Advanced Dungeons & Dragons®

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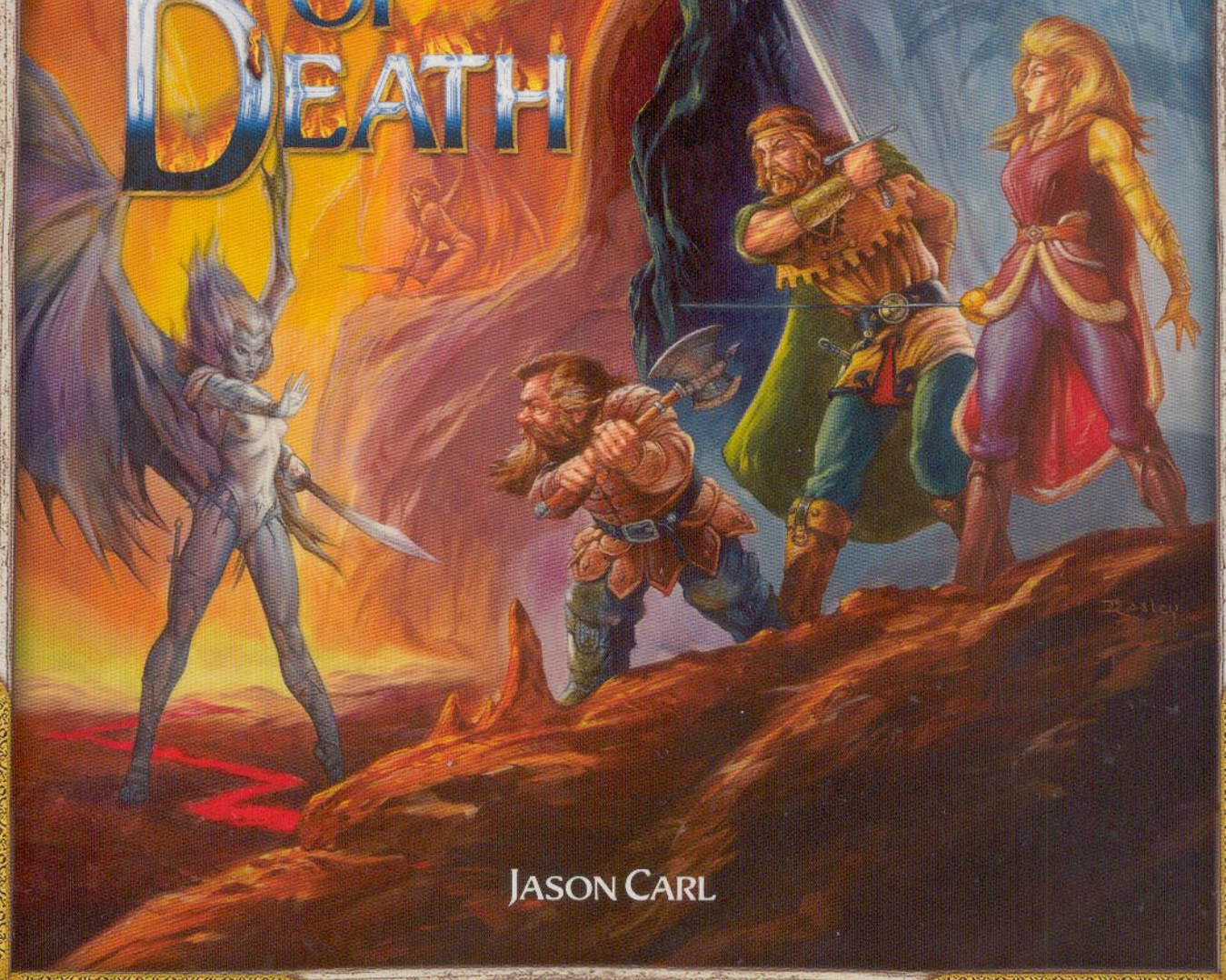
FORGOTTEN REALMS®

ADVENTURE

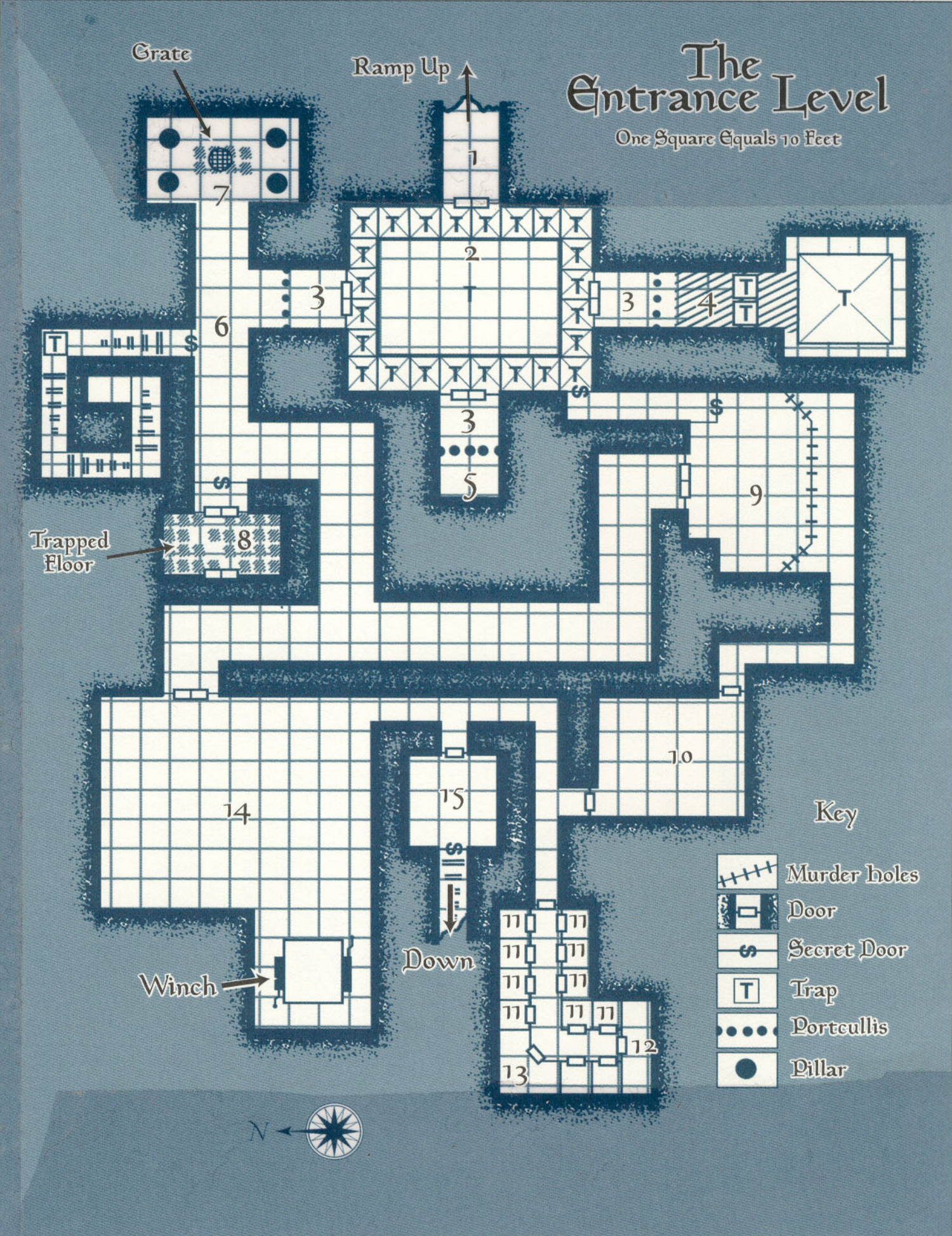
DUNGEON CRAWL™

FOR THREE TO SIX CHARACTERS OF LEVELS 7-9

THE DUNGEON OF DEATH



JASON CARL


Grate
Ramp Up
The Entrance Level
One Square Equals 10 Feet
7
1
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9
8
Trapped Floor
14
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Down
Winch
11
12
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N
Key
Murder holes
Door
Secret Door
Trap
Portcullis
Pillar

Advanced Dungeons & Dragons



The Dungeon of Death

A Dungeon Crawl™ Adventure

Jason Carl

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Introduction

Welcome to *The Dungeon of Death*, a stand-alone DUNGEON CRAWL™ adventure for the FORGOTTEN REALMS® campaign. In the course of this adventure, characters will explore one of the most infamous dungeons in the Realms. The adventure can also easily be adapted to suit existing campaigns.

This DUNGEON CRAWL adventure is designed for three to six characters of 7th to 9th level. Dungeon crawling is a dirty and bloody business, so the DM should review this adventure thoroughly to ensure that the player characters will be able to face the challenges ahead of them with a reasonable expectation of success. Numerous traps and tricks defend the dungeon against intruders; the successful adventuring party needs brains as much as brawn.

History of the Dungeon of Death

The Dungeon of Death has an evil reputation. It was originally a dwarven gem-mine developed by intrepid dwarves of the Deepdelve clan. They took to this industry after the dwarven kingdom of Gharraghaur fell to invasions of orcs, trolls, bugbears, and worse (–3611 DR). The kingdom stood at the north end of the Dessarin River and stretched from the Spine of the World beyond the Lurkwood, northwest to the northern corner of the Savage Frontier, and southwest to the present site of the city of Neverwinter.

Most of the Deepdelvers were slain and the rest driven out of the mine by a band of medusae who claimed the place for their own. They in turn fell to a massive troll invasion.

The mine earned its present cheerful name during this period of troll occupation. A giant two-headed troll—Glarauuth by name—styled himself the "Troll King" and took up residence in the upper levels of the mining complex. He sent out raiding parties across the North to capture human slaves, who were imprisoned between enforced labor shifts in the old gem-mine. Because the slaves' main purpose was to produce babies for troll dinner tables, the grim place gained the name "The Dungeon of Death."

A small band of dwarves of the Foehammer clan attempted to reclaim the mines some ninety years ago, but their plans went awry and they were never heard from again; history does not record their ultimate fate. The place has changed hands many times since then, acquiring bone-chilling legends of crawling evil through the years.

The Dungeon of Death Today

The mine's foul reputation is well deserved: Its depths have swallowed numerous adventuring parties whole. The few survivors of doomed expeditions speak of the dungeon's curse. The place demands a toll of blood from all who pass its doors. Like most rumors, these tales spread and grow, embellished by the ignorant and speculative folk of the North.

Approximately three decades ago, a vile nest of cruel and hateful nabassu (a type of greater tanar'ri) arrived in the Realms and claimed the old mining complex as their abode. They used it as a lair from which they could spread their unique brand of malignancy across the North. Like the trolls before them, they sent minions out into the world to procure captives, but not as slaves: Nabassu devour humans and demihumans to increase their own demonic powers.

The nabassu's most numerous servants were barbarians of the Blue Bear tribe. These humans served under the direct command of Tanta Hagara, an evil annis shaman who in turn served the nabassu. She propitiated the demons with human and demihuman captives for their dining pleasure. Sadly, the Blue Bears did not fully realize their leader's true nature, nor the extent of her evil deeds, until it was too far too late. Tanta Hagara was killed and the Blue Bear tribe all but obliterated approximately one year ago (see the DUNGEON CRAWL adventure *Hellgate Keep*).

With their most able servant and her minions dead, most of the nabassu abandoned the mine for greener pastures, taking most of their own demonic servitors along with them. Only a single nabassu, Viscaris, remains in the mining complex today, lording over what remains of

the once-vast demonic host. However, Viscaris is quickly discovering that being the ruler of the ruin is not all it's cracked up to be.

It's Not Easy Being Nabassu

At first, Viscaris viewed his fellow nabassu's departure from the mines as a golden opportunity to establish himself as a master of woe and terror in the North, thereby gaining much status among his kind. However, one small but vital detail stands in his way: He is still a fledgling demon. Alone among the tanar'ri, the nabassu go through two distinct life phases, fledgling and mature. While the fledgling form is not helpless, it is substantially weaker than the mature form. Viscaris will not inherit the standard tanar'ri abilities until he reaches maturity, which he cannot do until he personally slays and devours a total of eighteen suitable human or demihuman victims. To date he has slain and eaten fourteen. He is four victims shy of attaining his full demonic potential. His goal is complicated by the fact that Viscaris is something of a snob among fiends. He considers himself above gobbling down just any old passers-by, and wants to satiate his hunger only on those living beings whom he considers "worthy" to be devoured by a nabassu of his refinement. He disdains common folk as inferior, believing that obtaining quality food will mean higher status for him when he's finally done with this place and returns home.

His alu-fiend allies, Anderia and Estellia, have the foresight to realize that when Viscaris devours his eighteenth victim, he will mature and become considerably more powerful than he is now, and they look forward to receiving generous rewards when that condition comes to pass. Their patience is wearing thin, however: If Viscaris's plan to lure adventurers into the dungeon fails, they will seek their fortunes elsewhere.

What Is Viscaris up To?

Viscaris is understandably impatient to reach his mature form. Thus, he's trying to accelerate his maturation process by luring adventuring parties into the mines so that he might slay and devour them. Viscaris sent the alu-fiends out into the North to salt taverns and festhalls with rumors about the dungeon's now-unguarded wealth. These servants have just recently returned from their mission, but the plan has yet to bear fruit. The dire reputation of the Dungeon of Death still dissuades prudent adventurers from exploring its depths. Even if Viscaris's plan yields results and attracts heroes to the Dungeon of Death, his own snobbery makes achieving his goal more difficult. To be certain that he captures and devours only the very cream of the adventuring crop, Viscaris has set all the traps on the entrance level. Only those who make it past those diabolical devices alive are considered worthy to sit at his table (albeit as the main course).

The Shadow Curse

The Dungeon of Death is more than just a trap-and-monster-filled hole in the ground. Here, acts of profound cruelty and foulness have been perpetrated for centuries on end. The litany of evil deeds—from the trolls' breeding of human babies for meals, to the annis' sacrifice of living people to her tanar'ri masters, to the unspeakable horrors inflicted on the nabassu's hapless captives—is so long so as to almost defy belief, and so profound that the essence of this evil has penetrated and permeated the stonework itself. This evil lingers on long after the deeds themselves have been forgotten, and now manifests itself in a singularly insidious manner: the Shadow Curse.

Living creatures are affected by the Shadow Curse from the moment they pass the dungeon's doors. From that moment on, until they again reach the surface, they suffer the loss of 1 point from their prime requisite ability for every hour spent within the Dungeon of Death's walls (Strength for warriors, Intelligence for wizards, Wisdom for priests, and Dexterity for rogues). Thus, a warrior who spends 3 hours within the place loses 1 point of Strength per hour, for a total loss of 3 points of Strength; a wizard who spends 5 hours in the dungeon loses 5 points of Intelligence. The DM must track this loss of ability scores and carefully note the amount time the player characters spend in the Dungeon of Death.

The Shadow Curse affects living creatures only: Nonliving and extraplanar creatures are immune, so the indigenous fiends and undead are unaffected. The Shadow Curse may be held off temporarily by *protection from evil*, *bless*, and similar spells that defend the living from the powers of evil, but when the spell's duration ceases so too does its protection.

Perhaps the most insidious aspect of the Shadow Curse is that living creatures do not notice its effects until they have already lost fully one-quarter of their total natural ability score rating (not including increased scores bestowed by attribute-enhancing magic such as *strength* spells or *gauntlets of ogre power*). A character dies when his prime requisite ability score is reduced to 0. What remains of his life essence merges with the evil forces that produce the Shadow Curse, becoming a part of the very thing that slew him.

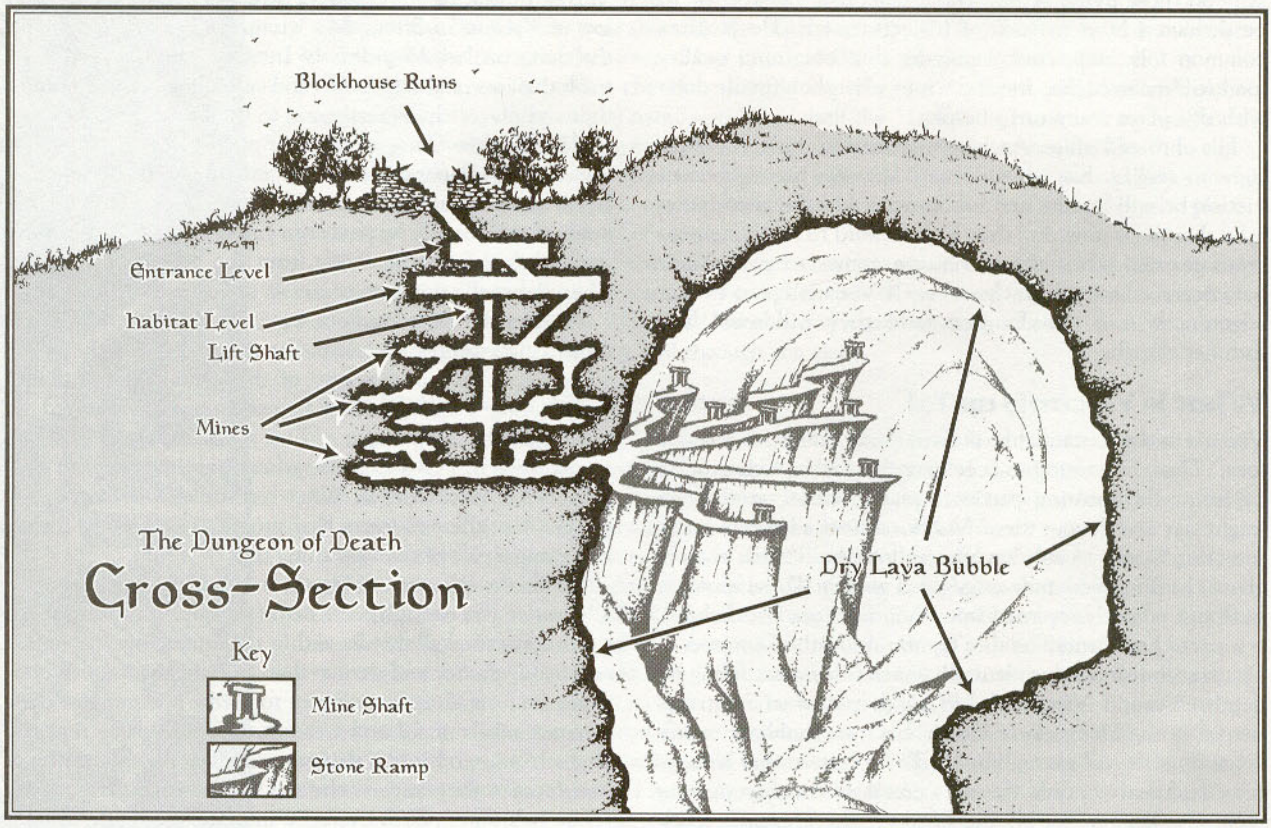
Inside the Dungeon of Death, the characters may eventually notice the only physical manifestation of the curse: All the areas of shadow that lie within the underground complex are visibly darker and denser than normal shadows. Worse, these shadows sometimes appear to writhe and move of their own accord—not far and not fast, but enough so that the characters catch hints of this movement out of the corners of their eyes as they traverse the shadowed stone corridors and rooms belowground. The effect is most distinct in those areas just beyond the edge of whatever source the party uses to light its way in the darkness. These shadows cannot attack or otherwise physically interact with living creatures, but the effect is unnerving to those who observe it.

