

FORGOTTEN REALMS
Campaign Adventure
M12

THE RUINS OF
UNDERMOUNTAIN II:



The Deep Levels

Advanced Dungeons & Dragons
3rd Edition



THE RUINS OF UNDERMOUNTAIN II: Campaign Guide



by Jean Rabe
and Norm Ritchie



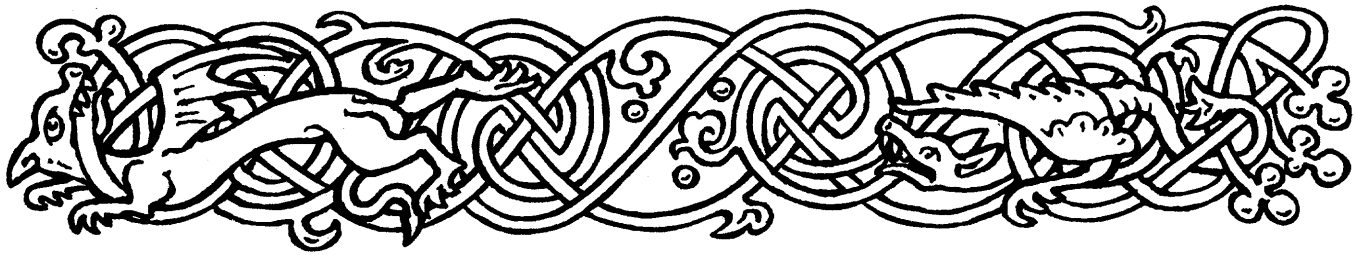
Ruins of Undermountain II

The Deep Levels

A Continuing Campaign Guide To The Realms Greatest Dungeon

Thanks to Ed Greenwood and Steven Schend
who brought the original Undermountain into the open
for all Dungeon Masters and players to enjoy.





Ruins of Undermountain II: The Deep Levels

Campaign Guide

by Jean Rabe and Norm Ritchie

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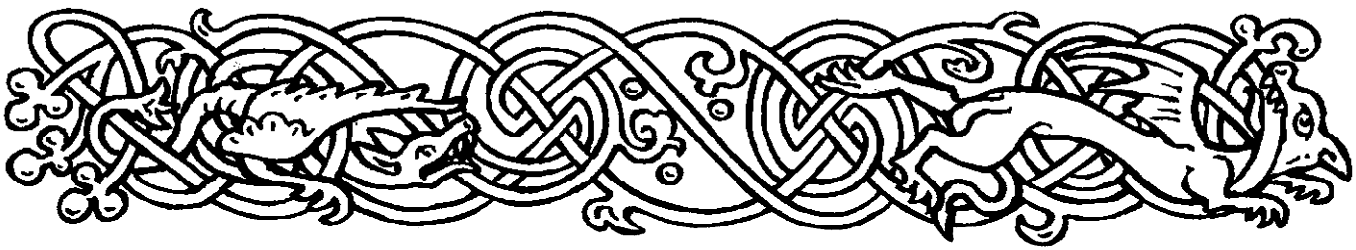
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Introduction



Looking for adventure, are ye? Looking for a place brimming with silver and gold, a place dripping with things magical? I know a place far and not far from here where all of that-and more-can be had. But mind me lads, there are other things there as well-danger and risk and uncertainty, and creatures never before seen by the likes of sell-swords and wizards who tread upon the sunlit lands of the Realms.

"This place is called Undermountain. And it is far beneath the crust of this world, yet right under fair Waterdeep. It is a dangerous labyrinth nestled deep in the bowels of the earth. It is a dungeon, I, Elminster of Shadowdale, know well. I shall tell you of these twisting corridors, and of the man who made them his. Listen ye carefully-especially if ye are intent on delving into its depths. Perhaps what I tell you could save your life.

"Perhaps."

With that the great mage stretched in the ebon-carved chair, his back to the blazing fire in the Gold Dragon Inn. The licking flames caused his shadow to dance across the floor, mingling with the shadows of the Waterdhavians intent on his every word. He reached a wrinkled hand into the recesses of his robe and withdrew a pipe that magically lit when he placed it to his lips. He puffed on the curved stem a few times, the curl of smoke spiraling upward to lose itself in the shadows overhead.

"Aye, I'll tell you of Undermountain. It is the eldest dungeon in all of these lands, a stone and earth construction older than Waterdeep. Birthed from the mind and workings of the fell mage Halaster, the place was given life more than a thousand years ago. Halaster Blackcloak, they called him, though I know he went

also by other names, including Hilather the Mad Wizard.

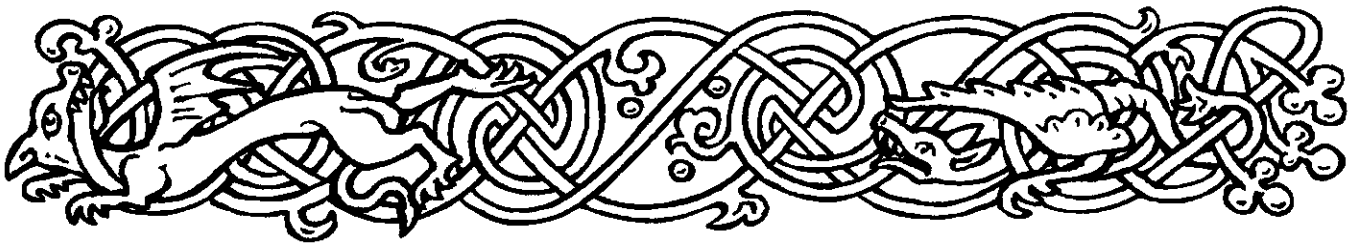
"What I will tell you of him is that at one time he was filled with love and life. During those years he created many and varied magical items and spells, started annual Magefairs and Spellmoots and more across the Realms. Indeed, he practiced the Art with considerable mastery and gained the respect of the populace. He drew people and apprentices to him, and then. . ."

Elminster inhaled the pipe smoke deeply, then released it in a single puff that seemed, for a moment, to take on the visage of an evilly-grinning man. "And then Halaster Blackcloak let his Art corrupt him. He ended all dealings with men, save with his seven apprentices. He came to these very lands seeking solitude in the mountain. Whether he came from the east or from Netheril, or whether he happened upon this ground from the Cradlelands that lie dead and buried under the Plains of Purple Dust, only the gods know—or care.

"Ye need know only that Halaster Blackcloak came here and called to him monsters from far planes and bound them to his will. These dark creatures built him a tower, a monument to his blackening soul. Long after the tower was finished he kept the creatures with him. It was his dealings with those monsters that changed him even more, the sages say. The more time he spent with them, the stronger and stranger he became. Next, the creatures built more chambers, perhaps at his bidding—perhaps not. But this time they constructed them beneath the earth, forming tunnels and rooms that encroached on, then took over an ancient dwarven home called the Underhalls.

"These caves and corridors were large and grand and as pitch as the fell mage's heart. The duergar and other dwarves who walked them fell





before Halaster's spells, yielding the underground to the Mad Wizard. Halaster created tricks and traps and devious devices, things to protect his treasure and magics. Guardians he set to watch his scrolls and tomes, the things he wanted no other human eyes to see.

"While above ground, Halaster's apprentices wondered at his disappearance and journeyed to the deep ways in search of their master." Elminster closed his eyes in thought, a furrow crossing his brow. "One by one they sought Halaster Blackcloak, but they found only grief. Their once-master so craved solitude that he sent his creatures against them, testing both his students and his protections. After two of his apprentices were slain, the Mad Wizard called off the attack and drew his surviving pupils to his side, enlisting them to help improve the security of his Undermountain realm. Only one apprentice would not agree. She broke away from Halaster and returned to the surface, finding comfort within the walls of Myth Drannor and eventu-

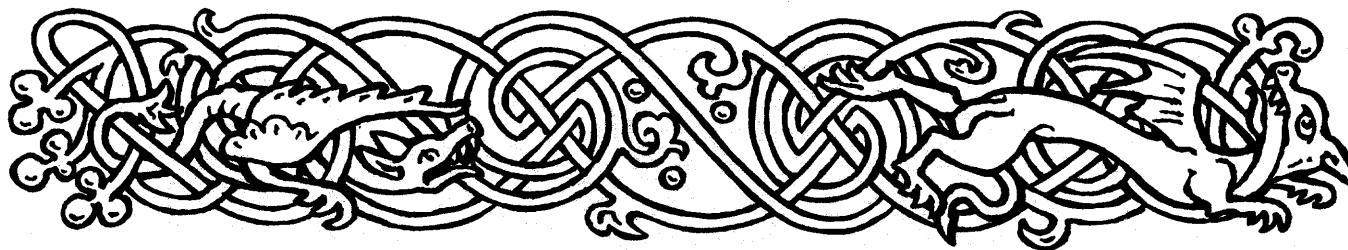
ally taking her place as Magister. It is from her that all knowledge comes of the fell mage and his underground home."

Elminster rubbed his chin and plucked the pipe from his mouth. "It is getting late, so only a little more will I tell you. Halaster Blackcloak grew in power and age and played with arcane incantations to give him immortality. Whether he was successful . . . who is witness to say? His home still exists in the womb of the earth, and that is what ye be interested in. If he no longer lives, he cannot consider you trespassers.

"How to get there, then? How to reach the wealth and magic? How to make a name for yourselves in the darkened halls far beneath Waterdeep? Well, friends, there are many paths to the deep ways, magical gates and more to transport you to adventure. Ye must find the gates and paths on your own or from the lips of others, for I shall not lead you to destruction. And where will these paths take you?

"Indeed, where will they take you?"





About The Deep Levels

This is a sequel to the *Ruins of Undermountain* campaign setting by Ed Greenwood, released in 1991. It presents various levels in the massive dungeon and is intended for characters of sixth to ninth level; the higher the characters' levels, the better their chances for survival. The first boxed set contains extensive background material on the dungeon and Waterdeep. Some of that information is paraphrased in the introductory material of this product. You do not need the first boxed set to use *Ruins of Undermountain II: The Deep Levels*.

Nestled in the FORGOTTEN REALMS® campaign setting, Undermountain is contained entirely beneath Waterdeep, the greatest city in that land. Consult the *Ruins of Undermountain* boxed set, the FORGOTTEN REALMS campaign setting, and the FORGOTTEN REALMS *Adventures* hardcover for more information on Waterdeep, its environs, and its inhabitants.

Ruins of Undermountain II: The Deep Levels (hereinafter referred to as UMTII) works best within a campaign set in the Forgotten Realms. However, it is a dungeon, and with very little work it can be used in practically any campaign setting. The DM™ will need to adjust the gates into and out of Undermountain to fit his or her own campaign.

The entire dungeon of Undermountain has nine known levels and at least 14 sub-levels. UMTII presents two of those levels, detailed on the full-color map sheets included in this box. Another map sheet presents a third sub-level and the map for the adventure booklet in this box. The uppermost three levels of the dungeon were handled in the *Ruins of Undermountain* boxed set.

There are more than enough rooms, caverns, and corridors in this set to keep players busy for hundreds of hours. Many of the rooms, caverns and corridors are detailed and populated in this product. These are noted by numbers on the maps that correspond to keyed descriptions in this book and the adventure book. In addition, much of Undermountain is left for DMs to personalize with their own tricks, traps, and

creatures. These undeveloped areas on the maps do not have numbers.

This is the fun of Undermountain—there is just enough material to keep DMs and players busy for a long while, yet there is just enough room for expansion by DMs who like to create their own material and add their own mark to the depths of the dungeon.

This book contains basic information about gates, rumors, NPCs, new magical items and spells and detailed chambers within the deep dungeon. It should be read only by the DUNGEON MASTER™. However, the DM™ might want to read Elminster's introduction to players to provide them with a little background and make them curious about Undermountain.

Also included in this box is a 32-page booklet filled with adventures. A small MONSTROUS COMPENDIUM® booklet presents new creatures to vex even veteran players; all of these monsters lurk somewhere within Undermountain's twisting corridors. And, finally, eight DM aid cards present traps and magical effects to intersperse throughout Undermountain.

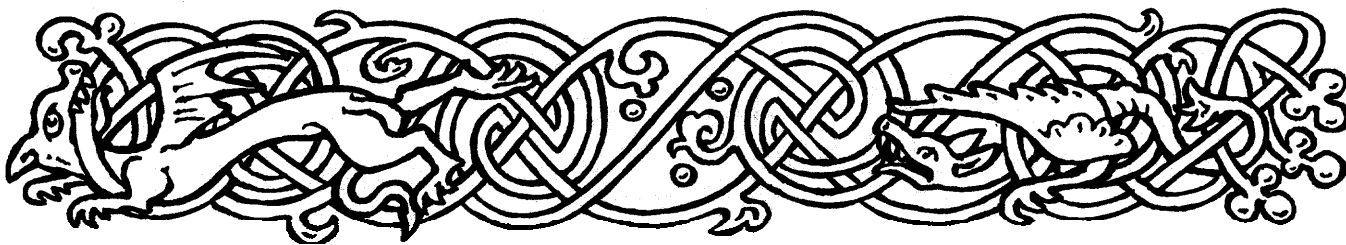
Using UMTII

DMs should read all the introductory material in this booklet before sending their players into the Deep Levels. However, it is not necessary to read the entire product before starting play. DMs can focus on certain sections of the dungeon, reading only the text that pertains to those encounters, traps, and creatures, choosing the MONSTROUS COMPENDIUM sheets and tricks and traps cards that apply.

Since there is material here for dozens upon dozens of playing sessions, DMs can pace themselves through the material, making it less overwhelming. DMs should have copies of the MONSTROUS COMPENDIUM volumes I and II (or a copy of the *Monstrous Manual*). All the creatures in this boxed set, save for the creatures described in the included MONSTROUS COMPENDIUM booklet, come from these volumes. Of course, DMs are free to add creatures from other MONSTROUS COMPENDIUM volumes.

DMs will get ideas for their own encounters and





adventures as they read along. Jotting these down to populate the empty caverns and corridors is a good idea.

DMs should familiarize themselves with the “Rumors” and “Gates” sections. The former will interest players in the massive dungeon and give them a reason to take their characters there. The “Gates” section lists ways into the dungeon levels detailed in this booklet. “The Truth about Undermountain,” below, provides more information about the dungeon.

Expanding Undermountain

There simply isn't room in this boxed set to detail every room and corridor in the dungeon and each branch of the underground river illustrated on the large maps.

Many of the rooms and caverns are left undetailed so DMs can tailor the dungeon to their own campaigns and to suit the levels of their player characters. DMs are free to incorporate creatures of their own design or from other *MONSTROUS COMPENDIUM*® volumes. Furthermore, they are encouraged to populate the unexplored regions with their own NPCs or with creatures and characters from the original *Ruins of Undermountain* boxed set.

Because Undermountain is so massive and has sub-levels not detailed in either of the boxed sets, DMs can create dozens of their own adventures and areas that will keep their players busy for a virtually unlimited number of playing sessions. In addition, as PCs defeat creatures and characters detailed in this product, DMs should repopulate those areas with beings and things of their own devising.

Undermountain can be ever-changing and ever-expanding. The corridors can be linked to DMs' favorite modules and adventures. In fact, DMs' only limits are the boundaries of their imaginations.

The Truth About Undermountain

Halaster's minions did indeed create much of the massive dungeon, as Elminster explained in the introduction. However, a sizeable portion of the underground was developed by the Melairkyn, a clan of dwarves who mined mithral.

An even deeper section of the dungeon is a series of natural caverns and corridors, created by underground bodies of water that hammered away at the rock. When the water receded, bands of duergar moved in and made it their home.

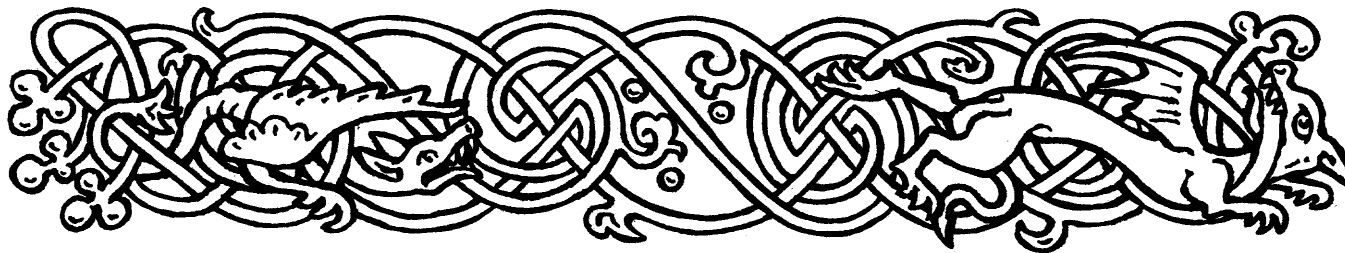
The Underdark lies far below the twisting corridors of Undermountain. However, some speculate tunnels may link the dungeon and the Realms Below.

When Halaster's creatures dug deeper and deeper into the earth to construct a home for their wizard-master, they discovered the dwarves' abandoned mithral mines. Halaster, not wishing to share his domain with others, slew the creatures calling the chambers and tunnels home. The mad wizard claimed the place as his own and expanded his domain even deeper.

The people of Waterdeep, and many of the beings in Undermountain, are uncertain whether the mage still lives. He would be well over 1,100 years old if that is the case. Rumors persist that he moves about through the cavern walls (or perhaps it's his spirit), watching hapless adventurers invade his home, and throwing creatures and traps at them for his own enjoyment. Others believe he aids adventurers from time to time, keeping monsters at bay when a band is too injured to handle another fight. Whatever the truth—Halaster does indeed have a presence in the deep ways. Death is not a worry for someone so powerful and so tied to the Art as Halaster.

Some of his original apprentices live in the dark and twisting tunnels, having survived the years by magical means. High-level player characters are likely to encounter one or more of these apprentices—and the spirits of people who associated with the Mad Wizard or who fell afoul of his magic. However, PCs should not encounter Halaster in these levels of the





dungeon. The Mad Wizard should appear as an encounter in only the deepest levels of Undermountain, or remain a mystery.

Except for the topmost chambers dug by Halaster's foul beasts, Undermountain existed long before Waterdeep. However, Halaster's tower came into being when the city was just a trading port. He built it as far from the port as he could – while still being afforded a distant view of the meager populace.

As the city grew, portions of it came close to the dungeon—the sewers and underground storage chambers touched some of the ceilings of the dungeon below. One of the first adventurers to return from Undermountain built an inn atop the ruins of Halaster's tower. This inn, the Yawning Portal, is detailed in the original *Ruins of Undermountain* boxed set, and holds one of the most direct ways into the massive dungeon.

Of course, others returned from the dungeon, carrying wealth and news of great beasts and awesome treasures. Several shops in Waterdeep prosper because of those adventurers. The shops carry rope, lanterns, weapons, and other items in demand by those foolish enough to brave the dungeon's depths.

Climate

Like a giant cellar or basement, much of Undermountain, the Deep Levels, is damp and dank. A few areas are positively wet—complete with running water, ponds, and moisture-covered walls.

The temperature underground ranges from coolly temperate to near tropical. Generally, the deeper a character travels, the warmer it gets. Sages speculate this is because of volcanic heat or because the center of the world is a fiery ball. The truth is, as Halaster got older, he went deeper and deeper into Undermountain. Preferring warmth to cold, he encorcelled the very walls to provide heat.

The damp climate has caused many of the objects within the Deep Levels to rot and decay. The ruined materials have made perfect homes for molds, spores, and some of the creatures that have come to call Undermountain home.

The air in all of the chambers and corridors de-

tailed in this boxed set is breathable, and most of it is clean. However, certain conditions within various chambers cause the air to be stale or tainted. These are indicated in the text. The fresh air inside Undermountain comes from many sources, such as through the *gates* and various magical means. The PCs are not in danger of asphyxiation within the deep ways.

Architecture and Magic

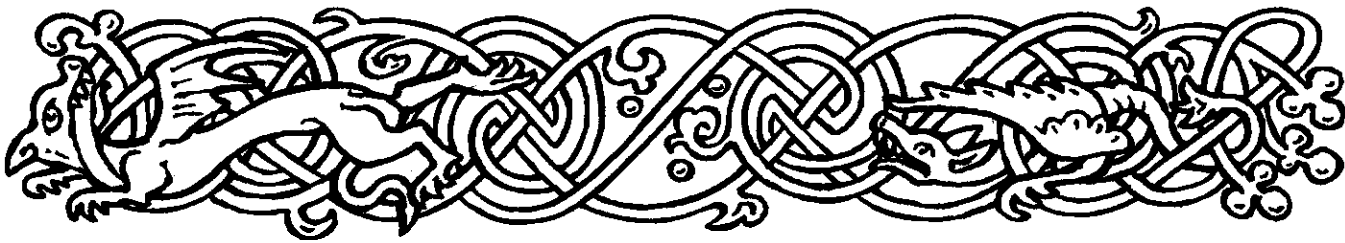
Halaster has had centuries to make the underground his home. Because of this, many of the areas within these levels of Undermountain are smooth, worked stone. Some chambers and caverns were carved out of the earth, with time and the efforts of the Mad Wizard's creatures smoothing the rock. However, a few of the areas sport columns and elaborate masonry; these are indicated within the text. Doorways and doors fit tightly into the stonework, and the bulk of them keep the moisture in the chambers from ruining the wood inside with help from enchantments. The doors make airtight seals, keeping gasses inside—or out. Most of the doors are made of wood with metal reinforcements. The archways are stone and sometimes elaborate.

The walls, floors, and ceilings are stable throughout Undermountain. The PCs have nothing to fear from a natural cave-in. Of course, magic can affect the stability of various areas, and illusions can make even the bravest character believe the earth is folding in on itself.

The very rock that surrounds these levels of Undermountain has been enchanted by Halaster and his apprentices so that trespassers cannot cast the following spells to enter or leave the dungeon: *passwall*, *teleport*, *teleport without error*, *word of recall*, and *dimension door*. The only way into or out of Undermountain is via the gates. However, *wish* spells might function and transport characters to the destination indicated by the wish, unless they've caught Halaster's attention . . .

In addition, Halaster's powerful enchantments prevent adventurers from using *ESP*, *locate object*, *X-ray vision*, *stone shape* (except within the forest), *move earth*, and *gate* while they are within Undermountain.





Further, *monster summoning* spells call only creatures that are within Undermountain. Finally, *detect magic* spells will often show all of the floors, walls, and ceilings as magical—in addition to any magical items present.

The enchantments do not prevent PCs from casting the spells mentioned above; they simply prevent the spells' functions. If these spells are cast, they are considered lost from the PC's spell repertoire for the day. (However, see "Magic-Dead Areas," below.)

Casting *dispel magic* to rid Undermountain of Halaster's enchantments is futile. The process would take years and would draw the attention of the Mad Wizard, his apprentices, and all the creatures that are his to command.

Specific areas within the various levels prevent other spells from functioning or from working correctly. These are indicated within the keyed text.

Magic-Dead Areas

Despite all of the spells in place throughout Undermountain and the magical items that can be found in the dungeon's depths, there are areas where magic does not work. These are called "magic-dead" areas, and they are the result of experiments both failed and successful. Magic-dead areas are listed in the keyed text. In addition, DMs might wish to add more magic-dead areas, or places where only specific spells or spells from certain schools work.

While in a magic-dead area, PCs can attempt to cast spells—but none of them will function. The spells are not lost from the PCs' memories, and the components are not used up, so the spells are not considered "wasted." Further, magical items do not lose charges if "fired;" the items simply do not work.

In a magic-dead area, magical swords act as normal weapons, regardless of the enchantment. Magic armor and shields are treated as if normal. Bracers, rings, and cloaks do not provide magical protections to improve their wearers' Armor Class. Therefore, DMs must keep track of the type of magical protections and weapons PCs are using—the lack of magic will affect any combats occurring within a magic-dead area. In addition, and much to the chagrin of adven-

turing parties, potions will not work.

This could pose a hazard to PCs who fall in battle; neither priestly spells, paladins' laying-on-of-hands, nor curative elixirs and balms will function.

PCs entering magic-dead areas with active spells find those spells negated. In these instances, the spells are considered "wasted." Further, PC wizards, bards, priests, and high-level rangers cannot regain spells while in a magic-dead area.

Monsters and other creatures entering magic-dead areas are under many of the same constraints. Their natural spell-like abilities do not work. However, there are some exceptions with respect to creatures with natural shape-changing abilities. Many monsters stay away from magic-dead areas, as they feel uneasy in such rooms. Some intelligent monsters with non-magical abilities, though, prefer to inhabit magic-dead rooms. They realize that adventurers and unsuspecting visitors who come to the chambers cannot employ their magical devices, making them easier prey.

MONSTERS

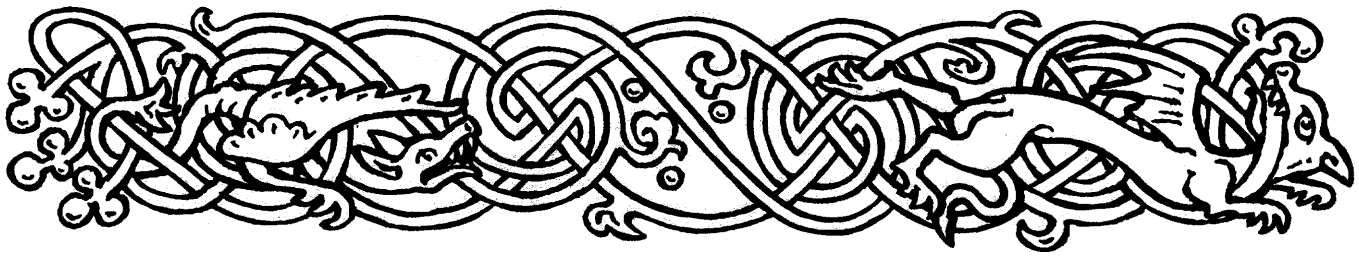
The inhabitants of the Deep Levels are many, and most of them are detailed in keyed caverns and corridors that correspond to areas on the maps. There is a never-ending supply of creatures, neutral, evil, and good in nature. Halaster's apprentices continually bring beasts in through the gates to populate the underground and to take the place of creatures killed by adventurers and those dying from natural causes.

It is rumored even the great mage Halaster journeys outside of Undermountain to other planes to bring in creatures never before seen in the Realms. Sages believe he has also corrupted monsters into new and deadlier forms via his magical experiments.

The creatures beneath Waterdeep have found Undermountain to their liking. The steady stream of adventurers and fortune-seekers fills their bellies and adds to their treasure piles. These creatures are largely responsible for the true tales of adventurers who enter Undermountain and never return.

In addition to monsters that populate specific areas within the levels of UMTII, DMs might wish





to add other creatures, especially to corridors and areas not detailed on the map. These wandering monster encounters can occur when the DM desires, or they can occur as determined by the following formula.

For every three hours of game time, a DM should roll 1d6. A “1” signals the presence of a monster.

Every time the PCs find themselves in a pitched battle where the sounds of clashing swords and flashy spells reverberate through the corridors, the DM should roll 1d6. A “1” means the noise attracted the attention of a wandering monster.

DMs can randomly select the creatures that appear, or they can consult the following chart. All of the creatures on this chart are from the *Monstrous Manual*. The number of creatures encountered, and their Hit Dice, should be based on the strength of the adventuring party. Wandering monsters are not considered to be in their lairs, and therefore should have little or no treasure. Roll 1d20.

1 golem	11 orc
2 hobgoblin	12 drider
3 phase spider	13 otyugh
4 wererat	14 umber hulk
5 margoyle	15 ogre
6 ooze/slime	16 bugbear
7 minotaur lizard	17 werewolf
8 troll	18 firbolg
9 verbeeg	19 cyclops
10 fire lizard	20 NPC

Rumors of The Deep Levels

It is rumors of treasure and excitement that call sell-swords, thieves, and budding wizards to Undermountain. Ye’ll know that wizards who have seen many years have learned to avoid the dank and dangerous place. There be plenty enough magic and excitement in other dungeons and above the ground.” Elminster adjusted his pipe and motioned to a serving girl for a glass of wine.

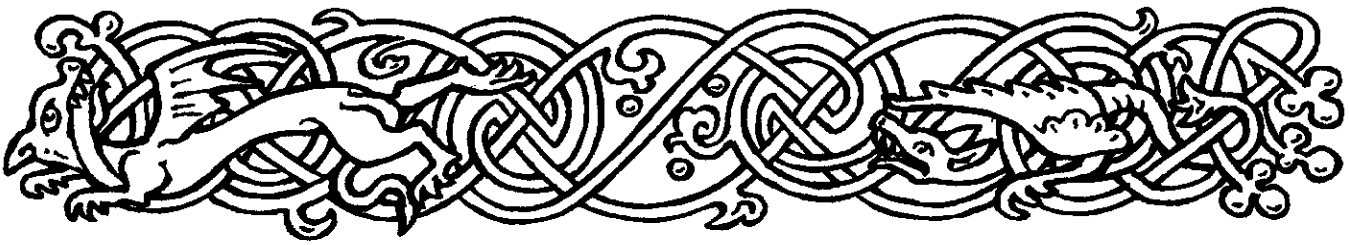
“Of course, there be rumors abounding about Halaster’s world. All ye have to do is open your ears when you enter a Waterdeep tavern or chat a few minutes with battered fighters in Virgins’ Square. If ye listen carefully ye’ll be able to pick good knowledge from bad—unless greed gets the better part of ye. I’ve found that only some rumors have a basis in fact. And one must always look at who is spreading the rumor. Enemies could use tales of treasure as a way to get ye into Undermountain’s deepest levels. Friends could use rumors of great evil and horrendous monsters to keep you out. Me? I put stock in only the rumors I know to be true.”

The following are rumors the PCs can hear in Waterdeep and nearby cities. These are current tales and can be interspersed with the rumors presented in the original *Ruins of Undermountain* boxed set. The rumors can be learned in taverns, sold to the PCs by thieves and low-level adventurers too afraid to enter the place themselves, and overheard in temples to the PCs’ gods (priests there are undoubtedly healing injured adventurers just back from Undermountain). Some of the rumors are outright falsehoods, others pertain to creatures and objects that can be found in detailed rooms and have some semblance of truth, and still others must be proven true (or not) by the DM.

DMs should make sure the PCs visit more than one place and talk to more than one individual before passing out all the rumors.

- Halaster lives, in a sense, but he is no longer a threat to anyone. He is a demilich whose power is rooted to one spot. Avoid that spot, and avoid all trouble with the Mad Wizard. Halaster’s apprentices—both living and dead—are another matter, however. They are far more powerful than he ever was, and they go out of their way to capture and kill adventurers.

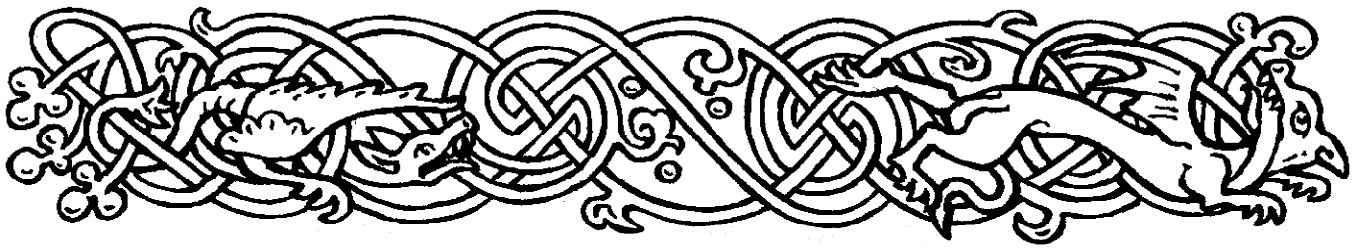
- Far below Waterdeep a forest grows. It is more beautiful and lush than anything found above ground, except, perhaps, in the elven lands. The for-



est has trees, plants, and animals, and is fed by an orb as bright as the sun. It was put underground by Halaster, who had grown tired of nothing but darkness and rock walls.

- Undermountain has become home to legions of undead led by vampires. The vampires have found the place to their liking, as in gaseous form they can enter and exit the gates without fear of harm. Deep in the bowels of the earth they are safe from those who would kill them a final time. They come out only to capture the living and increase their army of undead. If something is not done to end their miserable un-lives, they will grow in numbers until they have an army large enough to wipe out Waterdeep and the cities beyond.
- The spirits of pirates who used to frequent the harbor have found their way into the crawlways and tunnels far below Waterdeep. They walk the world restless, knowing that their treasure is buried somewhere and they cannot retrieve it on their own. Some say they sail the River Sargauth. However, most agree that if one of these pirate spirits is laid to rest, it will tell you where its treasure is.
- A powerful druidess lives below Waterdeep. Tales say the druidess was banished when she attempted to kill the Great Druid and take his place. The Great Druid ordered her from his realm, and she took up residence in Undermountain. However, a few sages say there was no challenge. The druidess elected to come below ground; she was unhappy with the people of Waterdeep. Time and the lack of true sunlight have driven the druidess mad.
- Some of the creatures that roam the corridors of Undermountain are beasts now, but they were Waterdhavians and adventurers who risked their lives for the chance for wealth under the earth. A magic spell transformed them into simple animals—with simple minds. Some say a golden-haired bear wanders the underground forest. The bear wears a magical necklace that could be sold for a great price.
- “Feed the lion enchantment and this gate will take you out of the dungeon.”
- Trobriand has claimed a level of Undermountain for his own, dark purposes. Those who walk his halls must watch carefully for the insect—if they wish to survive.
- A rift inside a cavern has linked Undermountain to the Plane of Earth. Creatures far worse than those Halaster commands, including elementals, are poised to move into Undermountain—and perhaps to the surface beyond.
- A magical device that will grant abilities, though temporary and at a considerable price, rises above the dungeon’s floor. A crown is said to grant knowledge.
- A sect of evil clerics has opened up a temple in one of the levels near the middle of the dungeon. Perhaps they work for Halaster. Perhaps they have their own malign agendas. It will take people of good hearts and pure thoughts to defeat them.
- The corridors and chambers of Undermountain are warming. A volcano grows beneath the earth and threatens the existence of Waterdeep. Not all of Halaster’s guards and wards will be able to contain the explosion. However, adventurers who have traveled the chambers say a magical item exists that will tame the earth and send the volcano back to the center of the world.
- Trapped woodland creatures abound in an underground forest, imprisoned by one of Halaster’s apprentices. Good fortune awaits the individuals who can free the creatures and return them to their home forests.
- An enchanted emerald blade, a famed sword of sharpness that sheds tears, is hidden somewhere below Waterdeep. A one-of-a-kind weapon, it is sought after by powerful fighters, rangers, and thieves who believe the blade will make them stronger in battle. Unfortu-





nately, the blade is rumored to have a guardian that hides it well.

- The hoard of a dragon is there for the taking. The great beast died—unable to get out of the narrow entrance to its cavern and unable to get enough food to support its bulk. All you have to do is find it—and find a way to carry it outside.
- A fountain filled with magical waters lies hidden in darkness. Drinking from it will add years to your life. The water may belong to someone or something, however, as all those who have gone in search of it never returned.
- The daughter of a wealthy Waterdhavian family, the merchant house Diatre, is missing. Some say she ran away with her beloved, a common thief. However, truth be told, she was kidnaped, taken below to marry one of Halaster's apprentices. Diatre has offered a 1,000-gp reward for her safe return.
- A paladin of Lliira, Our Lady of Joy, who entered Undermountain to rid it of evil, is being held prisoner in the temple the evil god, Cyric. If the paladin is released, Our Lady of Joy will certainly reward those who freed him.
- A powerful fighter has made a home in the tunnels far beneath Waterdeep. A good-hearted man, he gave up life in the city to aid those who braved the dangers of Undermountain. Now he devotes his life to helping adventurers get out of the deep ways alive. If you cannot find a way out of Undermountain, find the fighter and he will help you. Look to the forest.
- The carcasses of giant-sized elephants—beasts who were bigger than dragons—lie in a massive chamber far, far, beneath Waterdeep. The tusks from the creatures are the purest of ivory and are worth a king's fortune. All you have to do is find this burial ground and bring the tusks to the surface. Merchants are waiting to buy the ivory from you.

- Sages say dwarves used to populate Undermountain and that Halaster did nothing more than steal it from them. The dwarves, now all dead, mined mithral. The mines still exist, haunted by the spirits of the slaughtered miners. If you can make it past their ghosts, the riches of the mine are yours to claim.

- The thieves' guild known as the Fire Knives works in the chambers under the city. Halaster is dead, his minions are no more. The thieves who have claimed the area kill all trespassers to keep their whereabouts secret, and to keep the Lords from knowing they're active again.

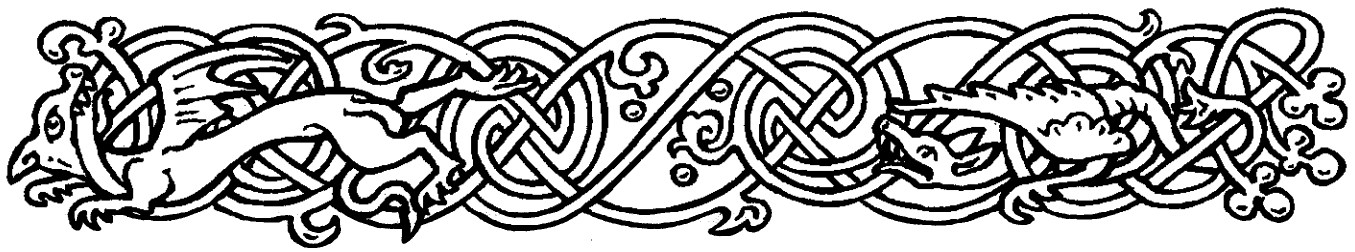
Gates

The only way into Undermountain (other than using a *wish* spell) is to enter via one of the many *gates* around Waterdeep and elsewhere in the Realms. The *gates* that access the levels of Undermountain, as presented in the original *Ruins of Undermountain* boxed set, will not allow PCs to enter the levels presented in this box (unless DMs create new *gates* that permit it).

Halaster created Undermountain for the convenience of himself, not others. Restricting access to various levels keeps Undermountain from being overrun by adventurers and glory-seekers and merchants hoping to fill their shops with trinkets from the dungeon. Therefore, adventurers must use different *gates* to enter different portions of the massive dungeon—and to leave. To complicate matters, not all of the *gates* send PCs to the same place all the time.

Sages believe that most of the *gates* were established by Halaster. Others were perhaps constructed by enemies trying to get at the Mad Wizard. The *gates* created by Halaster are enchanted to cancel magical effects passing through them. In other words, a party of adventurers hoping to enter unseen via invisibility spells will find themselves visible on the other side. Wizards trying to cast spells through the *gates* will find their efforts unsuccessful and their spells wasted. However, magical items will pass





through the *gates* (Halaster's minions and apprentices enjoy collecting magic from fallen adventurers).

Many of the *gates* have guardians—creatures and constructs placed there by Halaster to limit access to his realm. Further, monsters roaming the deep ways have learned places where humans and demihumans enter the complex. These monsters attempt to catch the trespassers by surprise. *Gates* without designated guardians may be assigned them by DMs, either by personal preference or by use of the wandering monster chart.

The *gates* to and from these levels of the dungeon are made in part or totally of stone, a material that sages believe is necessary to conduct and store the energy required to operate the *gates'* teleporting ability. All of the *gates* created by Halaster are virtually indestructible. Only repeated *disintegrate* spells (combined with *dispel magic* and others) have had any effect on a *gate*, and this effect caused only a weakening in the magical field—it did not destroy it. Halaster's magics are so strong that it would take a wizard more powerful than he to bring down his enchantments.

Gates vary in appearance. One might look like a massive oaken door set in a stone frame. To pass through the door is to enter—or leave—Undermountain. Another might be a ring of stones on the ground that one has simply to step into. They can appear as stone columns that must be walked between. Examples of unusual *gates* include doors with two handles. Using one handle simply allows an individual to enter the room beyond. However, using the other handle causes a teleporter *gate* to take effect, propelling the individual to a level in Undermountain. Some are closets; shutting oneself inside them activates the teleportation. Others are more complex, such as stepping into a statue when the full moon is directly overhead, or walking through an alleyway wall as the last rays of the setting sun strike the cobblestones in front of it.

Sages have documented some *gates* so small that halflings would be hard-pressed to notice them, while others are large—the very walls of a corridor. A few are nothing more than etched symbols on rocks. Therefore, characters attempting to find *gates*

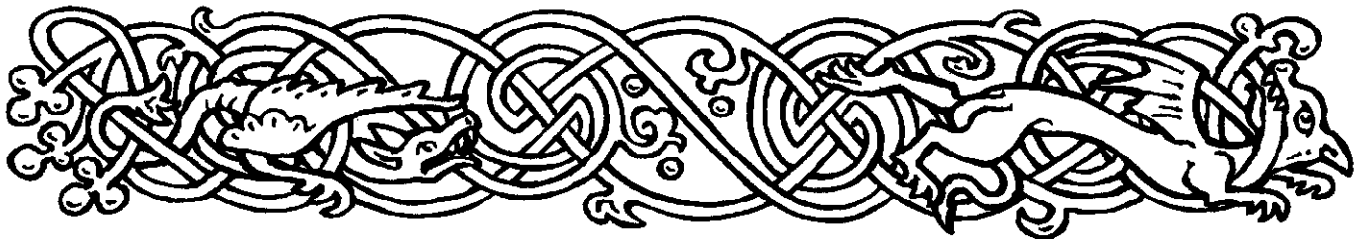
could have a difficult time learning what they look like.

In addition, not all *gates* operate all the time. Some function for only so many hours a day. Others operate only at night or during what would be sunlight above. Some require that those attempting to use them know code words or specific actions that will trigger the magic. And a few of the *gates* seem to function at times not pinned to phases of the moon, seasons, time of day, or anything else that can be measured.

"Ahem!" interrupted Elminster between puffs of his pipe. "It seems ye really cannot be dissuaded from entering the deep ways, can ye? If such be your unswerving plans, then listen well. I'll impart a little wisdom about the *gates*—very little, however, as wisdom is a thing to be gotten from experience. It is said, and I have great cause to believe it, that most of the *gates* into the foul depths of Undermountain have special safeguards upon them—fluctuating magics that cause most random effects. Perhaps these are keyed to phases of the moon or levels and ferocity of the tides. Perhaps they take effect solely at the whim of the powers that live within the dank corridors. Yet, there is some evidence that the randomness of yon magical effects are linked to numbers—the number of times a *gate* is used. Therefore, mind ye pay attention now. If you be traveling to Undermountain in a group, stay together. Entering such a *gate* individually could send ye all to different places. Of course, entering a *gate* individually might not do anything at all other than put you in front of whatever danger waits inside the Mad Wizard's abode. Still, I'll not tell you where these *gates* are. I'll not be responsible for putting you in jeopardy. Ye'll have to find others to impart that foolish knowledge." The great mage leaned back in the chair, eyeing the assembled Waterdhavians.

"Just mind ye that if ye do enter Halaster's dark domain, ye go about searching for a *gate* out—ye'll be needing it."



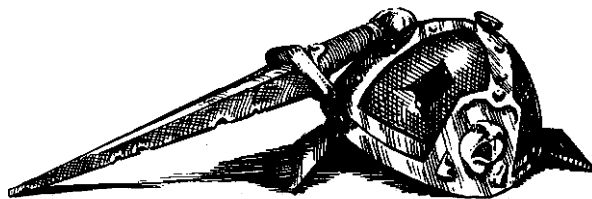


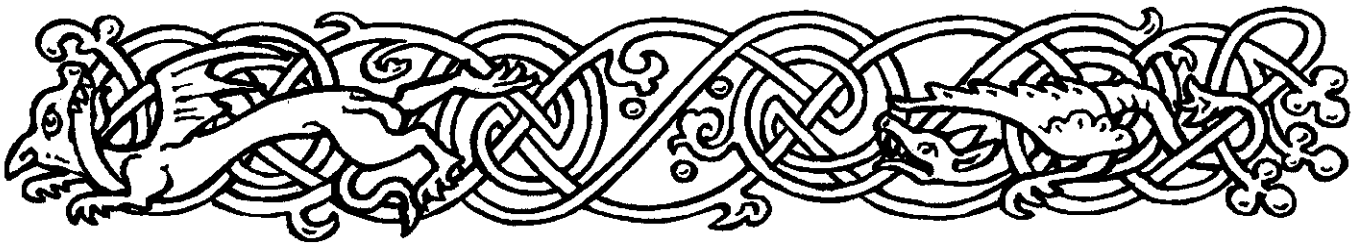
Gate Conditions and Effects

The following presents magical effects connected to gates. DMs can place these on existing gates detailed in this booklet—using them in addition to safeguards already in place—or DMs can place them on gates they create. DMs wanting to create random effects on gates should roll 1d20 and consult the following conditions and effects. In addition, DMs are encouraged to create conditions of their own.

Random Gate Effects

- 1 This *gate*, which leads into but not out of Undermountain, does not function during daylight hours.
- 2 The *gate* casts *faerie fire* on all creatures using it to enter or leave Undermountain. This spell effect lasts for one turn.
- 3 Walking through the *gate* triggers a special *dispel magic* spell—all potions must make a successful saving throw versus spells or be rendered useless.
- 4 Characters who step through a *gate* are disoriented and dizzy. For the following two turns they will be -1 on all combat and saving throw rolls.
- 5 The *gate* does not function unless coins or other valuables are tossed through it before adventurers walk through. Tolls of less than 5 gp per individual are not accepted.
- 6 The *gate*, serving only as an entrance to the dungeon, does not function between midnight and dawn.
- 7 The *gate* will not operate unless the magic is activated by feeding it a potion, powder, or similar magical item. For example, a potion of any value must be poured on the gate for its magic to activate and allow individuals to walk through it.
- 8 Every other individual walking through the *gate* is transported somewhere else. Individuals who are in contact with each other, such as holding hands, being connected by ropes, etc., count as one person.
- 9 A musical tune must be played to activate the magic within the *gate*. The tune must continue to be played while individuals are walking through the portal.
- 10 An offering of food must be hurled through the *gate* before individuals can pass. Usually this offering is consumed by the energies of the gate. However, sometimes it is consumed by the creatures on the other side.
- 11 The *gate* is a bane to all metal items. Magical and non-magical metal objects must make a saving throw versus spells at -4 or rust.
- 12 Characters attempting to walk through a *gate* are greeted by an illusion of a monster on the other side. Usually the illusion is of a creature that can be found nearby, such as puddings, molds, or undead.
- 13 The *gate* will not function for individuals who have active magical spells or who have magical items operating.
- 14 The *gate* casts a *hold person* spell on each individual passing through it. Characters who do not make a successful saving throw versus spell are held on the other side of the gate—victims of whatever monsters lurk there.





15 Each individual passing through a *gate* must make a successful saving throw versus spells or be *polymorphed* into an animal (roll 1d20) for the following seven rounds. These animals often end up as food for the creatures on the other side of gate.

1 Rabbit	11 Squirrel
2 Mole	12 Sheep
3 Pig	13 Duck
4 Otter	14 Lizard
5 Dog	15 Weasel
6 Toad	16 Fox
7 Raccoon	17 Rat
8 Cat	18 Hedgehog
9 Chicken	19 Ferret
10 Frog	20 Calf

16 Each individual attempting to pass through a gate is subject to the effects of a *slow* spell unless she or he makes a successful saving throw versus spells. The *slow* spell lasts for 1 turn.

17 The air inside the *gate* is filled with a Type I poison. All those walking through the gate who are not magically or naturally protected must make a saving throw versus poison. Those who save suffer 15 points of damage; those who fail suffer 30 points. The damage takes effect 2d6 minutes after the individuals have walked through the gate.



18 The *gate* will not permit individuals taller than 3' to enter. This limits entrance to short demihumans and those who are willing to crawl.

19 The *gate* siphons hit points. Fighters suffer 1d10 hit points of damage from walking through; priests, 1d8; thieves and bards, 1d6; and wizards, 1d4. The hit points only can be regained through magical healing.

20 The energy of the *gate* draws magical charges from all items that pass through it. All items with charges, such as wands, staves, rings and others lose charges. Roll 1d6 and consult the following table to determine how many charges are lost.

1 1d4	4 1d10
2 1d6	5 1d12
3 1d8	6 1d20

Entering The Deep Levels

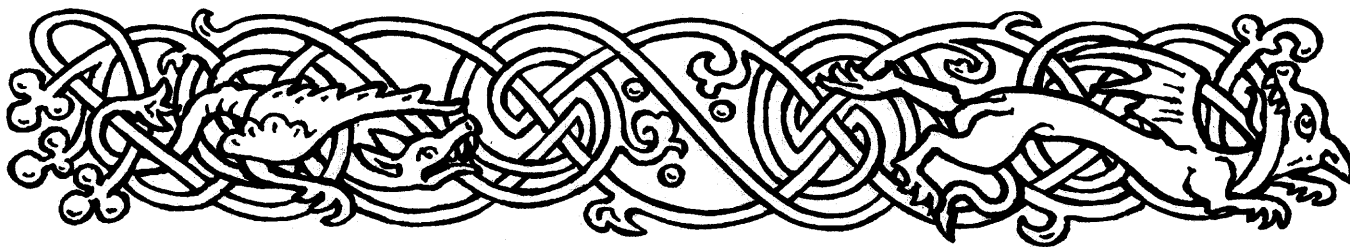
The sewers of the City of Waterdeep link with Undermountain in several places—but only to the levels in the *Ruins of Undermountain* boxed set. Further, the Yawning Portal, the inn built atop the ruins of Halaster's tower, permits entrance only to the topmost levels of the dungeon complex.

This section details ways into the Deep Levels of Undermountain. DMs can alter the accesses as they see fit. If player characters become too accustomed to using certain gates for ingress and egress, DMs should alter the gates or use the table of gate conditions and effects to discourage the PCs from becoming too complacent.

Most of the entry points are detailed below; they are intended as a handy reference for the DM. The information begins with level four in "Willowwood," as the first three levels were contained in the original *Ruins of Undermountain* boxed set.

The levels presented in this boxed set can be used in any order.





WYLLWOOD

- Three miles east of Waterdeep's East Torch Tower stands a long-dead copse. The broadest of these now rock-hard trunks is hollow. By stepping inside the trunk and standing on one's left foot in a small circle of stones ringing the inside of the hollow, a creature or individual is transported to Room 1 in Wyllowood, directly between a pair of massive stone pillars. Only one human-sized creature can be transported at any one time via this gate.

- In the basement of Twice As Nice, a decrepit building housing a resale shop off the Street of Lances in the Sea Ward in Waterdeep, a wooden door is set into a stone frame. The door is currently hidden behind a rack of wine bottles. Persons attempting to pass through this *gate* must save versus poison or be struck by a debilitating disease that will sap 1 point each of Strength and Constitution a day until the victim dies or is saved by a *cure disease* spell. Strength and Constitution points can be regained at a rate of 1 point/day each by resting. This *gate* leads to Room 7 in Wyllowood. PCs emerging into this room find no trace of the door they went through.

- A massive stone urn in the far northeastern corner of Heroes' Garden, near the walls of Waterdeep, serves as a gate that will transport individuals to Room 20, inside a pool at the edge of the underground forest. The gate functions only when the urn is at least half-filled with water, requiring about 40 gallons. Characters submerging themselves in the water emerge inside the magical pool, thoroughly drenched and often suffering one of the random magical effects tied to the gates. The urn and pool act as a two-way gate, allowing people to return to Heroes' Garden or Undermountain – but only if the urn is full of water.

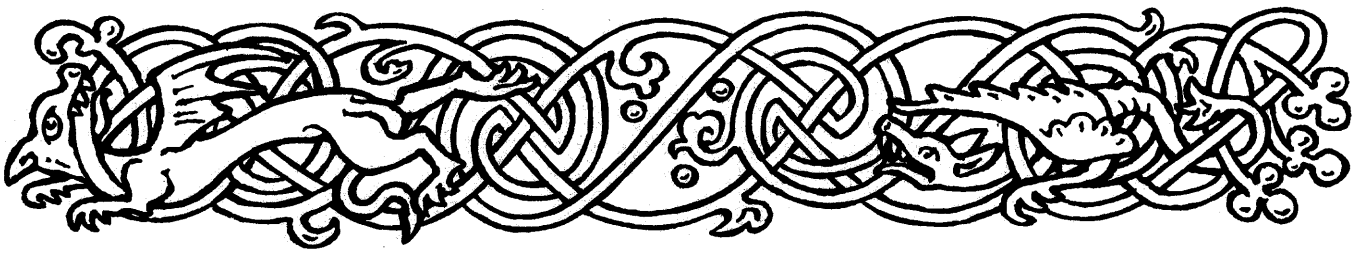
- When the full moon casts its rays upon Seaeye's March near the Gulf Leap of Waterdeep, exactly 100

yards south of the Field of Triumph, individuals walking between a pair of worn stone arches find themselves transported—minus all potions—into the waters at Room 16 in Wyllowood. All beings transported have *faerie fire* cast on them. They are perfect bait for the creatures swimming in wait there. If the moon goes behind a cloud while someone is being transported, that individual ends up in a random location within Undermountain.

- At the intersection of the Street of the Singing Dolphin and Ivory Street is the guildhall of the Stonecutters, Masons, Potters, and Tilemakers. In the basement stands a pair of elegant dancers, chiseled from fine marble. The statues, a gift of an old man who hired the masons to construct a wine cellar for him, are *gates* to transport individuals between a random location in Trobriand's Graveyard and the guildhall. The old man was one of Halaster's apprentices placing a gate that would allow easy access to Waterdeep. The stonecutters are unaware of the magical properties of the statues, which are only activated when an individual skips between them and concentrates on journeying to Undermountain.

- At the intersection of Carter's Way and Coach Lamp Lane near Waterdeep's South Gate is the main hall of the Council of Musicians, Instrument-Makers, and Choristers. In the building's parlor, a series of slender stone columns supports the roof. Etched in the woodwork where the ceiling meets the walls of the main room is an old elven tune. If this tune is played, it activates a *gate* between a pair of the columns, the only two that are pale blue. Up to four man-sized individuals can walk through the gate at any given time. The gate transports individuals into the river at Room 17. While the musicians are aware of the tune etched into the woodwork, none know about the columns (at least none still alive). A few of the members of the Council of Musicians, Instru-





ment-Makers, and Choristers have noted visiting musicians entering the main chamber, practicing their instruments, and then disappearing from view. The council members assumed the visitors left for other parts of Waterdeep without saying good-bye.

- North of Waterdeep is a circle of immovable stones. Stepping inside the stones while clouds cast a shadow over them transports individuals to a random location within the underground forest in Willowwood.

The Hunt

Many of the residents in Willowwood are priests of Malar the Beastlord. The priests have found this level of Undermountain a perfect home, as it is far away from the prying eyes of goodly aligned Waterdhavian clerics and near a lush, hidden forest.

They live in a complex of rooms detailed in the section “Willowwood: Core Rooms,” near the forest. Here, they serve Malar, embroil themselves in politics and power plays, study various animals they capture in the woods, and hatch vile schemes that could harm the residents of Waterdeep far above.

Although the presence of a druid in the forest bothers them, they find that she helps maintain the woods, and so they accept her—guardedly.

They consider the presence of wandering adventurers delightful and profitable, as it allows them to conduct a great game they have established—the hunt. The hunt takes place throughout the Willowwood level and involves all members of the Malar cult. Most of the priests, however, prefer to hunt in the underground forest.

Trespassing adventurers are hunted as if they were wild beasts, and their skulls and shields are taken as trophies. The Malar priests have discovered that hunting humans and demihumans is more challenging and rewarding than chasing animals.

The rules of the hunt are simple: The Malar priest who captures the most skulls and shields during the course of a month is declared the victor and is considered blessed by Malar. The evil god bestows upon this

priest a special spell-casting ability for the following month that allows all of his spells to function at maximum level. For example, a *flame strike* spell causes 30 points of damage, and a *cure light wounds* spell heals 8 hit points.

Often the priests will join forces in a hunt when the adventurers seem dangerous or numerous. Victories are split evenly. Priests are allowed any weapons and spells at their command to aid in the hunt, thus making it more likely that the most powerful priests will win.

It is rare for the entire complement of Malar priests to know when adventurers have found their way to the Willowwood level. The priests do not wish to share their victories with all of their brothers, and therefore are careful who they alert about trespassers to hunt.

On occasion adventurers will be told they are being hunted. The priests involved in this hunt hope the knowledge will breed fear in their targets, sweetening the final kill.

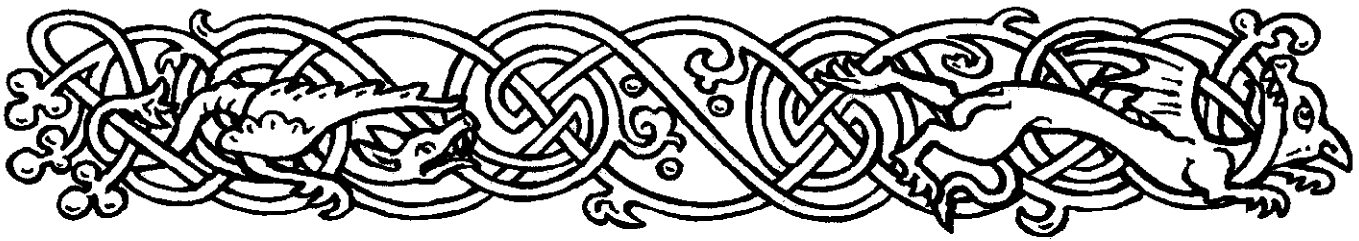
Willowwood: Core Rooms

Room 1: Platform of Doom

You emerge into a cavern and find yourself standing in an alcove on a marble slab between two massive stone pillars that are roughly in the center of the slab. Lit torches protrude from the pillars at odd angles, like branches from a tree. A closer look at the pillars reveal they are carved to resemble trunks, but the chiseled bark is worn with age. The floor of the chamber is made of a dark, colored stone and has fine, green veins running through it; perhaps it is marble.

The slab extends to touch the cavern’s rough-hewn walls before and behind you. The soft light from the torches plays across the floor and makes the shadows dance along the rock walls. To your left and right the chamber narrows, and the slab you are standing on meets an underground river that apparently flows under your feet.





This chamber is connected to the one-way gate in the hollow tree described in the “Gates” section. It serves only as one of the entry points into the Willowwood level, and stepping back between the pillars will accomplish nothing. The torches in the pillar cannot be removed, as they are actually part of the pillar. However, each can be broken off by inflicting more than 20 points of damage to its base. Treat the torches as AC 5. The torches’ light is a magical fire, a variation of the continual light spell, that can be extinguished only by a successful *dispel magic* or *continual darkness*. The torches give off no heat and they cannot burn combustibles.

PCs examining the base of the pillars find words scrawled in Duergar: “Built we these pillars for our own lands. Ours no longer, let them join our bones in our underground graveyard. Careful ye be, or ye shall soon join us.”

The underground river is 20’ deep and flows sluggishly to and under the slab. Characters watching the ripples in the water can tell by the current that the water passes underneath them.

Adventurers will not be harmed as long as they remain on the slab. However, the moment they enter the water, either by swimming or walking across it, they will be attacked by the freshwater scraggs living there. Characters who are swimming do not receive a Dexterity bonus to their Armor Class.

The freshwater scraggs have made this river their home, aware of the food that can be found on or near the marble slab. The scraggs hide under the slab if they hear talking or other noises coming from it. They attack the moment someone enters the water. If the PCs have a boat or have found a way to construct a raft, the scraggs attempt to capsize it after the raft has moved several yards from the marble slab.

If the player characters defeat the scrag and spend two turns searching directly under the marble slab, they can find the creatures’ treasure: eight pieces of turquoise (worth 10 gp each), a piece of blue quartz (worth 60 gp), a piece of smoky quartz (worth 100 gp), a chunk of sardonyx (worth 120) gp, a jade elephant the size of a man’s fist (worth 300 gp), a black opal stored in a decaying wooden box (worth 400 gp), an *arrow of healing* (detailed in the “Magical Items”

section at the back of this product), and assorted weapons and armor that are useless because of damage from the scraggs and the water.

Traveling west along the river leads to a cavern wall. The river flows through cracks in the wall that are too small for adventurers to fit through. PCs who pass through the cracks by using magic to make themselves small or gaseous find themselves in the river near Room 2, transported there by spells Halaster has placed in the cavern.

Traveling east along the river from Room 1 leads to the abandoned temple that comprises Room 2.

Freshwater Scraggs (5): Int Low; AL CE; AC 3; MV 3, Sw 15; HD 5+5; hp 30 each; THAC0 15; #AT 3; Dmg 2-5/2-5/3-12; SA Nil; SD Regeneration; SZ L (8’ tall); ML 14; XP 650 each.

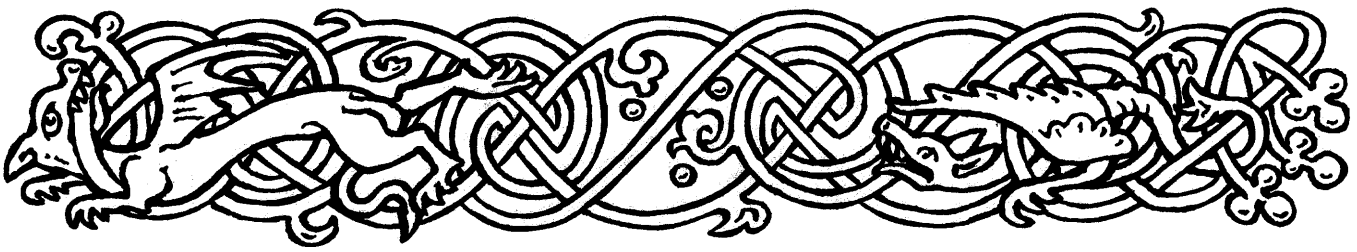
Room 2: Temple To The Destroyer

Following the river, you enter an immense cavern, the walls of which emit a faint blue light. The air is colder here, unnaturally so. A rocky island sits in the center of the river, which has widened to fill the chamber. You can see smaller branches of the river flowing into passages to the west and northwest. The major body of the river continues on to the north.

A stone structure stands upon the island, its walls covered with moss. At one time the structure could have been a temple or a palace; the building was certainly large enough. In places you note that the foundation is crumbling. It is obviously an ancient place, perhaps ruined by time and the dampness of this chamber. You see no means of entering the building, however there are crumbling stairs that lead to what is left of the roof. Statues of fighters and robed men are placed seemingly at random about the island. They are devoid of the moss that covers most of the stone on the island.

The statues have withstood the elements and time far better than the building. They are works of art that belong where people can appreciate them.





The building is a temple that in ages past was dedicated to Talos the Destroyer. However, it was abandoned when Halaster's apprentices brought their magic to bear on the priests of Talos, who were gaining in power and building an army of undead. Spies informed Halaster's apprentices that the priests had designs on taking over all of Undermountain.

Now all that remains of the temple are some of the undead occupants, left by the apprentices to bother trespassers in the dungeon.

The statues radiate a faint aura of alteration magic if such is detected for. At one time they served as extra pairs of eyes for the Talos priests, allowing them to gaze out over the river and watch for signs of trouble. Now the statues stand only as a reminder of the craftsmen and priests who once lived here.

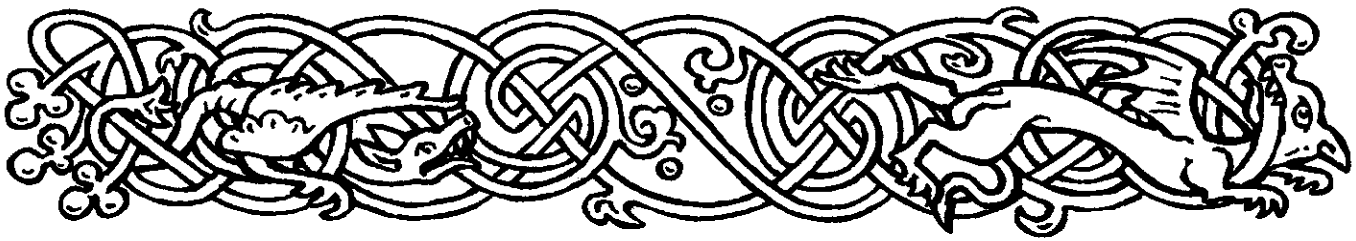
Characters examining the statues discover that the workmanship is excellent. The statues seem lifelike. PCs with the religion nonweapon proficiency who examine the statues are allowed a proficiency check. Success means they recognize the markings on the

warriors' shields and weapons as symbolic of Talos the Destroyer.

Much of the temple is crumbling, and no matter how long the adventurers search they cannot find an entrance to it by wandering about the exterior of the place. However, if they climb the stairs they discover an opening in the temple's roof next to a darkened, crumbling altar.

Player characters who touch the altar must make a successful saving throw versus spell or succumb to the effects of a lost enchantment similar to a *feign death* spell. The affected individuals fall to the ground and appear dead—and their companions might think them so. The individuals do not appear to breathe, and their skin grows pale and cold. The characters will remain in this state for 3 full turns (one-half hour). They can hear, smell, see, and realize what is going on, but they cannot move or do anything about their condition. The enchantment was placed on the altar so sacrifices would pose no problem and would be unable to escape their fate. The priests were protected from the spell.





Characters looking through the opening in the roof see a darkened chamber below. There is not enough light to discern any details about the room. Lowering a light shows that the room is large and many piles of bones lay scattered about. The remnants of a ladder lie on the stone floor 20 feet below. An archway to the east and another to the west lead off into darkness. No map is provided. However, DMs can draw one if they so desire.

Bone Room: Centuries ago this was a meeting place for the Talos priests. It was filled with opulent furniture. Gold-covered braziers kept the room smelling of spice and covered up the scent of the priests' undead charges. However, through the decades the temple has been looted and damaged. This room and the two beyond it are the only chambers left standing. The player characters will have to find a way to lower themselves into this room if they want to explore the temple further. The dimensions of the bone room are 100 feet long by 60 feet high, with a 20-foot-high ceiling.

The piles of bones are actually skeletons that will animate when the PCs touch them. Only one pile need be touched for all of them to spring to life. Priests cannot turn the bones until after they are animated.

PCs searching this room will find nothing of value. The halberds are old and rusted and will command no more than 4 gp each on the market.

Skeletons (30): Int Non; AL N; AC 7; MV 12; HD 1; hp 5 each; THAC0 19; #AT 1; Dmg 1-6 (bone club); SA Nil; SD Edged weapons inflict half damage, immune to *sleep*, *charm*, *fear* and *hold* spells and cold-based attacks; SZ M (6' tall); ML Special; XP 65 each.

Skeletons, Animal (10): Int Non; AL N; AC 8; MV 6; HD 1-1; hp 4 each; THAC0 20; #AT 1; Dmg 1-4; SA Nil; SD Edged weapons inflict half damage, immune to *sleep*, *charm*, *fear* and *hold* spells and cold-based attacks; SZ S (3' tall); ML Special; XP 65 each.

Skeletons, Monster (6): Int Non; AL N; AC 6; MV 12; HD 6; hp 30 each; THAC0 15; #AT 1; Dmg 1-10 (halberds); SA Nil; SD Edged weapons inflict half damage, immune to *sleep*, *charm*, and *hold* spells; SZ S (3' tall); ML Special; XP 650 each.

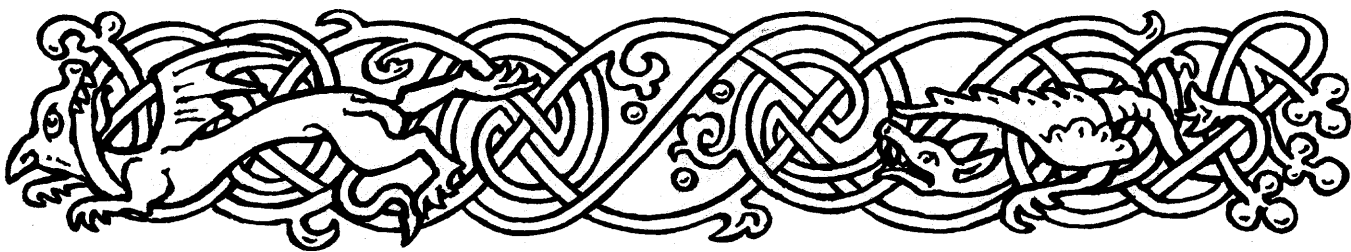
East Room: Once the sleeping quarters for the Talos priests, this 100-foot-long by 40-foot-wide room likewise has been looted, and rubble is strewn throughout the place. A *continual darkness* globe suspended from the ceiling keeps the place blanketed in darkness—a one-time aid to help the priests sleep. Decades ago several chambers could be reached off of this room, however, age took its toll on the structure and those rooms have collapsed. This chamber has become the home to shadows who centuries past served the Talos priests. The shadows will not join the skeletons fighting in the bone room; they prefer to deal with intruders who were likely injured by the skeletons and are therefore easier prey. The shadows attack when one or more individuals have entered the room. Only magical light sources will aid the PCs' vision in this room.

Shadows (16): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 18 each; THAC0 17; #AT 1; Dmg 2-5+ special; SA Strength drain; SD +1 or better weapons to hit, immune to *sleep*, *charm* and *hold* spells, unaffected by cold-based attacks; SZ M (6' tall); ML Special; XP 650 each.

The room contains nothing of value. However, successfully searching the room for secret doors reveals a small niche in the wall. Inside is a clerical scroll with the spells *remove fear*, *enthrall*, *hold person*, *hard water* (listed in the new spells section) and *invisibility to undead*.

West Room: This 50-foot-long by 20-foot-wide room served as a meditation chamber for the Talos priests. Here, they would daily pray for their malicious spells and consult with each other about plans for taking over Undermountain. At one time several passages led from this room. However, all of those have collapsed with time.





The room is devoid of undead and furnishings. The walls are covered with intricate mosaics, which cannot be clearly viewed unless they are cleaned with a cloth or water. The walls are coated with grime and dust.

Characters cleaning off the mosaics are witness to artistically-rendered scenes of priests slaying people and commanding their undead forms to rise. The priests wear black robes shot through with jagged yellow streaks resembling lightning bolts. PCs with the religion nonweapon proficiency who view the mosaics and make a successful proficiency check recognize these as priests of Talos. The scenes of violent death displayed on the wall are disturbing. Beneath the scenes, yet still part of the mosaics, is written: "All bow before Talos the Destroyer, the Power of Pandemonium, the god who holds sway over violent death. Yield to him or suffer his wrath. With his power we will claim these caverns. With his strength we will hold the surface in slavery. With his might we will rule the Realms."

Nothing of value can be found in this chamber. And nothing in the temple complex can be used to construct a raft.

Room 3: Stream of Death

An iron grate running from close to the ceiling of this passage and into the river blocks the way.

The grate runs 20 feet down to the bottom of the river. A two-foot-wide gap at the ceiling of the passage would allow characters to pass over the grate and continue on the other side. Large PCs in plate mail or PCs weighted down with backpacks and other objects will find it difficult to pass through the opening. A successful bend bars roll will move the bars of the grate enough to allow man-sized creatures to pass through at any level. The grate is made of an unusual alloy and is not rusted.

The grate was installed decades ago to keep hungry river predators away from the island. At the time, Halaster's apprentice, Arcturia, considered making the Talos island her home. Although her plans for the island never materialized, the grate did.

The stream is 10 feet wide and 20 feet deep through most of the passageway. The rocky walls of the cavern meet the edge of the water and prevent travelers from finding a place to stand.

PCs moving along this stream will encounter the occupants half-way down its course—a trio of lemon fish. The fish are too large to fit through the gate, unless adventurers widen the opening between the bars.

For more information on the lemon fish, consult the *MONSTROUS COMPENDIUM*[®] booklet included in this boxed set.

PCs searching the bottom of the stream here can find bits of rusted armor and weapons—remnants of adventurers who did not survive the lemon fish. They have a 5% chance of finding a *ring of warmth* hidden beneath a rusted shield.

This branch of the stream opens into a cavern left for DMs to develop.

Subterranean Fish, Lemon (3): Int Non; AL Nil; AC 6; MV Sw 24; HD 7; hp 35 each; THAC0 13; #AT 2; Dmg 2-16/7; SA Poison; SD Special; SZ M (5' long); ML 11; XP 1,400 each.

Room 4: Streamlined Danger

An iron grate, running from close to the ceiling of this passage and into the river, blocks the way.

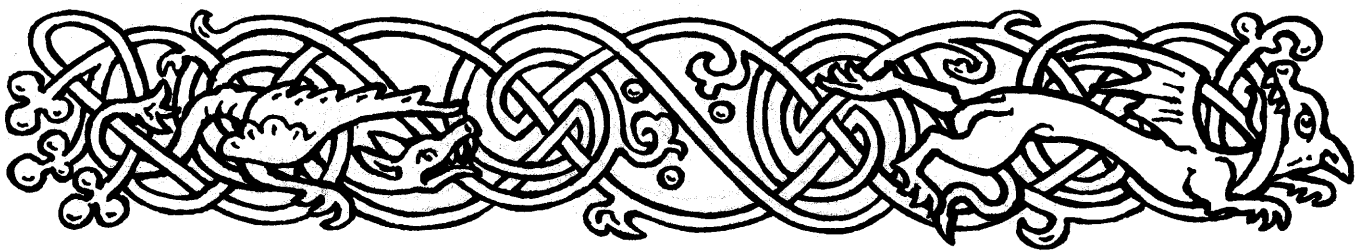
The grate looks similar to the one on the other passage, though you can see a place where the bars are bent slightly.

The bars are bent because another band of adventurers tried to find their way into this passage. Fortunately for them, they were not able to get through the grating.

The stream here is 35' deep, and like the other branch, the rock walls of the cavern enclose it and do not afford a place for the PCs to stand. Roughly halfway down the stream, travelers will encounter this branch's occupants, a dozen water beetles who have not eaten in several days.

Searching the bottom of the stream reveals more bits of armor, weapons, and useless adventuring gear.





However, the PCs can find one sword that has withstood years of resting underwater. This is a *khopesh sword* +1.

The stream empties into a chamber that is left to the DM to develop and populate.

Beetle, Water (12): Int Non; AL Nil; AC 3; MV 3, Sw 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 3-18; SA Nil; SD Nil; SZ M (6' long); ML 14; XP 120 each.

Room 5: Colorful River

The walls of the cavern here are covered in places with a luminous lichen that cast enough light let you see easily. Swirls of color—turquoise, red, green—play beneath the surface of the river. Deeper, below the display of color, you see a glint of metal.

If the adventurers are on a raft, they will not encounter the river's residents: a school of wattlefish, which is making the water appear colorful. However, if they are in the water, there is a 30% chance the wattlefish are hungry and will nibble on the PCs. In any event, characters who swim toward the sparkling colors on the bottom of the river will encounter the fish. Wattlefish are described in the subterranean fish *MONSTROUS COMPENDIUM*[®] booklet entry included in this boxed set.

The glint of metal below the wattlefish is a nonmagical shield left behind recently by a priest of Malar who fled while trying to avoid the hungry fish.

If the PCs kill the wattlefish and gut them, there is a 1-in-20 chance that each fish will have a 50 gp pearl or gem in its stomach.

Subterranean Fish, Wattlefish (30): Int Semi-; AL N; AC 8; MV Sw 18; HD 1; hp 5 each; THAC0 19; #AT 1; Dmg 1-2; SA Paralysis; SD Nil; SZ T (6" long); ML 17; XP 35 each.

Room 6: Passing Warning

Ahead you see an arched passageway that rises to the west away from the river. Steps lead from the river into the passageway, and tied near the steps is a long canoe. The passageway is not natural, as it is smooth and tiled. Carved into the tile at the base of the archway near the canoe are elvish words.

There are no paddles in the canoe. The owner of the boat, Halaster's apprentice Trobriand, keeps those with him or hidden elsewhere. The canoe is 12 feet long and will comfortably hold four individuals and a reasonable amount of belongings. If more than 1,000 pounds is placed in the canoe, it will sink. The carved words read: "Beware what lies beyond. The peril of the river pales beside the evil and horrors that await within. Halaster rules this domain."

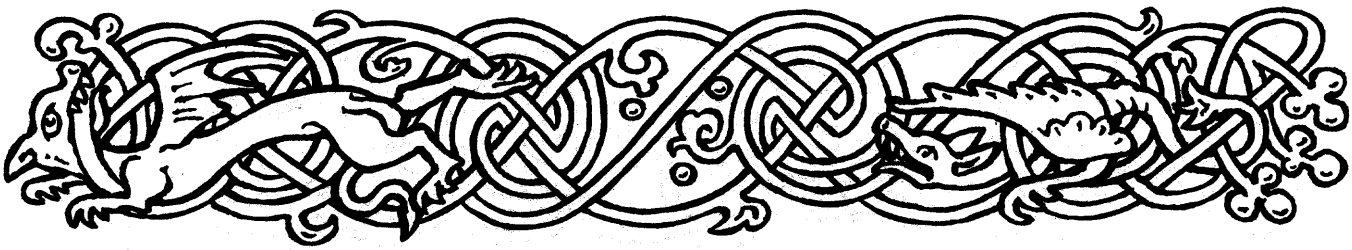
A few yards into the passage, scratches and deep gouges are easily noticed. They are about three feet above the ground, Scrutiny reveals they were likely made by claws. Indeed, this was the scene of a fight between trespassing adventurers and a priest of Malar using *claws of Malar*. If any PC casts a *speak with stone* here, the walls recount the horrific battle in which a lone man wearing metal claws killed a group of eight. The man dumped the bodies in the river. The walls describe the man as muscular and powerful—fire erupted from his hands. No further information can be learned from the stone.

Room 7: Emptiness Place

The gray slate floors, walls, and ceiling of this room are immaculate. A wind blows unceasingly through it. The room has no features and looks as if it was never occupied. There are two archways leading from this place, one to the north and the other to the west. You see only darkness beyond the arches.

This is the fringe of this level's magic-dead area. In fact, it is the only room wherein magic will function in this complex of rooms. It is clean, simply because a





permanent *gust of wind* and a permanent *cantrip* keep it that way. The *gust of wind* will blow out all torches and lanterns. PCs tracking mud, water, or dirt into this place will find that the offending substance is quickly dissolved.

This room is also the receiving end of a gate to Undermountain (see “Entering the Deep Levels”).

The archways from this room lead to Room 8 and Room 12. If the player characters are carrying magical light sources, those light sources will extinguish when they are taken beyond either archway. Consult the “Magic-Dead Areas” section for more information.

Room 8: Not So Sweet Dreams

A massive four-poster bed dominates this high-ceilinged room. The bed must be nearly 20 feet wide and more than 10 feet long. The dark, carved wood posts attest that ages ago this was a work of art, but now the wood is weathered, the bed sags of age, and the quilt that covers it is moth-eaten. The rest of the furnishings—a desk, wardrobe, and chest—are likewise old and weathered. The only object in the room that seems to have withstood time is a massive ceramic tub that is a yard wide and nearly three yards long. Despite its size, the tub is dwarfed by ornate marble pillars that stand in an “L” shape behind it. There are two exits from this room, both to the north.

The room is unoccupied—at least for the present. It is not clean like the preceding room, as the effects of the magic do not extend here. The creatures in Room 9 will wait for the PCs to explore the large room for a while, separating to examine the furnishings. At the most opportune time, the creatures, a half-dozen minotaurs, will strike, gaining a +2 on their surprise roll.

Characters searching the room will find little of interest. However, PCs with the nonweapon tracking proficiency can notice tracks in the dust in the floor. The tracks, which look like large hoofprints, lead to the exits in the north. A successful tracking proficiency with a -2 penalty reveals the tracks belong to minotaurs.

There is nothing in or under the bed other than layers of dust. The wardrobe is empty save for one rotting midnight blue robe that was made for someone at least nine feet tall. In the pockets of the garment are three yellow glass beads the size of small apples. The beads are worth 10 gp each. The desk has no drawers and looks in a poor state. If anything is set upon the desk, it will collapse. The tub is just what it seems and has nothing in it but a layer of dust. The chest at the foot of the bed is empty. However, a successful secret doors roll reveals a hidden compartment set into the lid. Inside the compartment is a giant-sized diary written in the language of storm giants. PCs who are able to understand the language can read the following entries; all other entries are illegible because of the rotting paper.

“How I have come to this place is a mystery. A wrong misstep, perhaps, outside of the growing port settlement of Waterdeep. There are beasts here, and humans who worship a malign god. I must be careful and guard my path until I find a way out . . .

