*"I am the Dragon Prince, doom of mortals. Do you truly wish to make war upon me?"

*"You have done well, to come this far. Let us see if your death will be as impressive as your life!"

*"I felt that. Very well, I have not exerted myself in centuries. Let us see if you are more difficult to subdue than the Goddess of the Moon!"

* "It is a shame to destroy a talent such as yourself. I shall do it, but know I feel remorse at the loss."

* "You would have made a useful lackey. Perhaps I shall seek out and enslave your bloodline."

Metterak, The Dragon Prince CR 24 Colossal Great Wyrms Red Dragon

HD 40d12+400 **hp** 700

Init +4 **Speed** 40 ft., fly 200 ft. (clumsy)

AC 34, flat-footed 34, touch 8

BAB/Grapple +40/+73

Attack +58 bite (4d8+17, 19-20)

Full Attack +58 bite (4d8+17, 19-20), +55 claws (2)(4d6+8), +55 wings (2)(2d8+8) +55 tail slap (4d6+25)

Space/Reach: 30 ft./20 ft. (30 ft. with bite)

SA Breath weapon (140 ft. cone or 280 ft. line, 24d10, DC 40), crush (Large targets, DC 40, 4d8+25), frightful presence (DC 38), great terror, torrent of flames

SQ Blindsight 60 ft., by will alone, darkvision 120 ft., dragon traits, DR 20/dragon bane, immune to fire, low-light vision, resist energy (cold resistance 30, permanent), SR 33, vulnerability to cold

Spellcasting (As 19th level sorcerer)

Spells Known (CL 19th; concentration +25)

9th (4/day)--*mage's disjunction, time stop*

8th (6/day)--*iron body, telekinetic sphere, sympathy*

7th (6/day)--*limited wish, mass hold person, spell turning*



6th (7/day)--*antimagic field, greater dispel magic, heal*

5th (7/day)--*dispel good, greater command, true seeing, wall of force*

4th (7/day)--*fire shield, greater invisibility, neutralize poison, stonework*

3rd (7/day)--*dispel magic, displacement, haste, protection from energy*

2nd (8/day)--*alter self, detect thoughts, misdirection, resist energy, see invisibility*

1st (4/day)--*alarm, mage armor, magic missile, shield, true strike*

0 (at will)--*arcane mark, bleed, light, magehand, mending, message, open/close, prestidigitation, read magic*

Spell-Like Abilities: 12/day--locate object; 3/day--suggestion; 1/day--discern location, find the path

Fort +32, **Ref** +22, **Will** +32

Str 45, **Dex** 10, **Con** 31, **Int** 26, **Wis** 27, **Cha** 26

Languages Abyssal, Common, Draconic, Dwarven, Giant, Goblin, Ignan, Orc

Feats: Awesome Blow, Cleave, Dodge, Flyby Attack, Hover, Improved Bull Rush, Mobility, Multiattack, Improved Initiative, Iron Will, Power Attack, Spring Attack, Weapon Focus (bite), Wingover

Crucial Skills: Intimidate +49, Listen +49, Search +49, Sense Motive +49, Spot +49.

Metterak is a massive and impressive beast of crimson and copper coloration. His damage reduction can only be bypassed by a weapon that is bane against dragons.

Breath Expertise (Ex): Metterak can begin his breath weapon from any square he could attack with his bite (any square within his 30 foot reach).

Breath Weapon (Su): Metterak's breath weapon is significantly longer than most dragons, and the damage it deals is half fire, half untyped, unholy energy against which energy resistance does not apply.

By Will Alone (Su): As a near-deity, Metterak does not need to meet the components of spells (not even material components or foci) and is always considered to make any Concentration check tied to spellcasting.

Great Terror (Su): As a near-god, Metterak is significantly more frightening than a "typical" Colossal Great Wurm Red Dragon. Characters are not immune to his frightful presence for 24 hours until they have made 2 successful Will saves against it.

Torrent of Flames (Su): Whenever Metterak uses his breath weapon, he may choose as a swift action to use the massive torrent of flames to push foes directly away from him. This acts as a bull rush (he has a +33 check against Medium targets) against every target within the area of the breath weapon, except it does not provoke an attack of opportunity, Metterak automatically pushes foes the maximum distance without moving himself, and Metterak cannot be pushed back or knocked prone as a result of a failed attempt.

Combat: Metterak will open any conflict with a use of his breath weapon--after all, if his foes can't survive that, they aren't a serious

problem for him. If at all possible, he uses his Breath Expertise and Torrent of Flames powers to force foes that have crossed the river of lava into its flow. He may even ready an action to do this if combat looks imminent.

After that, the Dragon Prince uses time stop to find a good place to fight from, and to cast defensive spells. Depending on how many rounds of actions he gets, he casts the following spells: iron body, shield, mage armor, dispel good, haste. Metterak saves his second time stop for a moment when he needs to reposition himself (possibly to the far side of the lava moat) or heal himself.

If a spellcaster proves to be particularly troublesome, Metterak moves to be adjacent to that character and uses antimagic field, coupled with crush and then grapple options. Metterak prefers to use magic, but realizes sometimes a Colossal claw in an zone of no magic is his best bet. (If he must, he can use time stop to get close to a spellcaster, then use antimagic field to end his own time stop, causing him to appear next to the spellcaster with the antimagic field already active).

If a melee weapon wielder becomes troublesome, Metterak uses telekinetic sphere to neutralize the target temporarily, or sympathy to make the target want to reach an area at the bottom of the lava moat. If ranged-weapon foes are troublesome, Metterak uses greater invisibility.

If the PCs decide to flee before Metterak is below half his hit points, he simply lets them go. He'll send lesser dragons, demons, devils, and genies to harry them, of course,

but does not see them as a big enough threat to be worth hunting down like rats. If they flee after getting him down to under 25% of his hit points he does not follow them because they've proven to be too dangerous and he plans to heal up and summon reinforcements before attacking them again. If they flee when he is between 25% and 50% of his hit points, Metterak pursues, and the PCs better hope they can either drop him under 25% (which convinces him to temporarily halt his pursuit) or flee in a way he cannot follow.

If the latter, Metterak attacks Brindenford the following day--which at least gives the PCs a chance to fight him without dealing with the lava, spike stones, and smoke.

