



**PTOLUS™**

**SECRETS OF THE  
DELVER'S  
GUILD**

By Monte Cook



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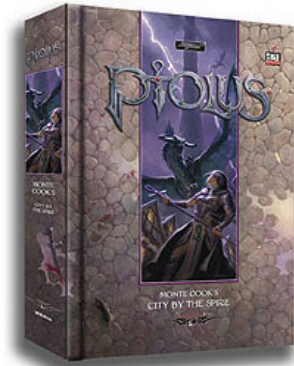
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#### SPECIAL THANKS:

To Conrad Hubbard, for a year’s worth of website updates; to Kristian Juul Rasmussen, for the Delver’s Guild logo design; and to our customers, for asking for this book.



## FOREWORD

If you've read the *Ptolus* book, then you know all about the Delver's Guild. It's a group that allows adventurers to band together to exchange information about discoveries in the Dungeon below the city, as well as facts about useful resources in the city proper and even potential missions, both within and below Ptolus.

But, what you may not know, is that the Delver's Guild has become even more than that.

### PTOLUS ONLINE!

If you like discovering all-new material and ideas to add to your *Ptolus* Campaign, this book is a great place to start. But once you've exhausted its contents, get online for even more cool new ideas and source material created by the *Ptolus* fan community.

You can find the official *Ptolus* forums at the "Okay, Your Turn" message boards on ezboard. Visit [www.montecook.com](http://www.montecook.com) and click on "Forums" to get there. It's a great place to brainstorm ideas, post your campaign journals, and lots more.

Finally, don't miss the "Delver's Square" fan site, which boasts lots of updates featuring all-new material on a regular basis. Check out the site at [www.delverssquare.com](http://www.delverssquare.com).



During the year leading up to the release of *Ptolus*, I wanted to give back a little something to the many people who had demonstrated their faith in the project by preordering the book. I wanted to help them grow to love the city as I did, even before they could dive into the book itself. So I wrote a short article every week, and we posted it on a website where everyone who had preordered could access it. The articles were all designed to fit seamlessly into the city of Ptolus. They were not previews from the book but brand-new material. Some of the pieces took the form of additional nonplayer characters (NPCs), locations, creatures, and similar things relevant to the members of the Delver's Guild organization in Ptolus, while other installments elaborated on NPCs, locations, and other items mentioned in the book only briefly. Regardless, every Tuesday there would be something new for readers to discover.

We called this website "the Delver's Guild." It seemed fitting—the site allowed fans of *Ptolus* to band together to discover new resources and treasures in much the same way that its namesake organization provided for adventurers. As the months passed, fifty-three new entries made their way online, ceasing only after the release of the book itself.

Now we fast forward to 2007, more than six months after the debut of *Ptolus*. Readers of the official *Ptolus* message board forums continue to make reference to the Delver's Guild material and work it into their campaigns. These characters, locales, and more are becoming every bit as vital to people's games as those that actually appear in the book. So, we thought it was about time to let those who discovered *Ptolus* only after its publication get in on this once privileged material.

Thus was born *Secrets of the Delver's Guild*. In these pages, you'll find all the material that comprised the Delver's Guild exclusive website, complete with topical illustrations from the Big Book. The chapters here cover new deities, locales, nonplayer characters, and much more—all just waiting to be introduced to your *Ptolus* Campaign.

So now, after more than a year since this material first appeared, the secrets are finally out! Whether it's your first time reading these campaign enhancements or if you're only reviewing material you discovered while awaiting the arrival of the Big Book, I hope you enjoy these additions to the City of Ptolus.



## Introduction: WELCOME, DELVERS!

The Delver's Guild is one of the most powerful and prominent guilds in the city. It offers its members information about job opportunities and events pertaining to the exploration of regions below Ptolus, which many call the Dungeon.

It also maintains the city's most extensive collection of maps of the underground areas and an impressive library for research. Most active adventurers in the city belong to the Delver's Guild. . . .



**B**efore we get into all the new deities, locales, NPCs, and more, we offer a brief introduction to the Delver's Guild, the organization of adventurers in Ptolus from which this book takes its name. In particular, we detail a couple members of the Delver's Guild staff, using the same stat block format that you see in the *Ptolus* book.