Living creatures who leave the Dungeon of Death regain lost ability scores at the rate of 1 point per day. Dispelling the Shadow Curse permanently is not within the scope of this adventure, but DMs can use that goal as a hook for further quests.

Getting Started

This adventure presumes that the player characters have the dubious honor of being the very first adventurers to visit the old gem mine since Viscaris started trying to attract some dining companions. Play begins with the PCs standing outside the surface entrance to the mines. How the characters learn of the site, and the details of their journey to its entrance, is a matter best left for the DM to determine. Establish a pretext for the adventure that meshes with your campaign and style. Adventure hooks might include the following:

- The characters hear the rumors that Viscaris's minions have been spreading, either in the North or elsewhere in the Realms, and decide to test their veracity.
- A friend or relative of one of the characters hears the same rumors. He visits the mine, where the lesser demons tear him apart before Viscaris has the chance to devour him; the characters are now on his trail and are trying to find out what happened to him.
- The characters meet a band of adventurers who were on their way to the dungeon after hearing the recent gossip, but have changed their minds and are now en route to a different site. They tell the characters what they know of the place.
- The characters discover ancient information pertaining to the site that paints a very different picture of the old mine than the one Viscaris is currently promoting. Their curiosity (or avarice) piqued by the discrepancies, the characters choose to locate and investigate the dungeon.
- Dwarves of the Deepdelve clan hire the party to examine the old mine and determine if it is worth reclaiming.



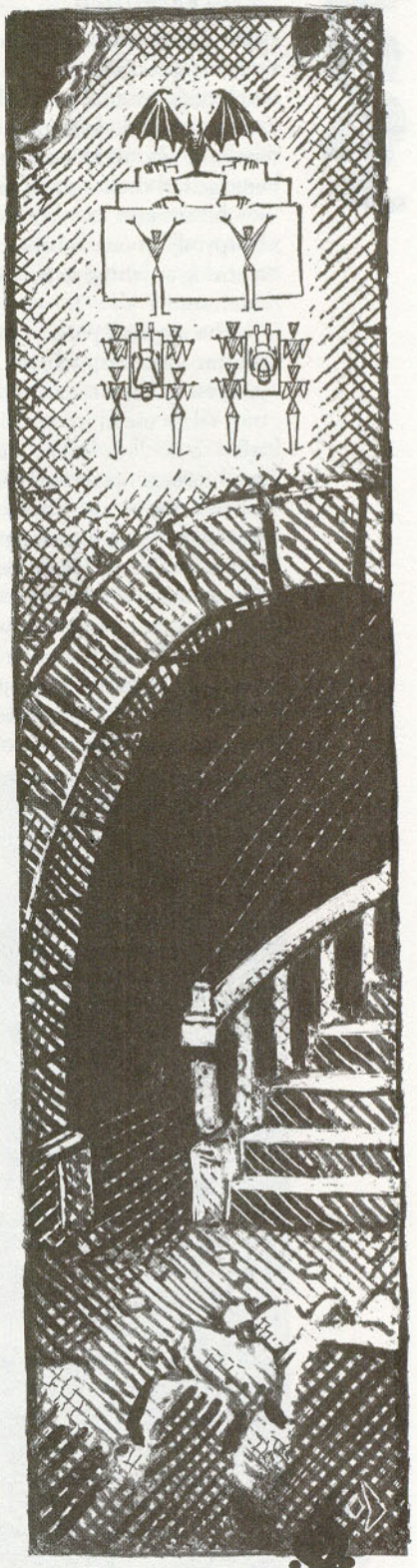
Entrance Level

The adventure begins with the player characters standing outside the ruined stone blockhouse that once protected the dwarves' main entry point into the mines. The Entrance Level map on the interior front cover shows this level.

Read or paraphrase the following to the players:

> The weathered gray stones and shattered gate of the stone blockhouse speak of a time long past, when dwarven hands raised a mighty tower to mark and defend the entrance to their home far below. The place is now half-consumed by the encroaching forest, overgrown with weeds, shrubs, vines, roots, and moss. What isn't covered by vegetation is largely ruined. Chunks of rubble from shattered towers and tumbled walls litter the ground. There is evidence of recent habitation: Some of the nearby trees have been cut down to enlarge the muddy cart track that passes for a road. The trail has also seen some recent traffic. The area is still, devoid of all signs of life, and thus the silence around the ruins is profound and complete.

Play up the sense of stillness and silence as the adventurers explore the ruined keep. This is a creepy, lonely place and it should feel that way.



Notes on the Environment

The entire purpose of the entrance level was to delay, halt, and kill unwanted intruders, so its dwarven builders did not waste effort on decoration or adornment. All the rooms, chambers, corridors, walls, floors, and ceilings were carved from the earth and then smoothed. Almost all the floor surfaces are paved or tiled with smooth and flat flagstones.

Doors

Except where noted, all the doors in the dungeon are constructed of heavy wood and reinforced with bands of steel. Most doors are relatively well preserved and functional, though many no longer fit tightly in their stone frames and thus fail to muffle sound and light as they once did. A few doors now have gaps of more than half an inch between themselves and their frames, allowing anyone to peer through this space into the areas beyond.

Climate

The air in the dungeon is cold, and many of the stone surfaces are coated with a thin sheen of moisture. The mine's proximity to a subterranean stream (which powers the waste disposal system in Room 7) contributes to the chill and damp.

Rectangular air vents were cut into the rock at the ceiling level of nearly every room and corridor in the complex. Though some of the air vents no longer function, enough remain clear to provide sufficient fresh air for the adventurers.

Lights and Magic

The rooms and corridors throughout the dungeon are dark, so the characters must provide a light source if they wish to see. Sources such as torches, lanterns, magic weapons, or *continual light spells*, allow the heroes to notice the dark, dancing shadow effects caused by the Shadow Curse outside their circle of light.

All spells function normally within the mine complex, including those the dwarves and other inhabitants prepared for intruders.

The Mephits

The most frequent encounter on this level involves Viscaris's mephit spies. Viscaris uses these horrid creatures as a covert espionage team. Stationed on the entrance level are a total of ten mephits: four fire, three ice, two mist, and one steam mephit, who is the nominal chief of the spy crew. When not engaged in their normal duties the mephits wait impatiently for adventurers to make their way here, idling away the time by spying on one another (just to keep in practice) and tormenting anything or anyone unlucky enough to attract their attention.

The mephits' purpose is twofold. Their principal duty is to spy on intruders ("dinner guests") and bring news of their progress to the steam mephit in charge. The steam mephit in turn relays useful information to Viscaris (whom the mephits refer to as "His Nibs," although never to his face). The mephits begin observing the adventurers the moment they hit the first trap on the entrance level and dog their progress from that point onward, passing messages to the steam mephit and hence to Viscaris. Their secondary duty is to lure or force any dim-witted or balky adventurers into the traps—otherwise, Viscaris won't be able to weed out the weak and unfit! The mephits also have standing orders to harass, torment, and attack adventurers at inopportune moments, such as when they are right in the middle of dealing with those traps.

If endangered, they also try to gate in more mephits to aid them in carrying out Viscaris's standing orders. When in doubt as to which type of mephit to use for a particular encounter, roll 1d6. A result of 1 indicates an ice mephit; a result of 2–4 indicates a mist mephit; a result of 5–6 indicates a fire mephit.

The steam mephit does not normally enter combat with adventurers. Its job is to remain in the secret chamber (Room 9) and relay information to Viscaris. But if the situation appears sufficiently dire—the dinner guests are making short work of the traps and the other mephits, for example—the steam imp steps in and attacks the adventurers.

Use these statistics for all mephits that appear throughout the adventure.

Fire Mephit (Imp): AC 5; MV 12, FLY 24 (B); HD 3+1; hp 20; THAC0 17; #AT 2; Dmg 1d3+1/1d3+1 (claw/claw); SA breath weapon, spell-like abilities; SD immune to fire, regeneration; SZ M (5′ tall); ML average (8); Int average (9); AL CE; XP 420 each.

Special Abilities: SA—breath weapon 3/day, as either a flame jet 15′ long and 1′ wide, automatically hits one target for 1d8+1 points of damage (save vs. breath weapon for half damage) or as a fan of flame covering a 120-degree arc to a distance of 5′, any creature in the arc suffers 4 points of damage (no saving throw); SD—regenerates 1 hp/turn while in contact with fire.

Spell-like Abilities—1/day: *heat metal, magic missile* (two missiles). Once per hour a fire mephit can attempt to *gate* in another mephit with a 25% chance of success (equal probability of fire or steam mephit).

Note—touching a fire mephit causes 1 point of damage (no saving throw).

Ice Mephit (Imp): AC 5; MV 12, fly 24 (B); HD 3; hp 18; THAC0 17; #AT 2; Dmg 1d2/1d2 (claw/claw); SA breath weapon, chill touch, spell-like abilities; SD immune to cold, regeneration; SZ M (5′ tall); ML average (8); Int average (8); AL CE; XP 420 each.

Special Abilities: SA—breath weapon 3/day, volley of ice shards that automatically hits a single victim within 15 feet for 1d6 damage (save vs. breath weapon for half damage), any successful claw attack has a freezing effect that reduces the victim's hit points by 1 per hit in addition to the damage inflicted by the mephit's claws, effects are cumulative and last 3 turns or until the victim is healed to full hit points; SD—regenerates 1 hp/turn while in contact with ice or extreme cold.

Spell-like Abilities: Once per hour an ice mephit can attempt to *gate* in another mephit with a 25% chance of success (equal probability of mist or ice mephit).

Mist Mephit (Imp): AC 7; MV 12, fly 24 (B); HD 3+2; hp 21; THAC0 17; #AT 2; Dmg 1/1 (claw/claw); SA breath weapon, spell-like abilities; SZ M (5′ tall); ML average (9); Int average (10); AL CE; XP 420 each.

Special Abilities: SA—breath weapon 3/hour, ball of mist that automatically envelopes one victim within 10 feet, victim must make a successful saving throw vs. poison or suffer 1d4+1 points of choking damage and be blinded for 1d4 rounds.

Spell-like Abilities—gaseous form, wall of fog 1/day (at a 3rd-level ability). Once per hour a mist mephit can attempt to *gate* in 1d2 other mephits with a 25% chance of success (equal probability of ice or mist mephit; if two are summoned, they are of the same type).

Steam Mephit (Imp): AC 7; MV 12, fly 24 (B); HD 3+3; hp 25; THAC0 17; #AT 2; Dmg 1d4+1/1d4+1 (claw/claw); SA breath weapon, stun, spell-like abilities; SD—immune to fire and heat; SZ M (5′ tall); ML average (10); Int average (10); AL CE; XP 420.

Special Abilities: SA—breath weapon once every other round, scalding jet of water that automatically hits its target within 20 feet, victim suffers 1d3 points of damage (no saving throw) and is 50% likely to be stunned for 1 round; successful melee attacks from the mephit's claws are also 50% likely to stun its victim for 1 round per claw hit, cumulative.

Spell-like Abilities—contaminate water 1/day. Once per hour steam mephits can create a rainstorm of boiling water over a 20-by-20-foot area, which inflicts 2d6 points of damage to all victims within the area of effect (no saving throw). Once per hour a steam mephit can attempt to *gate* in 1d2 other mephits with a 30% chance of success (equal probability of fire or steam mephit; if two are summoned, they are of the same type).

Within the Ruins

The detritus of the Blue Bear warriors litters the interior of the blockhouse ruins. The cold remnants of a large campfire are heaped near the broken gates, and the few standing interior walls are decorated with the tribe's crude graffiti. Most of the marks are simple paintings, depicting the tribe's hunting practices and recent history. Characters may make Intelligence checks to notice one particular design that seems incongruous with the rest of the markings, painted on a section of wall near the door leading to the ruined stairs. This is the image of a group of ten blue-painted stick-figure men, carrying two prone figures on their shoulders. The figures they bear are painted in white; one is much shorter than the other and has what appears to be a long beard. The blue men are carrying the prone figures toward what appears to be a large stick man painted in black, with horns, fangs, and batlike wings.

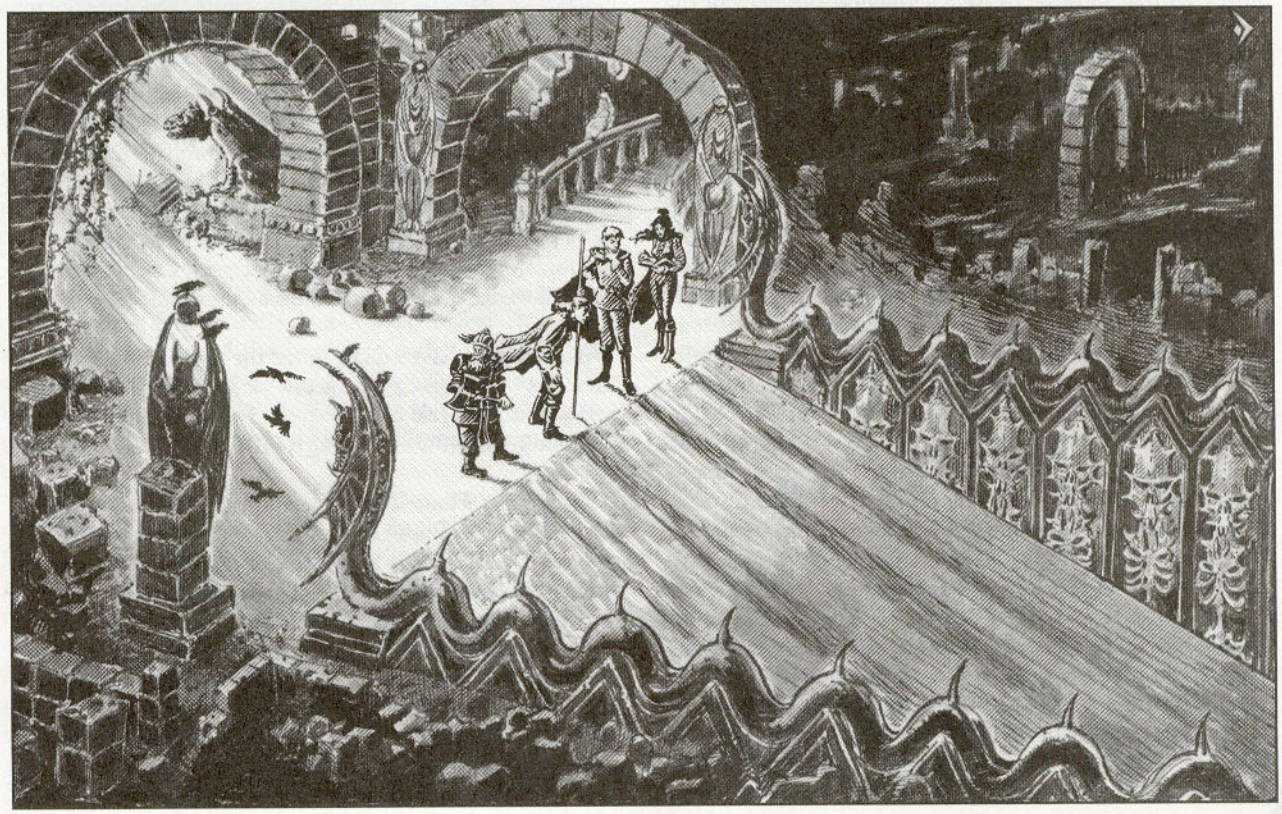
This, of course, is a depiction of Blue Bear warriors carrying a meal to one of the nabassu.