The Fourth Sacrament: Metterak carries the fourth sacrament of Glarias--an antimimension (holy altar) cloth that has small pockets of ashes sewn into the outer hem--with him, tucked behind a breast scale. It requires a DC 43 Spot check to notice the antimimension while Metterak is still active, or a DC 30 Search check once he is beaten. Removing it requires a DC 40 Sleight of Hand check while Metterak is awake, and may be done automatically once he is beaten or incapacitated.

The antimimension is an artifact, and any non-evil creature carrying it is the center of permanent consecrate and prayer spells. It is also the last anchor holding Glarias to the Entropy Engine and any non-evil creature holding it will feel a massive, wrenching pull, and envision a huge anchor running from the cloth upwards to the moon. Any effort to release the anchor results in an explosion

of silver light, and Glarias materializes in person, hovering over the fallen Metterak, to announce her freedom. (If Metterak is still alive and active, Glarias is only able to grant one creature the benefits of a heal as a boon--the Dragon Prince is too near to godhood for her to do any more within his lair.) If there are any living things left here she has not already rewarded (as she did in area 530), they receive the same boon now.

Glarias can purify the altar cloth, which is also being used as the phylactery of the Undying Flame, thus permanently destroying the dragon lich. If the cloth is placed on the altar in area 200 along with the other three sacraments, that altar is once again sanctified to Glarias.

The Hoard: As any self-respecting dragon does, Metterak has a hoard. Unlike most dragons, his is truly epic (if not quite in the piles-of-money-you-can-go-swimming-in sense).

As a CR 24 dragon, Metterak can be expected to have treasure value of approximately 450,000 gp by himself. If we assume the treasure value for the entire Court of Metterak is largely contained in his hoard (other encounters having been fairly treasure-light for their EL), his total hoard can easily run to 1,000,000 gp in value. While it would be a waste of space to outline every item in a 1 million gp hoard (especially given that the PCs have earned some customized rewards and only their GM can design appropriate ones), it would also be irresponsible not to provide some guidance in what is likely to be the most valuable treasure trove ever given out in the

campaign. Suggestions on what might be found in Metterak's hoard are given below.

10,000,000cp (100,000 gp). Yes, that's a lot of copper. It also makes up the biggest bulk of the hoard, the most by-volume mass. And how much mass is in 10 million copper pieces? Well, if the cp is considered the same size as a U.S. penny, it's a cube six feet to a side. However pennies run on average close to 150 per pound, more than triple the number of coins per pound given by the rules. You can assume that a cp is about three times the volume of a penny, which means 10 million of them form a pile six feet wide, six feet tall, and eighteen feet tall if neatly stacked. If we assume an unstacked pile takes twice the volume, and that the pile is only six feet high at the center, it reasonable for the pile of coins to take up about four times the footprint, or roughly a 20 ft x 20 ft square.

1,000,000 sp (100,000 gp). Adds 10% to the volume of the hoard.

100,000 gp. Yes, we assume the coins are all mixed together. The PCs (or their hirelings) are either going to be sorting for a long time, or they're going to need magical assistance.

+7 Value Weapon (98,000 gp). Pick a set of bonuses and abilities that will work for the main combatant of the group, and use it to build a custom weapon for that player. If the PC has an heirloom item that is important to the character, instead create an item that can turn any weapon into a weapon with a total +7 bonus value. You could even hand out 2 or 3 one-shot relics that each turn a single weapon into a +7 total bonus item, and allow

players to decide what the enhancement bonus and special abilities are.

Staff of Power (211,000 gp). If you're going to put one in the game, now's the time.

Other Major Magic Items (varies). There are many items that are appropriate for 20th-level characters, that are too expensive to be found in most treasure hauls. Examples include a rod of metamagic (quicken) (75,500 gp), ring of regeneration (90,000 gp), ring of wizardry IV (100,000 gp), crystal ball with telepathy (70,000 gp), ability score manual or tome +3 (82,500 gp), brazier of commanding fire elementals (100,000 gp), and amulet of the planes (120,000 gp). Pick those that sound most useful to the PCs, and scatter them about the pile of coins.

Minor Magic Items (varies). You don't want to take up too much value with little stuff, but if any PC still doesn't have at least a +3 ring of protection or cloak of resistance, now is the time to hand one out. If the issue is that the player has fallen in love with some other item that takes the same body slot, you can pull the same trick as the one-shot weapon enchantment relics, and make booster items that give the boring numerical bonuses high-level characters need without taking up a item slot. Simply double the cost of the item for not taking a slot. For example, the hoard might include a silver cloak pin in the shape of a full moon that acts as a +3 cloak of resistance when used to clasp an existing cloak, at a cost of 18,000 gp.

Gems and Art. If you have an odd value yet, rather than make it up in coins, create some

gemstones and objects of art the PCs might enjoy. Many adventurers would love to get a set of eight solid amber goblets that look like they are frozen flame (4,000 gp)

Upping the Ante: Don't.

REVISIT

If the PCs return having failed to kill Metterak, when they return to get the job done they find five demons identical to the Five Torments acting as his personal bodyguards.

Connections: This area connects to area 534.

See the Map of Level 20.

Where Do We Go from Here?

This is the end of Dragon's Delve. If the PCs defeat Metterak, the Dragon Prince, the Sleeping Beast God, then nothing else that's been presented in this dungeon is going to pose a serious threat to them, especially given the rewards they will have reaped from the dragon's hoard. So, what does a campaign do with fully-equipped, well-experienced 20th-level heroes (or anti-heroes)? Well, you have some options.

1. The Campaign Moves On: It's reasonable to say that if the characters have slain the world's most powerful dragon, freed a god, overcome a 20-level dungeon, and taken the first steps toward becoming divine themselves, their story is over. Or, at least, the part of their story that's going to be told in one-round increments is over. At this point, it may be time to retire the existing PCs, and move on to another adventure. For

many groups, a step back from the level of incredible power 20th-level PCs wield may be welcome.

That doesn't have to mean the PCs are never mentioned again. If a new campaign is started, it may build on the legends of the existing characters. Perhaps the fighter becomes the new mayor of Brindenford, and eventually Duke of the Lost Duchy. The wizard might found a school of spellcasters. The rogue could become a merchant prince with caravans that span the known world, and some lands beyond. The cleric may ascend to be an agent of his god, as a saint, angel, or even demigod. In short, the characters who defeated Metterak can become major figures in the mythology of the game world, and new characters may well be trained by, inspired by, or even descended from them.