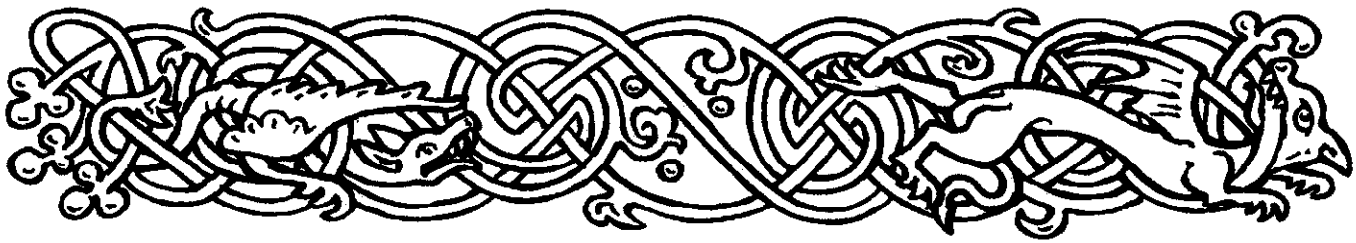
“Today I saw the priests on the island gather an army of undead. I am certain they plan to march against the human wizards I have noted. Who will win, I cannot guess . . .

“I realize why this chamber is safe. My magic does not work here—not one spell or arcane ability. Devoid of magic, this area seems a bane to the wizards and priests nearby . . .

“I have acquired a taste for the colorful little fish that swim in the river. To net them is the only recourse, as their bite is painful. Still, each is a mouthful, and sometimes I find pearls and gems inside . . .

“In my travels I encountered the ghost of a long-dead fighter. At first I was frightened, but then learned I could converse with him. He told me I was in Halaster’s home and gave me interesting bits of information that I shall pass on, ever I get out of here. Among many topics we talked of the Mad Wizard.





And the ghost said that if I did not find a way out, I would join his spirit . . .”

Room 9: Waiting in The Bullpen

The creatures lairing in this room, a half-dozen minotaurs, will strike before the PCs enter this room. They hope to catch the adventurers separated and entrenched in exploring the giant bedroom. The minotaurs know the adventurers cannot use spells or magical weapon bonuses against them.

The room is a shambles of broken furniture, worn blankets, and hole-riddled tapestries. Player characters spending one turn searching through the debris can find the minotaur’s treasure: 2,000 silver pieces, four gems (a tourmaline worth 100 gp, a white jade stone worth 100 gp, an amber oval cut gem worth 200 gp, and a peridot worth 500 gp), a *scarlet ribbon of Talutah* (detailed in the “New Magical Items of the Deep Levels” section), and a *staff of strength* (also a new magical item). These items will not radiate as magic in this magic-dead area. Because of that, it is possible the PCs will overlook them.

Minotaur (6): Int Low; AL CE; AC 8; MV 6; HD 6; hp 33 each; THAC0 13; #AT 2; Dmg 2-8/2-8; SA Grapple, charge; SD +2 on surprise roll; SZ L (7½’ tall); ML 13; XP 1,400 each.

Room 10: Keep Your Trap Shut

Designed by Halaster’s pet thief, Garrik, this room is filled with a variety of devices to test intruders. The minotaurs learned the hard way about this place and stayed away.

The room ahead is dark. Dirt covers the floor, and it looks like no one has been inside it for quite some time. You do not notice any tracks in the dirt. In the southwest corner of the room, an old chest sits. The padlock on it is broken and hangs at an odd angle.

Trap #1: Just inside the door is a pressure plate, which is difficult to spot because it is covered with dirt. The plate looks like a section of flooring. Stepping on it releases a swinging blade in the ceiling. The blade swings from left to right, its arc carrying it to just three feet above the floor. Gnomes and crawling characters are relatively safe; others will be sliced! Characters struck by the blade suffer 2-12 (2d6) points of damage. The trap can be avoided by jumping over the pressure plate.

Trap #2: Just beyond the pressure plate is a 10’ by 10’ pit that is 20 feet deep. It is covered by a taut canvas, that is in turn covered by a layer of dirt. PCs can end up in this pit either by stepping on the canvas or by jumping over the pressure plate mentioned above and landing in the pit. Those falling in the pit suffer 2-12 (2d6) points of damage, save for half damage.

Trap #3: In front of the chest is a 5’ by 5’ pit trap, similar in design to the one in the center of the room. The pit is 10 feet deep and is filled with rusted spikes. Those falling in the pit suffer 1-6 points of damage from the fall. In addition, roll 1d12 to determine how many spikes they landed on. Each spike inflicts 2 points of damage.

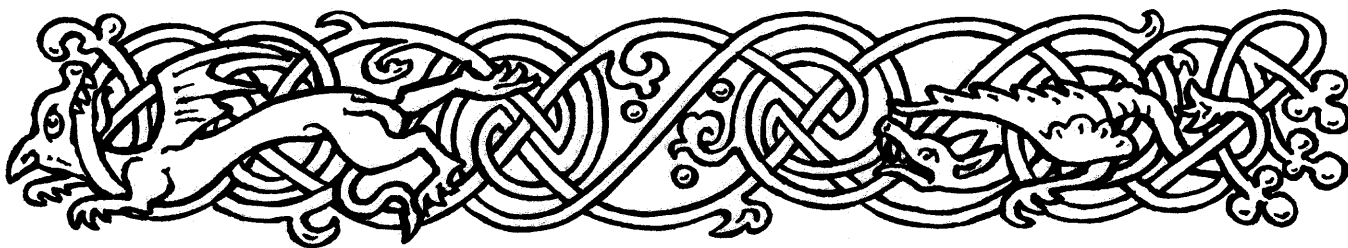
Trap #4: The broken padlock is a ruse. The chest has another lock inside the face of the chest. This lock is trapped with a poison needle, which is set off when someone removes the broken padlock or attempts to open the chest. Those struck by the needle suffer 3-12 points of damage, save for half damage.

Trap #5: There is a secret door in this room that leads to Room 11. The door is 3’ high and is located midway up the wall. The door is locked and trapped with a poison needle, similar to the one on the chest. Those pricked by the needle suffer 3-12 points of damage, save vs. poison for half damage.

The only thing of value in this room is a copper piece sitting atop a crumpled note. The note reads:

Fools you be for walking where only Halaster’s fiends dare tread. The reach of the wizard is long, and his hands hold many leashes . . . Garrik.





Room 11: Reward

This room is dark, but a glint of metal catches your eye. Coins are spilled in the southwest corner of the room.

Garrik left behind a little reward for those able to survive his traps. The coins total 100 gp and 300 sp. Several of the Malar priests are aware of this trap and periodically check it to see if any “hunt” victims have accepted the thief’s meager treasure. When the coins are gone, the priests know it is time to start the hunt.

Room 12: Stone Home

The room beyond is large and relatively clean. There are no furnishings, though a round ornamental rug, nearly six feet in diameter, covers a section of the floor. The walls, ceiling and floor are stone. A doorway leads off this room to the south.

This is the home of a pair of stone puddings that are resting on the ceiling. If the PCs made a considerable amount of noise in Room 10, the puddings will be waiting for them, hoping to drop on them from above. The pudding is detailed in the *MONSTROUS COMPENDIUM*[®] booklet included with this boxed set.

The treasure in this room is the ornamental rug. It is in good condition and is worth 200 to 350 gp, depending where it is sold. If a fight in this room takes place over the rug, the rug is considered damaged and worth one-third of its original value.

Pudding, Stone (2): Int Low; AL NE; AC 4; MV 3; HD 5; hp 20 each; THAC0 15; #AT 1; Dmg 3-18; SA Special; SD Edged weapons inflict no damage, blunt weapons inflict ¼ damage; SZ L (7' across); ML 17; XP 1,400 each.

Room 13: Creaking Boards

The massive room beyond has stone walls and ceilings, but the floor is covered with weathered

panels of wood. A dozen wooden chairs, in various states of disrepair, sit about the floor. A doorway on the south wall leads deeper into the complex.

There is nothing deadly about this room. It is empty, and the chairs are worthless. The boards lay across the stone floor, put there to cover up a gray mold that once inhabited this place. However, adventurers walking through the room will find it unnerving. The boards creak terribly whenever any amount of weight is placed on them. PCs can do nothing to silence the sounds, since they cannot cast spells in this magic dead area. The creaks alert the heucuvus in Room 14.

Room 14: Hungry Heucuvus

The undead living here are usually left alone. The minotaurs let them pass freely, in fact they give them a wide berth and treasure to avoid being attacked. The pudding has no interest in them either.

The heucuvus were servants to Halaster and in life were magically experimented on by Talosian priests who had found their way into the underground. The heucuvus roam Undermountain from time to time in search of living creatures to slay. They especially hate clerics and seek out priests of Malar whenever possible. They have chosen this room as their lair because it is magic-dead; they know Halaster’s apprentices do not come here.

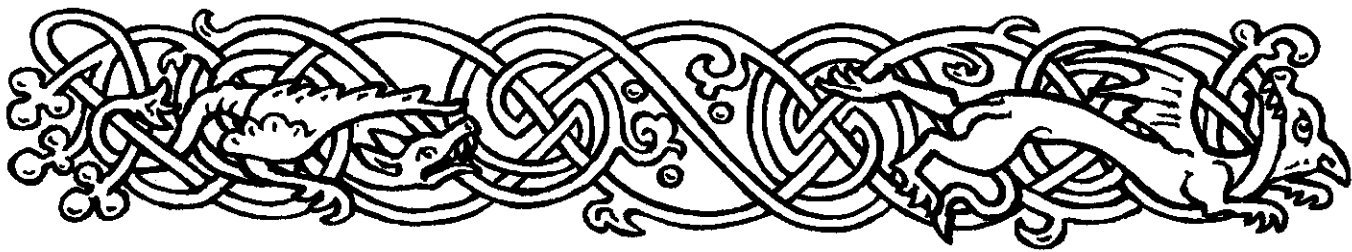
If any characters stepped on the creaking floor boards in Room 13, the heucuvus will be alerted to their presence and will stand on either side of the doorway, waiting for their living targets to enter.

The heucuvus can be turned as wights, as a priest’s turn undead ability does function here. (The ability is not magical in nature; it is granted by a deity.)

The heucuvus only can be hit by silver or +1 weapons. Since magical weapons will not function in this area, PCs without silvered weapons will have to flee or perish. The heucuvus will pursue fleeing characters to the end of the magic-dead area.

The room is a shambles, with rotting furniture, tapestries, and leather items strewn about. If the PCs spend more than one turn searching the room, they





can find the heucuva's treasure. It is stored in a rotted leather backpack covered by bits of broken chairs.

Their wealth consists of: two silvered short swords, a matched pair of ornate throwing daggers (*daggers* +2), 100 sp, 400 cp, a pearl bracelet worth 230 gp, and a single onyx earring worth 20 gp.

Heucuva (5): Int Semi-; AL CE; AC 3; MV 9; HD 2; hp 10 each; THAC0 16; #AT 1; Dmg 1-6; SA Disease; SD +1 or silver weapons to hit; SZ M (5½' tall); ML 11; XP 270 each.

Those injured by a heucuva will lose one point of Strength and Constitution a day until a *cure disease* spell is cast. Victims reaching 0 in one or both statistics die.

Room 15: Moldy Surroundings

Passing beyond the room with the undead, you see a smaller room filled with dirt and dust. There are pieces of broken furniture and burned-out torches lying everywhere. A thin coat of dust covers nearly everything. It is noticeably cooler in here.

The dust is actually a patch of brown mold. It will absorb the body heat from any character approaching within five feet of it, causing 4d8 points of damage per round. The creature will double in size if a PC within that range is carrying a torch.

There is nothing of value in this room.

Brown Mold (1 patch): Int Non-; AL Nil; AC 9; MV 0; HD N/A; hp N/A; THAC0 19; #AT 0; Dmg Special; SA Freezing; SD Absorb heat; SZ L; ML N/A; XP 15.

Room 16: Ugly Waters

You are engulfed in a magical blue light and plunged into cool, deep water. Cavern walls rise to both sides of this river and join to form a rocky ceiling overhead. It seems you are in an underground river.

The river's current is relatively swift, though you cannot tell its direction.

The cavern is cloaked in shadows, though there is light coming from your forms, and you detect a faint light from somewhere upstream.

Adventurers who step between the statues when the moon is full, as indicated in the "Gate" section, end up floundering in the water here. All PCs have *faerie fire* cast on them and their belongings, have been magically stripped of all potions, and are in 20'-deep water. Characters in armor could be in danger of drowning—especially considering the threat of the trio of sea hags living in the water between Room 16 and Room 17.

The sea hags found their way here nearly four years ago and were unable to get out. They have made this stretch of underground river their home, preying on adventurers who unwittingly find travel through the dungeon. The hags have learned not to attack the "regular" inhabitants of Undermountain—they still bear scars from encounters with Halaster's apprentices, Trobriand and Arcturia, and the Malar priests. Arcturia stripped these hags of their ability to cast their deadly gaze. The apprentice did not want the hags to kill outright those who are loyal to Halaster.

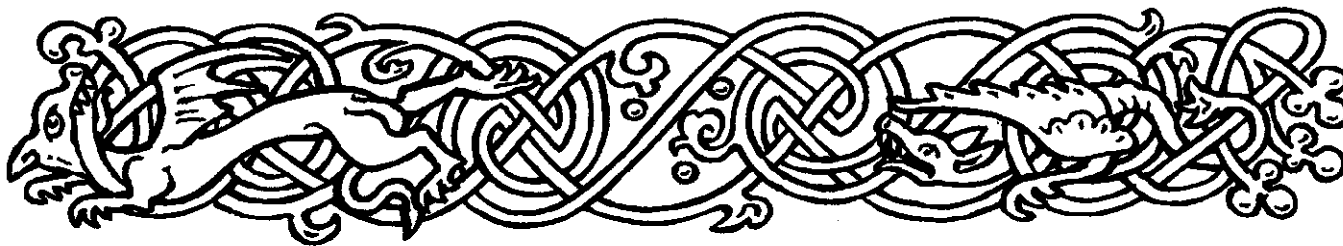
The sea hags will attack the PCs when they enter the area of water between Room 16 and Room 17 on the map. It does not matter whether the PCs are swimming, flying above the water, or using a boat. They will likely surprise PCs who entered via the gate linked to Room 16 that is described in the "Gate" section.

If the PCs entered Undermountain via another gate, they will not have a *faerie fire* spell on them and will not have lost all their potions. Still, they are subject to the hags' attack. In this case, the hags will likely use their change self ability to pose as adventurers floundering in the water. The hags will try to convince the PCs to help them, and they will attack at the most opportune moment.

These hags will not fight to the death. If it is evident they will lose the battle, they swim to the bottom of the river and attempt to escape.

The hags' treasure is difficult, but not impossible to find. It is stored in a canvas bag hidden among weeds





at the bottom of the river bed. It will take a few turns of searching to find it and a successful detect secret doors roll. In addition to the magic in the possession of the hags, the treasure consists of: 1,000 sp, a jade carving of a dragon (13,000 gp), a coral snuff box (200 gp), and a pewter goblet (120 gp), and four *arrows of healing* (detailed in the “New Magical Items” section).

Hags, Sea (3): Int Average (8); AL CE; AC 7; MV Sw 15; HD 3; hp 15, 13, 21; THAC0 13 (16); #AT 1; Dmg 7-11 (1d6+5); SA Special; SD Special; MR 50%; SZ M (5' tall); ML 11; XP 675 each.

Although these hags do not possess a death gaze, characters looking at their true forms will grow weak from fright, losing half of their Strength score for 1-6 turns unless a successful saving throw vs. spell is made.

The hags fight with daggers. In addition, some use magical items to their advantage.

Hag #1: *dagger* +1

Hag #2: *dagger* +1, +2 vs. *tiny* or *small* creatures

Hag #3: *dagger* +1

Room 17: Hag Haven

With a splash you find yourselves sinking in the cool waters of a river. It is difficult to see where you are, as the water smarts your eyes, and the area all around you is cloaked in shadows. However, you can make out cavern walls that rise to either side of the river. The walls join to make a ceiling above. It is obvious you are in an underground river. But where?

This is the receiving end of a gate located in the Council of Musicians, Instrument-Makers, and Choristers of Waterdeep. PCs who trigger the gate end up in the river at the numbered spot on the map. They are subject to the attack of the sea hags, which are detailed in Room 16.

Room 18: Feed The Animals

A marble platform, dusty pink streaked with black, edges out from the cavern wall and

extends over part of the river. Four braziers, from which come flames and the strong scent of incense, are spaced evenly along the back of the platform. Between the two center braziers, which are shaped to resemble lions, you see etchings on the cavern wall. However, you are not close enough to make out any details.

Characters will have to climb onto the platform and get close to the wall to make out the etchings. The words are in dwarvish, and are worn and difficult to read in places. Read the following to those PCs able to make out the etchings:

“We will die here, we know. It is only a matter of time. Our treasure is the wizard’s. We paid for our greed with our lives. If only we had something to feed the lions. Alas, all of our magic is exhausted. We wish you well, those of good heart who follow us. Pray to Moradin that you do not share our fate.”

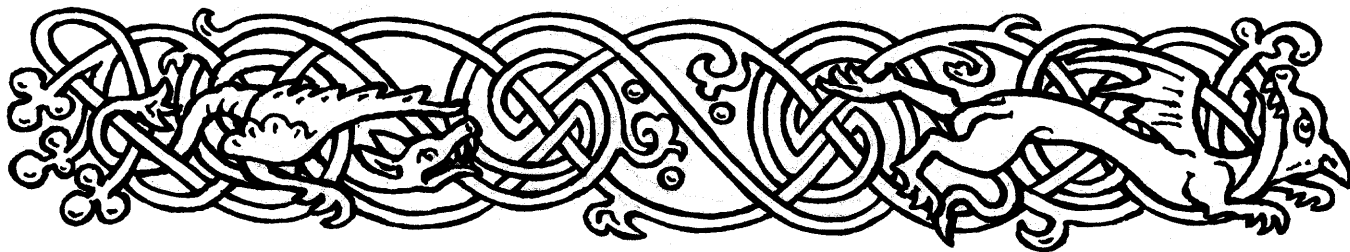
The words were etched by a party of dwarven adventurers who came to Undermountain to find riches. They knew of the gate and how to feed the lions. However, Trobriand caught up with them before they could escape. The apprentice wounded them, stole their weapons and magic, and abandoned them here for the Malar priests to hunt.

This platform is indeed a gate, one that will transport adventurers to a spire north of Ravens Bluff, the Living City. The spire is used as a landing pad for aerial mounts. The lion braziers act as a one-way gate, and they are activated by putting a magical item in each of the lions’ mouths. The magical item can be a potion, scroll, or permanent item. Characters have 4 rounds after placing the items to walk between the braziers and appear on the peak. The magical items are consumed in the process.

Room 19: Rising Feelings of Wonder and Woe

A row of small marble platforms, resembling an ocean’s breakwater, stretch across the western side of this river. Beyond them is a larger mar-





ble slab that has five risers atop it. Beyond the risers the river continues, meandering into a forest—a great underground forest with an open sky. In the distance you can see birds flying, and you smell the scent of fresh earth and grass.

The forest has no logical place in this underground complex, yet there it is, lush and inviting. The forest has at least two canopies—the tallest comprises the massive temperate and tropical trees that rise more than 80 feet above the floor. The second canopy is more dense and is from mostly temperate trees, oaks, willows, and more. The mix of trees, bushes, and grasses is incongruous.

A haze rises above the ground, evidence that the forest is warm and that it rained here recently. The grasses are tinged with dew, and the ground is wet.

An abundance of insects scurries over the leaves and swarm in the lower branches of the trees.

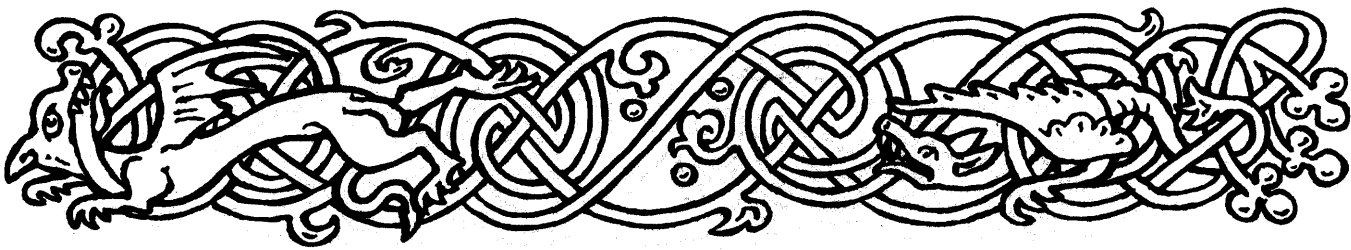
Animals are everywhere, too. You can see the tracks of small ground squirrels and the paths of snakes. Monkeys dance and swing from the branches of trees, and bright-plumed birds fly over the tallest trees.

The sun pours down over this idyllic (but unsettling) place.

There is nothing magical or special about the series of marble platforms. They are, in effect, marble columns that extend from the river bottom 20 feet below to two feet above the water. Each is large enough for a few people to stand upon. In between the columns are strips of marble that also can be walked upon. These connect the columns and are only a foot thick. The purpose of these columns is uncertain, although it is obvious they afford some amount of safety from the river and its inhabitants.

The large marble platform with the risers on it is of more interest. There are five risers, each enchanted with a magical effect, and each with foot- and hand-holds carved into the sides so they can be climbed.





Created by Arcturia and Trobriand as part of an arcane magical contest when the pair were attempting to get along, they have beneficial and harmful effects depending on the individuals who step upon them. The risers are detailed below. Arcturia and Trobriand never accepted each other, and they left the risers in place to amuse and puzzle trespassers into Wyllowwood.

A: This riser is 20' tall, smooth and featureless like a column, except for the hand and footholds. Elves and half-elves who stand atop the pillar and pose like a statue gain the use of an augury spell—so long as they remain on the pillar. An individual only can use this pillar once a day. The pillar's magic does not function on humans or other demihumans.

B: This riser is 10' tall and is rough, as if someone began to chisel it, but then walked away from the project. Climbing this column is easy. Humans standing in a marble circle atop it are struck by a *confusion* spell, no saving throw. The effects of the spell last for 14 rounds. Consult the spell on page 154 of the *Player's Handbook* for the spell effects. Demihumans are not subject to the spell.

C. This riser, appearing as a polished column similar to A, save for the hand- and footholds, rises nearly 15 feet above the marble slab. Any non-winged creature or character standing atop it is transported to Trobriand's Graveyard in the dungeon. Trobriand created this as an easy way to travel from his level to Wyllowwood. Arcturia, who has wings, cannot use it.

D. Similar to riser C, this column is only eight feet tall and has a bronze crown on it. Any spellcaster standing in the pink marble circle on the top of this column and placing the crown on his head has a random temporary magical item stripped from him, such as a potion or scroll. This item is lost forever. In exchange, the wizard, priest, or bard gains one of the following spells that can be used while the character is on this level of Undermountain. This spell can be cast twice a day, is not considered part of the caster's daily repertoire, and does not need to be studied or prayed for. The spell gain occurs regardless of character class or school or sphere limitations. The spell is cast at the level of the caster. The pillar will function

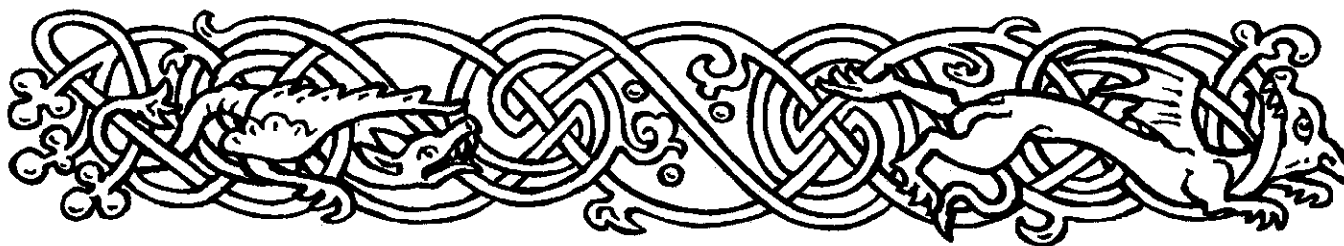
only once per individual, and will work only three times a day. When a character leaves Undermountain or travels to another level, the magical ability is lost. If the crown is removed, the pillar's magic will not function. The crown is worth 280 gp. Roll 1d20 and consult the table below.

1 Detect undead	11 Detect poison
2 Cure critical wounds	12 Spider climb
3 Detect invisibility	13 Detect magic
4 Know alignment	14 Tongues
5 Cure serious wounds	15 Infravision
6 Create food & water	16 Create water
7 Cure light wounds	17 Slow poison
8 Neutralize poison	18 Feather fall
9 Speak with animals	19 Light
10 Resist fire/cold	20 Dispel magic

E. The tallest of the risers, this one extends nearly 30 feet. Its stone is chiseled to look like the straight trunk of a tree. The top of this column is coated with a permanent *grease* spell. Characters or creatures can easily climb this pillar. However, once they climb on the top of the column, they must make a successful saving throw versus spell or fall off the riser and on to the marble slab below, suffering 4-24 points of damage because of the hardness of the marble. Those who save successfully can receive the benefit of the column. Any creature who stands still on the top of the column for 3 rounds gains a language proficiency. PCs who already have the language gain an 18 in that ability; if they already have the proficiency at that ability level, they are unaffected by the magic of the column. Roll 1d8 and consult the following chart. This riser functions three times a day.

1 Written language, Elf
2 Spoken language, Elf
3 Spoken language, Orc
4 Written language, Ogre
5 Written language, Gnome
6 Spoken language, Bugbear
7 Spoken language, Goblin
8 Spoken and written Halfling





PCs attempting to climb off this column must make another saving throw versus spell or fall to the marble slab below, suffering 4-24 points of damage.

Past the risers is the start of the great underground forest. The sky is real, hanging over the forest because of a massive teleporter set into the ceiling of this part of the dungeon. This is the largest gate in all of Undermountain. This gate is one way, and fluctuates, linking the sky above Waterdeep, Myth Drannor, the Moonshaes, and more to this chamber. Birds and animals finding their way through this gate by flying into the teleporter's effects or walking toward a horizon touched by the teleporter end up in the underground forest. Because the gate is one-directional, the birds and animals cannot find their way out.

The gate brings rain, lightning, wind, and all the elements the forest needs.

Characters attempting to fly out of this cavern draw the attention of the green dragon who lives in the woods, the priests of Malar, and perhaps one of Halaster's apprentices. Further, the flying character will discover that his body meets stone, not sky, and that he is trapped in the underground woods. He will have to find another way out.

PCs coming upon the underground forest from another area should be read the description of the forest.

Room 20: Pool Transporter

Beyond the marble breakwater you see a statue of a beautiful elven woman. It, too, appears to be made out of marble, though the stone is nearly pure white. The statue's arms beckon to you. At its feet is a crystal-clear pool, roughly five feet across. Although the water is clear, you cannot see the bottom of this pool.

The pool is magical and will radiate strongly of enchantment magic if such is detected for. Creatures stepping into the pool find themselves inside an urn in Heroes' Garden. However, this is provided the urn is filled. Consult the "Gate" section in this booklet.

The statue is exquisite. Characters with the Artis-

tic ability proficiency who make a successful proficiency check are certain that this statue was not carved by human or demihuman hands—it is far too lifelike.

The statue is actually Sirane, an elven woman who accidentally found her way into Undermountain 40 years ago when she tried to get a drink from the urn in Heroes' Garden and fell in. She found herself in Undermountain—confronted by Arcturia, who was jealous of Sirane's beauty. Arcturia turned Sirane to stone. Sirane can be released if the PCs cast *stone to flesh* spell or a properly worded *limited wish* or *wish* spell. The elf will be grateful and will relate her encounter with the winged apprentice. She does not know 40 years have passed, and will discover this only if the PCs ask the date she entered this cavern or relate the current date to her. She wants nothing more than to return home, and will either dive through the pool to get back to Heroes' Garden (provided the urn is at least half-full of water), showing the PCs a gate that will take them out of Undermountain, or she will accompany the PCs until they find a way out. The Heroes' Garden urn is described in the "Gate" section.

Sirane, elven female (1): Int Average (10); AL NG; AC 9; MV 12; HD 1+1; hp 8; THAC0 19; #AT 1; Dmg by weapon (she has none); SA Nil; SD Nil; MR 90% resistant to sleep and charm-related spells; SZ M (5' tall); ML 13; XP 220.

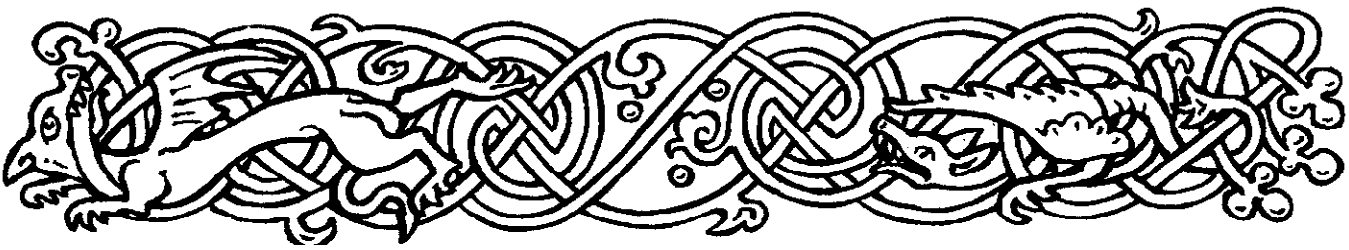
Beyond these objects is the junglelike forest. PCs can see it, smell it, and feel a breeze that blows through it.

Room 21: Magic Chests

Large wooden chests, banded with iron and set with pieces of polished marble, sit on each of the marble slabs that serve as an entrance to this narrower section of river. It looks like there is just enough room for a few people to stand on the slab, next to either chest.

The chest to the west is magical. It is 10 feet wide by five feet deep by three feet high. It is a one-way gate





that will lead to a random location on Trobriand's level of the dungeon. The chest is not locked or trapped and appears empty when opened. Creatures stepping inside the chest and closing the lid are transported.

The chest to the east is not magical; however, something within it is. The chest has the same dimensions as the one on the west slab and is on a slab twice as big. It is not locked or trapped. Anyone opening the chest is subject to the effects of the *mirror of opposition* that is set inside the chest's lid. There is only a 10% chance that those opening the chest will not see the mirror. Exact duplicates of the characters looking into the mirror will be created, making it a little crowded on the slab. The duplicates have all the magic and power of the originals, and they will fight to the death. Upon the duplicates' death, they disappear.

Inside the chest is a red cloth that covers the entire bottom. Under the cloth is a *mirror of life trapping* that covers the bottom of the chest. Determine a character's chance of looking at the mirror, depending on how he or she retrieved the cloth. If a character looks at the mirror, he must save versus spell or become trapped inside one of the mirror's cells. Breaking the mirror will retrieve the trapped individual—along with the other creatures trapped (an ogre and a werewolf). The trapped creatures fight to the death, believing the PCs trapped them in the mirror. Because of the limited room, the creatures attempt to push the PCs into the river. In addition, the merrows leap into the river and attempt to fight from the water.

Ogre (1): Int Low (5); AL CE; AC 5; MV 9; HD 4+1; hp 21; THAC0 17; #AT 1; Dmg 1-10; SA Nil; SD Nil; MR Nil; SZ L (9' tall); ML 11; XP 175.

Merrow (2): Int Average (8); AL CE; AC 4; MV 6, Sw 12; HD 4+4; hp 24 each; THAC0 15; #AT 3; Dmg 1-6/1-6/2-8; SA Nil; SD Nil; MR Nil; SZ L (9' tall); ML 12; XP 270 each.

Lycanthrope, Werewolf (1): Int Average (10); AL CE; AC 5; MV 15; HD 4+3; hp 23*; THAC0 15; #AT 1; Dmg 2-8; SA Nil; SD Hit only by silver or +1

or better weapons; MR Nil; SZ M (6' tall); ML 12; XP 420.

There is a 1% chance per point of damage inflicted on a target that the target will contract lycanthropy. See the MONSTROUS COMPENDIUM® entry on "lycanthrope, general" for more information.

- The werewolf is wearing a *vest of health*, which cannot be noticed until after he is killed and his human form appears. The *vest*, a new item described in the "New Magical Items" section, allows the creature wearing it to ignore the first 24 points of damage per day inflicted on the creature. Any damage inflicted against the werewolf will first apply to the vest. If the PCs defeat the werewolf and take the *vest*, it will not function for them until the following day.

Room 22: Challenging Cavern

Around a bend in the river you spot a cavern that rises away from the river to the east. It is filled with rocky columns, and in the meager light coming from the luminescent lichen on the walls, you can see a few coins glinting.

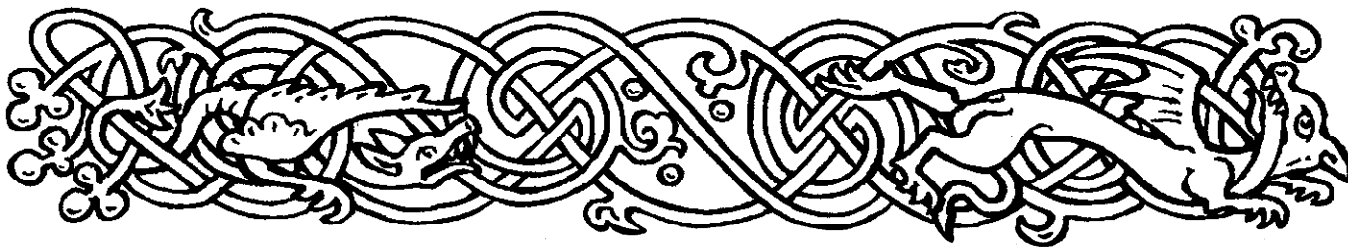
This is the lair of a band of bi-nou. These new rock creatures are detailed in the MONSTROUS COMPENDIUM booklet inside this boxed set.

The bi-nou will attack any creatures entering their cavern. They will make a contest of the killing. Their initial ploy will be to cast one or more *wall of stone* spells to prevent their targets from escaping into the river.

Once the bi-nou are dealt with, the PCs can find the creatures' "treasure." This consists of one bi-nou egg, three suits of chain mail (two human-sized, one dwarven), two silvered long swords, and one silvered khopesh sword that is in poor condition. The dwarven suit of chainmail is +2.

Bi-nou (4): Int Very (11); AL N; AC 1; MV 6; HD 5+5; hp 30, 30, 24, 33; THAC0 15; #AT 2; Dmg 1-8/1-8; SA Squeeze, spells; SD Immune to mind-affecting spells; MR 20%; SZ M (6' tall); ML 13; XP 975 each.





Each bi-nou can cast the following spells once a day at 10th level of effectiveness: *dig*, *stone shape*, *wall of stone*.

Room 23: Malar Passage

Rising up from the river and to the west is a passage that leads into a chamber beyond. Light spills from the passage, making it impossible to determine anything about the chamber. Carvings of animals cover the walls and ceilings of the passage. A post rising from the river near the passage entrance is likely intended for securing boats.

The passage is enchanted, designed to impart knowledge to Malar initiates. By touching a creature displayed on the wall or ceiling, the initiate learns the name of the creature, the type of terrain it can be found in, and some of the lands in the Realms where it lives. The majority of the creatures displayed are great cats, herd animals, snakes, lizards, fish, wild dogs, birds, and other common animals.

There are no magical or fantastic creatures displayed.

Characters who go beyond the passage enter the realm of the Malar priests. In addition to the priests detailed in each room, the player characters can encounter the Malar priests listed in the Nonplayer Character section of this booklet.

Room 24: Room of Wisdom

As in the passage you just left, the walls and ceiling of this room are covered with carvings of animals. The stone floor is painted white and black, resembling the stripes of a zebra. In the center of the room are two large cages. One contains a sleeping cheetah, the other is empty. Simple wooden chairs are spaced unevenly about the room, between the wall-mounted torches. The room seems unusually quiet.

A permanent silence spell has been placed on these walls to keep the animal noises from disturbing the

priests in nearby rooms. PCs entering the room will quickly notice the effect, as they cannot hear their own footfalls. (This also means that spells requiring verbal components are rendered useless in this room.)

There is a 50% chance six initiates will be in this room studying the cheetah in the cage. They communicate via gestures. Initiates will not immediately attack trespassing characters. Via gestures, they attempt to learn if the PCs are loyal to Malar. PCs who are not able to quickly convince the initiates that they worship the Beastlord will be attacked.

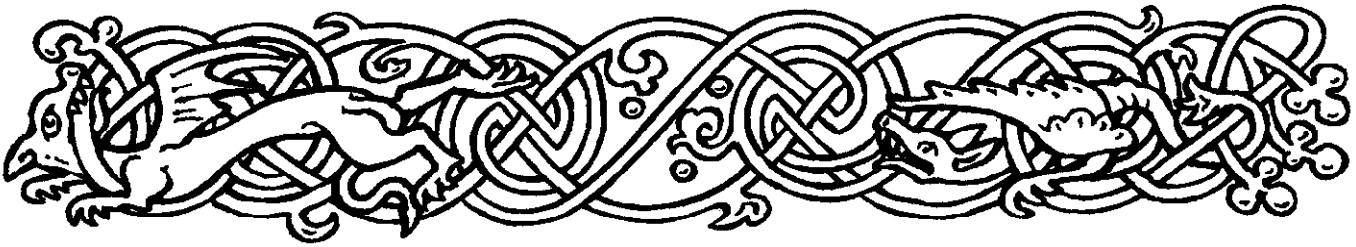
The initiates fight to the death. However, one or more will try to escape to alert more powerful priests about the trespassers.

If the PCs capture any of the initiates and question them in another area, the initiates reveal that this area of Undermountain is sacred to Malar the Beastlord, and intruders who threaten this place will face the wrath of powerful priests and perhaps the god himself. Further questioning reveals that there is a high priestess somewhere in Undermountain and a pair of brothers who are rising in the ranks of the temple. The initiates tell the PCs they are doomed, as now the rest of the priests will know there are trespassers, who will become the subjects of a great hunt. DMs should pay attention to where the PCs take any captured initiates, as this could alert priests in other rooms.

The cages in the room are magical. Each cage weighs approximately 400 pounds and is made of thick iron. They measure 12 feet deep by 12 feet wide by 8 feet high. By stepping inside the empty cage and concentrating on the animal in the other cage, the individual trades minds with the animal. For example, the cheetah's mind would switch into the body of a PC, and the PC's mind would be in the body of the cheetah. The mind transference lasts for one hour, unless a *remove curse*, *limited wish*, or *wish* is cast earlier. Mind transfers only can occur with creatures of animal intelligence or less.

Initiates (6): Int Exceptional (16); AL CE; AC 8 (leather robes); MV 12; HD 1 (Pl); hp 8 each; THAC0 20; #AT 1; Dmg 1-6 (staff); SA Spells; SD Spells; MR Nil; SZ M (6' tall); ML 15; XP 65 each.





Each initiate has the following spells in memory: *cause light wounds* ×2. These spells cannot be cast in the silenced room.

Cheetah (1): Int Animal (1); AL N; AC 5; MV 15, Sprint 45; HD 3; hp 15; THAC0 17; #AT 3; Dmg 1-2/1-2/1-8; SA Rear claws 1-2 each; SD Surprised only on a 1; MR Nil; SZ M (4'); ML 9; XP 175.

Room 25: Clerical Studies

Tapestries woven with the images of fantastic and magical beasts line the walls of this room. Thick rugs resembling grass cover the floor. There are no other furnishings.

In this chamber Malar priests meditate and pray for their spells. There is a 60% chance four priests and a 70% chance four initiates will be here. If priests are present, they move to attack the PCs immediately, as they bear no symbol of Malar. The hunt is on, and each priest hopes to score at least one skull or shield.

The priests begin their attacks with their *charm person or mammal* and *heat metal* spells. If only initiates are present, they will not attack until they have determined the PCs are intruders. No matter who is present, one priest or initiate will attempt to escape to warn the priests in Room 26 that there are intruders. The hunt is on.

In addition, combat in this room will rouse any priests in Room 27. It will take four rounds for these priests to join the fray.

Initiates (4): Int Exceptional (16); AL CE; AC 8 (leather robes); MV 12; HD 1 (P1); hp 8 each; THAC0 20; #AT 1; Dmg 1-6 (staff); SA Spells; SD Spells; MR Nil; SZ M (6' tall); ML 15; XP 65 each.

Each initiate has the following spells in memory: *cause light wounds*, *cure light wounds*.

Priests (4): Int Exceptional (16); AL CE; AC 8 (leather robes); MV 12; HD 4 (P4); hp 24 each; THAC0 18; #AT 1; Dmg 1-6+1 (staff +1); SA Spells; SD Spells; MR Nil; SZ M (6' tall); ML 16; XP 270 each.

Each priest has the following spells in memory: *Animal friendship*, *invisibility to animals*, *cure light wounds* ×2, *cause light wounds*, *charm person or mammal*, *heat metal*, *speak with animals*, *slow poison*.

There is a 25% chance a priest will have one of the following potions: *healing*, *animal control*, *plant control*, or *sweet water*.

Room 26: Beastly Sleepers

Eight rows of bunk beds tiered four high and small wooden tables fill this room. There are eight clothes chests and three book cases at the far end of the room. All of the furnishings are plain, but appear functional. The room seems unusually quiet.

The initiates and priests of 1st-4th level sleep here. There are places for 20 initiates and one dozen 1st-4th level priests. There is a 50% chance three priests and six initiates will be found here.

This room is under a permanent *silence* spell so the priests can sleep and study without interruption.

The clothes chests contain leather robes, cloth robes, and cloaks—all embroidered with the symbols of the Beastlord—of various colors, slippers, soft leather boots, and small pouches stamped with initials and containing a total of 12 pp, 230 gp, 340 sp, and 120 cp. In addition, each chest has 1d6 bleached human skulls inside—trophies from the hunt.

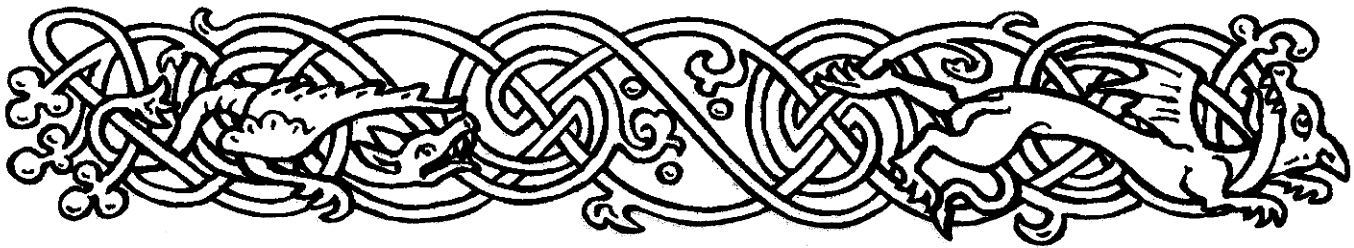
Initiates (6): Int Exceptional (16); AL CE; AC 8 (leather robes); MV 12; HD 1 (P1); hp 8 each; THAC0 20; #AT 1; Dmg 1-6 (staff); SA Spells; SD Spells; MR Nil; SZ M (6' tall); ML 15; XP 65 each.

Each initiate has memorized the following spells: *cause light wounds*, *cure light wounds*.

Priests (3): Int Exceptional (16); AL CE; AC 8 (leather robes); MV 12; HD 4 (P4); hp 24 each; THAC0 18; #AT 1; Dmg 1-6+1 (staff +1); SA Spells; SD Spells; MR Nil; SZ M (6' tall); ML 16; XP 270 each.

Each priest has the following spells in memory: *Animal friendship* ×2, *cure light wounds*, *cause light*





wounds ×2, charm person or mammal, heat metal ×2, speak with animals.

There is a 25% chance a priest will have one of the following potions or scrolls: *extra-healing*, *sweet water*, *poison*, *vitality*, scroll of *protection from plants*, scroll of *protection from lycanthropes*, scroll of *protection from water*.

Room 27: Strengthening The Body

The stone walls and ceiling of this room are bare. A large, black, woven cloth mat dominates this place, nearly filling the room. Two cots covered with heavy blankets and two chests occupy the southeast corner. Dented shields ring the room, leaning against the walls.

Brynd and Mirko, two fighters loyal to Malar, train priests to be better fighters. There is a 50% chance that at any given time the fighters will be instructing two priests of 4th level and two priests of 5th level. Otherwise, there is a 25% chance the fighters will be here alone, resting or sleeping.

Unless the PCs have taken precautions to dress themselves in the priests' leather robes, the occupants of this room recognize them as trespassing adventurers and start a fight. These NPCs fight to the death. The fighters engage the closest PCs in melee, attempting to give any priests time to cast spells.

If the PCs were involved in a fight in Room 25, it is likely any occupants of this room joined the battle. In this event, the room will be empty.

The massive chests contain the belongings of the fighters—assorted clothes, dice, two daggers, slippers, 38 pp, 120 gp, and four black pearls (each worth 60 gp). In addition, each chest contains eight bleached human skulls—the fighters occasionally participate in the hunt. The shields are also hunt trophies.

Eul, Dormit, priests (2): Int Exceptional (16); AL CE; AC 8 (leather robes); MV 12; HD 4 (P4); hp 24 each; THAC0 18; #AT 1; Dmg 1-6+1 (*staff* +1); SA Spells; SD Spells; MR Nil; SZ M (6' tall); ML 16; XP 270 each.

Each priest has memorized the following spells: *Animal friendship*, *invisibility to animals*, *cure light wounds* ×2, *cause light wounds*, *charm person or mammal*, *heat metal*, *speak with animals*, *slow poison*.

There is a 40% chance a priest will have one of the following potions: *healing*, *extra-healing*, *elixir of health*.

Takund, Wert, priests (2): Int Exceptional (16); AL CE; AC 5 (bracers of defense AC 6 + DEX); MV 12; HD 5 (P5); hp 32 each; THAC0 18; #AT 1; Dmg 1-6+2 (*staff*+2); SA Spells; SD Spells; MR Nil; SZ M (6' tall); ML 16; XP 420 each.

Each priest has memorized the following spells: *protection from good*, *animal friendship*, *invisibility to animals*, *cure light wound*, *cause light wounds*, *chant*, *spiritual hammer*, *resist fire/resist cold*, *speak with animals*, *slow poison*, *curse*.

There is a 40% chance a priest will have one of the following potions or scrolls: *potion of extra-healing*, *potion of vitality*, scroll of *protection from magic*, scroll of *protection from cold*.

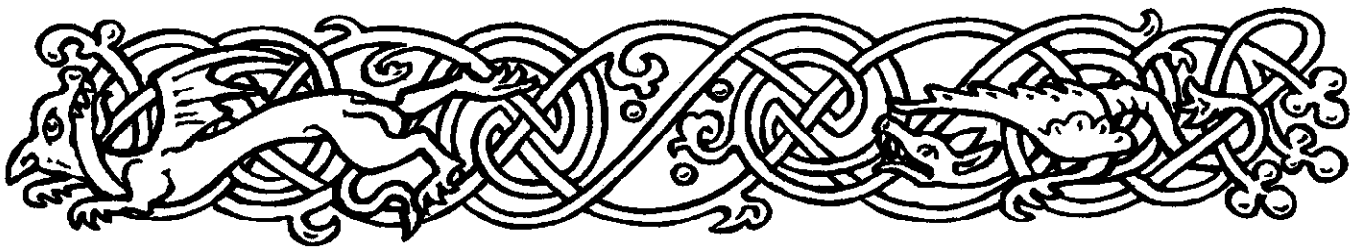
Brynd, Mirko, fighters (2): Int Average (10); AL CE; AC 3 (chain mail, shield +1); MV 9; HD 7 (F7); hp 40 each; THAC0 14; #AT 2/3; Dmg 1-8+2 (*long sword* +2); SA Nil; SD Nil; MR Nil; SZ M (6' tall); ML 17; XP 420 each.

Room 28: Worship Room

The beauty of this narrow room is intoxicating. The floor is covered with polished green marble, the ceiling is aglow from what is obviously a light spell, and the walls are painted with forest scenes. It looks almost as if you are stepping into a clearing in the woods, so lifelike are the paintings. In the center of a room is a raised slab of polished white stone.

This is where the priests and initiates conduct worship services to Malar when the weather in the forest outside is stormy. The altar is magical, and each priest praying at it gives a gift of water, earth, or food. The altar absorbs the material and bestows the priest a +1 saving throw bonus that will last for the next four





hours. Any adventurer leaving a similar gift also will enjoy the saving throw bonus. However, the adventurer will feel tainted in some way.

There is a 50% chance 1-4 priests of 1st to 4th level are here. Use the priest statistics from a previous encounter.

Rooms 29-31: Priest Quarters

Though spartan in furnishings, this room seems elegant. The beds are covered with thick quilts, and the huge chests at the end of each bed are made of polished wood. A small *continual light* globe hangs just inside the doorway. The walls are natural stone, as if this room were chiseled out of rock. The light makes interesting patterns as it plays over the cracks and crevices in the walls.

The brother priests mentioned in the NPC section live here. There is a 20% chance trespassing adventurers will encounter the brothers here. The chests are locked and *fire trapped*. They contain changes of clothes, slippers, a *potion of extra-healing*, and 300 gp. One chest contains 12 bleached human skulls and two dented buckler shields. The other chest contains 11 bleached human skulls and a medium-sized *shield* +1.

The priests will attempt to summon other priests to aid them.

Room 32: High Priestess's Quarters

This room is simply decorated. A white quilt covers a narrow bed. Near it is a small nightstand filled with thick, white candles. Rugs woven with the images of fantastic creatures cover most of the floor. The most striking feature of this room is an altar decorated in silver and bronze designs: claws, fangs, beaks, and eyes. Beyond the altar is a massive upright chest.

This room and its contents belong to the high priestess of Malar, Benita. She is listed in the NPC section

of this booklet. The high priestess lives simply, devoting all of her energy and resources to spreading Malar's evil faith.

Although the priestess knows none of the other priests or initiates would dare trespass in this place, she is not so sure about the other inhabitants of Undermountain. Therefore, she has placed guardians in this room: a pair of spitting snakes that lie in wait under the bed. The charmed snakes have been trained to attack all those, other than their mistress, who search the room. If the intruders do not come near the bed, the spitting snakes will come out to get them.

Under the bed is a small bronze chest filled with clerical scrolls. The spells on the scrolls are: *Find familiar*, *hold metal* ×2, *Speak with animals* ×3, *familiar sight*, *float* ×2. Also in the chest are a half-dozen silver Harper pins. Lying loose under the bed are 22 bleached human skulls.

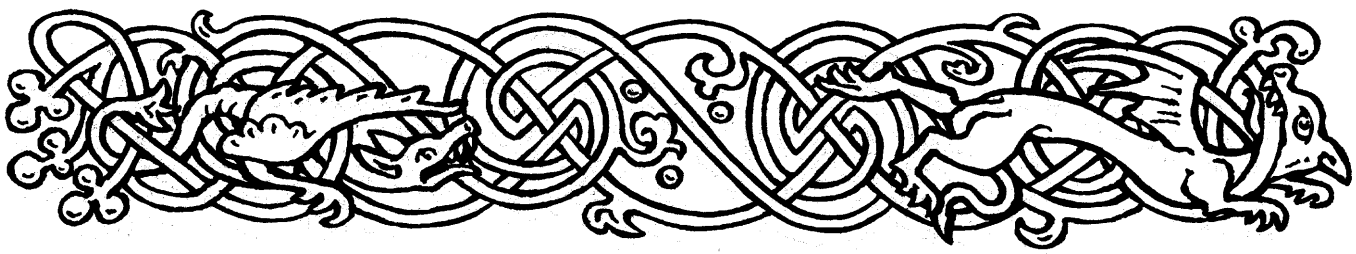
Snakes, spitting (2): Int Animal (1); AL N; AC 5; MV 12; HD 4+2; hp 22 each; THAC0 17; #AT 2; Dmg 1-3; SA Spits poison; SD Nil; MR Nil; SZ M (8' long); ML 16; XP 650 each.

The snakes can shoot their potent venom up to 30 feet. The venom has an onset of 1 round. Those who are struck by the spittle and who fail a saving throw vs. poison at a -3 penalty. Those who make a successful saving throw suffer 25 points of damage.

Benita, high priestess (1): Int Highly (17); AL CE; AC -2; MV 12; HD 17 (P17); hp 79; THAC0 10; #AT 2 or 1; Dmg 1-6+1/1-6+1 (*claws of Malar*) or 1-6+4 (*mace* +3); SA Spells; SD Spells; MR Nil; SZ M (5'6"); STR 17, INT 17, WIS 17, DEX 19, CON 18, CHR 15; ML 17.

Spells: *Bless*, *animal friendship* ×2, *invisibility*, *to animals*, *cure light wounds* ×4, *create water*, *augury*, *find traps*, *Speak with animals* ×3, *messenger*, *chant*, *spiritual hammer*, *slow poison*, *hold animal*, *hold metal* ×2, *summon insects* ×2, *prayer*, *Speak with dead* ×2, *repel insects*, *produce fire*, *cure serious wounds* ×3, *cause serious wounds* ×2, *animal growth* ×3, *cure critical wounds* ×2, *break limb*, *heal*, *harm*, *stone tell*, *animate rock*.





Room 33: Guest Lodging

This room is furnished plainly, yet comfortably. Four well-padded beds dominate the room. Next to each is a small nightstand filled with unlit tapers.

This room is for visiting Malar worshippers. Sometimes priests and other supporters from Waterdeep are hidden here if they are being sought on the streets above. There is a 20% chance 1-4 visitors of any level and class will be present. It is up to the DM to detail the visitors.

Room 34: Priest's Home

Though the furnishings are simple and are made out of wood, this room belongs to someone of wealth. The woven rug on the floor must be worth hundreds of gold pieces. A thick black quilt covers the bed, and the chest at its foot appears to be of hand-carved ebony. A small continual light globe hangs just inside the doorway. On a high shelf next to it is a dark cloth that is likely used to dim the light. On a longer shelf nearby rest 18 polished skulls. The light reflects eerily off the bones. The walls are natural stone, as if this room was chiseled out of rock. The light plays over the cracks and crevices of the walls.

This room belongs to Mal. He is detailed in the NPC section in this booklet. There is a 20% chance he will be present. Mal's only defense of this room is the ornamental rug, which is actually a *rug of smothering*. The other priests in this area know the rug is dangerous and stay out of Mal's room. Unlike other similar rugs, this magical item needs no command. Anyone touching the rug, as if to examine it, or anyone stepping upon it will be automatically surprised. The rug animates and tightly wraps around the individual, suffocating him in 1d4+2 rounds. The only spells that can prevent the smothering are *animate object*, *hold plant* and *wish*. The rug has an Armor Class of 7 and must be dealt 40 points of damage before it is harmed

enough to release its victim. One-half of all damage dealt the rug will also be suffered by any victim inside.

Room 35: Priest's Watch

A square stone building sits atop a marble slab at the shore of the river and the edge of the underground forest. A wooden door seems to be the only way into the structure.

The high priestess orders four 4th-level priests to stay here so they can keep an eye on activities in the forest and along the river.

If they notice anything too unusual, especially something that might jeopardize the Malar cult, one or more of the priests will summon other priests from Rooms 24-34 to deal with the matter.

Inside the stone building are their living quarters. One or two priests always will be on guard outside the building, with the remainder resting inside. The priests' wealth (10-100 gp each) is kept in small coffers under their beds.

Another dozen 4th-level priests are assigned to patrol the woods in groups of three for days at a time, searching for adventurers to hunt.

Priests (4): Int Exceptional (16); AL CE; AC 8 (leather robes); MV 12; HD 4 (P4); hp 24 each; THAC0 18; #AT 1; Dmg 1-6+1 (*staff*+1); SA Spells; SD Spells; MR Nil; SZ M (6' tall); ML 16; XP 270 each.

Each priest has memorized the following spells: *Animal friendship*, *invisibility to animals*, *cure light wounds* ×2, *cause light wounds*, *charm person or mammal*, *heat metal*, *speak with animals*, *slow poison*.

There is a 25% chance a priest will have one of the following potions: *healing*, *extra-healing*, *elixir of health*.

Patrol priests (12, encountered in groups of 3): Int Exceptional (16); AL CE; AC 8 (leather robes); MV 12; HD 4 (P4); hp 24 each; THAC0 18; #AT 1; Dmg 1-6+1 (*staff* +1); SA Spells; SD Spells; MR Nil; SZ M (6' tall); ML 16; XP 270 each.

Each priest has memorized the following spells:





Animal friendship, invisibility to animals, cure light wounds ×3, charm person or mammal, heat metal, speak with animals, slow poison.

Each of these priests has one of the following potions: *healing, extra-healing, elixir of health, invisibility, fly, clairaudience, clairvoyance, or ESP.*

Room 36: Wyllow's Wood

As lush as any jungle or forest on the land above, this massive area of life and vegetation spreads out before you. The trees are healthy, thick-leaved, and tall; some tower more than 80 feet, their leafy canopies stretching to the glowing sun above. The roof of the cavern, or perhaps the sky, is somewhere beyond—you cannot tell how high it is. The sun, or something approximating the sun, shines down on the entire forest. Steam rises from the ground in places, and you can see pools of water here and there. It appears to have rained recently.

This place is just as it seems: a forest thriving inside a dungeon. The sun, rain, wind, and animals are brought to the woods by the massive teleporter set into the ceiling of the woods.

There are several areas within the forest that are detailed below by numbers. In addition, DMs are encouraged to add their own unique touch of encounters and obstacles to this place. Several NPCs, including the insane druidess and the green dragon, can be found inside the jungle.

Furthermore, below is a random encounter table detailing creatures that can be found within the junglelike forest. This does not include common animals and plants. Roll 1d6 for every hour of daytime the PCs spend in the woods. A "1" indicates an encounter. Roll 1d20 and consult the chart. Roll for a random encounter every half-hour the PCs spend in the woods at night. All of these creatures can be found in the *MONSTROUS COMPENDIUM*® Volumes One and Two and in the *Monstrous Manual*.

Roll Creature

- 1 Giant skunks
- 2 Owlbears
- 3 Weretigers
- 4 Korred
- 5 Giant hornets
- 6 Cockatrice
- 7 Great cats
- 8 Firbolg
- 9 Ettercaps
- 10 Dryads

Roll Creature

- 11 Constrictors
- 12 Giant scorpions
- 13 Lizard men
- 14 Giant wasps
- 15 Flinds
- 16 Chimera
- 17 Tenebrous worms
- 18 Shambling mound
- 19 Dangerous plant
- 20 Apes

Room 37: Marble Columns

Similar to the marble structures you saw in the river and along its bank, these off-white pillars rise from 20 to 30 feet at various points and seem to be connected along their tops by a narrow marble bridge. Hand- and footholds can be seen in several of the columns. One of the columns is green, perhaps covered by moss.

The marble columns and walkways were created as a means of transportation decades ago so the druidess's husband could travel throughout the forest without encountering the many plants and animals there. He enchanted one of the columns, the only jade-green one, so he could learn more about the woods in hopes of pleasing his wife. Of course, as the forest grew, the marble walkways no longer went over the top of it, but through the leafy canopy.

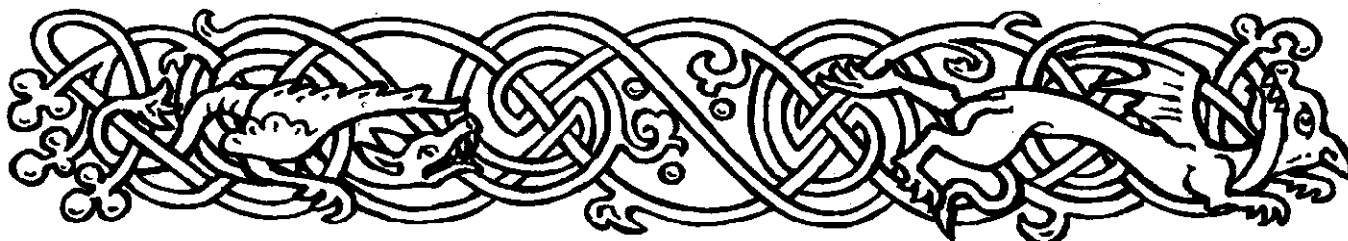
Decades ago the green pillar was guarded by wards and *fire trap* spells. However, that magic faded with time, allowing anyone in the forest to benefit from the pillar's magic.

By standing or sitting on the raised disk on the jade-green column, and clearing all thoughts, the user is stripped of one random proficiency. However, two more take its place. Roll 1d20 and consult the following chart.

Roll Proficiency

- 1 Agriculture
- 2 Animal handling
- 3 Animal lore





- 4 Animal training, dogs
- 5 Animal training, cats
- 6 Animal training, elephants
- 7 Animal training, falcons
- 8 Animal training, monkeys
- 9 Animal training, weasels
- 10 Animal training, parrots
- 11 Animal training, lizards
- 12 Hunting
- 13 Fishing, rivers
- 14 Survival, forests/jungles
- 15 Tracking
- 16 Herbalism
- 17 Direction sense
- 18 Animal noise, wolves
- 19 Animal noise, birds
- 20 Weather sense

The pillar will function up to 10 times a day, but only once per day on any given person. Therefore, an individual could come to this pillar each day, losing one random proficiency and gaining two. It is possible to lose one of those gained from this pillar on a previous occasion.

The pillar to the right of the jade pillar has a raised, black marble surface in the center of it. This is a teleporter that will transport anyone standing on it to the Examination Room (Room 4) in Trobriand's Graveyard.

The pillar to the left of the jade one, also a teleporter, has a random effect. Roll 1d10 and consult the table below to determine where individuals are transported. Up to four characters can fit on this disk at any given time. It is likely adventuring parties using this disk become separated.

Roll	Destination
1	Room 7 on this level
2	Daggerdale
3	Malar temple, Thay
4	A forest in the Moonshaes
5	The rocky island, Room 2
6	Empty cavern, this level
7	Desolate Kara-Tur hill
8	The PC's home

- 9 Random, Trobriand's Graveyard
- 10 Yawning Portal booth

At one time these teleport pillars were magically guarded. However, that magic has long since weathered away.

Room 38: Pool of Death and Reward

A pond, roughly 30 feet across, fills the center of a small clearing. Moss grows on the edges of the pond and over a huge rock that sits at the pond's edge. Birds flit overhead, and small animals scamper about. They all seem to give the pond a wide berth. Staring at the scene, you notice pieces of broken bones lying in the grass.

The pond can present a deadly encounter to adventurers, but the potential for reward is great.

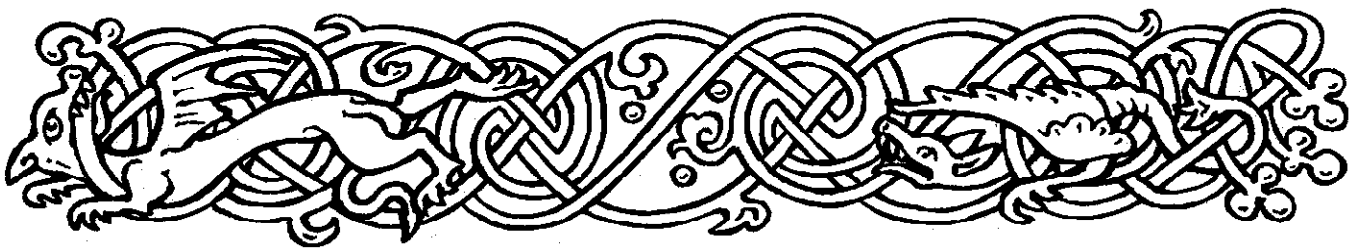
A pair of death molds, detailed in the *MONSTROUS COMPENDIUM*[®] booklet included in this boxed set, have found their way from the dark caverns of the dungeon into the forest. Although the living plants prefer the damp darkness, this pair has found ample food in the forest by this pond and have no intention of leaving. The mold is difficult to notice (10% chance) because it is dark green and is among the moss rimming the pool and covering the rock.

The bones are all that remains of the molds' victims. Although many more creatures have been killed than what is evidenced by the remains, animals dragged many of the bodies off.

Mold, Death (2): Int Animal (1); AL Nil; AC 9; MV 3; HD N/A; hp N/A; THAC0 11; #AT 1; Dmg 2-16; SA Poison spores; SD Immune to non-clerical magic; MR Special; SZ H; ML 16; XP 3,000 each.

When a victim touches the mold, or the mold attacks the victim, it releases a cloud of spores 60' by 60' and 40' deep. Those in the cloud suffer 2-16 points of damage and must make a successful saving throw versus poison or fall into the mold, coughing and wheezing for the subsequent 1d4 rounds. These creatures also suffer 1-8 points of damage for each round they are in contact with the mold.





After the mold has been dealt with, the PCs are free to examine the pond and the rock or to go about their business elsewhere.

The rock is about four feet high and five feet in diameter. Moss covers much of it. If the moss is scraped away, words can be seen on top of the rock. The words have been neither chiseled nor etched; it is as if they were pressed (*stone shaped*) into the rock. The elvish text reads:

Placed by a wizard in a young forest glade
lies a weapon of might, a long emerald blade.

The wizard he hid it,
the blade would not die.
Hid it, he feared it,
beneath this false sky.

I watched him hide it, impartial I stood.
Bound by my honor, evil must live with good.

The wizard he hid it.
I heard the blade cry.
Hid it, he feared it,
the sword Tearulai.

Wielded by he who sought the mad mage's head,
wielded by he who now lies still and dead.

Halaster he hid it,
the blade would not die.
Hid it, he feared it,
but I know not why.

Tearulai's owner by my love was slain.
Then I killed my love, my mind reeling in pain.

The Mad Wizard hid it,
the blade could not die.
Hid it, he feared it,
beneath this false sky.

Tearulai's heart is trapped 'neath a wave.
Would that I had such a comforting grave.

Halaster he hid it,
the sword Tearulai.
Hid it, he feared it.
The wizard might die.

The words were *stone shaped* into the rock decades ago by the insane druidess, Wyllow. Wyllow's husband, Yinark, one of Halaster's later apprentices, slew a small adventuring party wandering in the forest. Yinark used surprise and all the magic he could muster to slay the party. Although he was successful in killing the fighters, including one who wielded an emerald blade, two escaped. Halaster's apprentice was nearly killed in the battle, and was unable to chase the fleeing pair. It is from these escaped adventurers that the legends of Halaster and the green blade were spread.

The druidess, who could no longer put up with her husband's evil acts, killed him and then went insane. Refer to Wyllow in the NPC section for more information.

The slain apprentice joined Halaster's undead army, and the mad Wyllow went about her life in the woods. Halaster could not destroy the enchanted blade, nor could he or his associates wield it. Suffering damage by merely touching it, the wizard hid the sword in this pond and protected it. Halaster, unconcerned about the druidess, never knew that she wrote a clue about the enchanted weapon.

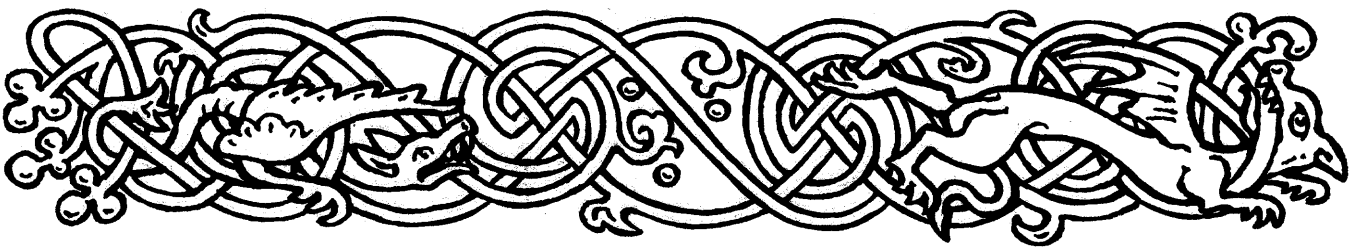
If the PCs attempt to enter the pond, they will be attacked by the powerful, full-strength water elemental placed there.

Elemental, Water (1): Int Low (7); AL N; AC 2; MV 6, Sw 18; HD 16; hp 128; THAC0 7; #AT 1; Dmg 5-30 (5d6); SA Nil; SD +2 or better weapon to hit; MR Nil; SZ H (16' tall wave); ML 17; XP 10,000.

The elemental will not venture more than 10 feet from the pond. Its watery fist can extend up to 16' away from its body.

After the elemental has been dealt with, the PCs can enter the pond and face the final menace. The pond is 30 feet deep, and at its bottom is a stone golem that is immune to the attack of the water elemental. The





golem has been instructed to fight to the death to protect the blade, which lies covered by the silt at the bottom of the pond. The golem was specifically engineered to work in water and is not slowed by it, nor are its attacks lessened.

Golem, Stone (1): Int Non- (0); AL Neutral; AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3-24; SA Can cast a *slow* spell every other round; SD +2 or better weapons to hit; MR Nil; SZ L (9½' tall); ML 20; XP 10,000.

If the PCs defeat the golem, they are free to search the pond. The PCs must state they are searching through the silt and weeds at the bottom of the pond or must cast a detect magic to find the sword. Read the following when the PCs unearth the weapon:

The blade glints like a gem, and in fact appears to be made out of an emerald. The faceted surface of the weapon glimmers in the water and casts a faint green glow. The hilt is platinum with three emeralds set into the pommel. The long sword is beautiful, and it is undoubtedly worth a fortune.

Tearulai, emerald long sword of sharpness +3: Tearulai is a one-of-a-kind weapon, created centuries ago by a powerful elven fighter-wizard to help him protect his clan who lived deep in Myth Drannor. The sword has an Int of 17 and an Ego of 20.

The blade was carved from an emerald, and enchanted to be a *sword of sharpness*. Tearulai is Neutral Good, and any goodly-aligned creature can use it. It can read and telepathically speak the following languages: elvish, common, silver dragon, pixie, and green dragon. Tearulai *detects gems, kind and number in a 5' radius; detects invisible objects in a 10' radius; can cast fly, 12" per round, one hour per day; allows its wielder to cast polymorph self once a day; and can cast pass plant twice a day.*

Tearulai's emerald blade is impervious to all known forms of attacks. Further, the blade cannot be teleported alone. However, it can teleport with its wielder. The sword likes gems and wants more and

better gems imbedded in its scabbard. The blade is very vain and will always seek to improve its appearance—at its owner's expense. The sword is also fond of the forests around Myth Drannor and would like nothing more than to return there.

Creatures of Neutral and Evil alignments who attempt to pick up the sword suffer 20 points of damage a round.

A goodly-aligned character's level, Charisma score and Intelligence score must equal 37 or the sword will dominate him or her. Consult the "Weapon Vs. Characters" section on page 188 of the DUNGEON MASTER™ *Guide* for more information.

Room 39: Haunted Tower

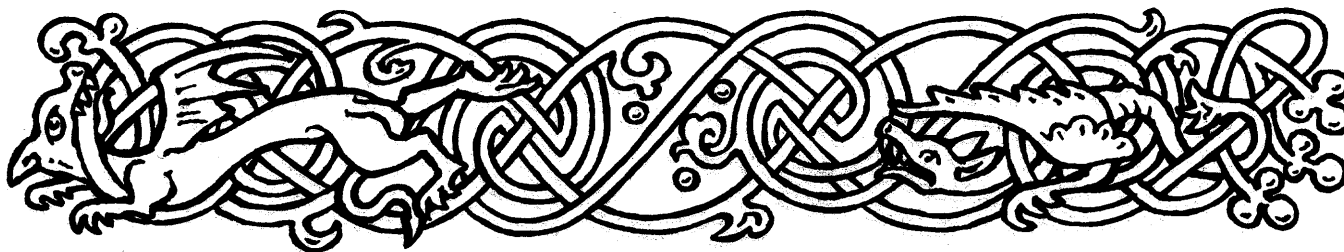
A stone building is nestled amid the trees at the edge of the woods. Almost castlelike, it appears to be constructed by the same individuals who made the marble pillars. A single door, oak banded by iron, appears to be the only entrance.

The door is the only entrance to this structure, the abandoned home of the druidess's long-dead husband. This place served as a refuge for forest travelers over the years and is currently home to an undead band of pirates who unwittingly found their way into Halaster's domain 50 years ago and were slain in this building by Malar priests. The undead band are now haunts—trapped in this state by their desire to leave Undermountain. They attempt to possess any people entering this place, hoping fervently the living forms will take them out of Undermountain.

The furnishings inside this keep have all been destroyed by battles and time. A diligent search through the ruins, however, yields a pearl necklace (800 gp), a pair of sapphire earrings (500 gp), a gold armband (300 gp), a *wand of woodland wonder* and three *ribbons of Talutah*: bright blue, tan, and peach (see "New Magical Items" section).

Haunts (6): Int Non- (0); AL NE; AC 0/victim's AC; MV 6/as victim; HD 5/victim's hp; THAC0 15; #AT 1/1 as 5 HD monster; Dmg Special/by weapon; SA Special; SD Special; MR Nil; SZ M (6' tall); ML





15; XP 2,000 each.

One of the undead pirates retains some knowledge of his former life. He can communicate that he and his band came here by accident shortly after landing in Waterdeep. He recalls stepping between a pair of pillars and ending up down here. The pirate is aware of the priests of Malar, who slew him and his band.

Room 40: Treehouse Home

Nestled high in the branches of a great willow tree, you see a thatched hut, complete with windows and a small porch.

This is the home of Crissann, the evil wizardress befriended by Wyllow. There is a 35% chance Crissann will be home in the company of her ogre bodyguards. Otherwise, she is out wandering in the woods or conversing with Garrik or Wyllow.

If Wyllow is not present, eight ogre guards are. These are stationed in the underbrush around the trunk of her tree. They fight to the death to defend Crissann's home and property. They know better than to climb the tree and test her defenses. Although they are uncertain what type of magic guards her home, they witnessed some of their brothers fall to their deaths when they tried to rob Crissann.

Those who live in Undermountain leave the home and ogres alone, for they fear the wrath of the druidess and Crissann.

To reach the treehouse home, creatures must climb or fly. The door and windows of the hut are trapped with a permanent, specially researched spell. All those other than Crissann who touch the door, which is locked, or attempt to open a window are subject to a *hold person or mammal* spell with a -4 saving throw penalty. The save is required each time someone touches the door or window. A *knock* spell will unlatch the door, but will not open it. However, successive *knock* spells will work.

Inside are simple furnishings and containers filled with potted plants and flowers.

Ogres (8): Int Low (7); AL CE; AC 5; MV 9; HD 4+1; hp 21 each; THAC0 17; #AT 1; Dmg 1-10; SA

+2 to damage; SD Nil; MR Nil; SZ L (9' tall); ML 12; XP 175 each.

Rooms 41 and 42: Domain of The Druidess

The forest here seems more lush, the trees and bushes are closer together, and the leaves, flowers and vines are vibrant. It is only possible to walk single-file here, as the plant growth is so thick.

Although the druidess considers the entire underground forest her domain, the land between #41 and #42 is her home. All the creatures encountered here will have the maximum amount of hit points possible, as she takes good care of them. Refer to the NPC section for information about Wyllow.

There is a 60% chance the druidess will be encountered here. Regardless of whether she is present, however, her "friends" will be here. These friends are in addition to any other animals in the area. They will attempt to prevent the PCs from injuring the woods, the druidess's favorite tree, or the inhabitants. If the druidess is not present, but discovers that the PCs have injured or killed her friends, she will track down the characters and punish them.

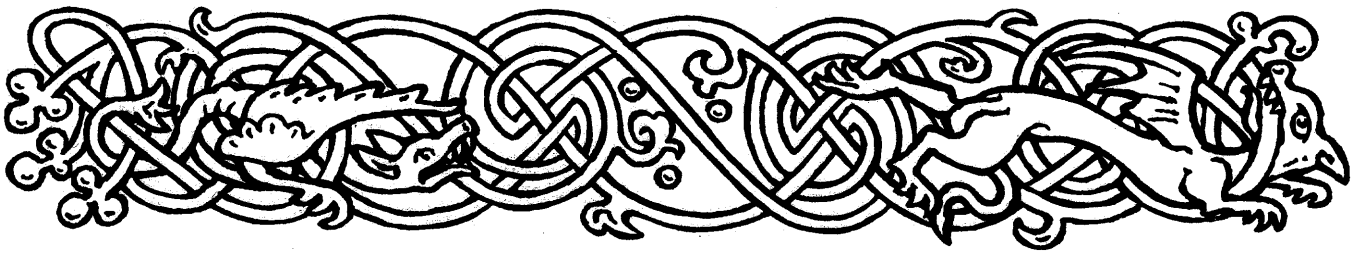
The druidess's friends will not strike out against characters who simply explore the forest.

Warthog (5): Int Animal (1); AL Nil; AC 7; MV 12; HD 3; hp 24 each; THAC0 17; #AT 2; Dmg 2-8/2-8 (2d4); SA Nil; SD Nil; MR Nil; SZ S (3' at shoulder); ML 10; XP 120 each.

Elephant (1): Int Semi (2); AL N; AC 6; MV 15; HD 11; hp 88; THAC0 10; #AT 5; Dmg 2-16/2-16/2-12/2-12/2-12; SA Nil; SD Nil; MR Nil; SZ L (11' tall at shoulder); ML 7; XP 4,000.

Skunk, Giant (2): Int Animal (1); AL N; AC 7; MV 9; HD 5; hp 40 each; THAC0 15; #AT 1; Dmg 1-6; SA Squirt musk; SD Squirt musk; MR Nil; SZ M (6' long); ML 9; XP 270 each.





Porcupine, Giant (2): Int Animal (1); AL Nil; AC 5; MV 6; HD 6; hp 48 each; THAC0 13; #AT 2-8; Dmg Shoot quills; SA Quills; SD Nil; MR Nil; SZ L (7' long); ML 6; XP 650 each.

Weasel, Giant (8): Int Animal (1); AL Nil; AC 6; MV 15; HD 3+3; 27 each; THAC0 17; #AT 1; Dmg 2-12; SA Blood drain; SD Nil; MR Nil; SZ M (7' long); ML 10; XP 175 each.

Wylow, druidess (1): Int Average (12); AL N; AC -1; MV 12; HD 14 (D14); hp 83; THAC0 10; #AT 1; Dmg 1-6+3 (spear +3); SA Spells; SD Spells; MR Nil; SZ M; STR 14, INT 12, WIS 17, DEX 18, CON 18, CHR 19 (21); ML 19.

Spells: *Cure light wounds* ×5, *entangle* ×2, *faerie fire*, *slow poison*, *charm person or mammal*, *speak with animals* ×5, *goodberry*, *summon insects* ×2, *protection from fire*, *water breathing*, *snare*, *spike growth*, *tree*, *giant insect*, *cure serious wounds* ×2, *speak with plants* ×2, *animal growth*, *cure critical wounds*, *air walk*, *heal*, *wall of thorns*, *conjure earth elemental*.

Room 43: Land of Valdemar

The forest here is filled with a riot of plant growth, though it is not so thick as the woods to the southwest. The animals and birds do not seem quite as plentiful as in other areas of the forest.

Valdemar, a green dragon, lives in this area. There is a 70% chance he can be encountered here. However, if the PCs look formidable and do not appear to be hurting the woods, Valdemar will go against his nature and leave them alone. He has been wounded seriously in the past and has grown more cautious. However, if the PCs near his treasure, damage the forest, or threaten the druidess, Valdemar will bring all his abilities to bear. Consult the NPC section for more information on Valdemar.

The dragon has a spy network in this part of the woods. In exchange for their lives, a pack of worgs and a pack of giant rats, all at maximum hit points because of the druidess's care, works for him. The

worgs learn about trespassers in the woods and about any potential threats to the dragon.

Worgs (12): Int Low (6); AL N(E); AC 6; MV 18; HD 3+3; hp 27 each; THAC0 15; #AT 1; Dmg 2-8 (2d4); SA Nil; SD Nil; MR Nil; SZ M (5' at shoulder); ML 11; XP 120 each.

Rats, Giant (30): Int Semi, (2); AL N(E); AC 7; MV 12, Sw 6; HD 4 hp; THAC0 20; #AT 1; Dmg 1-3; SA Disease; SD Nil; MR Nil; SZ T (2' long); ML 7; XP 15 each.

Room 43a: Thirst For Youth

Roughly in the center of Valdemar's part of the woods is a marble fountain. It appears quite out of place. The water has a blue cast to it and radiates magic. However, three rounds after it is removed from the fountain, the magic of the water fades.

Any creature drinking the water sheds 1-4 years from its life and cures 3-12 (3d4) points of damage. Creatures younger than four years old are reduced to one year. Adventurers who have found this fountain and lived to tell of its existence believe this is one of the magics that keeps the many wizards of Undermountain young.

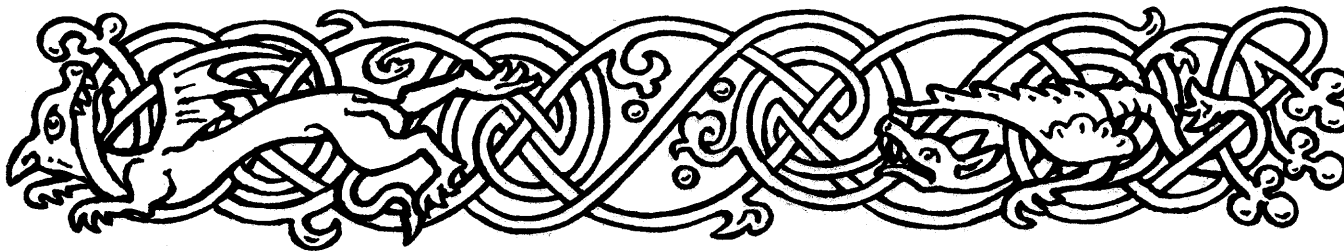
There are no creatures guarding this fountain. However, DMs should double the opportunity for a wandering monster encounter here.