### THE DELVER'S GUILD OFFICE

The guild office is located just off the main surface entrance to the Undercity Market. This is where members interact with guild representatives, and newcomers discover information about the guild and memberships. While information about the office and the guild in general is available in the *Ptolus* book, this introduction offers a great deal more about two important figures in the office, Gorti Jurgen and Ollan Navarish.

### FIRST IMPRESSIONS

Upon entering the Delver's Guild office, a newcomer is bound to be approached in short order by the manager of the facility, a pleasing-looking human woman of middle years. But be warned: She likes to talk.

"Welcome to the Delver's Guild. I can see that you're new here. Are you interested in joining?"

The purpose of the Delver's Guild is to organize and empower explorers who seek to plumb the depths of 'the Dungeon.' The Dungeon? That's just our name for all the various subterranean regions below Ptolus, whether they be natural caverns or part of the network of tunnels and chambers created more than a thousand years ago by the Half God, Ghul. Intimidating? It doesn't have to be—not with the Delver's Guild on your side.

"Oh yes, technically 'the Dungeon' also covers areas like Dwarvenhearth and the Banewarrens, but I think we're getting ahead of ourselves.

"One of the most interesting and valuable services we offer Dungeon explorers, whom we call delvers, is an extensive library and maproom cataloging the various regions that our members have explored so far. These facilities are located in Oldtown and are open to members of all levels.

"Yes, we offer three levels of membership. Since you are new, the only levels available to you are associate guildsman, or—for slightly higher yearly dues—guildsman. Later on, however, you'll qualify for the master delver and perhaps even the grand master levels. One interesting thing you might consider is that at the master delver level and above, we offer retrieval insurance, should

*Delver's Guild: Ptolus, page 108*

*Dungeon: Ptolus, page 415*

*Ghul: Ptolus, page 486*

*Dwarvenhearth: Ptolus, page 460*

*Banewarrens: Ptolus, page 419*

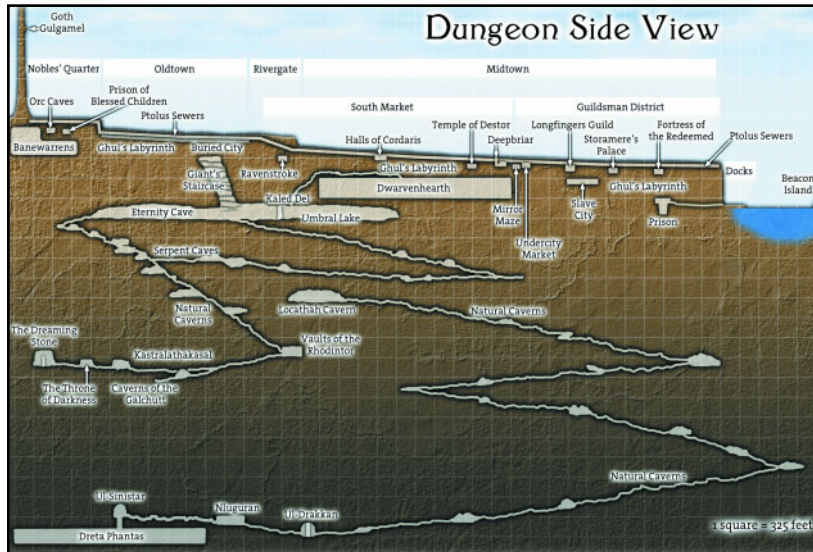
*Undercity Market: Ptolus, page 423*

*Library and Maproom: Ptolus, page 322*



*This carved wooden sign hangs above the door to the guild's Undercity office.*





The Dungeon below Ptolus can be a dangerous and bewildering place. Wise adventurers start out with guild maps—and even retrieval insurance.

Arena: Ptolus, page 315

The Guildmaster Delver is Sorum Dandubal (male human expert4/fighter4).



Gorti supervises the office's fifteen staff members. For more details on the facilities, see Ptolus, page 424.

you come to an untimely end while exploring. The money in the insurance plan goes to pay a retrieval team to bring back your remains.