Another option is to assume the PCs simply move on, perhaps taking the famed mobile laboratory (see areas 516-519) of Pholaen the Worldweaver and traveling to other dimensions. They're still legends, they just aren't around anymore. Indeed, their very departure may create the power vacuum that allows new evils to rise, requiring new heroes to step up and meet them. (And if the player's aren't ready to start over at 1st level, maybe take a poll and see what levels they had the most fun at. If your group's "sweet spot" is 6th-12th level, let them make 6th-level characters from scratch and start there with a story arc designed to end around 13th level.)

2. The Players Move On: Really, if you've played through 20 levels of Dragon's Delve, it may be time to put the d20 down and try something else for a bit. While we're huge fans of roleplaying and dungeons here, the members of the Dungeonaday.com staff are also huge fans of card games, board games, console games, movies, art galleries, LARPing, and just hanging out. Even if you expect the whole group is still going to want to gather on the same schedule for the same kind of activity, it doesn't hurt to ask if anyone has just been dying to arrange an outing, or wants to playtest their Bunnies and Burrows/Call of Cthulhu mash-up scenario.

3. Dénouement: This is the same as options 1 or 2 ... but only after a bit of wrap up. The players may feel their characters have unfinished business, from telling off a troublesome elder in Brindenford to sanctifying Glarias' temple, or even just tracking down that goblin that set off the alarm in area 01 but got away during the fighting. The point is that while the heroes may be planning to hang up their capes, they may not want to do so until they use their massive power and influence to fix everything they hadn't been able to get to until now.

4. The Game Just Goes On: There are epic level rules for a reason. Some groups think things are just getting interesting at 20th level and want to know what it takes to actually march on the gates of hell, exterminate all vampires from existence, create 10th-level spells, reunite the drow and elves, establish kingdoms, and become gods. It's not for

everyone, so a candid conversation with your players is called for, but some groups love having their characters just keep growing in power and complexity.

For games that do go on, Dungeonaday.com doesn't offer any more specific encounters, but it has laid a firm groundwork on which to build new adventures. The PCs could become Glarias' troubleshooters, helping her deal with a religion that's been cut off from its goddess for 200 years. They might decide to follow the path of Nibul of the Seven Arches and see what it takes to become gods. Brindenford could become the capitol of a brand-new kingdom that draws all sorts of attention, from titans to pit finds. Other great wyrm dragons might decide to band together for mutual protection against the craven dragonslayers who invaded Metterak's home like common thieves and killed him with no cause (or so the story goes amongst dragons). The PCs might decide that being sent back to the Abyss isn't punishment enough for Rivenyk the Dark One, and decide to go after him (there's a portal to his home plane in area 231, after all).

5. Palate Cleanser: After 20 levels of dungeon-stomping, you might need some time to work out exactly what you want to do next. In that case, a short-term option to fill the gap while you and the players consider their options could be useful. Starting Monday, Dungeonaday.com has a shorter adventure planned, maintaining updates every weekday, so that both patrons and staff can take a deep breath and think

about what they want to do next, while maintaining the updates and adventure seeds we've all come to expect.

Pathfinder Stats

Use the Pathfinder version of Metterak, presented below. Replace mentions of Search and Spot checks with Perceptions checks or equal difficulty. Otherwise, no modifications are needed to run this encounter using Pathfinder.

METTERAK, THE DRAGON PRINCE

Great Wyrms Red Dragon CR 24
CE Colossal dragon (fire)

Init +2; Senses dragon senses, smoke vision; Perception +38

Aura fire (10 ft., 2d6 fire), frightful presence (360 ft., DC 30)

DEFENSE

AC 39, touch 0, flat-footed 39 (-2 Dex, +39 natural, -8 size)

hp 478 (29d12+261)

Fort +25, **Ref** +14, **Will** +24

DR 20/dragon bane; Immune fire, paralysis, sleep; resist energy (cold resistance 30, permanent); SR 33

Weaknesses Vulnerability to cold

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +37 (4d8+24/19-20), 2 claws +37 (4d6+16), 2 wings +35 (2d8+8), tail slap +35 (4d6+24)

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Special Attacks breath weapon (140-ft. cone or 280 ft. line, DC 33, 24d10 fire), by will alone, crush (Large creatures, DC 33, 4d6+24), incinerate, manipulate flames, melt stone, tail sweep (Medium creatures, DC 27, 2d8+24), torrent of flames

Spell-Like Abilities (CL 29th; concentration +35)

At will --detect magic, discern location, find the path, pyrotechnics (DC 18), suggestion (DC 19), wall of fire

Spells Known (CL 19th; concentration +25)

9th (4/day)--*mage's disjunction, time stop*

8th (6/day)--*iron body, telekinetic sphere, sympathy*

7th (6/day)--*limited wish, mass hold person, spell turning*

6th (7/day)--*antimagic field, greater dispel magic, heal*

5th (7/day)--*dispel good, greater command, true seeing, wall of force*

4th (7/day)--*fire shield, greater invisibility, neutralize poison, stonewall*

3rd (7/day)--*dispel magic, displacement, haste, tongues*

2nd (8/day)--*alter self, detect thoughts, misdirection, resist energy, see invisibility*

1st (8/day)--*alarm, mage armor, magic missile, shield, true strike*

0 (at will)--*arcane mark, bleed, light, magehand, mending, message, open/close, prestidigitation, read magic*

STATISTICS

Str 43, **Dex** 6, **Con** 29, **Int** 22, **Wis** 23, **Cha** 22

Base Atk +29; **CMB** +53; **CMD** 61 (65 vs. trip)

Feats Cleave, Critical Focus, Empower Spell, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell, Stunning Critical, Vital Strike, Wingover

Skills Appraise +38, Bluff +38, Diplomacy +38, Fly +14, Intimidate +38, Knowledge (arcana) +38, Knowledge (history) +38, Perception +38, Sense Motive +38, Spellcraft +38, Stealth +14, Use Magic Device +38

Languages Abyssal, Common, Draconic, Dwarven, Giant, Goblin, Ignan, Orc

SPECIAL ABILITIES

Breath Expertise (Ex): Metterak can begin his breath weapon from any square he could attack with his bite (any square within his 30 foot reach).

Breath Weapon (Su): Metterak's breath weapon is significantly longer than most dragons, and the damage it deals is half fire, half untyped, unholy energy against which energy resistance does not apply.

By Will Alone (Su): As a near-deity, Metterak does not need to meet the components of spells (not even material components or foci), and is always considered to make any concentration check tied to spellcasting.