If the PCs slay Valdemar, his worgs, and his rats—and diligently search the woods—they can find his treasure: 4,000 cp, 6,000 sp, 3,000 gp, 1,000 pp, three gems (each worth 250 gp), a *ring of the rat*, a full jar of *Keoghtom's ointment*, a vial of *oil of fiery burning*, and a suit of *plate mail of missile attraction*.

Room 44: Halaster's Pet

To the northwest is a small chamber, obviously someone's living quarters. Though simply furnished, you can tell the individual takes care of his meager possessions. Everything is clean, orderly, and carefully arranged. The walls are





filled with sketches—apparently all of the same woman.

This is where Garrik Oakspear lives when he is not in the forest with the druidess or spying for his evil master. For more information on the thief, consult the NPC section in this booklet. There is only a 20% chance he will be encountered here.

Room 45: House of The Child Wizard

An old ruins straddles an island in the middle of the river. Its crumbling walls attest to its age and the toll the moisture in this cavern has taken on it. No entrance to the ruins is visible. Twelve pedestals, nine of which support statues of warriors, stand in a row on the southwest side of the ruins. The three empty pedestals occupy the middle of the row (four statues, three pedestals, and five statues).

The three empty pedestals radiate magic if such is detected for. Stepping on the first pedestal triggers a gate that transports an individual to an undetailed room in Trobriand's Graveyard. Stepping on the middle pedestal sends an individual to #43A, near the magical fountain in the forest, automatically casting *faerie fire* on him or her. Stepping on the final pedestal transports an individual to a random destination along the edge of the Great Glacier.

There does not appear to be a door to the ruins because Spite has a permanent *guards and wards* spell upon the place. All of the doors are covered by an illusion, and all doors are *wizard locked*. There is a 40% chance Spite will be encountered here, and a 30% chance Kumar will be here.

There are four rooms left standing in this structure. Three are occupied by Spite and occasionally his ogre mage associate. The fourth is where he contains the current subject of his experiment: a flareater. No map is provided for this. However, DMs can create a map if they so desire.

If the PCs discover the only door into the complex, and can open it, they are immediately subjected to a

suggestion spell: "leave." If they are unaffected, they can explore the rooms within. There is only one level. All of the corridors are misty, with visibility at 10 feet; the entire complex radiates magic, and a *gust of wind* is in effect in the corridors between the rooms.

Room 1: Spite's laboratory. This place is a jumble of bowls, vials, beakers, sacks, and boxes—filled with powders, dusts, dried leaves, assorted liquids, ground bones, animal parts, and more. When the PCs enter this room a magic mouth goes off, warning: "Trespassers will die, leave now while you can." This room is filled with beakers, vials, and bowls of noxious smelling stuff. There are dozens of books detailing vile experiments and how to find unusual spell components. A secret compartment in a shelf holds: a *potion of rainbow hues*, *dust of appearance*, a *ring of might* (see the "New Magical Items" section), and a *decanter of endless water*.

There is a 20% chance Spite will be here, and a 10% chance his ogre mage friend is with him.

Room 2: Spite's bedroom. A contrast to the laboratory, this room is clean. The massive four-poster bed is made, there are no wrinkles in the ornamental rug on the floor, and the portraits on the wall are all straight and dusted.

When the PCs enter this room, a magic mouth intones: "Fools be you who enter the sacred place of Spite the Mighty." Further, a *stinking cloud* is released, filling the dimensions of the room. The bedroom contains tomes on disgusting magical experiments.

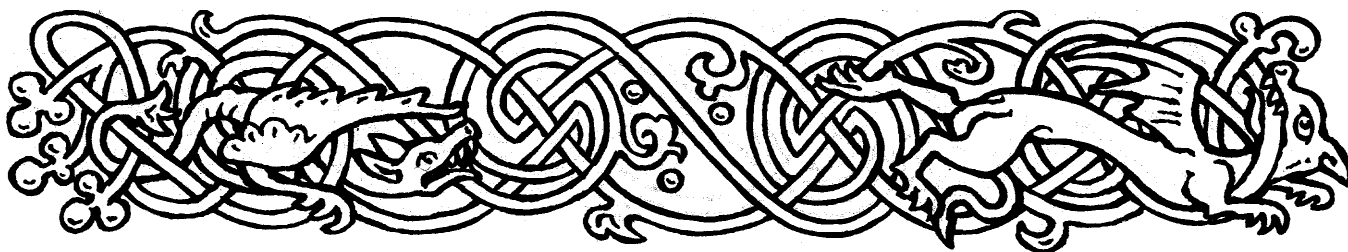
There is a 10% chance Spite will be here, unless he was encountered in the laboratory.

Room 3: Guest bedroom. This is similar to Spite's bedroom, but the furnishings are not as elaborate. This is where Spite's ogre mage friend stays when he is not in the forest. A *stinking cloud* spell likewise goes off here, if the individuals entering the room are not Spite or Kumar.

There is a 20% chance Kumar, the ogre mage, will be here.

Room 4: This is where Spite houses the subjects of current experiments. It is blocked by a stone door that requires a combined Strength of 40 (or a *knock* spell) to open, after the *wizard lock* is dealt with. Inside is a flareater, which is powerless against its





stone surroundings. However, once the door is opened, particularly by someone unaware of what is inside, the flareater is free to wreak havoc.

Flareater (1): Int Average (10); AL N; AC 0; MV 15; HD 6 (currently); hp 30; THAC0 12; #AT 1; Dmg 3-12 (3d4); SA Surprise, spells; SD Nil; MR Special; SZ M (6' wide); ML 14; XP 1,400 (currently).

The flareater is tired of confinement and will fight to the death to escape.

The flareater is described in the MONSTROUS COMPENDIUM® booklet in this boxed set.

Room 45: Caverns of Doom

A massive water-filled cavern opens before you. It is dark, yet there is enough luminous lichen on the walls that you can make out a rocky island in the center of it. The place is strangely quiet.

This is the home of Rafiqa, a marid who has found Undermountain to his liking. There is a 75% chance the marid will be here. The regular inhabitants of Undermountain leave the marid alone, and he, in turn, does not bother them. Trespassers into the deep ways are another issue, however. The marid considers them fair game. In fact, he considers himself a much better hunter than the priests of Malar.

The entrance to Rafiqa's lair is a cave on the west side of the island.

If the marid is home, he will easily be alerted to the PCs' presence—Rafiqa cannot stand trespassers. If PCs enter his lair while he is at home, he will fight them. The marid is not stupid, however. If it appears he will lose the battle, he attempts to escape to fight again another day.

If the PCs successfully deal with the marid and his lizard guards, they can find his treasure: 8,000 cp, 1,000 pp, 6 gems (each worth 600 gp), a *shield* +1, *chain mail* +2, *staff* +2, and *potions of diminution*, *gaseous form*, *healing*, *sweet water*, and *ventriloquism*. The marid takes no precaution to guard his treasure, as he likes to look at it often.

Rafiqa, marid (1): Int High; AI CE; AC 0; MV 9, FL 15 (B), Sw 24; HD 13; hps 79; THAC0 9; #AT 1; Dmg 8-32; SA Spells; SD Spells; MR 25%; SZ H (18' tall); ML 18; XP Value 15,000.

Rafiqa can use any of his spell-like powers, one at a time, twice each per day: detect evil/good, detect invisible, detect magic, invisibility, assume liquid form (similar to assume gaseous form), polymorph self, purify water. Further, he can perform any of the following up to seven times a day: *assume gaseous form*, *lower water*, *part water*, *wall of fog*. He can create a jet of water, which he can direct in a powerful force up to 60 yards long. Those struck suffer a blinding effect (unless they make a successful saving throw vs. petrification) and suffer 1d6 points of damage.

Rafiqa can *water walk*, is not harmed by water-based spells, and enjoys a +2 saving throw bonus against cold-based spells. Fire-based spells cause +1 per die of damage, with saving throws at a -1 penalty.

Rafiqa favors using a *wand of wonder* in combat against wizards. His wand has 56 charges. Other magical items he uses include a *wand of magic missiles* (32 charges) and a *brooch of shielding* (29 charges).

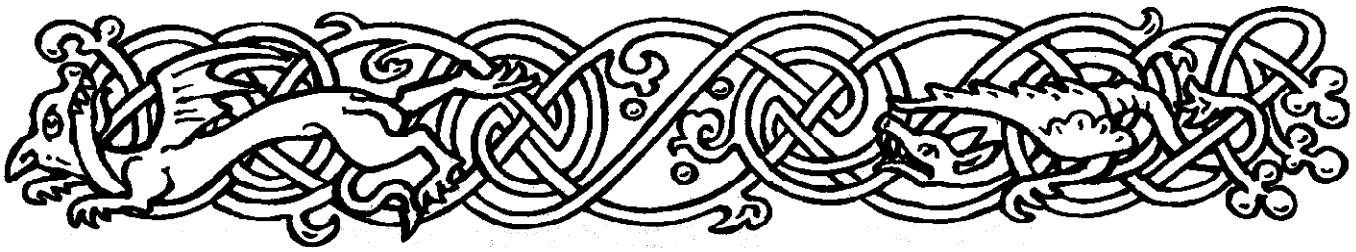
Subterranean Lizards (2): Int Non-; AI N; AC 5; MV 12; HD 6; hps 48 each; THAC0 15; #AT 1; Dmg 2-12; SA On a roll of 20, a lizard has clamped down and does double the normal damage with its bite (4-24); SD Nil; MR Nil; SZ H (20' long); ML 10; XP 1,400 each.

WYLLWOOD: Areas of Interest

A. When PCs pass by this spot, they are subject to the attack of a stone pudding. The pudding will drop from the ceiling upon them. Stone puddings are detailed in the MONSTROUS COMPENDIUM booklet in this box.

Pudding, Stone (1): Int Low (5); AL NE; AC 4; MV 3; HD 5; hp 26; THAC0 15; #AT 1; Dmg 3-18; SA





Toxin; SD Immune to edged weapons, blunt weapons inflict ¼ damage; MR 30%; SZ L; ML 18; XP 1,400.

B. Here lie the remains of previous adventurers. These fellows have been killed within the past 1-4 days, and their possessions have been looted. However, PCs who have *Speak with Dead* spells can communicate with them. The dead adventurers relate:

“We traveled here in search of wealth. We found death instead. We do not know if Halaster lives, but we are certain his spirit or consciousness must be in these walls. This place is evil. There are horrible puddings the like of which you have never seen. And there is a dragon, dark and fearsome (too dark for us to see what color). We escaped it, but we fell to the priests of The Beastlord.

“The hunt, they called it. We were subjects in the hunt. They stalked us as if we were animals. They hunted us down and slayed us here, using metal claws and maces. The pain was intense. Be careful that you are not hunted. Stay away from the priests. Find safety with the mad druidess.”

C. More remains of adventurers are here. However, these are little more than bones. They died too long ago for a *Speak with Dead* spell to be effective. However, they should serve to unnerve the player characters. Halaster’s associates have left the bones here for effect.

D. Only at night, a Drow spy skulks through this section of Undermountain. He is gaining information about the place so he can report back to his people. The spy will not immediately be hostile to the PCs, as he recognizes that they are trespassers, like himself. Depending on the PCs’ reaction to him, the Drow might temporarily ally himself with the PCs for safety.

If the PCs are hostile, the Drow will attempt to escape. He is here to gather information, not to risk his life in a foolish combat. If captured and questioned, the Drow divulges part of his assignment—he is here to determine just what Undermountain holds and who rules it. He will not mention that his Drow clan would like to take over the great dun-

geon. The Drow can point the PCs to one of the gates that will lead them out of Undermountain (DM’s choice).

Aliases he uses include: Jonder, a subterranean lizard trapper; Rent, an explorer seeking to map the great underground; Durmee, a plant specialist looking for various fungus and molds that might make healing balms; Huqort, an animal trainer hoping to find the intelligent brown spiders of Yen (there’s no such thing); and Clerdominar, a scout for a band of human and half-elven adventurers who were caught by the priests of Malar.

Drow Spy (1): Int High (14); AL CE; AC 4; MV 12; HD 2; hp 16; THAC0 19; #AT 2; Dmg 1-6+1/1-6+1 (Drow *short swords* +1); SA Spells; SD Spells; MR 50%; SZ M (5’ tall); ML 14; XP 650.

He has the following spells, useable once per day: *dancing lights*, *faerie fire*, and *darkness*.

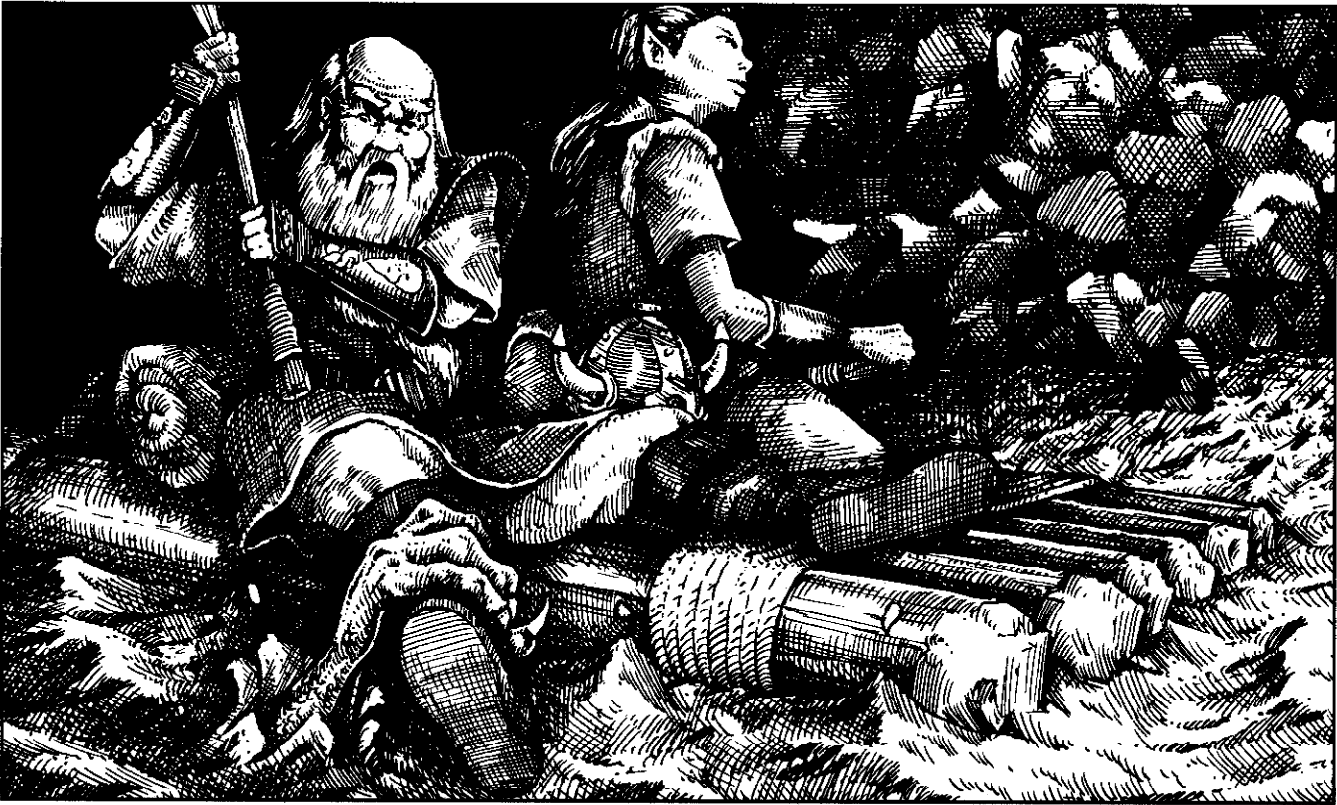
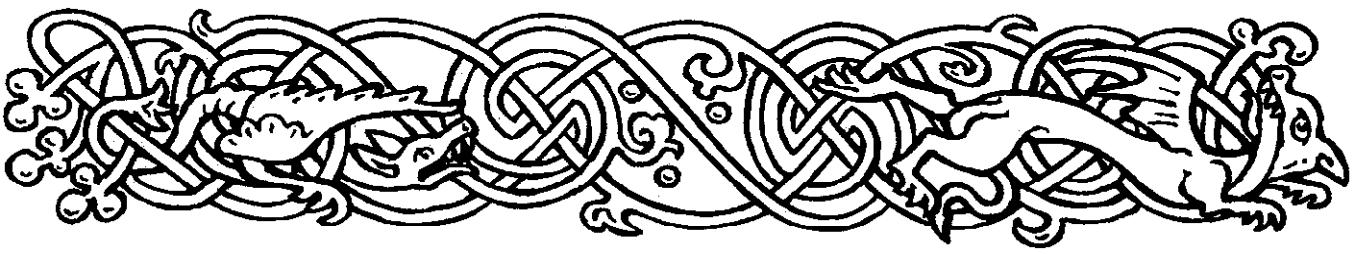
E. This small section of Willowwood has a permanent *reverse gravity* spell cast upon it. PCs who walk into the area of effect are catapulted up to the ceiling and suffer 3-18 points of damage when they impact with the rock. They must make a successful Dexterity check at the end of the area or suffer an additional 1d6 points of damage when landing. The spell primarily serves to annoy trespassers.

F. When PCs walk through this location, they are subject to the attack of a dense pudding. The pudding is hungry and will consider the intruders a tasty meal. The pudding is detailed in the MONSTROUS COMPENDIUM® booklet in this box.

Pudding, Dense (1): Int Average (9); AL NE; AC 6; MV 6; HD 7; hp 56; THAC0 13; #AT 1; Dmg 2-20 (2d10); SA Surprise bonus, disease; SD Immune to edged weapons, blunt weapons inflict ¼ damage; MR 20%; SZ L; ML 15; XP 2,000.

G. This is where a dwarven miner was struck down by one of Halaster’s minions. The miner was trying to defend his home from the invaders, and his drive was so strong that his spirit stayed behind as a haunt.





Each haunt encountered at one of these letters can have a different purpose. Consult the chart below. The dwarven haunt will attempt to possess the body of a PC so it can carry out its mission.

1. Storm through Undermountain in search of any evil spellcasters. It was they who tore the caverns from the dwarves.
2. Flee Undermountain so dwarves elsewhere, particularly those above in Waterdeep, can be warned about the evil creatures that live below.
3. Find Halaster or his spirit and exact a swift vengeance.
4. Conduct a painstaking search through every corridor of the deep ways to make certain no dwarves are being held captive. Any captives must be freed and assisted to the surface.
5. Slay the priests of Malar. It is with their curing powers that Halaster's minions continue to thrive. With the priests gone, Halaster's forces might have to go elsewhere.
6. Find a way to either bring down the caverns or to

cause enough damage that the river is stopped-up. The river is the life of this level. Stopping it will force Halaster's creatures to leave or die.

Haunt (1): Int Non-(0); AL NG; AC 0/victim's AC; MV 6/as victim; HD 5/victim's hp; THAC0 15; #AT 1/1 as 5 HD creature; Dmg Special/by weapon; SA Special; SD Special; MR Nil; SZ S (3' tall); ML 16; XP 2,000.

H. When PCs walk through this location, they are subject to the attack of a gray pudding. The pudding is hungry and will consider the intruders a tasty meal. The pudding is detailed in the MONSTROUS COMPENDIUM® booklet in this box.

Pudding, Gray (1): Int Low (5); AL NE; AC 9; MV 9; HD 10; hp 50; THAC0 11; #AT 1; Dmg 4-32 (4d8); SA Acid; SD Immune to edged weapons, blunt weapons inflict ¼ damage; MR 20%; S L; ML 15; XP 4,000.





Trobriand's Graveyard

Trobriand is a dangerous and powerful mage. A master of metal and its enchantments, he delights in the creation of magical constructs and creatures of metal, and considers his "offspring" superior in many ways to living creatures. Years ago, he set up several laboratory facilities in Undermountain where he could continue to work on his beloved mechanisms, but eventually he found the need to dispose of the failures that inevitably accompany any research. He recycled most of the outright failures for spare parts; however, some of the botched experiments had some interesting properties of their own. By means of a magical item he created (*Trobriand's wand of rejecting* – see the "New Magical Items" section in this booklet), Trobriand began to send these intriguing rejects to a region he claimed deep within Undermountain. He showed this realm to his old mentor Halaster, who promptly dubbed it "Trobriand's graveyard," by which name people have known it ever since.

After years of dumping his rejected experiments, Trobriand decided to scry into his graveyard. It was then he noticed that not all of his outcasts were inactive. Some of them had begun to repair themselves, and to build other units out of the scrap parts Trobriand had discarded. When he saw their activity, Trobriand at first meant to deactivate the whole collection. However, when he saw the orphaned machines beginning to set up a hierarchy among themselves, he became amused, and decided to let his precocious toys develop on their own for a while. He gave them minimal resources and the occasional non-working mechanism for spare parts, and took pleasure in their beginning to form their own society.

Curious, he then set up a one-way, mobile *gate* to send random creatures, including luckless adventurers, to his discarded playthings to see how his "children" would deal with these intrusions from the outside world.

Ways In

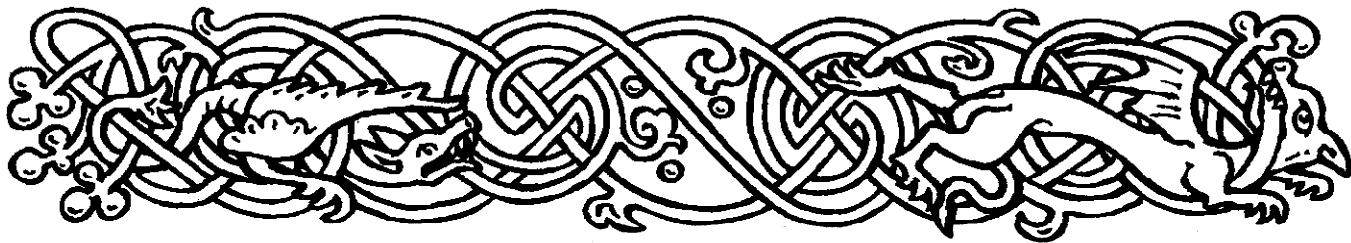
The *gate* that brings creatures in from the outside looks in all respects like a will o' wisp. It wanders at random throughout the Forgotten Realms, attacking those it meets. Upon a successful attack roll (the *gate's* THAC0 is 11), it teleports the unfortunate victims to the entry *gate* of Trobriand's graveyard (Room 1). The wandering *gate* generally attacks groups of creatures numbering between 4 and 12 individuals, and continues to attack until it has teleported all members of a particular group. Large accumulations of magical items seem to attract it, as do areas where a great deal of spellcasting has recently taken place. However, it can appear wherever the DM wishes it to.

Plane shifting, outrunning the *gate* for 1-4 days (it moves at 18, as a will o' wisp), and hiding in an area protected by an *anti-magic shell* or similar spell have proven effective ways of escaping Trobriand's *gate*. The latter seems to confuse it, causing it to wander off after 2-5 rounds. PCs may safely leave the *anti-magic shell* after another turn. A successful *dispel magic* cast against Trobriand's level of 18 confounds the *gate's* tracking abilities for 1-10 rounds, giving a fleeing party a head start.

The attacks of the *gate* cause no damage other than the *teleportation*. The *gate* is immune to all attacks and spells other than those previously mentioned. However, striking the *gate* with a hand-held metallic weapon of +3 enchantment or better results in a huge explosion. This explosion does no damage, but *teleports* everyone within a 30' radius to Trobriand's graveyard. It blinds all creatures within its area of effect for 1d10 rounds (save for half). No saving throw applies against the *teleportation* effect.

Involve a party of adventures easily in Trobriand's graveyard by having the *gate* attack them some night when they have camped on the way home from another adventure. Or, perhaps the *gate* shows up when the party's luck has run out – mages have run





low on spells and components, repeated volleys have depleted rangers' quivers, and so on. (Imagine their relief at the sudden transportation away from the danger at the last minute! Of course, they may yet prefer the doom they know to the uncertainties of this place, and any characters not yet *teleported* will not know their friends' fate: captured, or disintegrated?) Other suitable sites for the other end of the gate include the ruins of Myth Drannor, Zhentil Keep, and various areas in the upper levels of Undermountain.

An NPC could also hire the party to investigate mysterious disappearances in a specific area of the kingdom in which they live, or to retrieve a family heirloom. (Perhaps the family heirloom presently serves as a spare part in a metal monster, mining one of the L areas of Trobriand's graveyard.) Early reports could describe a "creature" that kills its victims, destroying them completely. However, judicious use of divination spells could reveal that the victims still live (without revealing much else).

The Master

Those who have seen the earlier *Ruins of Undermountain* boxed set already have passing familiarity with Trobriand from that work. In the time intervening, Trobriand has progressed even farther in his career. His statistics follow:

Trobriand: NE hm W 18; AC -2; MV 12; HP 38; THAC0 15; #AT 1; Dmg by spell or weapon type (see below); INT 18. Spells: N/A

A secretive mage of great power, Trobriand poses no threat to his ex-master Halaster. However, he more than matches most adventuring parties in the Forgotten Realms. Since he has made peace with his former master, little or nothing in the vast realm of Undermountain can threaten him.

Trobriand appears as a very tall, lean man, stooped from the weight of his advanced years; however, his age has done nothing to lessen the aura of controlled power surrounding him. Trobriand is clean shaven, his thick, steel-gray hair reaching past his shoulders. Though he occasionally roams the corridors of

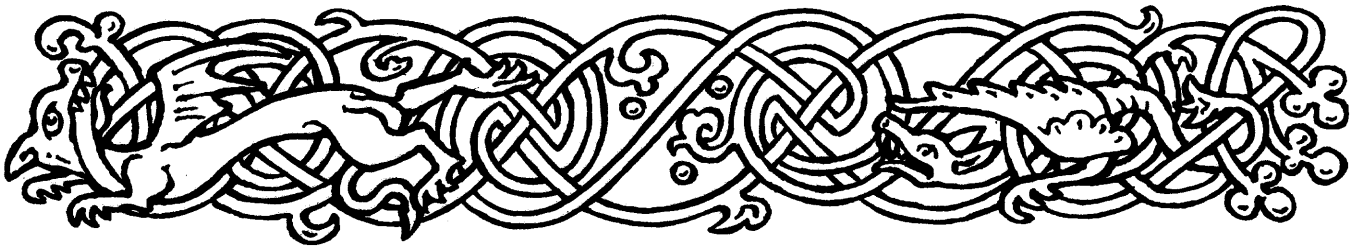
Undermountain, he rarely appears outside his heavily guarded laboratories, and the PCs will not see him during their stay in his graveyard.

"The Metal Mage" rates second to none as a master of metal and its enchantment. Several of his metal constructs always surround him, ready to obey his every command and defend him or fight for him until destroyed. Trobriand therefore seldom engages in direct combat, even with those few parties who encounter him or seek him out. He uses his knowledge of magic and the *gates* of Undermountain to *teleport* away with his spellbooks before encountering any real danger.

Trobriand feels little or no kinship with the rest of humanity; he considers insects a much superior class of creatures. He prefers the company of his creations to any living person that he has had the dubious pleasure of meeting, and he delights in every victory of his mechanisms over living creatures, believing them "proof" of his constructs' superiority. The few meetings with adventurers in Undermountain over the years have served to make him suspicious of people and more than a little paranoid. He might admit to trusting Halaster—but the depth of that trust is questionable.

Trobriand constantly monitors his *gate's* activities, and often watches its rambling retrievals through a crystal ball to see what his discarded mechanisms will meet up with next. He can also view any section of his graveyard at will, and often does so to observe the activities of his discarded toys. He does this by the use of small spy constructs that he can control from a distance. He can see through their eyes, and has enchanted them to cause any metal monster approaching one intending to scavenge for spare parts to completely forget its purpose and wander off, leaving the spy unit unharmed.

Trobriand observes the characters while they are in his graveyard, hoping to find some evidence of true sentience on the part of his creations. He will not see his experiments wasted. He does not interfere or enter the graveyard while the PCs are there, but if they cause a great deal of mayhem and destruction, he takes action to stop them. After all, he may have discarded the constructs, but he still feels a certain fond-



ness for them that he cannot feel for the organic creatures populating the rest of the world. DMs may choose from the following list of Trobriand's actions, depending on the severity of the PCs' mayhem:

1. All of the metal monsters in the graveyard cooperate to immobilize the party.
2. All of the metal monsters in the complex physically attack the PCs at Trobriand's command.
3. Trobriand sends a *necklace of missiles* to Squch and orders him to use it against the party.
4. Trobriand sends a *staff of thunder and lightning* to Squch—with instructions to use it against the party.
5. Trobriand causes the equivalent of a retributive strike against the PCs, causing each of the adventurers to take 100 points of damage (save for half).
6. Trobriand sends the entire party to the entrance *gate* to "Muiral's Gauntlet."

Trobriand has recently placed a small force of his new thanatars in his graveyard for testing, and now waits with interest to see how they fare against the various creatures and adventurers transported to this level.

If the PCs should manage to escape and live to boast of their deeds, Trobriand may target them for elimination or at least harassment. (In particular, Trobriand does not wish the rest of the Forgotten Realms made aware of his thanatars' existence. His aspirations for them are unknown, but he still wishes to keep word their existence from the public for a while.) Adventurers who escape from the graveyard may find their troubles just beginning. Trobriand has a great many creations to send after those who have troubled him, from things as mundane as iron golems and helmed horrors to creations that he has not even named yet. Trobriand probably would not come after escapees personally, but he could definitely keep their lives interesting for a good long while, as well as make them very unwelcome guests.

The Complex

The overall shape of this huge cavern complex is that of a giant scorpion. Trobriand found it this

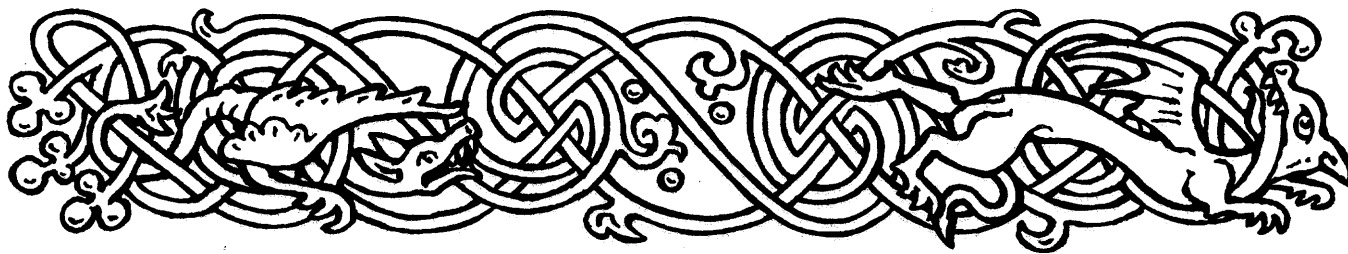
way, and the shape may have inspired him to construct his favorite creation, the scaladar. The caverns themselves seem to have been of ancient dwarven construction, and the tiny veins of mithral that can still be seen in some areas clearly explain the dwarven interest in mining this place.

The entry *gate* is positioned at the end of the "tail," and the exit to the outside world is in a pillar of fire at the end of the left "claw." The right claw also contains a *gate*; however, this merely leads to another area of Undermountain. In between are a series of rooms shaped like the plates of a scorpion's armor. These rooms connect in a seemingly random pattern, with as many as five corridors leading out of each interior "scale." This is designed to confuse a party of adventurers and thus lead them in circles throughout the complex.

Here Trobriand *teleports* his rejected experimental models and discards, as well as his enemies. (Many of the "guests" who have visited his graveyard included adventuring parties caught ransacking one of his many laboratories, and dispatched to this place by means of his *wand of rejecting*.) The *gates* in and out of this area do not transport any inanimate material except for that worn or carried by a living creature. As in all portions of the Undermountain, Halaster's various barrier spells prevent magical entry to or exit from this level. Even the stone has been magically hardened to prevent the inhabitants from digging their way out.

Various types of Trobriand's "pets" have taken over different parts of the complex. These small communities constantly compete with each other for the extremely limited resources provided by Trobriand and the occasional addition of adventurers' equipment. Some of the more intelligent mechanisms have also begun to realize that living creatures can pass into and out of their realm in some manner closed to them. Knowing that these creatures often carry useful objects, and spurred on by their ambitious leader, the metallic inhabitants of this complex wish to devise a method for traveling to whatever areas these choice items come from. Thus, they attempt to capture living creatures and question them about their methods of travel. Several of the more intelligent constructs





have learned a halting form of the common tongue, and clumsily attempt to communicate with prisoners in an attempt to discover their secrets.

In the past, when prisoners could not aid them in their quest, the machines resorted to dissection to try to gather information. From this procedure, they ascertained only that their captives comprised an incredibly messy array of non-standard parts. Fortunately for the PCs, this seldom if ever happens now. The silversanns have come to realize that dissection makes for poor research, and while they may mention the subject if the flow of information slows, they probably have little real interest in trying it. (They may, however, express confusion over the party's objection to it; after all, metal monsters report for dismantling all the time and they don't make a fuss.)

Trobriand's Graveyard presently contains ten silversann units, twelve thanatars (a formidable force), and 25-30 ferragans. It also holds many unspecialized metal monsters; their number constantly changes as old units wear out and new ones arise from their components, or as Trobriand adds new inhabitants. There are likely to be over 100 at any given time. An adventuring party may meet some of these units nearly anywhere in Trobriand's graveyard.

The supreme construct in Trobriand's graveyard, an enhanced scaladar (see the *MONSTROUS COMPENDIUM*[®] booklet with this product), has named itself Squch. As the most intelligent and ambitious of Trobriand's constructs, Squch is the reason the other metal monsters frantically search for a way out of the graveyard: Squch is power-hungry, with delusions of grandeur. Becoming the ruler of Waterdeep takes first place among the enhanced scaladar's many ambitions. To this end, Squch has instructed the other inhabitants of the graveyard to spare no effort in finding a means for escaping Undermountain and making this ambition a reality.

The metal inhabitants greet new arrivals with interest. They will return hostility from the party in kind, fully capable of defending themselves, but preferring to further their quest for knowledge. They sometimes express puzzlement at the tendency of living creatures to behave irrationally about little things (like removing their possessions or confining them to

holding cells). The mechanisms display little in the way of emotional behavior, although the silversann units sometimes show excitement or frustration over their research.

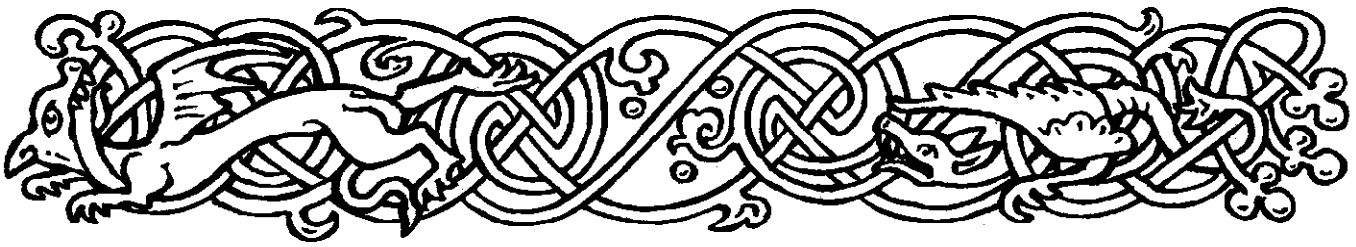
Since each of the inhabitants of the graveyard has its own function, they require few rules. The separate groups take care of themselves, and everything that needs to get done, does. The ferragans take care of refining raw materials, repairing and dismantling other machines, and forging new parts as needed. The thanatars handle any problematic visitors, subdue berserk metal monsters, and work to improve themselves. The silversanns spend their time researching better ways to do whatever needs doing, and trying to find a way out. Unspecialized metal monsters perform all menial chores, dig for ore, and in general do whatever else needs doing, requiring only minimal supervision.

In Squch's absence, the silversanns give the orders, possessing as they do the highest intelligence and greatest versatility of the specialized machines. The thanatars come next, followed by the ferragans. The unspecialized units rarely contribute anything worth listening to, and the specialized units rarely if ever consult them. Differences of opinion generally call for a consensus. Each stubborn and independently-minded silversann tends to feel that its particular area of research, and only that area, merits all the attention. This leads to some confusion at times, which clever adventurers who manage to set the silversanns against each other could exploit. This ploy requires care, however. The silversanns may be a bit naive at times but they are definitely not stupid. This tactic will likely work only once, since failure will make the other units suspicious of any double dealing thereafter.

DM™ Tips

Player characters need not die in this area. They easily can, as the metal monsters (and the thanatars in particular) present difficult foes to overcome. However, PCs who decide to play along with things to "get the lay of the land" may escape relatively intact. If the PCs cooperate with the silversanns, or at least pretend convincingly to help, they can eventually





learn the locations of the exit *gates* and their magical items, and engineer an opportunity for escape. The creatures subdue belligerent or combative groups, leaving them in the holding cells to rot.

The silversanns present the obvious way out for a party that does not merely try to strongarm its way through. Except for the thanatars, the other units lack sufficient intelligence to actively help the party, and the thanatars' inflexibility prevents any negotiation. As a general principle, the silversanns and the thanatars have agreed that the security and safety of the complex come before questions of research. However, if the party presents no obvious threat, a silversann may argue for leniency in the interest of education.

The silversanns consider themselves scholars, and often willingly make deals for the exchange of knowledge. They gradually come to trust characters who convince them that they share a common love of knowledge, and may allow these types the run of the complex in the hope that a fresh point of view will help them solve their problems. In their naive manner they believe that the characters want to stay and learn

as intensely as the silversanns want them to stay.

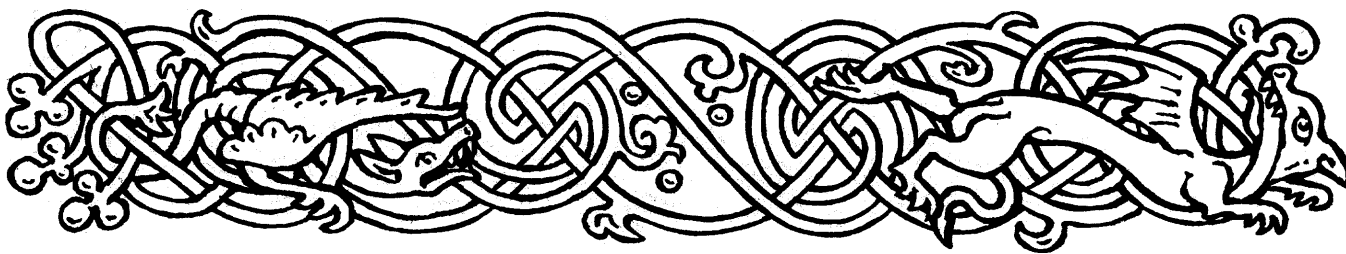
However, a clever or cooperative party still will not find this level a romp in the park. Aside from the obvious dangers, the uncomprehending machines tend to behave unpredictably, perhaps trying to "repair" the prisoners, or gleefully tossing a character's spellbook into the furnace if she or he convinces them it holds no value. Squuch always lurks about, ready to order the troops to greater conquests. Even if your players show unbelievable ingenuity, they shouldn't get away too easily.

Trobriand's Graveyard: Core Rooms

Room 1: The Stinging Portal

You appear on a stone dais roughly 30 feet in diameter in the middle of a large pool of stag-





nant, slightly acidic-smelling water. A huge, round cavern surrounds the pool, dimly lit by flames that seem to project directly from the distant walls, as if burning the very stone. Strange glyphs mark the stone platform on which you stand, glyphs that none of you has ever seen before. The language is one unfamiliar to any of you. An extremely wide corridor curves off to the southwest. It quickly angles out of sight; even if there were better light, you could not see more than a few yards along it from where you stand.

The circular pool lies against the southeast wall of this 1000 foot-diameter room. A metal monster sentry guards the entrance to the "tail" pathway into the main cavern complex (at S on the map). Persons on the stone platform cannot see it easily (15% chance if scanning the room); it has instructions to leave immediately whenever anyone or anything appears on the platform, and report back to the ferragans in Area 3, so they can form a scavenging party to collect any metal brought in with the new arrivals. If seen, the metal monster does not attack or speak to the party, but instead leaves to report. The uncertain lighting reveals very few details to the viewer. Describe it as a "large, fast-moving, indistinct shiny object." The form and capabilities of the sentry vary, but it always has a movement rate of 15 or more and at least a 5 Intelligence; thus it moves fast enough to escape pursuing adventurers, and can report with basic accuracy on what it has seen. ("Five humans with weapons came to the stone circle. One wore robes and carried a wand-thing.")

The platform lies in the middle of a pool 60 feet in diameter and 15-20 feet deep. (The meaning of the strange markings on the platform has been lost to time, although they appear vaguely dwarven.) The first challenge: find a way across the weakly acidic water. The water cannot cause serious burns, but if it somehow contacts the eyes of a living being, the victim must flush his or her eyes with clean water in order to restore vision. Also, non-magical clothing or leather allowed to remain dampened from the pool for a prolonged period begins to

weaken and deteriorate, until in a few days such articles become useless.

The flames along the walls result from natural gas erupting through fissures in the stone. Anyone staying in this room for more than an hour feels slightly ill for 1-2 days afterward (-1 on all ability checks and combat rolls) from inhaling the slightly toxic gas. (The flames lighting the other areas of the graveyard also come from jets like these, but those areas generally have more exit passages and better air circulation. Characters suffer no ill effects unless they choose to [or are forced to] breathe the fumes at close quarters for a prolonged period of time.)

New arrivals should check their belongings. The gate only transports living creatures and those inanimate objects carried on or worn within a foot or so of their bodies. Clothing and armor transport safely, as do most weapons. However, long weapons such as pikes or some pole-arms may grow suddenly shorter (and, conceivably, may lose their "business ends") on coming through the *gate*.

Room 2: The Scorpion's Whip

This 40-foot wide corridor curves for several hundred feet before connecting with the ferragan area of the main cave complex. Piles of stone and large boulders lie scattered along its length. The corridor slopes downward as it curves around, making almost a 20-degree slope. The walls look rough and natural, but the floor appears polished and smooth. This glassy surface and the marble-sized gravel in the rubble areas make for somewhat unsteady footing, and PCs running or performing combat maneuvers should make Dexterity checks to see whether they stay on their feet.

At some point along the corridor, new arrivals meet a welcoming committee of ferragans. This takes place from one to two thirds of the way down the corridor, depending on how long the party took to make its way across the pool and out of the entry chamber. The ferragans hide some of their number in the rubble along the corridor (some of which they placed there for this purpose), and allow the party to advance until surrounded. (The ferragans did not





think of this tactic on their own, but Squch gave them detailed instructions to ambush invaders in this manner.) One of the ferragans steps forward and says, in halting common, "You will leave all metal on the ground and follow me." It does not answer any questions or negotiate on any points; just saying this much has taxed its abilities almost to the breaking point. At most, it will repeat the phrase Squch taught it, and wait one or two minutes before ordering the rest of the group of ferragans to collect the metal. They move forward to do this whether the party has put its metal down or not. If the party complies and lays down its metal possessions, the machines gather them up. Eventually all of the party's metal possessions, magical and otherwise, end up in the whatzit room (Room 3) for proper distribution, and the ferragan that spoke takes them to Area 17 to meet with the silversanns, a very long walk indeed through the length of the graveyard.

If necessary, the ferragans take the characters' metal by force. If the 12-15 ferragans in the group are forced to engage in melee, they concentrate on individuals carrying or wearing a great deal of metal. If one of the ferragans manages to grab a piece of metal, it leaves the battle, scurrying away with its prize to the whatzit room.

If a group of new arrivals defeats the ferragans and continues on, six thanatars attack them on their way to Room 3 or Room 4. These thanatars stand guard at the "Y" intersection at the base of the tail, three in each corridor, where they wait until the characters choose a direction. They then attack the party from both directions at once. The thanatars attack with their pincers to hold their opponents, and then attack with their bludgeoning tails to subdue.

If the characters are getting the better of the thanatars, more arrive at the rate of two every other round, until the melee includes all 12 thanatars in the complex. If the PCs defeat all of the thanatars, all of the metal monsters of the complex mobilize to defeat the party. Once they subdue the entire party, they take any survivors to Area 17, and their possessions to the whatzit room.

Ferragans' Areas

Room 3: The Whatzit Room

Bins containing metal pieces, neatly sorted by type, line the walls in this smoky, dimly-lit room. The contents represent nearly every metallic substance, including some alloys that you may well not recognize. A bin slightly separated from the others holds gemstones, which the constructs use for lenses and the like.

Three to seven ferragans work here at any one time, going through piles of scrap parts and cleaning them before placing them in the proper bins. Against the north wall rests a large tub containing a mild acid for cleaning metal parts. Workers dip the parts to remove paint, dirt, grease, or organic compounds. Tunnels exit this room to the east, west, and south.

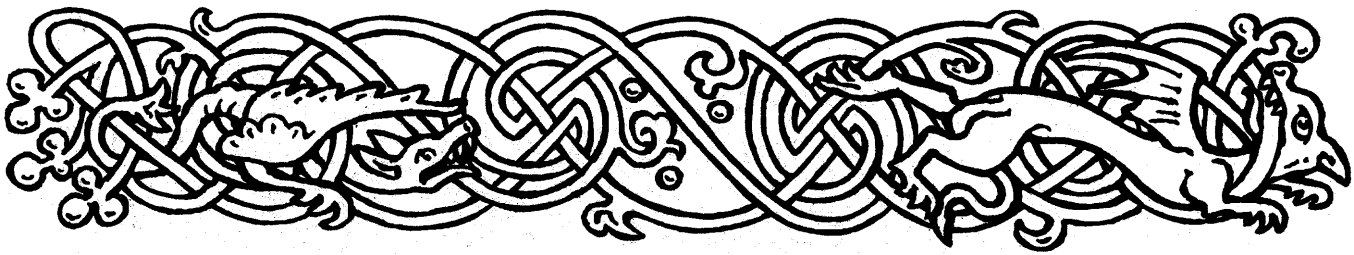
The bins contain many once-valuable items of treasure, mostly useless in their present state. Ferragans remove the hafts and guards from weapons, and place them in bins separate from their blades. They disassemble armor and remove all nonmetallic parts (straps and the like). In fact, a large bin of separate links from suits of chain and ring mail stands in the southwest corner. The bins hold perhaps 10 or 20 pounds of gold, silver, or platinum, and 10 to 20 gems of various types, but the ferragans would object strenuously to any in the party who wish to help themselves. This room holds no magical items of any type.

Room 4: Examination Room

This large, well-lighted room contains strange metal items of all sorts. Tunnels exit this room to the north, northwest, east, and south.

The ferragans bring any items not immediately recognized as common or mundane to this room, for a preliminary examination by one of the silversanns. A silversann unit rests in the center of the room, inspecting each item carefully with a *wand of magic detection* (kept well-charged by Trobriand) before





sending it on its way. The silversann tosses ordinary items aside carelessly for return to the whatzit room for storage, and hands unusual or magical items to a metal monster in the corner for gentle packing and transfer to the silversanns in Area 13 for careful study.

The 10 silversanns currently in the graveyard rotate on duty in this room, and despite the hours it takes away from research, the silversanns relish the time spent here. New magical items rarely come to the graveyard, and the arrival of such an item on a silversann's duty shift presents a valuable situation. When the other constructs bring the party in, the silversann unit happily uses its *wand of magic detection* on them as well, and directs the other units to confiscate any magical items for sorting and investigation. One of the party's escorts carefully takes any potions or scrolls to the smelting room for consumption.

If adventurers wander in here on the loose (without a proper escort), the silversann unit on duty is at first wary of them. If they act peacefully, it floods them with questions at an alarming rate. It willingly trades information with them; the only thing it refuses to let them do is examine the items in this room. If they express interest in any specific items, it begins questioning them about their knowledge of these objects.

If the adventurers threaten the silversann in any way, or attempt to remove items from the room, it immediately summons 1-3 thanatars from their living areas. These thanatars arrive in 2-5 rounds. Otherwise, the construct engages the PCs in curious and friendly conversation, attempting to learn all it can of these new arrivals before it has to share them with the others.

Room 5: The Smelting Room

This room is like a vision of Tartarus. The only light comes from a huge furnace along the wall and from small metal monsters breathing out blasts of white flame too bright to look on directly. Clouds of smoke and fumes fill the air, and you can barely breathe. The heat is nearly unbearable, and the din from the pounding metal makes your head ring.

Here the ferragans melt down metal objects too worn to use or deemed unsuitable for use as spare parts. They also do some repair work in here, and refine the small amounts of raw ore found by the metal monsters digging to enlarge the living areas.

Most of the precious metals (coins, jewelry, etc.) recovered from visitors to this level undergo smelting here as well. The ingot forms have less bulk, and can be used more efficiently. Unknown items remain in their original state in case a silversann deems them suitable for later use, or until such time as a silversann directs the ferragans to melt them down. This room contains no magical items.

Living creatures remaining in here for more than five rounds take 1 point of damage every other round (beginning with the second round in the room) from the heat and fumes. Spending 1 turn in a cooler area with fresh air restores half these hit points.

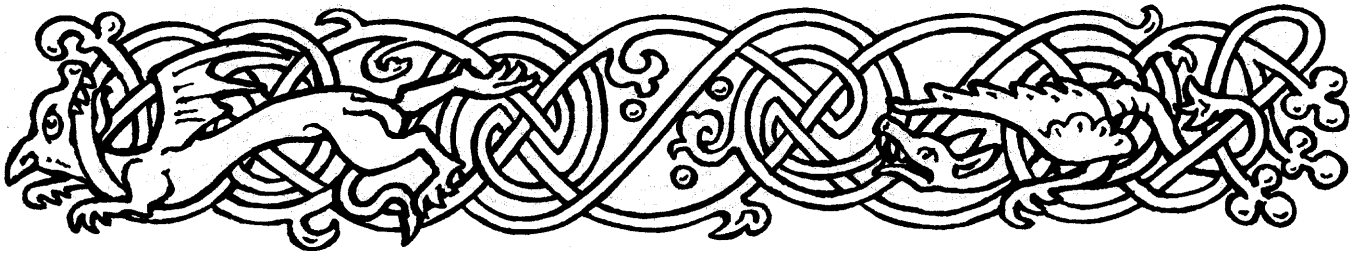
A trapped and very angry salamander provides partial power for the furnace. The powerful magics holding it require frequent consumption of other magical energies to remain effective. The metal monsters demand donations of magical items from any person who enters this room unescorted; if the units have already confiscated the party's magical items, they attempt to throw any useless (to them) non-metallic items such as potions, ointments, or scrolls into the furnace. If PCs prevent the constructs from renewing the magical field surrounding the salamander, it escapes and attempts to kill every living thing in sight in retribution for its forced captivity.

Elemental, Fire-Kin (Salamander) (1): Int High; AL CE; AC 5/3; MV 9; HD 7 + 7; THAC0 13; #AT 2; Dmg 2-12; SA Heat 1-6; SD + 1 or better weapon to hit; MR Nil; SZ M; ML 13; XP 2,000.

Room 6: The Village Smithy

This room looks like a blacksmith's shop gone wild. Strange machines crawl all over each other and attach pieces of metal to seemingly random spots on other, larger machines. Occasionally one of the smaller machines carries an uncooperative piece of metal to a large flat stone,





breathes flames on it, and pounds it into submission before trying to reattach it. The heat and noise are still at an uncomfortable level, but the relative cool and quiet is welcome.

Here the majority of the complex's repair work takes place. Metal monsters with malfunctioning or worn parts come here to have repairs done while they wait. Several large flat stones serve as anvils in this area (the constructs find metal too valuable to use for a work surface). The ferragans' built-in torches heat pieces needing shaping or molding. This room holds no true forges. If a ferragan must make a piece from scratch, or must perform more extensive forging, it takes the metal to the smelting room and works there. Occasionally, a metal monster beyond repair from damage or overuse comes in. When this happens, it goes to Room 7 for dismantling.

At any one time 4-7 ferragans work here and 8-10 other machines wait for repairs. There is a 20% chance that 1 or 2 of these are other ferragans, and a 10% chance of a single thanatar unit. Silversann

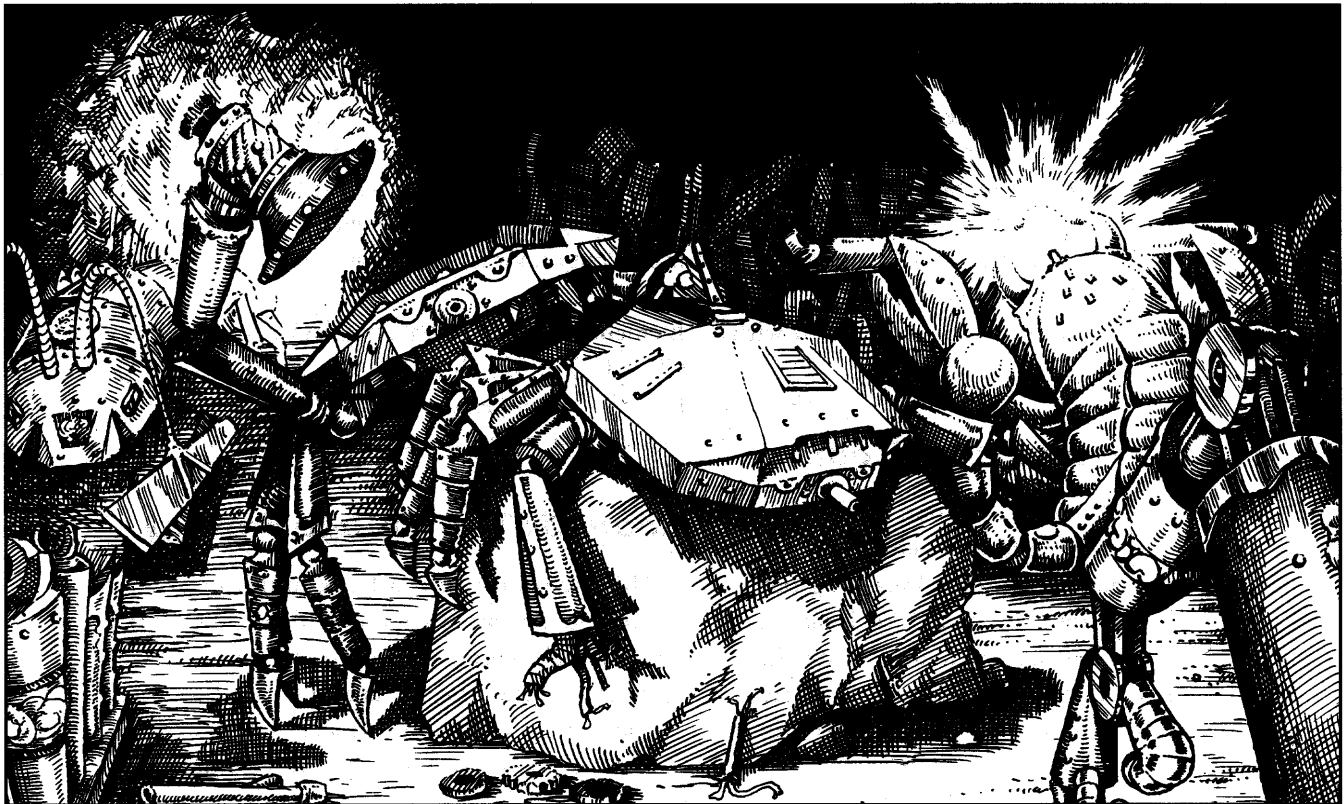
units needing repair receive "house calls" in their personal areas. (Time spent waiting in the repair shop is research time wasted.)

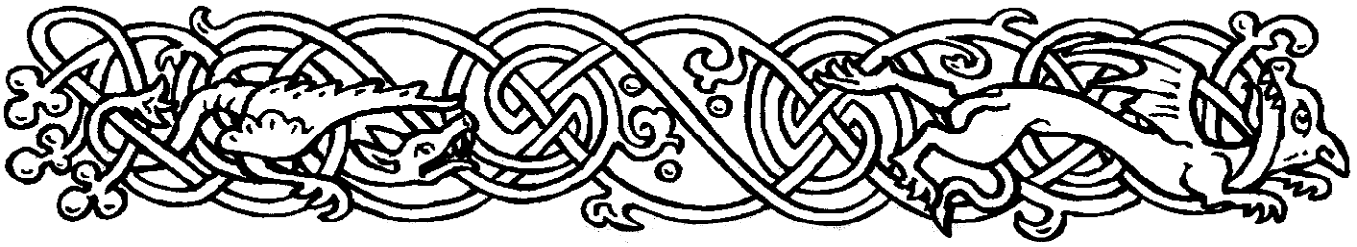
If a battle breaks out here, a 20% chance exists that a blow removes a piece of outer plate from a damaged unit. Treat this as an Armor Missing result on the random disadvantage table in the Trobriand's Automations MONSTROUS COMPENDIUM® entry included in this product.

Room 7: Parts is Parts

Chaos holds sway in this cavern. Ferragans crawl over other machines like metal locusts, dismantling them into their component parts. Oddly, many of the creatures being dismantled actually help the ferragans at their work, holding parts as the ferragans remove them, or even helping to stack them neatly to the side, as long as they remain functional.

Old metal monsters go here to die. As time goes by, more and more of the menial units are relegated to





spare parts. However, most of these contain salvagable parts for new units (and require very little trouble on the ferragans' parts), so the total number of units goes down only slowly. At any one time, the room contains 2-5 ferragans dismantling 1-4 metal monsters. They waste no parts. Pieces too badly worn to use in new creatures are melted down in the smelting room and cast into new and useful pieces. The thanatars are designed to stand up to rough handling, and the silversanns seldom if ever do anything that causes much wear and tear. However, there is a 15% chance that a ferragan is being dismantled, since the strenuous nature of their work causes occasional serious damage.

Characters may possibly witness a berserk unit. Thanatars usually partially dismantle any rogue unit they bring in, but sometimes a damaged unit goes berserk while undergoing the process. In this case, the ferragans summon 1-3 thanatars, which arrive in 2-4 rounds. They immediately immobilize and destroy the demented unit. All parts of a berserk unit are melted down and recast into new parts. The silversanns have no hard proof of these parts' faultiness, but often a unit repaired with parts from a deranged unit subsequently goes berserk, so they prefer to take no chances.

If the machines have offered to "repair" or "dismantle" the PCs, ferragans or other escorts bring them here for such work.

Thanatars' Areas

Room 8: The Holding Pens

This area is honeycombed with holes dug into the floor, and large flat stones slightly larger than the holes. Tunnels exit this room to the north, east, south, southwest, and west. Creatures from the *gate* that the silversanns wish to keep for further study, extremely troublesome individuals, and adventurers who have demonstrated an ability to wield magic spend their time here, especially if they have caused damage to the inhabitants. The holes are 7-12 feet across and 15-20 feet deep. The guards lower prisoners into the holes and drag a loose-fitting boulder over the top. This allows the prisoner to breathe (a refinement added by the jailers after several unfortunate

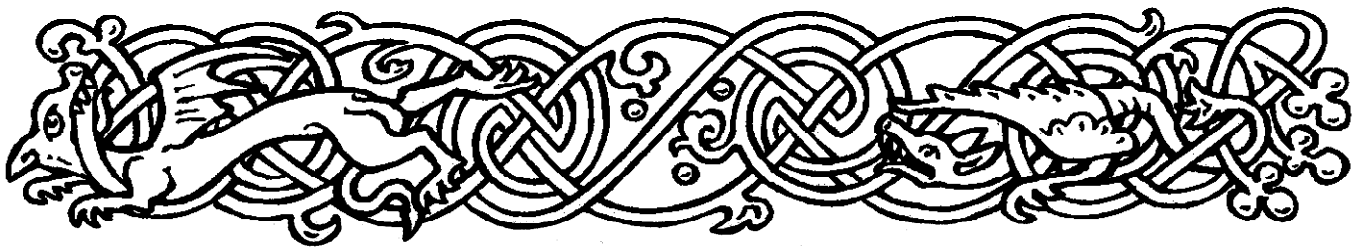


incidents) while precluding escape. The rough-hewn cell walls lend themselves to climbing, but the stone lids weigh several hundred pounds and gaining any leverage from the side wall of a pit presents quite a dilemma. Characters able to become small or assume gaseous form find it easy to escape from the pits (and are questioned at length about this if recaptured). The thanatars in particular express curiosity as to how the escapees circumvented their vigilance, since they have to answer to Squch.

Imprisonment here is usually of a temporary nature, as the prisoners have only the food they bring with them; water, however, is plentiful. Meals for monsters and animals in the cells consist of captives that have died or have outlived their usefulness for research.

A single thanatar for every five prisoners is stationed here at all times to prevent escape. The thanatar does not reply to requests for aid, but records all sounds made by prisoners and reports them to the silversanns later. Since the barracks area is adjacent to this area, help is immediately available in the unlikely event that the thanatar on duty cannot handle the





prisoners or their antics alone. If needed, all available thanatars hurry to this area, closely followed by all of the nearest silversanns, who eagerly record the battle from the sidelines. They study all aspects of the battle and/or the escape later, and then adjust the prison area and the thanatars' tactics accordingly.

Silversann units visit sentient prisoners once or twice daily for questioning. If the situation warrants more extensive probing, guards remove the prisoner from the holding cell and take him or her to Area 17 for further interrogation.

Room 9: What Do Thanatars Dream About?

By the light seeping into this darkened area, you can see several large shapes in the darkness. Without another source of light, you cannot positively identify them. They could be just strange rock formations—or immobile metal monsters.

The thanatar units stay here when not needed. The units are not inactivated; they just choose not to engage in unnecessary motion. Trobriand designed the thanatars with this trait to make them less noticeable if stumbled upon by an enemy, or when lying in wait for an ambush. One to eight units lie motionless in this area whenever no alerts require their presence in some other part of the complex. Only invisible and silent characters (not just invisible, or just silent, but both at once) can possibly sneak up on these units. The thanatar units activate immediately upon the entry of any visible or non-silent intruder and take all intruders prisoner if possible. All other units in the room immediately come to the aid of any unit under attack.

Under an active alert, this area empties, as all thanatars either answer the alarm or travel around the complex looking for other signs of trouble.

Room 10: Havoc Research

An amazing array of weapons and equipment, stored on wall racks, fills this room. You have never seen many of the items here before, and

you can only guess about their intended purpose. As far as you can tell, each object is unique, and all are intriguing.

The thanatars do their research here. Whenever an intruder demonstrates a new weapon or device that damages or defeats a thanatar in combat, the thanatars bring the item here for analysis so that the constructs can learn how to neutralize it. Once the thanatars finish with the troublesome item, the silversanns get their chance to look it over. The thanatars also store devices here that they have built to make themselves more efficient in combat. The thanatars exist only to function as protectors of the graveyard society, and anything they discover to help them in this task brings them a certain form of pleasure.

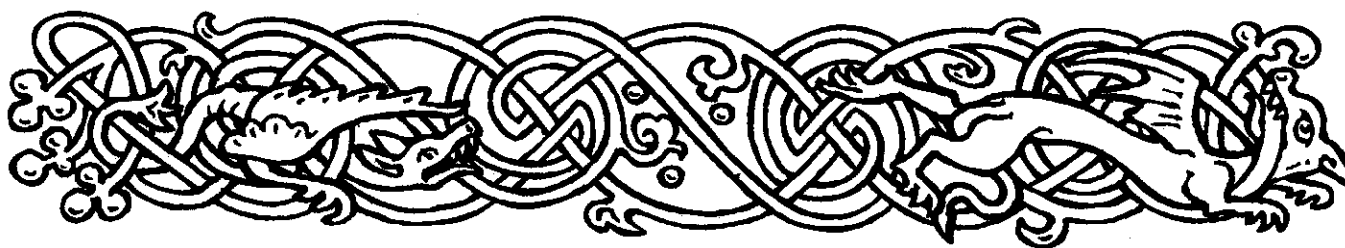
Thanatars thoroughly question any characters who have managed to damage a thanatar unit in battle. The questioning continues until the thanatars feel they know everything they need to fashion a way to counter any future attacks of this nature, whether that means designing a new weapon or learning a new tactical maneuver. Thanatars make dangerous foes, and adventurers should find it very difficult (if not impossible) to fool them with the same trick twice.

The thanatars deemed most of the objects in this room of limited use to themselves, but still keep them here "just in case." DMs should feel free to fill this room with exotic weapons of all types, as well as interesting-looking items that have no purpose (other than to keep the players on their toes.)

Room 11: The Arena

A heavy layer of gravel covers the floor of this huge, brightly-lit cavern. Tattered pennants line the walls, apparent remnants of past adventuring parties, and the air of festivity they impart seems jarring. In some demented fashion the atmosphere reminds you of a coliseum, but you don't want to think too much about what type of combats might take place here, or what the typical audience might comprise . . .





This room is exactly what it appears to be: a combat and training arena. While thanatars do not have to keep in shape like living warriors, they do like to refine their combat techniques. Thanatars work here with objects stored in the previous area in order to find better ways to attack with or defend against them, and sometimes bring to this place any prisoners who gave them trouble in combat and have them repeat their tactics in battle until the thanatars devise a suitable defense. The thanatars take every possible care to leave prisoners undamaged for further research—unless, of course, they endanger the safety of the graveyard. At any one time it is 35% likely that one or two thanatars are here honing their skills in one manner or another. They do not damage each other in the sparring, except for an occasional dent or scratch that the ferragans can easily fix. Two additional thanatars guard each entrance to this area when prisoners take part in combat tests, in hopes of preventing escape if the prisoners have any new tricks up their collective sleeve.

Silversanns' Areas

Room 12: Heavy Metal Magic

Stacks of books fill this huge cavern. Many of the covers have titles on them in languages you can't read, but even a quick glance reveals several spell books. The sheer volume of printed matter here boggles the mind; you don't even want to guess at the total number of volumes in this room. Two small metal creatures sit in the center of this room, reading through the volumes and occasionally making an arcane gesture or pronouncing a string of strange syllables, to no apparent effect.

Silversanns devoted to the study of spellcasting spend much of their time here. The silversanns understand that organic creatures often have the ability to create bizarre circumstances through the use of spells. However, they cannot fathom why they cannot

create the same effects by speaking the same words and making the same gestures. The silversanns in this area question any captured spellcasters of any type. They have not quite worked out the fundamental difference between priests and wizards except that priests don't seem to have books, and tend to babble about something called "faith," which the constructs don't understand.

This room holds over a hundred spell books containing nearly every wizard spell available from first through fifth level. Some contain spells of greater level, but these are scarcer and more difficult to find. This affords an excellent opportunity to introduce a new spell to your campaign from one of the supplements or from a different campaign world, since arcane knowledge from many different lands and worlds resides here.

Innumerable books on spell theory and even on the worship of several gods also line the shelves, many extremely old and rare, and worth a great deal to a collector. Stealing them presents a sticky situation, however, as the silversanns have memorized the contents of their library and have a computer's uncanny knack for noticing out-of-place items. A successful removal likely calls for the inelegant "snatch-and-run" ploy, grabbing something and dashing for one of the *gates*. Even then the party would have to fight the silversanns for possession, since they certainly would not give up any of their research materials willingly. A better ploy involves convincing the constructs to trade for something else valuable, like metal, knowledge, or magic.

The silversanns have pored diligently over their library of books, but so far the only magical effect they have successfully reproduced from reading their captured spellbooks destroyed several volumes (previously trapped with *explosive runes*, unbeknownst to the researchers). The silversanns are uncertain as to what caused this destructive spell to work for them, but they have taken encouragement from it. After all, if they can get one magical effect to work, perhaps they may one day learn the secret of magic. (Of course, they never will—only living or once-living creatures can manipulate the energies necessary to cast spells.)





The silversanns eagerly allow any spellcasters to help them in their research, and ask them to cast low level spells from their large collection of books. They intently watch anyone willing to cast a spell for them. One of them observes every word and gesture closely, while another records it for future research. The hopeful constructs then try to duplicate the process, to no avail.

Room 13: Staff Inspection

Sticks and rods of various shapes and sizes lie in piles and stand in racks inside this large chamber. Scorch marks and other remnants of a great magical battle mar the center of the room. Two silversann units crouch before the racks, communicating in their strange mechanical language.

All manner of rods, staves, and wands fill this room. Most of the devices here have no more charges, and crumble at a touch. Only a few of the items still work, and even they have few charges remaining. The two silversanns here want to ascertain why, although they themselves cannot manipulate magical energies, other, inanimate, less intelligent objects apparently can. The signs of apparent battle merely show the results of years of research with the devices for which the silversanns know the command words.

The two silversanns wish to question any spell casters of sufficient level to create magical items (should they admit to having done so). The silversanns wish to determine if they inadvertently left a step out of the creation of magical items of their own construction—a step that might allow them to cast spells, like these other, unintelligent objects apparently can. This research relates closely to the work in the previous room, and those silversanns often work closely with the ones in this room.

The silversanns become especially excited if one of the party spellcasters offers to recharge one of the still-functioning magical items. (PCs in this situation may regain use of their spellbooks for a time.) The process of putting spell energy back into an object fascinates the silversanns, and they want the spellcaster

to explain every step of the way. The two silversanns from this area and the ones from the spell research area discuss the process, and any possible applications for their own research, for hours. The conversation absorbs them totally—but not to the extent that they lose track of their new prize (the spellcaster). Party spellcasters who cooperate with the two research teams find themselves very much in demand. They may find the opportunity to gain much information about the cavern complex, albeit at the cost of a great deal of work and a lot of lost sleep, since the silversanns hesitate to let this treasure out of their sight.

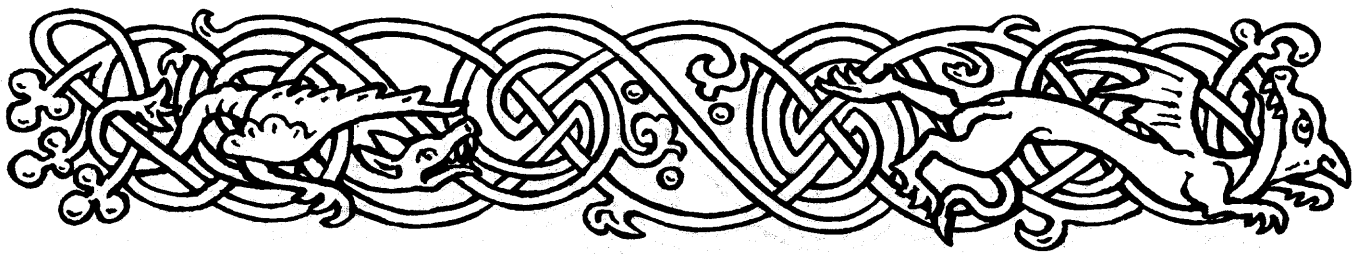
Room 14: Magical Weapons and Armor

This area reminds you of the spare parts room. Metal objects lie scattered everywhere. Most of them look like pieces of armor and weapons, but in the confusion you can't easily tell. Certainly the number of parts here would make several complete sets of armor, but it would take days to sort them, even for the metal monsters living here. A lone silversann here arranges and rearranges piles of random objects. A small tub of acid sits next to a large forge in one corner of the room, and in the center of the area rests a huge rock that seems to be set with ropes and winches attached to the ceiling.

The silversann in this room is attempting to find a way to physically or magically alter metal to make it harder and more resistant to damage. It believes that digging presents the only way to escape the cavern complex, and that if they can alter the bodies of the metal monsters assigned to mining, they may someday accomplish this. This silversann willingly discusses mining procedures with any of the characters who have some expertise in that area.

The unit is presently studying what circumstances cause magical weapons and armor to lose their magical qualities. To this end, it spends its time testing objects by bathing them in acid, melting them at the forge, or dropping the rock on them from ceiling height. (If an item fails its save, it's history.) Squch





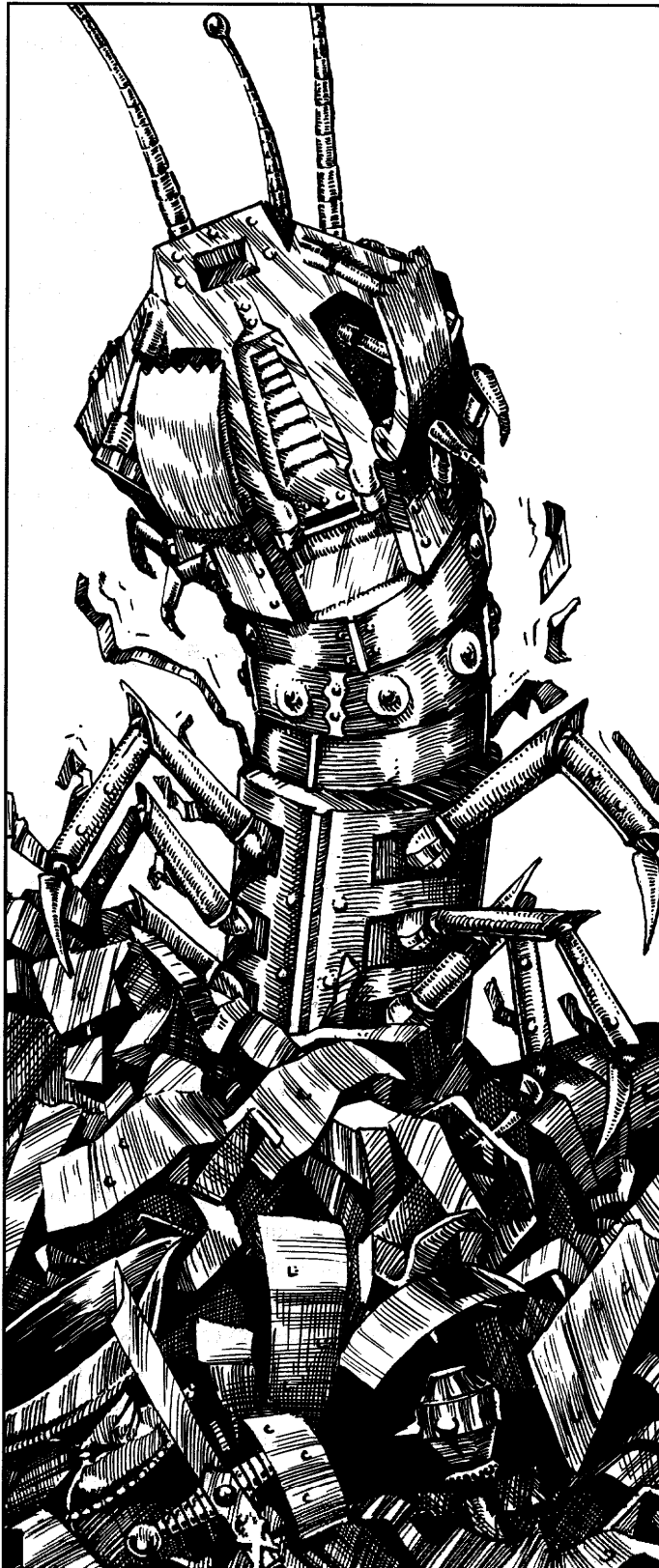
has told it that magically hardening the bodies of the miners is not of great use if the metal can lose its dweomer when subjected to great stress.

It is also trying to ascertain why objects such as suits of magical armor seem to provide extra protection from hardship only when intact. Early efforts to use magical weapons and armor in the construction of miners focused on melting down the magical items and using the metal to repair constructs that had become damaged. The creatures soon realized that when reformed, the metal exhibited no special properties. The constructs find such little irregularities quite confusing.

Room 15: Shredded What?

This area is a mess. Shreds and tatters of cloth hang from protrusions on the walls, and lie in piles everywhere. Random bits of pottery, glass, and small gems lie strewn about like playthings in a nursery for an exceedingly large and messy child. As you look in, you can see one of the silversann units happily shredding what appears to have been an exceptionally well-made, silvery-gray cloak. The silversann must have started shredding this cloak quite some time ago, since the cloak is half gone and the floor around the unit is covered with tiny strips of cloth.

All the magical items that do not fit any of the other categories end up here. Most of the silversanns feel that these items cannot aid them in their search for an escape from the cavern, and do not care what the custodian of this area does with them, as long as a few items always remain available for feeding to the salamander in the smelting room furnace. This is just as well, since this silversann has formed a rather interesting theory about the nature of magical energy. It has decided that since most magical items lose their powers if torn or broken, the magical energy that they formerly carried must escape into the air upon their destruction. Therefore, if a creature created by magic (like a silversann unit) surrounds itself with enough of this free-floating magical energy, it should eventually absorb enough energy to gain the ability to manipulate spells.





The unit spends at least half of each day completely buried in a huge pile of shredded and dismantled magical items. It hasn't noticed any changes in its abilities so far, but that has not discouraged it in the least. The silversann is friendly and pleasant, and perfectly willing to talk for hours to any interested parties about its hypothesis. It has grown used to the other silversanns discrediting its ideas, so it politely listens to any contradictory arguments and then merrily ignores them.

This should be enough to make any red-blooded, treasure-hungry adventurer cry. The remains of hundreds of items lie in heaps in this cavern. Of course, the other silversanns do not let this one have any item until it has been thoroughly tested for use in their research, so the PCs *probably* won't see any of their objects here . . .

Room 16: The Workshop

This brightly lit area is the most orderly and controlled section of the complex you have seen so far. Across the cavern you can see two silversann units and a ferragan clustered around an apparently broken silversann. Its outer coverings have been removed; the trio of workers has neatly lined up the various parts on the floor, within easy reach. They appear to be modifying a piece in an attempt to attach it to the inside of the dismantled unit. The two silversanns try the piece and, seemingly dissatisfied with the fit, hand it to the ferragan for modifications.

The silversanns' current project, the creation of a magic-using metal monster, takes place in this room. Several months ago, Trobriand carelessly discarded a non-working but repairable silversann unit. The units decided to put some of the research they have all been working on for the past several years to the test to try to give this unit the ability to wield magical energy. They have modified and reactivated the unit several times but have so far not seen any magical capability in it. Pieces of various magical items have gone into its reconstruction (some sections of wands, an intact *ring of spell storing*, some magical plate mail, etc.) in the hope that this will give it the ability to

learn and store spells in its memory. The silversanns have plenty of time to try just about anything. The whole of the silversann's present research program focuses on this, and these two units can call upon any resources available in the graveyard.

A ferragan whose only job is to follow their instructions aids them in their research. They listen politely to any character who has a constructive opinion, and willingly give any reasonable-sounding options a try, but by no means can PCs convince them that their hypotheses are totally wrong.

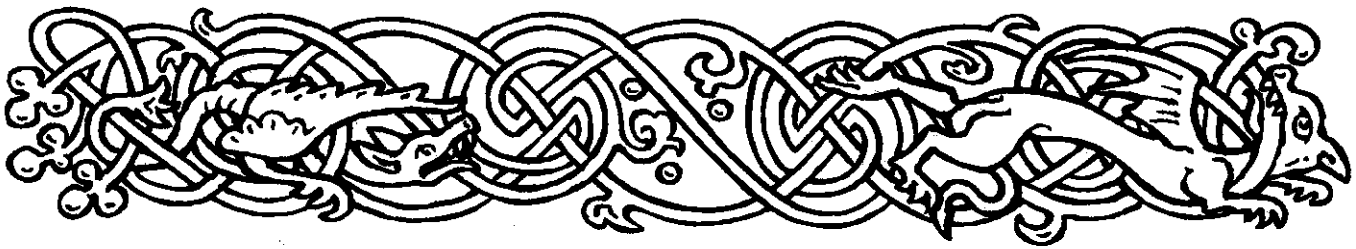
Room 17: The Unexamined Life Is Not Worth Living

A stone dais rests against the east wall of this brightly-lit room. A silversann sits in one of 10 hollow depressions in the dais. A platform at the back of the dais looks just about the right height to comfortably support a human sitting on the edge.

Here the silversanns meet to discuss recent developments in their research. Their taking the same positions at each daily meeting for many years has worn the depressions into the dais. The meetings seldom last long, since the silversanns make very little progress in their research from day to day. However, this gives the silversanns a chance to trade ideas back and forth between themselves on a regular basis, and for Squch to announce any changes in their functions.

More importantly to the party, interrogation of people who arrive through the *gate* takes place here. The silversanns ask seemingly meaningless questions at a furious rate, often barely giving a person time to answer one before firing off another. They often change the subject in the middle of the interrogation as something new occurs to them. Since they have some rather strange ideas about the nature of magic, they assign great import to the most mundane of answers. This can go on for hours at a time, and probably will, unless the subjects finally remind the silversanns that unlike metal monsters, living creatures need to eat and sleep. The silversanns are not insensitive to the needs of their prisoners, they just forget the organics' limitations.