Room 1: Descending the Ramp

The entrance to the dungeon is plain to see: a wide stone ramp located within the blockhouse ruins. Great hinges rest on either side of the ramp's frame, but the doors are no longer attached. The ramp is unguarded according to Viscaris's specific orders, the better to entice adventurers to enter the dungeon. Characters who examine the entrance ramp note that its frame is fitted with large rusted iron hinges, indicating that the ramp was once covered by doors—rather stout doors, too, judging from the size of the hinges. There is no sign of what has become of the doors, but their absence allows some light to fall on the section of the ramp nearest the surface. The ramp appears to be paved with squares of dressed stone, each measuring some 4 feet square and covered with a light growth of moss and lichens. The ceiling height is a little over 7 feet, and the tunnel width is an impressive 20 feet. The light also reveals empty torch sconces lining both walls at intervals of approximately 40 feet and a height of about 5 feet. The ramp slopes downward in a straight path for as far as the eye can see, at roughly a 10-degree angle.

The ramp affords easy access to the levels below. Its original purpose was to provide a means of ingress and egress not only for the inhabitants, but for the carts that they used to haul supplies into their home. The characters encounter no obstacles or traps en route. The dwarves reasoned that if an intruder breached the blockhouse and descended the ramp, it would be prudent to allow the enemy to enter the complex where they could deal with him on ground of their own choosing.

The ramp descends into a tunnel carved from the bedrock. The ceiling and walls are natural, though they have been smoothed by hand, and the floor is paved with broad



flagstones. Empty iron torch sconces line both walls of the tunnel, which extends some 30 yards into the earth before it levels out and becomes a corridor fashioned in the same style. This hallway continues straight ahead for another 20 yards until it reaches a pair of steel double doors set within an iron frame and lintel. Both doors and frame are rusted, though they still appear to be structurally sound. Each door is approximately 5 feet wide and 2 inches thick. The left-hand door stands halfway open, allowing characters to peer into the room beyond.

Room 2: The Welcome Mat

> Both doors are embossed with the same symbol: four vertical diamonds, three forming a triangle with the largest diamond in the center. The stone lintel above the doorway bears words carved in ancient dwarven runes. The left-hand door is wedged half-open, allowing a glimpse of the large room beyond. The air wafting gently through the open portal carries with it the faint feel of damp.

The message inscribed above the door reads "*Stand Fast the Iron Tower*," a reference to the ancient capital of the fallen dwarven kingdom of Gharraghaur. Likewise, the diamond symbol on the doors is the sign of that lost realm. The left-hand door is open about 3 feet and is missing its topmost hinges, so that most of its weight rests on the floor of the corridor. The door cannot be opened further without lifting it off the stone floor, a feat that requires a total Strength score of 24 or better. However, most characters should be able to slip (or squirm) through the opening without undue difficulty.

The dwarves prepared a most unpleasant welcome for any intruders who breached the blockhouse on the surface and then tried to enter the complex itself. This room is outfitted with a system of three linked traps to greet the unwary. The hazards consist of a ring of simple pit traps around the room's perimeter, an ascending floor trap in the center of the room, and the three doors that lead to the south, west, and north.

Characters who successfully check for traps on the floor beyond the doorway discover the two pit traps directly in front of the doors, but note that they do not appear to be armed. Stepping on the pressure plates that cover the pits appears to have no effect. (The pit covers remain in place until the steam mephit unlocks them, which won't be until the adventurers pass from this room into one of the adjoining corridors.) They cannot detect the remaining pits, nor the ascending floor trap or the traps on the other doors, without first checking those specific areas of the room. Characters who state that they are inspecting the room's ceiling notice a great number of circular holes, each about 2 inches in diameter, dotting the ceiling in an area the ends approximately 10 feet from the walls. Search as they might, the characters cannot locate any means of turning off the trap mechanisms: All are centrally controlled from the secret room (Room 9) and under the direct control of the steam mephit.

A single fire mephit lurks in the secret corridor attached to the room's southeast corner, watching for dinner guests. Activating any of the traps creates sufficient noise to alert the other mephits on the level to the characters' presence, so it doesn't need to rush off to alert anyone. Instead, it waits until the adventurers are busy negotiating a trap to harass them.

Pit Traps—These traps will not be activated until the characters move into one of the adjoining corridors. Once they leave this room, the steam mephit in Room 9 unlocks the pit covers and the heroes must deal with the pits when they reenter the area.

The 10-foot square stone blocks that form the room's floor perimeter (those blocks nearest the wall) are pressure plates, hinged on the underside where they join the wall. When they are activated, stepping on a plate causes it to swing open on its hinge, dropping the victim into a pit below. A successful Dexterity check (at a –2 penalty) allows the victim to avoid falling into the trap as it opens by reaching the central portion of the floor, or by grabbing the edge of the pit as she falls and hangs on. The pits are 30 feet deep, and a fall inflicts 3d6 points of damage. The pit floor and walls are constructed of 5-foot-square smooth flagstone blocks coated with a light film of moisture. The walls are too smooth to be climbed by anyone without special wall-climbing ability, and even rogues treat them as smooth, slightly slippery surfaces (see Table 67: Rates of Climbing in the *Player's Handbook*). The pressure plates reset on a spring hinge (unless the victim doesn't fit through the 10-foot square area, or manages to grab the edge of the pit, preventing the plate from closing again), sealing the victim in the pit below. Once a character falls into a pit, his companions can force open the cover with a successful Open Doors roll and can wedge it open the same way they can wedge a door open.

The mephits have cruelly salted the floors of the pits with "treasure:" worthless glass "gems" and copper coins with a permanent *fool's gold* cast on them. Each pit contains either 1d4 fake gems (40%) or 1d6 × 10 *fool's gold* coins (60%).

Ascending Floor Trap—Depressing any of the pressure plates (see "Pit Traps" above) triggers this trap, regardless whether the pit covers are locked or unlocked. Two rounds after any pressure plate is activated, the central section of the floor begins to rise up quickly, propelled by a column mechanism beneath. The floor rises to within 3 feet of the ceiling in 2 rounds. Simultaneously, barbed and rusted spears project through the holes in the ceiling. The spears strike victims with a THAC0 of 7 and deliver 1d6 points of damage per hit; a medium-sized character can be hit by 1d10 spears, and a small character is targeted by 1d6 spears. After 10 rounds the

mechanism retracts, withdrawing the spears and causing an additional 2 points of damage per spear hit due to the retracting barbs.

Collapsing Door Trap—The third and final trap in the room is the trio of doorways facing south, west, and north. A pair of heavy wooden doors reinforced with steel bands opens into the room by yanking on an iron pull-ring. These doors have visible hinges, but the trap removes a central rod that connects the hinges to the doorframe. When the pull-ring is yanked, the door falls forward with great force like a drawbridge opening. Individuals within an area as wide and tall as the door (7 feet tall by 5 feet wide) suffer 2d10 points of damage and are pinned until the door is lifted off them. Each door weighs approximately 400 pounds. A successful Dexterity check (at a –3 penalty) allows the victim to escape the trap by leaping or rolling out of the way before the door crushes him. While this trap cannot be disarmed (as the safeguards the dwarves put in place have been removed), a successful Remove Traps roll reveals how the door opens and thereby allows the PCs to avoid it.

Room 3: Portcullis Perils

Only 20 feet from the entrance chamber a metal portcullis extends from the ceiling to the floor, effectively barring the way.

When any of the three traps in the entrance chamber are activated (see Room 1), a portcullis descends from the ceiling of these three corridors at the position marked on the map, blocking access to the areas beyond. The corridors all share a uniform construction—flagstone floor, with natural rock walls and ceilings. Empty torch sconces line both walls at regular intervals. Each portcullis is itself a trap.

Portcullis Trap—Each portcullis is a metal gate that drops from the ceiling to the floor of the corridor. Characters may bend the bars of the portcullis without ill effect by making a successful Bend Bars roll. Or, PCs can attempt to lift the portcullis by making a Lift Gates roll. However, gripping the undersides of the crossbars to lift the gate produces two separate effects.

First, the undersides of the crossbars are coated with *sovereign glue* that has been treated with magic that prevents it from setting until it adheres to something. Anyone trying to raise the portcullis by gripping the crossbar is stuck fast in 1 round. If the character is wearing gloves when she grasps the crossbar, someone could cut the material from her hands to free her. *Oil of etherealness* or *universal solvent* dissolves the glue and releases trapped hands. Another, more painful, method of removing hands stuck to the crossbars is simply to pull on them with sufficient force (a combined Strength of 32 allows a character to tug free a stuck hand). This method is quick, but it also peels the skin and some muscle tissue from the victim's hand, causing 1d6+2 point of damage and making it impossible for the victim to perform any tasks with the wounded hand until it is healed.

Second, the action of pulling up on the crossbar triggers a mechanical trap, which activates with an audible click. A panel in the ceiling opens to allow a fragile glass globe to fall to the floor, where it shatters. The globe contains a quickly evaporating liquid that turns to gas on contact with air, generating a cloud 60 feet long by 60 feet wide by 30 feet deep; the gas remains visible and active for 1d4 rounds. All those caught within the cloud are subject to the effects of the gas and must successfully save vs. paralyzation or fall unconscious for 2d4 rounds.

If the characters aren't aware of their mephit stalkers yet, this is a good place for the PCs to realize that they aren't alone. Should any characters be rendered unconscious by the gas, one of the mist mephits takes this opportunity to create a *wall of fog* in the corridor. Using the fog as cover (and hoping that the intruders think it is more gas), the mist mephit and 1d3 mephit associates use the cover to attack the party in the corridor, retreating again the round before the *wall of fog* effect ends (remember that the mephits can fly, and prefer this means of locomotion to running).

Should the entire party be so unlucky as to be rendered unconscious, all the mephits (including the steam mephit) converge on the corridor and quickly bind the prone characters with ropes the steam mephit has in its secret chamber (Room 9). Once the adventurers are securely bound, the steam mephit flies off at top speed to inform one of the alu-fiends that the dinner guests are immobilized. Meanwhile, the remaining mephits relieve the characters of their personal belongings. The captive adventurers have about 16 rounds before one of the alu-fiends (50% chance for either) shows up with a work crew of dretch to haul the characters down to the habitat level. If the steam mephit found Estellia, the characters might have a chance to talk their way out of their predicament (see Room 28). If Anderia (Room 31) shows up, she sends a message via mephit to Viscaris, who (by way of his *crystal ball*) orders them put to death: He's not interested in meeting or eating anyone who couldn't even make it past the mephits.

Room 4: Tilting at Floors

The dwarves constructed this entire corridor and the room beyond to foil intruders. Invaders who made it beyond the portcullis and into this apparently unguarded corridor would believe they had outsmarted the dwarves, until they activated this two-part trap. The first part consists of a section of the corridor floor that tilts downward, creating a ramp to send intruders sliding toward the room at its end; the second part is a pit trap in the room at the end of the ramp. Both parts of the trap are activated when weight is placed on the pressure plates in the corridor.

Read the following text aloud to the characters if they activate the trap:

> Suddenly, the floor beneath your feet tilts sharply! From somewhere deep beneath your feet comes the sound of grinding metal gears and stone sliding against stone. The corridor is forming a steep ramp, and a dark pit is opening up at the lower end!

Tilting Floor Trap—Stepping on either of the pressure plates (marked "T" on the map) causes part of the corridor east of the portcullis (the portion of the hallway shaded on the map) to rise sharply, reaching an angle of about 40 degrees when it meets the ceiling. The machinery that raises the ramp is old and worn, and requires a full round to lift the floor into its final position. While the ramp lifts into position, characters in the corridor may attempt to find handholds on the ramp surface or the surrounding walls (the torch sconces might serve for lighter characters), or they may attempt to escape by moving back up the corridor before the ramp is in its final position, or by moving down the corridor toward the pit and gaining the safety of the ledge. Once the trap is fully sprung, anyone still in the corridor and not secured to something tumbles downward into the room beyond, where the second segment of this trap awaits them. The ramp descends back to the horizontal positions after remaining upraised for 5 rounds, resetting itself.

Pit Trap—When the corridor tilts to form the ramp, the floor in the center of the room retracts to reveal a yawning pit. Characters who tumble into the room take no damage from the slide, but their momentum hurls them into the pit unless they make a successful saving throw vs. paralyzation. Success allows characters to grab onto the edge of the pit as they fall. Those who fail their saving throw are so disoriented by their tumble that they fall into the pit without the opportunity to halt themselves. The pit itself is 40 deep and filled with 30 feet of water. Characters who fall into the water must either start swimming or begin to drown (see the rules for drowning in *Chapter 14* of the *Player's Handbook*). The cover of the trap resets itself when the ramp in the corridor lowers. The pit cover can be pried open as described for the pit traps in Room 2.

Room 5: Sliding Wall Trap

> The corridor appears to dead-end only about 15 feet beyond the portcullis.

Characters who search the blank wall to the west easily discover that the entire wall comprising the end of the corridor is a secret door, and that it slides upward into the ceiling when a particular palm-sized section of the wall is depressed. When this happens, the door rattles loudly up



into the ceiling, revealing a small compartment that is empty except for twin stone pillars finely carved to resemble young human women.

The pillars are a pair of caryatid columns, which activate and attack intruders when the door completes its ascent into the ceiling (1 round). The antechamber itself is quite small, barely large enough for the two columns.

Caryatid Column (Golem) (2): AC 5; MV 6; HD 6; hp 22, 22; THAC0 15; #AT 1; Dmg 2d4 (sword); SD immunities, shatter weapons; SW spells; SZ M (7′ tall); ML fearless (20); Int non- (0); AL N; XP 420 each.

Special Abilities: SD—immune to poison, *hold*, *charm*, *fear*, or other mind-affecting spells; +4 to saves; half damage from nonmagical weapons, magical weapons inflict full damage but do not add their magical bonus to damage total; 25% chance any weapons will shatter when it hits a caryatid column, reduced by 5% for each magical plus of the weapon; SW—*stone to flesh*, *transmute rock to mud*, or *stone shape* instantly destroy column with failed save.

On the round after the caryatid columns attack, 1d4 mephits (any other than the steam mephit) fly here to provide artillery support with their breath weapons, striking from the party's rear to catch them between the mephits and the attacking columns. If the characters defeat the columns and then focus their attentions on the mephits, the imps flee, flying away in the direction of the entry room (Room 2), hoping the characters follow and run afoul of the pit traps.

Room 6: Stairway to Nowhere

Beyond the portcullis, a search discovers a secret door in the north wall. The door opens by depressing a flagstone in the floor just to the right of the door's left vertical seam. When the characters open the door, read the following aloud:

> A section of the corridor wall slides away with a groan of long-dormant gears, revealing a stone staircase leading downward into the blackness. Empty torch sconces line both sides of the stairwell walls at regular intervals.

The dwarven architects and engineers prepared this trap to destroy or trap intruders who ventured into this corridor and were canny enough to search for secret doors. The staircase leads to nowhere and is, in fact, a trap.

Stairway Trap—The staircase appears normal enough until weight is placed on the section of stairs marked with a "T" on the map. Once that happens, the trap is sprung: A section of flagstone at the very top of the staircase slides open, releasing a huge, spring-loaded iron ball from its hidden compartment. The ball is a hollow sphere about 8 feet in diameter and weighing about 750 pounds; it gains momentum as it bounces down the stairs, but it's slowed by the corners, so it has a movement of 10. This should allow the characters to reach the bottom of the staircase if they hurry, but anyone caught under the ball suffers 8d6 of damage as it runs over them. At the bottom of the staircase is a small tunnel located just to the left of where the stairs dead-end against the stone wall. The tunnel is approximately 20 feet long, 3 feet wide, and 4 feet high, so there is enough room for about six medium-sized persons and their gear to jam themselves inside.

The tunnel allows the characters to avoid being crushed by the iron ball, but the huge sphere comes to rest at the end of the staircase, blocking the tunnel entrance except for a section about 2 feet wide at the lower corner. The characters can push the ball away from the tunnel opening with a combined Strength score of 32, and back up the stairs at a movement rate of 4 with a combined Strength of 40. However, their efforts to free themselves will be hampered by the mephits, who choose this opportunity to attack. At the same time, the steam mephit flies down to the habitat level to alert the fiends. It returns in 2d6 rounds with one of the alu-fiends in tow to capture the heroes as they toil up the stairway (determine which alu-fiend randomly; see Room 3 for details of a capture expedition).

Room 7: Water, Water Everywhere

> The interior walls, ceiling, and floor of this dark, dank room are slick with moisture, as are the four rusted iron columns that support the ceiling. A circular metal grate in the center of the room appears to be some kind of drain. The floor around the grate angles toward it slightly, allowing the moisture to run off into the hole. A pungent, wet smell that carries the strong scent of rot and offal reaches you even in the corridor outside the doorway.

The grate is indeed a drain, a rusted iron affair about 4 feet in diameter with 6-inch-wide spaces between the grating. The dwarves built this area to be a waste disposal room, although it functions somewhat differently now than it did when it was first put into service. The dwarves placed their waste material on top of the grate and then opened it with a lever mechanism, dumping the waste into the deep hole below. Gentle jets of water helped wash away the waste, pumped from hidden apertures in the four support pillars. Later inhabitants removed the lever and altered the grate mechanism to create a trap.

Water Jet Trap—When more than 100 pounds of weight is placed on the flagstones that surround the grate (the shaded area on the map), the drain cover drops away on a hinge while the pillars spray water toward the now-uncovered hole. The pressure of the water spray is strong enough to knock over a person and push him into the open drain

hole. Characters standing anywhere within the shaded area are hit by the water jets; characters hit by the jets and who weigh less than 400 pounds must make a successful saving throw vs. petrification or be swept into the drain. A successful saving throw indicates that the character managed to dodge the spray. Characters weighing more than 400 pounds who do not dodge the spray are knocked to their knees and thoroughly soaked but are not swept into the drain.