Fire Aura (Su): Metterak is surrounded by an aura of intense heat. All creatures within

10 feet take 2d6 points of fire damage at the beginning of the dragon's turn.

Great Terror (Su): As a near god, Metterak is significantly more frightening than a "typical" Colossal Great Wyrms Red Dragon. Characters are not immune to his frightful presence for 24 hours until they have made 2 successful Will saves against it.

Incinerate (Su): Metterak can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a Fortitude save (DC 33). Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through true resurrection or similar magic.

Manipulate Flames (Su): Metterak can control any fire spell within 10 feet per age category of the dragon as a standard action. This ability allows him to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. Metterak can make all decisions allowed to the caster, including canceling the spell if it so desires.

Melt Stone (Su): Metterak can use its breath weapon to melt rock at a range of 100 feet, affecting a 5-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the

first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone might be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6 × 100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6 × 20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, while rock and soil avalanches travel at a speed of 250 feet per round.

Torrent of Flames (Su): Whenever Metterak uses his breath weapon, he may choose as a swift action to use the massive torrent of flames to push foes directly away from him. This acts as bull rush (using his normal CMB) against every target within the area of the breath weapon, except it does not provoke an attack of opportunity, Metterak automatically pushes foes the maximum distance without moving himself, and Metterak cannot be pushed back or knocked prone as a result of a failed attempt.

Smoke Vision (Ex): A very young red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

APPENDIX A: MONSTERS & NPCS

Aeschylus

Through a freak magic accident, this twelve-headed pyrohydra has gained an Intelligence of 8 and the ability to speak Draconic, making him smart enough to desire more from life. Aeschylus has come to realize no one takes hydras as seriously as they do dragons, and decided the main difference between the two is the ability to think and plot. As a result Aeschylus has acquired a cloak of the bat (to allow him to fly, as true dragons do) and come to the Court of Metterak to ask to be recognized as a dragon. While Metterak has no intention of doing so, the red dragon has thought Aeschylus might be useful as a decoy in some future plot, and thus put off giving the hydra an answer. Aeschylus is currently hanging from the ceiling--because he can.

Aeschylus (12-headed pyrohydra): hp 129;

Possession: *Cloak of the bat*

Combat: Aeschylus is aware he is the most powerful creature in the chamber and wishes to prove his worth to Metterak (and the other petitioners, especially Liliala). He pays little attention to the PCs if they manage to pass as fellow petitioners, but flies into combat as soon as any violence begins, using his breath weapons as often as possible.

Liliala

Liliala is an extremely powerful marilith demon, who has tired of endless war. She has always felt she was a succubus stuck in a warrior's body. She is here to propose Metterak take her as a wife, in the hopes that when he ascends to godhood he will make her the demigod of lust and despoilment.

Liliala (Marilith): hp 272

Energy Drain (Su): Unlike most marilith, Liliala can drain energy from a mortal she lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, Liliala must start a grapple, which can be combined with her constrict ability. Her kiss or embrace bestows 1 negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another kiss from Liliala. The victim must succeed on a DC 25 Will save to negate the effect of the suggestion. The DC is 25 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Combat: Liliala knows she's the most powerful creature in the room, and hopes if she can defend Metterak's home against invaders, he will find her a more suitable potential mate. She moves to engage the foe with the highest Charisma, hoping to cut said foe off from the main group to use her constrict-energy-drain to good effect.

The Granite Lash

The Granite Lash is a roper mercenary company who offer their services as raiders and assassins to subterranean tyrants and warlords. They were originally contacted by Shyahnhandra, High Priestess of the Stone Sisterhood to serve as shock troops for battle when Xaqahandra was summoned and began to conquer the world. Since Shyahnhandra was slain (presumably by the PCs) prior to their arrival, the Granite Lash now hope to be hired by Metterak, perhaps to destroy Brindenford. Metterak is interested enough to ensure the ambient heat does not damage them while he considers their proposal (though this does not give them any protection against actual fire attacks).

The Granite Lash (Ropers x12): hp 80, 80, 80, 85, 85, 85, 90, 90, 90, 95, 95, 95.

Combat: At least half the lashers wait near one of the columns in the Vault of Petitioners. Any lasher not directly in line of sight of the PCs when fighting breaks out remains still and wait to ambush any PC that comes too close. Those lashers not close to the rocks know where their allies are, and slowly trundle toward where their allies lay in wait, hoping to bring the battle with them.

Vrothgir

Vrothgir is a mighty and elderly white dragon who has served as Metterak's agent to the icy realms of the north for centuries. He has long desired to build an army of icy

servants to allow him to gain greater power and wealth, but Metterak has forbidden it. Vrothgir is here now to suggest that, if he had such an army, it could both solidify control over regions in the north and serve as a wintertime force for Metterak in more temperate climates. Vrothgir has no valuables with him, fearful anything he brought would be claimed by Metterak.

Vrothgir, Hertug of the Arctic CR 17

Huge Very Old White Dragon

HD 27d12+162 **hp** 337

Init +0 **Speed** 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

AC 34, flat-footed 34, touch 8

BAB/Grapple +27/+45

Attack +35 bite (2d8+10)

Full Attack +35 bite (2d8+11), +33 claws (2) (2d6+5), +33 wings (2)(1d8+5) +33 tail slap (2d6 +15)

SA Breath weapon (50 ft. cone, 9d6, DC 29), crush (Small targets, DC 29, 2d8+10), frightful presence (DC 25)

SQ Blindsight 60 ft., darkvision 120 ft., dragon traits, DR 15/magic, icewalking, immune to cold, low-light vision, resist energy (fire resistance30, permanent), SR 23, vulnerability to fire

Spellcasting (As 7th level sorcerer)

0-level spells (6/day): *dancing lights, detect magic, detect poison, mage hand, prestidigitation, ray of frost, read magic*

1st-level spells (7/day): *endure elements, expeditious retreat, protection from good, shield, true strike*

2nd-level spells (7/day): *blur, mirror image, resist energy*

3rd-level spells (4/day): *haste, protection from energy*

Spell-Like Abilities: 3/day-fog cloud, gust of wind

Fort +21, **Ref** +15, **Will** +17

Str 31, **Dex** 10, **Con** 23, **Int** 14, **Wis** 15, **Cha** 14

Languages: Aquan, Common, Draconic, Ignan

Feats: Cleave, Combat Casting, Dodge, Flyby Attack, Mobility, Multiattack, Old Tricks, Power Attack, Spring Attack, Weapon Focus (bite) (10 total)

Crucial Skills: Concentration +33, Intimidate +29, Listen +20, Search +14, Sense Motive +29, Spot +29.