The enhanced scaldar known as Squch might also be found in this room, particularly if the party has done something to warrant the personal attention of the complex's leader. If the PCs hope to escape the graveyard, they either have to avoid Squch's notice, persuade Squch to release them (not an easy task), or defeat Squch in battle. If the characters try to escape by sheer brute force, Squch forms the last line of defense against them. If the party actually destroys Squch, that apparent victory triggers Trobriand's wrath, and he will take action against them as outlined in the section entitled "The Master."

This room has two secret doors, one on each side of the dais. They lead to narrow corridors leading to the "claws" of the complex: the locations of the exit *gates*. The metal monsters concealed, these areas to keep their test subjects from leaving before they have divulged all their secrets. The doors are not particularly well hidden, and anyone actively searching for them has double the normal chances to find the exits.

The tunnels themselves are long and cramped—five feet tall and five feet wide—and quite dark. The air coming from these tunnels smells different from that in the rest of the complex, almost like fresh air—a way out.

Rooms 18 & 19: The Dead Zones

Magic-dead caverns lead to the exit *gates*. Upon entering them, any magical spell effects currently running terminate, and magical items cease to function.

Rooms 20 & 21: The Fire Escapes

These areas, virtually identical in appearance, curve out to form the "claws" of the scorpion that the cavern complex resembles. Large, round pits containing pillars of flickering, multi-colored flames await at the ends of the claws. While these flames feel hot when approached, they do no damage to those who enter them. They do have the property of dampening magic inside their areas, so spells to determine their function have no effect. They also share the same restric-

tions as the entry *gates* regarding the transport of non-living matter. The magic dampener has the added effect of immobilizing any metal monster that enters the area. This effectively traps the creation until a harness can be rigged to pull it out. This resulted in large pileups of metal monsters the first few times that they tried entering the *gates* to escape.

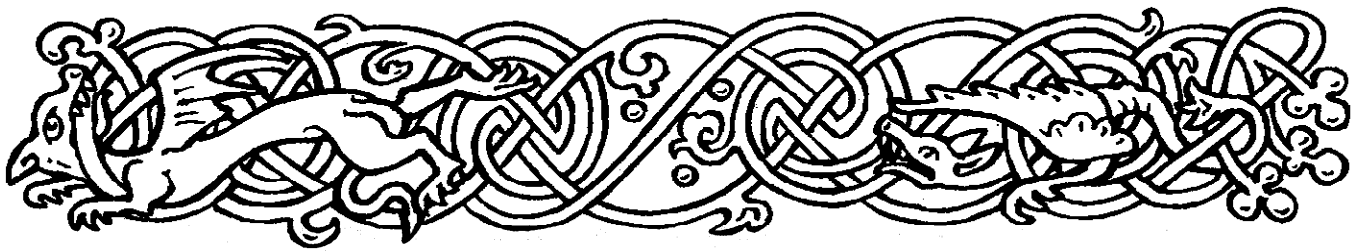
The only difference in the two *gates* is that the one in the north passage leads out of the realm of Undermountain, to a place of the DM's choosing, while the one to the south merely transports those who enter it to random areas of the vast underground realm (again, your choice). The southern *gate* also changes its destination every turn. The flame flickers rapidly during the change, and returns to a steady burn after the switch is complete. If a party of adventurers enters the flames one at a time, roll a d10 to see how many rounds remain before the *gate* changes destinations. The result indicates how many party members go to the first destination. The remainder teleport somewhere different, perhaps miles removed from their companions.

Note that nearly all of the inhabitants of this complex know the locations of the two *gates*, but not the difference between them, and the less intelligent ones usually reveal the locations to anyone who asks them straight out. A lone silversann might be persuaded to trade this knowledge for the right bit of information. Only the thanatars and Squch refuse to give this information.

L1-L6: Mining Areas

Metal monsters trying to expand the area of the complex crowd into these dimly lit, noisy areas, making it difficult to tell one from another. Each mining area contains encounters for the party (see the section entitled "Areas of Interest"). Many metal monsters work in these rooms, up to 10 in each section, attempting to dig their way out of the complex at Squch's command. If PCs stood in one spot and watched the digging monsters' progress, they would note that the creatures make little or no headway in a week, let alone over the course of a day. The creatures abrade more than they mine, and once a day a small unit comes by and gathers up the rock dust to





take to the ferragans so that they can extract any useful material. These areas contain small veins of mithral, as well.

The less intelligent metal monsters in the complex carry out the digging. Smart players can worm a lot of information out of them (if they can understand the creatures) as long as they don't interfere with the units' assigned tasks. This can work against the characters, as well. If they want any information, they have to be very explicit in their questioning. These literal-minded machines tend to answer the wording of questions, rather than the meaning.

Areas of Interest

A. The pool at the end of this cavern contains a giant bloodworm. It hungrily attacks anyone who comes within five feet of the pool.

Bloodworm, Giant (1): Int Non; AL N; AC 4; MV 6, Br 1; HD 6; THAC0 15; #AT 1; Dmg 1-8; SA Blood Drain; SD Nil; MR Nil; SZ H; ML 17; XP 420.

B. This entire area off the Holding Pens is magic-dead. No constructs dig in this area, and only one metal monster—a lone, unspecialized, completely deactivated unit—leans against the wall.

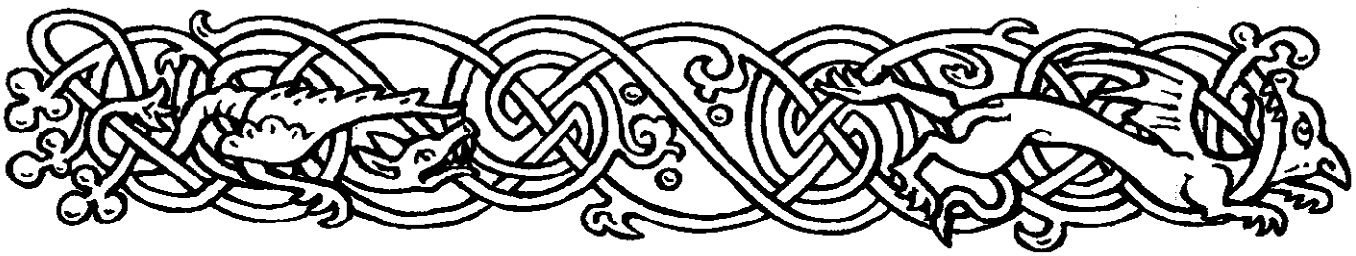
A subterranean lizard lairs here. The metal monsters have spotted it a few times, but have not yet developed a method for chasing it across ceilings, and so it has remained here, feeding off the unwary creatures drawn in by Trobriand's gate. The lizard attempts to make lunch out of the adventurers, as it has not fed for several days.

Lizard, Subterranean (1): Int Non; AL N; AC5; MV 12; HD 6; THAC0 15; #AT 1; Dmg 2-12; SA Sp; SD Nil; MR Nil; SZ H; ML 9; XP 650.

C. Any living creature passing within 15 feet of these areas sets off a flashing red light in the center of the room that alerts any constructs here of their presence.

D. A slithering tracker in this area finds and attacks the party.





Ooze, Slithering Tracker (1): Int Av; AL N; AC 5; MV 12; HD 5; THAC0 15; #AT 0; Dmg Nil; SA Paralysis; SD Transparency; MR Nil; SZ S; ML 15; XP 975.

E. These areas contain the skeletal remains of previous adventurers. The bodies found in the Holding Pens are freshly dead, and any character attempting to communicate with them by means of a *Speak with Dead* spell discovers that they died of starvation after many days of questioning and escape attempts. They had seen most of the complex, and had heard of the *gates* that are the only way out. They know only that these exits lie somewhere "beyond the silversanns."

F. Three cave fishers, angry at the invasion of their territory, ambush the PCs on their way to the exits. Unfortunately for the PCs, this is also a magic-dead area, and the cave fishers have learned that their filaments cannot be severed here, since magical bonuses on weapons do not work.

Cave Fishers (3): Int Semi; AL N; AC 4; MV 1; HD 3; THAC0 17 or 15; #AT 2; Dmg 2-8/2-8; SA Adhesive trapline; SD Sp; MR Nil; SZ M; ML 11; XP 175 each.

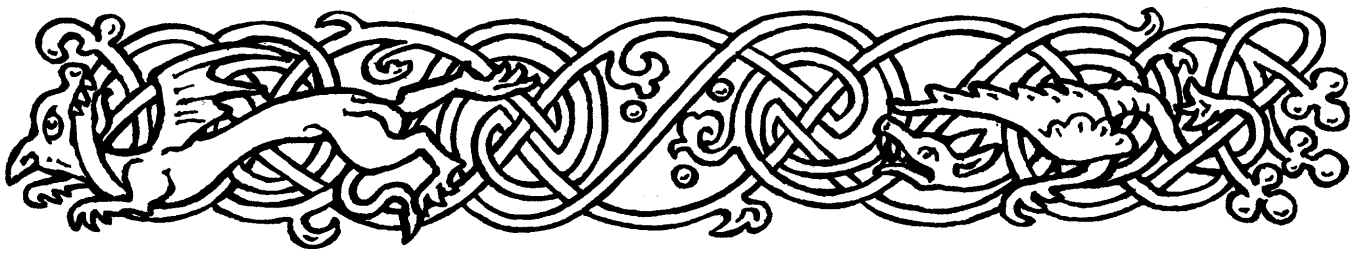
G. The PCs notice a small mass of pebble-like spheres here, actually the eggs of a trapper. The adult trapper guards its eggs from very nearby; in fact, the PCs are standing on it!

Trapper (1): Int High; AL N; AC 3; MV 3; HD 12; THAC0 9; #AT 4+; Dmg Sp; SA Sp; SD Nil; MR Nil; SZ H; ML 11; XP 3,000.

Once the PCs deal with the trapper, they can find its treasure: 15 gp, 32 sp, a diamond worth 100 gp, and a *potion of extra-healing*.

H. Minute traces of mithral still glitter in these veins. Recovering any of this precious metal proves long, slow, and difficult, as the metal monsters have found: Trobriand magically hardened the stone to prevent attempts to dig an escape route.





Muiral's Gauntlet

The strange and twisted being who is Muiral discovered a great complex that had evidently been abandoned by the Drow in ages past. The area had been excavated to serve as living quarters and a learning academy, and was now home to an odd collection of monsters. Feeling a certain irony in using the past dwellings of these hated dwellers of the dark places, he appropriated them for his own, and even added to them. Some of the creatures inhabiting the area he slew or drove away; others he kept or modified to create suitable challenges for the opponents he brings here to test his powers.

Over the many years, he has filled these vast halls with the creatures whose company his twisted mind enjoys. There are nests of giant spiders (including some varieties seen nowhere else in the planes), pits of foul undead, and even a group of driders trapped from the caverns where they dwelt. In his tormented mental state, he considers these things sources of beauty, and cultivates them as others might nurture a flower garden.

He has trained these creatures to stay in their own territories and interact with each other as little as possible. However, occasionally he initiates conflicts to strengthen the groups, or to weed out the population of monsters. The creatures in his gauntlet have learned the hard way not to attack Muiral in his wanderings, and some of the less intelligent of them have even begun to view him as a leader.

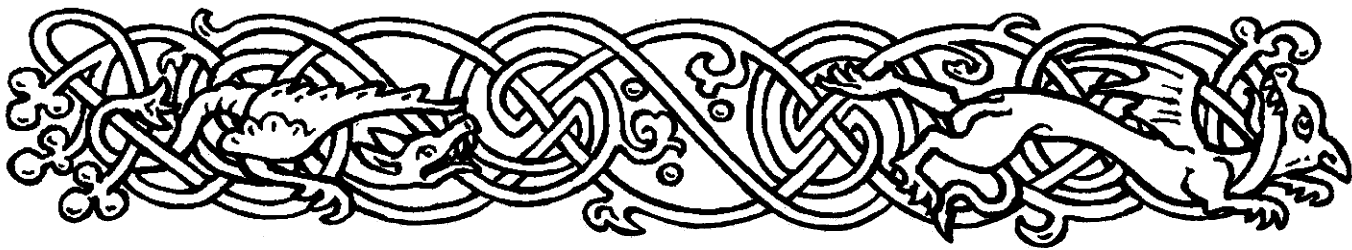
Muiral constructed his "Gauntlet" on a rather grand scale, with 20' ceilings and 20' wide corridors (unless otherwise stated). The halls wind in the convoluted style that the Drow find so amusing, and Muiral has deliberately enhanced this maze-like effect to keep his subjects off balance until they reach that portion of the complex where Muiral awaits them. He has also enchanted the whole area with several permanent *guards and wards*. Due to the methods used in

this enchantment, effects six and seven of the *guards and wards* spell occur at random in the gauntlet, and DMs may place these as they see fit. DMs should read up on this spell before running a party through this area, and keep it in mind at all times; describe the mist in the hallways, the confusing passages, the *wizard locked* doors, to add atmosphere to the dungeon. *Dispel magic* dispels one effect of the spell within the range of the caster for 1-4 turns; after that, the permanency reinstates the effect.

The Gauntlet itself is a strange area decorated in a style that even in its decay mirrors the taste of the ancient Drow. This area has obviously been abandoned by the dark elves for centuries and little evidence remains to tell which of the great families dwelt here. It may have been a family that escaped massacre by others of their kind, buying survival at the cost of exile, or it may have been a remnant of the separation of the elves into the light and dark many millennia ago. Everything of value that they left when this area was vacated may well be gone now, but who knows? The Drow are masters of misdirection, and the most ordinary-appearing items may be treasures from their ancient days.

Little is left of the furnishings, of course. What fragments survived the years before Muiral's arrival have been roughly handled by the new inhabitants of this realm. However, the walls still hold fragments of the carvings and mosaics that the original owners used to enliven their surroundings. The artificial halls and rooms are carved and decorated over most of their surfaces (including ceilings) with elaborate bas-relief sculptures showing various scenes pleasing to the Drow. These scenes are well-crafted but visually unexceptional. Many of the carvings are meant to be touched to reveal their true artistry. Indeed, some of the sections have been so well carved as to give the impression of living flesh under the fingers. The irregularity of the stone surface gives a +15% to the chance to climb walls, but a climber who comes into





contact with one of these specially carved areas (one chance in ten per 10 feet climbed) must make a save versus paralysis, or be so surprised that he or she lets go of the wall and falls to the ground. Climbers get a +1 bonus to this save for each successful saving throw.

This elaborate carving also creates a plethora of hiding places for secret doors and their triggers. Therefore, characters are at -1 to find secret doors while in these areas.

All of these tunnels and rooms, except for the natural caverns housing the fungus farms and the old animal pens, are still dimly lit by the permanent *faerie fire* used by the Drow to decorate their areas so long ago. The illumination has weakened with time, but still provides barely enough light to navigate by. If this is the only light source, surface dwellers suffer a -1 penalty on attack rolls and a penalty of 1 level in their combat Armor Class. Members of subterranean races (dwarves, deep gnomes, etc.) and those skilled in the nonweapon proficiency of blind fighting suffer no penalties.

Undead within these halls are turned as if they were three categories higher on the chart. Any undead destroyed reform 1-3 days later unless a *remove curse* is cast upon the remains; therefore, they know they have little to fear from the adventurers.

Muiral uses this area and the *gates* leading to it to bring adventurers to face him from all over the Forgotten Realms, ensuring himself a steady supply of opponents to occupy his time.

There are certain safe areas where wandering adventurers might be allowed to rest, though this rest may be disrupted if Muiral has decided that the party is too strong and may pose a threat to him. In this case, he sends creatures to disturb the adventurers and rob them of sleep. Sufficiently strong magical protection might prevent this.

Muiral has the ability to command undead, and enjoys their company (at least as much as he enjoys anything). A group of trapped adventurers might therefore catch a glimpse of him here or hear him howling his rage and frustration during the night. However, he never confronts a party in this area, preferring to let them be worn down a bit more before the final confrontation at the Gauntlet's end.

The Way In

The *gate* that brings the party into Muiral's gauntlet is projected by Muiral onto any reflective surface, such as calm water, ice, polished stone, bright metal, and, of course, mirrors. The *gate* works through any surface shiny and smooth enough in which to see an image of oneself. Muiral often sends a *gate* out at random when he is bored, trolling for challenges. When he is lucid enough, he sometimes brings a party of adventurers to him so that he may acquire an item of theirs that he finds interesting, or because they are luckless enough to possess the beauty that is lost to him forever.

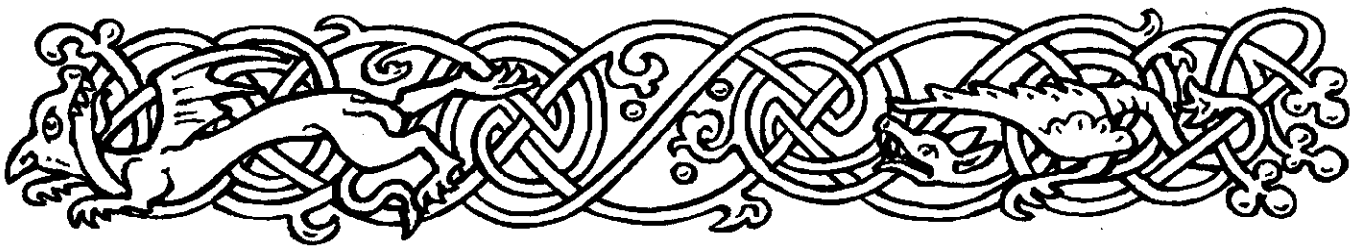
There are several methods of involving your players with Muiral and his gauntlet. The easiest, as in the previous section, is to have them drawn in by random chance. Perversely, this can add a bit of realism to your campaign background. The history of your gaming world seldom revolves around a group of normal adventurers, and sometimes random events sweep them into circumstances they had not anticipated.

The party could be summoned by a powerful personage to lead a rescue mission. (For example, when the *gate* opened to take someone away, a mage was able to hold it open long enough to summon help. The twist is that the characters would have to go with whatever equipment they brought along to answer the summons. The *gate* could close any minute, and the opportunity to mount a rescue would be lost.) Once inside, the adventurers would now have two goals. They would have to find the people who were already drawn into the *gate* and also find their way out alive.

Perhaps the characters could be hired by someone whose establishment has been afflicted with one of Muiral's *gates*, such as a Temple of Sune (Muiral would probably enjoy tormenting the adherents of the goddess of beauty), a conclave of mages (he likes to collect new spells and magical items), or most especially an adventurers' guild (where there would be experienced opponents as well as new items and spells).

Once Muiral (or the DM) chooses his *gate's* latest location, the magic lies dormant until a creature of low Intelligence or better looks into the reflecting





surface, or even glances at it in passing. (If you can't decide if a character looks or not, have them roll versus Wisdom -3). The victim must save versus death magic or be enthralled by the reflection. Over the course of several rounds, the victim's reflection gradually changes to that of a hideous monster that even in its ugliness is still recognizably his or her own form. At this point, when the victim screams in terror at the vision, everyone within a 20' radius of the reflecting surface is drawn into it. There is no save for the original victim. Anyone else in the area of effect can save versus death magic to escape. The surface works as a *gate* for three more rounds, providing access in case anyone else wants to enter voluntarily; then it ceases to function for 24 hours.

A victim who makes the original save versus death magic sees nothing out of the ordinary, but feels a momentary sense of uneasiness, as if someone were watching. During the next 3-6 nights, the victim experiences nightmares in which she or he is changed into a hideous creature. After the nightmares run their course, the victim loses one point of Wisdom from the experience. This loss can be prevented by a *remove curse* cast before the term of the nightmares ends. Afterwards, the loss is permanent, unless countered by a *wish*, *heal*, or *restoration*.

There are other mirrored surfaces scattered around the school complex by Muiral. Once each person in the party is wearing one of the *amulets of free passage* (see the "New Magical Items" section), Muiral activates the magic of the *gates*. The first mirrored surface the party passes thereafter functions in the same manner as the entry *gate*, drawing the party into itself and *teleporting* them to a random location in the second half of the dungeon, where they eventually encounter their host. If the party makes their save against death magic as above, then the next *gate* they pass has the same chance to work its magic, until the characters have at last gone to meet Muiral.

Until the *gates* are activated, any character looking or glancing into a mirrored surface (except for those in the Hall of Mirrors) sees words in faintly glowing letters: "I am waiting," "Muiral awaits," "You are mine," and the like.

There are ten *amulets of free passage* to be found

throughout the complex. If your adventuring party should require more than these ten, place more amulets in appropriate places so that there are enough for each party member.

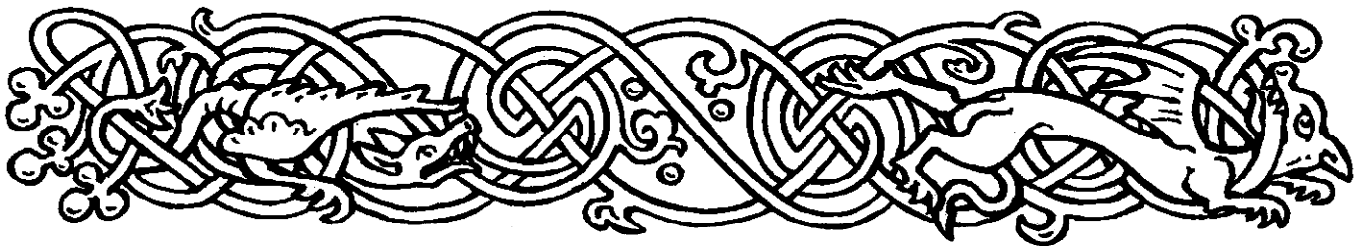
Muiral Himself

CE hm F9/W13 (see below); AC 3; Mv 15; HP 89; THAC0 12 (9 w/sword); #AT 2 + special; Dmg 1-6 + poison (tail sting)/spell or weapon type: 1-10+3/3-18+3 (*vorpal sword* +3); SA: *control undead* to 300', ESP (permanent and automatic), *mind blank*; CON 16; INT 18. Spells: see below.

Muiral was formerly a bodyguard to Halaster. He followed his former master to Undermountain and abandoned the way of the warrior to learn magic. He specialized in the ways of transformation and alteration magic and soon surpassed all other pupils. He loved magical research and was always looking for ways to transform creatures into "more efficient" forms — until the day an experiment gone awry resulted in his present form. Now, he is a hideous creature who appears human from the waist up, but has the body and eight legs of a giant spider below and a tail with a scorpion's sting, which can extend to 6' away in any direction. Any creature that feels the sting of his tail takes 1d6 points of damage and must save versus paralyzation at -2 or be paralyzed for 1 turn + 1d10 rounds.

The magical accident that left Muiral with this hideous form left him understandably embittered and somewhat unbalanced. His permanent abilities of ESP, mind blank, and control undead have made him quite powerful but also quite mad. Through the years this condition has worsened to the point where he is hopelessly insane, and is seldom (perhaps once a year) lucid enough to continue his magical research. Muiral hates the world and everyone in it for his condition. He perhaps hates himself most of all, and hates that he has been unable to reverse his own magical transformation. He feels a kindred with undead, as they are perhaps the only creatures that hate humanity as much as he does. His twisted body causes him to suffer constant pain, and the only way he has





found to lessen that pain is by lashing out at all others who are not as twisted as himself. He could perhaps be cured of his insanity and his malformation, but the only one in Undermountain with that ability is Halaster, and he rather enjoys his former student's misfortune. Halaster found Muiral somewhat stolid and boring before his transformation, and now he is at least interesting.

If encountered, Muiral is carrying a two-handed *vorpal sword* +3 and wearing his *ring of fire resistance* and the *horned ring* (see "New Magical Items" section) given to him by Halaster. Muiral knows the *gates* of Undermountain well, and uses them to escape powerful or persistent foes.

He also has a powerful roster of spells (5,5,5,4,4,2) that he does not hesitate to use. He usually carries: *chill touch*, *color spray*, *magic missile* ×3; *alter self*, *create water*, *flaming sphere*, *web*, *infratorch*; *dispel magic*, *fireball*, *fly*, *haste*, *lightning bolt*; *charm monster*, *dig*, *enervation*, *polymorph other*; *animate dead*, *hold monster*, *monster summoning III*, *wall of force*; *chain lightning* ×2.

Muiral finds little pleasure in life except in testing his power against mighty monsters and adventurers who venture into Undermountain. He enjoys encountering opponents to see if they are worthy, and is usually disappointed. He used to roam the halls of Undermountain looking for something challenging to battle and destroy. Finally, he decided to bring these challenges to him. He created his gauntlet to assure himself a steady supply of opponents with which to challenge himself.

Gradually, Muiral has withdrawn into his gauntlet. He is like a wounded animal, crawling off to a dark place where he can surround himself with creatures as ugly and vile as himself. In truth, Muiral craves death and fears it as well. He brings adventurers here hoping inwardly that some intrepid group is strong, or skilled, or lucky enough to put an end to his pain. However, the few times he was close to death, he fled in terror using his *horned ring* to take him to a place of safety. Later he hunted down the groups who threatened him and killed them by stealth, out of fear that they might come back and finish him off. Thus even if the party is strong enough to survive Muiral's gauntlet and escape, Muiral continues to plague them. He

will never feel safe as long as they are alive. He may not always attack them himself, but he often settles for sending some horrible creatures to visit them when they least expect it. This should make them very unpopular as house guests wherever they travel. The only way the characters would ever truly be rid of him is to kill him, unless they could somehow heal him. But between his own considerable abilities and the magical items he has collected over the years, a party would have to deal him truly massive damage to kill him before he could escape to lick his wounds and plan a return engagement. Muiral maintains other refuges where he keeps items for healing or the paraphernalia of spell research, and has magic readied to pull him away to a place of healing in the event of his death. If Muiral is killed, Halaster might just decide that the group that slew Muiral needs a visit from some of his own servants, particularly if they took possession of the *horned ring*.

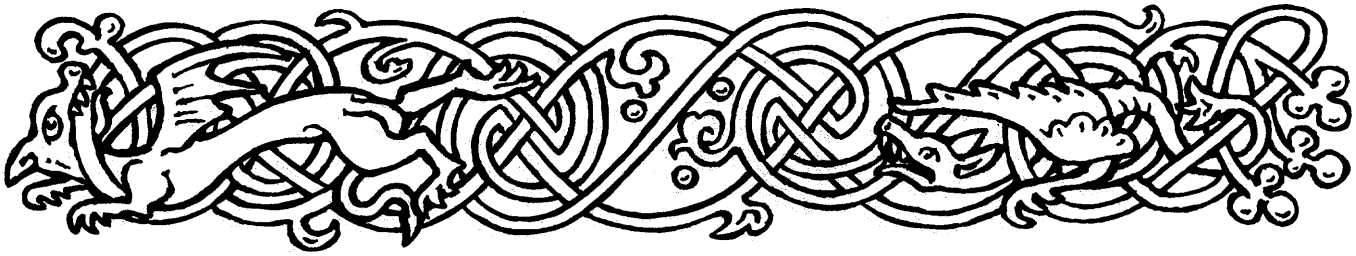
The gauntlet is where Muiral goes to court death. He tells himself that by bringing those who are not as twisted as himself here and killing them, he proves that he has merely traded physical beauty for strength, but in his heart he knows the truth.

Muiral also knows that the intelligent inhabitants of his gauntlet hate him and would like to see him slain, but their fear for him is stronger than their hatred, and they would never oppose him themselves.

Muiral does not know whether his present form will ever wear out or grow old. He has not been able to see the signs of aging since his accident, and that was many years ago. The truth is that in transforming himself, he may have given himself the chance to live forever. The irony is that although he may have found what so many have searched for since the beginning of time, he doesn't really want it.

Although Muiral is wildly irrational, he is not stupid. Muiral is a deadly and cunning opponent and should be played as such. In order to defeat him or even to escape him, characters must be careful and smart as well as skilled. Sheer brute force does not guarantee survival. A battle with Muiral should be something that experienced adventurers will remember (and have nightmares of) for the rest of their lives.





Random Encounters

While in the training areas, roll for random encounters once every three hours. Encounters occur on a 1 on a d6, and will consist of a group from the following table. Roll 2d6 to see what is encountered:

Roll	Creatures Encountered
2	Wraiths (2-12)
3	Spectres (1-6)
4	Shadows (2-12)
5	Skeletons (3-30)
6	Zombies, Ju-Ju (1-4)
7	Zombies, Monster (1-6)
8	Skeletons, Animal (2-20)
9	Banshee (1)
10	Ghost (1)
11	Wraith-Spiders (2-5)
12	Shadow Lurker (1)

All of the above monsters (except for the wraith-spiders and the shadow lurker, which are included in this set) are detailed in the *MONSTROUS COMPENDIUM*[®], Volumes 1 and 2, or in the *Monstrous Manual*. Basic statistics are included below for convenience.

Banshee (1): Int Exc; AL CE; AC 0; MV 15; HD 7; hp 52; THAC0 13; #AT 1; Dmg 1-8; SA Death wail; SD +1 or better weapon to hit; MR 50%; SZ M; ML 13; XP 4,000 each.

Ghost (1): Int High; AL LE; AC 0 or 8; MV 9; HD 10; hp 73; THAC0 11; #AT 1; Dmg Age 10-40 yrs; SA Sp; SD Sp; MR Nil; SZ M; ML Sp; XP 7,000 each.

Shadows (2-12): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 22 ea.; THAC0 17; #AT 1; Dmg 2-5 + Sp; SA Str drain; SD +1 or better to hit; MR Sp; SZ M; ML Sp; XP 420 each.

Shadow Lurker (1): Int Low; AL CE; AC 4; MV 3; HD 5+3; hp 40; THAC0 15; #AT 1; Dmg 2-8; SA Str drain; SD +1 or better to hit; MR Nil; SZ L; ML 15; XP 1,400 each.

Skeleton (3-30): Int Non; AL N; AC 7; MV 12; HD 1; hp 7 ea.; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD Half damage from edged weapons; MR Sp; SZ M; ML Sp; XP 65 each.

Skeleton, Animal (2-20): Int Non; AL N; AC 8; MV 6; HD 1-1; hp 5 ea.; THAC0 20; #AT 1; Dmg 1-4; SA Nil; SD Half damage from edged weapons; MR Sp; SZ S-M; ML Sp; XP 65 each.

Spectres (1-6): Int High; AL LE; AC 2; MV 15, Fl 30 (B); HD 7+3; hp 55 ea.; THAC0 13; #AT 1; Dmg 1-8; SA Drain; SD +1 or better to hit; MR Sp; SZ M; ML 15; XP 3,000 each.

Wraiths (2-12): Int Very; AL LE; AC 4; MV 12 Fl 24 (B); HD 5+3; hp 42 ea.; THAC0 15; #AT 1; Dmg 1-6; SA Drain; SD Silver or +1 or better to hit; MR Nil; SZ M; ML 15; XP 2,000 each.

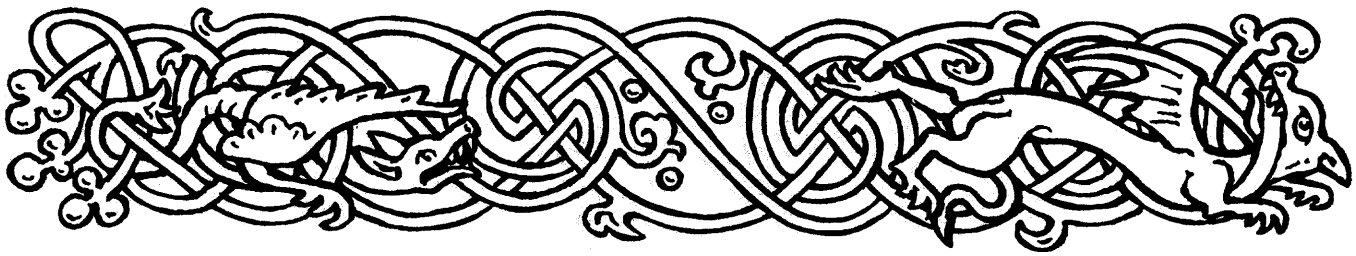
Wraith-Spiders (2-5): Int Very; AL LE; AC 5; MV 15 Web 18; HD 3+2; hp 22 ea.; THAC0 17; #AT 1; Dmg 1-4; SA Drain + Poison; SD Silver or +1 or better to hit; MR 15%; SZ M; ML 15; XP 2,000 each.

Zombies, Ju-Ju (1-4): Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 35 ea.; THAC0 15; #AT 1; Dmg 3-12; SA Sp; SD Sp; MR Sp; SZ M; ML Sp; XP 975 each.

Zombies, Monster (1-6): Int Non; AL N; AC 6; MV 9; HD 6; hp 45 ea.; THAC0 15; #AT 1; Dmg 4-16; SA Nil; SD Sp; MR Sp; SZ L; ML Sp; XP 650 each.

On a 25% chance, encounters with skeletons or ju-ju zombies are with the remains of prior victims of Muiral. They may (50%) have one item each of +1 enchantment, giving them either a higher Armor Class or better damage on attacks.





Muiral's Gauntlet: The Core Rooms

Room 1: The Hall of Mirrors

You suddenly find yourself in a brightly lit room surrounded by hundreds of people. You feel dizzy and disoriented, and the last thing you remember is the feeling of being somehow pulled into that hideous reflection. As your eyes adjust to the brightness, you realize that you are actually in a room filled with mirrors, and the other figures you thought you saw are only reflections.

This room used to be the entry hall for the training schools in this area. Anyone *teleported* here arrives at the spot marked X in a mirrored alcove. They arrive facing to the north. The room is laid out as a maze for the amusement of visitors (and the confusion of attackers) and the exit to the north is disguised by an illusion to appear as just another mirror.

Every turn that PCs spend in here, they each must make a saving throw versus death magic or suffer the same horrifying vision that is caused by the mirrored *gate* (see above).

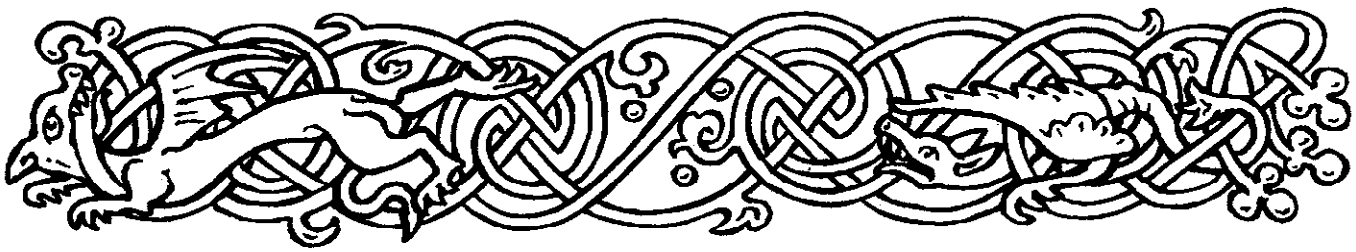
If any mirrors are broken, the person doing so will be the victim of a *cause serious wounds* spell. The victim may attempt to save for half damage. Broken mirrors reform in 2-5 rounds.

The light in this room (continual lights on floor and ceiling) is essentially sourceless and casts no shadows, making it difficult to maintain orientation while moving around. Keeping track of position is further complicated by the fact that any objects left on the floor to mark positions disappear. Any objects lost in this manner are found outside the door to the north.

The secret door to the north can be found with normal chances. However, to pass through it, a character must either successfully disbelieve the illusion or be dragged through by someone else who has.

Other than the above-mentioned spell effects, there are no encounters in this room.





Room 2: The Pause That Refreshes

In contrast to the hall of mirrors, this room is gloomy and dark. As your eyes adjust to the dim and misty light radiating from the walls, you see a very large room. Your attempts to orient yourselves to your surroundings are cut short by the sight of movement in the far corner.

This large room was once where visitors to the school complex stopped for refreshment after their recreation in the hall of mirrors. It is now home to a banshee that has been trapped here since murdering her fellow adventurers several decades ago for some gems that they had been carrying.

Banshee (1): Int Exc; AL CE; AC 0; MV 15; HD 7; hp 52; THAC0 13; #AT 1; Dmg 1-8; SA Death wail; SD +1 or better weapon to hit; MR 50%; SZ M; ML 13; XP 4,000 each.

The banshee remains still, moving just enough to get their attention, making no threatening movements until the party is within range of her wailing attack. She then immediately rises up, hoping to incapacitate the party with her fear effect, then uses her wailing attack to try to kill as many party members as possible. Only characters who save versus both of these attacks are attacked physically.

The banshee craves gemstones, as her history shows. If adventurers throw gems around the room, there is a 35% chance that she ignores them to gather the treasure, giving the group 2-5 rounds to escape. If attacked during this time, she naturally defends herself.

If slain, her treasure consists of 1d100 gems of varying values. She also has a dusty rose prism-shaped *ioun stone* (+1 protection). There is no other treasure, as she discards all objects besides the gems she covets.

Room 3: At Your Service

This large rectangular room appears empty except for the tatters of decayed cloth scattered along the bot-

tom of the walls all around the room. Any PCs who look closely at the walls notice that there is a line of holes spaced 6-8 inches apart encircling the whole room. This was where visitors left their cloaks and weapons upon entering the school complex. The holes spaced around the room used to hold pegs on which to hang items. These pegs have long since decayed.

If the party remains in the room for more than five rounds, a figure appears from the middle of the back wall. This translucent figure stops in front of the closest party member, holds out its hand, and waits. It does not attack, and physical attacks have no effect on it. It can only be sent away by a remove curse or a wish. If it is successfully dislodged, it reforms and returns 1-3 days later.

The figure waits until a garment of some kind is placed in its hand, whereupon it smiles, carries the garment over to the wall, and places it there as if hanging it on a peg. It then bows and disappears (as the garment falls to the ground).

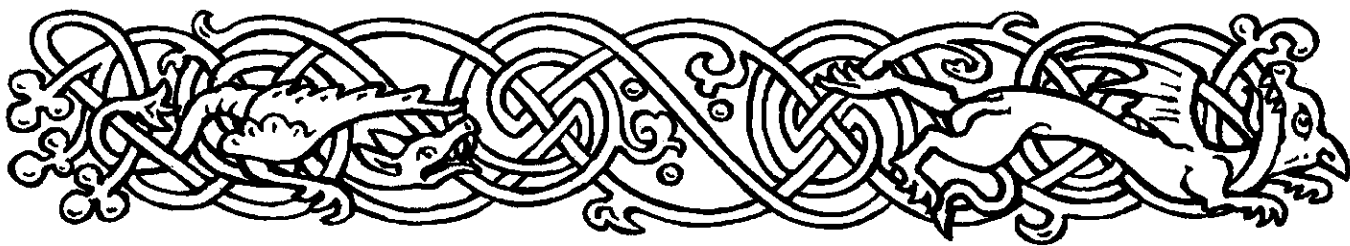
If this area is searched, a small brass key is found in the pile of decayed cloth. It fits the lock on the box found in Room 10 (the men's changing area), which contains one *amulet of free passage*.

Room 4: Entry and Registration

This huge rectangular room is hung with pictures of Drow, lined up along all the walls. All of the dark elves appear to be wearing the same clothing: a plain, unadorned tunic. There is a door in the west wall directly opposite your position, and there seems to be something written on the wall.

The pictures are of distinguished graduates of the school, and they are all wearing the school uniform. The words around the door are in Drow and are 75% likely to be legible to any character who reads and writes Elf. The inscription says "State your business and enter," Long ago, visitors would announce who they had come to see, and the door would inform them of that person's availability and whereabouts.





The magic has faded over the years, and now all someone has to do is speak someone's name within ten feet of the door to cause it to open wordlessly. Please note that the door is a one-way passage. Once the characters have passed through it, it does not open from the other side by any means.

If a name is not spoken, and someone tries to open the door anyway, that person is shocked for 1-4 points of damage. This damage doubles each time the same person tries to open the door without speaking a person's name. After dealing 75 total points of damage to a character or group of characters, the mechanism burns out and the door opens.

Room 5: *Stick Around For A Spell*

There seems to be a strange black mist obscuring this area, but through the mist you can see that the room is filled with glowing green webs. You have no time to ponder the significance of these observations, as you are suddenly attacked!

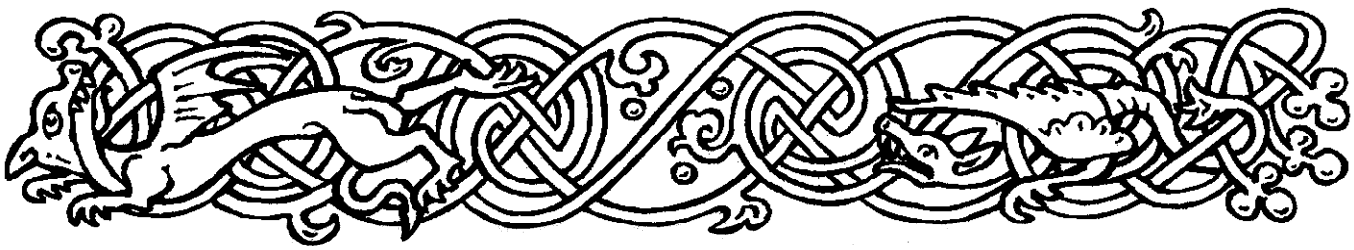
This room is now home to a pack of wraith-spiders (see *MONSTROUS COMPENDIUM*[®] booklet in this product). They have built their webs throughout the area and must be dealt with before the room can be crossed. Webs can be cut or pushed aside, but notice the dangers if they are touched. The 15 wraith-spiders in this room attack immediately.

Wraith-Spiders (15): Int Very; AL LE; AC 5; MV 15 Web 18; HD 3+2; hp 22 ea.; THAC0 17; #AT 1; Dmg 1-4; SA Drain + Poison; SD Silver or +1 or better to hit; MR 15%; SZ M; ML 15; XP 2,000 each.

The spiders attack in a group and target anyone who casts spells first. They are intelligent and ignore anyone who doesn't seem to be a threat (i.e. no offensive spells or magic weapons). One spider initially attacks each character; they double team as many as they can after that.

They have not fed in a long time and do not break off combat for any reason. If turned, they retreat to the ceiling near the south wall.





There is no treasure in this room. The north door leads to a maze of hallways leading deeper into the complex.

Room 6: A Ghost of a Prayer

This area was obviously a temple, and there is still a massive altar against the center of the north wall. Midway between the altar and the other three walls, the room is divided on three sides by massive floor to ceiling columns. It is lit by two huge braziers, which burn with a flickering purple flame, even though no fuel is visible, and appear to give off no heat. In fact, this room is noticeably colder than the hallway from which you just entered. The room is huge, and there appear to be no exits other than the doorway behind you.

This temple was for the use of the faculty, students, and their families. The main services were of course to Lolth, but some measure of worship was given to the lesser deities of the dark elves also. The temple is now home to the ghost of the High Priestess, which appears to conduct services as soon as anyone steps between the two pillars flanking the door.

Ghost (1): Int High; AL LE; AC 0 or 8; MV 9; HD 10; hp 73; THAC0 11; #AT 1; Dmg Age 10-40 yrs; SA Sp; SD Sp; MR Nil; SZ M; ML Sp; XP 7,000 each.

Characters in the room when the ghost appears must make a save versus the aging and fear as per the monster description. The ghost does not attack as long as any characters in the room are willing to kneel respectfully and sit through a service to Lolth. She glares at any who do not make the proper responses during the service but makes the responses herself and continues. After the services are finished, she gradually fades away.

Any who interrupt or try to leave the service while it is in progress are attacked. If anyone should attack the ghost, she of course defends herself fully.

If the ghost is defeated, the altar becomes translu-

cent, and an object can be seen within. It is a ceremonial dagger, worth 1,000 gp for the gems and material alone; it would be worth an additional 500 gp to a sage who is interested in religion or the Drow. However, any non-evil character touching the altar must save versus paralyzation or be the recipient of an electrical shock that causes 4d8 points of damage. A successful saving throw still causes 2d8 points of damage. This is a magical effect and the wearing of gloves, gauntlets, etc. does not help.

If the altar is searched or touched without destroying the ghost, she immediately appears and attacks all in the room.

Room 7: Secret Door

This secret door leads to the communal baths and the schools. The door was not originally meant to be secret. It was just constructed so as not to mar the carvings on the corridor walls. Originally, there was a sign which could be read in infravision that pointed out the door. Over the years, the sign has faded until it is no longer visible; however, a *detect magic* causes the area above the door to glow faintly with the residual magic, doubling the usual chances to find a secret door.

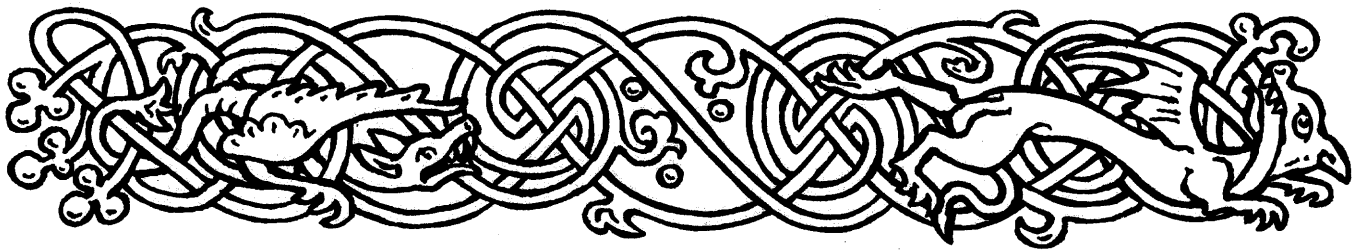
Communal Baths

Room 8: Entry To The Baths

This large room is decorated with carvings of young elves playing in pools of steaming water. It seems strangely pleasant and quiet here. Two stairways exit through the north wall, one to the east, and one to the west. On the floor before each of the staircases is a strange marking.

This hall is the entry to a communal bath maintained for the faculty and their visitors. Occasionally, gifted students were also rewarded with an invitation here. The western staircase is for women and the eastern is for men. The markings on the floor signify this to any character able to read Drow. PCs who try to take the wrong stairs find that the stairs become





insubstantial for them, making it impossible to continue. The stairs lead to the changing rooms for the baths.

A side effect of the enchantments that set the pleasant mood in the communal bathing area is that undead creatures can not stand to enter here. They might inadvertently pursue someone into here, in which case they would attempt to leave immediately as if turned, but they would never enter on their own. Once the crystal ooze lurking in the baths beyond is killed (see below), this whole area is safe to rest in.

Rooms 9 & 10: Dressing Rooms

These large square rooms are softly lit, albeit from no discernable direction. These two rooms are very similar, with comfortable benches along the walls and shelves for clothing and possessions. The mirrors in the women's dressing room are larger, but all of the mirrors are clouded with age. In each room is a large bottle of colored

glass, with a glass stopper. These bottles used to contain pleasant colognes, but anyone opening them now finds a dark, foul-smelling sticky mass clinging to the bottoms of the bottles, the dried residue of stale perfume.

Any clothing or equipment left on the shelves in these rooms is magically cleaned and folded while the owners are gone. There is another door in each north wall, and shelves next to these doors contain soft robes and sashes to close them with. The robes magically alter to fit anyone who dons them, and remain dry even if worn while bathing.

If any characters try to leave to the north while carrying weapons, their weapons *teleport* to the shelves as the person steps through the door, and are cleaned and sharpened upon their return. The magic in these rooms only functions for living beings and so has not been unduly strained over the centuries. Still, it is an impressive feat of magical engineering, the more so in that it still works.

The rooms' magic does not prevent anyone from





departing to the south with their gear.

In Room 10, the men's area, there is a small locked metal box on the counter. It contains an *amulet of free passage*. The key is under a pile of decayed cloth in Room 3.

Room 11: A Pleasant Refuge

This area is immense and looks like a park. The lighting is warm and subdued, like a spring evening. The ground is covered with a green mossy growth that seems soft enough to fall asleep on, and there is even a fountain with a statue of a centaur. The pillars supporting the roof have been carved into the shapes of nymphs and dryads, and the entire area looks completely inviting.

This area was intended for relaxing before and after bathing. In the days when this area was inhabited, there would have been servants passing around trays with drinks and refreshments on them. There would have been music and dancing in the central area and exhibits of artistic works. For now, however, it must suffice that the air is fresh and warm, and the moss on the ground is as comfortable as any bed that the characters entering here have ever slept in. But there is trouble even in paradise: if a party rests here before entering the bath area, the crystal ooze from the pool gradually crawls out here to investigate.

This area is so conducive to rest, that if the party rests here any victims of the illusion in the *gate* have no nightmares while asleep here, and if the victims sleep here nightly until the time for the dreams has expired, they lose no Wisdom.

Room 12: The Baths

You can see very little in this room but clouds of fog, far denser than the mist which seems to permeate every inch of these corridors. The room is pleasantly warm and steamy, and you can smell water. Judging by the echoes of your footsteps, the room is quite large.

The steam in this room is thick and comforting, but visibility at close range is adequate, and the party suffers no penalties in combat from the fog. The air is pleasantly warm, and the floor is textured to provide sure footing even when wet.

There are two pools in the middle of the room. The large pool on the right is filled with hot water that is magically kept to the proper temperature for a good long soak. The left pool is filled with icy water, just right for a refreshing plunge. The steam is caused by the proximity of the two pools, and is meant to add to the ambiance of the baths.

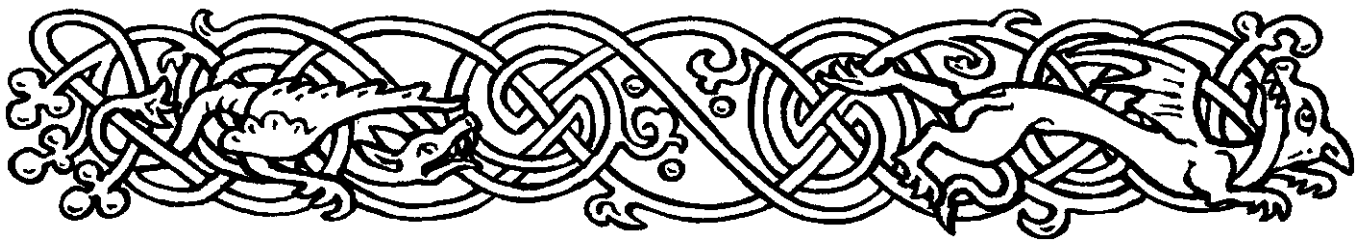
There are benches around the pools for lounging, and the floor is covered with tiles depicting fish and other aquatic creatures. The mood is pleasant and relaxing. However, one thing that the designers of this area didn't place here for ambiance is the crystal ooze living in the cold water pool. The creature has subsisted here by eating the moss outside and occasionally scouring the walls here for the mold and mildew that grows in this wet environment, but it is very hungry.

Crystal Ooze (1): Int Animal; AL N; AC 8; MV 1, Sw 3; HD 4; hp 32; THAC0 17; #AT 1; Dmg 4-16; SA Poison; SD Sp; MR Nil; SZ M; ML 10; XP 420.

Because of the steam, the chance for the creature to remain undetected in this pool is 95% instead of 75%. It can only be detected if someone specifically states that they are looking into the pool, and then they are within range of its attack. It strikes quickly and attempts to paralyze a victim and drag him or her to the bottom where it can devour the unfortunate soul in a leisurely manner. Except to defend itself, it does not attack anyone else until it has devoured the previous victim. The creature does not leave the pool unless there is no one within striking range for a turn, whereupon its hunger drives it to seek its prey. It is extremely hungry, and only retreats to the bottom if brought to fewer than 10 hit points.

The pools are 5' deep at the sides and gradually slope to 8' deep in the middle. The warm pool contains mineral salts that promote healing. If anyone soaks in the warm pool for a turn or more and then





sleeps out in the lounge area, they are healed of 4-16 points of damage during the night. This benefit can only be gained once per week for any particular character.

Clerical Training Areas

Room 13: This Way In

This door leads to the training areas proper. Like the door in Area 7, this door was not intended to be a secret door, but it is nevertheless well-hidden by the carvings along the walls, and a character must actively search for it to find it. There is no residual magic at this door.

Room 14: Shadowy Dining hall

This 60' × 140' room is lined with long stone tables and attached benches. The center of the north wall contains a shallow alcove that is about 4' above the floor, and 20' wide by 3' high and 3' deep.

The alcove is for the dishes of the students when they are done eating. Servants would remove the dishes from here after mealtimes and take them to the kitchen to be cleaned. The apparent emptiness of the room is misleading, however; this room is the lair of a pack of shadows.

Shadow (17): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 25 each; THAC0 17; #AT 1; Dmg 2-5 + special; SA Strength drain; SD +1 or better weapon to hit; MR Sp; SZ M; ML Sp; XP 650 each.

The shadows attack the party from all sides, with +1 to surprise. (If the party is surprised, the shadows can attack before any clerical turning can be attempted.) They attack until destroyed. They have learned that they reform here if killed and they have no fear of the party.

If the shadows are defeated, searching the alcove yields 3 gems worth 500gp each, an *amulet of free passage*, and a dagger that glows with the brilliance of a *continual light* whenever a desire for light is expressed in its presence—every time. The dagger is dark when found, and again becomes dark if ordered to.

Room 15: Food For The Soul

This large room was obviously a kitchen, the place where meals were prepared for the clerics and their students. There are two large cooking hearths, one each on the north and south wall. There are two doors out of this room, one to the west and one to the north.

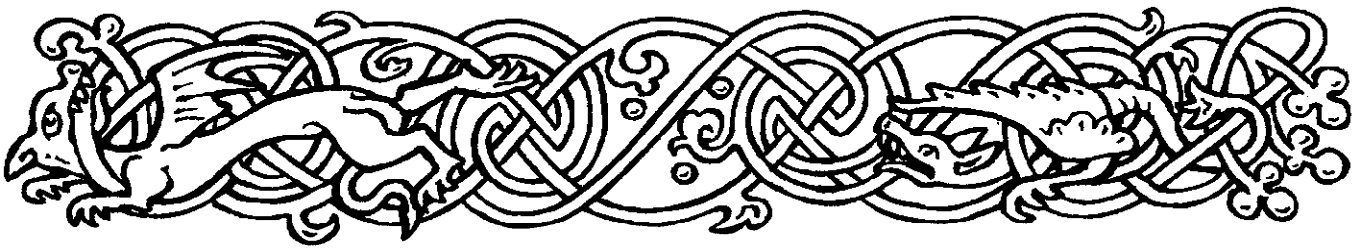
Anyone searching the hearths notices something strange: the fireplaces have no chimneys! The flames that burned here were magical, giving off heat but no smoke. The fireplaces were only built to contain the flames and provide somewhere to place pots and kettles for cooking.

There are some knives left on the floor in the southwest corner; unhappily, they are cursed. Anyone taking them out of the kitchen begins to experience an itching in the center of her back, and a rash appears in one or two hours. The only way to get rid of the itching is to cast a *remove curse* spell on the knives, or to bring the knives back to this room and spend an hour cleaning the kitchen. (The old cook was forever having her knives stolen by the students, and asked one of the instructors with whom she was friendly to cast the spell on them, which she hoped would teach the erring students a lesson.) The knives radiate magic, but they are only ensorcelled to remain sharp and rust-free. They confer no pluses in combat. The enchantments on them make the knives worth perhaps 25 gp each. There are 3 knives in the corner.

Room 16: Cold Storage

This dimly lit room is lined with shelves, and is strangely cold. The shelves seem to be laden with many small, unidentifiable masses. You cannot tell from here if any of them are moving.





This area used to be a cold storage pantry. The masses on the shelves are merely the remains of the items stored here long ago. The cold here is from a small mass of brown mold in a sealed metal container under one of the shelves to the north. It can be easily found if searched for. The brown mold is completely contained within the box, and can do no harm as long as the box is not broken open. Of course, if the container should ever get wet and start to rust, there will be a rusted opening large enough to allow the mold or its spores to escape within three days unless precautions are taken to prevent the box from rusting further.

Room 17: Deadly Disposal

This room is dark and quiet and the air in here is damp and somewhat fetid. You can just see the outline of a deep pit in the center of the floor, which appears to be empty.

This room was used by the kitchen staff to dispose of garbage from food preparation and meals. The pit contains green slime. When the green slime in the pit became too large fire was judiciously applied to burn it back to a manageable level. The pit only looks empty because the slime has not been fed in a long time and the top layer has dried and turned black.

The green slime cannot reach to the top of the pit. However, if someone is lowered into the pit to search for secret compartments or treasure, she or he immediately breaks through the crust on the top of the slime and is immersed in three feet of the awful stuff. Unless lifted out of the pit and helped immediately, the victim is turned to green slime within 1-4 rounds and lost forever.

Green Slime (1): Int Non; AL N; AC 9; MV 0; HD 2; hp 15; THAC0 19; #AT 0; Dmg Nil; SA Sp; SD Sp; MR Nil; SZ S; ML 10; XP 65.

Other than some silverware which was dropped into the pit over the years (worth maybe 5 gold pieces in all), there is nothing of value in the pit.

Rooms 18 & 19: Student's Quarters

These rooms are virtually empty. Four piles of rotted wood and cloth scattered in each room may have once been beds, but that appears to be all. These are just what they seem, small dorm rooms for clerical students. If the rotten beds in Room 18 are searched, a potion of healing can be found in the third one. In Room 19, the first bed contains an *amulet of free passage*, and the fourth bed yields a nest of rot grubs.

Rot Grubs (16): Int Non; AL Nil; AC 9; MV 1; HD 1 hp; THAC0 Nil; #AT 0; Dmg Nil; SA Sp; SD Nil; MR Nil; SZ T; ML 5; XP 15 each.

The rot grubs burrow into the first person who touches the debris of the fourth bed. If treatment is not effected in time, the victim dies in 1-3 turns.

Room 20: Better Quarters

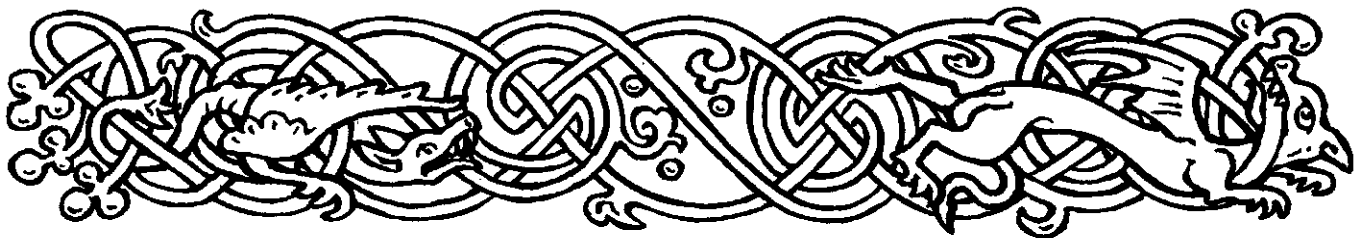
This room is similar to the others, except that it appears that someone or something has been cleaning up in here. The furnishings are still decayed, but the rotting piles have been neatly arranged. It appears as though someone or something has been doing some housekeeping in here. Your puzzlement is quite suddenly cut short as you are attacked!

The spectre who resides in this room has been arranging and rearranging the objects in here to pass the time. Unless the characters specifically state that they are taking precautions against being surprised, the spectre attacks with surprise, getting 1 round of attacks before party actions.

Spectre (1): Int High; AL LE; AC 2; MV 15, FL 30(B); HD 7+3; hp 55; THAC0 13; #AT 1; Dmg 1-8; SA Energy drain; SD +1 or better weapon to hit; MR Special; SZ M; ML 15; XP 3,000.

The spectre first attacks anyone in the party who is obviously a cleric. It knows that each successful attack





lessens the cleric's chance to turn it and spoil its fun.

Except for some rotten furniture (of which it has grown rather fond over the years), the spectre has no treasure.

Room 21: Stone Light, Stone Bright

This room appears to be like the others, misty and filled with crumbling furniture, but it seems much brighter. You can easily see the room and its rotting furnishings—as well as a small glint, as from something bright, under some of the rotten wood.

The light is coming from a continual light stone left there by some unfortunate adventurers long ago. There is also a potion bottle containing a liquid identical in appearance and smell to the *potion of healing* found in room 18. However, this potion has spoiled, and makes anyone who drinks it ill. The imbiber suffers a -1 penalty to all physical endeavors for one day unless a *neutralize poison* is cast.

Room 22: A Calming Influence

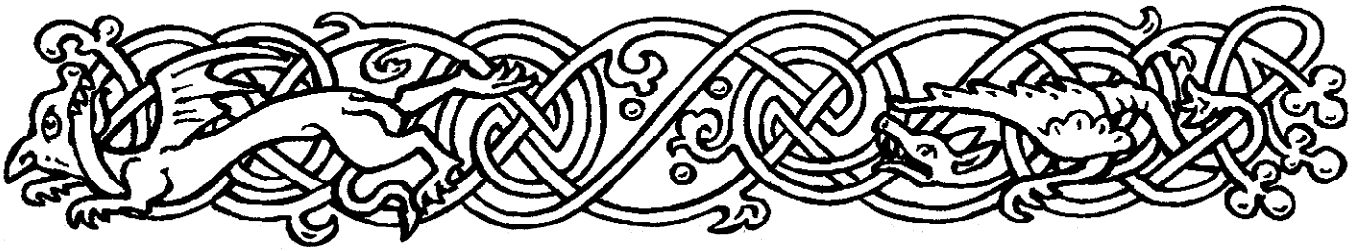
This huge room is full of corroded metal bed-frames, and there is a decaying cabinet in the northeast corner. A strange-looking glyph decorates the floor just inside the doorway.

The glyph in the doorway does not harm the party. It is a symbol intended to keep unhealthy influence from the room. If characters rest here, none of the wandering undead found in this area are able to enter the room unless invited. (Of course, they might still congregate around the door and beg for invitations.)

Here the clerical students took care of any who were injured or ill. The PCs experience a feeling of calm if they come into the room. This sense comes from spells cast in here long ago to help the patients rest. In fact, if the PCs rest here, they heal twice as fast as normal, as if they were under the care of someone with the nonweapon proficiency Healing.

If the cabinet in the northeast corner is checked,





the party finds healing salves and supplies. Most are too old to be of much use, but one jar is of interest: a jar of salve to *neutralize* spider venom. If this salve is rubbed into a spider bite, it completely neutralizes the venom, and 1-4 hit points of damage caused by the poison are regained. It is even effective on the venom of the wraith-spiders. There is enough salve in the jar for 5 uses. If at least one use is left in the container, an alchemist might be able to duplicate the formula (35% chance. Of course, the ingredients might be difficult or dangerous to locate at the DM's discretion.).

Room 23: Lair of The Golden Spider

This was the room of one of the junior instructors. It contains some decomposed furnishings and a pile of material in the corner that may have been books at one time. The light in here is very dim, There are no exits other than the door.

The pile of rotten paper and leather in the corner was once the texts and lesson plans for the instructor's classes. It is sufficiently decayed that the party is not able to recover any information from the remains. If the PCs search the decomposed bed in the northeast corner, they find a gold spider medallion with eyes of two ruby chips. This is a holy symbol for Lolth, and if melted down could be worth 120gp. The medallion could be sold to a collector for as much as 500 gp, but any cleric of good alignment should have objections to selling off an intact holy symbol from an evil religion. There is nothing else of value in this room.

Room 24: Act in Haste, Repent at Leisure

This room contains what appears to be a decayed bedframe and some decomposed books. A strange design on the east wall appears to have been drawn in some type of thick paint, but you cannot make it out from here.

This was also the room of a junior instructor of clerics. However, she engaged in some private research in here after hours. The design on the east wall radiates faintly if anyone in the party detects for magic. It is a new *glyph of warding* that she was working on in her spare time, designed to paralyze victims for 2 rounds per level of the casting cleric. Over time, its power has faded; the first person who touches it is *slowed* for 12 rounds (save for half duration).

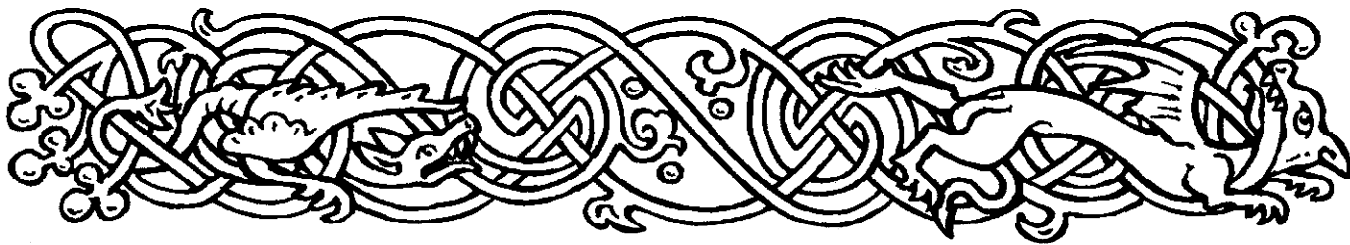
The *glyph* could be copied, but its name is not known.

If the room is searched, the party finds an *amulet of free passage* inside a wooden box under the remains of the bed.

Room 25: Easy Housekeeping

This room looks to be in a remarkable state of preservation. It contains a perfectly made bed and some clerical robes hung neatly on hooks in the southeast corner, This is the only room you have seen so far that truly looks recently lived in.





This room is actually in the same condition as the others; in fact, it may be a little worse. However, the instructor who lived here hated to clean up her room, and she hated even worse for anyone else to come in and do it for her. Therefore, she bribed one of the instructors from the mage school to cast a *permanent phantasmal force* in the doorway so that it would look like her room was neat and tidy from the hallway.

Her superiors knew about the spell but they were not concerned as long as the room appeared neat for visitors. There is nothing of value in this room and if the party passes through the doorway, the illusion becomes obvious.

Room 26: Me And My Shadow Lurker

This room is larger than the others but similarly appointed. What remains of the furniture seems of better quality, but is still badly decayed. The room is uniformly dark.

This room was inhabited by the senior instructor of the clerical college. The only thing of note in this room is the shadow lurker that inhabits the area just inside the door. If the characters state specifically that they are looking at the floor, they may notice on a successful Intelligence check that they are not casting any shadows. This is because the shadow lurker is absorbing all light that strikes it. It waits until the majority of the party is in the room before striking. The shadow lurker is fully described in the *MONSTROUS COMPENDIUM*[®] booklet contained in this product, but a brief synopsis is given below.

Shadow Lurker (1): Int Low; AL CE; AC 4; MV 3; HD 5+3; hp 40; THAC0 15; #AT 1; Dmg 2-8; SA Str drain; SD +1 or better to hit; MR Nil; SZ L; ML 15; XP 1,400.

If the shadow lurker is killed, it dissipates into a foul-smelling black mist, which vanishes after 1 round. Breathing this mist causes no harm, but it is unpleasant.

There are some reading glasses in the debris of the

bed. If examined, they are found to allow *true seeing* for any cleric who wears them. The glasses can only be worn for 1-4 turns a day, or blinding headaches result for the next 2 hours.

Room 27: Headmistress's Parlor

This room appears to have been a sitting room of some kind. There are the remains of a sofa and two chairs near the north wall. A decayed table is in the northeast corner with a crystal decanter lying amongst the bits and pieces.

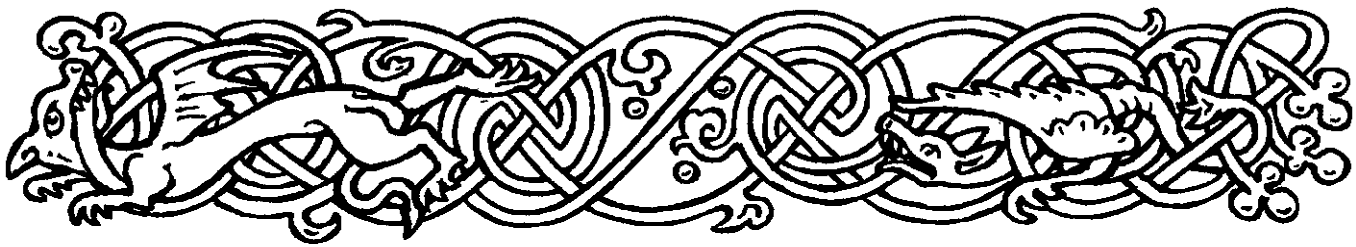
This was where the headmistress of the college received visitors. The decanter in the corner is magical. Any liquid placed in it stays fresh and at the perfect serving temperature. The decanter also turns blood red when any poisonous liquid is placed in it. If filled, it serves guests of its own volition, having been endowed with a limited form of *unseen servant*. Sold to the proper customer it could fetch as much as 1,500 gp, if the seller has discovered all of its abilities. If sold as merely a fine crystal decanter, its worth is perhaps 100 gold pieces. Although formed of heavy crystal, the decanter is somewhat fragile, and care must be taken while transporting it.

Room 28: Cherchez La Femme

This chamber was at one time lushly decorated. Glowing orbs of various colors float near the ceiling, illuminating the metal frame of what was once a huge bed. There is a large hearth against the south wall and a huge moth-eaten fur rug in front of it. There is a door in the north end of the west wall. The air in this chamber is scented with a strangely pleasant, musky odor.

The headmistress used this room as much for entertaining as for sleeping. She had several spells cast in this room over the years to enhance her pleasure. The pastel lights and the perfumed air are the only enchantments remaining, but the headmistress also lingers on as a ghost, haunting her former home.





Ghost (1): Int High; AL LE; AC 0 or 8; MV 9; HD 10; hp 64; THAC0 11; #AT 1; Dmg Age 10-40 Years; SA Sp; SD Sp; MR Nil; SZ M; ML Sp; XP 7,000.

The ghost of the headmistress is first seen 1-3 rounds after at least two male characters enter the room. She appears as a young female Drow lying asleep on the bed. She rises as if aroused from a sound sleep and smiles invitingly at the male characters. If any approaches, she suddenly transforms into a hideously decomposed corpse and attacks. When she transforms, everyone in the room must make a save versus her aging and fear effects; thereafter combat is normal. She attacks male victims in preference to all others, hoping that if she slays one he will be imprisoned here with her. If she is destroyed, a *mace +4* is found in the remains of her bed.

Room 29: A Little Knowledge Is A Dangerous Thing

This room is well lit, and filled with books in what appear to be a perfect state of preservation. The tomes are bound in expensive leather and written in an unfamiliar language.

The books, which are written in Drow, are all treatises on the worship of Lolth in all its forms. There are over 100 volumes in this room averaging 3-4 pounds apiece; if the group has a means of retrieving them all, they could be a valuable treasure. The sale of these books to the proper buyer could net in excess of 2,000 gold pieces for the lot.

Anyone spending the time to study these books gains a nonweapon proficiency in Religion for the worship of Lolth. The reader would also have a 25% chance to develop a morbid fear of spiders.

The danger in reading these tomes is the toxic ink in which they are written. Readers who do not wear gloves while handling the pages lose 1 point of Constitution for every week of time spent perusing them. Death occurs when Constitution reaches 0. A restoration spell restores 2-8 points of Constitution.

The Warrior Academy

Room 30: Entry Hall

This room is filled with decaying trophies. The walls are covered with rusted and unusable weapons and the moldering heads of all manner of beasts. It appears as if someone had spent a lifetime in the pursuit of killing.

This is where visitors to the warrior school were greeted. The weapons and other trophies on the walls were souvenirs of past victories by instructors and graduates of the academy. None of the items on the walls are any longer of any possible use.

Note that the corridor leading to the Entry Hall contains a secret door leading to Area 47.

Room 31: Night of The Living Gladiators

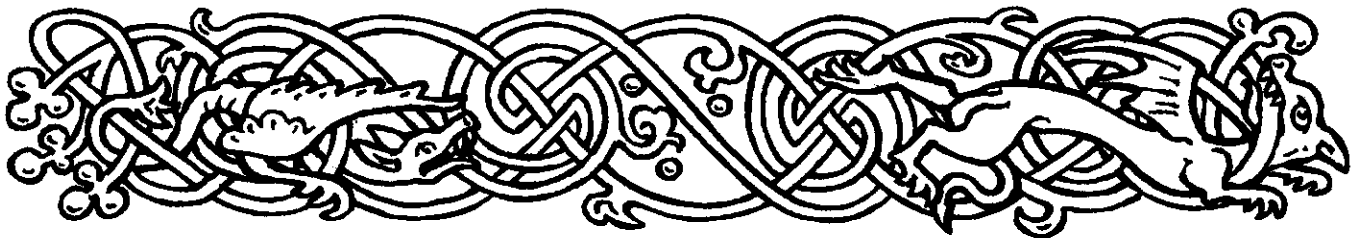
The floor of this huge room is covered with a layer of fine sand. Perhaps warriors trained here long ago; it appears to have been a practice arena at one time. The light in here is especially intense, and the temperature is noticeably warmer than in the other rooms. There is a door to the south directly across from where you entered.

This is the training arena for the warrior academy. It is also where combat took place to settle disputes between the students or instructors of the school. Slaves and criminals were often used here to train the young Drow warriors.

The arena now houses a band of ju-ju zombies and some monster zombies, who rush in from the south door as soon as all of the characters are in the arena.

Zombie, Ju-ju (6): Int Low; AL NE; AC 4 (see below); MV 9; HD 3+12; hp 35 each; THAC0 15; #AT 1; Dmg 3-12; SA Sp; SD Sp; MR Sp; SZ M; ML Sp; XP 975 each.





Zombie, Monster (3): Int Non; AL N; AC 6; MV 9; HD 6; hp 32 each; THAC0 15; #AT 1; Dmg 4-16; SA Nil; SD Sp; MR Sp; SZ L; ML Sp; XP 650 each.

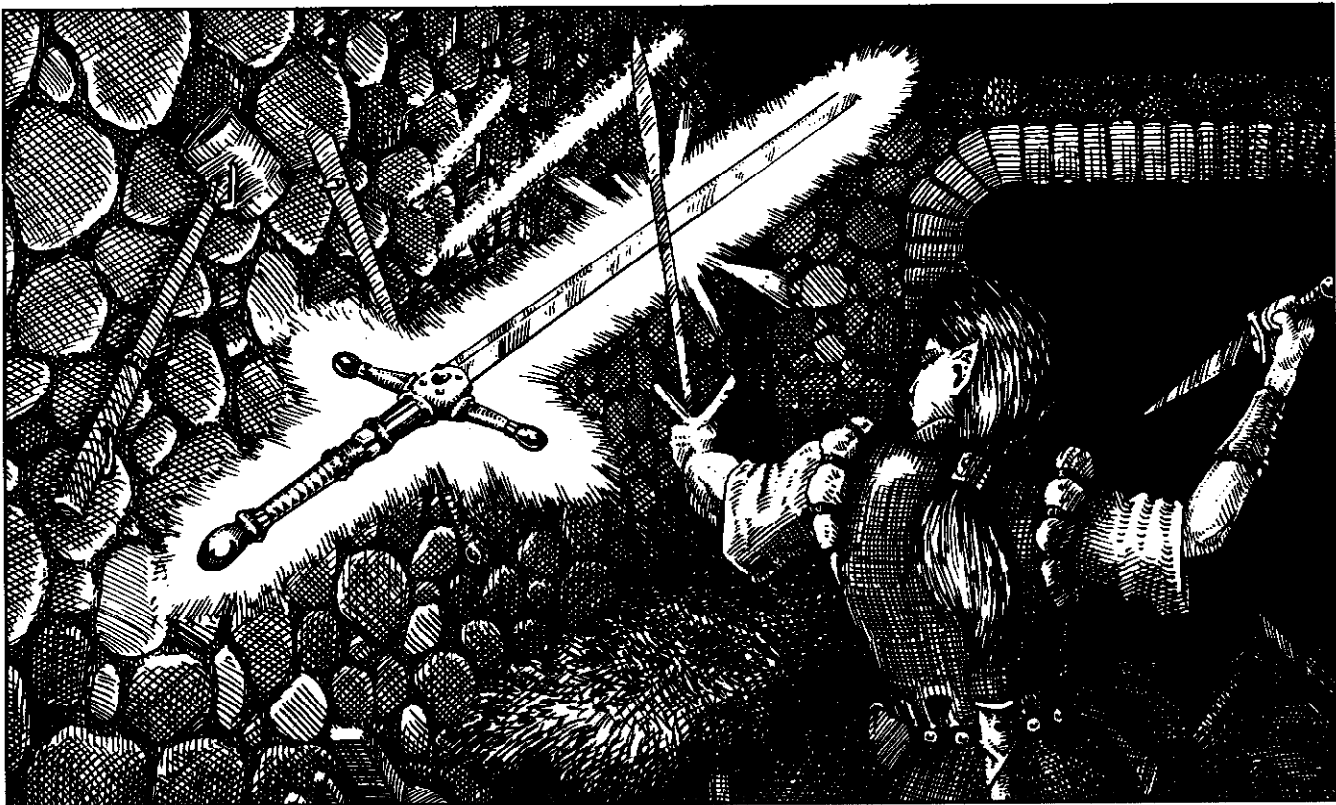
The ju-ju zombies are dressed as if for arena combat (thus the slightly better than normal Armor Class). The monsters all attack immediately and fight until slain. If given the opportunity, the ju-ju zombies attack any recognizable mages in preference to any other opponents. If the bodies are searched, one of the monster zombies has a *dagger +2* embedded in its back. Another, a ju-ju zombie, is wearing an *amulet of free passage*.

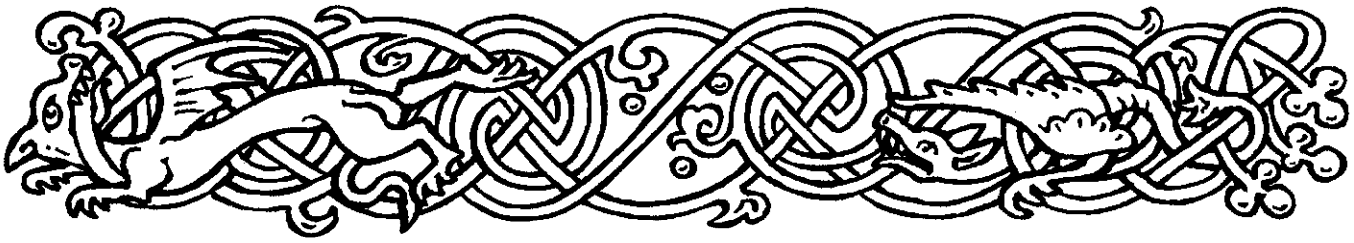
Room 32: Instructor's Quarters

This room is also decorated with a few decaying trophies. There are also many weapons on the walls, which are, disappointingly, unusable—except for the sword hanging on the west wall, over the remains of the bed. That one appears intact.

This is a special *sword of dancing*. It is of low Intelligence and Neutral alignment. It cannot communicate, but will not accept anyone as master who it believes to be unworthy. When any person approaches to examine it, the sword detaches itself from the wall, salute the first person to approach, and float into what appears to be an “en garde” position. It fights the person it challenged, only to subdue. Treat the sword as AC 0 with 57 hit points. If the sword is successfully hit, keep track of damage normally. When it reaches 0 hit points, the sword falls to the floor undamaged and allows only the person who defeated it to pick it up.

As well as acting as a normal *sword of dancing*, it guards its master's sleep, and if its master is attacked it rises up and fights the attacker for 3 rounds, giving its master time to awaken. If the person who owns it ever shows cowardice in battle, it turns on him or her the next time it is released to dance. It attacks (to kill, not to subdue) until its soon-to-be-ex-master is slain, or until the sword takes 25 hit points of magical damage. If its former master is slain, it falls to the





ground and waits for a new master to come along, challenging any who examine it for the right of ownership as before. If the sword loses the battle to the death with its former master, it loses all enchantments, becoming a normal long sword.

Room 33: *Cast Your Cares Away*

This room is nearly empty. Even the scraps of decayed furnishings that have decorated the other rooms of this complex are missing. It looks as if someone or something has swept this area clean, although it is obvious that the room has not been aired out for years. There is a strangely familiar, unpleasant odor.

This room was also an instructor's quarters. It has been emptied by the zombies encountered in the arena, which have been using this room as a waiting area while watching the arena for someone or something to attack. Hence the smell: the odor of rotting flesh.

The room is not completely without interest however. The former occupant was peculiarly suspicious of spellcasters. He contracted to have his room trapped in case a spellcaster of some type came snooping around to steal from him or to attack him in his sleep. The trap was never set off and is still active. If a spellcaster of any type (including classes such as rangers or paladins of sufficient level to have spells) crosses the threshold, he or she is subject to a *feeblemind* spell. (All appropriate saving throws apply.) The trap only works against the first spellcaster to enter the room; after that the room is safe for anyone to enter.

Room 34: *Keep Your Crossbow Handy*

In this room, the linens seem to have fared better than the furniture. The bedframe appears to have completely rotted away but some remnants of the sheets and a lump that may be the remains of a pillow still survive.