The drain hole is the top of a hollow metal tube 4 feet in diameter. The tube extends 20 feet straight down, and then opens up into an irregularly shaped natural chasm that drops another 80 feet until it ends at the top of an enormous pile of trash, midden, and offal. Fortunately, the accumulated trash has plugged the chasm at this point, creating a relatively soft heap of nonetheless vile muck that cushions the characters' landing—they suffer only 2d6 points damage from the fall. Unfortunately, once the characters reach the midden heap they must find a means to ascend the chasm and scale the drain tube. The walls of the tube are slippery and wet with water, stringy mosses, and congealed scum, making them difficult to climb without equipment or aid from above.

The carcass of a dead and partially devoured neo-otyugh lies atop the midden heap, doing its best to contribute to the nauseating aroma. Large chunks of its flesh have been ripped or torn from its rotting carcass, and its desiccated, rubbery tentacles are festooned about the garbage and filth like loathsome streamers. The beast entered the Dungeon of Death only two days ago and attempted to make its lair here, but the Shadow Curse claimed its life before it could even become accustomed to its new residence.

Room 8: The Dance of Death

The doors open to reveal an empty rectangular room, running about 40 feet lengthwise and 20 feet in width. Another pair of doors occupies the center of the opposite wall.

Balancing Block Trap—The areas of the floor shaded on the map indicate trapped sections of the floor. These traps consist of stone blocks set on pivots. Stepping on these causes the blocks to rotate and trap the intruder's feet. A trapped character must attempt a saving throw vs. petrification. Failure results in 2d4 points of damage and a broken leg (see below). A successful saving throw still results in 1d4 points of damage. In either case, the victim is trapped. The character must make a successful Open Doors roll to free himself. The effort takes 1 round and inflicts an additional 1d4 points of damage as the shifting blocks grind the trapped limb.

A broken leg remains useless until at least 9 points of magical healing are applied to the character; these points only serve to knit the broken bone. If left to heal naturally, the fracture heals in two months (one month if someone with the Healing proficiency tends the character). A character with a broken leg is reduced to crawling movement rate (about 30 feet per round or one-quarter the normal rate, whichever is less) unless the character uses a crutch.

Simple probing does not reveal the trap. A rogue can locate a trapped section of floor with a successful Find Traps roll and can jam the blocks in place with a successful Remove Traps roll; a –40% penalty applies to both. Dwarves can locate the trapped sections by successfully detecting stonework traps. The sections of the floor that are not shaded are not trapped and can be traversed safely.

The door on the south wall of the room is false and leads to nothing but the solid rock wall behind.

The mephits think this trap is a riot, of course. They take the opportunity to attack characters who enter the room, hoping to force or trick them into stepping on the trapped sections of the floor.

Room 9: The Killing Ground

The room before you is strangely shaped, its south wall shaped not unlike the head of a hammer or the top half of an anvil.

The dwarves designed this chamber as a place where intruders would be slaughtered mercilessly if they avoided all the other traps on this level. There are concealed spy holes where the secret door meets the north wall, which enable a watcher stationed in the passage to alert his comrades that they should prepare for intruders. A secret corridor runs behind the room's south wall, which is lined with arrow slits concealed by sliding panels that are activated by a mechanism inside the secret corridor. The corridor holds the levers that control all the traps on this level. There is one lever for each trap; raising the lever all the way arms the trap, while lowering it all the way disarms the trap. Disarmed traps do not operate at all. Moving a lever to either position is accompanied by a tremendous groaning sound as the gears and chains move beneath the stonework to set or disarm the appropriate trap.

The south wall itself is stone, but it is reinforced with steel to prevent enemies from breaking through to the other side. When enemies entered this room, dwarf soldiers with crossbows fired through the arrow slits, wreaking carnage on the intruders while enjoying a good deal of cover, and shutting the arrow slits whenever they needed to reload their bows.

The steam mephit hides behind the south wall, where it has access to the controls for all the traps on this level. Once the adventurers are inside the room, the mephit activates the mechanism that shuts and locks the door. Then it attacks through the arrow slits, using its breath weapon to good effect. The DM may wish to locate other mephits behind the wall as well, so that they can lend their firepower

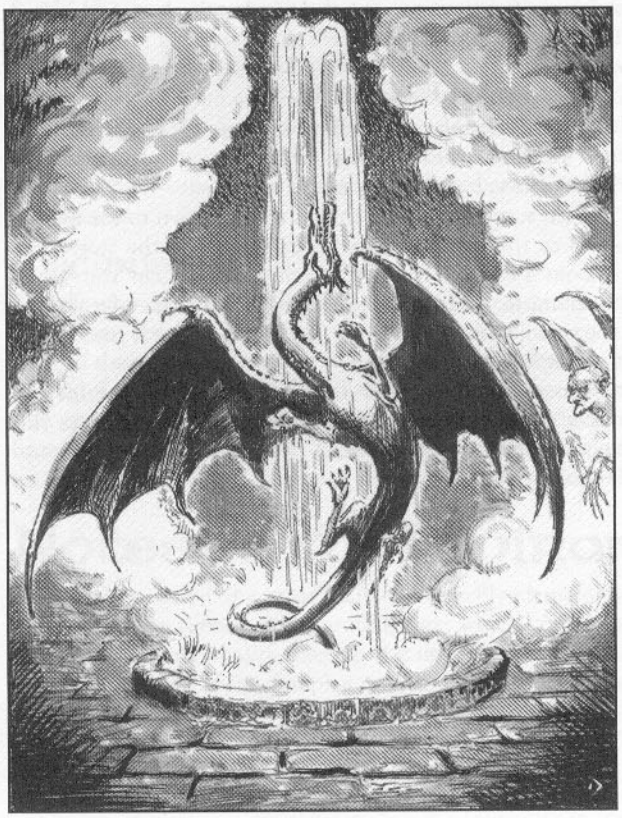
to the attack, particularly if the party has had too easy a journey up to this point.

Room 10: Abandoned Armory

> The remains of vast wood and stone storage cases line several walls of this deserted chamber. Four great stone chests sit on the flagstone floor about the room, each sealed with a stone lid.

Room 11: Guards' Quarters

This area was once a barracks built to house the forty dwarf warriors who guarded this level against intruders. These rooms have been used for similar purposes ever since, most recently by barbarian warriors of the Blue Bear tribe. Each room contains four simple bunks, a small wooden table with four chairs, bits of trash thrown all over the floor, and a variety of personal bric-a-brac. A layer of badly tanned furs and hides (all worthless) covers the bunks, and the mattresses are filled with uncomfortable dried straw. Many of the walls in these rooms are decorated with the same type of primitive graffiti that appeared on the interior walls of the blockhouse.



Room 12: Bath House

> Thick clouds of hot, swirling steam obscure the interior of this room. The sound of running water can be heard emanating from somewhere inside, but its source cannot be seen through the steam. The sudden opening of the door creates a slight breeze, however, and the air movement disturbs the fog long enough to allow you to glimpse a serpentine winged shape in the center of the room. It is visible only for an instant before the billowing vapors again hide it from your view.

The steam and the sound of running water arises from the bathing pool, a circular stone depression about 3 feet deep located in the center of the room. The winged shape is an ornate stone carving of a dragon taking flight, rising from the middle of the pool. The carving is about 6 feet high, and from its open jaws issues a strong, steady column of hot, steaming water that and falls into the pool below. The workmanship of the statue is exceptional, capturing very lifelike details.

The steam mephit uses this room as its headquarters when the dungeon is quiet. It enjoys the heat and humidity. Currently, one of the mist mephits is taking advantage of the party's presence to luxuriate in the atmosphere. When the PCs enter, it uses the steam's concealment to try to *gate* in more mephits, and then attacks the adventurers (–2 to the party's surprise roll due to the obscuring vapors).

Room 13: Officer's Quarters

> The door to this room has been removed, revealing the warm glow of a huge metal brazier placed in the southwest corner.

The commander of the dwarven guard contingent lived here originally. The room has served as a headquarters for a variety of commanders whose respective races have occupied the complex. Now it's the favorite relaxation spot for the fire mephits, who like to rest amid the brazier's glowing coals when they aren't dealing with guests. The brazier is a huge brass saucer about 7 feet across and 4 feet deep, filled with glowing coals and supported on a brass tripod that raises its rim about 3 feet above the floor.

Adventurers who inspect the room carefully discover dozens of hairy spider husks in a pile beneath an air vent (a rectangular opening measuring only 1 foot long by 8 inches wide, located about 7 feet off the floor). These spiders took up residence in the air vent, but quickly succumbed to the Shadow Curse.

Room 14: The Hard Way Down

A vaulted ceiling rises 20 feet above the floor this vast room. Although it is now almost empty, its purpose is plain to see—it once was a great storage area, where enormous quantities of supplies and material could be kept until they were needed. Beyond the light, the shadows are deep and black, underscoring the emptiness of this place.

Unless the characters use a beacon lantern to light their way, they won't be able to discern the lift mechanism or platform from the main doorway. They lie in the shadows of the recessed chamber far across the length of this vast room.

Eight shadows lurk in this room. The monsters have crept up from the mines below and attack any living creatures they can find.

Shadows (8): AC 7; MV 12; HD 3+3; hp 15, 17, 17, 18, 21, 22, 25, 26; THAC0 17; #AT 1; Dmg 1d4+1 (chill touch); SA Strength drain; SD +1 or better weapon to hit, 90% invisible in darkness, immune to *sleep*, *charm*, *hold*, and cold-based attacks; SZ M (6′ tall); ML special; Int low (6); AL CE; XP 420 each.

Special Abilities: SA—the touch of a shadow drains 1 point of Strength; points return 2d4 turns later. If reduced to 0 Strength, the victim dies and becomes a shadow.

Once the heroes have defeated the shadows and moved farther into the room, read or paraphrase the following:

An alcove houses what appears to be a large mechanism constructed of stone and metal chains, gears and pulleys.

A quick inspection determines that the mechanism is a device for lowering people and objects into the habitat and mine levels below. The dwarven builders brought their goods-laden carts into the storehouse until they were needed, then lowered them down to their destinations. The device consists of a wooden platform bound together with steel bands and attached by great chains to a system of pulleys and gears. These gears are in turn connected to a winch handle so large that it is clearly meant to be operated by several people.

The characters can use the platform to lower themselves down into the habitat and mine levels. Turning the winch handle in one direction lowers the platform, and turning it in the opposite direction raises it. It requires a combined Strength score of 30 to operate the winch mechanism properly, so it is unlikely that the entire party can descend at the same time. The mechanism is no longer as safe as it once was: The cargo platform could once hold more than 3,000 pounds easily, but age and overburdening have weakened it considerably. The platform can now hold approximately 1,000 pounds before the strain causes it to break apart.

Anything still on the platform when it starts to break up falls through the open shaft. Falling characters have a chance to save themselves by making a successful Dexterity check at a –3 penalty. If they succeed, they manage to grab onto the edge of the shaft where it meets the habitat level below and halt their fall, suffering 2d6 points of damage from the jarring impact to their arms. They can then haul themselves up onto the floor near the winch mechanism on that level. Characters who fail the check fall all the way to the bottom of the deepest mine shaft, hundreds of feet below, and die.

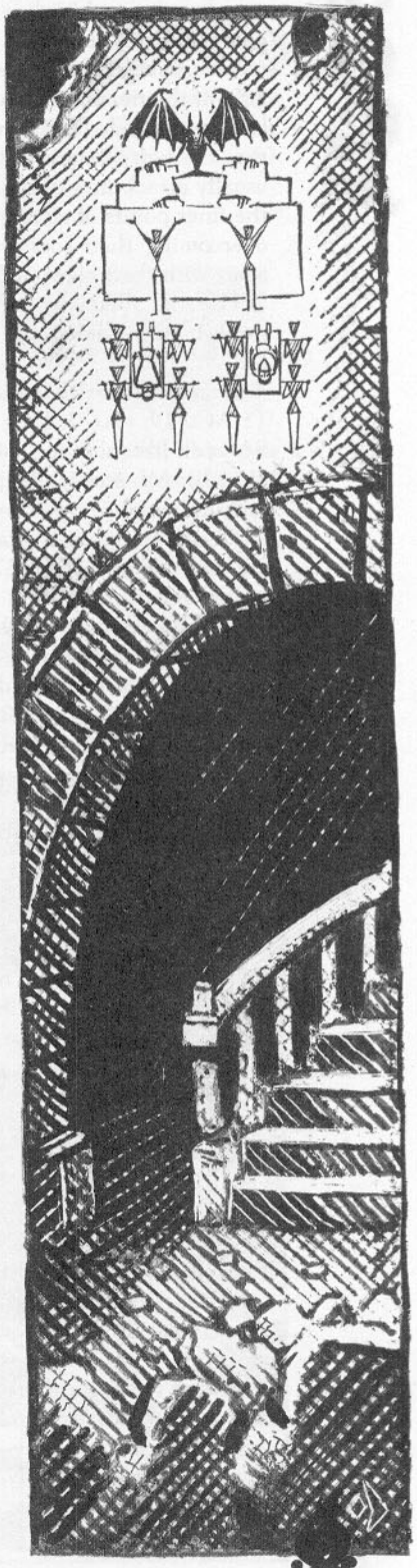
Room 15: The Easy Way Down

Once, this chamber would have been guarded by stout dwarven warriors, sworn to give their lives to defend access to the levels below, but now it is empty and silent.

This stone staircase is the only route down to the habitat level of the complex apart from the lift in the storehouse (Room 14), and it is considerably safer than the winch mechanism. The staircase descends some 80 feet deeper into the earth, with several twists and turns before it reaches the habitat level.

Once the adventurers descend the stairs or the lift and leave this level behind, the mephits lock the door to this room from the opposite side.

Habitat Level



Adventurers who reach the habitat level have left most of the old dwarven traps behind them, but now they must contend with a new threat: the tanar'ri. It is unlikely that the characters can enter the habitat level undetected. By this time, the mephit spies have provided Viscaris and Anderia with some general facts about the party, such as the PCs' races, physical descriptions, armor, weapons, and spell capabilities. The only thing working in the characters' favor is that the fiends won't know exactly when the party arrives on the habitat level, giving the adventurers just a few rounds of relative peace before their presence is verified. But once the alu-fiend Anderia hears the signal (see Room 16), the hunt begins in earnest.

The habitat level map on the interior back cover shows this level.

Anderia's Strategy

Viscaris has given orders to capture the adventurers alive. Anderia knows that's a tall order: Anyone who survived the traps and mephits on the entrance level must be lucky, skilled, or well equipped (or all three). Once she knows the adventurers are here, she forms up three teams consisting of eight dretch per group and sends them along predetermined routes to converge on the quarry. She leads one such team herself. If her teams are wiped out, she recruits more dretch from the workshops (Room 26), and replaces her losses by ordering the dretch to *gate* in fresh fiends. She prefers to use the dretch for these activities because the manes are generally too undisciplined, but in a pinch she won't hesitate to involve them as well.

Anderia prefers either to ambush the dinner guests or herd them into a place where they can be captured more easily—the ruined auditorium (Room 29), the audience chamber (Room 32), and the old dwarven temple (Room 34) are ideal for this purpose, since they have only one exit each. If she is ever seriously wounded from the fighting, she withdraws and returns to her quarters (Room 31), where she can heal herself and devise new tactics for capturing the adventurers.

Viscaris's Activities

Shortly after he receives word that the adventurers are on their way down, Viscaris begins attempts to scry the characters, using his *crystal ball*. He tries to follow their progress personally, both so that he won't have to rely entirely on messengers and so that he can better judge the quality of his dinner guests. Perversely, the more successful the characters are at avoiding capture and fighting the fiends, the more impressed with their quality Viscaris will be, and he becomes more determined to devour them. He initially relies on Anderia to take the adventurers captive, but if things start to go wrong he steps in and takes over the hunt.

Notes on the Environment

Except where noted, the environment is virtually identical with that of the entrance level. The most obvious exception is the architecture, which combines more decoration and ornamentation with its functionality than on the upper level. The Shadow Curse affects all living creatures on this level of the complex as well, with the exception of those who enter the shrine to Dumathoin (Room 35) or the forgotten crypt (Room 36).

The Tanar'ri

The tanar'ri have made this level their home. Any fiends that the characters encounter outside the places noted in the text are likely to be in the middle of some task, such as carrying messages or moving equipment, which they will be only too happy to set aside to attack the party. Fiends that are not members of Anderia's hunting teams are less likely to remember that they are supposed to capture intruders and not kill them. Whenever the heroes

encounter tanar'ri who are not under Anderia's direct command, roll percentile dice for the fiends' reaction: The tanar'ri remember their orders and try to capture the party 50% of the time. The rest of the time they either attack to kill immediately (50%) or spend 1d4 rounds trying to capture the party before trying to kill them (50%). Tanar'ri usually attack in a disorganized, howling mob, eschewing the finer points of strategy and tactics for the sheer joy of overcoming their foes with numbers, or ripping people apart with their claws and teeth.

Use the following statistics for the common tanar'ri throughout the dungeon.

Dretch (Tanar'ri, Least): AC 4; MV 9; HD 2; hp 14; THAC0 19; #AT 3; Dmg 1d4/1d4/1d4+1 (claw/claw/bite); SA spell-like abilities; SD immunities; MR 10%; SZ S (4′ tall); ML steady (11); Int low (6); AL CE; XP 1,400 each.