Tactics: Vrothgir knows he's the most powerful creature in the room, but has no intention of leading a charge against invaders. He'll use his breath weapon early in the fight if he can target 3 or more foes (assuming there is little chance targets here will be prepared to defend themselves from cold attacks). After that, he moves away (using expeditious retreat if he needs to), casts shield, mirror image, blur, and haste (in that order, and including any nearby allies in the haste), then alternates between true strike and biting at foes using reach,

Spring Attack, and Flyby Attack to avoid needing to be close to any. If cornered, he fights to the death, focusing his rage on a single warrior (orcs and dwarves being his targets of choice).

Freezing Fog (Sp): Vrothgir can use this ability three times per day. It is similar to a solid fog spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 5th-level spell. (But when used in the Court of Metterak, the duration is reduced to 1 round/4 levels, due to the extreme heat.)

Rivenyk, The Shadow Man, The Dark One

Large Outsider (Chaotic, Extraplanar, Evil)

Hit Dice: 20d8+200 (290 hp)

Initiative: +11

Speed: 50 ft. (8 squares), fly 120 ft. (perfect)

Armor Class: 35 (-1 size, +7Dex, +19 natural), touch 16, flat-footed 28

Base Attack/Grapple: +20/+36

Attack: +5 vorpal longsword +37 melee (2d6+17/19-20)

Full Attack: +5 vorpal longsword +35/+30/+25/+20 melee (2d6+17/19-20) and +1 flaming whip +30/+25 melee (1d4+6 plus 1d6 fire plus entangle); or 2 slams +31 melee (1d10+12)

Space/Reach: 10 ft./10 ft. (30 ft. with +1 icy scourge)

Special Attacks: Death throes, entangle, spell-like abilities, summon servant, vorpal sword

Special Qualities: Damage reduction 15/cold iron and good, darkvision 60 ft., freezing body, immunity to cold, electricity, fire, and poison, resistance to acid 10, spell resistance 32, telepathy 100 ft., true seeing

Saves: Fort +22, Ref +19, Will +19

Abilities: Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26

Skills: Bluff +31, Concentration +33, Diplomacy +35, Disguise +8 (+10 acting), Hide +26, Intimidate +33, Knowledge (any two) +30, Listen +38, Move Silently +30, Search +30, Sense Motive +30, Spellcraft +30 (+32 scrolls), Spot +38, Survival +7 (+9 following tracks), Use Magic Device +31 (+33 scrolls)

Feats: Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (telekinesis), Two-Weapon Fighting, Weapon Focus (longsword)

Alignment: Chaotic evil

Rivenyk appears to be a Large humanoid made of solid shadow. His form is featureless and flat save for his weapons, and his glowing ice-blue eyes.

Frost Scourge (Su): Rivenyk can turn any weapon he is holding into a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon acts as a +1

icy whip except it deals full bludgeoning and slashing damage to targets in armor, in addition to cold damage, and it threatens as a melee weapon out to 30 feet. The weapon returns to its normal form as soon as it leaves Rivenyk's hands.

Rivenyk's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Death Throes (Ex): When killed, Rivenyk explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 30 half). This explosion automatically destroys any weapons Rivenyk is holding. The save DC is Constitution-based.

Entangle (Ex): Rivenyk's frost scourge entangles foes much like an attack with a net. The whip has 20 hit points. The whip needs no folding. If it hits, the target and Rivenyk immediately make opposed Strength checks; if Rivenyk wins, he drags the target against its freezing body (see below). The target remains anchored against Rivenyk's body until it escapes the whip.

Vorpal Sword (Su): Rivenyk can turn any weapon he is holding into a +5 vorpal longsword. The weapon returns to its normal form as soon as it leaves Rivenyk's hands.

Spell-Like Abilities At will- blasphemy (DC 25), dominate monster (DC 27), greater dispel magic, greater teleport (self plus 50 pounds of objects only), insanity (DC 25), power word stun, telekinesis (DC 23), unholy aura (DC 26); 1/day- polar ray (DC

27), implosion (DC 27), wish. Caster level 20th. The save DCs are Charisma-based.

Summon Servants (Sp): Once per day Rivenyk can automatically summon one nalfeshnee, glabrezu, marilith, balor, or nightcrawler. This ability is the equivalent of a 9th-level spell.

Freezing Body (Su): Rivenyk's body is devoid of light or heat. Anyone grappling him takes 6d6 points of cold damage each round.

True Seeing (Su): Rivenyk has a continuous true seeing ability, as the spell (caster level 20th).

Skills Rivenyk has a +8 racial bonus on Listen and Spot checks.

Molator

A molator appears to be a comely female humanoid made entirely of lava, standing nearly 9 feet tall (weighing about 500 pounds). Despite their vast array of magical powers, molators are most likely to wade into melee with their +3 greatswords.

A molator's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction. Only weapons that deal cold damage (such as a frost weapon) bypass a molator's DR.

Molators (3)

Large Outsider (Asura, Evil, Extraplanar, Fire, Lawful)

Hit Dice: 14d8+70 (133 hp)

Initiative: +8

Speed: 30 ft. (6 squares), fly 90 ft. (perfect)

Armor Class: 32 (-1 size, +4 Dex, +19 natural), touch 13, flat-footed 28

Base Attack/Grapple: +14/+25

Attack: +3 greatsword +23 melee (3d6+13 plus 2d6 fire/19-20) or slam +20 melee (2d8+10 plus 2d6 fire)

Full Attack: +3 greatsword +23/+18/+13 melee (3d6+13 plus 2d6 fire/19-20) or slam +20 melee (2d8+10 plus 2d6 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 10/cold, darkvision 60 ft., low-light vision, immunity to acid, fire, and petrification, regeneration 10, resistance to electricity 10 and sonic 10, spell resistance 30, tongues

Saves: Fort +14 (+18 against poison), Ref +13, Will +15

Abilities: Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22

Skills: Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Listen +23, Move Silently +21, Sense Motive +23, Search +23, Spot +23, Use Rope +4 (+6 with bindings)

Feats: Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack

Challenge Rating: 16

Alignment: Lawful evil

Possessions +3 greatsword, indigo key

Burn (Su): A molator deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a DC 22 Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a DC 22 Reflex save to avoid catching on fire.