The instructor who lived in this room had rather expensive taste in bed clothes. The sheets and pillowcase were of an exceptionally rare and durable silk that lasted a bit longer than some of the other materials used. He also had a finely honed sense of caution, considering the company he lived in: he kept a loaded hand crossbow under his pillow. The string has long since rotted away, but the crossbow itself is still intact. It can be fitted with a new string at any good bowyer's shop and is perfectly serviceable.

Room 35: *Rat Race*

This room looks like familiar, except that there is a formidable pile of bones in the middle of the floor. The bones themselves seem fairly small; they are obviously too fine to be from a person, even from a halfling, but there are so many! The pile is 3 or 4 feet across and at least 4 feet high in the middle.

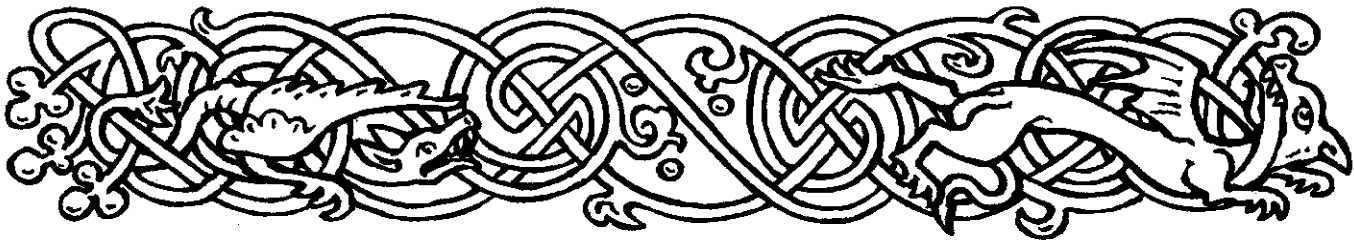
This pile of bones is all that remains of a pack of giant rats. They are now animated as animal skeletons and rise up to attack as soon as anyone enters the room.

Skeleton, Animal (20): Int Non; AL N; AC 8; MV 6; HD 1-1; hp 6 each; THAC0 20; #AT 1; Dmg 1-4; SA Nil; SD Sp; MR Sp; SZ S; ML Sp; XP 65 each.

The skeletons swarm over the first people to enter the room. No more than six can attack any one person, so the first three characters in the room bear the brunt of the assault. The skeletons attack until destroyed or turned.

Under the pile of bones is a set of *pipes of the sewers*. This can be discovered by anyone willing to sift through the bones after the skeletons are dealt with. The proper tune must be known to use these to their full potential, and discovering the tune to use (and learning to play the pipes if no characters are proficient), could well take some time. Note that *pipes of the sewers* have no effect on undead rats.





Room 36: Dorm Party

This spacious room is full of the remains of beds. It looks like a dormitory or barracks room. The lighting in here is subdued, and your footsteps echo strangely in the empty room. There are three doors along the west wall, all leading back out into the hallway. The east wall is lined with numbered pegs, above which are some words in the Drow tongue.

This room functioned as student quarters. The pegs were numbered to correspond to the beds across from them. The young warriors were not allowed to have much in the way of belongings in the school, and everything they had would hang from a couple of pegs on the wall.

If the characters successfully attempt to read the phrases written on the wall, they discover that they are motivational slogans for the competitive young warrior students:

“Winning isn’t everything, but losing is death.”
“Winners never quit, quitters end up on the altar.”
“Show me a good loser and I’ll show you a sacrifice.”
“One for all and all for Lolth.”

This former dormitory for the young warriors has unfortunately become the home to another group. A pack of shadows has taken up residence where the trainees once lived.

Shadow (15): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 22 each; THAC0 17; #AT 1; Dmg 2-5 + special; SA Strength drain; SD +1 or better weapon to hit; MR Sp; SZ M; ML Sp; XP 650 each.

The shadows are hidden along the west wall until the party is completely in the room. They spread out and attack to keep any characters from reaching the doors out. After the shadows are defeated, the beds can be searched to reveal 17 gold pieces and 15 silver pieces.

Room 37: The Hall of Heroes

This large room is filled with rows of stone tables and benches running down both sides. There is a door exiting from the south wall. The lighting here, although still rather dim, is better than in the rest of the complex. Strangely, the room does not feel empty. If you are quiet, you can almost hear the murmuring of many voices in the misty gloom.

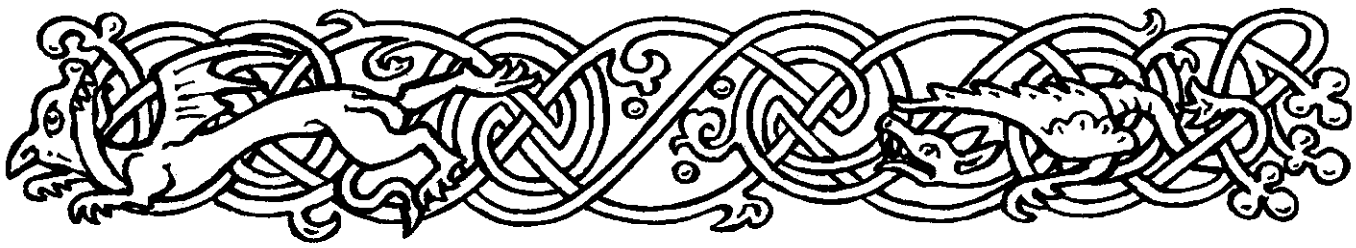
The room is completely empty. The murmuring is an acoustical effect caused by the decorative carvings on the walls. The effect was meant to make the new students feel as if they were part of a multitude, even when there were few people in the room. When the new students felt lonely or isolated, they would come here to sit. They could close their eyes and feel as if they were surrounded by their fellow warriors.

The sound can have a rather hypnotic effect. If a character spends more than 5 rounds in this hall and remains perfectly still, she or he begins to drift, and when roused has vague memories of dreams in which great warriors told them the secrets of certain victory in battle. This is just a side effect of the sounds and has no lasting effect. The original intent of this was to make the new warriors feel that they were part of an eternal tradition.

Room 38: The Kitchen

This large room was obviously designed to prepare food for a mob of growing boys. There are two immense cooking hearths in this room, with kettles on them that would each hold enough food to feed a small army. The most notable thing about this kitchen, however, is the group of people working at the hearths and tables. If they weren’t partially transparent, you would almost think they were alive—but they are, of course, merely not dead.





The kitchen is home to four spectres. They are going through the motions of preparing food just like they do every day, but they are happy to take a break in their routine to deal with unwanted visitors.

Spectre (4): Int High; AL LE; AC 2; MV 15, FL 30(B); HD 7+3; hp 52 each; THAC0 13; #AT 1; Dmg 1-8; SA Energy drain; SD +1 or better weapon to hit; MR Sp; SZ M; ML 15; XP 3,000 each.

The spectres attack the characters randomly, since they exist only to slay the living. Any character slain by the spectres here becomes a spectre and remain in the kitchen, under the control of his or her murderer if it is still "alive." If the spectres are slain, the characters can recover the treasure the creatures have collected. The spectres have amassed quite a selection of weapons and armor, including a scimitar of speed as well as several more ordinary weapons, and a *ring of the rat* (see "New Magical Items" in this product).

There are two other exits from this room, both in the south wall.

Room 39: The Pantry

This room appears to have been used to store food and supplies for the kitchen, and the crusted remains of the supplies and old cloths are still clearly visible. Aside from the fact that it is strangely cool in here, it seems of little interest.

This was indeed the pantry. It is kept cold by the same mechanism as area 16, a small amount of brown mold kept sealed in an airtight metal box. This can be easily found if anyone looks under the shelves on the back wall.

Unfortunately for the party, there is something else of interest in here: the pile of cloth in the corner is actually a cloaker.

Cloaker (1): Int High; AL CN; AC 3 (1); MV 1, FL 15 (D); HD 6; THAC0 15; #AT 2 + special; Dmg 1-6/1-6/+ special; SA Sp; SD Sp; MR Nil; SZ L; ML 13; XP 1,400.

Underneath a broken jar of what used to be preserves is an *amulet of free passage*.

Room 40: Garbage Disposal

This room looks somehow familiar. It is dark and damp, about 20' square, and has a deep pit in the center. Remembering the surprise awaiting you at the bottom of the last well like this, you decide to be more careful with this one.

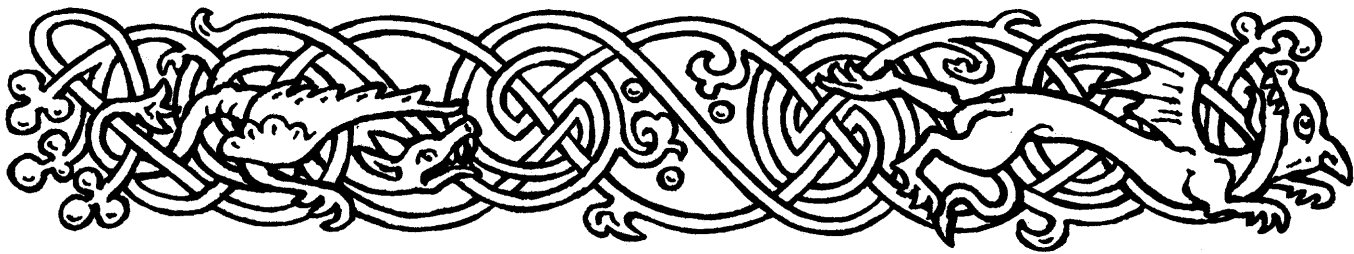
This room is identical to Area 17. The only difference is that the green slime at the bottom of the well has died. The danger is that spores of green slime are still present in the well. They are dormant, but still viable. PCs who climb down to investigate the bottom pick up spores from the slime on their skin and clothes. The spores on their skin wash off the next time they bathe, but if they get their clothing damp and leave it somewhere for a day or so, they could have quite a surprise waiting for them when they get back. The spores can also begin to sprout if the individual is perspiring heavily (i.e. a full day's work in the hot sun). This would cause an irritation of the skin. If not washed off, by the second day the green slime would be evidenced by a greenish tint to the skin. At this point, if the green slime is not eradicated by a *cure disease* spell the victim is converted to green slime and dies in 24 hours.

Room 41: Supply Room

A counter runs down the center of this room. The area is well lighted and the counter has small holes, almost like inkwells, at intervals along it.

This is where weapons and armor were stored when not needed and recovered when necessary. The doors to the east, north and south lead to various store-rooms. Since students were only allowed to have weapons and armor when they were training with it (it seems all schoolchildren are rowdy, no matter what the race), clerks stayed in this room and checked supplies in and out as required. They also





made a note of any equipment that was in need of repair, and made sure that it was taken care of. The depressions in the counter are indeed designed to hold bottles of ink. A search of the area behind the counter reveals a rotting and only partially legible ledger book, written in a fine spidery hand, which records deposits and withdrawals of weapons and armor, noting the condition in which they were received or given.

Room 42: Take a Closer Look

This room is filled with the debris of what apparently used to be racks of weapons. At first glance it seems obvious that any weapons that remain have long ago deteriorated into uselessness.

The odds and ends left in this room are mostly useless. However, if the room is thoroughly searched (for two or more turns), the following items can be found: one long sword, which needs to have the leather wrapping around the hilt replaced; the blade from a *battle axe* +2, which can be repaired by having it set on a new haft; and a special *dagger* +2 which appears in its owner's hand when desired without needing to be drawn (+2 to initiative for the first round of combat only). The dagger can thus be kept completely concealed without worrying about its availability for combat.

There is a door that exits the room to the north.

Room 43: Armor Storage

This room has falling racks containing pieces of nearly every sort of armor, from rotting leather to corroded pieces of plate. There is even a heap of debris to the north that looks as if it were once a rack of shields. The remnants of armor may have once been neat and orderly. Now they are scattered as if a great wind had struck this area.

As above, the equipment in this area has been rendered mostly useless by the ravages of time and the battle fought here long ago between an adventuring

party and a trapped air elemental. Nothing remains of that great battle but the debris and, of course, the skeletal remains of five humanoids flung to the far edges of the room. These remains are too long dead to be of any value to the party. However, if the time is taken to do a thorough search of this room (at least three turns), the following items can be found which are still usable: enough pieces to fashion a suit of field plate (sized to fit an adult male elf), a small wooden box containing a carefully wrapped *potion of gaseous form*, and a *spiked buckler* +2. The suit of armor can be worn as is, but is only Armor Class 3 until fitted by an expert armorer. This can be done at a cost of from 150 to 200 gp, and takes 1-3 weeks to customize, with fittings every 1-3 days.

Room 44: It's Heee-ee-ere!

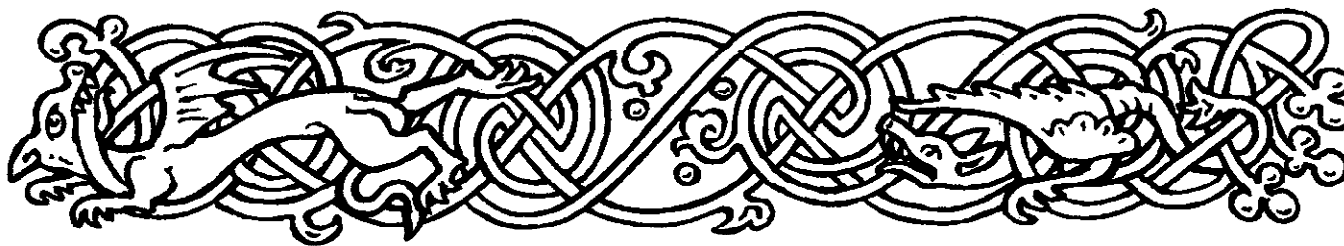
The contents of this room are even more decrepit and deteriorated than what you have already seen. This room is full of rotted racks holding the decayed remnants of missile weapons. Obviously the components of bows and slings are more perishable than those of swords and armor. As you stand surveying the residue, an old rusted dagger flies by, narrowly missing your companions.

This room is where missile weapons were stored for the use of the students and staff of the academy. It has also become the home of a poltergeist.

Poltergeist (1): Int Low; AL LE; AC 10; MV 6; HD ½; hp 3; THAC0 15; #AT 1; Dmg Nil; SA Fear; SD Invisible, silver or +1 or better weapons to hit; MR Nil; SZ M; ML 10; XP 120 each.

The poltergeist throws things at the characters, attempting to force them all to flee the area. It hopes to cause the characters to drop their weapons, and leave the party scattered and unarmed, at the mercy of wandering monsters in the area. If slain, the poltergeist will have reformed if the characters pass this way again. Consider the poltergeist to be a bonded spirit for the purposes of turning.





The items in this area are generally in even worse shape than in the other storage facilities but if the party takes the time to search for 2 turns they can discover 5 *crossbow bolts* +3 and a set of three *daggers of throwing* +1. These items are perfectly functional, although the daggers could use some cleaning.

Room 45: *Heat Without Fire*

This area is recognizable as a weaponsmith shop to anyone who has ever seen one. From the forges along the east wall to the hammers and tongs racked next to them everything looks to be in its place. There are doors leading here from the north south and west.

This is a complete smithy. There is everything here that a character with the Blacksmithing, Weapon-smithing, or Armorer nonweapon proficiencies needs to ply his trade.

The forges may give a character pause for a bit as they look like regular forges but have no bellows or chimneys. They also seem to be filled with stones instead of coal or charcoal. These forges are enchanted to heat any metal item placed in them. The item merely needs to be placed in among the stones for it to become hot. The longer the item is left in the forge stones, the more it is heated. If an item is allowed to remain in the forge long enough, it melts down and is destroyed. A metal worker used to a normal forge must pay constant attention to his work to prevent this from happening. The unlimited heating capacity of these forges means that very pure metals could be produced. This allows the production of exceptional quality weapons and armor at a +2 to the normal chance. Unfortunately, the secret of the magical process is in the forges, not in the stones. The forges are not portable and cannot be moved without destroying them.

With the ease of heating items, repairs can be performed in one half the usual time.

Room 46: *The Missile Range*

This immense room is laid out in lanes for crossbow and hurled weapon practice. There are targets at the far north wall, and the east and west walls are marked with distances along their entire lengths. The targets are attached to the ceiling and could be adjusted with pulleys from the south, if the ropes that went around the pulleys were not rotted away. The targets could be set up at suitable ranges for any type of practice, from thrown daggers to long bow.

There are doors leading out of this room to the south and west.

Both doors open into the south end as a precaution against bystanders being hit with stray shots.

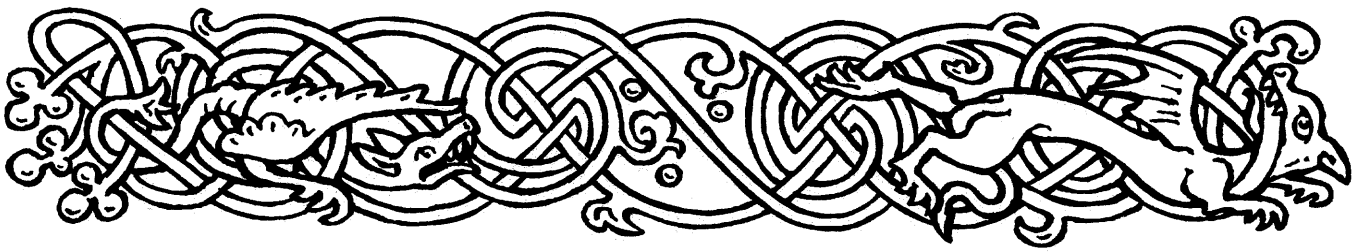
There is little of interest in this room, but if it is searched, a pair of *quarrels* +2 can be found behind a target at the north end of the room. Behind another of the targets is an *amulet of free passage*.

Room 47: *Gate To The Mages' School*

You are in an alcove with a strange marble statue in it, the likeness of an elf in long flowing robes. He is holding out his hands with the palms up as if to offer you something. There is an inscription around the bottom of the statue in Drow.

This area can be reached by going through the secret door located in the corridor outside Area 30. This is the way to the Academy of Magic. The inscription says "Speak the words of power and be free." To pass, a character able to cast mage spells (including bards or high-level rangers) must simply place his or her hands palms down on the hands of the statue and repeat the words to any spell. The spell is not lost to memory nor does it take effect. The statue then *teleports* everyone in the alcove to area 48. If the PC places his or her hands on the hands of the statue but does not recite a spell, the statue holds that person fast until the words of power are recited. Any characters not able to cast mage spells who place their





hands onto the hands of the statue have a fear spell cast upon them, and are not willing to touch the statue again in any way.

The Academy of Magic

Room 48: Entry Gate To The Hall of Magic

This alcove is identical to Room 47, with a marble statue of the same elf, an identical inscription, etc. The PCs may very well believe that they blinked or felt momentarily dizzy, rather than understanding that they have been *teleported*. Any character who makes a successful Intelligence check, however, notices that the statue is now standing palms down, and that the person who activated the *teleport* is now standing palms up. This statue is activated in the same manner as the one in area 47 and *teleports* everyone in the alcove back there. The statue also affects those who are not authorized to touch it and those trying to activate it incorrectly in the same manner as the previous statue.

Room 49: The Moving Picture Show

This room has pictures on the walls which seem to move of their own volition. They are pictures of Drow mages, each in the act of casting a spell. Some of the spells you recognize, (*lightning bolt*, *fireball*) but some are completely outside your experience. The pictures seem to run through a sequence in 2 or 3 rounds and then begin again.

These pictures are merely *permanent programmed illusions* displaying different splashy spells designed to impress the uninitiated. A successful Intelligence check enables a character to notice that each time a sequence begins again, the scene is slightly different: a variation in the background, a different mage casting the spell, etc.

The doors leading out of this room must be opened

by a mage. The mages academy engaged in more research and experimentation than the other schools; therefore, wandering around unescorted was more dangerous than in other areas of the school complex. That is why such care was taken to ensure that an unknowing person would not stumble in and disrupt proceedings. That is also why the mages academy was set off by a *gate*. Since a mage was needed to gain entry most laymen were escorted from the moment they arrived. The classes here took longer than in any of the other academies, but this school of magic turned out some of the most powerful sorcerers ever known among the Drow.

Room 50: No Tipping Please

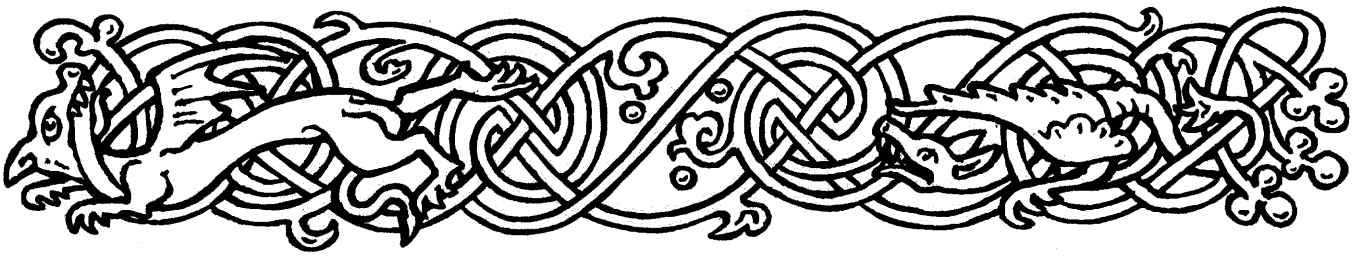
This room is filled with tables and benches formed from the stone of the floor itself. They seem to have grown from the floor like some kind of stone fungus. It is clean and orderly and even appears to be free of dust.

The furniture in this room was indeed formed from the stone of the floor itself. The staff of the school used stone shape spells to create a great many of the features in this area.

This was the only dining area that did not use slaves to serve the food or to clean up afterwards. All of the menial chores in the magic academy were performed by *permanent unseen servants*. In fact, if the characters sit on any of the benches in the dining hall, place settings are provided by the few spells still active. There is no meal to serve, but the *unseen servants* perform what duties they still can, no matter how pointless. The staff of the school felt it was a matter of pride to perform as many functions of their area with magic as possible.

Room 51: You Kill it, They'll Cook It

This area looks like a normal kitchen, with a hearth at the north end with a cheery fire blazing away in it—a bright green fire, that is. A bright green fire with streaks of blue. The effect



would really be quite attractive, if it were not so startling.

Upon examination of the fire, the PCs can determine that there is no fuel in the hearth, and that the fire gives off no smoke, even though it produces heat as a normal fire should. The fire is of course magical.

The meals for the magic academy were prepared here by *unseen servants* under the supervision of two chefs. The food was gathered and brought in by normal means, but all the other chores were handled magically. In fact, the *unseen servants* are still active and if given the necessary supervision and supplies, could have a meal whipped up in no time.

If the room is searched, the PCs find a drawer in one of the cabinets that yields an *amulet of free passage*.

Room 52: You Light Up My Life

This room is lined with shelves and filled with old rotten barrels which obviously once held the food for the kitchen. It is surprisingly bright in here, considering that you saw no hint of a light until you stepped into the room. You notice as you enter and exit the room that the light dims and brightens with your presence. Like the other pantry areas you have seen down here, this area is extremely cold.

The magical light is automatic and reacts to the presence of a living being in the pantry area. Unlike the other pantries, this room is not chilled by a box of brown mold. The temperature in this room is maintained by a *permanent control temperature* spell cast by the headmaster of the school.

There are several glass jars on the shelves that look as though they might contain various oozes, slimes, jellies, or molds. Indeed they do, but of the mundane, non-harmful variety caused by rotting preserves. One of the jars obviously exploded some time ago, and particles of moldy jam and bits of glass still cling to the walls. It is obvious that this area was not a part of the cleaning schedule for the *unseen servants*.

Room 53: Whoops!

This room is completely bare, and the floor is level and unbroken. You had come to expect a little room with a pit in the center adjoining the kitchen areas, but there is no pit.

This is a disposal area, but true to form, the mages decided to not use a pit of green slime like the other kitchens did. This room radiates a field which destroys all nonliving organic matter (the undead learned quite early to avoid it). The chefs here merely had the *unseen servants* carry any dirty plates or utensils into the room and they came out sparkling clean.

If the characters enter the room, their metal armor and weapons should be all right, but any items of organic materials are destroyed. This includes cloth, leather, and paper, as well as all supplies of food. Magical items of the above materials, including scrolls and spellbooks, that save versus disintegration remain intact; there is no save for non-magical items. Also, the characters' hair, fingernails, toenails, and outer layer of skin simply disappear.

Since this effect is nearly instantaneous, the DM should try to be somewhat charitable. Unless several PCs specifically choose to enter at the same time, probably only one person will be affected before the others notice what has happened.

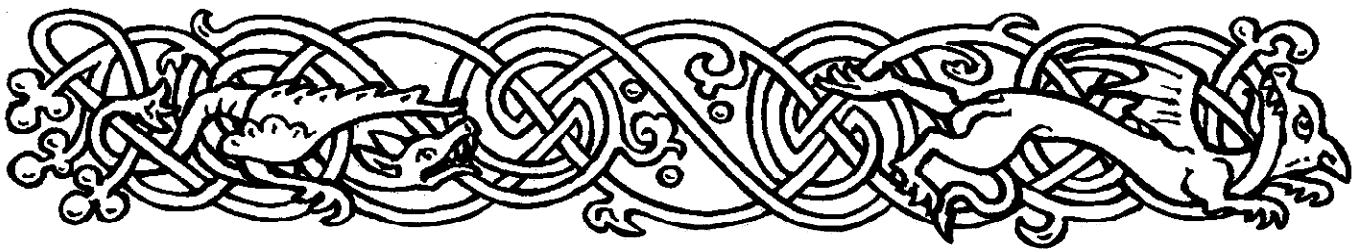
Should the party manage to lure any undead into this room, they are of course destroyed—permanently.

Room 54: Student's Quarters

This room looks as if it was once a remarkably comfortable area. The remains of four beds and four large armchairs still survive. The area seems to be much cleaner than those you've seen in other areas of the complex. Perhaps some of the *unseen servants* like those in the kitchen still take care of the household chores.

This was a dorm room for four of the aspiring mages of the academy. This was where the students





retired in the evening to study their texts for the next day's lessons and to discuss what they had learned in the previous day.

The *unseen servants* do indeed keep these areas tidy, readying them for occupants who will never return.

There are no longer any objects of value in this room.

Room 55: Hands Off

This room looks just as comfortable and tidy as the last, and is virtually identical except for the book that is lying on one of the chairs to the north. The book is a journal that one of the students in this room kept of his studies. It is written in Drow but if translated could be of interest to scholars.

At the DM's option, the journal could contain sufficient clues about a previously unknown spell to allow research into its casting. This would be a good place to introduce a spell into your campaign from *Drow of the Underdark* or one of the other rules supplements. Alternatively, you could insert a spell of your own devising here.

Unfortunately, before any clues can be gained from this book, it must be taken from its present owners: a pack of wraiths.

Wraiths (11): Int Very; AL LE; AC 4; MV 12, Fl 24(B); HD 5+3; hp 41 each; THAC0 15; #AT 1; Dmg 1-6; SA Energy Drain; SD Silver or +1 or better weapons to hit; MR Nil; SZ M; ML 15; XP 2,000 each.

If the book is touched, the wraiths attack immediately. They rise up from beneath the beds and attempt to surround the characters. They gang up on any clerics or mages first, attempting to weaken them as much as possible. The wraiths attempt to get between the characters and the door and block their escape.

Except for the journal there is no treasure in this room. The wraiths live here and use the book as bait when they sense the presence of living creatures.

Room 56: Worth The Search

This 60' × 60' room is much like the previous ones, in that it is tidy with similarly decayed furnishings. The debris is neatly arranged. There is a bright light in one corner and a small pot sits within the area of the light.

The pot used to contain an ornamental plant, which was the property of one of the students in this room. He cast a continual light altered to only shine directly on the plant and directed the *unseen servants* to care for it. The soil in the pot is moist, but the plant, which was a gift from the student's family, has long since died.

If the room is searched further, the third bed searched contains a *wand of magic missiles* with 17 charges remaining.

Room 57: It Used To Be Magical...

This room is a mess. Obviously no one has been tidying up in here, as things are strewn about the area and covered with a thick layer of dust.

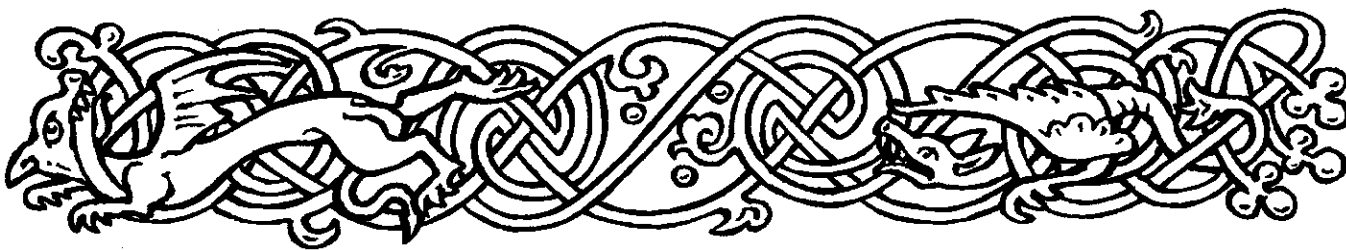
Due to an experiment gone wrong, this room has a *dispel magic* effect in the doorway, which is permanent. Any creature or magical construct passing through the door triggers a *dispel magic* at 12th level centered in the room. Needless to say, the *unseen servants* assigned to this room were soon destroyed.

Any characters passing through the doorway must check for each of their magical items or currently operating spell effects as per the *dispel magic* spell in the *Players' Handbook*. Any visible or noticeable effects should be reported to the PCs immediately.

Room 58: Beware The Darkness

The room beyond the doorway is not visible. There is an area of impenetrable darkness just inside the door.





This room has had a *continual darkness* cast within it. Inside the room is a spectre, which waits here for wanderers to venture inside. It doesn't need to see to find its victims, and the magical darkness prevents clerical turning from working on it. It does not come out of the room unless the darkness is nullified in some manner. Even then, it attempts to flee rather than remain to face a group of adventurers on even terms. (Note that Blind Fighting is not helpful against this opponent. The subtle clues of motion and sound that the proficiency of Blind Fighting depends on are not present when fighting a non-corporeal creature.)

Spectre (1): Int High; AL LE; AC 2; MV 15, FL 30(B); HD 7+3; hp 57; THAC0 13; #AT 1; Dmg 1-8; SA Energy drain; SD +1 or better weapon to hit; MR Sp; SZ M; ML 15; XP 3,000 each.

If the spectre is dispatched, a search of the room turns up an amulet that allows the wearer to cast one *continual darkness* per day. It also enables the owner of the amulet to see normally while inside the darkness as long as she or he is wearing the amulet.

Room 59: Conjuration Class

There are tables arranged throughout the room with benches on one side of them so that those seated would face the west wall. On the west wall is a raised dais with a flat black space behind it for drawing various diagrams. This appears to have been a classroom for young mages. In fact, there appears to be a class in session at this moment. There is a robed form at the back at the class facing the wall, and a group of vague dark forms sitting at the tables.

This room was used to teach the arts of conjuration and summoning. The class that appears to be in the room is in reality a ghost giving a lecture to a class of shadows.

Ghost (1): Int High; AL LE; AC 0 or 8; MV 9; HD 10; hp 62; THAC0 11; #AT 1; Dmg Age 10-40 Years; SA Sp; SD Sp; MR Nil; SZ M; ML Sp; XP 7,000.

Shadow (13): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 21 each; THAC0 17; #AT 1; Dmg 2-5 + special; SA Strength drain; SD +1 or better weapon to hit; MR Sp; SZ M; ML Sp; XP 420 each.

The ghost does not cause fear or aging until it turns toward the characters and they see its face. The shadows do not attack until the ghost has turned and hopefully weakened the party.

The ghost stands back and directs the attacks of the shadows. It does not attack until half of the shadows are destroyed. Only then does it engage in melee.

There is no treasure in this room, but there are texts which, if read carefully by a character able to use conjuration/summoning spells, may allow him to research another spell of that type for his spellbook.

Room 60: Rainbow Room

This room seems empty, except for the debris of desks and chairs. But the walls seem to be of many different colors that shift and sway and sparkle. The effect is almost hypnotic.

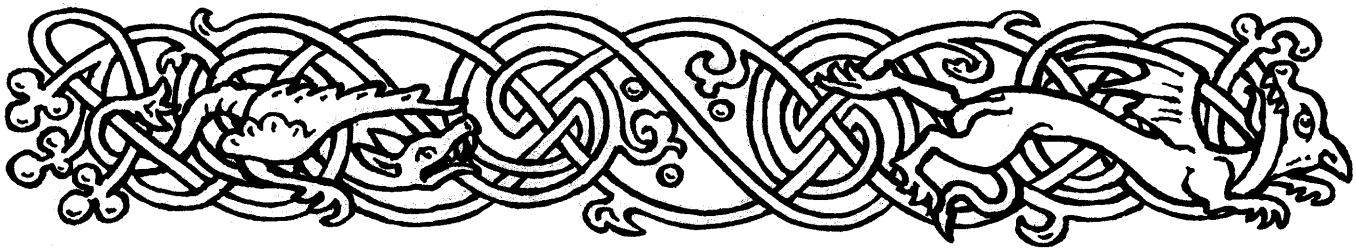
This was the room where illusion and the art of deception were studied. As soon as the whole group of characters is in the room, the door seems to disappear. In fact, all of the features of the room start to move around, until it is nearly impossible to tell where the door was.

The characters must make a roll against half their Intelligence to find their way out of the room. A character who makes this roll can lead out others who fail. Also any character who believes the illusion must make a save versus half his or her Constitution or become dizzy and nauseated for a turn (-1 on all combat rolls.)

Room 61: Necromancy Class

This classroom is decorated in somber shades of gray and black and wine red. The shelves which line the walls contain skulls—dozens of skulls of many sizes.





This is the room where they taught the spells that deal with the realm of death. The skulls on the shelves were used to practice summoning the spirits of the dead. There are skulls from dwarves, humans, elves, gnomes, and several humanoid creatures the PCs won't recognize at all. If any character starts to move the skulls around and examine them, the third one moved is trapped to release a spectre.

Spectre (1): Int High; AL LE; AC 2; MV 15, FL 30(B); HD 7+3; hp 55; THAC0 13; #AT 1; Dmg 1-8; SA Energy drain; SD +1 or better weapon to hit; MR Sp; SZ M; ML 15; XP 3,000.

The spectre immediately attacks the character holding the skull, attacking that person exclusively until one or the other of them is destroyed. Because of the residual magic in this room the spectre cannot be turned while in this classroom.

After the spectre is dealt with, the next character to disturb a skull finds an *amulet of free passage* and a 500-gold-piece emerald hidden inside it. That is the only treasure found in this room.

Room 62: The Singing Harp

This room was once rather comfortably appointed with two beds and two chairs. The carvings on the walls are tasteful and soothing to the eye. There is a fireplace on the west wall, and a muted yellow flame burns in the hearth. Although you sense no fuel or smoke, the fire seems to give off a pleasant warmth that is welcome in these stone halls.

This is one of the rooms shared by two of the junior instructors of the Academy of Magic. The flames in the fireplace are of the same type as those in Room 51, although they are a different color. They burn indefinitely, giving off light and heat, but giving off no smoke and needing no fuel.

If searched, under the remains of the bed to the south lies a harp that, if politely requested to in elvish, plays soothing music for up to two hours a day.

Other than this there are no other items of interest in the room.

Room 63: The Mad Instructor

This room is decorated much like the last room but in a somewhat more individualistic style. The senior instructor used this room, and he was the master of necromancy for the school. He used spells to subtly modify the decorations in this area, enhancing the walls to create the effect of a suggestion spell.

PCs who remain in this room for more than three rounds must make a save versus spell or believe that one of their party members (choose at random) is in fact a doppelganger. If others try to convince the victims that they are wrong, the affected characters believe that the entire party is made up of monsters that are trying to kill them. This was the instructor's idea of a joke on any who would snoop in his room.

One good night's sleep serves to clear the delusion from the PCs' minds.

Room 64: Instructors' Quarters

This room was once a comfortable room for two people. The remains of rather luxurious furniture are scattered around the area as if it had been previously searched.

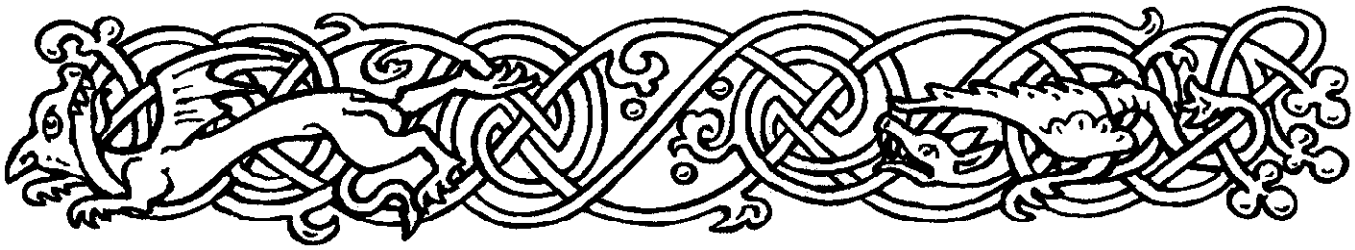
There is nothing of interest in this room; anything of value has long since been looted.

Room 65: The Headmaster's Parlor

This room was obviously once a very luxurious receiving area. It is easy to imagine that important visitors were once received in this ruin. It is sad somehow to see it in its present condition.

This area is a shambles. It appears as if a pitched battle had taken place here, and everything in the room is completely destroyed. There is no chance that anything of value remains intact in this room.





Room 66: The Headmaster's Bedroom

This area is a calm and quiet place, much at odds with the chaos of the previous area. There is a bed, a desk, and two chairs grouped around the empty fireplace, all of which seem to have once been made of fine materials. Whoever lived here had very rich taste. In fact, he may still be here—there is a long decayed body on the bed, in the remnants of rich robes.

The body on the bed is not the former headmaster. It is one of his assistants who wanted to be headmaster one day. The headmaster, in his last act as a living being, paralyzed the poor wretch and left him here to gradually waste away. But the unfortunate victim had the last laugh. If the remains are searched, the party finds, under the decaying robes, a *girdle of many pouches* still containing several ordinary (nonorganic) spell components, a small mirror, some powdered silver, and a crystal bead. (The latter two items are material components for *protection from good*, 10' radius and *minor globe of invulnerability*, respectively.)

Room 67: The Headmaster's Library

This area is filled with bookshelves. They are loaded with what appear to be spellbooks and tomes on the arts of magic, which seem relatively intact. Unfortunately, that doesn't look like the librarian heading this way.

The headmaster is here with his beloved books. He is now a spectre and takes great offense at the fact that anyone has entered his library.

Spectre (1): Int High; AL LE; AC 2; MV 15, FL 30(B); HD 7+3; hp 59; THAC0 13; #AT 1; Dmg 1-8; SA Energy drain; SD + 1 or better weapon to hit; MR Sp; SZ M; ML 15; XP 3,000.

The headmaster is somewhat special, as he has somehow managed to retain some of his magical skills

even after death. As well as the abilities of a normal spectre, he has the abilities of a 9th-level wizard, with the ability to cast spells (4,3,3,2,1) His spells are: *chill touch*, *color spray*, *grease*, *wall of fog*; *darkness* 15' radius, *levitate*, *web*; *feign death*, *vampiric touch*, *wind wall*; *contagion*, *enervation*; *summon shadow*. Treat him as a specialty mage of the school of necromancy.

He fights ruthlessly, preferring to cast spells rather than attack directly. He casts no spells that would damage his books. This is rather ironic, since the tomes have long since decomposed to illegibility; only the spines remain intact, giving the illusion of wholeness.

Room 68: Someone Summoned?

This room is huge, as well it might be; there are three protective circles here of differing types. This room was obviously used for summoning creatures from other planes.

This room is now trapped. Muiral has rigged the two circles to the south so that they fail to provide any protection from any creatures that are summoned here. The northernmost circle also has a deadly trap: it contains a crazed air elemental that is waiting motionless in the center. If anyone or anything breaks the circle, it is freed to attack all in the room.

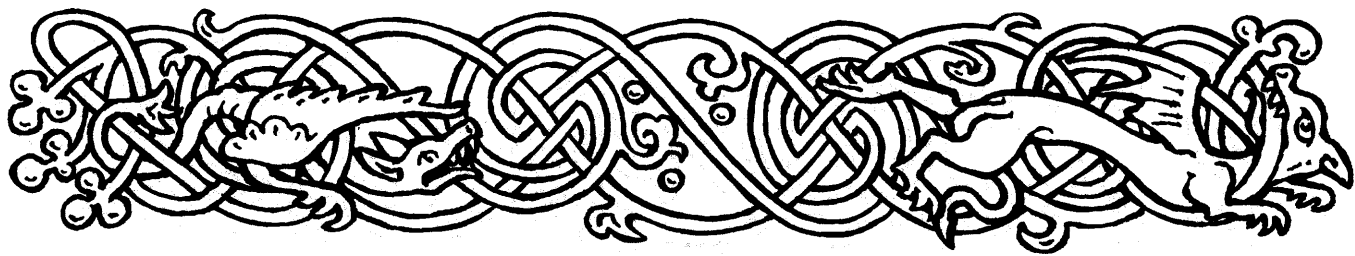
Elemental, Air (1): Int Low; AL N; AC 2; MV Fl 36(A); HD 16; hp 108; THAC0 5; #AT 1; Dmg 2-20; SA Sp; SD +2 or better weapon to hit; MR Nil; SZ L; ML 17; XP 11,000.

The elemental does not even try to flee back to its home; it merely attacks all in the room until slain.

Room 69: The Alchemy Lab

This room has two long, wide tables against the north wall. They are covered with glassware and instruments of a mysterious nature. The room is brightly lit by two huge braziers filled with bright blue flames.





This room was the alchemy laboratory, where all potions and the like for the complex were produced. If searched, the cabinets under the tables yield three large jars of a dried caky substance, which if ground and mixed with fat or lard, yield an ointment that renders a character both invisible and scentless. The ointment must be rubbed on the skin and clothing, and each jar contains enough to cover three man-sized creatures. It is 75% likely that an alchemist could duplicate the formula if given one jar of the ointment to use as a sample.

The flames in the braziers are of the same type as those in Rooms 51 and 62. Anyone peering into the base of one of the braziers finds a small box in the bottom of it. If fished out (with tongs that can be found among the alchemy equipment) it contains an *amulet of free passage*.

Room 70: The Library

This room is filled with a huge collection of books. There must be thousands of volumes here, all in a remarkable state of preservation. There is a large table and three chairs, also well preserved.

The books in this room are all of relatively mundane magic-related subjects: texts on magical theory, history of magic, famous wizards, etc. (The magic books are all kept in the room behind the secret door on the north wall in Room 71.) The books in here are very well preserved and still readable. If handled carefully, they may be removed from the shelves and studied. However, anyone attempting to take a book out of this room by either door triggers an effect similar to a *wall of force*, which blocks the path. Only if the book is again placed on the shelf or left on the table may the party exit the room.

Room 71: Magical Library

You can tell immediately upon opening the secret door that you have stumbled upon something special. You can almost feel the mystical energy in the air. There are several bookshelves

in here of what can only be spellbooks, and a table with four chairs. A small sign still glows faintly above the door.

This is where the collections of spell books for the students and faculty were kept. Again, they are in remarkably good condition. There is a 50% chance to find any mage spell sought of fourth level or below; 25% for any others. If they want, the party can rest here while their mages study from the books in this room, but removing any books from this room could well be a fatal mistake. The writing above the door, glowing faintly in red, is in the Drow language, and reads: "Theft of the Books of Power will be your final deed. Read you this and believe." Any character foolish enough to ignore the warning and attempt to remove a book from this room triggers an effect similar to a retributive strike. All creatures within 10 feet of the door take 80 hit points of damage, those between 10 and 20 feet take 60, and those between 20 and 30 feet take 40 hit points. A successful saving throw versus spells means that only one-half the indicated damage is sustained. The book is completely destroyed.

The Drow Living Areas

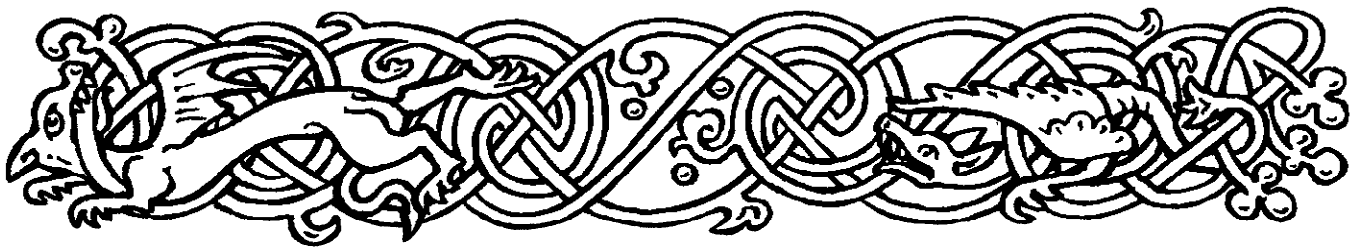
These are the areas where the majority of the Drow lived out their daily lives back when this was a thriving community. The areas in this region are not as extensively detailed as the school complex; many rooms in this area are left for you to fill with your own traps, treasures and monsters.

The final confrontation with Muiral takes place in this region; it will be a deadly battle for all but the most powerful of parties.

Room 72: The Jester's Stage

This area is a stage off of what would be an open-air market— if it were open to the sky instead of in a cave.





This was the stage for entertainers on market days. The tattered remnants of a curtained backdrop are still here, and several ancient but still serviceable torches.

If the characters peer behind the curtain, they find, scrawled clumsily in Drow, "Folon was here." Folon was a lackluster entertainer who aspired to fame. It is quite certain that no one in the party has ever heard of him.

Room 73: The Market

This was once a thriving marketplace for the Drow community, where goods, food and services were peddled to the general populace of this level. There are remnants of a few of the vendors' booths, but in general it is empty. This area is deathly still now, and an echo can be heard whenever you make a sound.

There is a large fountain in the center of the market square, which once was beautiful but now is cracked and dry. There are a few ancient coins scattered on the bottom, glinting faintly under the coating of powdery dust left behind when the water evaporated. There are three gold coins, and six silver, all bearing the likeness of a Drow ruler of long ago. They might perhaps be worth ten times their face value to a collector.

Room 74: The Farmer's Fields

This area was used as a huge communal farm to grow all manner of edible fungi and plants which could thrive here away from the light. Over the years, the plants here became wild, and some of them now pose a threat to the unwary wanderer. These are encountered on a 1 on a d6. Roll for encounters twice for every hour spent in this area.

The following plants and fungi may be encountered when wandering this area:

Mold, Brown (1): Int Non; AL N; AC 9; MV 0; HD N/A; THAC0 N/A; #AT 0; Dmg N/A; SA Freezing;

SD Absorb heat; MR Nil; SZ S; ML N/A; XP 15 each.

Fungus, Violet (1-4): Int Non; AL N; AC 7; MV 1; HD 3; THAC0 17; #AT 1-4; Dmg Sp; SA Sp; SD Nil; SZ M; ML 12; XP 175 each.

Fungus, Shrieker (2-8): Int Non; AL N; AC 7; MV 1; HD 3; THAC0 17; #AT 0; Dmg Nil; SA Nil; SD Noise; MR Nil; SZ M; ML 12; XP 120 each.

Green Slime (1): Int Non; AL N; AC 9; MV 0; HD 2; THAC0 19; #AT 0; Dmg Nil; SA Sp; SD Sp; SZ S; ML 10; XP 65 each.

Mold, Russet (1): Int Non; AL N; AC 9; MV 0; HD N/A; THAC0 N/A; #AT 0; Dmg N/A; SA Spores; SD Immune to weapons, cold, fire; MR Nil; SZ S; ML N/A; XP 35 each.

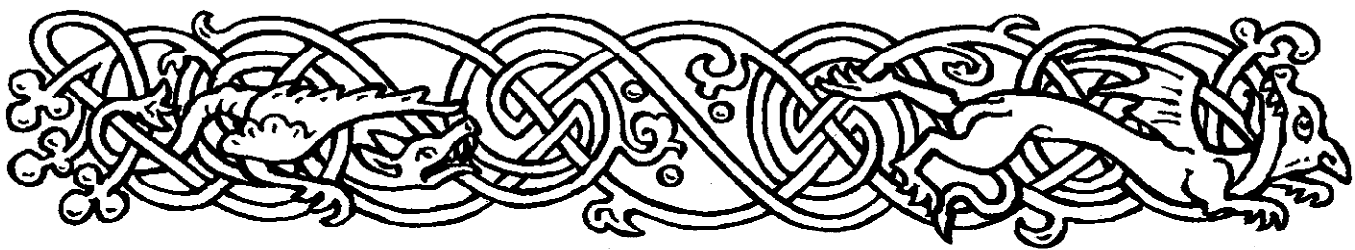
Roper (1-3): Int Exceptional; AL CE; AC 0; MV 3; HD 10-12; THAC0 10 HD: 11, 11-12 HD: 9; #AT 1; Dmg 5-20 (5d4); SA Strands, Strength drain; SD Sp; MR 80%; SZ L; ML 15; XP 10 HD: 10,000, 11 HD: 11,000, 12 HD: 12,000 each.

A band of 25 driders lives on the ledge at the northwest area of the cavern. They attack at the slightest provocation.

Driders (25): Int High; AL CE; AC 3; MV 12; HD 6+6; THAC0 13; #AT 1; Dmg 1-4 or by weapon; SA Poison Bite; SD Nil; MR 15%; SZ L; ML 14; XP Transformed mages (9): 3,000 each, transformed priests (16): 5,000 each.

Each drider is able to use the following spells once per day: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*. The transformed priests can also use the following spells once per day: *detect lie*, *clairvoyance*, *suggestion*, and *dispel magic*.





Room 75: The Animal Farms

This area was used to raise the lizards and other creatures used as food and beasts of burden by the Drow. It has gone feral in much the same way as the fungus gardens. Roll for encounters (1 on a d6) twice per hour in this area and choose from the following list:

Bat, Huge (mobat) (10): Int Low; AL NE; AC Sp/7; MV 3, Fl 15 (C); HD 6; hp 40 each; THAC0 15; #AT 1; Dmg 2-8; SA Sp; SD Sp; MR Nil; SZ H; ML 11; XP 975 each.

Beetle, Rhinoceros (3): Int Non; AL N; AC 2; MV 6; HD 12; hp 90 each; THAC0 9; #AT 2; Dmg 3-18/2-16; SA Nil; SD Nil; MR Nil; SZ L; ML 14; XP 4,000 each.

Bulette (2): Int Animal; AL N; AC -2/4/6; MV 14 (3); HD 9; hp 70; THAC0 11; #AT 3; Dmg 4-48/3-18/3-18; SA 8' jump; SD Nil; MR Nil; SZ L; ML 11; XP 4,000 each.

Centipede, Giant (20): Int Non; AL N; AC 9; MV 15; HD 2 hp; THAC0 20; #AT 1; Dmg Nil; SA Poison; SD Nil; MR Nil; SZ T; ML 6; XP 35 each.

Lizard, Fire (2): Int Animal; AL N; AC 3; MV 9; HD 10; hp 75 each; THAC0 11; #AT 3; Dmg 1-8/1-8/2-16; SA Sp; SD Sp; MR Nil; SZ G; ML 12; XP 3,000 each.

Lizard, Giant (5): Int Non; AL N; AC 5; MV 15; HD 3+1; hp 22 each; THAC0 17; #AT 1; Dmg 1-8; SA Sp; SD Nil; MR Nil; SZ H; ML 8; XP 175 each.

Lizard, Subterranean (6): Int Non; AL N; AC 5; MV 12; HD 6; hp 45 each; THAC0 15; #AT 1; Dmg 2-12; SA Sp; SD Nil; MR Nil; SZ H; ML 10; XP 650 each.

Gray Ooze (1): Int Animal; AL N; AC 8; MV 1; HD 3+3; hp 25; THAC0 17; #AT 1; Dmg 2-16; SA Corrodes metal; SD Sp; MR Nil; SZ M; ML 10; XP 270 each.

Piercer (3-18): Int Non; AL N; AC 3; MV 1; HD 4; hp 30 each; THAC0 17; #AT 1; Dmg 4-24; SA Surprise; SD Nil; MR Nil; SZ M; ML 10; XP 420 each.

Spider, Huge (5): Int Animal; AL N; AC 6; MV 18; HD 2+2; hp 12 each; THAC0 19; #AT 1; Dmg 1-6; SA Sp; SD Nil; MR Nil; SZ M; ML 8; XP 270 each.

Spider, Phase (4): Int Low; AL N; AC 7; MV 6, Web 15; HD 5+5; hp 42 each; THAC0 15; #AT 1; Dmg 1-6; SA Sp; SD Phasing; MR Nil; SZ H; ML 15; XP 1,400 each.

Will o'wis (1): Int Exceptional; AL CE; AC -8; MV Fl 18 (A); HD 9; hp 68; THAC0 11; #AT 1; Dmg 2-16; SA Sp; SD Sp; MR Sp; SZ S; ML 17; XP 3,000 each.

Rooms 76-78: The Slave Compound

This area was home to the multitude of slaves who worked in the farm and garden areas and as servants to the Drow.

76 was a central courtyard where the slaves received their instructions and reprimands for the day.

77 was the area devoted to the Slavemasters' Quarters.

78, 79, 80 were the sleeping quarters for the slaves. They are filled with the remains of rotting mattresses and bedclothes, crammed closely together. Room 79 also is infested with a horde of incredibly hungry fleas.

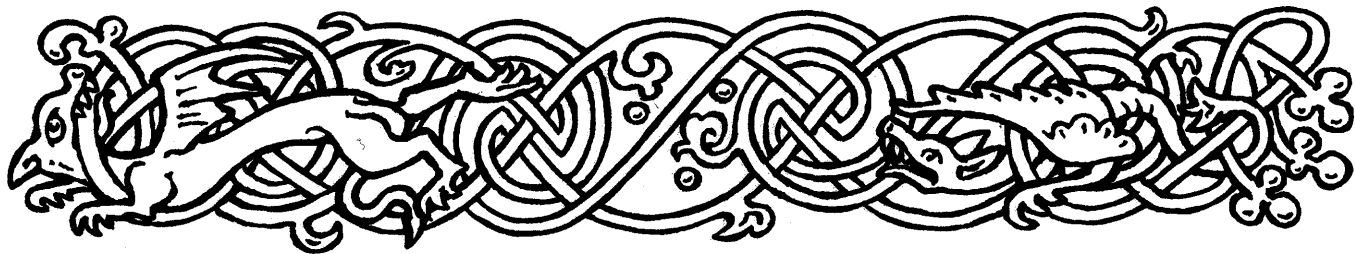
81, 82, 83 are communal dining areas, with rows of tables and benches.

84 was the kitchen for the slave compound. There are two massive hearths and several rusted cooking pots of exceptionally poor quality.

Room 85: The Counting House

This room contains several chests and boxes. It appears to have been a storeroom of some kind. There





was once a strong door protecting this area, but it has rotted away. One of the boxes in the back seems to be split along the top, and the glint of golden metal can be seen shining through. Just inside the door is a small gem.

This is not at all what it appears. This innocent-looking room is in reality the lair of a greater mimic (see MC cards in this product) using its illusion powers to lure someone inside for a look. The greater mimic covers most of the floor in this room and has disguised itself to look like a storeroom filled with boxes of coins and valuables. The gem inside the door is real, placed there by the greater mimic to lend credence to the illusion. It is a ruby worth 150 gp.

The greater mimic waits patiently until the party has entered the room, then folds itself around them to attack. If it appears to be losing the ensuing fight, the greater mimic gladly negotiates with the party, trading any information the DM wants them to have about this region for its life.

Room 86: The Inn

This appears to have once been a tavern or music hall. Strangely, you had never thought of the Drow of having such entertainments in their cities.

This is just what it appears to be. This was once the best bar in town, as well as the only one. Only drinks and foods not requiring extensive preparation, such as breads, cheeses, and fruits, were served here, as the proprietor, a former entertainer himself, wanted the focus to be on the amusements and the drink.

If the room is searched, a loose board behind the bar yields a strongbox with over 200 platinum pieces in it. These ancient Drow coins fetch up to ten times their face value if sold to a collector.

The party also finds, on a corner wall behind the stage area, the clumsily scribbled words "Folon was here."

Room 87: The Storeroom

This is where the liquid refreshments and nonperishable foodstuffs for the establishment were stored. Most of the barrels have split open, spilling their contents in a now dried and sticky puddle on the floor, and the place reeks strongly of long-soured ale. If the PCs can stand to remain in here long enough to search the room, they find six bottles of wine that are still intact. The liquid inside has, of course, turned to wine vinegar.

The Arena

Room 88: Confrontation

This area is a vast cavern, perhaps 50 feet high and so large you cannot see its size in the darkness. Near you, you can make out tiers of seats stretching up and around the walls.

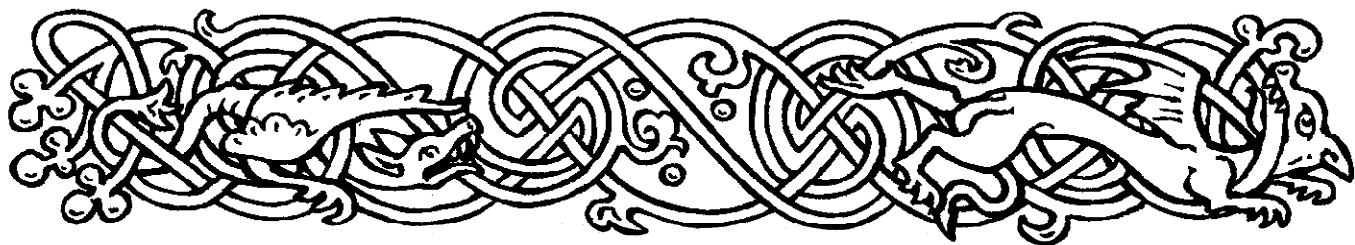
This is where Muiral meets the characters for their final battle. This immense arena was used for gladiatorial combats between slaves and wild beasts captured in Undermountain. Today it will be the scene of yet another contest to the death.

When the party enters this arena, a *wall of force* appears across the opening to the outer halls. A voice rings out and a dim but serviceable illumination springs into place, enabling the party to see the full size of the room. The voice is that of Muiral calling out a challenge to the characters.

"So you think you are strong enough to best me? I know that is why you have come to this place. And that is why I have been waiting here for you. For I am Muiral. Muiral, do you hear? The very name should make you tremble with fear. You silly little wretches will soon feel the power that is mine to command! For mine is the only way. If you seek to leave this place you must go through me. Kill me if you dare!"

Muiral then appears, in all his hideous glory, in a flash of light and smoke, accompanied by six wraith-





spiders and up to 10 undead minions if the strength of the party warrants it. He uses all of his resources to fight the characters and gives no quarter. The creatures accompanying him also fight to the death. He is quite prepared, even in his madness. He has been watching the party all along, and is ready for any special tactics that they have been using. Remember, too, that his *horned ring* absorbs any *magic missiles* or electrical attacks to power its own magics.

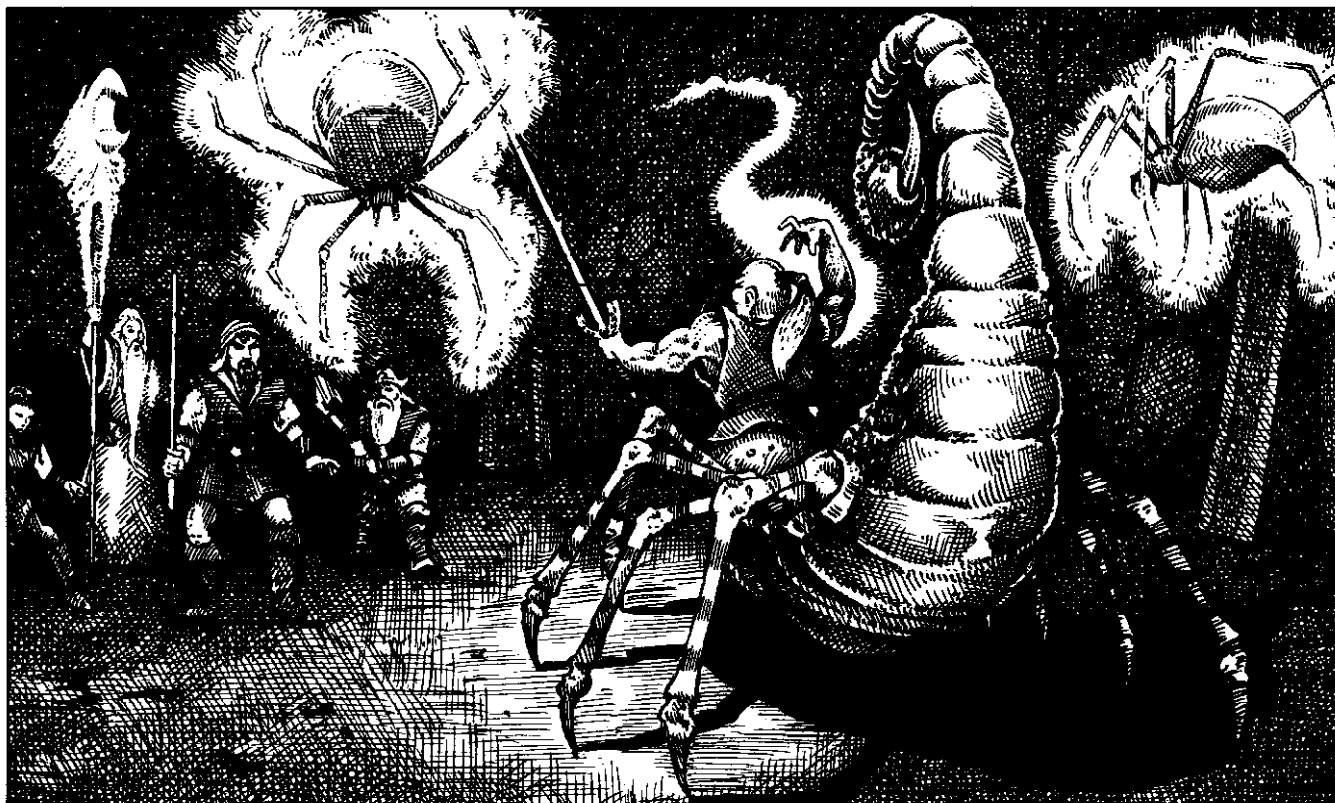
The statues at the four corners of the arena, visible once Muiral has illuminated the cavern, are of mages pointing wands toward the center of the arena and are saved by Muiral as his ace in the hole.

Muiral begins his assault with a massive damage spell such as chain lightning. He continues to use area effect spells as long as he can, trying to keep enemy spellcasters off-balance. If forced to enter into melee, he uses his two-handed *vorpal sword* +3. If truly hard pressed, Muiral uses his control of the statues in the corners to project a 6-die *lightning bolt* at one opponent in the arena once every other round. He can do this from any statue he chooses, and can do this as

well as his regular action for the round. He must roll an attack for the lightning, and the bolt strikes only one person.

If Muiral is reduced to 20 or fewer hit points, he immediately *teleports* to safety. He then heals and reequips himself, and waits for a chance to work his revenge on the party at a later date. If he is killed before he has the chance to do this, his body is immediately *teleported* to a place deep within Undermountain where he has set up healing and restorative magics for just such an emergency. The party does not encounter him again within the Gauntlet, but may well live to regret having made such a powerful enemy should they escape.

Muiral: CE Hm F9/W13; AC 3; MV 15; HP 89; THAC0 12 (9 w/ sword); #AT 2 + special; Dmg 1-6 + poison (tail sting)/spell or weapon type: 1-10 + 3/3-18 + 3 (*vorpal sword* +3); SA: *control undead* to 300', ESP (permanent and automatic), *mind blank*; SD *Ring of fire resistance*; CON 16; INT 18. Spells (5,5,5,4,4,2): *chill touch*, *color spray*, *magic missile* ×3;





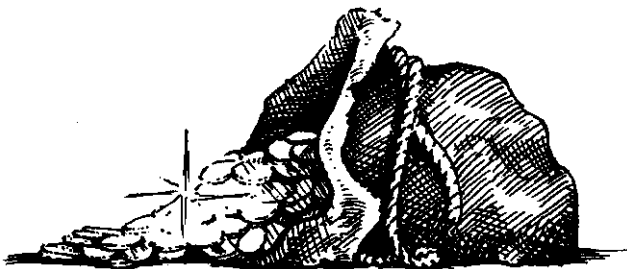
alter self, create water, flaming sphere, web, infratorch; dispel magic, fireball, fly, haste, lightning bolt; charm monster, dig, enervation, polymorph other; animate dead, hold monster, monster summoning III, wall of force; chain lightning ×2.

The Way Home

The inner walls of the arena are covered with murals of different terrains common to the Forgotten Realms. If Muiral is slain or driven away, the party is free to examine the pictures.

Eventually, they discover one that looks like a familiar area, perhaps near the place from which the *gate* originally brought them here. All of the paintings react to a *detect magic* spell. If a character places both hands flat against the picture, she or he appears to be transported into the mural. (Take the player aside until the situation is resolved—no sense spoiling the surprise for everybody.) When all in the party have been drawn into the picture, they all are released in the area depicted.

There is, of course, no predicting which picture they want to try (or may accidentally activate), and if they enter another mural they could be transported to a completely unknown destination, perhaps leading to another adventure.



Muiral's Gauntlet: Areas of Interest

A. There is a mirrored surface of some sort here that can function as a *gate* once Muiral has activated it. This might be a mirror on the wall, a shiny piece of metal, a pool of still water, and the like. Anyone breaking a mirror or destroying a mirrored surface anywhere in the complex is the victim of a *cause serious wounds* spell.

B. These are magic-dead areas. Spells cannot be cast (but are not wasted), currently running spell effects are negated; magical weapons and armor are regained while in these areas, and magical items do not function.

C. There is a large pile of bones here, picked quite clean, which if carefully examined by anyone familiar with this creature, prove to be the skeleton of a small dragon (about 30' long).

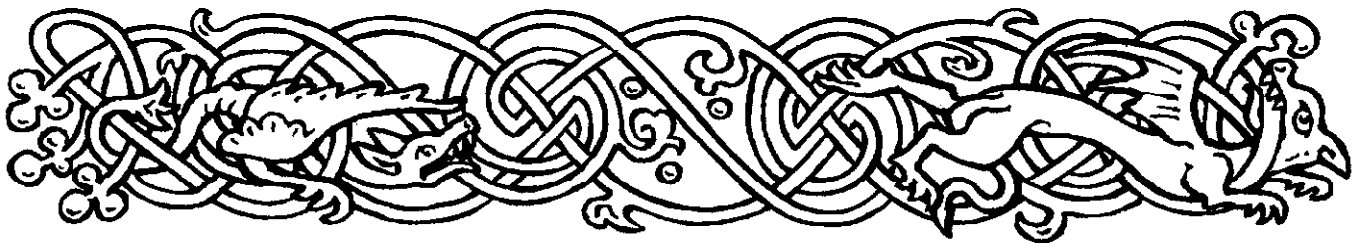
D. This is where a pack of mites has set up a trip wire to surprise unwary opponents. Once someone in the party has sprung any of these traps, the PCs find themselves infested with mites on a regular basis. The pack follows the PCs, staying out of sight, until the party trips another wire trap or is otherwise distracted but not in combat. Then the pack reappears and tries to harass the characters and steal their bright shiny gems.

Gremlin, Mite (24): Int Low; AL LE; AC 8; MV 3; HD 1-1; THAC0 20; #AT 1; Dmg 1-3; SA Nil; SD Nil; MR Nil; SZ T; ML 8-10; XP 35 each.

The mites are constantly twittering and chattering amongst themselves but are quite adept at staying out of sight, since they are small and cowardly.

E. This is the lair of the mite pack. There are many sparkly gems here. The mites have accumulated many coins (15 sp, 23 gp and 13 pp), which are scattered around the floor. The gems are in a neat pile in the





corner: 3 gems worth 400 gp each, 8 worth 250 gp, 10 worth 75 gp, and 32 worth 10 gp. The mites make every attempt to lead the party away from here or otherwise defend their treasure. There are trip wires every three feet, and 25% of them are connected to nets which drop on the party, allowing the mites to swarm over them. Just before the party reaches the gems, they must avoid the deep pit trap in the floor (10' deep and 6' square. The pit is covered with a loosely secured net which is camouflaged with debris and rubble.

F. There is a nest of giant spiders here, and many webs.

Spider, Giant (3): Int Low; AL CE; AC 4; MV 3, Wb 12; HD 3+3; THAC0 17; #AT 1; Dmg 1-8; SA Poison; SD Nil; MR Nil; SZ L; ML 13; XP 420 each.

G. This corridor is filled with webs. Behind them are the spinners of these webs: huge watch spiders.

Spider, Huge (Watch) (7): Int Low; AL N; AC 6; MV 18; HD 2+2; THAC0 19; #AT 1; Dmg 1-6; SA Poison; SD Nil; MR Nil; SZ M; ML 8; XP 270 each.

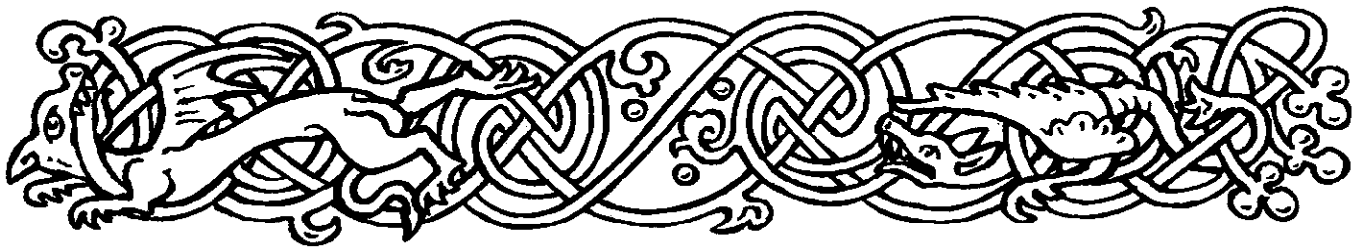
H. Entering this area subjects the party to a buildup of toxic gases. The characters must save versus breath weapon or spend 2d4 rounds choking and retching. All combat rolls are made at -1 for another turn.

J. The stone carvings in these areas are a perfect hiding place for gargoyles.

Gargoyle (2-5): Int Low; AL CE; AC 5; MV 9, Fl 15 (C); HD 4+4; THAC0 15; #AT 4; Dmg 1-3/1-3/1-6/1-4; SA Nil; SD +1 or better weapon to hit; MR Nil; SZ M; ML 11; XP 420 each.

K. The mirrored surface in this room is a framed mirror, propped up in the corner of the room. Anyone looking behind it finds a *gauntlet of evertorch*. (See "New Magical Items.")





New Spells



The following section includes spells for both priests and wizards. Many are possessed by NPCs within the Deep Levels, and PCs are likely to encounter them in this fashion.

Scrolls containing the spells should be few and far between; make magic-wielding PCs work for these rare rewards.

Priests' Spells

High level priests nestled in the catacombs of Undermountain have spent years researching new magics. Many of these, priests of Malar the Beastlord, have added spells to the Animal sphere. It is up to the DM whether PC priests can gain these spells through research.

The following spells present these new clerical enchantments that can be discovered on scrolls hidden within the deep ways. Priests with these spells are more formidable foes. Some of the characters detailed in the NPC section have these spells in their repertoire.

Third-Level Spell

Hold Metal (Enchantment/Charm)

Sphere: Charm
Range: 30 yards
Components: V, S
Duration: 1 round/level
Casting Time: 6
Area of Effect: 5 sq. feet/level
Saving Throw: None

By casting this spell, the priest causes all ferrous metal (iron, iron alloys, steel) within his area of effect to be held fast, just as a character would in a *hold person* spell. Swords being swung, pendulum blades arc-

ing, and other objects stop in mid-motion. Although these metal objects can be touched, they cannot be moved for the duration of the spell. It is as if the metal weighed tons or was held fast by *sovereign glue*. This spell can prevent individuals in the area of effect from drawing weapons or from removing metal (or part-metal) objects in the area of effect. The spell is especially useful against individuals clad in chain mail or plate mail. An individual wearing metal armor will find he cannot move until the spell wears off.

Further, anyone wearing metal who enters the area of effect finds the metal in his or her possession is also affected by the spell.

Fourth-Level Spells

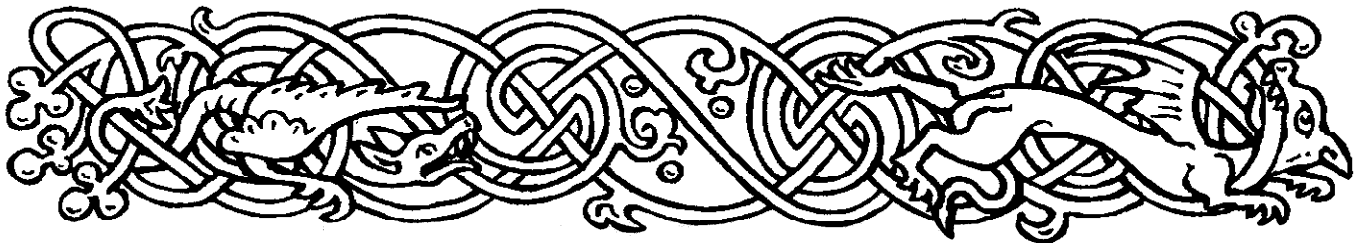
Find Companion (Conjuration/Summoning)

Sphere: Animal
Range: 1 mile/per two levels
Components: V, S, M
Duration: Special
Casting Time: 1 hour
Area of Effect: 1 familiar
Saving Throw: Special

This spell is similar to the first-level wizard spell, *find familiar*, but is in some respects more powerful. Priests casting this spell are attempting to summon an animal for aid and companionship. Like wizards, priests can have only one companion at a time, and they have no control over what creature answers the call unless they couple the spell with animal summoning.

No matter the creature summoned, it will have greater intelligence and a longer life span than others of its kind. Priest companions have an intelligence of 4 or 5. Priests gain the heightened senses of their companion, granting them a +1 bonus to all surprise rolls.





Priests are linked to the animal companion telepathically, and can give it directions telepathically or verbally. In return, the priests can understand the thoughts and sounds of their animal companion, as if they were using a *Speak with Animals* spell.

If the companion is separated from its priest by more than a mile for more than one day, it loses 1 hit point a day until it dies.

Unlike a wizard's familiar, a priest's companion does not gain the priest's saving throws. Further, the priest does not suffer physical damage if the companion dies.

Priests can attempt to find a companion once a month until they are successful. The process involves an hour-long prayer session in which priests must ask their deity for a companion and burn 100 gp worth of incense during the process. Immediately after the spell is complete, priests know if they were successful. The companion will arrive at the spot the spell was cast within 1-4 hours.

Striking the companion or withholding its food causes the spell to fail, at which time the companion is no longer held and can freely depart. That kind of animal will no longer become a companion to priests who lose their companion in this manner.

A priest's familiar typically has 4-12 hit points, plus 1 hit point per level of the priest, and an Armor Class of 7.

D20

Roll	Familiar	Sensory Powers
1-3	Wild dog	Smell, hearing
4-6	Eagle	Distance vision
7-9	Wild boar	Smell, hearing
10-12	Fox	Smell, hearing
13-15	Giant rat	Night vision
16-18	Badger	Smell
19-20	No familiar available in range	

Animal Sight (Alteration)

Sphere: Animal

Range: Touch

Components: S

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Creature touched

Saving Throw: None

This spell is often employed by priests who have companions. By casting this spell upon an animal, the priest literally sees through that creature's eyes. Wherever the animal travels for the duration of the spell, the priest will see whatever it sees.

During this time, the priest must be stationary and concentrate on the animal. Damage caused to the priest interrupts the spell.

This spell is especially useful when the priest wishes to spy on other individuals or discover the lay of a territory before entering it personally.

Fifth-Level Spells

Hard Water (Alteration)

Sphere: Elemental

Range: Touch

Components: V, S, M

Duration: 1 turn/+ 1 round per level

Casting Time: 1 turn

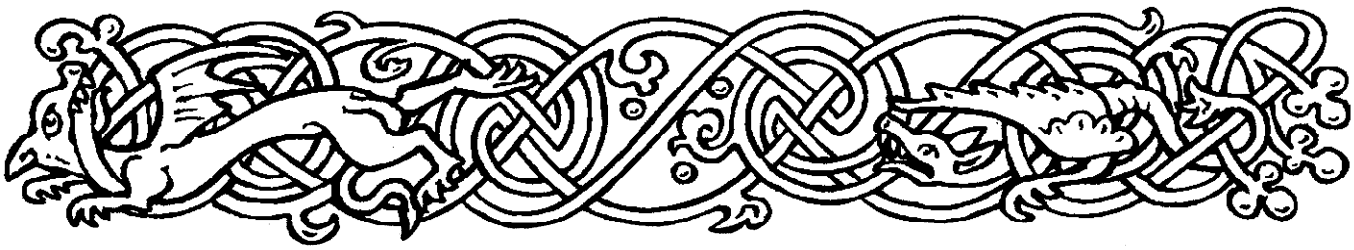
Area of Effect: 10 cubic feet/level

Saving Throw: None

This spell turns water into a rock-hard substance. Magical or enchanted water is not affected by this spell. The hard water retains its color and its content; however, it is solid for the duration of the spell. The amount of water affected cannot exceed 10 cubic feet (approximately 75 gallons) per the priest's level.

Creatures, such as fish, insects, and humans, imbedded in the hard water are not injured or killed, and they do not suffocate. They are simply held until the spell has run its course. The spell can be negated before its duration expires by casting a successful *dis-*





pel magic on the hard water. The priest can cancel the spell at will.

Priests casting the spell can designate the depth to which the water becomes hard. For example, a priest casting *hard water* on a river can specify that only the surface of the water becomes hard, thereby making it possible to walk on.

The material components for the spell are a flask of water and a stone.

Float (Alteration)

Sphere: Creation

Range: Touch

Components: V, S, M

Duration: 2 turns + 1 turn per level

Casting Time: 1 turn

Area of Effect: Object touched

Saving Throw: None

This spell allows the priest to bestow a form of magical flight upon an object weighing 500 pounds or less. The priest moves the object through concentration, causing it to move either vertically or horizontally at a movement rate of 6-half that if ascending or descending. The maneuverability class of the object is C. Further, the caster can cause the object to hover motionless, suspended in the air. Disrupting the caster's concentration ends the spell.

The material component for the spell is a bit of down from a duck.

Rage (Alteration)

Sphere: Combat

Range: Touch

Components: V

Duration: 1 turn/+ 1 round per level

Casting Time: 5

Area of Effect: One creature

Saving Throw: None

Casting this spell invokes a battle rage that temporarily raises Strength, combat abilities, and hit points. The affected individual's Strength is raised to

18 (19 if the individual already has an 18 Strength), regardless of racial maximums. The individual gains an additional attack per round and enjoys a 10-hit-point bonus for the duration of the spell. Further, the individual gains a +1 bonus on initiative and a +2 bonus on saving throws made while the spell is in effect.

Despite the battle fervor, the enraged creature can tell friend from foe with a successful Intelligence check at -2. However, enraged creatures are so intent on combat that they cannot cast spells.

After the spell elapses, the individual is exhausted and must rest 1 turn before engaging in combat or other stressful activities again.

Sixth-Level Spells

Animal Transfer (Alteration)

Sphere: Animal

Range: 60 yards

Components: V, S

Duration: 3 turns + 1 turn per level

Casting Time: 1 turn

Area of Effect: 1 creature

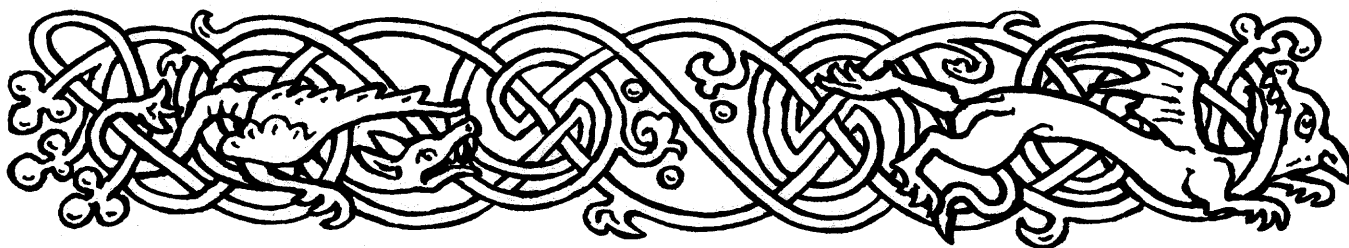
Saving Throw: Special

Casting this spell transfers the priest's mind into the body of a designated animal. The priest gains all the senses and abilities of the animal, including its hit points, Armor Class, and movement rate, and is in full command of the animal form. For example, a priest could elect to transfer his mind into the body of a hawk and fly over an area to determine the terrain, occupants, and other conditions.