Special Abilities: SD—immune to electricity, nonmagical fire, and poison; suffers half damage from cold, magical fire, and gas.

Spell-like Abilities: 1/day—*stinking cloud*; at will—*darkness 15′ radius*, *infravision*, *scare*, *telekinesis*. Once per day a dretch can attempt to *gate* in 1d4 dretches with 50% chance of success.

Manes (Tanar'ri, Least): AC 8; MV 6; HD 1; hp 7; THAC0 20; #AT 3; Dmg 1d2/1d2/1d4 (claw/claw/bite); SA acidic vapor, spell-like abilities; SD immunities; MR 10%; SZ S (3′ tall); ML fearless (20); AL CE; XP 975 each.

Special Abilities: SA—*Acidic vapor*—killing a manes dissipates it into a noxious, stinking vapor that reforms in 24 hours, anyone within 10′ of a manes when it dies must save vs. poison or sustain 1d6 damage; SD—immune to electricity, nonmagical fire, poison, and mind-affecting spells; suffers half damage from cold, magical fire, and gas.

Spell-like Abilities: at will—*darkness 15′ radius*, *infravision*.

Rutterkin (Tanar'ri, Least): AC 0; MV 12; HD 4; hp 27; THAC0 17; #AT 1 or 2; Dmg 2d4 (snap-tong) or 1d6+1/1d6+1 (claw/claw); SA snap-tong, spell-like abilities; SD immunities; MR 10%; SZ M (6′ tall); ML steady (12); Int average (8); AL CE; XP 2,000 each.

Special Abilities: SA—snap-tong continues to inflict 2d4 points of damage each round until the opponent breaks free by scoring a hit on the weapon (AC 5); SD—immune to electricity, nonmagical fire, and poison; suffers half damage from cold, magical fire, and gas.

Spell-like Abilities: 3/day— *telekinesis*; at will—*darkness 15′ radius*, *fear* (by touch), *fly*, *infravision*. Once per day a rutterkin can attempt to *gate* in 1d8 least tanar'ri with a 50% chance of success.

Bar-lgura (Tanar'ri, Lesser): AC 0; MV 9, climb 15; HD 6+6; hp 38, 44, 47, 50; THAC0 15; #AT 3; Dmg 1d6/1d6/2d6 (claw/claw/bite); SA spring attack, spell-like abilities; SD immunities, camouflage; MR 30%; SZ M (5′ tall); ML elite (14); Int average (10); AL CE; XP 8,000 each.

Special Abilities: SA—can spring up to 40′ and attack in the same round; SD—immune to electricity, nonmagical fire, and poison; suffers half damage from cold, magical fire, and gas; Hide in Shadows (as a thief) 95%.

Spell-like Abilities (at 6th level): 2/day—*change self*, *invisibility*, *spectral force*; at will—*darkness 15′ radius*, *detect invisibility*, *dispel magic*, *entangle*, *fear* (by touch), *infravision*, *plant growth*, *telekinesis*. Once per day a bar-lgura can attempt to *gate* in 1d6 bar-lgura with a 35% chance of success.

Room 16: Entry Chamber

All the doors that once enclosed this room are missing, leaving behind a trio of open corridors, one in the center of each wall. Although nothing can be seen down any of the corridors, you hear a confusion of sounds that requires a moment to separate. After moment, you hear the distinct sound of pitiful whimpering comingled with the sound of loudly jangling cowbells, as if a herd of cows were in mourning. The sound seems to be emanating from somewhere in or beyond the corridor opposite the stairs. You can also hear the lower, subtle noise of distant activity, as if a number of people were moving about and talking in low voices. The origin of this sound is more difficult to pinpoint. It seems to be coming from all three corridors.

The absence of the doors allows characters to hear both the din of activity coming from the workshops (Rooms 26a–d), and the pitiful howls of the two rutterkin on guard duty in the Hall of Honor (Room 20). Once the party moves into the room, read the following aloud:

A pair of grotesque creatures, resembling horribly misshapen humans with grayish skin, pointed skulls, and huge deformed ears, burst from their concealment just inside the corridor opposite the staircase. Emitting what sound like pathetic howls of anguish, they race away from you down the hallway. Strapped to their bodies are dozens of bells large and small, and these emit a cacophony of jarring sounds with every step the creatures take.

These rutterkin serve as an early warning device for the habitat level. If not stopped, the rutterkin disappear into the darkness, their noisy passage alerting the other fiends to the adventurers' appearance on this level. They stop running to

fight if attacked or cornered. Even if the party kills them swiftly or gives pursuit, the PCs have a scant 1d3 rounds before the vigilant Anderia leaves the workshop area and leads a squad of fiends in their direction. Anderia and her squad home in on the sound of the rutterkin bells. She marches her group right up the Hall of Honor to the entry chamber, while she orders two more squads of eight dretch each to station themselves in the main storehouse (Room 19) and the feast hall (Room 22) respectively. Anderia hunts the characters through the habitat level from this point onward, and she will not relent until they are captured or she is dead.

Rutterkin (Tanar'ri, Least) (2)

Room 17: Lift Station

This oddly shaped chamber houses a large mechanism constructed of stone and metal chains, gears, and pulleys. The various parts of the machine cast strange, abstract shadows in the glow of the torches that light the room.

This area is normally uninhabited. The elevator mechanism that extends from the storehouse on the entrance level down into the mines passes directly through this chamber. The lift operates in exactly the same manner described in Room 14.

If the characters use the platform to winch themselves down into the mines without accident, they reach the first mine level approximately 500 yards beneath this room, the second some 80 yards below the first, and the third about 60 yards under that.

Room 18: Guard Area

On the north wall of this small room are two metal levers about 3 feet long and about 3 feet off the floor. Both levers bear small flakes of ancient paint—red on the right and green on the left.

There are normally no inhabitants in this area, which was once used by dwarven guards to keep a watch on the lift and make certain that intruders did not use it to access this level from above or below. Pulling the red lever rings a loud bell in the workshops (Room 26a–d). The PCs cannot hear this sound from this location, but it brings 2d4 dretch running from the workshops in 1d3 rounds.

Pit Trap—Pulling the green lever activates a pit trap beneath in the marked area. A 10-foot-by-20-foot section of wall falls away on a hinge attached at the side nearest the



west wall, dropping anyone standing on the affected area into a 20-foot-deep pit. Victims must make a successful Dexterity check to avoid the trap, or suffer 2d6 points of damage from the fall.

Room 19. Main Storehouse

The size of this room suits its current function as a great storehouse. Massive stone pillars reach up to the ceiling at least 50 feet above your heads, and scattered on the floor is an astonishing collection of objects. Overturned ore carts, cracked stone urns, timber beams, piles of rusting mining tools and heaps of rotting cloth sacks are only a few of the shapes you discern at just a glance. These junk heaps seem to go on forever, though a narrow pathway meanders its way from the door and throughout the massed piles of stuff.

As you observe this spectacle, your ears are greeted with the echoing shock of a tremendous crash that emanates from somewhere amid the junk piles, followed by an unmistakable sound. You don't recognize the language, but you know cursing when you hear it.

The demons have been tossing unwanted objects in here ever since they first invaded the mines. Just about any kind of material that the DM deems appropriate may be found here, such as ore carts full of useless ore and broken masonry, barrels full of dried paint, construction materials and tools, bundles of rotting burlap, broken furniture, piles of rusted and dented dwarven helms, and torn sacks full of tarnished eating utensils. At the DM's discretion, the characters might be able to locate items that will be useful to them during the remainder of their explorations (for example, casks of lamp oil, coils of silk rope, grappling hooks, ordinary but usable weapons, or crossbow bolts).

Eight dretch made the awful din the adventurers heard when they opened the door. They are idling here, with their pets, a pair of vorr; the dretch are throwing a couple of elf skulls into the trash piles for the vorr to retrieve. Their game produces frequent loud crashes and bangs. The dretch hunting team that Anderia sent this way arrives only 1d3+1 rounds after the PCs entered the level. That squad makes a complete sweep from the entrance nearest the workshop down to the lift station and then out into the entry chamber. If the adventurers enter this room while the hunters are inside, they'll have even more fiends to contend with.

Dretch (Tanar'ri, Least) (8 or 16)

Vorr (2): AC 6; MV 15; HD 3+4; hp 21, 26; THAC0 17; #AT 3; Dmg 1d3/1d3/2d4 (claw/claw/bite); SA knockdown, thief abilities; SD surprised only on a 1, shadow form; SZ M (5′ long); ML average (10); Int low (5); AL CE; XP 420.

Special Abilities: SA—if a vorr's bite attack succeeds by 4 points or more, the victim must make a Strength check or be knocked to the ground; Move Silently (60%), Hide in Shadows (50%); with surprise, vorr can bite as a backstab with +4 attack bonus and double bite damage, SD—1/night can take on shadow-form for 10 minutes, cannot be harmed by physical attacks and is 90% invisible.

Room 20: The Hall of Honor

The long corridor before you is flanked by ten alcoves, five to either side. They are separated by a space of 10 feet. Each alcove is a shallow rectangular space with one side open to the corridor, so that anyone walking down this hallway may see into each alcove easily. An unpleasant odor, reminiscent of rotting flesh, wafts through the air.

This corridor is lined with 10-foot-by-5-foot spaces that once housed stone statues of dwarf honorees. Now all that remains of those monuments are broken chunks of stone that litter the alcove floors. Only the statue remnant in the first alcove on the right—a pair of stone boots rising from the floor to disappear at the knee, as if the figure's upper portions were snapped off or smashed to pieces—gives any hint of this hall's former purpose.

The stench comes from the carcass of a dead carrion crawler, which occupies the center left alcove. Killed by the Shadow Curse, numerous bite-size chunks of its flesh have been torn away by the dretch and manes that populate this level.

Room 21: Living Quarters

This area was once the main living quarters for the dwarf miners. Unlike the smaller and sparsely furnished quarters on the entrance level (Room 11), these family units were designed to hold from two to six dwarves each. The staircase leads to two more successive living quarters identical with this one, and from the third such area down into the mines themselves.

The furnishings of these rooms once reflected the comforts of the ideal dwarven living situation, but the intervening millennia have seen them stripped of their original appointments. Each room now contains little more than several makeshift beds (often simple piles of skins or rags), a few stone or wooden boxes holding worthless personal items, and sometimes a demonic inhabitant.

For every 5 rounds the characters spend searching these living quarters, there is a 20% chance (cumulative) that they run afoul of a dretch patrol. The patrol consists of eight dretch until the chance reaches 100%, when the patrol is the squad led by Anderia.

Room 22: Feast Hall

A fire roars in the great stone fireplace that dominates the easternmost wall, permeating the air of this room with the faint odor of burning wood. A disorganized, jumbled pile of firewood is heaped carelessly on the floor near the hearth. Four massive stone pillars, each engraved with ancient dwarven runes, support the high vaulted ceiling of this enormous feast hall. The wooden trencher tables lining the floor between the pillars are clearly not dwarven in origin, however, for they are far too crude to have been made by the skilled builders of this place.

This vast room has served at the main meal area for every group ever to occupy this complex. The furniture the dwarves built has long since vanished, replaced by tables and benches of more recent vintage, constructed of rough-hewn timbers covered with dried food stains.

The woodpile contains hundreds of individual pieces of kindling. If the adventurers search the pile, they find a battered *wand of wonder* that still has six charges left. One of the mephits discarded the wand after the imp decided it wasn't worth the trouble it caused.

One of the dretch patrols Anderia sent to hunt for the adventurers passes through here 1d3+2 rounds after the PCs entered the level.

Dretch (Tanar'ri, Least) (8)

Room 23: Kitchen

A single glance reveals that this area was and still is a kitchen used for food preparation.

Stone cabinets and marble counter tops, all sized conveniently for persons of dwarven stature, provide workspace along the walls. Once they had sturdy wooden doors covering their storage spaces, but those have either rotted away or been destroyed. A great stone fireplace stands in the center of one wall, its hearth heaped with long-cold ashes. Two large cooking pits that double as bread ovens rest in the floor to the side of the fireplace.

Room 24. Cold Storage

A blast of icy-cold air hits you as the iron door opens to reveal a grisly sight: dozens of frost-rimed body parts heaped on the ice-coated floor of this unnaturally cold chamber.

A powerful enchantment renders this room permanently cold to the point that it freezes solid any ordinary object left within for longer than a few hours. It was originally designed to keep perishable foods cold so they could be consumed later. The demons use it for the same purpose (albeit with a grisly twist). Most of the frozen body parts are human and once belonged to Blue Bear tribemen who fell victim to the demons' appetites. The chamber is also the favored lair of a quartet of ice mephits, who react first with surprise and then with hostility if the chamber door is opened by anyone other than a fiend or another mephit.

Ice Mephits (4)

Room 25: Storehouse

Bare stone reflects the light of a half-dozen torches placed in wall sconces around this otherwise empty room.

While there is nothing of interest here at the moment, that soon changes. If the characters remain in the room longer than 3 rounds, they receive a visit from a pair of ice mephits who are working with four dretch to move a heavy oak table and several chairs into the chamber on the orders of Viscaris; he intends to convert it into a private dining area. The dretch struggle to maneuver the table into the room, while each mephit carries a matching chair. Unless the party is making a considerable amount of noise, the newcomers will be surprised when they enter the room and see the PCs. After they recover from their shock, they attack.

Dretch (Tanar'ri, Least) (4)
Ice Mephits (2)

Room 26: Workshops

Small chambers radiate from three sides of a large central room, and in each of these areas fiends work on a variety of tasks. The sharp stench of hot metal, the hideous forms of the grotesque humanoids moving about in the lurid glow of the forge and torches, and the sound of their gibbering, drooling speech revolt your senses.

The chambers radiating from the large central room once housed the various crafts that the dwarves practiced—metal smithing, leatherworking, carpentry, gem cutting and polishing, and other tasks necessary to sustain their operations. Some of these chambers still contain accoutrements of the trades that were once practiced within, while others have been cleaned out or refitted over the long centuries and give no hint of their original purpose.

A team consisting of dretch and manes labors in the central area, constructing a crude scaffold made of rough timber, bent nails, frayed rope, and torn, stained fabric. The dretch

pound nails seemingly at random and drape the cloth without any apparent pattern. The manes do little more than hold more material and laugh at the dretch. The structure is meant to be a platform from which Viscaris can address his minions, but it's probably one of the least impressive public speaking aids ever created.

A total of thirteen dretch and sixteen manes demons occupy this area, even after Anderia dispatches her hunters. All of the tanar'ri gladly escape their hateful tasks by turning their attentions on intruders. In the unlikely event that the adventurers have somehow managed to infiltrate the habitat level completely undetected, Anderia is also here with an additional twenty-four dretch that mill about in the gem workshops until called (Room 27).

Dretch (Tanar'ri, Least) (13 or 37)
Manes (Tanar'ri, Least) (16)

Room 26a. Smithy: A massive forge dominates this chamber, operated by a group of six dretch and six manes. They struggle to manipulate the smithing tools with their awkward clawed hands. If the characters observe them for a few moments, they notice that the dretch are trying to forge a huge, multibladed weapon, but that the process breaks down every few minutes while they disagree violently about the best way to go about it.

Room 26b. Carpentry Workshop: Four dretch and seven manes, surrounded by a big pile of rough-cut lumber, are trying to construct some kind of wagonlike device. They've managed to build a crude wooden platform and attach a square wheel to one corner, but that's the extent of their progress so far.

Room 26c. Leatherworking Shop: Six dretch are trying to sew together huge pieces of badly tanned leather with long strips of equally inferior leather thongs and bone needles. Their master ordered them to create a vast leather tarp, which he plans to use as a giant tablecloth in his new private dining room (Room 25), but the incompetent dretch have produced something that looks not unlike a patchwork in the shape of a giant letter "Q."

Room 26d. Mine Cart Repair: A dozen or so damaged mine carts are piled in this room. Each cart is basically a wooden box bound with iron and set on four wood-and-iron wheels. Some are missing one or more wheels, others timbers from their sides or floor, and still others have faulty braking mechanisms. Three dretch are trying to fit two broken wheels back onto a cart, apparently unaware that they're trying to fit them on backward.

Room 27: Gem Workshops

This room is similar to its neighbor, featuring several smaller workshop chambers attached to a larger room. Unlike the craft workshops, however, this room is dark and silent.

These chambers contain many short stone worktables, all of uniform height and size: very comfortable for dwarves, but much less so for taller folk. The dwarf gem sorters, cutters, and polishers once plied their trades in these rooms, but the chambers have fallen into disuse and now stand empty.

The dretch that form Anderia's hunting parties wait here until called. The PCs are unlikely to encounter them here, since they are either sent off to hunt when the heroes enter the habitat level or are called into Room 26 when the PCs enter that room.

Room 28. Estellia's Quarters

This large room was once a storage area, but Viscaris converted it into makeshift living quarters for Estellia, one of the two alu-fiends who serve him.

Estellia, tanar'ri, lesser—alu-fiend (1): AC 0 (*ring of protection +2, chainmail +3*); MV 12, fly 15 (D); HD 2; hp 16; THAC0 19 (17 with *longsword +2*); #AT 1; Dmg 1d8+2 (*longsword +2*) SA spell-like abilities; SD intuition; immunities, cold iron or +1 weapon to hit; MR 30%; SZ M (5′ tall); ML steady (12); Int very (12); AL CE; XP 4,000.

Special Abilities: SA—alu-fiend receives half of the damage she causes through a normal melee attack on an opponent as hit points up to total; SD—innate intuition warns of impending danger 75% of the time; immune to electricity, nonmagical fire, and poison; suffers half damage from cold, magical fire, and gas.