Regeneration (Su): A molator takes damage from cold-dealing weapons and from spells and effects with the cold descriptor.

Spell-Like Abilities

At will--continual flame, dispel magic, unholy smite (DC 20), invisibility (self only), lesser restoration (DC 18), remove curse (DC 19), remove disease (DC 19), remove fear (DC 17), speak with dead (DC 19); 3/day--blade barrier (DC 22), flame strike (DC 21), power word stun, raise dead, waves of fatigue; 1/day--earthquake (DC 24), greater restoration (DC 23), mass charm monster (DC 24), waves of exhaustion. Caster level 17th. The save DCs are Charisma-based.

The following abilities are always active on the molator's person, as the spells (caster level 17th) detect good, detect snares and pits, discern lies (DC 20), see invisibility, and true seeing. They can be dispelled, but the molator can reactivate them as a free action.

Spells Molators can cast divine spells as 17th-level clerics. A molator has access to the Destruction domain. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/7/7/6/6/4/3/2; save DC 16 + spell level)

0--create water, detect magic, guidance, resistance (2), virtue; **1st**--bless (2), cause fear, divine favor (2), entropic shield, inflict light wounds, shield of faith; **2nd**--aid, align weapon, bear's endurance, bull's strength (2), eagle's splendor, hold person (2); **3rd**--contagion, daylight, invisibility purge, prayer (2), summon monster III, wind wall; **4th**--death ward, dismissal, inflict critical wounds, neutralize poison (2), summon monster IV; **5th**--break enchantment, mass inflict light wounds, dispel good, mark of justice, plane shift, righteous might; **6th**--banishment, greater dispel magic, harm, heal, heroes' feast, mass cure moderate wounds; **7th**--dictum, disintegrate, unholy word, regenerate; **8th**--unholy aura, mass cure critical wounds, shield of law; **9th**--implosion (2)

Metterak, The Dragon Prince CR 24

Colossal Great Wyrms Red Dragon

HD 40d12+400 **hp** 700

Init +4 **Speed** 40 ft., fly 200 ft. (clumsy)

AC 34, flat-footed 34, touch 8

BAB/Grapple +40/+73

Attack +58 bite (4d8+17, 19-20)

Full Attack +58 bite (4d8+17, 19-20), +55 claws (2)(4d6+8), +55 wings (2)(2d8+8) +55 tail slap (4d6 +25)

Space/Reach: 30 ft./20 ft. (30 ft. with bite)

SA Breath weapon (140 ft. cone or 280 ft. line, 24d10, DC 40), crush (Large targets, DC 40, 4d8+25), frightful presence (DC 38), great terror, torrent of flames

SQBlindsense 60 ft., by will alone, darkvision 120 ft., dragon traits, DR 20/dragon bane, immune to fire, low-light vision, resist energy (cold resistance30, permanent), SR 33, vulnerability to cold

Spellcasting (As 19th level sorcerer)

Spells Known (CL 19th; concentration +25)

9th (4/day)--*mage's disjunction, time stop*

8th (6/day)--*iron body, telekinetic sphere, sympathy*

7th (6/day)--*limited wish, mass hold person, spell turning*

6th (7/day)--*antimagic field, greater dispel magic, heal*

5th (7/day)--*dispel good, greater command, true seeing, wall of force*

4th (7/day)--*fire shield, greater invisibility, neutralize poison, stonewall*

3rd (7/day)--*dispel magic, displacement, haste, protection from energy*

2nd (8/day)--*alter self, detect thoughts, misdirection, resist energy, see invisibility*

1st (4/day)--*alarm, mage armor, magic missile, shield, true strike*

0 (at will)--*arcane mark, bleed, light, magehand, mending, message, open/close, prestidigitation, read magic*

Spell-Like Abilities: 12/day--locate object;

3/day--suggestion; 1/day--discern location, find the path

Fort +32, Ref +22, Will +32

Str 45, Dex 10, Con 31, Int 26, Wis 27, Cha 26

Languages Abyssal, Common, Draconic, Dwarven, Giant, Goblin, Ignan, Orc

Feats: Awesome Blow, Cleave, Dodge, Flyby Attack, Hover, Improved Bull Rush, Mobility, Multiattack, Improved Initiative, Iron Will, Power Attack, Spring Attack, Weapon Focus (bite), Wingover

Crucial Skills: Intimidate +49, Listen +49, Search +49, Sense Motive +49, Spot +49.

Metterak is a massive and impressive beast of crimson and copper coloration. His damage reduction can only be bypassed by a weapon that is bane against dragons.

Breath Expertise (Ex): Metterak can begin his breath weapon from any square he could attack with his bite (any square within his 30 foot reach).

Breath Weapon (Su): Metterak's breath weapon is significantly longer than most dragons, and the damage it deals is half fire, half untyped, unholy energy against which energy resistance does not apply.

By Will Alone (Su): As a near-deity, Metterak does not need to meet the components of spells (not even material components or foci) and is always considered to make any Concentration check tied to spellcasting.

Great Terror (Su): As a near-god, Metterak is significantly more frightening than a "typical" Colossal Great Wyrms Red Dragon.

Characters are not immune to his frightful presence for 24 hours until they have made 2 successful Will saves against it.

Torrent of Flames (Su): Whenever Metterak uses his breath weapon, he may choose as a swift action to use the massive torrent of flames to push foes directly away from him. This acts as a bull rush (he has a +33 check against Medium targets) against every target within the area of the breath weapon, except it does not provoke an attack of opportunity, Metterak automatically pushes foes the maximum distance without moving himself, and Metterak cannot be pushed back or knocked prone as a result of a failed attempt.