While the spell is in effect, the priest's body is motionless and vulnerable. The priest is unaware of his body or anything that might be happening to it. The animal's mind is suppressed throughout the duration of the spell.

If the priest's body is killed, the priest's mind is stuck in the animal's body until the animal dies or a wish is cast to alter the priest's situation. If the animal dies while the spell is in effect, the priest suffers 1-12 points of damage and must make a successful Wisdom check or suffer a mild form of insanity for a number of





rounds equal to the elapsed time of the spell. The priest's mind returns to his body.

The spell can be cast on warm-blooded creatures of animal intelligence or less; the creatures do not receive a saving throw. Animals of greater intelligence, such as blink dogs, displacer beasts, familiars, and other such creatures receive a saving throw versus spells. A successful save means the spell was wasted and the animal was unaffected.

Break Limb (Alteration) (Reversible)

Sphere: Necromantic/Healing

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 6

Area of Effect: Limb touched

Saving Throw: Negates

This devastating spell enables the priest to break an opponent's arm or leg by touching it. In addition to snapping the limb, the spell inflicts 1-10 points of damage. If the target makes a successful saving throw versus spells, the break does not occur, but the individual still suffers 1-10 points of damage from the powerful enchantment.

The effects of the spell vary based on the limb touched. For example, if the priest breaks an individual's weapon arm, that individual cannot wield a weapon. If the priest breaks an individual's shield arm, the victim cannot use a shield with that limb. If the priest breaks a target's leg, the individual cannot stand without aid and is reduced to a 3 movement rate-crawling or hobbling about on one leg. Breaking both legs (two castings) incapacitates the victim.

The reverse of this spell, *mend limb*, causes broken bones to fuse correctly together.

A limb broken by this spell only can be mended by a month of bedrest, a *mend limb* spell, or a heal spell.

The material component of this spell is a broken bone from any animal.

Seventh-Level Spell

Faithful Mount (Enchantment/Charm)

Sphere: Animal/Charm

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Creature touched

Saving Throw: Negates

Casting this spell places a mount under a powerful magic that combines the effects of *charm mammal* and *speak with animals*. The mount remains loyal to the priest who cast the spell, and the two can converse as if under a permanent *speak with animals* spell.

Further, the mount receives a +3 bonus to fear spells and additional *charm mammal* spells.

Mounts that can be affected include horses, ponies, mules, donkeys, rhinoceri, elephants, griffons, hippogriffs, pegasi, unicorns, and other animals that can be ridden. The mount is allowed a saving throw versus spell. Success means the animal is not affected by the spell, nor can it be affected by subsequent castings of the spell by the same priest.

The material component for the spell is a lump of sugar.

Wizard Spells

Second-Level Spells

Create Water (Conjuration) (Reversible)

School: Conjuration

Range: Touch

Components: V, S

Duration: Permanent

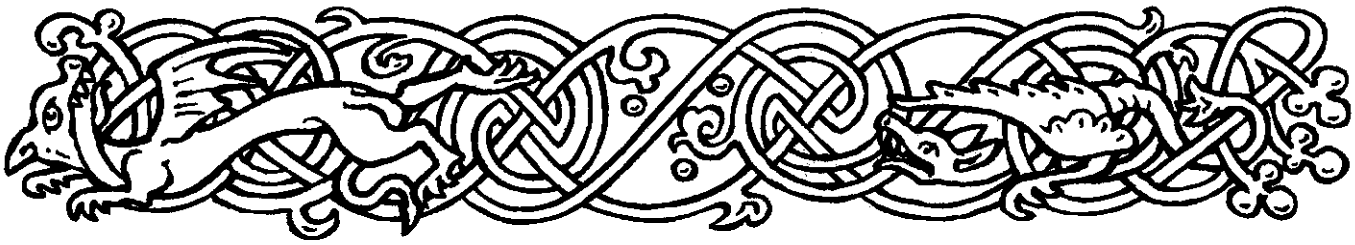
Casting Time: 2

Area of Effect: 1 gallon per level of caster

Saving Throw: None

This spell allows a wizard to create pure, cool water. The water is crystal clear and sparkling; those who





drink it are certain it is the best water they have tasted.

This enchantment is favored by adventuring wizards who memorize the spell to ensure that they will have drinking water during their journeys.

The reverse of this spell, *destroy water*, allows a wizard to instantly evaporate one gallon of water per level of experience.

Infratorch (Alteration)

School: Alteration

Range: Touch

Components: V, M

Duration: 1 turn per level of caster

Casting Time: 2

Area of Effect: 1 wooden object

Saving Throw: None

A wizard casting this spell creates a special torch that allows all those within a 15' radius to see as if they had infravision. The infravision extends 60 feet from the torch.

The torch does not give off light or heat, and looks like nothing more than a burnt-out torch or piece of wood.

Infratorch can be cast only on wooden objects, such as staves, torches, sticks, etc.

The material component for this spell is a piece of wood.

Third-Level Spell

Grease Slick (Alteration)

School: Alteration

Range: 10 yards

Components: S, M

Duration: 2 rounds per level of caster

Casting Time: 3

Area of Effect: 15' by 15' area

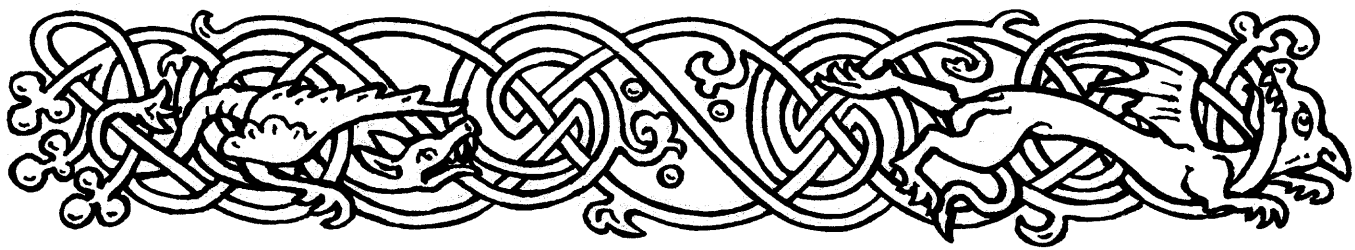
Saving Throw: Special

This variation of the grease spell allows a wizard to create a spray of grease that erupts from his fingertips and can extend up to 10 yards away from his body. The grease coats all objects within a 15' by 15' target area.

Objects coated by the grease become slippery, slimy, and subject to the effects of a grease spell. Further, characters in the area of effect who are carrying weapons and other objects must make a successful saving throw vs. spell at a -2 penalty for each object. Failure means the object slips from the character's grasp. Characters attempting to pick up greased items must make a successful saving throw vs. spell at a -3 penalty to grasp any one object.

The material component of this spell is a pinch of lard.





New Magical Items

Some of the magical items found in the depths of Undermountain are new, appearing nowhere else in AD&D® 2nd Edition material. These are detailed below for the DUNGEON

MASTER™ who wants to augment the magic found in the DUNGEON MASTER *Guide* and *Tome of Magic*.

The “XP value” listed for each item is the suggested experience points gained by a character who successfully creates the item. It is not awarded to individuals who simply find or use the item. The “gp value” is a recommended guide for DMs who want to establish a market value for a particular item. Of course, as with any magical item, the price depends on the rarity of the item and on finding a buyer. These values should be kept secret from characters who are not familiar with the items.

Amulet of Free Passage

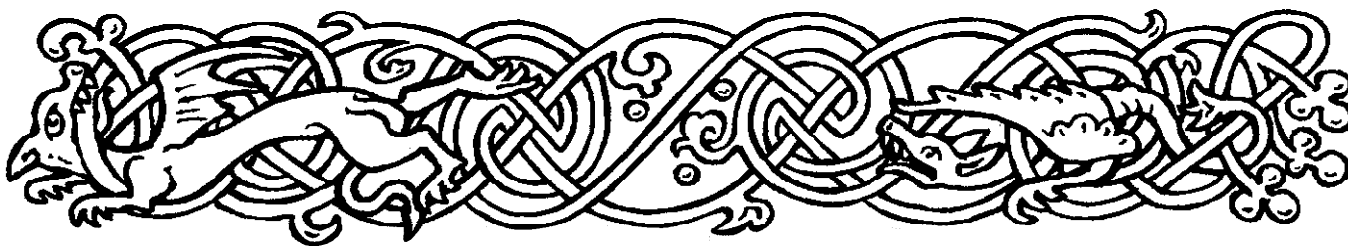
XP value: 300

gp value: 200

These amulets were fashioned by Muiral, in one of his few lucid moments, to transport opponents to the end of his Gauntlet for the final confrontation with himself. The rectangular silver amulets are strung on silver chains, and each bears the inscription “I am the only way out” in Drow (so that they appear to have been left here by the former inhabitants). They radiate faintly of magic if same is detected for.

When an *amulet of free passage* is placed around a person’s neck, Muiral becomes aware of that individual’s presence in his Gauntlet, and begins to observe the individual’s movements and activities through





his crystal ball. Once Muiral has determined that all of the adventurers in a particular party are wearing his amulets, he activates his mirrored gates, which are scattered throughout the complex. The first gate the party passes after that point draws them in and teleports them all to the second portion of the Gauntlet (rooms 72-88). Roll 1d6 and consult the table below to see where the party appears.

Roll	Location
1	Room 72*a
2	Room 74*b
3	Room 75*c
4	Room 75*d
5	Room 75*e
6	Room 88*f

The teleportation is a terrifying experience for the adventurers, beginning with a hideous transformation of their reflected forms into monsters, and ending with a blinding and disorienting flash.

Arrow of Healing

XP value: 60 (each)
gp value: 120 (each)

These finely-made arrows are rare and believed to have been crafted by a sect of priests long dead. The shaft of an *arrow of healing* is a simple smooth piece of wood. The fletching is usually very colorful—bright greens, blues, and reds—possibly the feathers of parrots. The arrowhead is chipped slate enchanted with a powerful healing spell.

When the arrowhead is imbedded into a target, whether by firing the arrow at the target or thrusting it as a spear or dagger, the arrow causes 1 point of damage. However, once imbedded, the arrowhead releases a curative spell that heals 2-20 (2d10) points of damage. The arrowhead is consumed by the spell, and the shaft can be easily removed.

Sages speculate these arrows were fired at fighters who were wounded in battle, helping them to stay in the front ranks longer.

A typical treasure holds 1-6 *arrows of healing*.

Arrow of Pain

XP value: 60 (each)
gp value: 180 (each)

These arrows look much like arrows of healing. However, close scrutiny reveals razor-sharp, toothy-edged arrowheads. A creature struck by an *arrow of pain* suffers 1d6 points of damage, making it appear no different from other arrows. However, if the arrow remains imbedded in the creature, that creature suffers 1-4 points of additional damage for the subsequent 3 rounds.

A typical treasure holds 2-16 (2d8) *arrows of pain*.

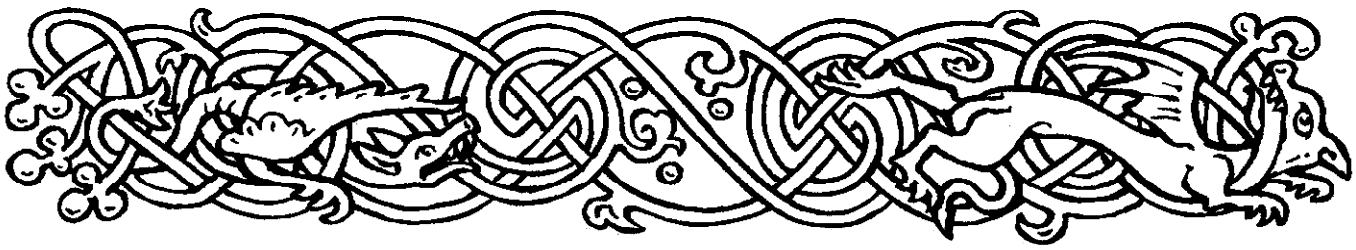
Belt of the Beast

XP value: 3,000
gp value: 30,000

Created by high-ranking priests of Malar and bestowed upon their favored followers, belts of the beast allow their wearers to gain one animal attribute. These belts are made of preserved animal skin, the kind of skin dictating the belt's powers. Further, the belts are embossed with the images of animals. Usually, the image portrayed gives some hint of the belt's purpose. A dozen different belts have been found, and more are believed to exist. Roll 1d12 and consult the following table to determine the function of the belt of the beast discovered.

1. (Monkey skin) Climbing. The wearer can climb like a monkey, gaining a thief's climb walls ability at 75% and climb trees at 90%.
2. (Shark skin) Swimming. The wearer gains the nonweapon Swimming proficiency at a score of 18, and swims as well as a shark. If the wearer already has the Swimming proficiency, the score increases to 20.
3. (Lynx skin) Cat's feet. The wearer will land on his feet whenever he falls and will suffer the minimum amount of damage possible.
4. (Owl skin and feathers) Night vision. The wearer gains the vision of an owl, seeing in darkness





up to 120'. This does not confer infravision.

5. (Wolf skin) Tracking. The wearer gains the nonweapon Tracking proficiency at a score of 18. If the wearer already has the Tracking proficiency, the score increases to 20.

6. (Monkey skin) Monkey agility. The wearer adds 1 point to his Dexterity while wearing the belt.

7. (Chameleon skin) The wearer can change his coloration at will to match the background, rendering him nearly invisible. Observers have only a 20% chance to notice him while he is stationary, a 50% chance if he is moving.

8. (Hawk skin and feathers) Flight. The wearer can fly like a hawk, with feathery brown wings extending from his back. The belt grants the wearer flight, MV 24 (C), for up to three hours a day (consecutive or otherwise).

9. (Crab shell plates) Crustacean armor. The wearer of this belt has a red tint to his skin. While the belt is worn, his skin remains hard like the shell of a crab, although it is pliable so he can walk and move normally. This grants him a natural AC of 5.

10. (Porcupine skin and quills) Once each day, a bevy of quills sprouts from the wearer's arms—regardless of what he is wearing. The quills magically appear through cloth, armor, or enchanted garments. The wearer can fire these quills in up to six bursts, one a round, with each burst having 20 quills. The wearer must make an attack roll; a successful hit causes the quills to become imbedded in a target. The target suffers 20 points of damage, save vs. paralyzation for half damage. A successful save assumes the target was able to dodge some of the quills.

11. (Bat skin) Bat radar. The wearer gains an ability that allows him to move about in darkness by detecting where walls and other objects are.

12. (Bear skin) Bear existence. The wearer is able to fish and forage as well as a bear. This belt grants the wearer the nonweapon proficiencies of Fishing and Foraging, each at a score of 17.

Bowstring of Accuracy

XP value: 250

gp value: 2,000

By attaching this magical string to either a magical or nonmagical longbow or short bow, the wielder is able to transform normal arrows fired from the bow into *arrows +1*. Bowstrings of accuracy are found with 10-100 charges (10d10). Each time an arrow is fired, a charge is expended, and the arrow becomes +1. Arrows that are already magical gain an additional plus when fired from the bow.

Bracers of Revelation

XP value: 350

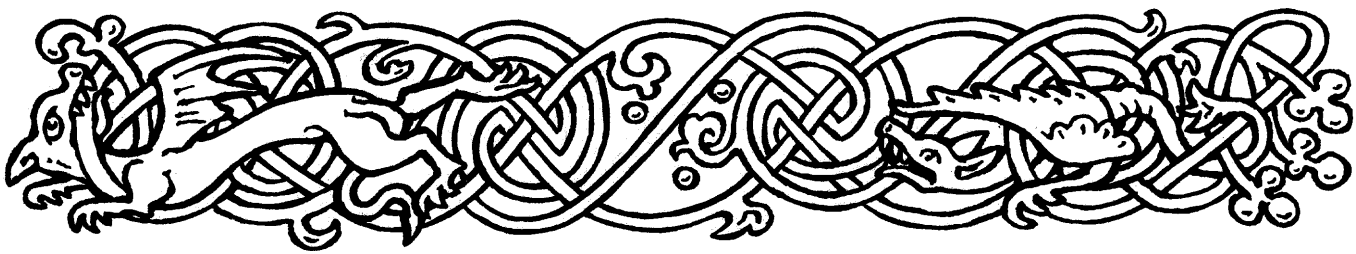
gp value: 9,000

An individual wearing these highly-polished bands can tell much about those he meets. By shaking the hand of another person and expending a charge by force of will, the wearer can determine the class or occupation of the person. By expending two charges, the wearer can determine the individual's alignment. The bracers will reveal no information if the target is wearing an *amulet of proof against detection* or is cloaked by similar magic. The bracers are usually found with 4-40 (4d10) charges and can be recharged.

The bracers glow the following colors based upon the target's alignment:

Green	Lawful Good
Blue	Lawful Evil
Red	Chaotic Good
Pink	Chaotic Evil
White	Neutral Good
Gray	Neutral Evil
Black	Chaotic Neutral
Orange	Neutral





Cloak of Malar

XP value: 4,500
gp value: 45,000

These rare and powerful cloaks are prized by priests of Malar. They often are made of animal skin, such as tiger, lion, or jaguar. All of the cloaks are enchanted with a variation of a *polymorph self* spell. The individual wearing a *cloak of Malar* is able to transform into the animal whose skin is represented by the cloak. For example, a cloak which looks like it was made from the pelt of a black panther would allow its wearer to transform into a black panther.

The cloak permits three transformations per day, with each transformation lasting up to one hour. The wearer can end the transformation earlier by willing it. All items carried by the wearer meld into the animal form. The wearer gains the abilities of the animal, but retains his or her Intelligence and Wisdom. Further, the wearer retains his or her Armor Class, but gains no other benefits of magical items in his or her possession.

Comb of Beauty

XP value: 300
gp value: 3,000

Typically worn only by women, a comb of beauty appears as an ornate hair ornament, often decorated with pearls or small gems. Fastening the comb to the hair releases the magic. The wearer's hair is transformed into a flowing, curly mass that extends to his or her waist. The hair is perfectly styled, will never tangle, and is always clean. Further, the comb increases the wearer's Charisma by 2.

Cream of Long Years

XP value: 400 (per full jar)
gp value: 40,000 (per full jar)

Found in jars with six applications, this cream is a thick mixture that is pasty and lumpy. Rubbing the

cream over a patch of exposed living or dead flesh releases the magic. Individuals using the cream shed the effects of one year of aging per application. Only one application of cream can be used per day.

The cream, derived from *potions of longevity*, is sought by wealthy women, adventurers who have succumbed to unnatural aging, and powerful undead. When applied to undead flesh, the cream magically keeps the skin from deteriorating, thus allowing liches and other creatures to frequently pass for living beings. One such application of cream on undead will preserve the skin for three months. Powerful undead have been rumored to keep dozens of jars of the cream so they can remain as lifelike as they were before they died.

Decanter of Salt Water

XP value: 250
gp value: 4,000

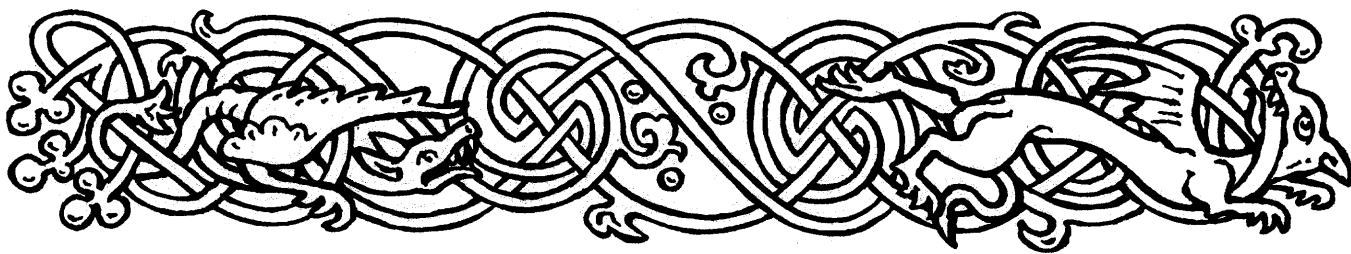
This magical one-quart skin turns any liquid placed inside it into salt water. This includes potions, which lose all magical properties, poisons, tainted or fetid water, wines, ales, etc. The waterskin functions up to eight times a day.

Earring of Deception

XP value: 500
gp value: 35,000

Appearing as nothing more than a simple gold ring, an *earring of deception* is a powerful magical item that prevents others from knowing if its wearer is telling a lie. The earring functions when it is looped through an earlobe. Even characters who cast *detect lie* spells, *ESP*, and other enchantments are convinced that whatever the wearer of the earring says is truthful. The earring functions continuously and only faintly radiates magic if a *detect magic* spell is cast.





Gauntlet of Evertorch

XP value: 700
gp value: 2500

This looks like an ordinary leather gauntlet, well made. The wearer can keep any torch or fire source burning for as long as the torch is held by the gauntleted hand. This magic will work on anything from as small as a match or candle to as large as a burning pole. It will not work on enclosed flames, such as lanterns or lamps. Note that it will in no way increase the size of the fire or the volume of light shed by the flame, simply the duration of the fire.

The gauntlet will also prevent the wearer from being burned by the fire source held in the gauntlet. It offers no protection against any other fire, or any fire- or heat-based attack.

Ghost Bane

XP value: 250 (each use)
gp value: 8,000 (each use)

Usually found in small jars or vials, ghost bane is a rare magical powder valued highly by adventurers and necromancers. When mixed with water and consumed, it protects the imbiber for 24 hours from being aged by a ghost. It is sought after by those who specialize in fighting undead.

Girdle of the Frog

XP value: 400
gp value: 7,000

Although this item has a rather comical name, it is a much valued magical belt useable by any class. The wearer of a *girdle of the frog* gains the Swimming nonweapon proficiency (16). In addition, the wearer can hop up to his movement rate across in feet, clearing any object up to one-third their movement rate high per round. For example, if the wearer has a movement rate of 12, he can hop 12 feet in a single

jump, rising four feet in the air while doing so. The wearer can attack in mid-leap or at the end of his leap.

Horned Ring

XP value: 3000
gp value: 35,000

These iron rings, virtually unique to Undermountain, were created by Halaster to enable the wearers to teleport at will within the dungeons of Undermountain. The wearers can choose the location to which they are transported, and can thus take advantage of the many levels and gates of the region. The rings also break all *wizard locks*, *walls of force*, *holds*, *webs*, and similar magical barriers (excluding *prismatic wall* and *prismatic sphere*) on contact, without harm to the wearer. A horned ring absorbs *magic missiles* and all electrically-based spells and natural effects, and uses this energy to renew its power (again without harm to the wearer).

These rings, of which only eight are known to exist, are recognized by the pair of tiny horns that curve back toward the wearer's hand.

Lion's Tooth

XP value: 600
gp value: 14,000

This rare weapon looks like the fang from a saber-toothed lion or tiger fixed onto a hilt. Although the weapon does not appear sharp, it is treated as a *knife* +3.

The most useful property of the dagger comes into play when its wielder pulls one of his or her teeth and touches the dagger to the hole. The weapon transforms into a tooth and takes the place of the one that was pulled, making it a concealed weapon that is almost impossible to find. When the tooth is touched, it comes loose and turns into the knife.





Mace of Faith

XP value: 1,000
gp value: 18,000

These +2 weapons are finely crafted, and their hafts are usually made of carved and polished wood. However, in the hands of someone with an alignment that matches the mace, the weapon is +3. Further, if the wielder of the *mace of faith* is a priest, the mace can cast the following spells upon its wielder once a day, provided the priest is of the same alignment: *bless*, *cure serious wounds*, *cure disease* and *neutralize poison*. The spells cannot be cast on other individuals. Roll 1d8 and consult the following chart to determine the alignment of the mace discovered. True neutral maces are not believed to exist. The maces can be used by any class.

1 Lawful Good	2 Lawful Neutral
3 Lawful Evil	4 Neutral Good
5 Chaotic Evil	6 Neutral Evil
7 Chaotic Good	8 Chaotic Neutral

Phylactery of Priesthood

XP value: 2,000
gp value: 22,000

This cloth armband is embroidered with symbols and runes and does not radiate magic. Useable only by priests, the armband allows its wearer to select three spells a day that will have maximum effect. For example, a curative spell would heal the maximum amount possible, or a *flame strike* would cause 48 points of damage. The color of the cloth determines the spheres the priest can call upon for maximum effect. Multiple phylacteries can be worn.

Blue:	Animal, Plant, Weather
Red:	Sun, Astral, Summoning
Green:	Healing, All, Combat
Orange:	Charm, Guardian
Gold:	Divination, Elemental
Silver:	Necromancy, Protection

Ribbons of Talutah

XP value: 100 each
gp value: 700 each

Created by the eccentric wood elf sorceress/priest Talutah, these colorful, magical hair ribbons are one-half inch wide and two feet long and are usually made of silk or satin. The ribbons must be worn, and a bow or knot tied in each one, for their magic to be effective. Each color symbolizes a different function, and more than one ribbon can be worn. When a ribbon's magic has been used, the ribbon unties itself, flutters to the ground, and disappears.

Pale green: Casts a *cure serious wounds* spell on its wearer if the wearer falls to 0 or fewer hit points.

Bright blue: Casts a *neutralize poison* spell if its wearer succumbs to the effects of poison.

Scarlet: Absorbs 15 points of *magic missile* damage.

Tan: At the wearer's request, the ribbon recalls into its wearer's memory any single spell of 3rd level or lower.

Lemon yellow: Casts a *cure disease* spell if its wearer succumbs to a disease.

Violet: Grants its wearer a saving throw versus a spell that would not otherwise allow a saving throw.

White: Negates a *silence* spell that is cast on or within 15' of the wearer.

Peach: Absorbs 15 points of magical or nonmagical fire damage.

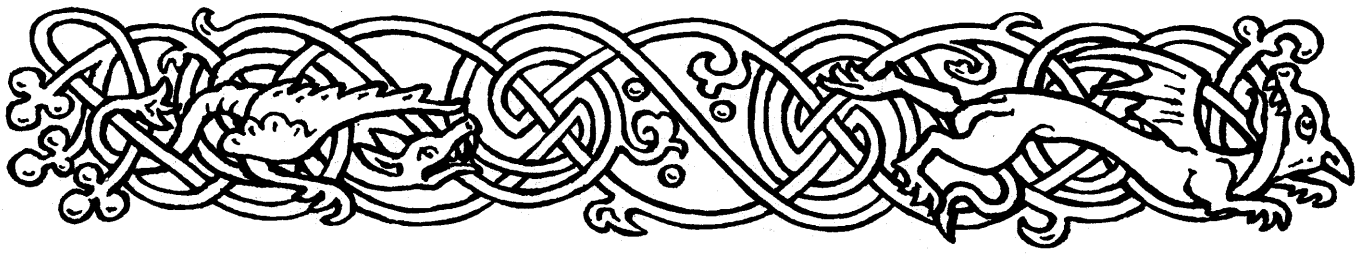
Black: Releases a *feather fall* spell if the wearer falls more than 10'.

Pink: Protects the wearer from one level drain.

Forest green: The ribbon causes the first saving throw vs. spells its wearer must make to be successful.

Gray: Protects the wearer from 15 points of magical cold damage.





Ring of Might

XP value: 250
gp value: 10,000

Created ages ago by powerful specialty priests of Tyr, these simple-looking magical bands engraved with the symbol of Tyr's hammer are useable only by priests. A priest who successfully strikes a target with his fist causes 1-8 points of damage and magically marks the target with the small imprint of a hammer. The ring must be on the hand that does the striking. Strength bonuses can be added to the damage inflicted by the ring.

Ring of the Rat

XP value: 600
gp value: 3,000

Rings of the rat are simple iron bands, sometimes adorned with chipped stones, such as turquoise, jade, or quartz. Individuals who place the ring on a finger instantly become aware of the ring's powers. Their teeth become sharp and pointed, and their fingernails long and edged, lowering their Charisma by 3. The wearer can attack with each clawed hand, once a round, causing 1-4 points of damage per successful hit. Or, the wearer can bite, causing 1-4 points of damage. Creatures bitten must save versus poison or contract a debilitating disease.

In addition, once each day the wearer can summon 2-20 (2d10) common rats or 1-6 giant rats. The rats have full hit points and obey the commands of the ring's wearer for three turns. Then they disappear.

A *ring of the rat* cannot be removed unless a *remove curse*, *limited wish*, or *wish* is cast on the wearer, or the wearer dies.

Scabbard of Enchantment

XP value: 800
gp value: 7,000

These magical scabbards, believed to be created by an order of wizard-fighters devoted to Torm, are tooled leather embossed with gold leaf. When a nonmagical sword is sheathed in the scabbard and resides inside the magical leather, it temporarily gains a +1 enchantment based on the number of rounds it was sheathed. For example, a sword sheathed for 3 rounds will act as a +1 sword for 3 rounds. The maximum amount of time a sword will remain magical is 2 turns.

After unsheathing the blade, it will function as a *sword +1* – and will detect as magical – for the indicated time. The sheath will magically adjust to fit practically any blade, from a short sword to a two-handed sword. Normal swords temporarily enchanted by the scabbard can be effectively used against creatures that only can be struck by magical weapons.

The scabbard also can be used on magical swords. Such a sword sheathed for 3 rounds gains an additional +1 for the following turn.

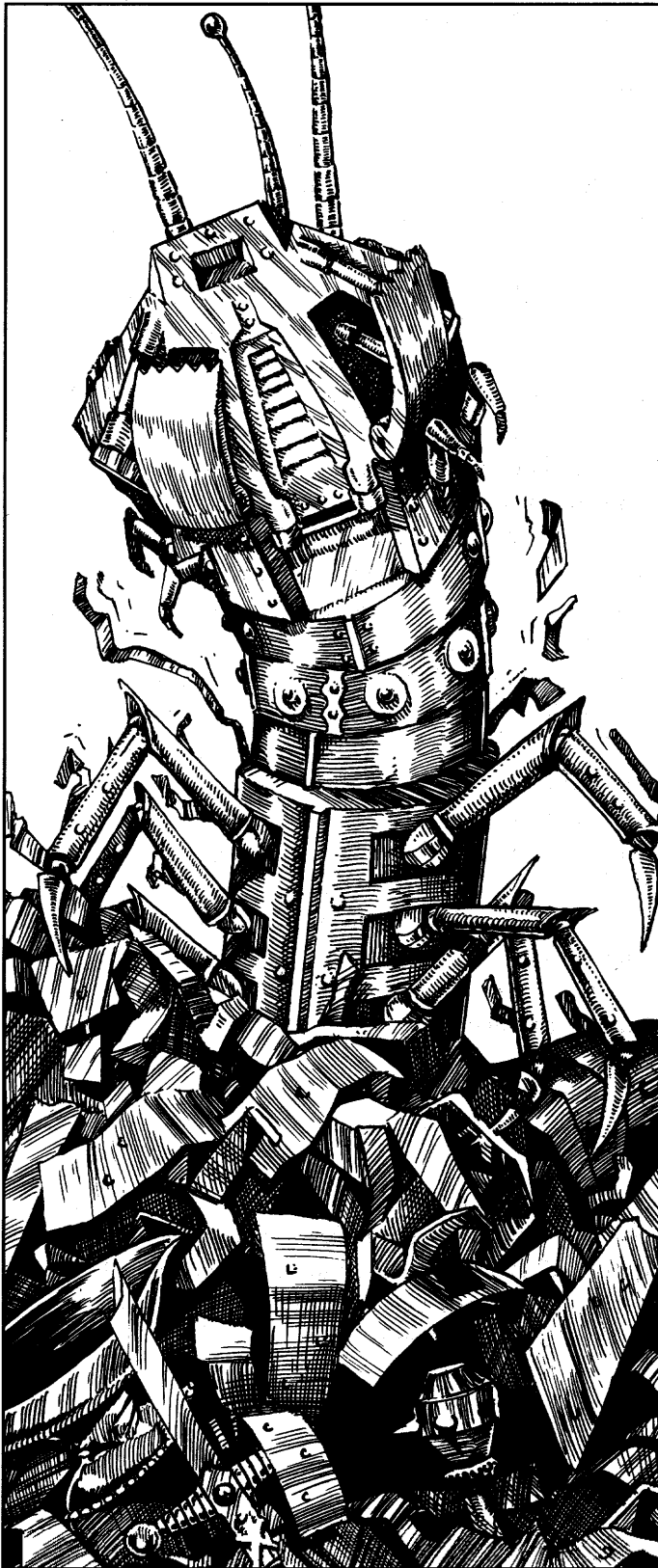
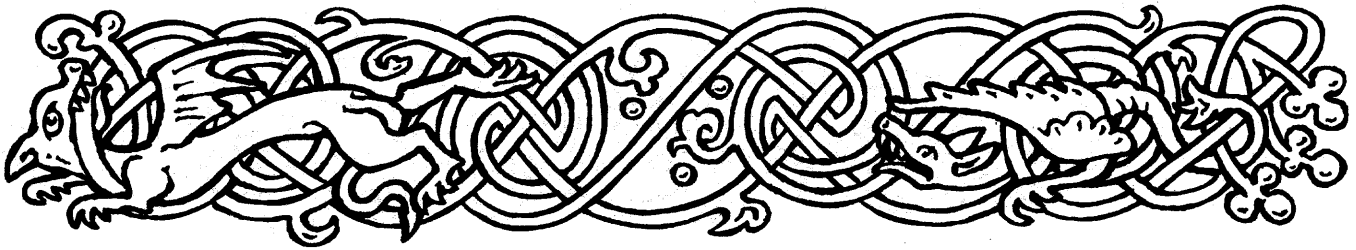
A scabbard of enchantment will function three times a day.

Staff of Strength

XP value: 1,000
gp value: 9,000

Useable only by wizards, priests, and bards, a *staff of strength* increases its wielder's Strength by 1 while it is held. It is rumored some staves increase their wielder's Strength by 2. All *staves of strength* also function as a +2 weapon.





Vest of Health

XP value: 700

gp value: 12,000

A finely sewn garment of colorful cloth, this vest functions only for unarmored individuals. Each day the vest absorbs 24 points of damage directed at the wearer. This includes damage from physical and magical attacks. However, it does not protect the wearer from poisons or gasses. These vests are highly prized by thieves and wizards.

If the wearer suffers more than 30 points of damage while he or she has the vest on, the vest must make a successful saving throw vs. spells or be destroyed.

Trobriand's Wand of Rejecting

XP value: 1,000

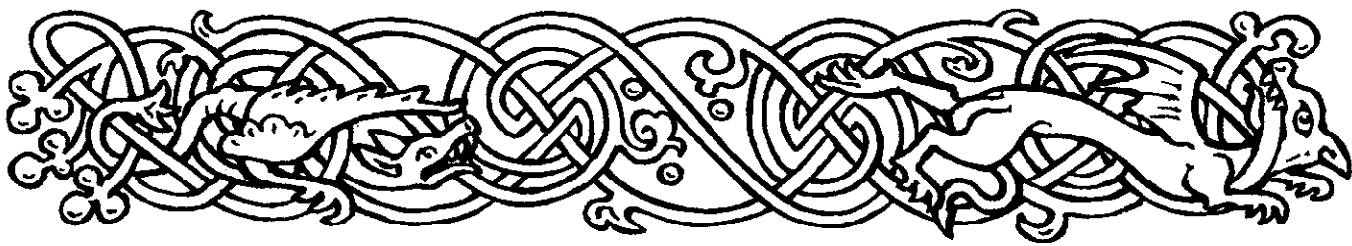
gp value: 8,000

A finely carved stick of ivory decorated with tiny inset pearls, this wand is valued as a magical item as well as a bauble.

A *wand of rejecting* begins with 100 charges, and the item is keyed to a specific location. The majority of these wands are keyed to Trobriand's Graveyard; however, others are believed to be keyed to places in Waterdeep and elsewhere.

By expending a charge, speaking the wand's command word, and touching the target creature or individual, the target is transported to the keyed area. The wand will not transport victims into solid material.





Wand of Woodland Wonder

XP value: 500

gp value: 12,000

A variation on the *wand of wonder*, the *wand of woodland wonder* is closely tied to nature. Often overlooked, the wand appears to be nothing more

than a twig or sprig of mistletoe. By expending a charge and speaking the command word, the wielder rolls percentile dice and consults the chart below for the wand's effect. Although useable by any class, such a wand is most effective in the hands of a druid. A druid can call for a specific effect from the wand. A *wand of woodland wonder* is typically found with 10-100 (10d10) charges.

D100

Roll	Effect
10-10	Wand transforms into a <i>staff</i> +1 for the following 5 rounds.
11-18	Target is healed for 1-8 hit points.
19-25	Target is polymorphed into a rabbit for the following 2 turns. A successful saving throw versus spells negates the effect.
26-30	Target is polymorphed into a tree for the following 2 turns. A successful saving throw versus spells negates the effect.
31-33	<i>Charm person or mammal</i> spell is cast on target.
34-36	<i>Entangle</i> is cast on target.
37-46	<i>Faerie fire</i> is cast on target.
47-49	<i>Heat metal</i> is cast on target.
50-53	<i>Rain</i> falls on target for 1 turn.
54-58	<i>Heat metal</i> is cast on wielder.
59-62	A blueberry bush, three feet high, three feet wide, and three feet deep grows in front of target. The bush is filled with luscious, ripe blueberries.
63-65	<i>Barkskin</i> spell is cast on target.
66-69	Target sprouts leaves from all exposed skin. Leaves remain for 1 turn, worsening target's attack rolls and initiative rolls by 1.
70-79	Lightning strikes target, causing 6d6 points of damage, save for half damage.
80-84	Lightning strikes wielder, causing 6d6 points of damage, save for half damage.
85-87	<i>Invisibility to animals</i> is cast on the wand's wielder. The spell's duration is 1 turn, 4 rounds.
88-90	Target is covered by hundreds of crawling, biting ants. Target suffers 1d4 points of damage for 4 rounds and is -1 on all attack and damage rolls.
91-97	A <i>dig</i> spell is cast on the ground under the wielder's feet, creating a 10-cubic-foot hole. The wielder and those standing near him fall into the hole and suffer 1d6 points of damage.
98-100	A <i>dig</i> spell is cast on the ground under the target's feet, creating a 10-cubic-foot hole. The wielder and those standing near him fall into the hole and suffer 1d6 points of damage.





NPCs of The Deep Levels



This section details many of the important and/or dangerous individuals player characters can meet while traveling in Halaster's home. Halaster, himself, is presented in the *Ruins of Undermountain* boxed set. He is not included in this section of the massive dungeon, as player characters should not encounter him on these levels.

Player characters can encounter these NPCs in various areas within the four levels of *Undermountain*. II and within the other levels if you have access to the *Ruins of Undermountain* boxed set. The NPC backgrounds list some of the places these characters often can be found. In addition, if player characters perform noisy acts or raise a ruckus that attracts undue attention to themselves, one or more of these NPCs is likely to search them out and either help them, do them in, or chase them from Undermountain.

Arlen of the Swiftstrike: CN em F9/W10/P9/T11: AC -1; MV 12; hps 81; THAC0 12; #AT 3/2; Dmg by spell or weapon type; 1-3 (quarrel from hand crossbow), 1-8 + variable (*long sword of dancing*), 1-6+3 (*flail* +3); STR 18/20, INT 16, WIS 15, DEX 18, CON 16, CHR 14. Spells: see below.

A relative newcomer to Undermountain, Arlen moved in four years ago to avoid prosecution by the Waterdeep authorities. He was spotted assassinating a local baron and knew if he did not make good his escape he would swiftly dangle from a rope. He feared they could use spells to see through any of his disguises. He has recently begun making occasional trips to the city—for profit and to keep his skills in peak condition. He hopes enough time has gone by

that he is no longer being actively hunted and that the wanted posters bearing his face are only a memory.

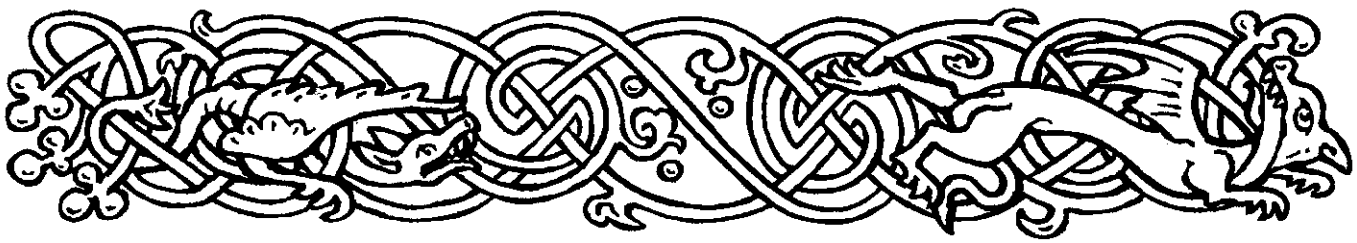
The vagabond elf, who considers himself a jack-of-all-trades, thrives in the Deep Levels of Undermountain. Living in Skullport, he spends hours upon hours hatching elaborate scams to ply against the nobles, merchants, and officials of Waterdeep. A consummate con artist, Arlen enjoys the thrill of a successful con more than the financial gain it nets him—although the gain is usually considerable. It matters little to him whether the con is perpetrated against those in Waterdeep or adventurers traveling in Halaster's dungeon.

He has romanced wealthy women, passed himself off as a traveling jeweler, convinced crowds that he has a magical cure-all for sale, and has concocted a variety of guises and stories that have bilked money from unsuspecting Waterdhavians; Of course, Arlen has been known to spend several weeks at a time underground, especially when he fears conditions are too "hot" above ground or if he spotted a familiar Guardsman's face. During this time, the master of disguise works at creating more disguises and magical potions to aid in pulling off his assorted "jobs."

Player characters are likely to encounter Arlen anywhere in Undermountain. He will not fight them, unless seriously threatened. Rather, he will try to scam them, acting the part of an escaped slave or lost adventurer. When he has convinced the PCs of his "role," he will pick a few choice pockets and vanish into the shadows of Undermountain—to create a new disguise and attempt to scam them again later.

Arlen has the nonweapon proficiencies Disguise (19), Ventriloquism (18) Appraising (19), Tumbling (19), and Jumping (20).





Much of Arlen's wealth is scattered in little niches about Undermountain. However, he keeps 2,500 gp, 1,200 sp, 300 cp and 100 pp in a hidden niche near Spike's home. Several packets of *dust of disappearance* and *dust of tracelessness* also are stored there. His room at Skullport is filled with an assortment of male and female clothes, make-up, wigs, costume jewelry, walking sticks, boots, and other objects to help him pull off his disguise acts. Arlen always wears and carries his: *cloak of protection* +3, *worn leather armor* +2, *boots of elvenkind*, *long sword of dancing*, *bag of holding* (30 cubic feet), and three packets of *dust of disappearance*.

Arlen has the following wizard spells: 4, 4, 3, 2, 2. He usually memorizes *change self*, *chill touch*, *grease*, *spider climb*, *Melf's acid arrow*, *mirror image*, *Tasha's uncontrollable hideous laughter*, *web*, *suggestion*, *vampiric touch*, *wind wall*, *phantasmal killer*, *polymorph self*, *chaos*, *feblemind*.

He has the following priest spells: 6, 5, 3, 2, 1, with major access to the spheres of All, Charm, Combat, Divination, Protection, and minor access to the spheres of Healing and Guardian. He usually carries: *cure light wounds* ×3, *detect magic*, *curse*, *hold person*, *chant*, *spiritual hammer*, *silence 15' radius*, *withdraw*, *prayer*, *speak with dead*, *dispel magic*, *detect lie*, *spell immunity*, *flamestrike*.

Benita Darkwind: CE hf P17: AC -2; MV 12; hps 79; THAC0 10; #AT 2 or 1; Dmg by spell or weapon type; 1-6+1/1-6+1 (*claws of Malar*) or 1-6+4 (*footman's mace* +3); STR 17, INT 17, WIS 17, DEX 19, CON 18, CHR 15. Spells: see below.

A graceful young woman who hides her years behind *potions of longevity*, Benita is the head priestess of Malar in Undermountain. A specialty priestess, she carries herself like royalty, but wears only simple robes and jewelry. Benita believes there are far more important things to attend to than one's personal appearance. Still, she is always cleaned and groomed, and turns many male heads in the dungeon.

The priestess is thoroughly devoted to her deity and spends every waking hour either praying, studying animals, working with the lesser priests on

spreading Malar's influence in the Realms, or hunting adventurers. The latter is the priestess' favorite activity, and she allows no lesser priests to accompany her. The kill must be hers alone. Benita is accepted and respected by nearly all of the other Malar priests in Undermountain. She senses that Mal is jealous of her position, and she flaunts her power in front of him at every opportunity. She is oblivious to his plans to dispose of her.

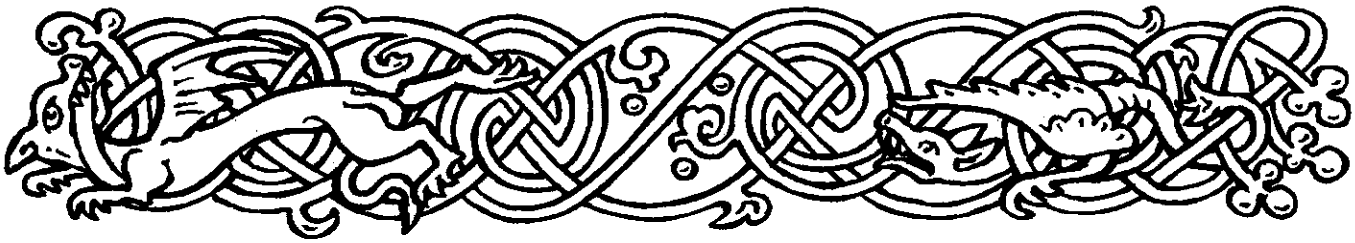
Benita rose in power in the Malar cult from the areas around Waterdeep. However, pressure from the rural goodly-aligned clerics, who she suspects killed the high Malar priest, and city officials who did not like the obvious presence of an evil cult, drove her from the city. Little do the officials know that she and her cult are right below their feet, gaining in power and spell-casting ability.

It was by accident that the priestess discovered Undermountain. Unknowingly stepping through one of the magical gates, she found herself swimming in the middle of the underground river. It took her days of exploring before she realized where she was, and days more before she found a way out. She goes above ground now only rarely, as she believes she better serves Malar by working with priests underground. Her favorite *gate* is the pool near Willowwood, which leads to Heroes' Garden in Waterdeep.

The high priestess can be encountered in the Malar temple and nearby chambers, and in the underground forest. Benita is careful not to anger the druidess there, who she believes could turn the woods against her. Traditionally, druids have gone out of their way to destroy Malar strongholds. Benita grudgingly accords her a small part of the forest in respect for her nature powers. However, the high priestess considers the druidess fair game if she goes beyond the forest into other areas of the dungeon.

Still, Benita makes it a point to visit weekly with the druidess and discuss the animals and plants of the underground. The priestess occasionally charms a forest creature so she can use it to relay information about happenings in the forest and the druidess's activities. Benita has decided if the druidess ever regains her sanity, the cult must kill her before she can gather her animal forces and destroy the cult's





underground stronghold.

Benita has few valuables, as she devotes all of her wealth to funding her priests' expeditions to outlying aboveground communities. What wealth she has, about 400 gp, is stored in her private chamber near the temple. She wears and carries all her magical items when she travels about Undermountain: *elven chainmail*+2, *footman's mace* +3, *phylactery of faithfulness*, and a *belt of the monkey* (Climbing). Her prized possessions are her *claws of Malar*.

A trio of giant boars, magically altered to be especially tough and strong, accompanies Benita at all times. One of Benita's favorite combat tactics is to cast *animal growth* on her boars and direct them to fight.

PCs who encounter Benita will not find her initially hostile. The priestess is always open-minded about attracting new followers to Malar. Potential converts are not "game," as the high priestess holds spreading her religion more important than the joys of the hunt. However, those who do not seem sympathetic become her targets, and she will personally hunt them down relentlessly—or notify lesser priests of their presence if the trespassers seem too weak to pose a challenge.

Benita has the following spells: 9, 9, 8, 7, 5, 3, 2, with major access to the spheres of All, Animal, Healing, Plant, Summoning, Sun, and Weather, and minor access to the spheres of Divination, Elemental, and Protection. She usually carries these spells: *bless*, *animal friendship* ×2, *invisibility to animals*, *cure light wounds* ×4, *create water*, *augury*, *find traps*, *speak with animals* ×3, *messenger*, *chant*, *spiritual hammer*, *slow poison*, *hold animal*, *hold metal* ×2, *summon insects* ×2, *prayer*, *speak with dead* ×2, *repel insects*, *produce fire*, *cure serious wounds* ×3, *cause serious wounds* ×2, *animal growth* ×3, *cure critical wounds* ×2, *break limb*, *heal*, *harm*, *stone tell*, *animate rock*.

As a specialty priest of Malar, she has a 98% chance to accurately identify plants, animals, and pure water. In addition, she is immune to the effects of *charm* spells cast by woodland creatures.

Giant Boars (3): Int Animal; AL Nil; AC 3; MV 12; HD 8; hps 64 each; THAC0 12; #AT 1; Dmg

3-18; SA Nil; SD Nil; MR Nil; SZ M (5' tall at shoulder); ML 11; XP 650 each.

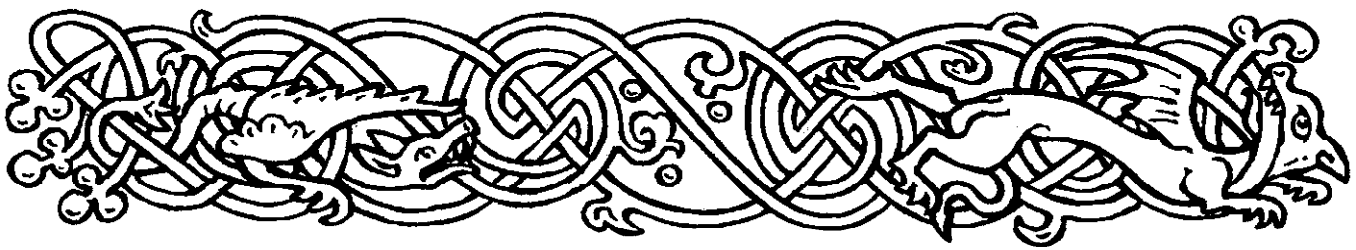
Crissann: LE hf W7; AC 3; MV 12; hps 35; THAC0 18; #AT 1; Dmg by spell or weapon type; 1-6+2 (*staff* +2), 1-4+1 (*dagger* +1); STR 11 (12), INT 18, WIS 13, DEX 18, CON 18, CHR 16 (19). Spells: see below.

Crissann is the sole survivor of an evil adventuring band that was ordered by Zulkir Szass Tam, a powerful Red Wizard of Thay, to journey into the underground forest in search of Halaster's treasure. All but Crissann died at the hands of Wyllow and the green dragon. The deranged druidess charmed Crissann, and the wizard served the druidess for several months before the effects of the *charm* spell wore off. Crissann elected to stay in Undermountain, which she had grown accustomed to. She fears returning to the surface and encountering the Red Wizard who hired her. As she has learned there is profit to be made from the foolish adventurers who travel the deep ways.

Crissann is only encountered in Wyllowwood. Her home is in the forest, in a small hut high in a willow tree that the druidess helped her construct. She spends her days wandering about the forest and the other chambers in this level in the company of a quartet of massive ogres. They prey upon adventurers who have been injured by other denizens of Undermountain.

Crissann desires to gain enough power and magic to get the attention of Halaster. She hopes to be taken on as an apprentice and become powerful enough to return to the surface without fear of the Red Wizard. Her spellbooks are kept in her treehouse home, as are a variety of potions and other personal possessions. When traveling about Undermountain, she always has her *ring of protection* +1, *comb of beauty* (adds +3 to Charisma), *cloak of protection* +2, *staff* +2 (*staff of strength*), *dagger* +1, *collar of ogre control*, *potion of rainbow hues*, *potion of invisibility*, *potion of flying*, *potion of extra-healing*, and *potion of fire resistance*. Nearly all of Crissann's potions were taken from defeated adventurers.





Crissann's spells are 5, 4, 3, 2. When traveling about Undermountain, she usually memorizes *magic missile*, *wall of fog*, *chill touch*, *color spray*, *detect magic*, *spectral hand*, *continual light*, *darkness 1.5' radius*, *fog cloud*, *feign death*, *vampiric touch*, *protection from normal missiles*, *contagion*, *polymorph self*.

Ogres (4): Int Low; AL CE; AC 5; MV 9; HD 4+1; hps 33 each; THAC0 17; #AT 1; Dmg 1-10; SA Nil; SD Nil MR Nil; SZ L (10' tall); ML 12; XP 175 each.

Dulic: CE hm P8; AC 0; MV 12; hps 43; THAC0 16; #AT 2; Dmg by spell or weapon type; 1-4+1/2-4+1 (*claws of Malar*); STR 17, INT 17, WIS 13, DEX 18, CON 15, CHR 14. Spells: see below.

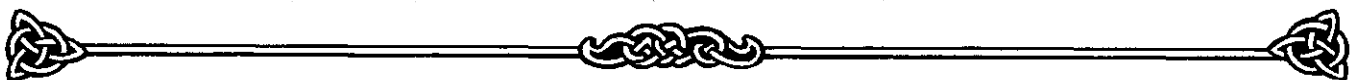
Dulic is the eldest son of one of Waterdeep's famed law enforcers, Sir Henryck Vedar. However, Dulic was never much for following laws or for following in his father's footsteps. From an early age he was fascinated by clerical magic and took every opportunity

to chat with priests of various religions. The priests of Malar gave him the most attention and encouraged him to join their ranks. Dulic soon found himself entrenched in the evil religion, and he coaxed his younger half-brother, Wachiru, to follow his path as well.

The brothers admire Benita and work to please her. Dulic believes serving the high priestess is the best way to gain influence in the cult. Further, he believes she will show him more and more spells of increasing difficulty and power and thus bring him closer to understanding all the intricacies of the Malar religion.

Dulic is patient, thorough, and a steadfast believer in Malar the Beastlord and the practices of his priests. The brawny priest is confident Malar will one day become the dominant deity in the Realms, though likely not in his lifetime.

He has not been above ground in more than two years. He is satisfied with life in Undermountain and devotes his time to strengthening the cult, hunting trespassers, and learning from Benita. Dulic and his





brother can be found on any level of Undermountain, traveling about in search of new and unusual beasts and potential new followers of Malar. Dulic and his brother spend only one week a month in the underground forest. Dulic knows full well that druids are enemies of Malar priests. He is uncertain why Benita allows the mad druidess to live. However, he respects the high priestess's orders that the druidess be left alone. Like Benita, Dulic has little personal wealth, only 300 gp, which he keeps in the priests' quarters.

While wandering in Undermountain he wears and carries all of his magical items: *chainmail +1*, *phylactery of long years*, *cloak of Malar* (lion), and a *stone of good luck*.

Dulic has the following spells: 3, 3, 3, 2, with major access to the spheres of All, Animal, Healing, Plant, Summoning, Sun, Weather, and minor access to the spheres of Divination, Elemental, and Protection. He usually carries the following spells: *bles*, *cure light wounds* ×2, *spiritual hammer*, *heat metal* ×2, *protection from fire*, *hold metal*, *water walk*, *cause serious wounds*, *cure serious wounds*.

Dulic and Wachiru typically have 5-8 (1d4+4) fighters of 4th-6th levels with them. These fighters are loyal to Malar and protect the priests.

Ezzat, Lich: Int Supra-genius; AL NG; AC 0; MV 6; HD 15; hps 75; THAC0 10; #AT 1; Dmg 1-10; SA spells; SD +1 or better weapon to hit; MR Nil; SZ M (6' tall); ML 17; XP 9,000.

Many hundreds of years ago, Ezzat, a Netherese mage, had the opportunity to become an apprentice to Halaster. At the time, the elven Ezzat was corrupt and self-serving. However, a relationship with a human priestess of Lliira lightened his soul, and the wizard cut off all dealings with Halaster. However, through the years, Ezzat followed the tales of Halaster's exploits and became more and more convinced he must do something to stop his former associate. When the priestess died of old age, Ezzat directed all of his energies to finding Halaster.

Eventually, those efforts paid off and the elf learned the Mad Wizard was beneath Waterdeep,

constructing an elaborate underground tunnel system. By this time Ezzat was aged and had no hope of defeating a human who was rumored to have gained immortality. The frail wizard used all the magic left at his command to turn himself into a lich, an act he was certain would buy him time to wear away at Halaster's defenses.

Moving underground, Ezzat eventually found the deep ways, the underground forest, and the caverns and chambers that made up Halaster's domain. Still, the lich could not locate the Mad Wizard. From time to time Halaster sends magical messages to the lich, taunting him. The Mad Wizard has yet to confront Ezzat.

Ezzat calls no chamber home beneath Waterdeep; however, he has been known to reside in unoccupied caverns for up to a month at a time. During these sojourns he works on magical mixtures and devices he hopes to use against Halaster. He recently discovered a magical cream (detailed in the "New Magical Items" section) that keeps his skin from deteriorating. He uses this to look less frightening.

Adventurers wandering in Undermountain could find an ally in the lich—provided they do not attack him because of his undead state. Ezzat will aid no individuals who menace or attack him. However, he is willing to assist all those who are able to look past appearances and talk before drawing their swords.

If a band of player characters encounters Ezzat—and do not attack him, he will be cordial. He warns them to be careful where they travel in the deep ways. Ezzat knows of the two dragons, the Malar priests, and of the insane druidess (who he has been unable to cure). He is uncertain where the temple to Malar is, though he is certain it is hidden and cannot be far from the forest.

If the adventurers are injured, he will use his spells to help protect them and get them to a safe place to rest and heal. Although the lich is willing to discuss all the rumors of Halaster and the dungeon, he will not tarry too long with outsiders. His mission is to find Halaster, and he believes he must do this alone.

A group of adventurers which attacks the lich could find themselves in serious danger. The lich will





bring all of his spells to bear against such a group. Ezzat, however, will not fight to the death. He will escape if he is threatened so he can see to his wounds and continue with his quest for finding Halaster.

The lich has few magical items, as nearly everything he had went toward making him an undead. In addition, magical items he gains from fallen adventurers are often given over to other adventurers who are in need.

Ezzat usually wears his *cloak of arachnida* and his *amulet of proof against detection and location*, and carries with him 1-4 *potions of healing*, a *decanter of endless water*, and a *periapt of proof against poison*.

Ezzat has the following spells: 5, 5, 5, 5, 5, 3, 3, 2, 1. He usually memorizes *burning hands*, *charm person*, *chill touch*, *comprehend languages*, *unseen servant*, *bind*, *detect evil*, *glitterdust*, *know alignment*, *web*, *clairaudience*, *clairvoyance*, *fireball*, *hold person*, *invisibility 10' radius*, *charm monster*, *Evard's black tentacles*, *fear*, *ice storm*, *remove curse*, *animate dead*, *cone of cold*, *feeble*, *mind*, *telekinesis*, *wall of force*, *mislead*, *reincarnation*, *flesh to stone*, *delayed blast fireball*, *forcecage*, *mass invisibility*, *maze*, *prismatic wall*, *meteor storm*.

Garrik Oakspear: N em T20: AC 0; MV 12; hps 64; THACO 11; #AT 1; Dmg by weapon type; 1-6+2 (*short sword of quickness* +2), 1d4+5 (*dagger* +5); STR 13, INT 15, WIS 14, DEX 18, CON 14, CHR 8. All thieving abilities are at 95%.

Garrik is magically loyal to Halaster, kept under a powerful charm that is renewed each month to make sure he does not escape. The thief came to Undermountain more than a year ago, fleeing the wrath of Xanathar, the beholder-leader of Waterdeep's thieves' guild. The elf believed his skills and magical items would keep him safe and would let him into the deepest chambers of the dungeon where the greatest wealth was rumored to be had. Garrik descended more than halfway into the complex when he was apprehended by Muiral, one of Halaster's apprentices. Muiral wanted to watch the elven thief suffer, so she brought him before Halaster and was surprised when the mage did not kill him. Instead, Halaster bent the thief to his will by casting

charm spell after *charm* spell until one of them got past the elf's natural resistance to such magic and made Garrik Halaster's puppet.

Halaster demanded to know all about the current political situation in Waterdeep and every intricate detail about the thieves' guild operating there. Garrik revealed all he knew. The thief, who was taught many details about Halaster's gates, now returns to Waterdeep each week at Halaster's orders to gain more information for his Mad Wizard master. While inside Undermountain, Garrik can be found on any level. Halaster's apprentices and creatures loyal to the Mad Wizard do not threaten the thief, although some do not like him.

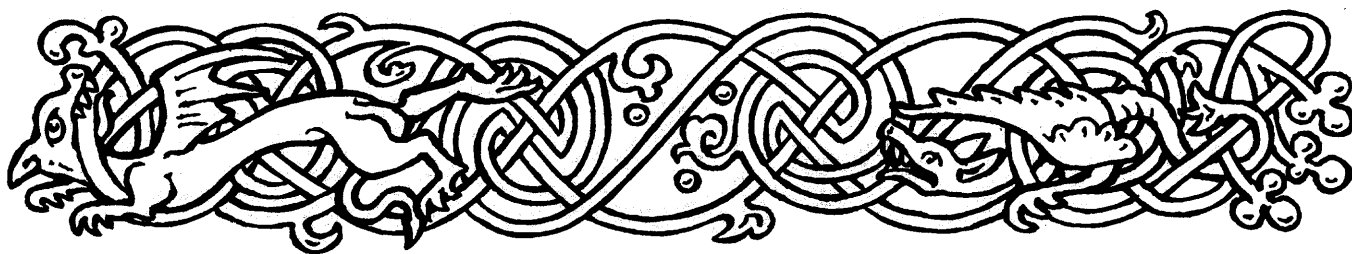
Garrik is charged with being Halaster's chief surface spy. He uses his thieving abilities to scamper about Undermountain to learn about adventurer trespassers and powerful creatures which accidentally pass through Halaster's gates and could threaten life in Undermountain. Garrik's favorite ploy is to use his ring of invisibility and follow adventuring parties for hours, noting their strengths, weaknesses, and any magical items they display. When he is satisfied with the knowledge, he scampers away and finds one of Halaster's apprentices, to whom he quickly reveals the information. The apprentice mounts a parry and pursues the adventurers—if the adventurers seem powerful enough to pose a threat to the dungeon.

If Garrik is spotted by the adventurers, he attempts to flee, rather than fight. Halaster has instructed him to protect himself; the mage has no desire to go to the bother of *charming* a new chief spy.

However, Garrik is not above attacking lone adventurers who get separated from their parties. He collects any wealth they have and adds it to his personal allowance. The thief yields all collected magical items to Halaster or his apprentices.

When Garrik is not skulking about, he can be found in Skullport. Occasionally he travels in the underground forest, trying to gain the attention of the druidess. He is transfixed with her beauty and is overjoyed when she pays him the least bit of attention. Halaster has not prohibited the thief from attempting to romance the druidess. The Mad Wiz-





ard is amused at the thief's impossible goal.

Garrik lives in chamber #44, near the forest. When traveling about the dungeon, Garrik wears and carries all of his magical items: *boots of striding and springing*, *bracers of defense AC 4*, *dagger +5*, *short sword of quickness +2*, *wand of flame extinguishing (32 charges)*, *brooch of fire resistance*, *ring of invisibility*, *horned ring*, and a *brooch of shielding* (which can absorb 58 points of *magic missile* damage).

Kumar, Ogre Mage: Int Exceptional; AL LE; AC -1; MV 9, FL 15 (B); HD 10; hps 71; THAC0 11; #AT 1; Dmg 1-12 or 1-6+4 (*spear +2* and STR bonus); SA spells; SD spells; MR Nil; SZ L (11' tall); ML 13; XP 650.

Kumar came to Undermountain pursuing a pair of adventurers who inadvertently stepped through a gate and found themselves in Trobriand's Graveyard. Once in the dungeon, the ogre mage lost all interest in the adventurers and spent the next several days examining his surroundings and trying to escape. By using his ability to look like humans and humanoids, Kumar attracted the attention of the young wizard Spite. Spite saw through the guises to Kumar's true self, and the pair became as close to allies as is possible for their kind.

Relying on each others' abilities, Kumar and Spite engineered various magical traps and devices to catch trespassers. They split the wealth equally. Kumar often rakes some of the wealth, polymorphs into a suitable human form, and purchases delicacies, spell components, and assorted items to further their research. The ogre mage enjoys returning to the surface and mingling with unsuspecting humans. Most of those who live in the deep ways have learned that he is an ogre mage and regard him with caution.

Kumar can be found practically anywhere in Undermountain— but always in the guise of a human, demihuman or ogre. A distinctive emerald earring tells the regular inhabitants of Undermountain that the form belongs to Kumar the ogre mage. He will be encountered either alone, with a band of ogres, or with Spite. The only thing that distinguishes him from a normal ogre is his earring.

He is quick to attack adventurers, after he has accessed their strengths and weaknesses. If the adventurers seem too formidable, he waits until the other creatures of Undermountain wear them down or until Spite is available to help him.

Kumar lives in the ruins numbered 45 on the map of the Wyllowwood level. He is found there primarily when he rests. During this rime he is guarded by the eight ogres who often accompany him. He keeps all of his wealth on him, in a large bag of holding that is strapped to his waist. The ogre mage's wealth includes 2,400 gp worth of pearls and small gems, 20 gp, 10 pp, 30 sp, 1-4 potions, and a *wand of magic detection* (with 22 charges remaining). The remainder of his wealth is stored in three accounts in a Water-deep savings institution—each account for a different human guise. Kumar wears an emerald *earring of protection +5*, an *earring of deception* (derailed in the "New Magical Items" section), and carries a *spear +2*.

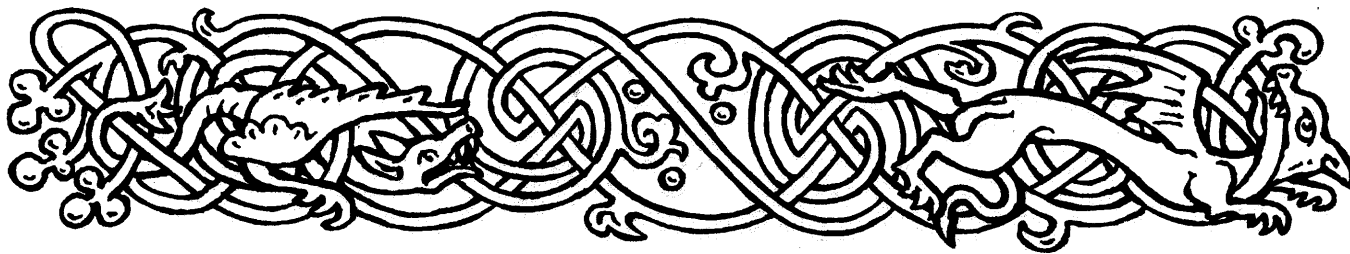
Kumar can fly for 12 turns, become invisible, cause darkness in a 10' radius, *polymorph* to a human or humanoid form and regenerate 1 point of damage a rum. In addition, once a day, he can cast the following wizard spells: *charm person*, *sleep*, *gaseous form*, and *cone of cold* (60' long with a terminal diameter of 20 feet, inflicts 8d8 points of damage, save vs. spell for one-half).

In addition, because Kumar is a 7th-level priest, he can have the following spells: 5,5,3,2. The spells he typically carries are: *command*, *entangle*, *pass without truce*, *cure light wounds* ×2, *hold person*, *spiritual hammer*, *heat metal*, *silence 15' radius*, *warp wood*, *speak with dead*, *snare*, *curse*, *cause serious wounds*, and *cure serious wounds*.

Ogres (8): Int Low; AL CE; AC 5; MV 9; HD 4+1; hps 25 each; THAC0 17; #AT 1; Dmg 1-10; SA Nil; SD Nil MR Nil; SZ L (10' tall); ML 12; XP 175 each.

Mal: NE h-em F14/P14: AC -3; MV 9; hps 84; THAC0 6; #AT 2; Dmg by spell or weapon type; 1-6+6 (*footman's flail +2*), 2-8+5 (*khopesh +2*); STR 18/53, INT 13, WIS 18, DEX 13, CON 16, CHR 14. Spells: see below.





A former student of Benita, Mal has remained loyal to Malar the Beastlord. However, the muscular fighter-priest has no loyalty to Benita. Mal hides his animosity toward the high priestess well, following her directions and concentrating his efforts on spreading the influence of the Beastlord. But behind her back he spreads dissension among the lesser priests, encouraging them to question her judgment and to look to him for guidance. Most have remained loyal to her. However, Mal has gained enough secret followers to give him hope. He believes that within the next few years he will have eroded Benita's power and she will be ripe for a fall.

Mal envisions himself as head priest to this cult of Malar. Since the Beastlord is male, he believes it is only fitting a man such as himself act as a high priest. Mal does not believe it is a woman's place to lead a temple.

He is patient, manipulative, and confident that he will one day reach his goal. When he encounters adventurers wandering about Undermountain, he poses as a fellow adventurer who lost his way from his companions. Mal acts the part of a fighter only, not giving the adventurers cause to realize he also has priestly skills. When Mal believes the adventurers have accepted him, he reveals that there is a cult of an evil god somewhere in the dungeon, headed by a beautiful woman. Eventually he excuses himself from the adventurers and loses himself in the dungeon. Mal is hopeful someday soon a band of adventurers strong enough to defeat Benita will do her in, leaving him ready to step in as head priest.

Mal will fight adventurers only if they pose a danger to himself or discover his ties to the Malar cult. Despite his dislike of Benita, he does not want to see harm fall to the cult.

The fighter-priest spends little time in the priest quarters. However, he stores most of his wealth there, hidden behind a rocky outcropping. To get at his wealth, approximately 13,000 gp worth of coins and gems, he casts *animate rock* to open the hollow to his treasure. Characters in the priest's quarters on the map can find Mal's wealth only by using *animate rock*, other powerful spells, or lots of hammers and chisels.

Mal can be encountered nearly anywhere in the

four levels of Undermountain presented in this box. In addition, he can be found in the marketplace and along the docks in Waterdeep, making purchases for the temple and the other priests in the dungeon. When not sleeping in his quarters, Mal carries and wears all of his magical items: *footman's flail* +2, *khopesh sword* +2, *banded mail* +3, *shield* +3, *ring of feather falling*.

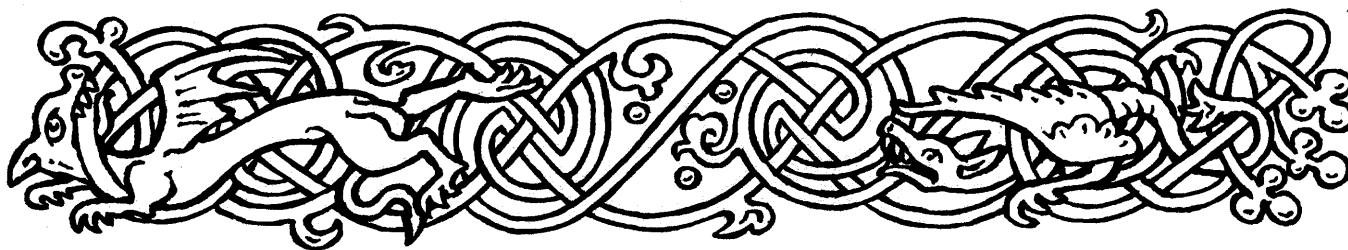
The fighter priest has these spells: 8, 8, 7, 6, 3, 2, 1, with major access to the spheres of All, Animal, Healing, Plant, Summoning, Sun, Weather, and minor access to the spheres of Divination, Elemental, and Protection. He usually carries the following spells: *bless*, *detect good*, *animal friendship*, *invisibility to animals*, *cure light wounds*, *entangle*, *pass without trace*, *detect magic*, *charm person or mammal*, *messenger*, *snake charm*, *speak with animals*, *find traps*, *know alignment*, *heat metal*, *produce flame*, *hold animal*, *speak with dead*, *protections from fire*, *hold metal*, *water breathing*, *water walk*, *plant growth*, *giant insect*, *cure serious wounds* ×2, *cause serious wounds* ×2, *speak with plants*, *rainbow*, *cure critical wounds*, *cause critical wounds*, *heal*, *harm*, *exaction*.

Nandel Greenward: CE hf W 13; AC 0; MV 12; hps 39; THAC0 16; #AT 1; Dmg by spell or weapon type; 1-6+3 (*staff* +3), 1-4+3 (*dagger* +3); STR 15, INT 18, WIS 16, DEX 12, CON 10, CHR 18. Spells: see below.

Nandel, one of Halaster's apprentices, is looked upon with much favor by the Mad Wizard because of her cunning, maliciousness, and great beauty. Despite the power that is hers to command, she acts the part of a willing student, eager to learn more from the "great master."

When Nandel came to Undermountain 125 years ago she planned to learn from Halaster, then kill him and take his place. However, she has grown to care for him, respect him despite his madness, and fancies herself as one day marrying him—a goal other female apprentices have not been able to accomplish. She is certain the Mad Wizard will share with her the secrets of his longevity magics so they can spend eternity together.





Nandel is haughty, arrogant, and efficient with her use of spells and magical items. She knows she is only guardedly accepted by Halaster's "associates" and other apprentices, as they do not wholly trust her—and she has given them no reason to. Further, she knows Arcturia, Halaster's winged apprentice, loathes her. (Arcturia, presented in the *Ruins of Undermountain* boxed set, had wanted to marry Halaster.)

Ever on the lookout for new magical spells and items, Nandel frequently can be found wandering throughout Undermountain, attracted by the sounds of battle. Her desire to gain magic has been the downfall of many adventuring parties that accidentally crossed her path.

Her private chambers are deeper within Undermountain, on a level not detailed in this box. There, she keeps her spell books, scrolls, and various elixirs she is experimenting with. However, she is never without the following magical items: *bracers of defense* AC 3, *ring of protection* +3, *boots of levitation*, *dagger* +3, *staff* +3, *wand of magic detection* (18 charges), *wand of magic missiles* (49 charges), *ring of warmth*, and a pouch filled with *dust of disappearance* (which contains 12 uses when full). Nandel makes sure she always has at least a dozen pouches available filled with the dust.

When Nandel hears a battle, she often applies her *dust of disappearance* so she can watch the fight unseen. If the participants include a band of adventurers, she stays to the fight's conclusion. If the adventurers lose, she uses her spells to chase away the monsters so she can steal whatever magic lies on the bodies. If the adventurers win, she gauges their strengths and attacks before they can heal themselves. Nandel is usually accompanied by her quasit familiar, Shadow. If Nandel finds herself in danger, she uses her *dust of disappearance* or spells to aid her escape. She is not likely to tell others of her failed encounter with a band of adventurers, as this would make her appear weak.

Nandel's spells are 5, 5, 5, 4, 4, 2. She usually memorizes the following spells: *affect normal fires*, *hold portal*, *jump*, *magic missile*, *ventriloquism*, *blindness*, *darkness*, 15' radius, *detect good*, *glitterdust*, *web*,

dispel magic, *fireball*, *fly*, *hold person*, *lightning bolt*, *charm monster*, *confusion*, *ice storm*, *wall of fire*, *animate dead*, *cone of cold*, *hold monster*, *telekinesis*, *mass suggestion*, *flesh to stone*.

Shadow, quasit: Int Low; AL CE; AC 2; MV 15; HD 3; hps 17; THAC0 17; #AT 3; Dmg 1-2/1-2/1-4; SA spells; SD Special; MR 25%; SZ T (2' tall); ML 10; XP 650.

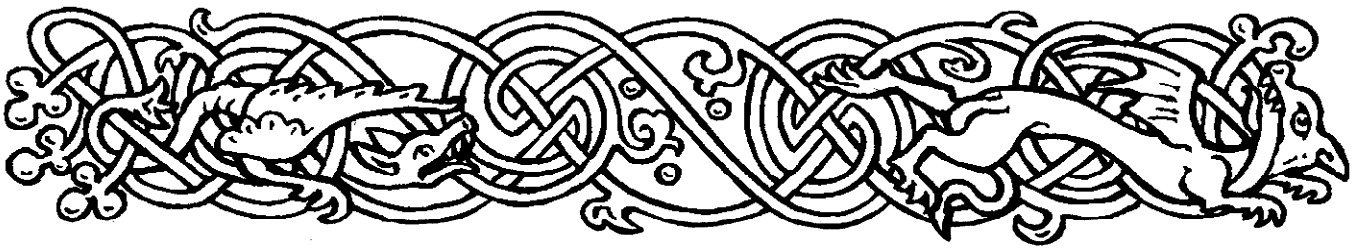
Shadow's claws are coated with a toxin. Any creature struck by his claws must make a successful saving throw versus poison or lose 1 point of Dexterity for the following 2-12 rounds. Dexterity losses are cumulative. In addition, Shadow can turn *invisible*, *detect good*, and *detect magic* at will. He regenerates 1 point of damage a round and can release a *fear blast* once a day that has a 30' radius. Once each week, Shadow can commune with the lower planes and ask six questions—these queries are usually directed by Nandel. The quasit only can be harmed by cold iron or magical weapons. He is immune to cold, fire, and lightning and saves as a 7-HD monster. In addition, he can assume two other forms—those of a bat and a wolf. He can use all of his abilities in these forms. Often Shadow appears as a jet black wolf at Nandel's side.

Nandel and Shadow can be encountered anywhere in the levels presented in *Undermountain II* or in the *Ruins of Undermountain*. However, the pair shy away from the underground forest. The green dragon who lives there dislikes Nandel; she successfully stole magic from the bodies of adventurers the dragon had slain.

Sher Redmane: LN hm P15: AC 2; MV 12; hps 77; THAC0 12; #AT 1; Dmg by spell or weapon type; 1-6+2 (*staff* +2); STR 14, INT 12, WIS 16, DEX 9, CON 12, CHR 17. Spells: see below.

Sher has been wandering about Undermountain for the past several months, cataloging the creatures, studying the people who live there, and hoping to catch a glimpse of the spirit of Halaster. The priest is certain the old wizard is dead, but auguries have





revealed Halaster has a “presence” in Undermountain.

Sher views good and evil as necessary in the world, and has tried to not judge those living under Waterdeep. Still, the priest has witnessed things that appalled him, and he has—on occasion—assisted bands of adventurers who were too weak and injured to make it out of the dungeon on their own.

The priest of Lliira realizes he could be jeopardizing his life by traveling in Halaster’s domain. Still, he is driven by a curiosity to discover and catalog everything down here and to learn about a cult of Malar the Beastlord he believes to be gaining in power and numbers.

He will not fight a group of adventurers unless he is threatened or provoked. The priest will cure them if they appear badly injured. In exchange, he asks they report to him any evidence of Malar worshipers. Sher will question adventurers about their home, current happenings in Waterdeep, and the political climate of the surrounding area.

Sher has little wealth, only a handful of gold and silver coins. He has no need for money in the underground. He carries and wears these magical items: *bracers of defense AC 2, staff +2, boots of speed, ring of water walking, three potions of sweet water.*

Sher has the following spells: 8, 8, 6, 6, 4, 2, 1, with major access to the spheres of Astral, Charm, Creation, Divination, Guardian, Healing, Necromantic, Protection, Weather, and minor access to the spheres of All, Elemental, Summoning, and Sun. He usually carries the following spells: *bles, detect evil, detect good, purify food & drink, cure light wounds ×4, enthrall, hold person, wyvern watch, silence 15’ radius, aid, slow poison, heat metal, produce flame, prayer, create food 6’ water ×2, protection from fire, pyrotechnics, cure disease, produce fire, cure serious wounds ×3, protection from evil 10’ radius, repel insects, flame strike, wall of fire, cure critical wounds ×2, blade barrier, break limb, animate rock.*

Sigafyse Wimply: NE hm W10/F14: AC -2; MV 12; hps 78; THAC0 7; #AT 2; Dmg by spell or weapon type; 1-10+6/1-10+6 (two-handed sword +4); STR 18, INT 18, WIS 14, DEX 10, CON 16, CHR 17. Spells: see below.

Exiled from Waterdeep because he killed a young noble companion in a supposedly mock combat, Sigafyse discovered the bowels of Undermountain to be a more to his liking than the city’s streets. Sigafyse, who claims no alliance with Halaster and his apprentices, has been allowed to operate in Undermountain because he and his band deal with trespassers. Sigafyse has encountered some of Halaster’s apprentices, and nearly come to blows with them. However, he decided it would not do well to anger the wizard who owns the dungeon, so he made his peace with them and moved on.