Spell-like Abilities: 1/day—*dimension door*; at will—*charm person, darkness 15′ radius, ESP, infravision, shape change* (humanoid form of approximately own height and weight only), *suggestion.*

Special Equipment: mark of invisible alignment, rope of constriction, wand of secret door and trap location (6 charges).

The adventurers find Estellia at home regardless of the hue and cry raised by their presence, because she is currently giving vent to a fit of pique. Roll percentile dice for Estellia's intuition before the adventurers enter. If she senses danger (such as if the DM knows the PCs intend to slaughter anyone in this room regardless of circumstance), she conceals herself behind the doorway and attacks the first person who enters with her *rope of constriction*, switching to her *longsword +2* when it is advantageous to do so and exiting via *dimension door* if the fight looks hopeless. If her intuition fails to warn her, the characters find her pacing the floor and

fuming about the insults she's recently suffered at the hands of Viscaris and Anderia. In this case, she barely looks up at the adventurers in the doorway as she snarls, "And just what in the Nine Hells do YOU want?" Her question invites a response, which may lead to a surprising dialogue, at least from the party's point of view. She wears a *mark of invisible alignment*, which can be penetrated only by a *gem of true seeing* or its equivalent.

Estellia isn't nearly as patient as her compatriot, "that bootlick," Anderia (Room 31). She's impatient with Viscaris and dislikes her role as the servant of a fledgling tanar'ri. She definitely regrets her agreement to serve a snob and a weakling, and she resents Anderia for convincing her to stick around when the rest of the tanar'ri left the dungeon. She also suspects that Anderia has been undermining her influence with Viscaris. Right now she wants nothing more than to either go her own way or find service with a more powerful and worthy master.

If the adventurers parley with Estellia, she vents about the shabby treatment she's received from the nabassu, giving them some valuable clues as to his plans and nature. She can tell the adventurers a great deal about the layout of the Dungeon of Death, although she prefers to give cryptic advice ("When you get to the auditorium, watch your footing") rather than specific information. If the adventurers listen to her rant or seem sympathetic, she goes so far as to offer them an alliance, telling them where they can find the nabassu. She makes liberal use of *ESP* to determine whether or not they intend to honor any bargains they make. If she strikes a deal that she believes the characters won't break, she offers them her *wand of secret door and trap location* (which has seven charges left, though she doesn't know that) as a token of her intent to abide by their agreement.

Estellia's quarters are quite sparse, especially compared to those of Anderia. She has a simple bed with a straw-stuffed mattress, a battered table with two chairs, and a stone chest that holds her meager belongings: several changes of serviceable traveling clothes and two large leather sacks containing a total of 325 pp.

Room 29: Ruined Auditorium

The door opens to reveal a semicircular space curving away from you, shaped into a series of rising stone seats that face an elevated stone platform in the center of the room. The ceiling is also curved, forming a half-dome at least 60 feet high at its highest point and streaked with scorch marks along the portion nearest the stone benches. Massive, jagged cracks split the floor in the center of the room, extending up into the stone seats where they disappear into piles of loose, scorched rubble, rock, and masonry.

This once-majestic auditorium was the site of a pitched battle between the demons and a brave but doomed band of adventurers who made it this far into the complex. It has remained unoccupied and unused since that time, since the battle weakened the room's structural integrity. Provided that the characters remain on the floor, stage, or the center of the seating area, their footfalls cause only loud creaks and groans in the stressed stonework and masonry. But they risk serious injury if they venture too near the rubble.

Anderia orders her hunters to drive the adventurers into this room if they have the opportunity to do so. It's the ideal ground for capturing them, due to the unstable nature of the rubble. If she can herd the characters here, she leads a charge against them with a composed force of all the surviving hunter dretch.

Setting foot within 10 feet of the rubble has a 20% chance of causing a rockslide; this chance increases by 10% for every 100 pounds of weight (cumulative). Therefore, a character weighing 100 pounds and carrying 100 pounds of equipment has a 40% chance of starting a rockslide. If the debris begins to slide, it is accompanied by a brief groaning sound followed by a low rumbling, and culminating in a tremendously loud roar and crash.

The rubble slides from the upper portion of the seats down toward the floor area, catching anyone within 10 feet of the original rubble piles and carrying them down to the floor with its motion. Characters caught by the slide in this fashion suffer 4d10 points of damage and become pinned under the settling rock. Pinned characters suffer 1d6 points of damage per round while pinned. Characters who aren't buried can try to dig their companions out. In 1 round, a PC can clear 1 cubic foot of loose rock. If the character has tools such as a shovel, spade, pick, or prybar, he can clear twice as much in the same amount of time.

Room 30: Waiting Room

A pair of tall stone braziers filled with glowing coals lights this empty room. Three options present themselves: two doors on the south and east walls and an open passageway on the north wall.

Room 31. Anderia's Quarters

These chambers are currently the private quarters of the alu-fiend Anderia. Anderia stands highest in the Viscaris's favor among all the fiends in the dungeon, and therefore he permits her to dwell in this opulent set of rooms.

Anderia, female alu-fiend (lesser tanar'ri) M10: AC 2 (base 5, *ring of protection* +3); MV 12, fly 15 (D); hp 16; THAC0 19 (16 with *scimitar* +3); #AT 1; Dmg 1d8+3 (*scimitar* +, cold iron or +1 weapon to hit; MR 30%; SZ M (5′ tall); ML steady (12); Int genius (17); AL CE; XP 6,000.

Special Abilities: SA—alu-fiend receives half of the damage she causes through a normal melee attack on an opponent as hit points up to total; SD—innate intuition warns of impending danger 75% of the time; immune to electricity, nonmagical fire, and poison; suffers half damage from cold, magical fire, and gas.

Spell-like Abilities: 1/day—*dimension door*; at will—*charm person, darkness 15′ radius, ESP, infravision, shape change* (humanoid form of approximately own height and weight only), *suggestion*.

Spellbook (4/4/3/2/2): 1st—*burning hands, chill touch*, identify, magic missile*, Nystul's magic aura, protection from good*, shield, taunt**; 2nd—*blindness, invisibility*, Melf's acid arrow, mirror image*, ray of enfeeblement*, rope trick, Tasha's uncontrollable hideous laughter**; 3rd—*dispel magic, explosive runes, fly*, slow*, vampiric touch**; 4th—*charm monster, confusion*, minor globe of invulnerability**; 5th—*demishadow monsters*, domination, wall of force**.

* Indicates memorized spell.

Special Equipment: six *beads of force* (5d4 points of damage, anyone within 10 feet must save vs. spell or be encapsulated in a *sphere of force* for 3d4 rounds).

Unless Anderia is gravely wounded, she won't be at home but rather will be hunting for the characters. If she is here, roll for her intuition before the adventurers enter the room. If she senses no danger, the PCs find her in the bathing room, drinking her *potion of extra-healing*. When she sees the characters, she shrieks a surprised curse and uses *dimension door* to vacate the premises, teleporting into the waiting chamber (Room 30). If she's still wounded, she departs to assemble more fiends to hunt the adventurers, and if not she prepares to ambush them with spells when they exit her room.

If Anderia's intuition warns her in time, she either uses *dimension door* to escape before the PCs enter or she places a *wall of force* spell in the doorway of her bath chamber, leaving enough space over which she can cast spells or hurl *beads of force* at intruders.

Room 31a. Parlor: This area features a beautiful table carved from a dark, polished wood with four matching chairs. Atop the table is a silver serving tray set with six crystal goblets and a crystal decanter filled with a dark purple liquid (a *philter of love*).

Room 31b. Bathing: The center of this room contains an oval pool filled with water scented with rose petals and warmed by a firebox below. A huge gilded mirror dominates the east wall. Placed in front of the mirror is a marble-and-wood countertop and wooden chair; the countertop holds a silver comb and a variety of small ceramic pots of kohl, and vegetable dyes. Among the containers is a leather flask with a silver stopper. The liquid inside is a deep crimson in color, with the consistency of honey and a smell like charred flesh. This is the tanar'ri equivalent of a *potion of extra-healing*, but it works only on fiends: Any other creature who consumes even a taste is affected as if he or she had swallowed a deadly poison (Type J). A large wooden armoire stands along the north wall, filled with a variety of clothing that fits most average-sized human males and females: gowns, tunics, breeches, shoes, boots, cloaks, and dresses.

Room 31c. Bedroom: This room contains a big feather-bed with a dark, polished wooden frame and topped with at least a dozen feather pillows, a small marble-topped table and a single wooden chair, and a stone fireplace. Anderia's spellbook (the first page of which is trapped with *explosive runes*) is hidden in a pouch secreted in the lining of the mattress.

Room 32: Audience Chamber

This room served as the seat of government for the dwarven clan that delved the mines. This was their assembly place, a vast hall wherein the clan leaders and members conferred with one another. Carved stone torches are mounted around all the walls of the room at a height of about 6 feet. A great mural covers the entire north wall, carved in bas-relief and depicting dwarf warriors fighting bravely against trolls, medusae, and other foul monsters.

A single rutterkin tanar'ri occupies the room. If the characters enter the room with a minimum of noise and fuss, they take the rutterkin by surprise as it idly chips away at the mural with its polearm. Otherwise, the rutterkin hears them and prepares for their entrance by hiding itself to the side of the door. The rutterkin attacks any non-tanar'ri who enter the audience chamber.

Tanar'ri, Least—Rutterkin (1)

The stone torches on the walls flare suddenly to life the moment any dwarf enters the audience chamber, burning with a bright but heatless light equal to a *continual light* spell. Once activated, the light cannot be extinguished by *dispel magic* or *darkness* spells, but ceases the moment the room is again empty of dwarves.

Though all obvious signs of the clan's wealth were looted centuries ago, this room still hides a final secret, concealed behind the mural. The scenes in the mural depict the final decade of the mine's existence, primarily the efforts of Oremaster Erden Deepdelve to defend his people against the depredations of trolls and a band of medusae. There are three triggers built into three of the carvings; activating them in the sequence presented below

opens a well-hidden secret door. So cunningly is the door built into the mural that nondwarves—even elves—have difficulty locating it. Dwarves can find it with a successful check for shifting stonework, but only when actively searching the section of the wall that contains the door. Elves and half-elves cannot spot the secret door just by looking at it, but if they actively search a 20-foot wall section containing the door, they find it on a roll of 1 on 1d6. Other characters locate the door on a roll of 1 on 1d10 if they actively search.

Dwarf characters receive a Wisdom check to recognize that the mural is a narrative, and that certain events depicted occur before others, enabling the dwarf to determine the proper trigger sequence. Nondwarves also receive a Wisdom check to recognize the flow of the narrative and thus gain insight into the trigger sequence, but they do so at a –4 penalty.

First Trigger: The short sword of the Oremaster's bodyguard is the first trigger. Pressing it out of sequence opens dozens of panels in the ceiling 40 feet above, releasing a hail of short swords that falls into the room. Each character may be hit by 1d12 swords (1d6 points of damage each), which fall with a speed that grants them a THAC0 of 10. Anyone in the chamber after the onslaught must move no more quickly than a movement rate of 1 or take 1d4 points of damage from treading on or against the blades now covering the entire floor of the chamber.

Second Trigger: The second trigger is both eyes of the troll that the Oremaster is slaying with his pickax. If the eyes are pressed out of sequence, the troll's jaw snaps open and emits a spray of acid in a cone 10 feet long and 5 feet wide at its base. The acid inflicts 3d8 points of damage to anyone caught in the stream.

Third Trigger: The third and final trigger is the Oremaster's crown. To activate it, the diamond-shaped stone at the front of the crown must be turned upside-down over the Oremaster's brow. If the trigger is activated out of sequence, a panel opens at the base of the mural and a mechanism pumps grease over the floor in front of the mural. The grease covers a circular area roughly 20 feet in diameter; the effect is equal to a *grease* spell on the floor, negating any chance of keeping one's balance (and possibly subjecting the victims to further damage from the swords released by the first trigger). The floor in front of the mural then tilts, opening into a steep chute under the audience chamber. The chute slides for some 700 feet, curving gently for the last 100 feet to slow the victims' descent, depositing them unharmed through a hinged doorway into a giant iron cage located on the floor of a mine tunnel. When the hinged door opens, it rings a loud bell in the workshops (Room 26). This signal brings Anderia and a squad of fiends to the cage in 2d20 rounds. Meanwhile,



the captives must deal with the cage itself. It resembles nothing so much as a giant iron birdcage some 20 feet in diameter, reaching from the floor of the mine tunnel 15 feet upward to the mine ceiling. A circular 8-foot door on the cage is secured with a complex puzzle lock (–25% to Pick Locks attempts).

Room 33: The Bolthole

If the three trigger mechanisms hidden in the mural are triggered in the proper sequence noted above, a door that was part of the mural slides down into the floor, revealing a hidden stairway. The stairs beyond the secret door lead upward to a small, iron door that stands only 4 feet high. The door is unlocked, but it can be barred from inside the room. Beyond the door is a small room, only 20 feet square and 10 feet high. A lever on the floor of the room just inside the door causes the stairs to fold down, leaving in their place a steep ramp that is smooth and difficult to climb (climbing gear isn't needed to ascend the ramp, but its steep pitch reduces movement rates by a third).

The Oremaster kept this room as a sanctuary to which he could flee in times of crisis. Though the food and drink prepared for him have long since rotted away, other items remain intact. These include the sagging remains of a dwarf-sized featherbed, complete with decaying blankets and a rotting down comforter; a chipped and cracked stone basin equipped with a *decanter of endless water*; a wooden case under the bed containing a *crossbow of accuracy* +3 and a score of normal bolts; a crumbling leather sheath that holds a *dagger* +2, *longtooth*; and a *ring of warmth* and a *potion of extra-healing* hidden in a secret compartment in one of the bedposts.

Room 34: The Temple

The Deepdelver clan built this temple to honor the dwarven gods. Each of the fourteen stone pillars is dedicated to one of the fourteen deities in the dwarven pantheon, and each is decorated with the deity's common sigil and stories, lessons, and theological lore pertaining to the appropriate god or goddess. The temple once housed treasures of the dwarves' priesthood, but these have all been looted or destroyed in the long years since this place was last used for its intended purpose.

Four bar-lgura tanar'ri frequent this room, climbing about the pillars as if they were massive trees. When the adventurers enter, two hide in the shadows as they cling to the sides of the pillars 30 feet off the floor, while the other two hide invisibly while crouching atop the altar. Read the following room description aloud when the characters enter:

> A massive hall stretches before you. The vaulted ceiling rises far above your heads to lose itself in the shadows. A double row of massive stone columns, each carved with ancient dwarven runes, march away from the doors along the gray-and-green marble floor tiles toward the opposite end of the chamber.

The bar-lgura ambush the characters at the most opportune moment. They attack to kill, too bestial to restrain themselves sufficiently to capture their prey. However, the sounds of the ensuing battle attract the attention of other fiends, and Anderia arrives at the temple in 1d4+1 rounds after the first blows are exchanged, a squad of eight dretch in tow. After taking a moment to assess the situation, Anderia leads her squad into the fray, ordering half the dretch to hold off the bar-lgura while the remainder help her capture the adventurers. The bar-lgura won't react well to being thwarted, and the tension between the beasts and the other fiends erupts into full-scale conflict as the bar-lgura turn their attentions to the dretch and try to rip their limbs off. The characters may be able to take advantage of this development to escape or battle Anderia.

Bar-lgura (Tanar'ri, Lesser) (4)

The temple still contains one important secret: The entrance to the forgotten crypt of the Oremaster, the last dwarven ruler of the mines. Characters may discover the location of the secret door that leads to the crypt, but the means of opening the door is hidden in the temple. One of the pillars, the one nearest and to the right of the altar as one faces it, is dedicated to Dumathoin, the Silent Keeper, and it is this pillar that hides the means of entering the crypt.

Dumathoin's symbol is a cut, faceted gem inside the silhouette of a mountain. Both the mountain silhouette and the gem symbol are pressure plates: Pressing either plate without pressing the other simultaneously, or pressing both plates simultaneously *once* does nothing, but pressing both plates simultaneously twice in succession activates a hidden panel that slides aside to reveal a recessed compartment within the pillar. The compartment is approximately an inch deep and 1 foot square. Its interior is carved to resemble a dwarven priest of Dumathoin wearing ceremonial robes and holding a miniature ceremonial pick made of pure mithral, the head of which points toward the floor. The pick is the key to the secret door: Rotating it so that it points toward the wall where the secret door is located opens the door, revealing the stairs that lead to the lost crypt. Inscribed on the topmost stair is a *holy rune*, placed here by dwarven priests of Dumathoin, which neither the fiends nor undead will cross: Should they somehow be forced to do so, they are affected as if by a *holy word* spell cast by a 9th-level priest. When the rune is revealed, the tanar'ri recognize its power

immediately and will not voluntarily come within 50 feet of the stairs.

If the pick is used incorrectly or taken from its place, the hidden panel snaps shut abruptly and a panel on the pillar directly behind (north of) this one opens, releasing a spray of acid directly at Dumathoin's pillar. The acid inflicts 3d8 points of damage on anyone standing in its path, which is a cone 20 feet long and 12 feet wide at its end.