PATHFINDER STATS

Vrothgir

Very Old White Dragon CR 14
CE Huge dragon (cold)

Init +0; Senses dragon senses, snow vision; Perception +29

Aura cold (10 ft., 1d6 cold damage), frightful presence (270 ft., DC 21)

DEFENSE

AC 34, touch 8, flat-footed 34 (+26 natural, -2 size)

hp 237 (19d12+114)

Fort +17, **Ref** +13, **Will** +14

DR 15/magic; Immune cold, paralysis, sleep; resist energy (fire resistance30, permanent); SR 25

Weaknesses Vulnerability to fire

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +28 (2d8+15/19-20), 2 claws +27 (2d6+10), 2 wings +22 (1d8+5), tail slap +22 (2d6+15)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 25, 18d4 cold), crush (Small Creatures, DC 25, 2d8+15), freezing fog (3/day, DC 18)

Spell-Like Abilities (CL 19th; concentration +21): At will-fog cloud, gust of wind

Spells Known (CL 7th; concentration +9)

3rd (4/day)--*haste, protection from energy*

2nd (7/day)--*blur, mirror image, resist energy*

1st (7/day)--*endure elements, expeditious retreat, protection from good, shield, true strike*

0 (at will)--*acid splash, dancing lights, detect magic, ghost sound, mage hand, mending, message, ray of frost*

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 14, **Wis** 17, **Cha** 14

Base Atk +19; **CMB** +31; **CMD** 41 (45 vs. trip)

Feats Alertness, Dodge, Flyby Attack, Greater Vital Strike, Improved Critical (bite), Lightning Reflexes, Mobility, Old Tricks, Power Attack, Weapon Focus (bite)

Skills Fly +14, Intimidate +24, Knowledge (arcana) +24, Perception +29, Sense Motive +29, Spellcraft +24, Stealth +14, Swim +40; Racial Modifiers +8 Swim

Languages Common, Draconic, Giant

SQ icewalking, ice shape

SPECIAL ABILITIES

Freezing Fog (Sp): Vrothgir can use this ability three times per day. It is similar to an acid fog spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. (Though if used in the Court of Metterak the duration is 25% of normal due to the extreme heat.) The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Ice Shape (Su): Vrothgir can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icwalking (Ex): This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex): Vrothgir has learned to see perfectly well in snowy conditions, and to apply that skill to the smokey conditions of Metterak's home. Vrothgir does not suffer any penalties to Perception checks while in snow.

Rivenyk

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +11; Senses darkvision 60 ft., low-light vision, true seeing; Perception +38

Aura freezing body, unholy aura (DC 26)

DEFENSE

AC 36, touch 20, flat-footed 29 (+4 deflection, +7 Dex, +16 natural, -1 size)

hp 370 (20d10+260)

Fort +29, **Ref** +17, **Will** +25

DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 35

OFFENSE

Speed 40 ft., fly 120 ft. (perfect)

Melee +5 vorpal unholy longsword +35/+30/+25/+20 (2d6+17), +1 vorpal flaming whip +30/+25/+20 (1d4+7 plus 1d6 fire and entangle) or 2 slams +31 (1d10+12)

Space 10 ft.; Reach 10 ft. (30 ft. with whip)

Spell-Like Abilities (CL 20th)

Constant--true seeing, unholy aura (DC 26)

At will--dominate monster (DC 27), greater dispel magic, greater teleport (self plus 50 lbs. of objects only), power word stun, telekinesis (DC 23)

3/day--quicken telekinesis (DC 23)

1/day--blasphemy (DC 25), polar ray (DC 27), implosion (DC 27), summon (level 9, any 1 CR 19 or lower demon or a nightcrawler 100%), wish

STATISTICS

Str 35, **Dex** 25, **Con** 36, **Int** 24, **Wis** 24, **Cha** 27

Base Atk +20; **CMB** +33; **CMD** 54

Feats Cleave, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Power Attack, Quicken Spell-Like Ability (telekinesis), Two-Weapon Fighting, Weapon Focus (longsword)

Skills Acrobatics +27, Bluff +31, Diplomacy +31, Fly +32, Intimidate +31, Knowledge (history) +27, Knowledge (nobility) +27, Knowledge (planes) +30, Knowledge (religion) +27, Perception +38, Sense Motive +30, Stealth +26, Use Magic Device +31; Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ death throes, vorpal strike, whip mastery

SPECIAL ABILITIES

Death Throes (Su): When killed, Rivenyk explodes in a blinding flash of freezing cold that deals 100 points of damage (half cold, half unholy damage) to anything within 100 feet (Reflex DC 33 halves). The save DC is Constitution-based.

Entangle (Ex): If Rivenyk strikes a Medium or smaller foe with his whip, he can immediately attempt a grapple check without provoking an attack of opportunity. If Rivenyk wins the check, he draws the foe into an adjacent square. The foe gains the grappled condition, but Rivenyk does not.

Freeing Body (Su): Rivenyk's body is devoid of heat or light. Anyone striking Rivenyk with a natural weapon or unarmed strike takes 1d6 points of cold damage. A creature that grapples Rivenyk or is grappled by him takes 6d6 points of cold damage each round the grapple persists.

Frost Scourge (Su): Rivenyk can turn any weapon he is holding into a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon acts as a +1 icy whip except it deals full bludgeoning and slashing damage to targets in armor, in addition to cold damage, and it threatens as a melee weapon out to 30 feet. The weapon returns to its normal form as soon as it leaves Rivenyk's hands.

Vorpal Strike (Su): Any weapon Rivenyk wields can act as a +5 vorpal, unholy longsword.

Whip Mastery (Ex): Rivenyk treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

Molator CR 16

XP 76,800

LE Large outsider (Asura, Evil, Extraplanar, Fire, Lawful)

Init +8; Senses darkvision 60 ft., detect evil, detect snares and pits, low-light vision, true seeing; Perception +27

DEFENSE

AC 32, touch 13, flat-footed 28 (+4 Dex, +19 natural, -1 size; +4 deflection vs. evil)

hp 229 (17d10+136); regeneration 10 (cold weapons and effects)

Fort +19, **Ref** +11, **Will** +19; +4 vs. poison

DR 10/cold; Immune acid, fire, petrification; Resist electricity 10; SR 30

OFFENSE

Speed 30 ft., fly 90 ft. (perfect)

Melee +3 greatsword +27/+22/+17 (3d6+15 plus 2d6 fire/19-20) or slam +24 (2d8+12 plus 2d6 fire)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 16th)

Constant--detect evil, detect snares and pits, discern lies (DC 20), true seeing

At will--continual flame, dispel magic, unholy smite (DC 21), invisibility (self only), lesser restoration, remove curse, remove disease, remove fear (DC 18), speak with dead (DC 20)

3/day--blade barrier (DC 21), flame strike (DC 22), power word stun, raise dead, waves of fatigue

1/day--earthquake (DC 25), greater restoration, mass charm monster (DC 25), waves of exhaustion

Spells Prepared (CL 16th)

8th--*earthquake* (DC 25), *fire storm* (DC 25)

7th--*unholy word* (DC 24), *regenerate* (2)

6th--*banishment* (DC 23), *greater dispel magic*, *heal*, *mass cure moderate wounds* (DC 23)