“So what level of membership would you like to start with today?”

### GORTI JURGEN

Gorti Jurgen is the Delver's Guild chief representative in the Undercity office. Gorti is a pleasant, attractive middle-aged woman with short blond hair who dresses smartly and always carries a pad of paper and an ink pen. She greets every member and potential member, every situation and problem, with a smile and an indefatigable optimism. She and her staff handle new memberships, member questions and concerns, and other administrative details. Gorti answers directly to the Guildmaster Delver.

Although she sometimes seems a bit aloof, Gorti is simply very focused on her work. She was married, but her husband—a laborer—was killed years ago while working to clear an unstable, collapsed passage off the Undercity Market. They had no children, and now her work is her life.

#### Gorti Jurgen

Female human (Neutral Good)  
**Expert4/Rogue1** CR 4  
**HD** 4d6-8 + 1d6-2 **hp** 14  
**Init** +3 **Speed** 30 feet  
**AC** 17 (+3 Dex, +4 armor), touch 13, flat-footed 14  
**BAB/Grapple** +2/+2  
**Attack/Full Attack** +7 melee (1d6, short sword), or +7 ranged (1d4, dagger)  
**Fort** -1, **Ref** +6, **Will** +6  
**Str** 10, **Dex** 17, **Con** 7, **Int** 15, **Wis** 15, **Cha** 14  
**Languages:** Common, Dwarvish, and Elvish.  
**Crucial Skills:** Bluff +4, Disable Device +6, Escape Artist +5, Hide +7, Listen +4, Search +9, Sense Motive +6, Spot +4.

**Other Skills:** Craft (trapmaking) +9, Diplomacy +9, Forgery +3, Gather Information +7, Knowledge (dungeoneering) +9, Knowledge (local) +8, Profession (administrator) +9, Sleight of Hand +5, Survival +3.

**Crucial Feats:** Quick Draw.

**Other Feats:** Alertness, Weapon Finesse.

**Possessions:** +1 studded leather armor, masterwork short sword (concealed—Search DC 17), masterwork daggers (3, concealed [Search DC 19]); *potions of bear's endurance, invisibility, and see invisibility*, gold ring (worth 50 gp), thieves' tools, master delver lapel pin, 55 gp.

### OLLAN NAVARISH

Ollan Navarish stands a bit more than six and a half feet tall and possesses a powerful physique despite the fact that he is fifty-four years old.

Having lived a hard life, he now spends his days providing security for the Delver's Guild main office. Once a well-known (if unpopular) face in the Arena, Ollan can be cruel at times, but such behavior usually comes from his lack of careful thought and some lack of empathy.

Ollan is not particularly bright, and he possesses few social skills. Years of combat in the Arena have left him with multiple scars that cover his face, arms, and chest. Ollan has never married. He is infatuated with the slightly younger Gorti, who is aware of his feelings but attempts to ignore them as well as his clumsy attempts to win her favor.

#### Ollan Navarish

Male human (Lawful Neutral)  
**Warrior** CR 6  
**HD** 7d8+21 **hp** 60  
**Init** +4 **Speed** 20 feet  
**AC** 15 (+5 armor), touch 10, flat-footed 15  
**BAB/Grapple** +7/+10  
**Attack** +12 melee (1d12+5, greataxe) or +8 ranged (1d8+3, longbow)  
**Full Attack** +12/+7 melee (1d12+5, greataxe) or +8/+3 ranged (1d8+3, longbow)  
**Fort** +8, **Ref** +2, **Will** +5  
**Str** 16, **Dex** 11, **Con** 16, **Int** 7, **Wis** 12, **Cha** 6  
**Crucial Skills:** Intimidate +2.  
**Other Skills:** Climb +5, Knowledge (dungeoneering) +2.  
**Crucial Feats:** Power Attack.  
**Other Feats:** Improved Initiative, Iron Will, Weapon Focus (greataxe).  
**Possessions:** Masterwork chainmail armor, +1 greataxe, *potion of cure moderate wounds*, masterwork mighty longbow (+3), arrows (24), 50 feet of hemp rope, backpack, spikes (5), mallet, climber's kit, guildsman lapel pin, 71 gp.