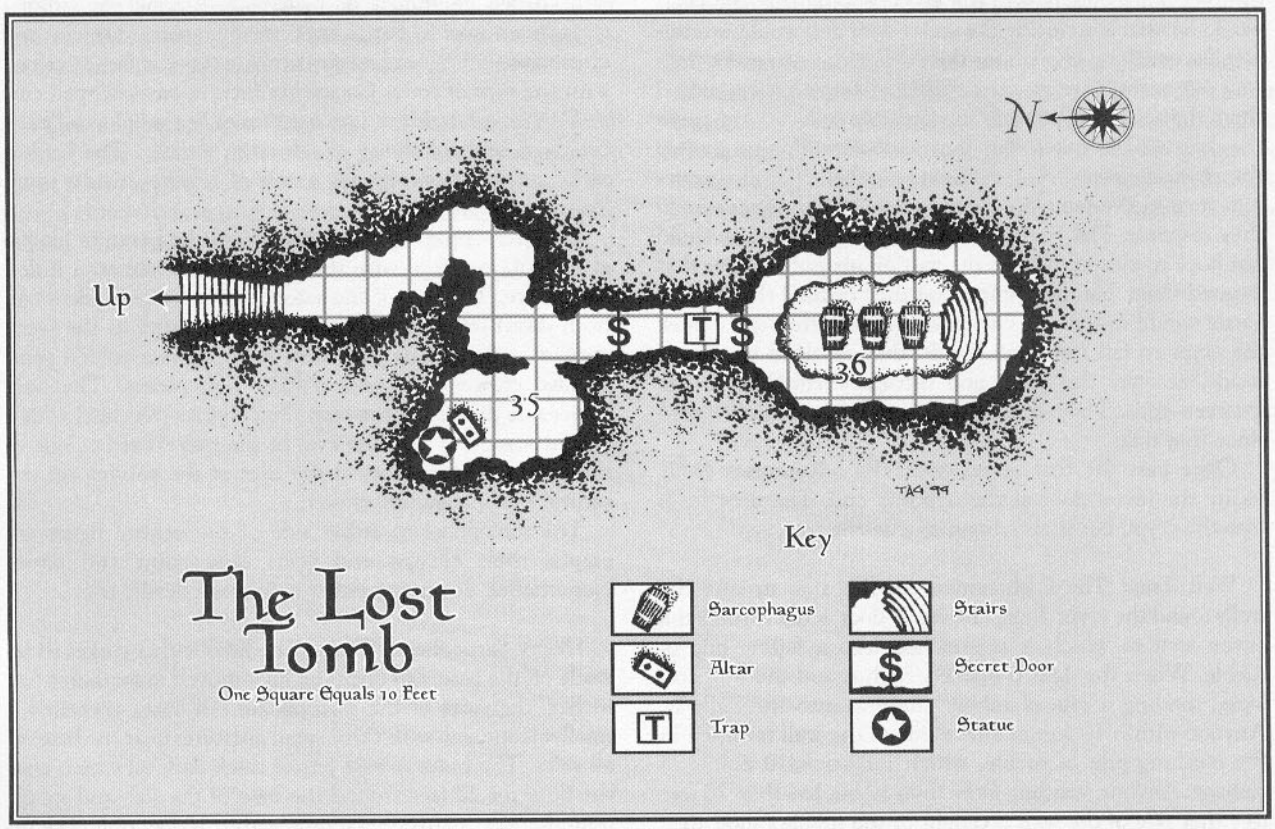
Room 35: Shrine to Dumathoin

This natural cavern houses a 15-foot-tall statue of a powerfully built dwarven warrior. The dwarf's shoulders are very broad, and his arms bulge with corded muscle. He is clad in the raiment of a simple miner; his arms are crossed over his chest, and on his belt is a sturdy pickax. The statue's eyes sparkle with the glint of silver as it stands before what appears to be a stone altar, devoid of marking or decoration.

Not only does the *holy rune* on the stairway prevent the fiends from entering this place, but the consecrated nature of the shrine and the crypt beyond offers safety from the Shadow Curse. Although the adventurers probably won't realize it at first, these are the only areas in the Dungeon of Death where the Shadow Curse does not reach. The characters will not regain ability score points lost to the Shadow Curse while they are here—they must leave the dungeon entirely first—but as long as they remain here or within the crypt, they do not suffer any further reduction in ability scores. Once they return to any part of the complex outside these two areas, the Shadow Curse once again begins exacting its lethal toll.

Any dwarf viewing the statue knows immediately that it is a representation of Dumathoin, the Keeper of Secrets and the dwarven deity who leads dwarves to wealth under the ground. This shrine's existence means that there is a dwarven burial chamber somewhere nearby, and that this resting place will be guarded by deadly traps. If there are no dwarves present in the party, only those characters with a reason to be familiar with this deity recognize him. The statue's eyes are made from spheres of platinum 1 inch across, shaped and polished to reflect light almost like a mirror. The spheres can be pried from the statue's head (they are worth 2,500 gp each), but doing so triggers a protective trap.

Statue Trap: Attempts to damage the statue in any way activate an ancient protective spell. The entire floor of the



cavern immediately becomes mud, just as if a *transmute rock to mud* spell had been cast upon it.

Room 36: Forgotten Crypt

This place has remained almost completely undisturbed since the last ruler of the mines, Oremaster Erden Deepdelve, was laid to rest here just before the remainder of the dwarves were slain or driven away by the invading medusae. There were other burial places in this complex, but they have all been drowned or lost since the mines were opened, leaving only this last and most recent tomb. The door in the temple that leads to the crypt is so well hidden that it has remained undiscovered for all these years, except for a single occasion some ninety years ago.

At that time, a band of brave and determined adventurer dwarves of the Foehammer clan attempted to reclaim these mines, cutting a bloody swath through the trolls that held the entrance level. When they reached the habitat level and saw the vast number of trolls boiling up from mines below, these brave beards realized that they were too few to hold long against the staggering numbers of their foes.

The Foehammers executed a fighting retreat to the temple, securing its doors and locating the secret crypt door only moments before the trolls battered down the doors. The dwarves hid themselves in the crypt, hoping that the trolls would be unable to locate the secret door and would eventually disperse long enough for the Foehammers to make their way out again. Fate granted their first hope but begrudged them the second: The trolls were unable to locate the route the dwarves had taken, but they were unwilling to give up the chase so easily. An enormous number of troll sentries remained in the temple, ready to attack the dwarves should they reappear. The Foehammers recognized that they could not hope to escape through the vast number of enemies that awaited them, but more important they realized that to give battle would reveal the crypt's location. Rather than allow the crypt to fall into troll hands, they resolved to remain inside, activate the traps, and consign themselves to the dwarven gods. Their remains have rested here undisturbed since that time.

Once past the first secret door, the adventurers easily locate the secret door at the opposite end. The door leads into the crypt, but it also disguises a deadly trap.

Wall Trap: The Foehammers set this trap in case the trolls found the crypt door. The secret door actually turns the entire wall to which it is attached into a falling pile of rubble. When the door is opened, both it and the wall collapse, sending a pile of rubble crashing into the hallway. Anyone within 10 feet of either side of the wall is buried in the crushing pile of rubble, which inflicts 4d10 points of damage. Anyone standing more than 10 but less than 20 feet to either side of the wall is caught in the rubble's slide area, which inflicts 2d10 points of damage but does not bury its victims. Anyone more than 20 feet away from the wall is safe. This trap cannot be deactivated.

Once the wall has collapsed and the dust settles, the PCs can see easily into the crypt beyond.

> The passage enters a large cavern and continues on to form a ledge around its perimeter. On the opposite wall, a shallow set of stone steps leads down to the cavern floor some 10 feet below, where three stone sarcophagi rest on the bare rock. The lid of each coffin is carved to resemble a dwarven king lying in state. A dozen dwarf skeletons litter the cave ledge, their hollow eye sockets staring lifelessly at one another. Near the stairs is what appears to be a pile of bags or sacks, lying under one of the skeletons.

All the skeletons are clad in armor and bear weapons; half also have shields. The physical evidence of the bones, armor, and arms clearly tells of a battle these dwarves fought not long before entering this place. Two corpses wear magical armor: One, sprawled face down on the ledge near the stairs, wears *platemail +3*, and a second, sitting upright against the wall to the left of the passageway, bears a *shield +2*. The rest wear rusted chainmail or platemail. Among the normal weaponry—swords, battle-axes, war hammers, daggers, and crossbows—are several magical arms: a *runehammer* inscribed with the *rune of power Corsimmyr* (acts as *passwall* spell cast at 11th level), a dozen *stun bolts* for either a light or heavy crossbow, and a *hammer +3, dwarven thrower*. The leather sacks are empty except for a pair of *glowstones* in a small leather pouch.

Each sarcophagus bears a simple polished granite plaque at its foot, inscribed with the same name: Oremaster Erden Deepdelve. The lids of the sarcophagi are nearly identical. Each dwarf carved thereon, his head pointed to the west, appears to be exactly the same. Each wears a golden gem-studded crown and grasps a huge iron pickax. The only noticeable difference between the carvings (revealed with a careful search) is that the eyes of the two on either side of the center are open, while the eyes of the carving on the central sarcophagus are closed.

The sarcophagi to either side of the central figure are empty, their crowns and gems only paint and paste. Nonetheless, disturbing either activates a deadly trap.

Decoy Sarcophagus Traps: The lid of either casket slides easily off the base. But once the lid is moved more than a few inches, the sides of the sarcophagus fall away, revealing a smaller stone slab with three small apertures near the base on all sides. The holes release jets of thick dark oil which coat the floor for 20 feet around the base of the slab and splash onto the legs of anyone standing within 10 feet of it. The oil supply is depleted in 1 round; at the end of the round,

another aperture opens at the foot of the slab, and a mechanism strikes a spark to set the oil ablaze. The oil burns for 2 rounds: Anyone caught in the oil-soaked area suffers 4d6 points of damage the first round, and 2d6 points the second. The blaze also fills the room with thick black oily smoke that makes it difficult to breathe. Those remaining in the room 1 round after the fire begins to burn must make a successful saving throw vs. poison each round they remain, with a –1 cumulative penalty for each round after the first. Characters who fail suffer 1d4 points of damage from smoke inhalation per round. The smoke eventually dissipates naturally, but it takes considerable time (2d20 rounds) due to the poor ventilation in this chamber. If the characters open the secret door leading to the temple, the smoke dissipates in only 1d10 rounds, but its stench may alert curious demons and mephits to the PCs' presence.

Pressing the carved eyes of the sarcophagus opposite the one the PCs intend to open disarms this trap. Therefore, pressing the eyes of the carving on the southern sarcophagus deactivates the trap in the northern sarcophagus.

The Oremaster's remains rest in the center casket. The crown about this carving's brow is stone decorated with gold leaf and set with ten precious gems (five topaz, each worth 500 gp each base value, and five dark violet garnets, each worth 500 gp base value). The gems can be pried from the stone, but doing so activates a defensive mechanism.

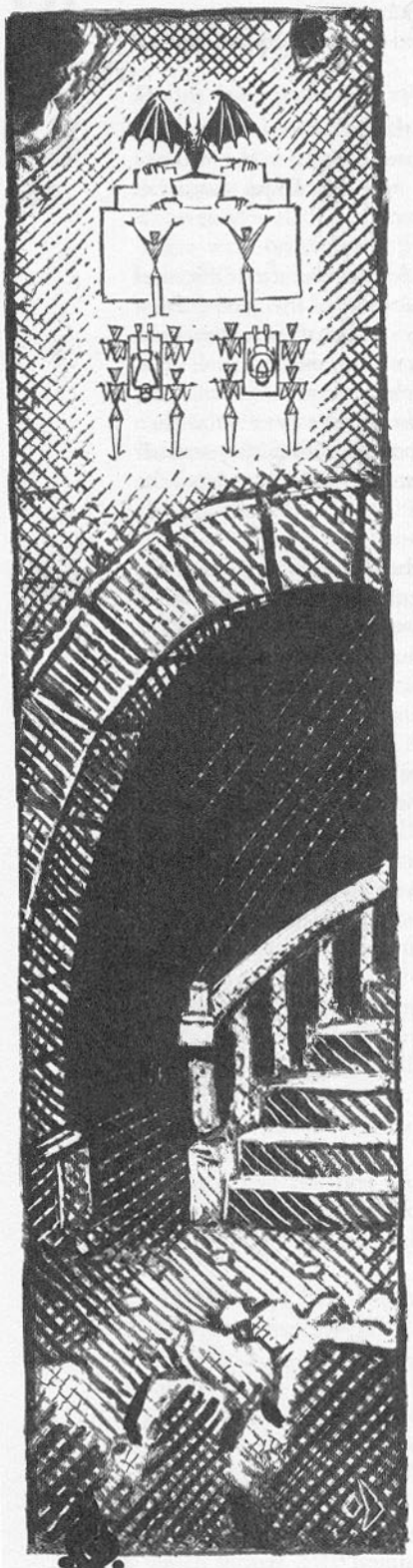
Center Sarcophagus Trap: Behind each gem is a small round tube, only a quarter-inch in diameter. Removing a gem allows a poisonous gas to pour through the tube, forming a cloud 10 feet in diameter. Anyone caught within the cloud must make a successful saving throw vs. poison or suffer 2d10 points of damage. Each gem conceals an identical trap, and each trap is activated separately by the removal of a gem.

The sarcophagus itself is also trapped with *runes of power*; a successful Find Traps roll locates the runes, but will not identify them or disclose their function. *Dispel magic* can remove the runes.

First Rune Trap: The *rune of power Velurndyn* is inscribed on the sarcophagus lid, upon the brow of the carved dwarf himself. Touching the lid activates its power, which acts as a *reverse gravity* spell. On activation, the rune flings all creatures within 20 feet of the sarcophagus upward to strike the 30-foot-high ceiling for 3d6 points of damage; victims then fall straight downward to the floor again, suffering another 3d6 points of damage from the impact. Once activated, the rune's power is spent and it fades forever.

Within the sarcophagus are the decaying remains of the Oremaster, now rotted away to brittle bone but still clad in mithral chainmail armor and grasping a adamantine pickax in his mailed fists. The mithral chainmail is nonmagical, but the weapon is a *pickax of piercing*, and a *rune of power* that activates when the weapon is touched protects it.

Second Rune Trap: The *rune of power Sabras* creates a miniature *blade barrier* effect, across and in a line with a point 1 inch above the level of the rim of the sarcophagus. The effect lasts for only 1 round, but it inflicts 4d6 points of damage to all creatures within 10 feet of the sarcophagus. (A successful saving throw vs. spell allows the victim to suffer only 2d6 points of damage.)



The Mines

Long ago, the dwarves sunk a mine shaft that broke through into an enormous dry lava tube, a huge hollow bubble in the rock formed by the region's volcanic action. Here they discovered and mined diamonds. The tube was so deep, however, that the dwarves never had the opportunity to fully explore its depths. Viscaris now makes his lair in one of the mineshafts that dot the interior wall of the dry lava bubble. The nabassu normally reaches the mines either by flying down the lift shaft (Rooms 14 and 17) or descending the staircase in the living quarters (Room 21).

As soon as he is certain the PCs have entered the mines (through his *crystal ball* or reports from his spies), Viscaris begins to prepare for their arrival. See "Viscaris's Lair," below.

A strong breeze flows past you as you step into the broad, dark tunnel. The air here seems much drier than in the levels above. The tunnel leads forward into the blackness, braced periodically with beams of iron-shod timber.

Traveling the Mines

The mines consist of a vast network of largely undifferentiated passages, connecting shafts and chambers laid out far beneath the upper levels of the complex. The entirety of the mines is much too large to contain with a map, so they are described in the form of a flow chart.

Using the Mine Flow Chart

The flow chart allows the DM to track the characters' journey through miles of nearly identical tunnels. To use the chart, envision each box as a separate, keyed encounter area. The arrows connecting these encounter areas represent the various tunnels and shafts that the characters use to travel through the mines.

Every arrow on the chart represents 1d3+3 turns of travel through the mine tunnels. These tunnels are relatively uniform in size, each being about 8 feet high and between 8 and 12 feet wide. Once the characters reach a keyed encounter area, they can turn back down the tunnel from which they came (just retrace the arrow backward to the previous encounter area), or randomly explore any number of unknown mine tunnels. If at any time the adventurers reach an encounter area that they have already explored, they can choose their own path (arrow) rather than trust to random exploration.

Unlike the path arrows, each keyed boxed encounter area represents a real area. If the characters explode a pocket of trapped gas or deal with a mine denizen in a particular area, they will not deal with the problem again when returning to that area. When the characters reach a new keyed encounter area with the same letter key, they merely face similar conditions as in previous areas.

To determine which tunnel the characters choose from a previously unexplored keyed boxed encounter area, roll 1d20. The flow chart indicates the direction the adventurers take based on the die roll. When such paths lead to dead ends, the characters can retrace their steps and then proceed from the previous keyed encounter area in another direction.

Wandering Monsters

The mines are home not only to Viscaris but to the ghouls and ghasts created by the nabassu's death gaze, and to numerous shadows as well. The shadows inhabited the mine long before the nabassu arrived, and the fiends speculate that these monsters might somehow be connected to the Shadow Curse. Whatever their origin, the heroes are likely to encounter these monsters while traversing the mine tunnels. Each time the adventurers leave a boxed encounter area but

before they reach the next, roll 1d8; a result of 1–4 indicates an encounter. Roll 1d8 and consult the chart to determine the exact nature of the encounter:

1d8 Result	Encounter
1	1d6 + 1 shadows
2–3	2d8 ghouls
4–5	2d4 ghasts
6–7	1d8 ghouls + 1d4 ghasts
8	3d6 dretch (lost)

Dretch (Tanar'ri, Least): See "The Tanar'ri."

Ghasts: AC 4; MV 15; HD 4; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8 (claw/claw/bite); SA paralysis, stench; SD immune to *sleep* and *charm;* SW cold iron weapons inflict double damage, can be turned; SZ M (5′ tall); ML elite (13); Int very (12); AL CE; XP 650 each.