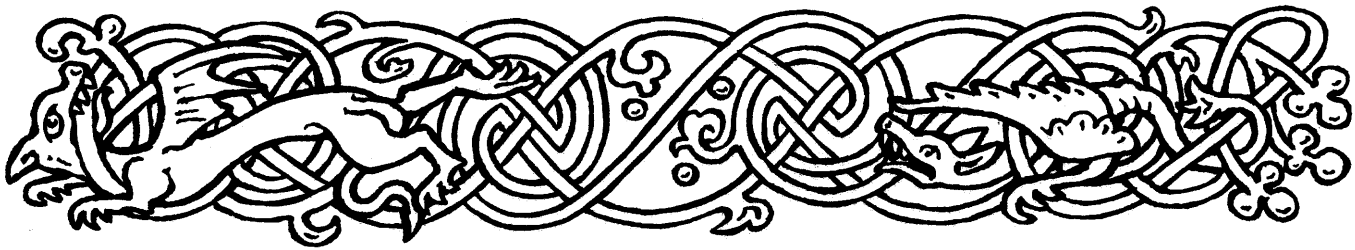
Sigafyse was trained first by the famed wizard Malika of the Sword Coast: because he was obsessed with magic and believed it would make him rich and powerful. However, by the time he had achieved some stature as a practitioner of the Art, he did not have as much wealth as planned. Therefore, the greedy Sigafyse switched professions to a fighter, learning combat skills from various guild members. He believed brute force would net him the gold and recognition he demanded.

Sigafyse tries to avoid Halaster’s apprentices. However, he has been known to follow Nandel at a discreet distance. He considers the evil wizard beautiful and deadly—a perfect match for himself. Still, he knows she has designs on Halaster. Sigafyse has decided to wait until Halaster refuses her affections; then the beautiful wizard will need comforting.

Sigafyse is greedy, impulsive, and domineering. He rarely acts from caution and almost never studies a target before attacking. He believes his skills as a fighter and a wizard, coupled with the strength of his band of flinds, are more than a match for any trespassers. The flinds remain loyal to him because he pays them well and keeps them safe from Halaster’s apprentices. He and his band make their home in the far northwest corner of the forest. In a spell-guarded tree trunk he keeps his spell books, his wealth firetrapped in a concealed chest, and an assortment of weapons taken as prizes from defeated adventurers.

Although Sigafyse covets magical items, especially scrolls containing new spells, he much more values gems and jewelry—items he believes will help him





win the corrupt heart of Nandel. His stock of gems and jewelry is currently valued at 61,400 gp.

While Sigafyse is moving about the Undermountain complex, he carries and wears: *full plate armor +3, two-handed sword +4, ring of sustenance, helm of comprehending languages and reading magic*, and a *half-full jar of Keoghtom's ointment*.

Sigafyse's spells are 4, 4, 3, 2, 2. He usually memorizes *burning hands, charm person, enlarge, protection from good, continual light, detect invisibility, irritation, stinking cloud, fly, invisibility 10' radius, slow, polymorph other, wall of ice, airy water, cloudkill*.

Flinds (8-12): Int Average; AL LE; AC 5; MV 12; HD 2+3; hps 15 each; THAC0 17; #AT 2; Dmg 1-4/1-4; SA Flindbar; SD Nil; MR Nil; SZ M (6' tall); ML 11; XP 65 each.

Sigafyse's band employs flindbars, allowing them two attacks a round. If a flind successfully hits a victim with a flindbar, the victim must save versus wands or his weapon is considered entangled in the flindbar's chain and is torn away.

Spite Harrowdale: NE hm W 17; AC 2; MV 12; hps 57; THAC0 15; #AT 1; Dmg by spell or weapon type; 1-6+2 (*staff +2*), 1-4+3 (*dagger of venom +3*); STR 10, INT 18, WIS 15, DEX 17, CON 18, CHR 16. Spells: see below.

Appearing to be physically only 12 years old, Spite is one of the oldest wizards in Undermountain: nearly 900 years of age. The rogue mage from Rashemen has imbibed several dozen *longevity elixirs*. Spite is wiry, freckle-faced, and has a shock of tousled brown hair that he rarely combs. The wizard enjoys looking like an unassuming youth who couldn't possibly be powerful enough to threaten trespassing adventurers.

Spite has lived in Undermountain for the past three years. He wandered in one day through one of the gates and found the underground complex to his liking. He hopes to one day come across Halaster, as he believes there is much the ancient wizard could teach him. He recognizes Halaster as a superior magical force.

Spite's closest ally, if it is possible for the evil mage to have such, is Kumar, an ogre mage. The pair spends hours devising plots and creating magical devices to bedevil trespassers.

The youthful wizard considers Undermountain a grand adventure. It is a place where he and Kumar can conduct all manner of magical experiments and taunt trespassing explorers.

The underground is a place Spite can call home, a hidden community with all the benefits of a city and none of what he perceives as drawbacks, such as taxes and meddling city guards. In past years Spite found himself moving around from town to town because law-enforcement officials considered his magical experiments "unlawful acts." Spite always fled to avoid the loss of time and possible ramifications of a trial.

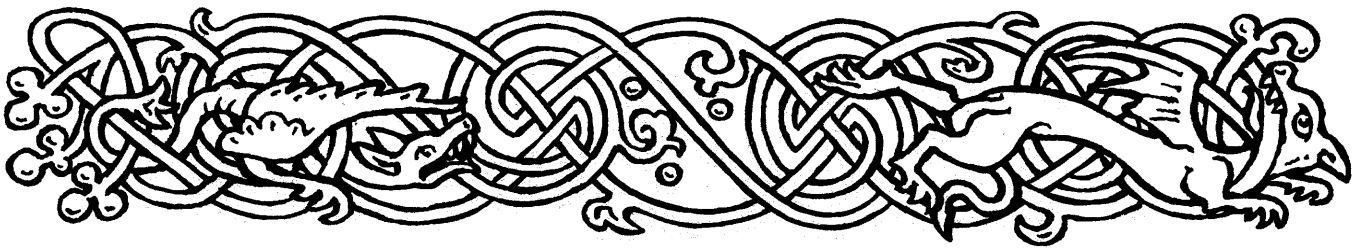
Spite spends most of his time in the ruins numbered #45 near Wyllowwood. PCs can encounter him there, where he enjoys slaving for hours over complex magical experiments. His current endeavors include animating rocks and plants and giving them rudimentary intelligence. Although he has not been very successful, he is confident that with his younger body he has all the years he needs to create new rock and plant life. Spite is careful not to steal plants from the underground forest when the druidess is around.

Player characters also can encounter Spite in the forest and at numbers 2, 18, and 19 of Wyllowwood and at various locations in Trobriand's graveyard.

The youthful-looking wizard occasionally makes trips to the surface where he wanders about the Waterdeep marketplaces picking up juicy bits of gossip about the city. Spite considers himself a student of human behavior. He devotes time each week to studying people—whether it be merchants on a Waterdeep street or a group of adventurers wandering about in Undermountain. While Spite is not above attacking trespassers into the Deep Levels, he would much rather observe the explorers and see how Halaster's creatures deal with invaders.

Spite keeps two copies of his spell books in his laboratory: one set concealed under a false rock and the other locked in a *firetrapped* chest. Much of his





wealth (about 4,500 gp) and spare potions and scrolls are in the chest, too. The wizard has accumulated much more wealth, however, that is stored in a Waterdeep savings institution.

Spite carries and wears the following magical items: *ring of protection* +4, *ring of blinking*, *staff* +2, *dagger of venom* +3, *pouch of accessibility*, *Keoghtom's ointment*.

Spite has the following spells: 5, 5, 5, 5, 5, 3, 3, 2. While traveling in Undermountain, he usually memorizes *audible glamer*, *color spray*, *comprehend languages*, *detect magic*, *phantasmal force*, *alter self*, *flaming sphere*, *hypnotic pattern*, *improved phantasmal force*, *spectral hand*, *feign death*, *infravision*, *Melf's minute meteors*, *protection from normal missiles*, *spectral force*, *Evard's black tentacles*, *fear*, *hallucinatory terrain*, *illusionary wall*, *improved invisibility*, *advanced illusion*, *distance distortion*, *wall of force*, *wall of iron*, *wall of stone*, *anti-magic shell*, *mirage arcana*, *veil*, *mass invisibility*, *reverse gravity*, *spell turning*, *Otto's irresistible dance*, *prismatic wall*.

Valdemar, Adult Green Dragon: Int Very; AL LE; AC -4; MV 9, FL 30 (C), Sw 9; HD 17; hps 102; THAC0 5; #AT 3 + special; Dmg 1-8+8/1-8+8/2-20 +8 (breath weapon 16d6+8); SA spells, fear aura; SD spells; MR 30%; SZ G (145' long); ML 16; XP 11,000.

Malicious and vengeful, Valdemar claims the section of the great underground forest that is #43 on the map. The corrupt dragon cares only for his woods and his treasure. He spends his days counting his coins and gems and devising new ways to hide it amid the roots of his favorite tree. When evening falls in the woods, he journeys out into the other chambers of the forest and forages for food, namely animal's and the occasional adventurer who crosses his path.

The green dragon cares little about Halaster's apprentices, his associates, and the powerful Malar priests who move throughout the deep ways. He believes he is more powerful than any few of them combined. Still, rather than test his might, he struck a deal with a few of them, including Arcturia and

Trobriand. They bring him choice creatures to feed upon and he tells each of them about activities and newcomers to Willowwood.

Valdemar loathes the Malar high priestess, as he fears she will one day hunt him. However, he is wise enough to avoid her and the priests.

The green dragon is quick to join a fight if he perceives a band of adventurers weak enough or laden with enough wealth to tempt him. Still, he is not foolish. He will not fight—or he will run away from a fight—if he believes the odds are too poor. Valdemar values his scaled hide and knows he has decades to wait to grow larger and more powerful.

If the green dragon is cornered and his life hangs in the balance, he will bargain information and his treasure in exchange for freedom. In this instance, the green dragon will reveal the names and strengths of the Malar priests and his belief there is a temple on this level of the dungeon dedicated to the evil god. Further, he cautions his betters that the high priestess is cunning and always in the company of dangerous animals.

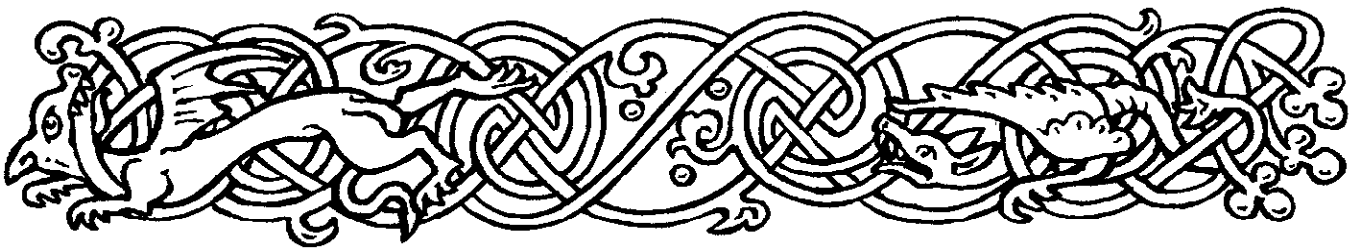
Valdemar is never without his *scarab of protection*, which he wears imbedded in the scales on his belly. Close to it is a *brooch of shielding* with 80 charges.

He has the following spells: 4, 1. He typically carries *charm person*, *dancing lights*, *phantasmal force*, *wall of fog*, and *web*. Valdemar has the dragon *fear* aura, is immune to gasses, can *water breathe* at will, can cast *suggestion* once a day, and can cast *warp wood* three times a day.

Wachiru: CE hm P8; AC 2; MV 12; hps 54; THAC0 16; #AT 1; Dmg by spell or weapon type; 1-4+2 (*scourge* +1); STR 18, INT 14, WIS 14, DEX 12, CON 18, CHR 14. Spells: see below.

Wachiru joined the cult of Malar shortly after his half-brother, Dulic, entered into the priesthood. Ever following in his older brother's footsteps, Wachiru took quickly to clerical magic and found acceptance in the Cult of the Beastlord—much to the chagrin of his father. The boys' father, a famed Waterdeep law enforcer, threw the boys out of his house when he discovered their ties to Malar. By the time their





father realized he should try instead to help the boys, they were already gone from Waterdeep—nestled in the deep ways beneath the city.

Wachiru admires Dulic and respects the high priestess. Still, he hopes to one day rise in power to be a high priest of Malar. He realizes this could be a few decades away, but he is patient. Wachiru never questions the orders of Benita, the high priestess, and he is quick to accept the older brother's advice.

Wachiru is often found in his brother's company. The pair wander the levels and chambers of Undermountain looking for creatures and converts. Wachiru is more prone to picking fights with adventurers than Dulic. The younger brother believes people should accept Malar or die and meet him in the afterlife.

Wachiru is quick-tempered, aggressive, and fervent in his religion. Like his brother, he has little wealth, roughly 300 gp stored in the priests' quarters. He wears and carries his magical items when walking the tunnels and chambers underground: *chainmail* +3, *boots of elvenkind*, and a *Myrlund's spoon*.

He has the following spells: 3, 3, 3, 2, with major access to the spheres of All, Animal, Healing, Plant, Summoning, Sun, Weather, and minor access to the spheres of Divination, Elemental, and Protection. He usually carries the following spells: *bleed*, *cure light wounds* ×2, *spiritual hammer*, *heat metal* ×2, *hold metal*, *pyrotechnics*, *water walk*, *cause serious wounds*, *cure serious wounds*.

Dulic and Wachiru typically have 5-8 (1d4+4) fighters of 4th-6th levels with them. These fighters are loyal to Malar and protect the priests.

Wyllow: N ef D14: AC -1; MV 12; hps 83; THAC0 10; #AT 1 or 3/2; Dmg by spell or weapon type; 1-6+3 (*spear* +3); STR 14, INT 12, WIS 17, DEX 18, CON 18, CHR 19 (21). Spells: See below.

Wyllow came to Undermountain more than 100 years ago when she fell in love with a handsome wizard—who happened to be one of Halaster's apprentices. The young elf was so infatuated with the wizard that she blindly married him and followed him into his underground home. She had little clue that he

was evil; her much-vaunted wisdom was overshadowed by her heart. She saw the good in him—his desire to protect the wilderness, his love of animals, and his seemingly gentle manner. The two were wed, and for several months she was happy, until she started to miss her forests above ground and began to notice evil traits in her husband.

The wizard refused to let her leave, and with Halaster's assistance and several *wish* rings he created a great underground forest complete with a massive gate to teleport in animals, the weather, and the rays of the sun. He named the forest Wyllowwood, and he hoped the place would satisfy the druidess. And for a time, it did. However, Wyllow witnessed her husband ruthlessly kill bands of adventurers who wandered into the Undermountain forest. She did not accept his claims that they were evil defilers and again tried to leave for the surface.

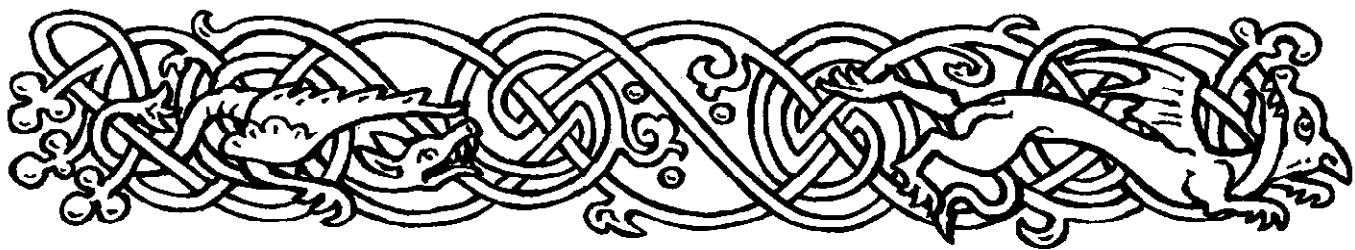
A fierce magical battle ensued between she and her husband, in which she called on the power of her underground forest and its inhabitants to aid her. In the end, Wyllow won. Her husband lay dead at her feet. Halaster, angered at his apprentice, did not raise him. Instead, the mage added him to Undermountain's undead guardians.

Wyllow was so stricken with grief over her act—she had never taken another life—that she was driven mildly insane. The wandering corpse of her husband ever reminds her of the evil act she committed.

Wyllow, who is in effect the great druid of her region, has convinced herself that this underground forest is her world and that she does not deserve to return to the surface. Nearby druids of similar rank are aware of the woods and, too, consider the place its own region. The druidess lives in the section of the woods, numbered #41 and #42, sharing the rest of the forest with the Malar priests who seem so interested in animals.

She believes nature would not accept her corrupted soul above the earth. The elf has resolved to live out her long days in the Undermountain forest, protecting the creatures that live there. She does not realize that the pool she drinks from near area #43 is magically extending her life.





Wyllow is quick to defend her forest and charges with the druidical magic at her command. She is responsible for routing several bands of adventurers from the Undermountain forest, either because they injured some of the creatures there or because she feared for their lives and sought to protect them. And she has ended the lives of a few bands of evil adventurers. Crissann was the sole survivor of one such onslaught.

Wyllow frequently will be found in the underground forest, especially in the section she considers home. However, she travels through the entire woods, checking on the plants and animals there. The forest is large, and it is possible adventurers can enter portions of it without her knowledge. She also can be encountered practically anywhere else on these three levels of Undermountain as she searches out her undead husband in a week, futile effort to apologize for killing him. Wyllow does not comprehend he cannot understand her.

She converses daily with the creatures in her forest, including the green dragon, who she has befriended. She is confident her association with the creature is keeping it from following the evil path of traditional green dragons. The elf's only "human" friends include Crissann, who lives in the forest, and Garrik, who she realizes is in love with her. Wyllow also sometimes speaks with Benita, a priest of Malar.

Player characters encountering Wyllow will initially find her enchanting and likeable, provided they do nothing to harm the creatures or plants in the forest. It could be difficult, however, for the PCs to leave the forest unharmed depending on what sections of the woods they travel. PCs who damage the forest or its creatures while Wyllow is present will face a barrage of druidical spells or forced expulsion from the woods. No matter how characters deal with the elven druid, they will eventually realize she is quite mad. Player characters who are injured, and who have not damaged the forest or its inhabitants in front of Wyllow, can be healed by her. In exchange, she asks that they go the surface, carefully collect a few rose bushes, and bring them to her forest. There are no roses growing in the underground woods, and the druidess misses the beautiful blooms.

Wyllow is the only true safe haven for the player characters on her level of Halaster's dungeon.

Wyllow has no loyalty to Halaster and is not certain whether he is alive or undead. The druidess knows she is too inconsequential for him to bother about her. She has avoided all dealings with the wizard and his apprentices since she slew her husband. She is aware a cult of priests frequents her forests. They worship The Beastlord. The priests have done no ill to her forest. If anything, they have helped nurture the plants and animals. She accepts them and converses with them if they cross her path.

Wyllow lives in a small clearing near a massive oak tree in the underground woods. She sleeps in the hollow of the oak. Inside the trunk she keeps her valuables, which include: a brass inlaid wooden chest containing a pearl necklace (worth 1,900 gp), an emerald ring (worth 3,000 gp), a pair of silver earrings (worth 90 gp), a gold necklace (worth 400 gp), and a small silver cup (worth 350 gp); a silk shawl (worth 60 gp); a silver-edged mirror (worth 50 gp); and a jeweled dagger (worth 2,300 gp).

To steal from Wyllow's tree would be folly. The druidess daily inventories her valuables, all gifts from her husband. If something were missing she would simply ask the tree who took it. She wears and carries her magical items, which include: a *comb of beauty*, *bracelet of defense AC 3*, *staff of the woodlands*, *spear +3*, *ring of regeneration*.

Wyllow's spells are: 8, 8, 7, 5, 3, 2, 1. She typically carries *cure light wounds* ×5, *entangle* 2, *faerie fire*, *slow poison*, *charm person or mammal*, *speak with animals* ×5, *goodberry*, *summon insects* ×2, *protection from fire*, *water breathing*, *snare*, *spike growth*, *tree*, *giant insect*, *cure serious wounds* ×2, *speak with plants* ×2, *animal growth*, *cure critical wounds*, *air walk*, *heal*, *wall of thorns*, *conjure earth elemental*.





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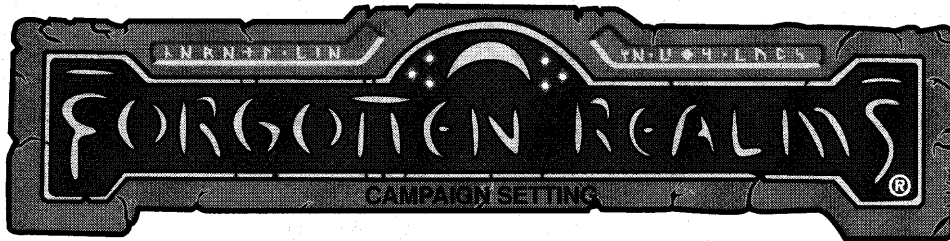
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Undermountain II: Adventures

by Donald J. Bingle

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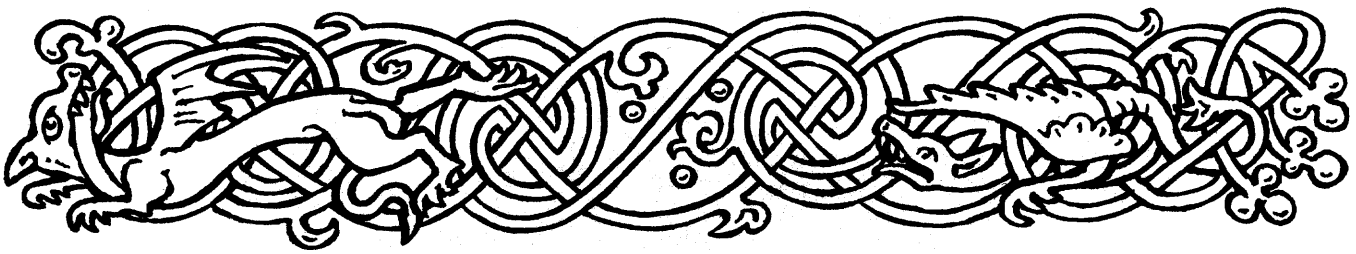
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Troglodyte Warrens

Terrain: Caverns

Party Levels: 42-56 (6-8 characters of 7th-level average)

Introduction

Adventurers in Undermountain face many dangers—dangers that often appear out of thin air, as Undermountain is a place heavy with *gate* magic. No amount of careful checking, sense of depth, or mapping prowess can protect the party from encountering a magical portal (often invisible and undetectable until activated) that takes them farther within the unknown depths of Undermountain. Magic is of little assistance, thanks to Halaster Blackcloak's barriers and the many magic-dead areas and places of wild magic peppering the hallways and chambers of these caverns.

A number of the *gates* of Undermountain are permanent and known, though only to a select few (such as Halaster, his apprentices, and a few choice associates within Skullport); while a portal's destination may not be known, its existence and instantaneous nature are understood. Many *gates* are uncharted and many more are periodic or one-way in nature. A quick trip through such a portal can turn into a long stay within Undermountain indeed.

This adventure is accessed by such a periodic *gate*. Although intermittent, the portal's appearance and disappearance occur at regular intervals known to a tribe of troglodytes; their realm connects to a section of Undermountain for one hour every eight days. Through this portal they mount hunting forays in search of their favorite food: human flesh. The portal is two-way, so the

PCs can use it both to enter and escape the clan's caverns.

The troglodytes of the Urggroth-Kyan clan have battled long and hard against the Skrin-Hopthra clan to secure this portal. Controlling access to the portal not only shows the power of the Urggroth-Kyan, but it also provides them with a food source not readily available to the other clans. This, in turn, gives the Urggroth-Kyan a precious commodity to sell at the market, where all clans interact under an uneasy truce enforced by the chieftain, Szymog-Thurgin, and his elite, interclan troops.

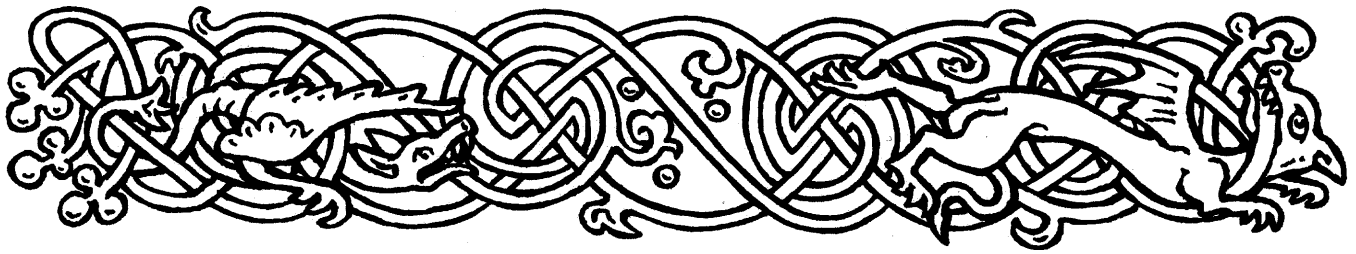
The periodic *gate* flickers into reality at its appointed time, and the troglodytes of Urggroth-Kyan venture out on their first hunting party through the portal. The other end of the *gate* can be set anywhere in Undermountain by the DM; it's convenient to place it near the PCs' camp to start this adventure.

Troglodyte Raid

The troglodyte raiding party finds the PCs at their campsite late at night (near the end of second watch). Using their chameleonlike abilities to cover their approach and their 90' infravision to locate party members, the troglodytes prepare for a quick raid. Their objectives are limited: grab something of value (be it human, other food, or steel) and get back to the portal as quickly as possible to display their prizes to their cheering clan. The troglodytes have no desire to engage in a pitched battle with magic wielders and better-armed humanoids.

The raiding party comprises 10 troglodytes, including a leader armed with a *long sword* +1





captured in a raid years ago. Two have short swords, three have two troglodyte javelins each (+3 to hit, 2d4 points of damage), one has a stone morning star, and three are unarmed, having only their natural bite and claw attacks. After approaching within 50', the troglodytes hurl missile weapons for 2 rounds, concentrating their fire on the characters on watch, then rush forward to grab what they can, attacking and defending as necessary. They prefer a quick prize of flesh or steel and will hastily seize an unconscious or sleeping human as booty if available. If not, they grab for whatever steel (swords, shields, boxes, etc.) is handy and begin a fast, fighting retreat in which the unarmed troglodytes disengage last to cover the retreat of the armed raiders.

The troglodytes should grab something important to the PCs, ensuring pursuit: a fallen comrade or NPC associate, a metal scroll case with an important map, a magical item. Alternatively, the troglodytes can try to enrage the PCs so they rush after them, heedless of the danger in turning a blind corner and going through a waiting gate. If the raid goes well for the troglodytes, they taunt pursuing PCs with gestures and a sneering "Garumph urgh, thog!"

As you make a quick, sharp turn in pursuit of the loathsome troglodytes, you notice a shimmering on either side of you. Suddenly, the passageway is somehow different. Dark, to be sure, but stuffier and much smellier.

The PCs all pass through the troglodytes' gate before noticing it. As soon as the last PC passes through, the portal flickers and fades. Those who attempt to return before it fully fades take 1d4 points of electrical shock damage and are repulsed from entering the fading portal. Give all the PCs a chance to get through before the portal fades.

The portal shimmers, flickers, and fades to nothingness, and you realize you know not where you are, or when—if ever—the portal might return. You must find an exit.

If the PCs steadfastly refuse to follow the troglodytes, they come under attack either by larger trog forces or by wandering monsters attracted by the noise. The PCs are attacked until they can quiet the noise or until they enter the gate.

Troglodytes (9, 1 leader): Int Low; AL CE; AC 5; MV 12; HD 2; hp 12 (18 leader); THAC0 19; #AT 3 or 1; Dmg 1-2/1-2/2-5 or 2-8 (weapon); SA +3 with javelin; SD Stench causes opponents to lose 1d6 points of Strength for 10 rounds; SZ M; ML 11; XP 120, leader 175.

Keyed Encounters

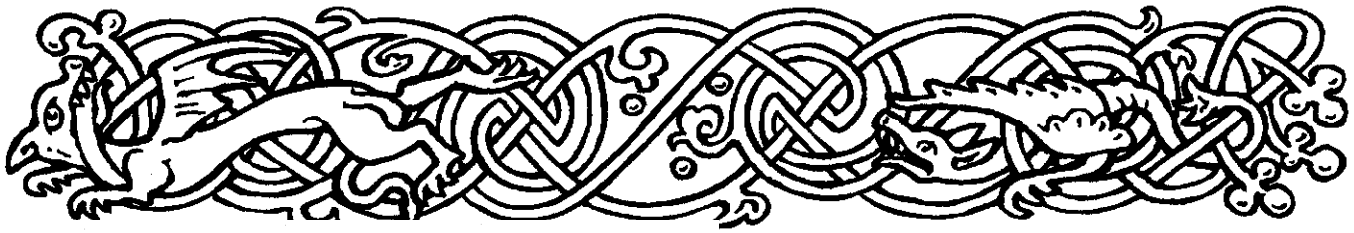
T1: Turf War

The troglodytes scamper away in nigh-complete darkness. There are traps in the corridor leading to the next room—several concealed pits (see map), known and easily avoided by them, but potentially lethal to any party running after the troglodytes. The pit traps are covered by pivoting stone slabs, and can be avoided merely by stepping on the pivot point, rather than an end or side of the slab, when passing by (the DM determines whether the slab pivots left-right or front-back); PCs can avoid this trap on a successful Dexterity check at a -4 penalty. The pivoting stone slab drops a victim 30' onto sharp stone spikes (3d6 points of falling damage, plus 1d8 points of damage from the spikes).

Pursuing PCs eventually catch up with their quarry in a larger cavern ahead.

The troglodytes you were chasing lie on the ground, dead from dart, sword, bite, and claw





wounds on their bodies. Unfortunately, the object of your quest is not here to be found. Obviously, it has been taken by a larger, better armed party of troglodytes or some other creatures. . . .

In fact, a party of 20 Skrin-Hopthra clan members ambushed the rival clan's raiders and seized their booty. They are taking it to the main troglodyte community area (T9) to show off. The PCs must go there, regain their stolen property, and find an exit *gate* behind the throne of Szymmog-Thurgin, chieftain of the troglodyte clans.

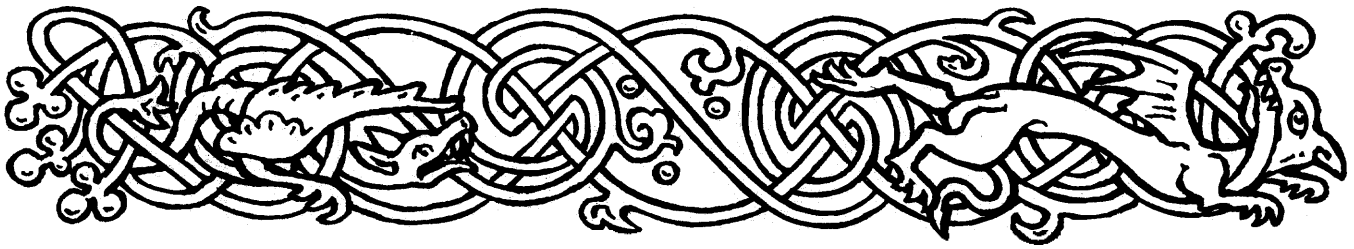
The troglodyte warren is a labyrinth of tunnels, caverns, and passages, extensively guarded because of the inter-clan battles of the troglodytes. Consult the map and the location designations below for encounters the PCs come across.

Remember that clan markings of the troglodytes—color configurations, bumps on the head and neck, mottled blemishes—are subtle and unknown to the PCs. Should any PCs *polymorph* or otherwise disguise themselves as troglodytes, rival clans quickly and easily notice errors in clan markings and promptly attack the party when passing through any disputed territory. (Troglodytes pass through the domains of rival clans only during an alarm, as part of an inter-clan patrol of the chieftain, or under market or throne room business the latter denoted by a red-stained cloth tied around the wrist.) Finally, the troglodytes speak only their own tongue and are thus useless under interrogation (or for just asking directions).

Troglodyte: Int Low; AL CE; AC 5; MV 12; HD 2; THAC0 19; #AT 3 or 1; Dmg 1-2/1-2/2-5 or 2-8 (weapon); SA +3 with javelin; SD Stench which causes foes to lose 1d6 points of Strength for 10 rounds; SZ M; ML 11; XP 120, leader/guard 175, subchieftain 270, chieftain 650.

Troglodyte Female: HD 1 + 1; THAC0 20; all other info as above.





Troglodyte Leader/Guard: HD 3; THAC0 18; all other info as above.

Troglodyte Subchieftain: HD 4; THAC0 17; all other info as above.

Troglodyte Chieftain: HD 6; THAC0 16; all other info as above.

T2: Run for The Border

Areas marked T2 represent invisible borders between the areas of two rival clans (marked for trops by a very low-level scent, and for DMs by a background color change on the map). When a T2 area is first approached, it's guarded by two troglodytes with stone morning stars. The guards attempt to grapple and throw PCs onto a tripwire at the border during the battle; this releases an avalanche of rocks (Dexterity check to avoid, at a -6 penalty if thrown down and prone). The rocks inflict 2d8 points of crushing damage but do not completely block the passage.

Unfortunately, if characters flee the avalanche by crossing the border to progress farther down the passageway, they encounter another tripwire for a trap on the other side of the invisible clan border. When tripped, this wire thrusts spring-loaded steel javelins from both sides of the passage, each striking with a THAC0 of 15 for 2d4 points of damage (automatically reloading into the holes after striking).

The noises of the battle, avalanche, or javelin thrusts are sure to attract the attention of the clan guards of the area being entered. Three clan guards on the same side of the border as the PCs approach them, unarmed save for steel spikes (ceremonial food utensils) tucked into their leather belts. They attack with claws and teeth. The attack is fierce, as the troglodytes are unconcerned about capturing or killing the humanoids. If troglodytes of another clan cross over the border, the rival clans attack one another, disregarding the adventurers until their own battle is finished.

The border at the entrances to Room T9 is guarded by only the two initial guards, keeping other clans out of their areas.

T3: Troglodyte Chopping Molls

A cool breeze and a foul stench flow out of this room, noticeable from about 20' off. It is a large, humid cavern filled with mineral deposits from a bubbling mineral spring.

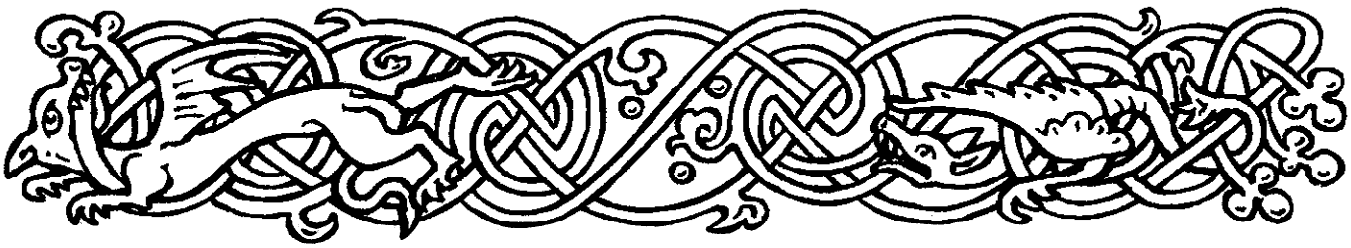
A constant thudding sound and a horrible, malodorous stench accompany the cool breeze wafting from the cavern opening ahead. Dim, flickering torchlight casts a pinkish glow over it all, and a bubbling sound can be heard, perhaps a hidden spring. Entering the large cavern, you find two female troglodytes with metal cleavers, working dispassionately over slabs of some sort of flesh. Fresh red meat of unknown and unthinkable origin hangs from hooks and natural stone projections around the room.

If given the chance, the female troglodytes flee through an exit on the opposite side of the cavern rather than fight. However, if allowed to escape, their alarm summons 20 troglodytes, including a leader and subchieftain. If they do not escape, there is a 20% chance the noise of any melee alerts six troglodyte fighters, who respond. Even without commotion, any dead troglodytes are discovered within 1d4 turns and two search parties containing six troglodytes each are sent out to find the murderers.

T4: Garbage Disposal

This room is a cross between a treasure hoard and a garbage dump, as troglodytes consider gems and nonmetallic items to be only so much garbage. They toss them away with old bones, gristle, bro-





ken stone bowls, and sundry other offensive leavings of a normal troglodyte settlement.

This natural stone cavern with its stalagmites and stalactites appears to be used as a garbage dump, from the heaps of bones, rotting food, broken stone bowls, moss, and other unknown refuse piled about the room. Amidst the garbage, you also see the glitter of gems and an occasional leather scroll case or piece of parchment.

On a quick grab, the PCs can get eight gems (two sapphires, five rubies, and an amethyst) worth a total of 640 gp, and a scroll case containing a scroll of invisibility. If they spend at least 2 rounds searching, PCs can find five more gems (three rubies worth 100 gp each, an emerald worth 275 gp, and a pearl worth 1,200 gp), and a parchment with a rough sketch of the throne room (see T9, below), showing the pools, training grounds, market stalls, throne, and *gate*. Anything but the briefest look into the room, however, results in an attack by a piercer lurking just inside the entryway. Any presence in the room for 2 rounds or more results in an attack by a green slime located on the ceiling in the center of the room.

Piercer (1): Int Non; AL N; AC 3; MV 1; HD 3; hp 15; THAC0 17; #AT 1; Dmg 3-18; SA surprise; SZ M; ML 10; XP 120.

Green Slime (1): Int Non; AL N; AC 9; MV 0; HD 2; hp 11; THAC0 19; #AT 0; Dmg 0; SA senses vibrations and drops, turning victim to green slime in 1-4 melee rounds if not scraped, cut, frozen, or burned off, and dissolves metal in 1-3 melee rounds; SZ S; ML 10; XP 120.

T5: Trappings of Power

As in any community constructed with a concern for military defenses, a number of traps

incorporated into the troglodyte warren are known and simply avoided by the residents, but prove irksome to intruders. For each of the several locations on the included map marked T5, roll 1d4 to determine which of the following traps is present:

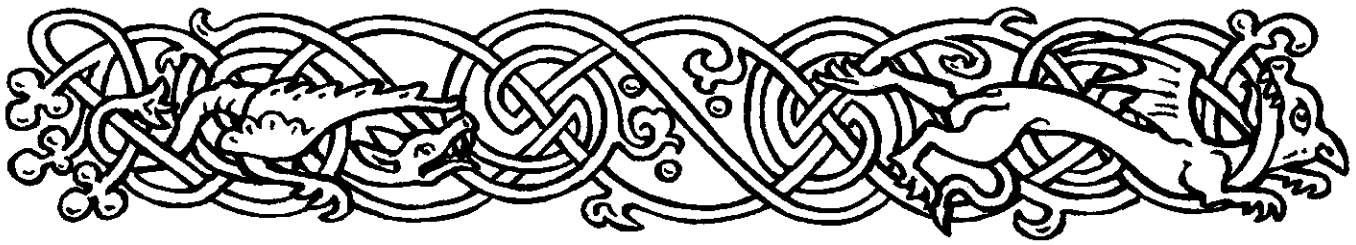
- 1 **Pit Trap:** This simple 10' deep pit with a pivoting lid is coated with grease, preventing anyone from easily climbing out of it. Characters who fall in take 1d6 points of falling damage unless they make a successful Dexterity check.
- 2 **Magic Mouth:** This *magic mouth* was cast under duress by Raoul, an abducted mage of Neverwinter; he was later eaten by his captors. The spell is instructed to yell loudly if anyone other than a troglodyte passes by it, unless an accompanying troglodyte gives the password "Nikto." It performs as required, except that Raoul did not know troglodyte and the troglodytes do not speak Common, so the alarm consists of the following warning:

You've been detected! Flee from here or kill these leathery fiends for the sake of the generations to come! The exit is a *gate* in the throne room! Hurry!

The DUNGEON MASTER™ is advised to use this trap only once, rerolling if it appears randomly again.

- 3 **Open Barrel of Water:** This is just a simple, wooden barrel filled with what appears to be fresh water. In fact, the water is poisoned, and causes severe stomach cramps 1d4 rounds after drinking and 12 hit points of damage (saving throw versus poison for half damage). This water can be cleansed with a *purify food and drink* spell. The troglodytes simply know better than to drink from it, though any passing troglodyte of subchieftain rank or higher will stop and pretend to drink.





4 Stench Barrier: The troglodytes are quite aware that the oil they exude is offensive and somewhat disabling to humans. Thus, they collect this oil and spread it over strategic tunnelways in their warren. Any human or demihuman passing by one of these stench barriers must make a successful saving throw versus poison or lose 1d6 points of *Strength* for 10 rounds. Troglodytes are, of course, unaffected by the stench.

T6: Homebodies

Each of these rooms is home to one or more troglodytes. The rooms contain piles of dead moss for sleeping in; a few prized pieces of steel (belt buckles, spikes, an occasional dagger or short sword); a small pile of half-eaten raw meat and discarded bones; and, perhaps, a leather belt. Roll 1d6 to determine if the room is occupied when entered (unless all of the troglodytes have been called to the defense of the hatchery or such). On a roll of 1-2, the room is empty; on a 3, it is occupied by a sleeping troglodyte couple; on a 4, it is occupied by a troglodyte family (male, female, and juvenile) in the midst of a meal; on a 5, it is occupied by a single male troglodyte fighter; and on a 6, it is occupied by two male troglodyte guards.

T7: Oops, Wrong Door

This is a large, partially darkened room, in which 20 troglodytes, their leader, and a sub-chieftain are drinking and throwing knives. If the PCs listen at the sliding stone door before entering, they hear the grunts and snorts of troglodyte revelry. If they open the door, however, the troglodytes, ever alert for clan battles, will notice and immediately rise to attack. They will pursue only to the limits of their clan boundaries, but will notify the troglodyte chieftain of the attack; the only result of this is that the chieftain's personal guard will be doubled if later encountered.

T8: Generations To Come

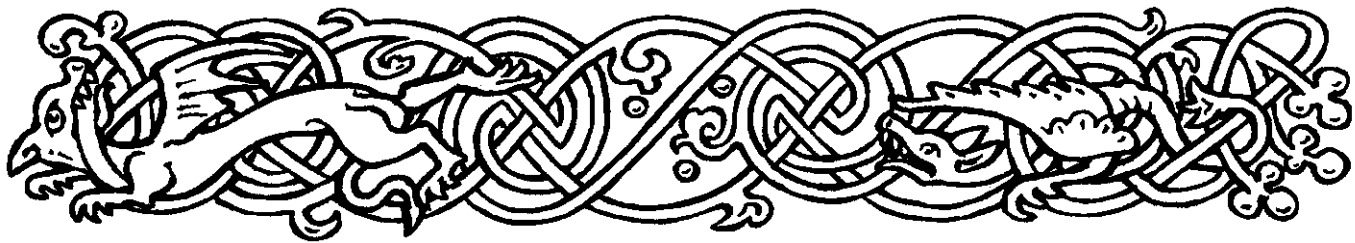
The grunts and snorts coming from this room are short and high-pitched, for this is the hatchling center where female troglodytes care for their young. The little hatchlings and younger troglodytes are cute (in a lizardly sort of way) noncombatants. The mother troglodytes are not as skilled, or fearsome as the male fighters, but protect the hatchlings to the death. In addition, at the first sign of danger, one of the adults pulls a large lever, sounding a thunderous gong that reverberates throughout the troglodyte warren. Every—*yes every*—troglodyte in the warren immediately drops his or her tasks and any clan quarrels to run to the defense of the hatchlings. Given the 220 troglodytes present, the PCs could have a considerable battle on their hands! The troglodytes pour through both entrances and overwhelm the PCs if the gong sounds.

T9: Guardians of The Throne

The throne of the troglodyte chieftain, Szymog-Thurgin, is located at one end of this huge cavern. Unless drawn away by the sounding of the hatchery gong, there are more than 60 troglodytes present, 50 of which are male. Half of the males are engaged in drills in a quadrangular practice field northwest of the pools of water in this room. The rest are either on active guard duty near the throne and *gate* (see below) or are buying, selling, or browsing in the area of the market stalls.

You see a huge cavern, complete with pools of water, what appear to be penned-in warrior training facilities, and a meat market (where meat is traded for bits of steel and other trade goods). There are about 50 or so troglodytes, mostly males, milling about performing their tasks. Several adjoining alcoves seem to house subchieftain families.





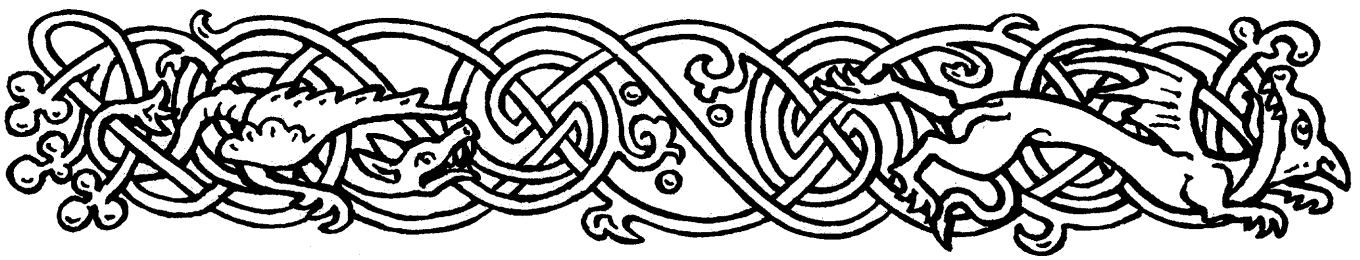
At one end of the large cavern is a throne on which sits the troglodyte chieftain, accompanied by a retinue of 12 guards (four to either side, and four behind) armed with javelins and swords. Off to the side of the chieftain's bone throne, you see a shimmering blue-green oval floating in the air; you know it to be a *gate*. Twelve more armed guards encircle it, all facing outward. On the other side of the throne is a small pile of steel and other valuables, including anything of value taken from you.

Without the careful use of stealth or distraction, getting through the portal (with or without recovering their stolen goods) will be tricky and possibly suicidal for the PCs. In addition to their standard capabilities, the guards in back of Szyg-

mog-Thurgin have access to a lever that opens a 10' square trapdoor in front of the throne, dropping characters 60' onto 10'-tall sharpened spikes (6d6 points of falling damage, plus 3d6 points of impaling damage). The circle of guards around the portal will not break ranks unless the chieftain's life is directly threatened. The chieftain's presence adds a +2 bonus to all morale checks made by the troglodytes in this room.

If the PCs make it to the portal and go through, they will have made a successful escape from this adventure. At the choice of the DUNGEON MASTER™, the portal can transport them to another adventure, the surface realms, an inn at Skullport, or another area of Undermountain leading to another adventure. Of course, it can also lead circuitously back to the party's campsite, at the DM's discretion.





Survival of The Fittest

Terrain: Subterranean dungeon

Party Levels: 42-56 (6-8 characters of 7th-level average)

Introduction

The Obstacle Course is Undermountain's (and a god's) punishment for foolhardy heroes who respect neither their opponents nor the inherent and considerable dangers of adventuring, instead bragging overmuch of their own skills and prowess. Located in an isolated recess of Undermountain, the Obstacle Course is accessible only by a summons from its master, Fidelio Santablo of the One Way.

Once a paladin, Fidelio was conceited and cocky—he was one of those obnoxious paladins who irritate all about them with sanctimonious sermons, bristling bravado, and snobbish belittling of friends and foes alike. Fidelio fought a great battle ages ago in Undermountain, finally defeating a great, evil beast by successfully calling for the direct intervention of his deity, Tyr. The echoes from the evil behemoth's fall were hardly still before Fidelio took to bragging of his great feat, deprecating the abilities of the fallen behemoth he had fought so hard against. The God of Justice was, needless to say, displeased with his servant, and cursed Fidelio to wander Undermountain as a phantom, forever seeking out brag-garts of similar natures and teleporting them to a testing ground to prove their true mettle.

Due to Tyr's curse and the nature of this test, this part of the dungeon prevents any clerical prayers or entreaties from being heard by the

gods. Thus, while clerical spells are effective as normal, additional spells cannot be regained through prayer. Magical spells, however, are regained normally, although spell components may be difficult to come by in this isolated area of Undermountain.

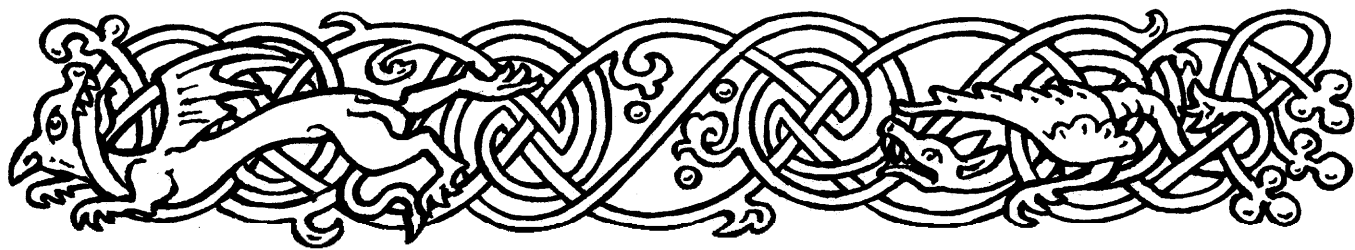
Every time a PC in the dungeon makes grand boasts about his or her abilities or sneers condescendingly at able and dangerous opponents, the PC runs a 5% chance of being overheard by the ever-wandering shade of Fidelio. He instantly transports the conceited PC and his or her companions to the starting chamber of the Obstacle Course, a particularly lethal collection of traps and dangers that must be endured or defeated in order to access the *gate* exit that returns them whence they came. No treasures, trophies, or prizes await their success, as survival (and realizing the truth of one's boasts) is the only reward the Obstacle Course offers.

Regrets Only

If a PC attracts Fidelio's attentions, read the following to the players:

The luminescent outline of what must be a paladin appears before you, but he is unlike any paladin you have encountered before. His armor is pitted and scarred, his shield dented, and his tunic is stained and rotting. His face is thin, his cheeks sunken and covered with ragged stubble. No holy symbol is visible, but a hole torn in his tunic marks where one was once sewn.





The shimmering spectre coughs violently—a hacking, rasping sound of one too long in cold, damp quarters—then speaks: “Fine, brave words, but only if you pass the test of the Obstacle Course will you truly know the truth of such reckless self-praise. Your tongue’s wagging betrays you!” he rasps, pointing a broken sword at the braggart, then continues. “Your choice of companions dooms them also to face this test. Succeed, and you will be returned here with your possessions intact and tales and experiences aplenty to share with the unwary. Fail, and your boasts shall prove your certain annihilation.

“However, should any of you exhibit an understanding of the errors of your ways and beseech Tyr to release you, you will also be returned to this place, albeit bereft of your magic, weapons, and items (save a simple tunic and a dagger). Your items will go to worthier heroes in the cause of Tyr, and you shall be set on the path of humility for your arrogance. The Obstacle Course can be run but once. This is your time, and you have brought this judgment upon yourself. I pray you are up to the task of proving your boasts.”

The luminescent figure expands and rushes toward the group, enveloping the PCs in a *gate* spell. Attacks have no effect on the spectral image of Fidelio, nor can he be turned. Fidelio spoke truly about the various ways to end the test. Should any PC come to a sincere understanding of humility and beseech Tyr to let him or her leave the test, Fidelio appears and embraces the PC, and the PC is returned to the place in Undermountain where Fidelio was first encountered. However, the PC will be stripped of all magic, weapons, and items save a tunic and a dagger.

Keyed Encounters

C1: X Marks The Spot

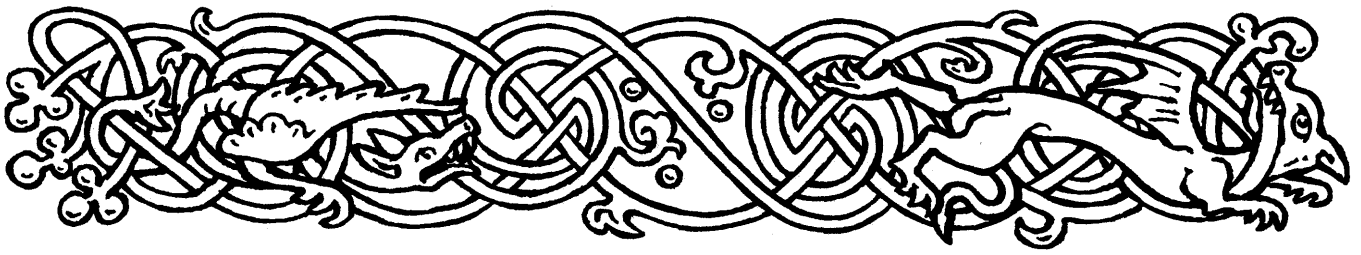
The group of PCs is simultaneously transported into C1, which is shrouded in total darkness. Read the following:

After the swirling eddies of the *gate* subside, you find yourselves completely surrounded by cool, moist, darkness. No torch burns, no magic shines through the shroud of blackness that extends round about you. Beneath you is a stone floor, smooth but slightly sticky. No walls are within arm’s length. A slight, steady, rumble comes from overhead.

The rumbling overhead is caused by the gradually lowering stone ceiling, which begins 20’ above the floor of the room and progresses downward 2’ per round. The special magics of the *gate* extinguished any torches or lamps being carried, as well as any magical lights, although PCs can relight these devices easily. The PCs can discover, either through stumbling about in the darkness or lighting a torch or other light source, that the room is roughly 30’ square with no apparent exit. In fact, there is a secret door on the eastern section of the north wall and an “X” in the middle of the south wall. If the PCs use a light source, read the following:

Your eyes involuntarily squint in the light, but adjust quickly. You are in a large square room carved from solid rock. A large “X” is marked on the south wall, apparently in dried blood. There are words above and below the “X” in elvish and dwarvish. A few seconds after the light appears, a voice begins to speak in orcish from the area of the eastern edge of the north wall. Most importantly, however, you notice that the





red-stained rock ceiling is descending steadily toward the floor. No exits larger than an occasional mousehole along the edge of the floor are apparent.

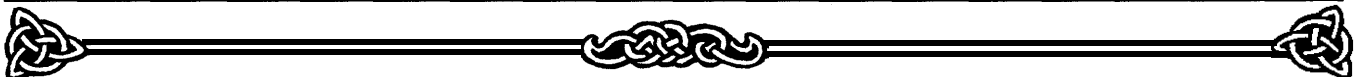
The speaking from the north wall comes from a *magic mouth* immediately above the secret door, repeating over and over in orcish, "This way to the egress." The elvish and dwarvish words on the south wall read "X marks the spot." In fact, close inspection will reveal that the "X" has been scarred by hammer or axe blows of some sort. Hitting the wall or touching the "X" will cause a large splash to be heard above the descending ceiling as liquid begins to stream from the cracks between ceiling and walls on all four sides, running onto the floor.

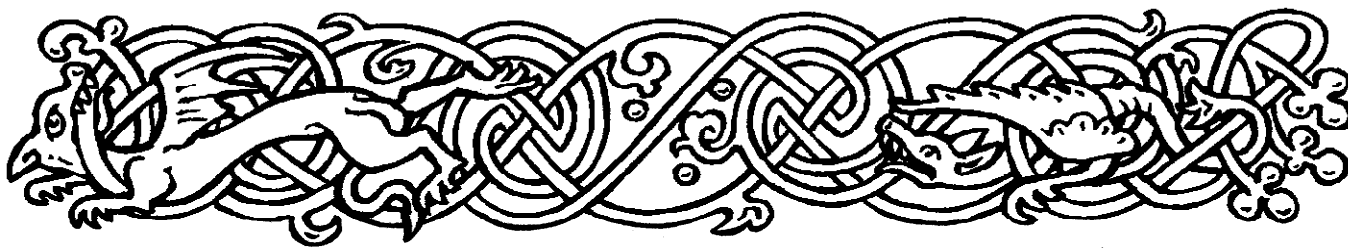
The liquid is a mild acid that collects at approximately two inches per round on the floor after 2 rounds, doing 1-3 points of damage per round to any PCs and gear immersed in the acid.

The acid quickly washes off the elvish and dwarvish writing, revealing a hidden message in common, which reads: "Even an orc understands orcish."

The secret door can be located by the usual means, although any attempt made after the acid flow begins is at half of one's normal ability to succeed, due to the intervening acid flow. Any attempt to open it involves putting one's hands in the flowing acid for at least 1 round. Unless blocked or redirected in some manner, the acid also falls over the opening of the open secret door, causing those exiting the room to dash through the falling acid for normal damage. The exit leads slightly uphill to another room.

The acid eventually drains through the small holes in the floor of C1. The ceiling will reset one turn after hitting the floor, rising to its 20' height. Entering the room again after the trap resets triggers the sequence as before; the acid dissolves all evidence of any previously fallen comrades.





C2: Importance is in The Eye of The Beholder

A passage about 40' long leads up a sloping chiseled rock corridor into the southwest corner of a 20' by 40' room. There is a 3' high table near the southwest entrance; on it sit a large, closed, leather-bound book, an ink stand, and a quill pen. A small placard on the table reads: "Please Sign In."

The book itself is labeled "Guests of Importance" in common. The table is a sturdy and somewhat decorative wooden construct; the book is old and filled with names of many individuals (even some recognizable heroes of ages well past). Neither the table nor the book is trapped.

The bottom of the inkwell is trapped, however. This trap is very difficult to detect, as the pressure plate is inside the inkwell, although attempts to pick up the inkwell prove it affixed to the table. If the quill or another object inserted into the inkwell touches the bottom, a panel in the northeast corner of the room slides open 1 round later to reveal a recessed alcove. A beholder, exiled to this place by Tyr, hovers in the alcove. It immediately attacks the PCs from there (50% chance per round that it floats out from the open alcove and places itself in front of the northeast exit during the fight).

The beholder attacks the PCs using its eye stalks: 1- *charm person*; 2- *charm monster*; 3- *sleep* (one target); 4- *telekinesis* (250 pounds); 5- *flesh to stone* (300yard range); 6- *disintegrate* (20-yard range); 7- *fear* (as a wand); 8- *slow*; 9- *cause serious wounds* (50-yard range); 10- *death ray* (one target, 40-yard range). Roll 4d10 to determine which stalks are in useful positions when the central eye (*anti-magic ray* [140-yard range]) is facing the PCs; it can utilize other eye stalk abilities only if it turns or if PCs attack from in front of it in a greater-than-90-degree arc. The beholder retreats to its alcove and shuts the secret door behind it

after losing more than four eyestalks or more than 60% of its total hit points.

The beholder doesn't appear if the inkwell trap is not sprung; if the trap is triggered again, the alcove closes, confining the beholder. If the PCs find and open the secret door to the alcove, the beholder surprises the PC opening the door, attacks, and moves out unless the PCs immediately shut the alcove door. If the PCs rush past the beholder and exit the room, it continues attacking them until dealt with in some manner.

Beholder (1): Int Exceptional; AL LE; AC 0/2/7; MV Fl 3(B); hp 61; THAC0 7; #AT 1; Dmg 2-8; SA magic; SD anti-magic ray; MR Special; SZ M; ML 18; XP 14,000.

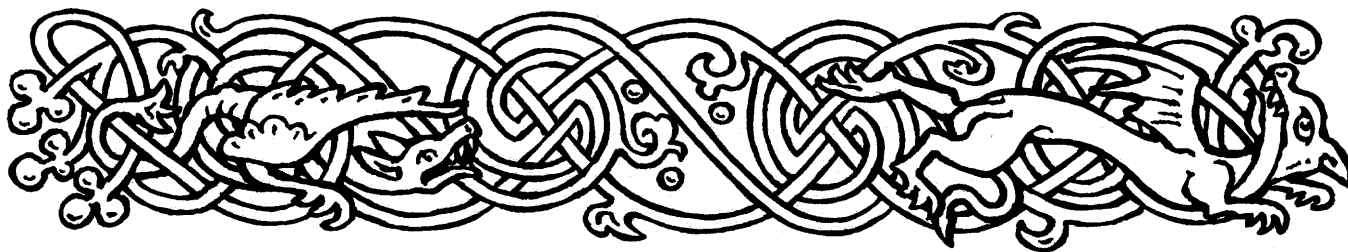
C3: When First We Practice To Deceive

After 20 feet, the corridor from Room C2 ends at a stone door. It easily slides aside to reveal a 20'-square room with an exit corridor in the northwest corner. The door is not trapped, although opening it resets an hourglass on a small marble pedestal just inside the entrance. Unless spiked or held open in some manner, the panel slides shut behind the PCs entering the room, locking securely with an audible click. There is no access to the lock mechanism from inside, although anyone outside the room can easily open the door.

In the northwest corner, a 10'-wide corridor begins. Even casual inspection reveals several traps; *find traps* rolls or similar investigations reveal it to be liberally littered with mechanical and magical tripwires, traps, and pitfalls of all kinds, as well as more obvious impediments to quick passage, such as spikes, barbed wires, swinging spiked balls, greased ramps, etc.

Unless handled witlessly or without skill, none of these items is especially dangerous or lethal. They do, however, serve three distinct purposes

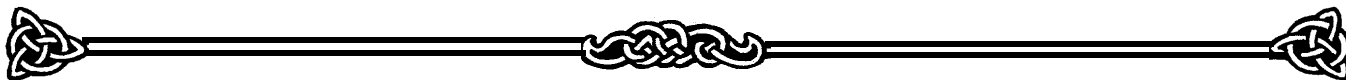


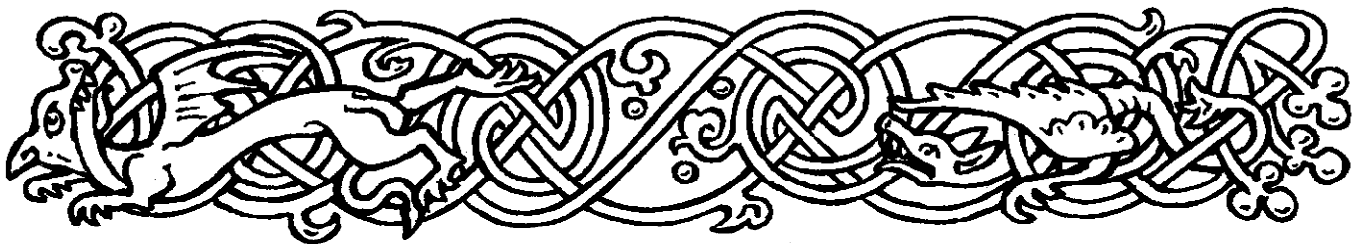


for the Obstacle Course: first, to prevent rapid escape from the beholder or rapid retreat from the area that lies ahead; second, to slow the PCs' progress; and third, to give the PCs a false impression that the traps in the Obstacle Course are easily dealt with.

Following is a listing of the traps, set in order of occurrence and showing distance in feet from the entrance in Room C3. The listing gives their placement, their detection and avoidance, and their effects. The hourglass is itself not a trap, but the PCs may give it a significance it does not have, by hurrying their progress unnecessarily or by returning repeatedly to restart it on the assumption that the time indicated by the hour glass is somehow important. It has no effect on the traps or the corridor whatsoever, save to make the PCs (and players) even more nervous.

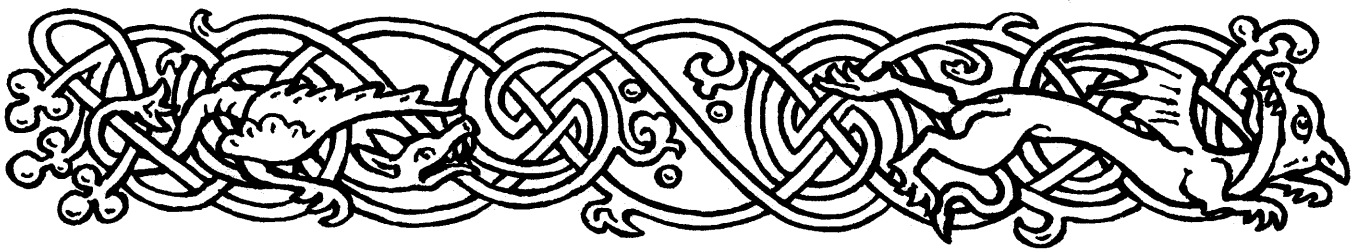
- 5': Tripwire 2' off floor; causes four darts to shoot from holes 3' up on the north wall (THAC0 18), doing 1d4 points of damage each; can be avoided or sprung safely.
- 10': Stabbing spikes from both side walls (THAC0 17 vs. two targets, 1d6 points of damage if hit) and magical glyphs 1' on either side of center of floor, each of which explodes, doing 2d4 points of damage to PCs within 2' and throwing affected PCs 10' in a randomly determined direction; can be detected by a *detect magic* or *find traps* and safely avoided or sprung by sliding a 10 lb. (or heavier) weight across the trigger area from at least 10' distant.
- 15': Crisscrossed web of barbed wire (1d6 hit points of damage) blocking the passage, all coated with poison (save vs. poison at -4 or fall unconscious for 2d4 hours); wires can be cut, broken, or melted with normal (non-magical) fire, although a PC severing a strand without holding the severed ends runs a 20% chance of being hit by a backlash as the tension on the strand is released.
- 25': Magically invisible tripwire 5' off floor level, which releases nine heavy crossbow bolts (THAC0 14, 1d4+1 points of damage) from holes in south wall spread out to hit 1d6+3 targets; detectable by *find traps*, *detect invisibility*, or *detect magic*; can be avoided or safely sprung.
- 35': Spiked ball on chain swings down from ceiling to 2' above floor level, inflicting 1d6 hit points of damage on contact, as well as releasing a yellow gas cloud (when triggered, regardless of attack roll) that smells like sulphur and fogs vision for 1d6 turns; easily noticeable; can be avoided by simple Dexterity roll when passing.
- 55': Two tripwires 1' and 5' off floor level, with an invisible wire between them at 3' off the floor, each of which causes two razor wheels to swing across the corridor between the tripwires, doing 3d6 points of damage (THAC0 12 to all within 3' of wires); visible tripwires detectable by sight, other tripwire by *find traps*, *detect invisibility*, or *detect magic*; can be avoided or sprung from distance.
- 65': 60'-long downward slope covered with grease (Dexterity check at -6 or fall and slide); visible sheen to grease and obvious slope to floor.
- 85': Continuation of sloped floor (unmodified Dexterity check), with imbedded barbs and razors in floor, doing 1d6 points of damage if trod upon with anything but heavy boots, 3d6 hit points of damage if a PC slides across them during fall on slope; visible, but not obvious from distance.
- 95': Spiked pit trap (full width of passage, 20' long) beneath illusory floor, 20 foot deep (2d6 points of falling damage + 1d6 points of spike damage); detectable by *detect magic* and Wisdom checks.
- 115': Razor edge to pit trap which severs ropes once weight is put on it (1d8 points of





- damage if edge grabbed); noticeable only with *find traps* within 5' of edge.
- 145': Giant spider web blocks corridor; readily apparent; no spider or trap present.
- 160': Meadow of metallic reeds and cattails about 4' high filling the entire corridor for about 30'; easily swayed into striking one another, they tone musically and strike sparks; passage through them at a normal pace will do 1d4 hit points of sonic damage if ears are not protected; easily seen; may be held motionless or moved through slowly.
- 190': Tripwire 1' from floor will be tripped by swaying reeds and cattails of previous trap unless reeds are kept from swaying while PCs pass through them; trap releases odorless gas from floor which explodes two rounds later if open flame (or sparks from colliding metallic reeds) are present at that time for 1d12 hit points of damage to all within 20'.
- 200': Pressure plate not tripped unless 100 pounds of weight (or more) is placed on it, triggering a spray of oil (if set aflame by open fire or other spark, causes 2d6 points of damage the first round and 1d6 points of damage the second round); detectable by *find traps* and avoidable by stepping over the 2'-wide pressure plate.
- 215': Pressure plate on side walls, triggering an electric shock from wall (1d6 points of damage) and generating visible sparks; detectable by *find traps* and avoidable.
- 225': Broken glass litters the floor to a depth of two inches along entire width and 40' in length (damage of 1 point/5' traveled on floor unless boots are magical or metal, normal boots must make save vs. acid or be cut to useless leather); easily visible; a single 1,000-gp-value diamond is hidden (at 245') within the broken glass.
- 270': **Gelatinous Cube (1)**: Int Non; AL N; AC 8; MV 6; HD 4; hp 24; THAC0 17; #AT 1; Dmg 2-8; SA Paralyzation for 5-20 rounds, surprise at -3; SD Immune to electricity, fear, holds, paralyzation, polymorph, and sleep-based attacks; SZ L; ML 10; XP 975.
- 290': Greased upward slope for 67'. Roll under Dexterity (-2 penalty) each round to avoid sliding back down, unless precautions are taken (e.g., *climbing* skills or use of spikes and ropes).
- 300': Obvious tripwire three inches above sloped floor level releases 20 rot grubs at the top of the sloped floor to slide down onto the PCs; roll under Dexterity at -6 penalty to avoid contact.
- Rot Grub (20)**: Int Non; AL Nil; AC 9; MV 1; HD 1 hp; 1 hp; THAC0 Nil; #AT 0; Dmg Nil; SA if touch bare skin (percentage chance equal to 10 times victim's AC), automatically burrow in to heart and cause death in 1d3 turns unless burned out (flame kills 1d6 rot grubs and causes 1d6 damage per application); SD Nil.
- 358': Invisible tripwire three inches above the top edge of the sloped floor releases a brief flow of boiling water down the slope, dealing 1d4 points of damage to exposed or cloth-covered flesh. In addition, PCs who suffer more than 1 point of damage must roll under half their Dexterity or slide back down sloped floor.
- 360': An hourglass sits in a marble niche in the wall at the top of the sloped floor, its sands about to run out. If hourglass is turned over, a large stone slab drops into place to its left, blocking further passage to the narrowing corridor beyond the hourglass. The slab wall rises automatically when the hourglass is allowed to run out. If the PCs do not let the hourglass run out, it could be quite a wait. If the wait is long, be sure to see if the PCs can remain perched on the narrow, 2'-wide ledge above the sloped floor without falling off while asleep. (Unmodified Dex-





terity check each hour unless special precautions [e.g., roping themselves in] are taken.) Also, remember that clerical spells cannot be regained while the PCs are in the Obstacle Course.

C4: Mathematics Exam

The 5'-wide by 10'-high corridor runs straight for some distance (170 feet) and is featureless and unremarkable, save for the fact that it has been freshly painted a bright white and glows uniformly (due to the magical paint) should a *detect magic* be cast on it. Due to its dimensions, PCs must travel in single file within this area.

A *detect traps* roll reveals a magical trap 80 feet down the corridor. The trap, removable only by casting *dispel magic*, drops a *delayed blast fireball* from the ceiling when the first PC passes by the spot heading west; it drops additional *delayed blast fireballs* for every six people passing that spot (i.e. 7 PCs = 2 *fireballs*, 13 = 3, etc.) in a northerly direction. Each *delayed blast fireball* explodes exactly 3 rounds after dropping, meting out 10d6+10 points of damage to anyone in this corridor (save vs. spell for half damage).

PCs running back to the east are caught in the blast unless they pass the hourglass alcove (at mark 360' of C3, above). The blast also causes the stone slab to again slide abruptly shut. The slab rises only once the hourglass is flipped and allowed to run out a second time.

PCs who run forward (west) can reach the far end of the corridor, just out of reach of the blast, if they immediately move at maximum speed and make two Dexterity checks for the greased areas of the floor at the 100' and 120' points along this corridor. All PCs behind one who falls must save at -2 for each obstacle in their path to safety.

When the PCs arrive at the wall at the 170' point of the corridor, ask their players to roll Dexterity checks to see if their characters can stop their headlong rush without hitting the wall.

The wall is mechanically trapped with a simple pressure plate. Touching the wall causes a small piece of parchment to drop to the floor from a small hole in the ceiling above. The note reads:

This could have been another exploding device. Thank Tyr for your many blessings.

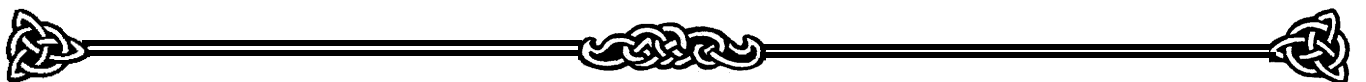
Five segments after first being touched, the note (written on the magical equivalent of flash paper) disappears in a brief flash of flame. The flame causes no harm, but it could precipitate another headlong rush down the corridor if PCs are getting panicky. In the event any PCs do venture east back down the corridor, remember that the magical trap at the 80' point of the corridor causes another *delayed blast fireball* to drop for every six individuals to pass it in a westerly direction, restarting this scenario yet again. The blasts of flame leave no discernable scorch marks on the magical white paint.

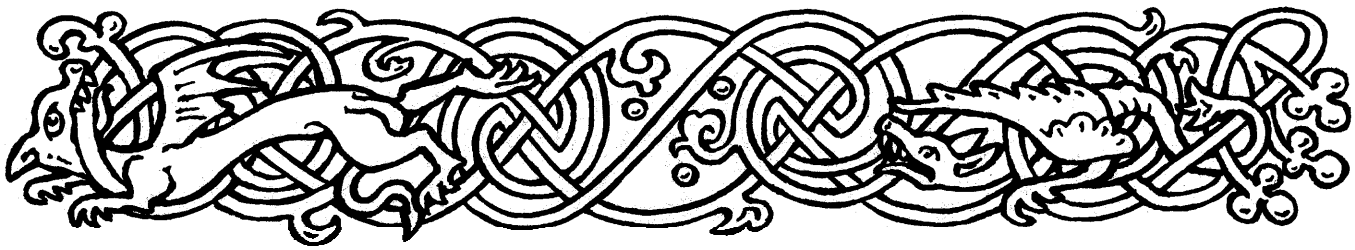
Once the PCs are safely standing at the western end of the corridor, they can search for the secret door on the north wall to the next room. Unless spiked or held open in some manner, this secret door shuts and locks behind the PCs.

C5: Dungeons of Deja Vu

After about 30' of curving corridor, the passage opens into an extended area of *continual darkness*. Dispelling or negating the *continual darkness* reveals a small marble table with an apparently empty hourglass on it. Investigation of the hourglass (shaking it, etc.) reveals that it is actually filled with invisible sand.

Past the hourglass, a 10'-wide corridor begins, the length of which is affected by multiple *continual darkness* spells; if characters use *dispel magic*, they can cancel the darkness for a distance of 1d4. × 10'. If the darkness is dispelled, PCs find that the corridor is also coated with the magical white paint encountered earlier (C4). This paint





negates *detect magic* spells for locating magical traps, as everything glows with a magical hue.

The corridor, however, is actually an exact duplicate of Room C3, save that all tripwires, spikes, grease, and other traps are hidden by *continual darkness* and, thus, avoidable only with *find traps* abilities or a good memory (or map) of what was encountered in Room C3. Thus, PCs who dealt carefully with the prior traps (even the most obvious and relatively harmless), or who carefully mapped, will realize after the first trap or two what their situation is, and more easily avoid the dangerous traps. Without good memories, good maps, and visual clues, the traps of Room C3 are a much more lethal (and humbling) series of encounters.

Though the traps are not redescribed here (reference Room C3 above), the DM should only narrate those portions of the trap that are physically encountered or detected by nonvisual means (unless the *darkness* is negated). Use descriptions based on sounds or effects in darkness to relay the situation to the PCs without revealing that they're encountering an identical series of traps as before, but blindly.

C6: A Fungus Among Us

Unlike the entrance into Room C4, the ramp at the end of Room C5 leads into a cavern. Compared to the tunnels, Room C6 is spacious. Read the following:

As you come up the ramp, you enter a spacious natural cavern almost 50' in diameter, with soft, luminescent lighting of its own. A clear path crosses the cavern to a 10'-by-10' exit out the opposite side. Much of the cavern is covered with what appears to be a field of tall mushrooms of some kind amid smaller and shorter fields of various other fungi. Some of the fungi and mushrooms are recognizably edible.

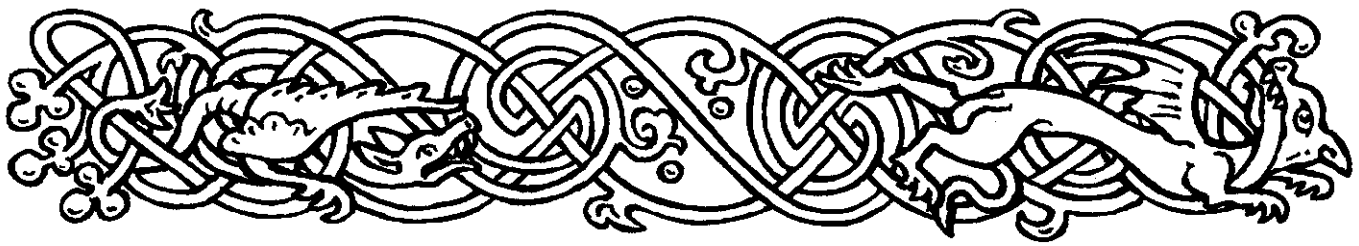
The taller mushrooms are actually myconids (fungus men) in a communal melding. They are peaceful creatures who will not attack the PCs unless they or their crops are attacked or seized by the party. If this occurs, read the following out loud:

Suddenly, the tall mushrooms move slowly toward you, and you realize that these are more than fungi—they are fungus men! Although they carry no weapons, they drum their arms along their stalks rhythmically as they walk toward you.

At this point, the myconids can still be dealt with peacefully, although they generally regard humanoids as violent, to be viewed with suspicion and treated warily. Obvious apologies and offers of food or other bribes result in the myconids allowing the PCs to exit without violence. Any hostile moves by the PCs, however, cause the myconids to engage the PCs, spewing clouds of specialized spores and attacking with their clublike hands. They fight to the death to defend their home. If they defeat the PCs, the myconids strip them of useful items and put them through the exit to this cavern, locking it behind them.

Myconid (20, plus Myconid King): Int Avg; AL LN; AC 10; MV 9; HD 1-5, King 6; hp 5, 6, 6, 6, 7 (5×1HD), 11, 11, 12 (3×2HD), 14, 14, 16, 17 (4×3HD), 20, 21, 21, 24, 27 (5×4HD), 31, 32, 38 (3×5HD), 41 (King, 6HD); THAC0 19 (1-2 HD), 17 (3-4 HD), 15 (5-6 HD); #AT 1; Dmg 1-4 × HD; SA Spore clouds, with 4 HD myconids using pacifier spores—40' range, single creature effect (save vs. poison or be totally passive and inactive for 4 rounds) and 5-6 HD myconids using hallucinator spores—40' range, single creature effect (save vs. poison or endure following hallucinatory effects for HD turns [roll d20 to determine effect]: 1-10 cower and whimper; 11-15 stare into nothingness; 16-18 flee shriek-





ing in random direction; 19-20 try to kill closest creature); SD Poisonous skin (save versus poison or suffer hallucinations as above); SZ T-L (2'/HD); ML 13; XP 1HD, 65; 2 HD, 120; 3 HD, 175; 4 HD, 270; 5 HD, 420; 6 HD, 650.

C7: The Rust of The Weaponry

If the PCs leave Room C6 under their own power, they can move through the twists and turns of this 20'-by-20' corridor and occasional alcoves for 1d4 rounds before encountering a rust monster, moving toward them from ahead. If, however, they were defeated and dumped out of Room C6 by the myconids, they eventually awaken from any spore-induced effects to find a rust monster munching contentedly on any exposed metal weapons or other items; it begins with the large ferrous metal things, such as armor.

Rust Monster (1): Int Animal; AL Nil; AC 2; MV 18; HD 5; hp 29; THAC0 15; #AT 2; Dmg Nil; SA Rusts metal on contact; SD Nil; SZ M; ML 9; XP 270.

C8: Empty Threats

The corridor from Room C7 dead-ends abruptly at a reinforced wooden door. It is locked, though it has no traps. Opening it reveals a vast cavern filled with orcs, with an orc shaman in a casting position near the door! In reality, this is an *illusion* and the door opens onto a 10'-square room holding a single orc brandishing a club. Secretly roll a save versus spell for each PC, and (also secretly) make individual initiative rolls. Read the following to those who successfully make the saving throw:

An orc, brandishing a long sword, and looking rather crazed, is rushing out of the square room at you!

Read the following for those PCs who do not make their saves:

A huge natural cavern is beyond the door, lit by numerous torches and fires of an orc encampment. Almost 50 orcs in leather armor are grabbing up arms and charging toward you, a guttural war cry ringing down the corridor. An orc shaman stands on a large boulder 20' away gesticulating rapidly, while an orc with a long sword (the door guard) charges toward you!

Determine what each character is doing and play in the order of the DM-rolled initiatives to determine when any PCs who made their saves can inform their friends of the true nature of this danger (future saves at a +4 bonus once informed of the *illusion*). The orc, captured and placed in this room to add credibility to the *illusion*, is both hungry and angry. Thinking the party is allied with his captor, he fights to the death. He is wearing leather armor.