5th--*break enchantment*, *dispel evil* (2, DC 22), *plane shift* (DC 22), *righteous might*

4th--*death ward*, *dismissal* (DC 21), *neutralize poison* (DC 21), *summon monster IV*

3rd--cure serious wounds (2), daylight, invisibility purge, summon monster III, wind wall

2nd--align weapon (2), bear's endurance (2), cure moderate wounds (2), eagle's splendor

1st--bless (2), cure light wounds (4), shield of faith

0 (at will)--detect magic, purify food and drink, stabilize, virtue

STATISTICS

Str 27, **Dex** 19, **Con** 24, **Int** 22, **Wis** 25, **Cha** 24

Base Atk +17; **CMB** +26; **CMD** 40

Feats Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +24, Craft (any one) +26, Diplomacy +27, Fly +26, Heal +24, Intimidate+27, Knowledge (history) +23, Knowledge (planes) +26, Knowledge (religion) +26, Perception +27, Sense Motive +27, Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

SQ Burn

Possessions +3 greatsword, indigo key

METTERAK, THE DRAGON PRINCE

Great Wurm Red Dragon CR 24
CE Colossal dragon (fire)

Init +2; Senses dragon senses, smoke vision; Perception +38

Aura fire (10 ft., 2d6 fire), frightful presence (360 ft., DC 30)

DEFENSE

AC 39, touch 0, flat-footed 39 (-2 Dex, +39 natural, -8 size)

hp 478 (29d12+261)

Fort +25, **Ref** +14, **Will** +24

DR 20/dragon bane; Immune fire, paralysis, sleep; resist energy (cold resistance30, permanent); SR 33

Weaknesses Vulnerability to cold

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +37 (4d8+24/19-20), 2 claws +37 (4d6+16), 2 wings +35 (2d8+8), tail slap +35 (4d6+24)

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Special Attacks breath weapon (140-ft. cone or 280 ft. line, DC 33, 24d10 fire), by will alone, crush (Large creatures, DC 33, 4d6+24), incinerate, manipulate flames, melt stone, tail sweep (Medium creatures, DC 27, 2d8+24), torrent of flames

Spell-Like Abilities (CL 29th; concentration +35)

At will --detect magic, discern location, find the path, pyrotechnics (DC 18), suggestion (DC 19), wall of fire

Spells Known (CL 19th; concentration +25)

9th (4/day)--mage's disjunction, time stop

8th (6/day)--iron body, telekinetic sphere, sympathy

7th (6/day)--limited wish, mass hold person, spell turning

6th (7/day)--antimagic field, greater dispel magic, heal

5th (7/day)--dispel good, greater command, true seeing, wall of force

4th (7/day)--fire shield, greater invisibility, neutralize poison, stonework

3rd (7/day)--dispel magic, displacement, haste, tongues

2nd (8/day)--alter self, detect thoughts, misdirection, resist energy, see invisibility

1st (8/day)--alarm, mage armor, magic missile, shield, true strike

0 (at will)--arcane mark, bleed, light, magehand, mending, message, open/close, prestidigitation, read magic

STATISTICS

Str 43, **Dex** 6, **Con** 29, **Int** 22, **Wis** 23, **Cha** 22

Base Atk +29; **CMB** +53; **CMD** 61 (65 vs. trip)

Feats Cleave, Critical Focus, Empower Spell, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell, Stunning Critical, Vital Strike, Wingover

Skills Appraise +38, Bluff +38, Diplomacy +38, Fly +14, Intimidate +38, Knowledge (arcana) +38, Knowledge (history) +38, Perception +38, Sense Motive +38, Spellcraft +38, Stealth +14, Use Magic Device +38

Languages Abyssal, Common, Draconic, Dwarven, Giant, Goblin, Ignan, Orc

SPECIAL ABILITIES

Breath Expertise (Ex): Metterak can begin his breath weapon from any square he could attack with his bite (any square within his 30 foot reach).

Breath Weapon (Su): Metterak's breath weapon is significantly longer than most dragons, and the damage it deals is half fire, half untyped, unholy energy against which energy resistance does not apply.

By Will Alone (Su): As a near-deity, Metterak does not need to meet the components of spells (not even material components or foci), and is always considered to make any concentration check tied to spellcasting.

Fire Aura (Su): Metterak is surrounded by an aura of intense heat. All creatures within 10 feet take 2d6 points of fire damage at the beginning of the dragon's turn.

Great Terror (Su): As a near god, Metterak is significantly more frightening than a "typical" Colossal Great Wurm Red Dragon. Characters are not immune to his frightful presence for 24 hours until they have made 2 successful Will saves against it.

Incinerate (Su): Metterak can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a Fortitude save (DC 33). Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through true resurrection or similar magic.

Manipulate Flames (Su): Metterak can control any fire spell within 10 feet per age category of the dragon as a standard action.

This ability allows him to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. Metterak can make all decisions allowed to the caster, including canceling the spell if it so desires.

Melt Stone (Su): Metterak can use its breath weapon to melt rock at a range of 100 feet, affecting a 5-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone might be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried

character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6 × 100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6 × 20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, while rock and soil avalanches travel at a speed of 250 feet per round.

Torrent of Flames (Su): Whenever Metterak uses his breath weapon, he may choose as a swift action to use the massive torrent of flames to push foes directly away from him. This acts as bull rush (using his normal CMB) against every target within the area of the breath weapon, except it does not provoke an attack of opportunity, Metterak automatically pushes foes the maximum distance without moving himself, and Metterak cannot be pushed back or knocked prone as a result of a failed attempt.

Smoke Vision (Ex): A very young red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

APPENDIX B: SPELLS, MAGIC & FEATS

FEATS

Old Tricks

You have learned things in your long years that would surprise others.

Prerequisites: 100+ years of age

Benefit: For the purpose of prerequisites, you can treat any ability score as $10 + 1/2$ your hit dice.

APPENDIX C: HANDOUTS



Metterak Illustration

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-donnah" See the Gathering Hall for more information.

Baine Strongbow: A paladin that once aided the town of Brindenford. Although slain by assassins, his soul is held within his sword, which lies somewhere on Level 5. See also The Paladin's Sword.

Bargelos: A draconic descendant of Metterak that dwells on Level 10 of the dungeon. "Cursed" to be a gold dragon rather than a red. Hated enemy of Theophrastus. Pronounced "Bar-gell-oss."

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.

Glaris 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 Glaris 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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