Special Abilities: SA—victim touched by ghast must save vs. paralyzation or become immobile for 1d6+4 rounds; anyone within 10 feet of ghast's debilitating stench must save vs. poison or suffer –2 to attack rolls.

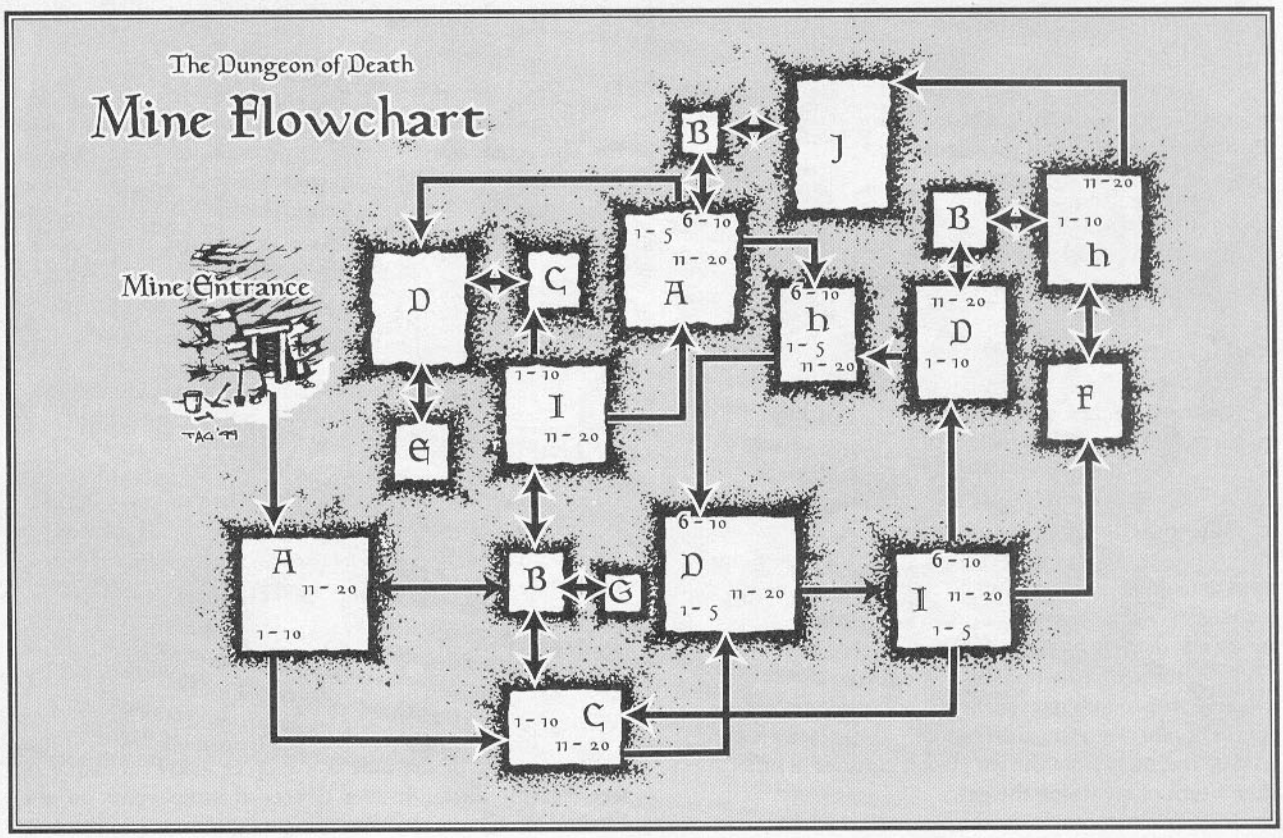
Ghouls: AC 6; MV 19; HD 2; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA paralysis, stench; SD immune to *sleep* and *charm;* SW cold iron weapons inflict double damage, can be turned; SZ M (5′ tall); ML steady (11); Int low (6); AL CE; XP 175 each.

Special Abilities: SA—victim touched by ghoul (except elves) must save vs. paralyzation or become immobile for 1d6+2 rounds.

Shadows: See statistics in Room 14.

Treasure in the Mines

1d20 Result	Treasure
1	*ring of sustenance*
2–3	no treasure
4–5	2d20 × 10 gp
6	*folding boat*
8–10	no treasure
11–12	uncut gemstones, 10d10 gp value
13	*decanter of endless water*
14–15	no treasure
16	*incense of meditation*
17	1d10 × 2 pp
18	no treasure
19	*amulet of inescapable location*
20	*wand of metal and mineral detection* (37 charges)



Numerous adventuring parties visited these mine tunnels over the centuries, few of which lived to return to the surface. These luckless souls left behind any possessions they carried, most of which have been scattered about by the wandering undead. When the characters reach a boxed encounter area, roll 1d20 to determine whether any of this old treasure remains there. Each magical item is found only once; if a roll duplicates an item already found, roll again.

A. Junction Chamber

Several tunnels converge here in a 20-by-20-foot cubical chamber. The floor of the chamber is littered with discarded mining tools—pickaxes, shovels, and rotting rope.

B. Air Vent

Cool air flows downward into the tunnel from a 2-foot-wide shaft cut vertically into the wall.

This shaft vents to the surface world far above, helping to keep the air fresh throughout the mines.

C. Access Shaft

Metal rungs attached to the tunnel provide access upward through a circular shaft about 3 feet in diameter.

The ladder leads upward 2d20 yards to another mine tunnel; when the characters arrive at the new tunnel, start the flowchart again from the beginning.

D. Gas Pocket

The tunnel ends in a 20-foot-diameter domed chamber. An unpleasant odor permeates the air.

Characters familiar with underground hazards can make Intelligence checks to realize that the gas is present when the tips of their torches (or other flames) burn blue. Success indicates that the characters identify the gas early enough to halt the rest of the party from entering the gas pocket.

If an open flame (such as a candle, torch, or lantern) comes within the radius of the gas pocket for longer than 1 round, the gas explosively ignites, inflicting 6d6 points of damage to all creatures within 30 feet of the chamber. Characters can attempt saving throws vs. breath weapon to reduce the damage by half.

Any creature remaining in an unexploded gas pocket longer than 2 rounds must make a successful saving throw vs. poison or pass out. Any unconscious creature not dragged at least 60 feet away from the gas pocket perishes of suffocation after 1 turn of breathing the gas.

E. Cave-In

This tunnel ends abruptly, blocked by a pile of rubble that reaches from floor to ceiling. The end of a wooden support beam juts from the bottom of the piled rock.

Nothing apart from common sense prevents unsuspecting characters from entering the area and messing with the rubble. Touching the rubble—even lightly or softly—is 20% likely to trigger a further cave-in. This chance increases by 20% (cumulatively) for every round the characters walk around in the area after touching the pile of rubble.

Cave-ins bury anyone in the middle of the collapse and slide over anyone in the periphery. The bury zone in a mine tunnel is 30 feet long, with a slide zone of 10 feet at either end of the bury zone. Creatures buried in a cave-in suffer 6d6 points of damage, or half that amount if they make a successful saving throw vs. paralyzation. Characters in the slide zone sustain 3d6 points of damage, or none if they make a successful saving throw vs. paralyzation. Characters who fail either saving throw are pinned under 1d6 feet of rock.

Pinned characters suffer 1d6 points of damage per round while pinned. Characters who aren't buried can try to dig out their companions. In 1 round, a character can clear 1 cubic foot of loose rock. If the character has tools such as a shovel, spade, pick, or prybar, he can clear twice as much in the same amount of time.

F. Demonic Stalker

A bar-lgura demon that became lost in the mines detects the characters' presence and begins stalking them through the tunnels. It uses its camouflage ability or *invisibility* to get close enough to attack the party. Use the bar-lgura statistics from the habitat level.

G. Dead End

The tunnel suddenly stops here, facing a wall of bare rock.

H. The Lava Tube

The tunnel suddenly vanishes, falling away into a vertical chasm or shaft so deep and broad that you cannot see the bottom or opposite side. A cool wind brushes past your faces, hinting at the yawning gulf before you.

The characters have discovered a tunnel that opens into the dry lava tube. The tube is approximately 100 yards across, and its roof is a dome that reaches some 500 feet above the mine tunnel where the characters are standing. The remainder of the tube is a drop of many thousands of feet straight down. It is a direct—if steep—path to the Underdark. Characters who bring a light source to the lava

bubble see that its interior walls are pierced in many places with mine openings, each of which is reached by a curving and narrow stone ramp. The characters also note that one of these mine entrances—reachable by a stone ramp that curves upward about 200 feet—seems to be occupied, as the distinctive, flickering glow of firelight emanates from it. This is Viscaris's lair (see area J, below).

Only one of the tunnels on the flow chart opens onto the lava tube near the ramp that leads to Viscaris's lair; the other opens either far above or far below the ramp. Unless the PCs can fly, they'll have to backtrack and find the tunnel that leads directly to the correct ramp.

I. Mine Carts Nexus

The tunnel opens up into a large circular chamber cut from the surrounding rock. An enormous mechanism of wheels and pulleys dominates the center of the chamber, which is also filled with dozens of ore carts sitting idle on a maze of rail tracks that crisscross the chamber floor. The tracks exit the chamber through numerous tunnels that radiate outward from the center like the spokes of a wheel.

The mechanism was once used to winch the ore carts up grades and slopes in the mine tunnels to this central location. All of the mine carts have been broken or destroyed in the course of time, and the track is no longer safe.

J. Viscaris's Lair

When the dwarves discovered diamonds embedded in the rock surrounding the dry lava tube, they cut stone ramps into its side to take them to various gem-rich deposits. Viscaris makes his lair within the confines of one of the mineshafts sunk into the side of the bubble, reachable only by one of the stone ramps.

By the time the PCs approach the ramp leading to his cave, Viscaris will be ready and eager to meet his dinner guests. While they wandered the mines he was marshaling his forces, alerting the alu-fiends to the situation with his *crystal ball*. Anderia (if she lives), 2d10 dretch, and 1d20 manes arrive in 1d4+1 turns. Estellia may still be sulking and will refuse the call (60% chance), or she may decide this is her last attempt to win favor with the nabassu (40% chance). The fiends (except for Viscaris) choose a hiding place near the outside of the lava tube and wait for the PCs to arrive.



When the characters take their first steps onto the ramp, read the following aloud:

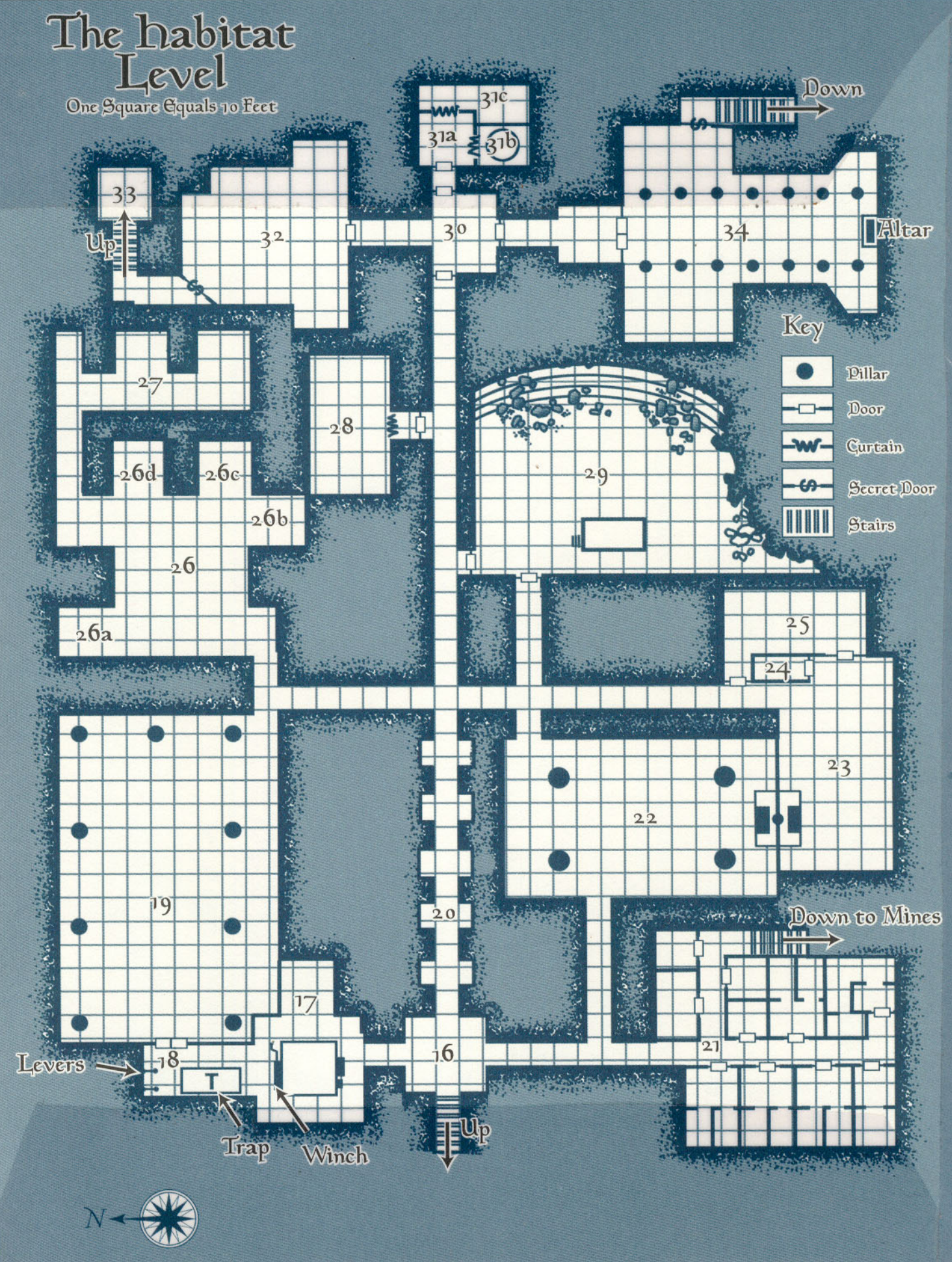
> Behind you, you suddenly hear the sound of fiendish gibbering. A troop of dretch and manes rush toward you from the direction of the mines, obviously trying to force you farther up onto the ramp.

One (or both) of the alu-fiends stands behind the advancing troop, driving them forward. When the PCs turn to fight these fiends, Viscaris uses Move Silently and Hide in Shadows to sneak up on the rearmost character and attempt a backstab. Thereafter he attacks normally with his *longsword* or his *necklace of missiles*, using his ability to fly to evade the PCs' attacks when possible. He prefers not to use his *death gaze* attack, since doing so renders that victim useless for his purposes. Should Viscaris suffer damage that reduces him to 10 hit points or less, he flees down the lava tube and into the Underdark, abandoning his minions to their fate.

Viscaris, nabassu (greater tanar'ri): AC –3; MV 12, fly 15 (C); HD 7+16; hp 66; THAC0 13 (10 with *longsword +3*); #AT 2d4/2d4/3d4 or 1d8+10 (claw/claw/bite or *longsword +3*, Str bonus); SA death gaze, backstab; SD +1 or better or cold iron weapon to hit, immunities; MR 50%; SZ M (7′ tall); ML champion (16); Int high (14); AL CE; XP 11,000.

Special Abilities: SA—*darkness, 15′ radius* at will; *death gaze* (target must make a successful saving throw vs. spell or become a ghast or ghoul over 10 days; slaying the nabassu or a *remove curse* cast within 10 days reverses the process); Move Silently 40%, Hide in Shadows 50%, Detect Noise 55%, backstab ×2; SD—immune to electricity, nonmagical fire, and poison; suffers half damage from cold, magical fire, and gas.

Special Equipment: longsword +3, crystal ball with telepathy, necklace of missiles (one 8th-level, one 6th-level, two 4th-level, and three 2nd-level *fireballs*); in lair: *iron flask* (empty), *periapt of foul rotting*.


The Habitat Level
One Square Equals 10 Feet
Down
31c
31a
31b
33
Up
32
30
34
Altar
Key
Pillar
Door
Curtain
Secret Door
Stairs
27
28
29
26d
26c
26b
26
26a
25
24
23
22
19
20
Down to Mines
17
21
Levers
18
16
Trap
Winch
Up
N

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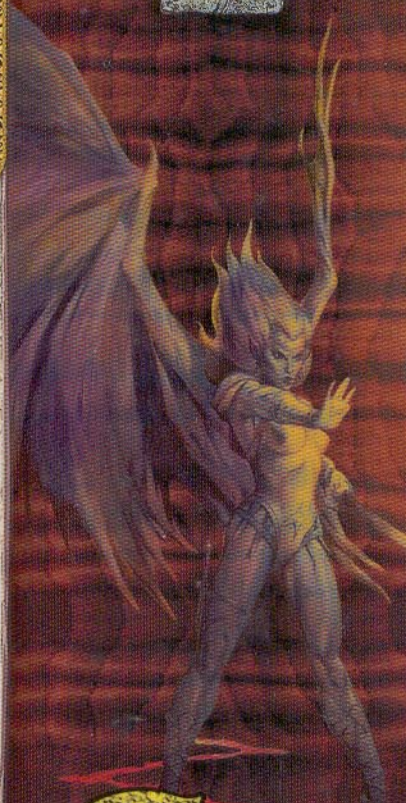

THE DUNGEON OF DEATH

JASON CARL

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