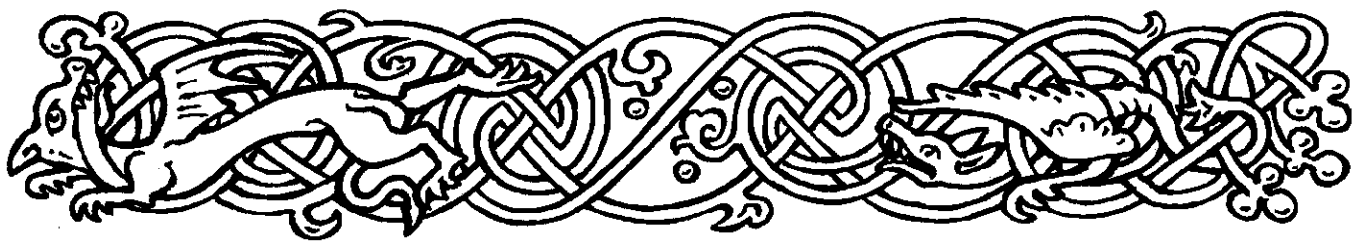
Orc (1): Int Avg; AL LE; AC 6(10); MV 9(12); HD 1; hp 6; THAC0 19; #AT 1; Dmg 1-8 (sword); SA Nil; SD Nil; SZ M; ML 11; XP 15.

C9: Falling for One Another

The PCs find a labyrinthine area of many corridors and intersections, including blind alleys and loops that rejoin their original paths. Included in this maze are several secret doors that make the path somewhat more direct, as well as a number of wooden doors that open onto solid rock walls, just to keep the PCs busy and a little irritated. This exasperation can grow somewhat frantic for parties who map their paths thoroughly, as they realize that the maze has no apparent exit.

Also included is a fairly obvious pit trap consisting of a 10' section of the stone floor balanced on a weighted pivot. When two PCs or





more are on one portion of the slab (like the first five feet) and none are on the other half (or more PCs are on the front 'portion than are on the rear portion), the slab tilts and drops the unsuspecting PCs into a 30-foot pit. Normal falling damage applies (3d6 points of damage per 10 feet fallen). The pit is detectable through the usual skill rolls or magical means, which allow the PCs to notice the crack in the floor for the pivoting stone slab.

In fact, the pit is the only exit to the maze. One round after the trap is triggered, a secret door opens in one wall of the pit, revealing a torchlit corridor. Of course, anyone in the pit notices the exit. PCs who avoid the pit could spend too much time roaming the maze, depleting food and water supplies.

The exit was intentionally placed in the pit, both to humble the PCs—despite “superior” skills, they may have trouble finding it—and to make them realize that superior skills should be properly utilized for the good of all. If the PCs notice the trap and don't trigger it, nothing happens. If, however, the PCs notice and avoid the trap, but trip it or somehow mark the trap to aid any who may follow at a later time, Fidelio causes the secret door below to open. The light will be visible even through the cracks of the pivot stone.

C10: NONE SO BLIND As They That Won't See

After the party passes through the secret door into the torch-lit corridor, there is ominous rumbling near the pit, presaging a cave-in of large stone blocks that seals the corridor behind the PCs. Unless the PCs stay in or move into the area of sifting dirt and pebbles, the only effect is a minor dust cloud, which settles within 2 rounds of the collapse. Those in the pit receive 2d6 points of damage from falling stone slabs.

After a bit, the corridor opens up into a straight segment that ends after roughly 80'. Near the middle of this straight-away is a curtained alcove. Secret doors on the opposite sides of the corridor on either end hide basilisks. Unless discovered through the usual means and opened by the PCs, the southern door opens 2 rounds after the last party member passes it. The northern secret door automatically opens 2 rounds later. Given the petrifying effect of the basilisk's gaze (only within a 50' range, or course), the PCs are likely to flee down the corridor or fight with averted gaze or closed eyes (normal penalties apply as if fighting in complete darkness, unless the blindfighting skill is successfully employed), a strategy complicated when the second basilisk comes lumbering toward them from the opposite direction.

Eventually, PCs will investigate or flee into the curtained alcove. Doing this blindly (with averted or shut eyes) to avoid the basilisks' gazes will prove to be extremely dangerous, as the curtain hides the shimmering curved surface of a *prismatic sphere* 10' behind it! The *prismatic sphere* completely blocks the corridor beyond.

The *prismatic sphere* is of standard properties, blinding creatures of fewer than 8 Hit Dice that gaze upon it for 2d4 turns, and having the following effects on those passing through its spectrum of colors, unless the colors are negated in order by use of the spells indicated below.

Red

20 hp damage; save versus spell for half;
Negated by *cone of cold*

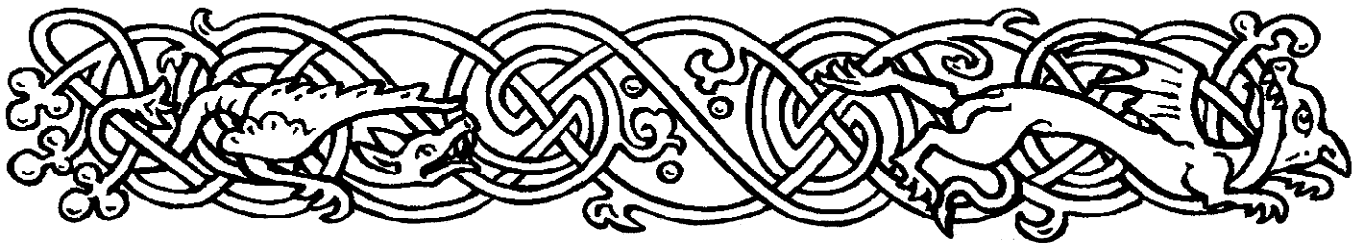
Orange

40 hp damage; save versus spell for half;
Negated by *gust of wind*

Yellow

80 hp damage; save versus spell for half;
Negated by *disintegrate*





Green

Save versus poison or die; successful save takes 20 hp poison damage; Negated by *passwall*

Blue

Save versus petrification or turn to stone; Negated by *magic missile*

Indigo

Save versus wand or go insane; Negated by *continual light*

Violet

Save versus spell or be sent to another plane; Negated by *dispel magic*

If they are able to deal effectively with the basilisks, the PCs may be quite reluctant to deal with the prismatic sphere until they have investigated and determined that it apparently blocks their further progress through the gauntlet. Even then, the PCs might choose to wait to see if they can avoid the magic by mere patience. The total duration of the *prismatic sphere* is 3 hours and 20 minutes (20 turns); roll 1d20 to determine how many turns remain on its duration when encountered by the PCs. If the PCs do wait for the *prismatic sphere* to expire, however, they must react quickly to its expiration, as the magic has been cast by a mage hiding inside who immediately begins to recast the same spell, once the first expires. While the level of experience required to repeatedly cast such high-level magic may give the PCs pause, they do have the time to formulate plans, such as a quick rush beyond once the *prismatic sphere* dissipates, which is their best hope of survival.

Make a surprise roll to determine if the PCs react to the dissipation before the caster does. If the PCs are surprised, roll for individual initiatives and add the casting time modifier of 7 of the spell to determine if any of the PCs move quickly enough to reach the mage (the *prismatic sphere*

has a 10' radius) before the new *prismatic sphere* is cast. If the PCs are not surprised, they also have the round when the *prismatic sphere* dissipates to act or not, as the case may be.

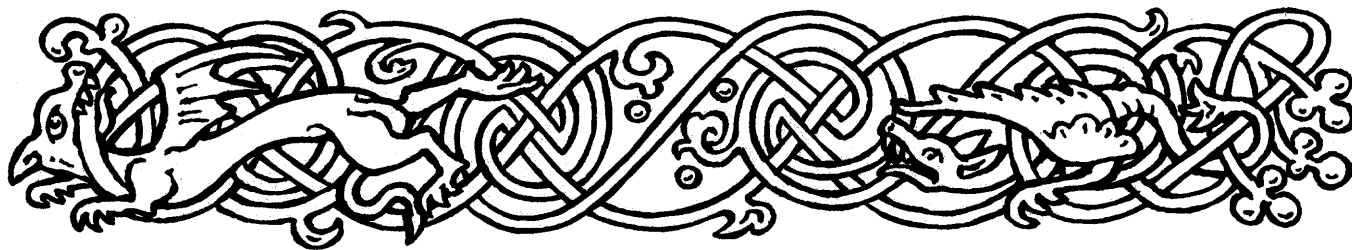
The *prismatic spheres* are cast by Elmontius Menditis, a 20th-level mage who was captured and tested by Fidelio a number of months earlier. A thoroughly obnoxious braggart and skilled practitioner before being tested, Elmontius foolishly braved the perils of Undermountain alone, scoffing at all foes and obstacles he met in the early going. His boastful bragging (to himself, as no one else was with him) attracted the attention of Fidelio, who teleported Elmontius into the Obstacle Course. His failures here have pushed him to the brink of insanity. If the PCs reach Elmontius inside his *prismatic sphere* or before he can cast a new one, read the following:

A gaunt and bedraggled-looking man stares at you vacantly, his head twitching involuntarily in a regular pattern. His once-fine magician's robes are in filthy shreds. Rotting crumbs of bread and cheese are scattered about him, along with a rusty iron pitcher filled with water. He reaches into a torn pocket and pulls out a lint-covered hunk of overripe cheese to nibble intermittently as he speaks to you in a high-pitched drone.

"You'll not get me, no you won't. All die, all die, but I survive, survive in my pretty bubble with the colors. All the colors swirl for me and they speak to me, too. Let me show you the colors."

Elmontius has indeed lived through the Obstacle Course, if you can call his present existence living. His sanity is gone and his magical abilities have waned during his sojourn here. As his spell components were used up, Elmontius was reduced to spells with only verbal and somatic components or spells with material components to which he still had access. The tat-





tered remains of his spellbook contain only the spells *prismatic sphere* (verbal components) and *ventriloquism* (verbal and material components; material component is a small cone of parchment, explaining what happened to his spellbook). He studies these spells endlessly and casts them as frequently as possible. A *wand of create food and water* (18 charges left) is his only other significant possession.

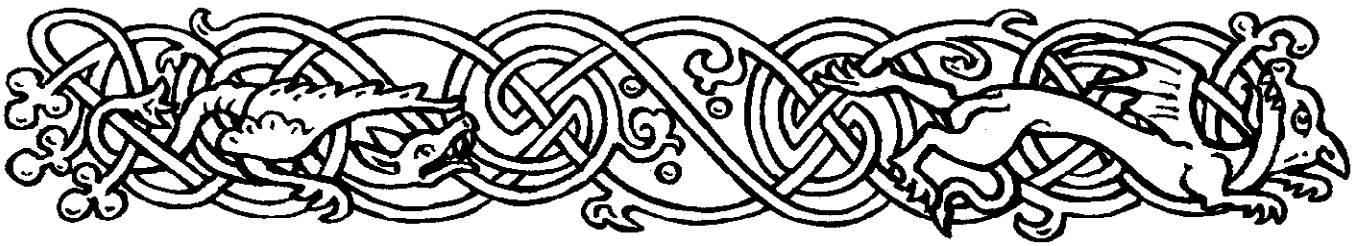
Elmontius now spends his time conjuring up prismatic spheres, which he then sits within, talking to the swirling colors with his *ventriloquism*. He is quite mad and will not willingly aid or accompany the PCs, who he treats as both friends and enemies (in alternating rounds) for no apparent reasons. He happily casts *prismatic sphere* if given the chance, both unmindful of and pleased about the harmful effects it has on the PCs. The spell is his only weapon in his bemused insanity. If forced to by adverse circumstances, the PCs can easily dispatch the crazy old mage. In this case, they can recover the two spellbook fragments, the *wand of create food and water* (command word "More"), and some filthy robes. If they attack him needlessly, however, Fidelio teleports the PC who landed the killing blow to the slave quarters of a colony of mind flayers elsewhere in Undermountain.

Basilisks (2): Int Animal; AL Nil; AC 4; MV 6; HD 6 + 1; hp 43, 39; THAC0 15; #AT 1; Dmg 1-10; SA Gaze turns to stone (50' range), poison claws (+4 on save, save versus poison or die), poisonous spit (5' range, +2 on save, save versus poison or die); SZ M; ML 12; XP 975.

Elmontius Menditis: LN hm W20; Int Very (but insane); AC 10; MV 9; hp 34; THAC0 14; Dmg by weapon; SA Spells memorized: 2 *prismatic sphere* and 4 *ventriloquism*.; SZ M; ML 11.

Mind Flayers (80): Int Genius; AL LE; AC 5; MV 12; HD 8 + 4; THAC0 11; #AT 4; Dmg 2 +





Stun; SA Mind Blast; ML 15 + Special; XP 9,000.

C11: Out of The Frying Pan

Once Elmontius' *prismatic sphere* is conquered and passed, the curtained alcove reveals an exit tunnel, which leads to a shifting stone slab (bend bars/lift gates roll to move). When the slab is pushed out of the way, the PCs find this tunnel intersects with a black, glassy, rock tube (actually a lava tube) that slopes down to the north (the PCs' left). After only a short distance in the uphill direction, the tube is blocked by an impassable cave-in. The tube continues unblocked in the opposite direction, however. Read the following:

The air warms perceptibly as you make your way carefully along the tunnel; warm, sulfuric mists waft past you unpleasantly. The mists condense on the glassy rocks, making the way even more treacherous, as the rock edges are all sharp angles uneroded by flowing water.

The PCs need to make Dexterity checks to keep their tenuous footing, taking 1d4 points of damage if they slip and fall. The lava tube ends abruptly at a wide ledge in a huge, deep cavern over a pool of molten, bubbling lava. PCs can notice a dull reddish glow coming from Room C11 as far as 40' away from the entrance to the area. When the PCs arrive, read the following:

The tube ends at a ledge on a sheer cliff-face of glassy black rock, opening out onto a ledge. The ledge is about 200 feet above a massive pool of molten lava. The stench of sulphur is overpowering and the heat is intense— not enough to prevent you from passing through, but sufficient to keep you from tarrying here long.

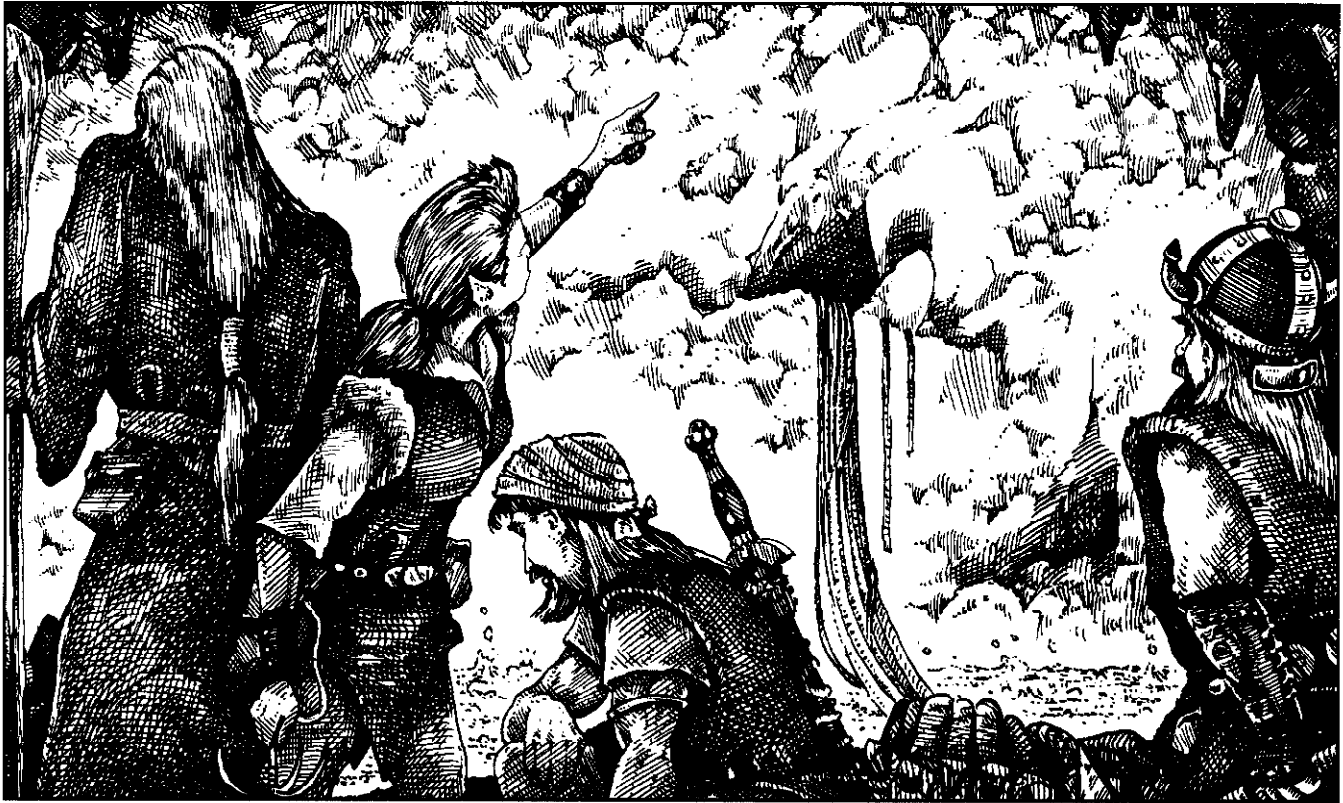
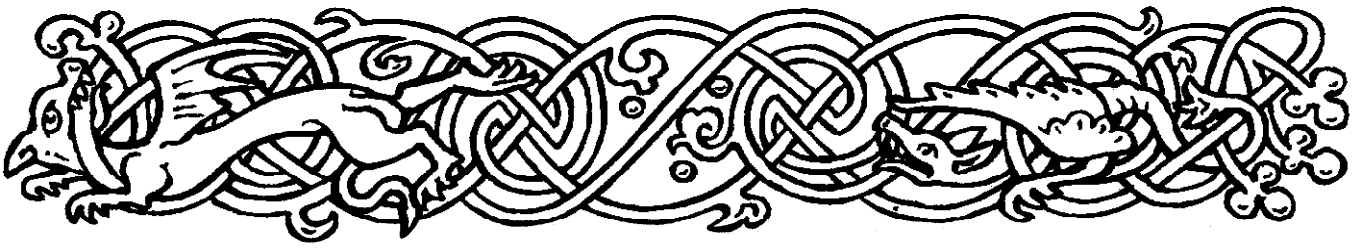
Eight ropes are staked to the ledge's edge, ranging from one to five feet apart from each other and sometimes crossing above or below each other. The ropes span the chasm to a ledge slightly above you on the other side. Several broken cords on either side give mute testimony to the ropes' dangers, and many look old, though most of them seem newer. All are very dried out due to the constant heat of this volcanic inferno.

Three lava tubes seem to exit the opposite cliff-face: one on the far right is at the edge of the lava; one is on the opposite ledge across from you where the ropes lead; and one below and to the left is about halfway above the white-hot liquid rock. Peering about, you see no other openings on your side of the cliff, aside from the one at which you stand.

Several dangers face the PCs here. The center exit on the opposite ledge is a dead-end (and a roper's lair). Many ropes leading across the chasm are death-traps. The ledge where the PCs are standing (and 20' beyond it) is a magic-dead area, which cancels any active spells and prevents the casting of others. The far right opening at the lava's edge is guarded by three salamanders.

The leftmost opening is the only true exit. The rope running from the right of the ledge to the far left of the opposite ledge is long enough that, if PCs hang onto it and cut the near end, they can swing across the chasm directly into the left-hand cavern on the opposite side. Other methods can also work (the successful crossing of other ropes to the far ledge and climbing down the cliff-face from there, levitation, flight, etc.), but most of these involve a) danger or b) abilities or spells the PCs might not have. Remember, too, that spells and magic cannot be used until PCs are more than 20' from the ledge with the magic-dead area around it.

In the event the PCs examine or use the ropes,



here are the details about them. The ropes are numbered from left to right. Each rope requires three breakage checks (every 20'; check with initial contact, one-third of the way across, and two-thirds of the way across) if climbed by a PC. The percentages listed are for one PC per rope, and are cumulative for each additional PC on that rope at the same time.

Strength checks are needed whenever a rope breaks, to see whether the PC has maintained a hold on the rope. If the Strength check fails, a secondary check gives the character one last chance; if the second is successful, the PC's grip finally catches *at the end of that part of the rope!* Strength checks are also forced if other characters or things collide with PCs while holding onto the rope (like other PCs, cliff walls, missile weapons, etc.). If PCs collide with cliff walls after rope breakage, treat this as falling damage and roll 1d6 for every 10' the PC had to go before reaching the cliff (e.g. rope breaks 20' from cliff, PC makes

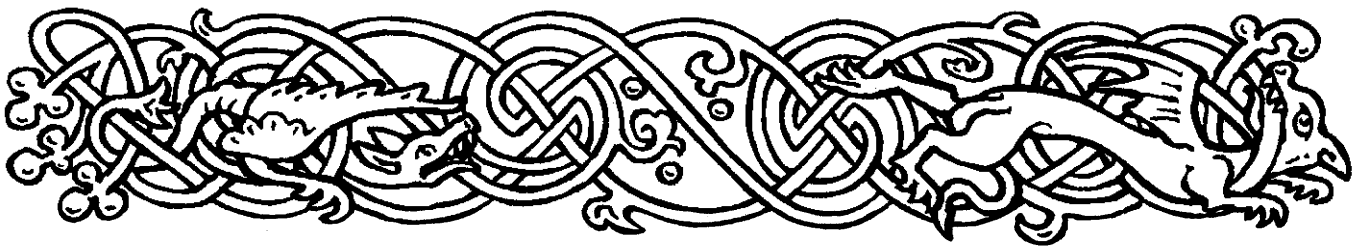
Strength check and holds on, takes 2d6 points of damage upon impact).

Rope

Description; Direction/span of rope; Break %age at each interval; Effects of rope breakage.

- 1 Old, somewhat worn rope; crosses from the left of the near ledge to the center of far ledge; 15%, 40%, 15%; breaks between PC and nearest ledge, swinging PC who hangs on into far ledge for 2d6 points of damage and 50% chance of losing consciousness.
- 2 Old, but not worn; crosses straight across; 10%, 30%, 10%; breaks in middle, swinging PC back toward the near cliff but tangling in other ropes—PC is left hanging in middle of chasm 10' below other ropes.
- 3 New and unworn (partial cut near far side, not detectable from near ledge); crosses two ropes on track across; 35%, 75%, 35%; if breaks,





does so at cut, swinging PC into near cliff for 1d6 points of damage/10' fallen and 20% chance of losing consciousness.

- 4 Old, but not worn; crosses almost straight, but has more slack than other ropes; 10%, 15%, 10%; PC also must make 3 Dexterity checks to make sure swinging of rope does not cause PC to fall into lava pit.
- 5 New and unworn, but dirty; crosses from left of center to right-hand opening; no chance of rope failure, but rope greased at central 20' (20' to 40'), requiring two Strength checks (-4 penalty) to hold on at the start and end of the greased section; failed Strength check results in fall into the lava unless precautions are taken.
- 6 Old and rotted; crosses from right of center to middle opening; 60%, 90%, 65%; if rope breaks, it disintegrates in PC's hands, dropping him or her to lava pit below.
- 7 Old and thicker than other ropes, with decided slack at the center; runs straight and is attached to a boulder on the right of the far ledge under most of the other ropes; no chance of rope failure, but far end is actually secured to a roper. The roper will drop the rope and snare the first PC who reaches the far ledge.
- 8 New, not worn, but cut most of way through at near edge; crosses right to left under all other ropes with some slack; 100% chance of breakage, swinging PC or PCs into left-hand opening on far side; slack allows it to be cut and grabbed by all PCs on ledge before jumping to swing across.

If PCs reach the central ledge on the opposite side, they discover the opening is only a 10'-deep alcove. If the PCs linger on the upper ledge or venture close to the boulder near rope 7, the boulder is revealed as a roper that immediately attacks the PCs. If the PCs defeat the roper, they can find nine platinum coins and four gems (a

3000gp diamond, two 30-gp topazes, and a 400-gp emerald) in its gizzard.

If the low opening on the far right is approached, the PC or PCs are attacked by three salamanders, which rise from the lava at the edge of the opening (actually a 60'-long dead-end) and attack; one uses its metal spear and the others attempt to grab and throw PCs into the lava.

Roper (1): Int Exceptional; AL CE; AC 0; MV 3; HD 12; hp 81; THAC0 9; #AT 1; Dmg 5-20 (bite); SA 1-6 Strands (1/rd) grapple and cause Strength drain (save vs poison each hit or lose ½ Strength for 2d4 turns); SD unaffected by lightning, ½ damage from cold-based attacks, saves versus all fire-based attacks at a -4 penalty; SZ L; ML 15; XP 12,000.

Salamanders (3): Int High; AL CE; AC 5/3; MV 9; HD 7 + 7; hp 49, 41, and 32; THAC0 13; #AT 2; Dmg 2-12, 1-6(weapon), SA Heat 1-6; SD +1 or better to hit; SZ M; ML 13; XP 2,000.

C12: A Wild Test

The opening at the center of the cliff-face tunnels upward, curving on occasion, until it opens into some small caverns connected by obvious paths. The PCs soon enter a large cavern containing a temple.

You enter a large, oval cavern with a high ceiling. At the center of the cleared cavern is a large temple of gleaming white marble columns and polished benches. On the floor at the core of the temple, a rune is inlaid in fine silver.

The rune is the warning for "Magic Here." As the PCs enter the room, a *magic mouth* in the floor immediately above the rune begins to speak:



“You have been sorely tested and yet you have prevailed. Now the testing turns to those among you who wield magic. Your audience is the god Tyr. You mages can now offer up your power to Tyr in gratitude for his wisdom and in testament to your skill. If penitent souls cast magic thus in concert, the travails shall soon cease.”

Unfortunately, no one is watching except Fidelio; this is simply another test to see how gullible and conceited the PCs remain after their suffering thus far. There is no actual trap here, save that the entire cavern and temple area is an area of wild magic. The spellcasting PCs should declare their spells and intentions and obtain the intentions and locations of the remainder of the party. *See the chart on Effects of Wild Magic on the inside front cover of this booklet, roll normally for such effects, and apply the results.*

Regardless of whether or not the PCs cast spells, a secret door opens at the opposite side of the cavern 10 rounds after anyone approaches within 10' of the sigil.

C13: Consequential Damages

After passage through tunnels with doors to nowhere, tripwires unconnected to any traps, and occasional *magic mouths* that laugh mockingly at them, the PCs enter into a long, low cavern with a stone dais at one end and a double row of graves stretching out into the dim reaches of the far end of the room. The graves have simple headstones inscribed with the names of the dead. Those names include some of power or notability, including a few names the players can recognize as heroic figures whose fates were unknown (repeat names from the book in Room C1).

As soon as the PCs enter, Fidelio's spectral figure appears floating slightly above the stone dais and speaks.

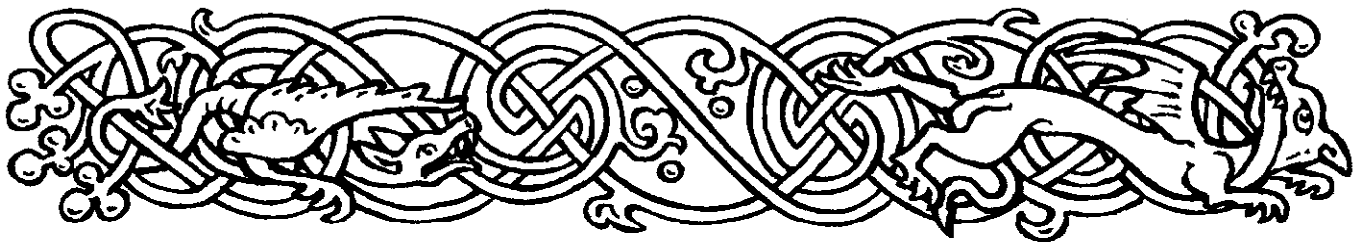
“Waste not your weaponry or your strength, for my affliction can be neither ended nor cured by those things. You were brought here by your own heady boasts to be shown the limits of your abilities and the dependence that you have upon one another and those who grant you magic, skills, or weaponry. Many have aspired to prove themselves herein; many souls—some with power, magic, and legends far greater than your own—now rest here with me as testimony to their own conceit. You have proven yourselves worthy in mine and Tyr's eyes; you were not spared at the god's whim, but by your own ability. Would that I had been able to do the same . . .

“In one hour, a portal will appear on this dais to return you whence you came. You would do well to think on the consequences of a boastful nature during the interval, though you have proven yourselves worthy of some measure of pride. Take pride in your abilities and skills, but take care to not overburden yourselves with hubris and conceit, for they befit none and sully the worthy in Tyr's eyes.”

With that, Fidelio's image disappears. Should the PCs attack him, he is unaffected by any of their weapons or magic. The only way to free him from his special spectral curse is self-sacrifice. If a PC, without prompting, volunteers to atone for his own boastfulness by taking Fidelio's place as the wandering soul of Undermountain, Fidelio is set free to his former life, at a place far from the dank terror of Undermountain; the PC is transformed into a spectral NPC who continues Fidelio's tasks until similarly released.

Though curiosity has killed many fewer cats than adventurers, some PCs may spend the hour investigating the cavern (there is nothing here other than rocks and the gravesites) and, perhaps, attempting to loot the bodies of the dead





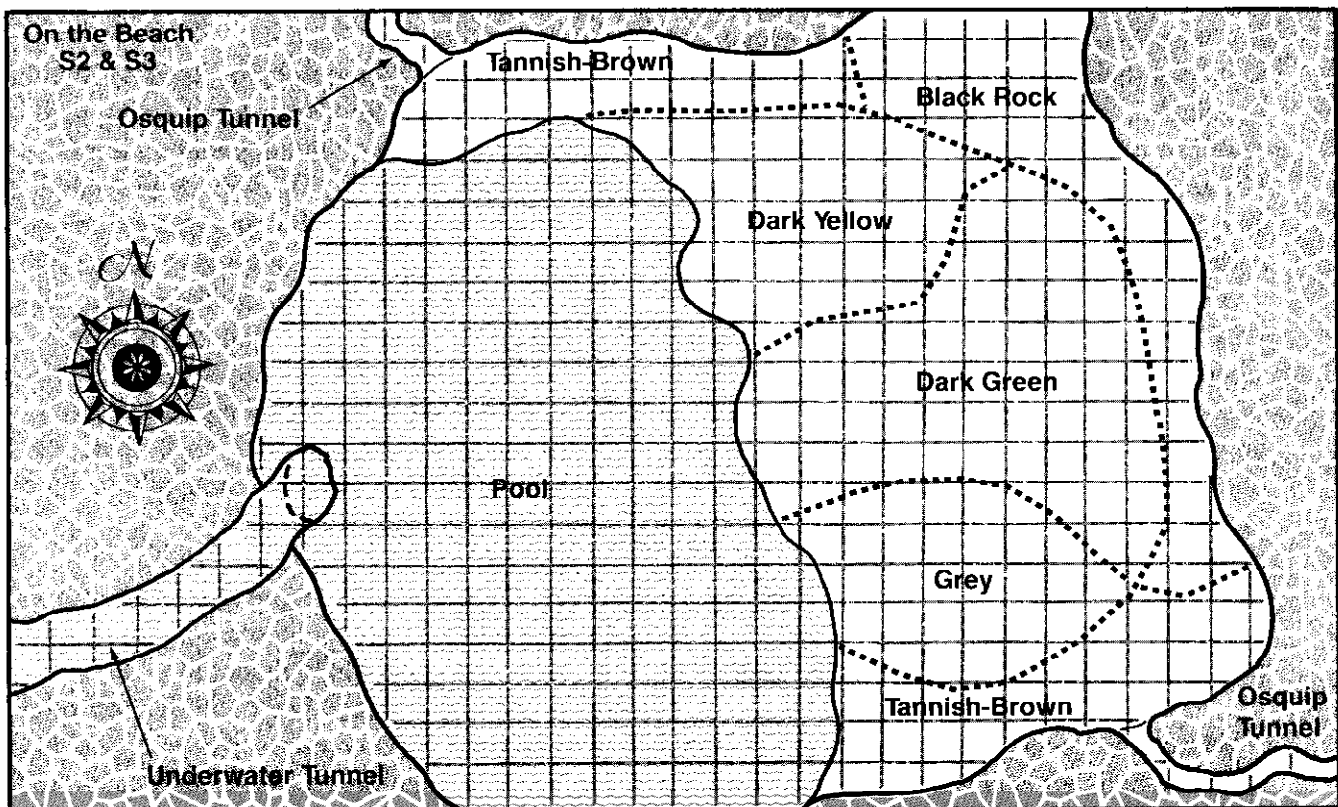
heroes put to rest here. Any items or weapons buried with the dead heroes here are cursed. Thus, if the PCs loot the graves, they soon find that their pilfered items have less-than-beneficial aspects to them. Suggested curses and other harmful properties are below for the DUNGEON MASTER™ to use.

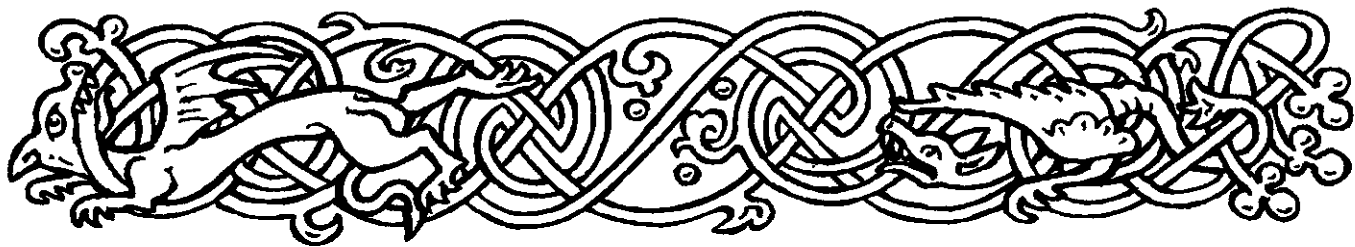
- The weapon deals double damage with successful hits but steals the extra damage points from the hit point total of its wielder's nearest ally.
- For each foe slain by this weapon, the wielder loses 1 point of Strength.
- This *ring of invisibility* appears to work but allows foes of opposed alignments to see the wearer (that is, creatures of evil alignments can see a good ring-wearer and vice-versa).
- This *ring of regeneration* acts like a normal item of the same name, but each regenerated

hit point causes 2 points of damage to the person most beloved by the wearer (be it wife, child, or king).

- Apparently a holy weapon for a cleric, this magical mace shatters all holy symbols within 100' when its use causes someone's (or something's) death.
- This impressive magical holy symbol adds 4 levels to a cleric's turning abilities, but attracts (and is totally useless against) vampires and liches.

The portal appears as a shimmering glow upon the stone dais exactly one hour after the PCs first enter this room. The surviving PCs are returned to where Fidelio first found them. If any characters showed exceptional heroism, ability, and humility within the Obstacle Course, the DM™ can reward them with appropriate magical items as signs of Tyr's satisfaction in them.





The Well of Shadows

Terrain: Subterranean, semi-aquatic

Party Levels: 42-56 (6-8 characters of 7th-level average)

Introduction

Some creatures have no concept of treasure. They have neither care nor use for magic, baubles, or coins. Such monsters are rarely targets of treasure seekers. Other monsters and creatures hoard treasure, guarding it from thieves and jealous rivals. Such beasts are often fearsome foes and are targets of only the most skilled (or foolhardy) adventurers.

At least one monster, however, knows the meaning of treasure, collects it, and actively puts it away unguarded due to the painful memories of past lives the treasure represents. That monster is the shadow, who often disposes of treasure down a well in its lair. If adventurers can withstand the furious attacks of the shadow band living by their camp and use their heads, they could stand to collect a king's ransom!

This adventure begins with an attack on the PCs' party by a roving band of shadows, somewhere in the foreboding confines of Undermountain, and leads to the "treasure well." It could be an easy retrieval, were all as it seems. Unfortunately, this is Undermountain, and everything is more complex, more sinister, and more dangerous than initially meets the eye.

Hiding in Shadows

This battle occurs at any time a group of PCs are camped in the dungeon with only a

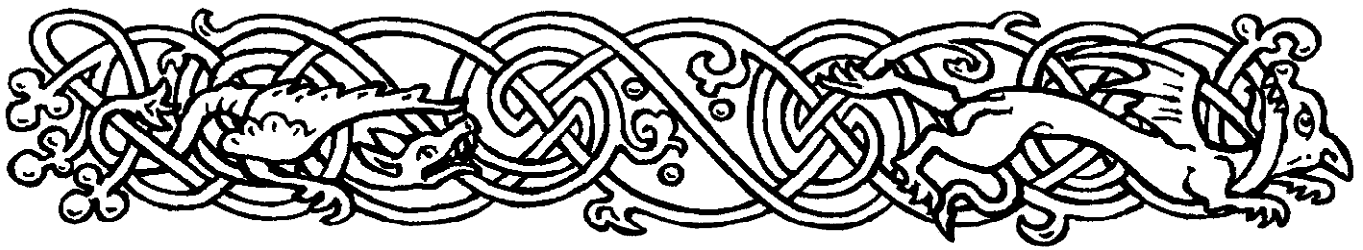
flickering or fairly dim light source, such as a low fire or a few torches. Shadows can be clearly seen in bright light (such as a *continual light* or similarly bright sources), and avoid attacking at such times. They also prefer attacking when at least some party members are asleep, meditating, praying, or otherwise distracted.

The roving band of shadows in this section of Undermountain numbers nine strong. They are 90% undetectable as long as they attack in dim light. If seen, their appearance is either that of a simple shadow or a hideous, bipedal monster somewhat larger than man-sized, with muscular limbs and a tentacled and horned visage with a massive, protruding jaw. The band will attack as many party members simultaneously as possible.

The dim and flickering light makes for hypnotic, dancing shadows on the rock wall nearby, occasionally dulling your concentration when on watch. The light dance can be easily broken by a few abrupt motions from you, sending large, deep shadows skittering across the face of the rock to overwhelm the flickering variations of your light source. Suddenly, the dark shadows move in a manner in concert with neither your movements nor the gentle dance of the flame. You feel a chilling touch and realize that monstrous, shadowy creatures are attacking!

The shadows seek to create more of their kind by attacking party members and reducing their victims' hit points or Strength to 0 through their chilling attacks. They will also seize any treasure from their victim or the party and furiously cast it away into a well nearby. The shad-





ows retreat once they claim a victim or two, or if they suffer more than two losses among their own ranks. If pursued into their lair, they fight until dead (banished to the Negative Material plane).

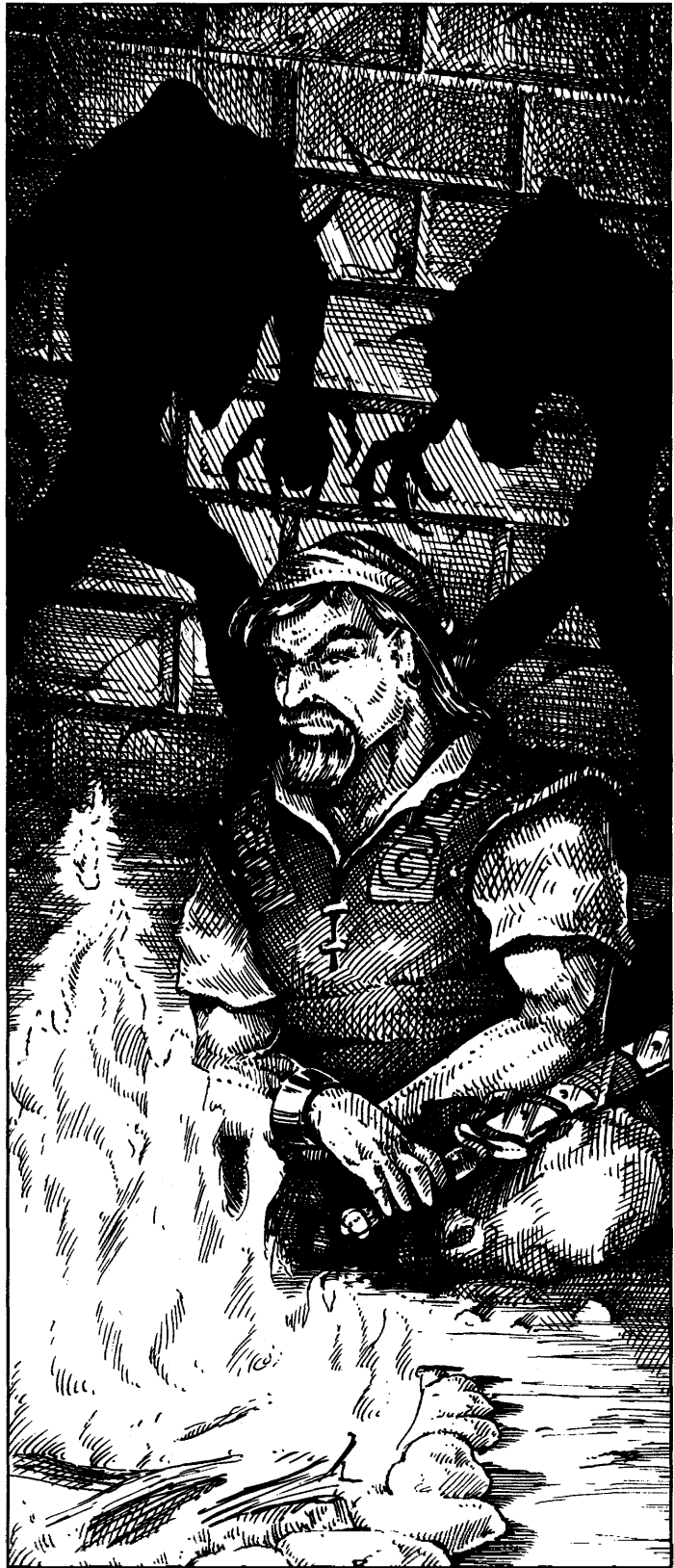
Shadow (9): Int Low; AL CE; AC 7; MV 12; HD 3 + 3; hp 22 (×2), 21, 19 (×2), 16, 14, 12, 9; THAC0 17; #AT 1; Dmg 2-5, plus 1 point of Strength; SA Strength drain (2-8 turns duration); SD +1 or better weapon to hit; MR Immune to *sleep*, *charm*, *hold*, and cold-based spell attacks, but can be turned by clerics; SZ M; ML Special; XP 420.

Keyed Encounters

S1: Wellspring of Disaster

Whether the PCs defeat the shadows or simply allow them to retreat to their lair, it is important that the PCs come across the shadows' well, located just outside the entrance to the lair. Preferably, the PCs also witness the shadows flinging treasure furiously down the well, but, if that does not happen within the melee as it develops, simply have the PCs each make an Intelligence check to see if any have heard the legends of shadows' treasure hoards being kept at the bottom of wells.

A 3'-high, 5'-diameter circle of flat stones clearly marks the confines of a pit in the floor, which on closer examination turns out to be a fresh-water well. There is a leaky wooden bucket tied to an old and frayed rope to one side of the well, but no winch with which to draw the water bucket up. There is about a 40' drop to the level of the water, all of that length being enclosed by uneven, piled flagstones.





It is not easy to tell the depth of the water in the well, although it appears clear rather than polluted. Dropping a magical light source into the water or performing any similar test reveals a silvery shimmering perhaps 20 feet below the surface of the water before the light fades from sight. The effect is actually caused by a *gate* filling the well's entire diameter, but let PCs believe they see the shimmering of silver, gold, and gems piled at the bottom of the well.

Attempts to scoop up treasure with the rope and bucket prove unsuccessful, as both are rotted and disintegrate if touched. If a PC enters the water to look down, the PC can discern the silvery shimmering, but there is increased cloudiness in the water, apparently some sediment and debris kicked up by the PC's descent into the well.

Keep track of the time spent underwater, should anyone descend into the well to recover the shadows' treasure. Unless they use some special or magical breathing devices, PCs can only hold their breath the number of rounds equal to one-sixth of their Constitution, rounded up. After that, they must make Constitution checks each round (-2 cumulative penalty for each ensuing round) or try to breathe, losing one-half their Strength and starting to drown in 1 round if air is not found.

The water is cold and quickly becomes murky as your descent dislodges mud and debris from the flagstones making up the sides of the well. As you dive deeper, the water cools even more. When you are about 20' down, you suddenly feel a brief tingling, then the water warms a bit.

Unless carrying a light source, the submerged PC is also completely in the dark. If formerly connected to other PCs or the top of the well by a rope, it is suddenly slack, the other end abruptly severed. The PC has passed through a one-way *gate*.

Any PC passing through this portal exits into a large submerged cave. The PC is still about 20' underwater, and the rock-face ceiling of the cave has no air-pockets in which to surface other than the tiny pockets caused by the PC's own exhaled breath (50% chance to access without taking in water). If light permits, a pile of gold and silver coins—along with weapons and magical items—is visible on the cavern floor some 60' below. Treasure consists of 54 platinum pieces, 323 gold pieces, 453 silver pieces, six silver daggers, a *short sword* +1, 3 rubies (120 gp each), a *potion of giant strength* in a silver bottle, and a *ring of jumping*.

A hole in the side wall of the cavern appears approximately 20' below and 20' to one side of the PC's initial location, from which a barely discernible light emanates. This hole is the only exit to this natural spring. The 5'-diameter, 20'-long hole is magically trapped, however, about 10' in from its opening to the pool. The trap automatically casts a slow spell on anyone passing the midpoint of the tunnel who does not make a successful saving throw versus spell (at a -4 penalty). The spell is cast at the 6th level of spell use, giving it a duration of 9 rounds.

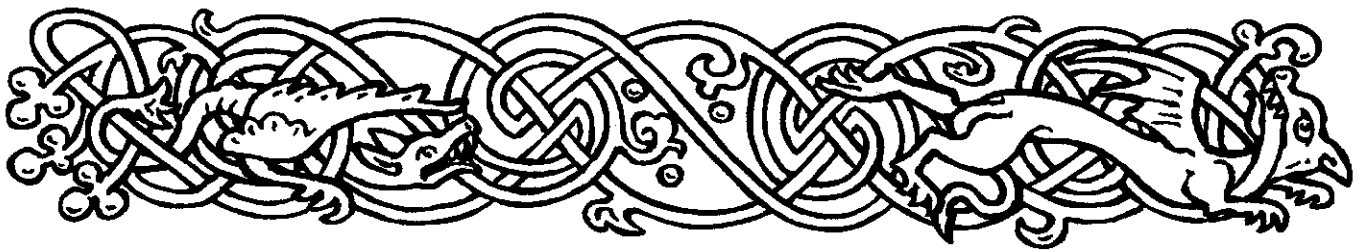
In the uncertain light and narrow confines of the tunnel, your progress seems to slow as you become more and more desperate for a breath of air. Your arms feel weighted down with lead, and the tunnel seems interminably long.

S2: Color Coordinated

The hole continues for approximately 10' past the slow trap, angling sharply upward before it opens up into a 10'-deep pool in a natural cavern filled with stalactites and stalagmites.

The 10'-deep pool in which you surface is almost 20' in diameter, surrounded on two





sides by steep, rock walls with the glossy sheen of mineral deposits from dripping water. The roof is covered with stalactites; numerous caramel-colored stalagmites form a "beach" on the remaining sides of the pool. A natural light seems to emanate from algae growing on the cavern ceiling and walls. The beach is gently sloped and colorful, ranging from dark yellow, to bright green, to grey and tannish-brown. Behind the beach is a natural tunnel opening to realms beyond.

One round after the PCs have surfaced and viewed their surroundings, one of any of the PCs in the water is attacked by a crystal ooze living in the spring. It lurks exactly 5' to the right of the tunnel exit.

Crystal Ooze (1): Int Animal; AL N; AC 8; MV 1, Sw 3; HD 4; hp 16; THAC0 17; #AT 1; Dmg 4-16; SA Poison (save versus poison or become paralyzed); SD Immune to acid, cold, heat, or fire attacks, while blows from weapons do only 1 point of damage per hit; wooden weapons must save versus acid or be destroyed; SZ M; ML 10; XP 420.

S3: On The Beach

PCs exiting the water are not free from danger. While the brown areas of the beach (calcified deposits from dripping water) are safe, albeit slippery, the rest of the beach is covered by various slimes, molds, and oozes as described below. If PCs attempt to cross over them or pass within 2', they attack (Dexterity checks are needed to avoid slipping and falling in areas of green slime). In fact, PCs attempting to exit the beach at the border of two different colors (i.e., different creatures) may find themselves the target of two oozes in a tug-of-war for a victim. See map, p. 25.

Green: Green Slime (1): Int Non; AL N; AC 9; MV 0; HD 2; hp 12; THAC0 19; #AT 0; Dmg Nil; SA Turns everything that comes to it into green slime in 1-4 rounds, eats through 1' of wood/hour, dissolves metal quickly (plate armor in 3 rounds); SD Only affected by *cure* disease spells, though it can be scraped off or cut away quickly; SZ S; ML 10; XP 120.

Gray: Gray Ooze (1): Int Animal; AL N; AC 8; MV 1; HD 3 + 3; hp 22; THAC0 17; #AT 1; Dmg 2-16; SA Corrodes metal (chain mail in 1 round, plate mail in 2 rounds, and magical armor in 1 round/each + to AC); SD Spells, and cold and fire-based attacks have no effect, but lightning and weapons cause full damage (metal weapons are affected by corrosion); SZ M; ML 10; XP 270.

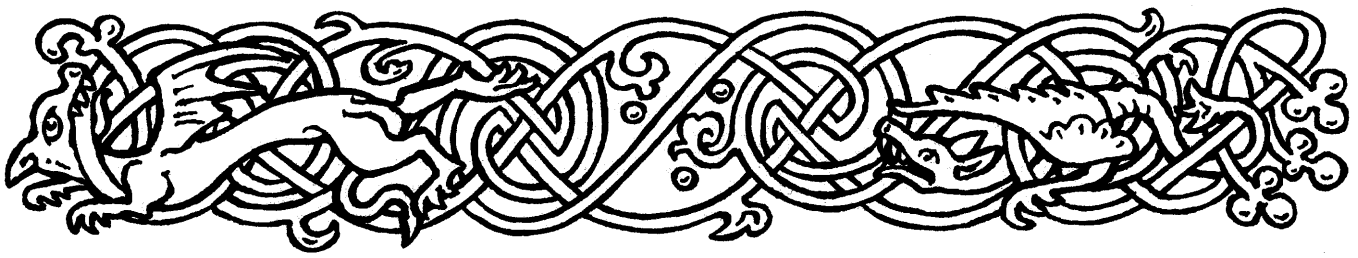
Yellow: Ochre Jelly (1): Int Non; AL N; AC 8; MV 3; HD 6; hp 41; THAC0 15; #AT 1; Dmg 3-12; SD lightning bolt divides creature in half, each half doing half damage thereafter; SZ M; ML 10; XP 420.

S4: Osquipping Equipping

The exit tunnel behind the beach is magically trapped, automatically casting a *slow* spell each round on each passing PC who fails a saving throw versus spell. The tunnel is 30' long, and given the wounded and possibly *slowed* state of some or all of the party of PCs, the PCs could be affected multiple times before exiting the opposite end of the tunnel. Again, the duration of any successful *slow* spell is nine rounds.

The tunnel opens into a natural cavern with two 8'-high exits, as well as numerous smaller tunnels about 2' in diameter each. Once the party moves more than 20' into the cavern, a pack of 12 osquips rushes out of the 2' tunnels. Natural packrats interested only in bright, shiny objects, the osquips' goal is to strip the party of items of





interest (to them), not to disable or harm. They defend themselves if attacked, fighting to keep “their” loot should anyone try to interfere with their liberation of available treasure.

Although of only animal intelligence, the osquips have been here for some time and know of the *slow* effect of the nearby tunnel. Consequently, the osquips avoid the tunnel and know that the adversaries who venture into this cavern are often incapable of protecting their treasure from the marauding osquip pack. Their goal is to strip the party of treasure and retreat into their small tunnelways before the effects of the *slow* spells wear off.

Osquip (12): Int Animal; AL N; AC 7; MV 12, burrow ½; HD 3 + 1; hp 22, 22, 20, 19, 19, 17, 16, 14, 13, 13, 13, 11; THAC0 16; #AT 1; Dmg 2-12 (bite); SZ S; ML 7; XP 120.

S5: Cache of The Day

The osquip tunnels are too small to traverse easily (about 2' to 3' in diameter, with occasional wider spots) and are extensively interconnected both with various other rooms in this area of Undermountain and with places of interest to an osquip (for example, a water source not surrounded by dangerous oozes, access to even smaller osquip tunnels, and the osquip hatchery). PCs who are, or become, small enough to pass through the tunnels can eventually locate the cache of stolen items gathered by the osquips and return with some or all of it, depending on the means used to transport it and the survival of the PCs looting the hoard.

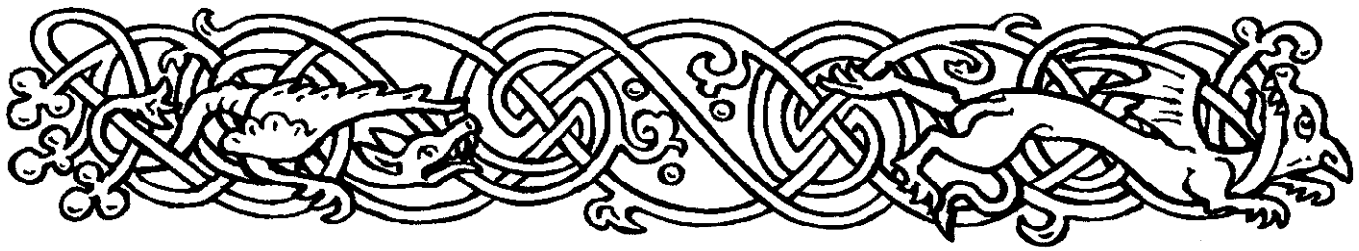
If the PC or PCs traveling through the tunnels are barely small enough to fit, there is a 5% chance each round that they disrupt the ceiling or walls of the tunnel sufficiently to cause a cave-in. If this occurs, roll 1d10 and apply the appropriate result.

Die

Roll Result

- 1 Partial collapse of tunnel ahead of PCs. Forward progress may be made, but chance of further cave-in increases to 20% during next two rounds.
- 2 Partial cave-in behind PCs. Passage back through still possible, with chance of cave-in increased to 10% for 1 round if PCs pass back that way now or later.
- 3 Complete cave-in behind PCs. Impassable unless PCs dig for 12 rounds, with standard chance of additional cave-ins while digging.
- 4 Complete cave-in front of PCs. Impassable, even if PCs attempt to dig.
- 5 5' section of tunnel collapses completely on PCs. Victims unable to dig (those without Strength scores of 16 or more, who can dig out in 1d6 rounds), but can be saved by others digging them out before suffocation occurs. Use rules, above, for holding breath underwater to determine how many rounds buried PCs can survive.
- 6 Light sifting of dirt and rocks has no ill effect on PCs, but coincides with complete collapse of tunnel 70' ahead.
- 7 Tunnel collapses into rat den containing 24 rats. PCs fall 5' onto mass of swarming rats (killing 1d6 of them); they attack the PCs, but will not follow them back into the tunnels.
- 8 20' section of tunnel collapses completely on PCs. Victims suffer 1d6 points of crushing damage and are unable to dig (without Strength of 16 or more, see above), but can be saved by others digging them out before suffocation occurs. Use rules, above, for holding breath underwater to determine how many rounds buried PCs can survive.
- 9 Tunnel collapses into rocky crevice 10' deep. Victims suffer 1d6 points of falling damage and 1d4 points of cutting damage from sharp rocks at bottom of crevice.
- 10 Cloud of sifting dirt and dust covers ambush by six osquips from front of party, giving them automatic surprise.





PCs traveling the osquip tunnels also have a 40% chance of encountering six osquips in the tunnels (rolling 4 or less on a d10). If the osquip stash is located, it is guarded by half the osquips that survived the raid on the PCs, plus a half-dozen additional osquips.

Should the PCs locate the osquip stash (see map for its location in the extensive osquip tunnel complex), they find the following items piled in a large, dug-out room with a small pool of water and natural algae luminescence: 112 pp, 1,046 gp, 3,012 sp, 108 shiny cp, 11 gems (three 450-gp diamonds, five 225gp sapphires, two 80-gp pearls, and one 20-gp amethyst), seven marbles, three ivory scroll cases (one contains a *protection from evil* scroll, the others hold dust from crumbled parchment or maybe a map to another dungeon of the DUNGEON MASTER™'s devising), 16 shiny belt buckles with attached leather belts of various sizes, 19 daggers, two silver *throwing daggers* +1, six short swords, one silver wand (actually a *wand of wonder* with 18 charges), 54 tinder boxes, and three gold rings (including a *ring of swimming*).

Rats (24): Int Animal; AL N; AC 7; MV 15; HD g; hp 2; THAC0 20; #AT 1; SA 5% chance of disease; SA T; ML 4; XP 7.

S6: Show Me a Way To Go Home

After traversing additional tunnels and several rooms with nothing of interest save more osquip holes, the PCs will come to a large cavern filled with the debris of a recent cave-in at one end. If the PCs investigate the debris carefully or climb the pile to move some of the debris away, they find that the cave-in blocks a large, natural passageway. No fewer than 8 rounds of digging can clear enough debris to allow PCs to crawl past the cave-in. In addition, the PCs can use the osquip tunnels to circumvent the cave-in. There are no special dangers here, although any remaining osquips attack the PCs if the PCs raided their tunnels.

Continuing down the previously debris-blocked tunnel leads to a shimmering *gate* that will take the PCs back to an alcove near where they were first attacked by the shadows.

S7: You Dirty Ratter

As the PCs move through various corridors and rooms, they eventually enter a large cavern with a ledge overhanging the entrance. As the party enters the room (and before all members are inside), read the following:

A humanoid figure wearing filthy, ragged gray furs of some sort suddenly drops down from the ledge over the entryway, wildly announcing his presence with a loud "Whoop!" that reverberates in the cavern.

If the PCs do not kill the the figure outright, they can learn his story, added though he is from his long confinement in this part of the dungeon. His name is Karn, originally from Highmoon, and he is the half-elven former squire of Vicnar, a paladin who ventured into Undermountain with his small party of adventurers. They were attacked by the shadows, investigated the well for treasure, and eventually found themselves in the same predicament the PCs are currently in. Vicnar fell victim to the green slime as he exited the water and the rest of the party died fighting the other oozes, save Karn, who decided to explore the osquip tunnels and never returned. Karn has been living here since, catching rats for food, and waiting for someone he could join in attempting to find an exit.

Karn is unarmed and should be treated as a 0-level fighter with 6 hit points and a Dexterity of 18. If he is not killed by the PCs and is treated well (with apologies and/or healing for any damage done him), he readily travels with the party and tells them what he knows of the tunnels, including the cave-in in S6 and the stone door, the salt, and the silence in Room S8. His rescue





may allow an appropriate PC to garner him as a henchman or aide.

S8: Stony Silence

The tunnel you travel in is obviously worked stone, and it soon opens into a room carved out of solid rock. In the middle of the chamber sits a circular black onyx dais or altar of some sort. A large mound of white powder and rock looms at one side of the dais. At the far end stands a sliding stone door of immense proportions with writing on it. As soon as you enter the room, there is complete and utter silence.

The *silence* is magical in nature, and extends throughout the room; this continues as long as any portion of the onyx dais remains uncovered by salt (the rock and pile of white powder). The sliding stone door is magically sealed and can be opened only with a *dispel magic* or *knock* spell; both of these

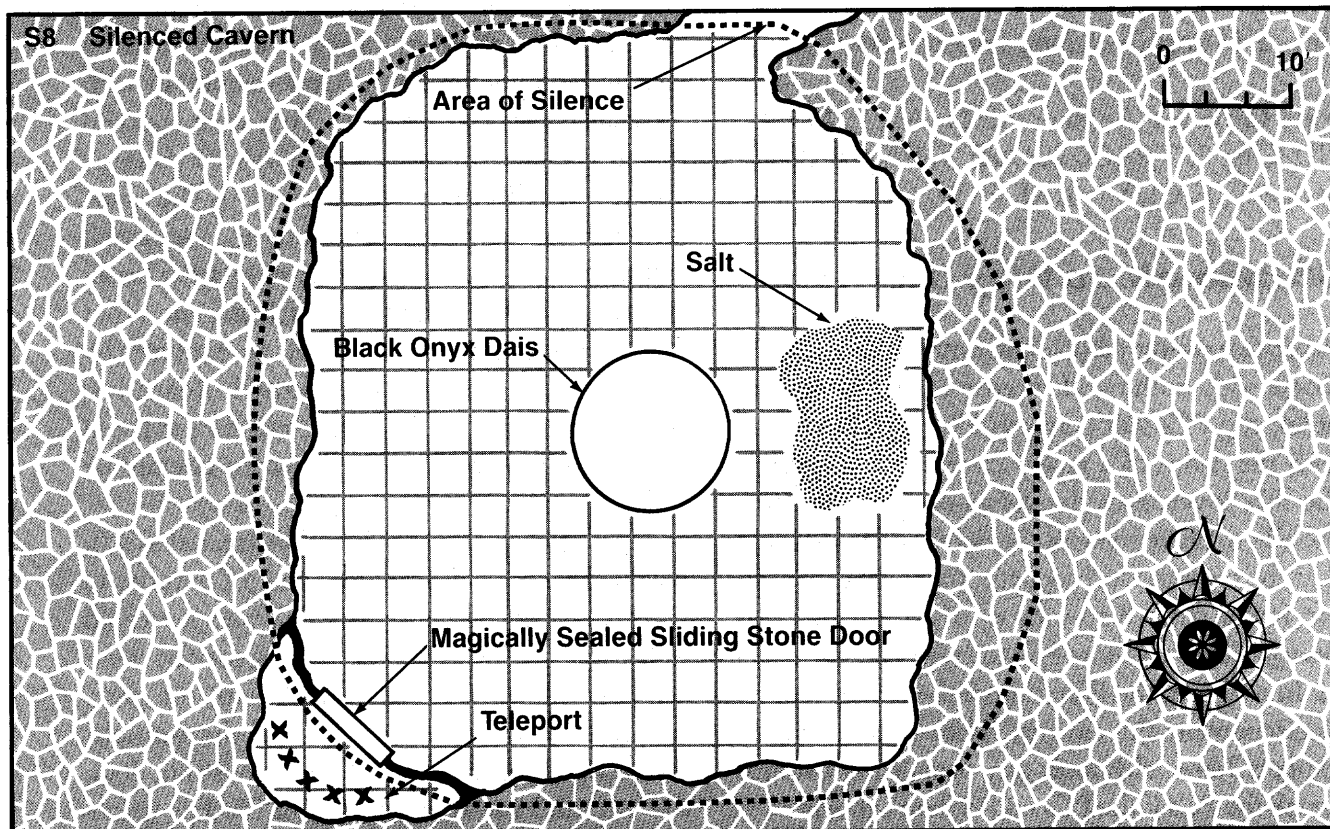
spells can only occur if the *silence* is eliminated.

Fortunately, the writing on the stone door gives a clue as to how to eliminate the *silence*, as it reads, in Gnome:

The secrets of a black heart are kept in sealed silence, to be spoken only when washed with the salty tears of forgiveness, allowing all to be dispelled and forgotten, and making the center of being again pure and white.

In addition, careful examination of the dais reveals grains of salt in the crack where it joins the stone floor. This should suggest to PCs that salt has previously been spread over the dais.

Once the *silence* is gone and the magical seal of the stone door is broken, the door easily slides aside, revealing a *gate*. This is a permanent two-way portal that takes the party somewhere in Undermountain determined by the DM (not back to where the PCs encountered the shadows).





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	Bi-nou	Rockworms	Rocklords
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary or clan	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivorous	Carnivorous	Omnivorous
INTELLIGENCE:	Very (11-12)	Low (5-7)	Semi (2-4)
TREASURE TYPE:	Special	Special	Special
ALIGNMENT:	Chaotic evil	Chaotic evil	Neutral
NO. APPEARING:	1 or 2-8	1 or 2	1
ARMOR CLASS:	1	-2	-4
MOVEMENT:	6	9	6
HIT DICE:	5+5	7	10
THACO:	15	13	11
NO. OF ATTACKS:	2	2	2
DAMAGE/ATTACKS:	1-8/1-8	1-12/1-12	3-18/3-18
SPECIAL ATTACKS:	Squeeze, spells	Spells	Spells
SPECIAL DEFENSES:	Special	Special	Special
MAGIC RESISTANCE:	20%	20%	30%
SIZE:	M (5'-7' tall)	M (5'-7' long)	L (5'-15' long)
MORALE:	Elite (13-14)	Champion (15)	Champion (15)
XP VALUE:	975	2,000	5,000

No one knows exactly what the bi-nou are or how they came to be. Most sages believe bi-nou are living rocks created by some dark experiments of the Drow. There are some visitors to Undermountain, however, who swear the rock creatures were spawned by Halaster to act as guardians; they say that, while malign, Drow are not known to create living things out of such crude matter. A more recent theory gaining popular support is that the bi-nou found beneath Waterdeep are the handiwork of one man—a wizard named Spite who lives deep within Undermountain. The sorcerer, considered one of Halaster's newest associates, spends much of his time on his experiments—coaxing inanimate objects to life.

Appearing as craggy columns with two short, jagged arms ending in spiky claws, bi-nou are often difficult to spot in dark caverns. They look like stalagmites, their shapes rendering them practically invisible in a cavern with rocky outcroppings, natural stalactites, and stalagmites (70% chance not to be noticed). Standard bi-nou range from five to seven feet tall and weigh from 600 to 1,000 pounds. Their rocky skin varies in color from off-white to dark gray, and they prefer to live in underground chambers where the natural rock color mimicks their own.

Bi-nou do not see or hear by conventional means, and are effectively deaf and blind. However, they sense heat and vibrations, having a form of batlike sonar. Their unique senses give them clear mental images of the size and shape of victims within a range of 80' and can distinguish between living and non-living matter. Humans and demihumans using *invisibility*, *darkness*, or *light* spells gain no advantage against bi-nou due to the creatures' blindness. The bi-nou communicate telepathically in their own language and in Drow, as they possess neither mouths nor vocal cords. Further, bi-nou's minds are different from other creatures' and thus immune to mind-affecting spells and psionic attacks.

They hate all warm-blooded life—especially humans and humanoids, who hunt and steal their gem-like eggs. Bi-nou do not hesitate to attack groups of humanoids, even if the odds are against the rock creatures. Only sick bi-nou or the very young fail to attack trespassers in their domain.

Several types of bi-nou have been documented in deep subterranean caverns, the most noted of these being standard bi-nou, rockworms, and rocklords. These documentations are all

relatively recent, none older than 50 years. There has been only one reported sighting of a bi-nou or a similar creature outside Undermountain, though this is unconfirmed. Sages speculate that the creatures can only be found in Halaster's domain, and perhaps would die if removed from the dungeon; whether this is an aspect of the creatures' construction, or perhaps of the extensive magics that permeate Undermountain, is inconclusive due to the limited information at hand.

Combat: Bi-nou do not work together to attack their foes. They act independently, using their natural spells and claw-like appendages to kill all living creatures entering their cav-



erns. Sages believe that when multiple bi-nou are present, they make contests of the killings, though all slain creatures are consumed as food. If the creatures were tampering with bi-nou eggs, there seems to be even a bit of malicious enjoyment in the kill.

Despite their chaotic natures, some bi-nou have learned to hold their attacks until creatures move within 40 feet; this gives the monsters time to examine their targets. Bi-nou often begin their assault with their innate spell abilities. Each of the following spells is useable once a day as if cast by a 10th-level wizard: *slow*, *dig*, *stone shape*, and *wall of stone*. Although bi-nou have natural magic resistance, certain spells can be deadly to the rock creatures if they take effect. *Passwall* stuns them for 1-4 rounds but cancels its normal effects, and *rock to mud* slays them instantly. *Stone shape* operates as a *heal* spell, restoring all but 1-4 of the bi-nou's hit points.

When foes are within striking range of a bi-nou, the rock creature fights with its jagged limbs. If both limbs strike the same target, the bi-nou snares its opponent and hugs it against its rocky body, squeezing the air out of it. Victims suffer an additional 1-8 hit points of damage per round until they free themselves with a successful bend bars/lift gates roll, the bi-nou is killed, or they suffocate.

Habitat/Society: Bi-nou are found either individually or in small family groups. Individuals tend to be rogue young or outcast adult bi-nou. Groups are ruled by the largest bi-nou, and the leader's clan follows orders without question (save those pertaining to combat). The leader selects the cavern lair, determines which of his charges warm the eggs, and metes out punishment if eggs are harmed or stolen. Any bi-nou clan will have 2-8 eggs, each valued at 100-1,000 gp. The eggs are hard and faceted like gems, and are prized by dwarves, who have come to recognize their value and rareness.

Bi-nou prefer damp, drafty caverns, where it is easier to sense their prey. Such a cavern is likely to hold remnants of weapons and armor, as the bi-nou consume humans and other beings and animals by absorbing them, but can't eat their metal coverings and weapons. The rock creatures don't value these discarded "unlife things," though they have learned that other living beings—especially humans and demihumans—are attracted to the objects. Bi-nou have been known to use their *stone shape* ability to put the metallic leftovers on rocky pedestals to attract the attention of passing adventurers.

Bi-nou also have been known to ally with Drow—when the number of dark elves is sufficient to pose a serious threat to their clan. The bi-nou act as sentries for Drow communities and outposts, attacking and devouring trespassers, including Drow who do not belong to the community they guard. A few bi-nou even act as guards for the dark elves, moving through the underground caverns and battling creatures that threaten the Drow. Many suspect the bi-nou's ties to the Drow were established by their creator, Spite, who spent his youth in the Underdark in the company of the dark elves.

Ecology: Bi-nou are carnivorous, savoring the taste of animal, human, and demihuman flesh. They devour their victims by moving their forms over the bodies and absorbing all flesh. Metal and other nonliving substances are left behind. Thus, a bi-nou's treasure consists of unfortunate adventurers' gear and the rock creatures' eggs. Most equipment is worthless, since it is damaged when the rock creatures absorb their prey. However, magical equipment tends to stay in reasonable shape. Many bi-nou corpses are used by dwarven builders (especially duergar) as solid stone building materials.

Bi-nou are hunted by dwarves, particularly duergar, who have discovered the rock creatures' eggs are valuable and that

armor and weapons can be found in some lairs. The eggs are prevented from hatching by keeping them cold for many hours, killing the young inside. This ensures the eggs retain their gemlike appearance and value. Bi-nou eggs vary in size and color, the younger eggs being smaller but of brighter hue while the older eggs are larger but lose much of their sheen.

Rockworms

Closely related to standard bi-nou, rockworms appear as stone snakes with arms, rather than stalagmites, moving along the ground like reptiles. Rockworms are not capable of upright stance. They travel like ungainly snakes along cavern floors, using their jagged arms to help propel them. Sages speculate that rockworms are the predecessors of standard bi-nou, magically-created beings with which their maker or makers were not satisfied. This is not true, however. Rockworms and bi-nou were created simultaneously from different experiments.

Rockworms are malicious, seeming to hate all creatures that walk rather than crawl. Their attacking small groups of standard bi-nou to vie for cavern territory or to claim food killed by their upright kin is not unheard of. Like bi-nou, the rockworms particularly hunt out humans and demihumans as thieves of their eggs. Unlike the bi-nou, rockworms do not attempt to hide in their surroundings—they lumber to the attack as soon as they see a potential meal. Rockworms do not fear alerting their prey to their presence. The segmented creatures know their thick skin is impervious to most attacks and believe they can eventually overtake most quarries.

Like standard bi-nou, rockworms lay valuable eggs. However, unlike their kin, they warm their own eggs, leaving them only for short times to catch nearby food. In this respect they act as parents, while standard bi-nou are assigned to egg-warming duty and never know which young are their own. Dwarves are more careful when hunting rockworms. Although the stone snakes are less intelligent, they can be more deadly.

Rocklords

More massive than rockworms, the "lords of stone" (as many call them) are deadly foes because of the massive amount of damage the stony appendages can deliver. Appearing as a stalagmite with larger limbs than a standard bi-nou, these creatures can move upright or slither across the floor. In addition, their thick hides make them very difficult to injure.

Sages believe rocklords are simply very old rockworms. They do not lay eggs and they refuse to associate with others of their kind. However, unlike rockworms, the lords will not battle over possession of a cavern.

These great, craggy creatures are especially prized by underground races who mount war bands to destroy the beasts. These bands are careful how they attack the lords, as they do not want to overly damage the hide. The bodies of the lords are used to construct special buildings meant to keep others out. These bodies are stronger and can withstand more weight and damage than those of rockworms or standard bi-nou.

It is rumored that certain proficient dwarven weaponsmiths can create special maces from the skin of rocklords. The smiths claim these weapons are naturally +1 to hit and +3 to damage because of the density of the weapon and the magical properties of the rocklord. However, it takes three times as long to craft one of these weapons as a normal weapon.

	Wattley	Lemon	Iridescent Plecos
CLIMATE/TERRAIN:		Underground pools, streams,	and rivers
FREQUENCY:	Rare	Uncommon	Very Rare
ORGANIZATION:	School	Solitary	School
ACTIVITY CYCLE:	Any	Night	Any
DIET:	Omnivorous	Carnivorous	Omnivorous
INTELLIGENCE:	Semi- (2-4)	Non- (0)	Animal (1)
TREASURE TYPE:	Special	Nil	Special
ALIGNMENT:	Neutral	Nil	Neutral
NO. APPEARING:	10-40	1-3	10-100
ARMOR CLASS:	8	6	9
MOVEMENT:	Sw 18	Sw 24	Sw 12
HIT DICE:	1	4-9	1-1
THACO:	19	4 HD: 17	20
	5-6 HD: 15		
	7-8 HD: 13		
	9 HD: 11		
NO. OF ATTACKS:	1	2	2
DAMAGE/ATTACKS:	1-2	4-6 HD: 2-8	1 /Nil
	7-8 HD: 2-12		
	9 HD: 2-16		
SPECIAL ATTACKS:	Paralysis	Poison	Disease
SPECIAL DEFENSES:	Nil	Special	Nil
MAGIC RESISTANCE:	Nil	40%	Nil
SIZE:	T (6"-1')	S-M (2'-6')	T (6"-2')
MORALE:	Steady (11)	Steady (11)	Elite (13)
XP VALUE:	35	4 HD: 270	35
	5-6 HD: 420		
	7-8 HD: 975		
	9 HD: 1,400		

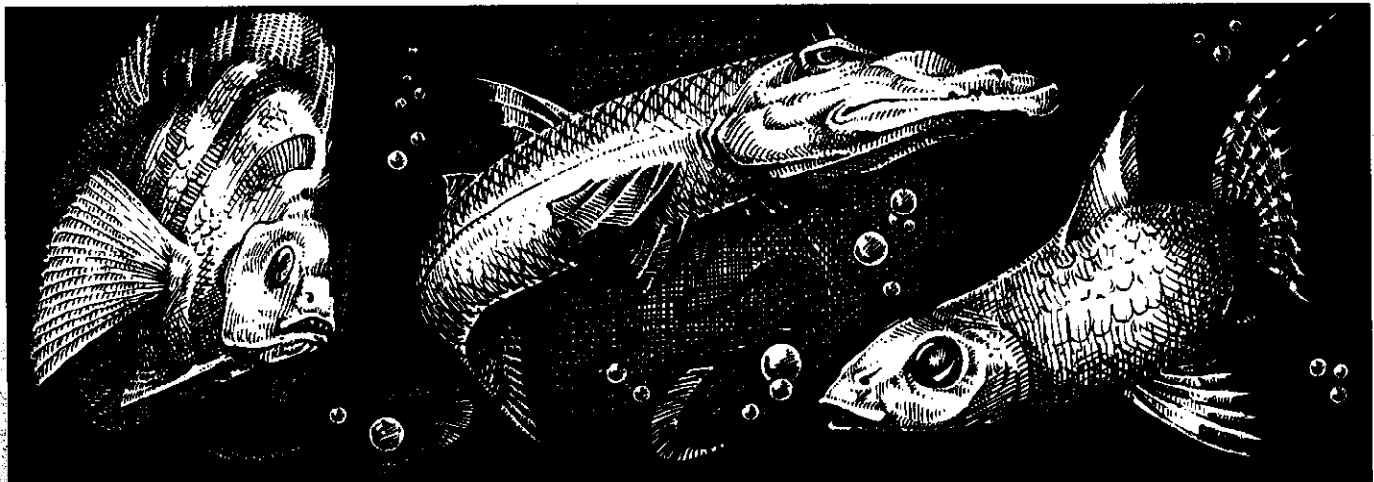
Although many fish species are unique to subterranean fresh waters, three varieties in particular pose problems to creatures that pass through Undermountain's waterways: they are the wattley, the lemon fish, and the iridescent plecos. These fish are found in bodies of water where luminous lichen or other sources provide a setting that approximates natural lighting. They particularly thrive in the underground caverns of Undermountain where the forest streams of Wyllowood and the River Sargauth flow.

While not as vicious as barracuda or piranha, these fish are carnivorous and enjoy the taste of flesh, attacking creatures of rat size and larger (even larger than themselves) when they are hungry. They can subsist on creatures smaller than that but they must eat a large amount to provide a good meal. The fish are docile and nearly harmless if they have fed recently.

Wattley

Perhaps the most beautiful of the subterranean fish, wattleys are oval-shaped, looking like near-circles with sharp, tiny teeth and lacy fins. The fish are from one to three inches thick. Brilliant stripes cover their bodies, and have caused sages to believe there are several varieties of wattleys. Green, blue, and brown striped fish have been caught, and rare solid blue and green wattleys have been seen.

These are clearly the most intelligent of the subterranean fish. Led by a single fish, usually the largest and oldest (delivering 1-4 points of biting damage because of its size), they congregate in groups of 10 to 40 where they will be safer from predators. At night, schools come together in larger groups for even greater protection, numbering as many as 300 fish altogether.



Wattleys are voracious eaters, consuming at least their weight in food every three days. The bite of a wattlely contains a paralytic venom. All creatures of 2 Hit Dice or fewer are automatically paralyzed if bitten by one of these fish. Creatures of greater Hit Dice must make a successful saving throw versus poison or fall unconscious in the water for 3-18 (3d6) rounds, minus a number of rounds equal to their Hit Dice. A save must be made for each bite inflicted by the fish. An entire school hunts for prey, using their paralytic bites to bring down large targets so all members can feed.

Unsuspecting adventurers wading through underground rivers and streams have found themselves floating helpless in the water after a single bite from these fish. Creatures not able to breathe the water often drown before the paralysis wears off. Wattleys mate for life, and each pair produces 10-100 eggs every three months, with 10d4 surviving to reach maturity.

Despite the danger, wattleys are hunted by humans and demihumans traveling underground. These hunters throw small animals and fresh meat into water inhabited by the fish. When the fish eat and become sated, the fishermen wade into the water and net as many fish as possible before they flee. The flesh of wattleys is delicious, and their organs are used in the creation of paralytic poisons and salves. In addition, their scales are used to decorate clothing and jewelry. Live wattleys can be sold for 2-12 gp apiece (depending on size and coloration) to wealthy surface dwellers who stock the fish in ponds and indoor tanks. In captivity, wattleys live 2-8 years, opposed to 15 years in their normal habitat. Wattlely eggs are delicacies, commanding as much as 1,600 gp per pound (roughly 800 eggs).

Wattleys' major predators include Drow and duergar (who use the fish as a source of food and poison), and lemon fish, which prey upon the smaller schools. The fish are also prized because of the treasure sometimes found inside. The wattleys are drawn to shiny objects, and larger specimens can swallow pearls, small gems, and other tiny valuables. The objects become lodged inside the fish, and the fish must be gutted to retrieve any valuables. Only one in 20 fish (1 on 1d20 roll) has swallowed something of value (DM's choice of items).

Lemon Fish

Named for the bright yellow scales that cover much of their bodies, lemon fish are among the most vicious predators in subterranean fresh waters. They vary widely in size, with adults ranging anywhere from 2' to 6' long. Unlike other fish, the size of a lemon fish is not indicative of its age. The strongest of the fish feed more often, and therefore grow to become stronger still and vastly more dangerous.

Lemon fish are pleasing to the eye. Those looking through the water at them have said they resemble living gold pieces. The dorsal fin, tipped with black like all the others, resembles that of a shark when it breaks the surface of the water. The tail of a lemon fish is covered with yellow and black barbs, with a thin spike up to two feet long extending beyond the tail. Its eyes are black saucers that close when the fish moves forward for a kill. The damage of a lemon's bite is proportionate to its size, the largest of the lemons inflicting 2-16 (2d8) points of damage from their double rows of teeth.

Regardless of its size, the lemon is able to inflict two attacks per round—its vicious bite and a tail slap that causes points of damage equal to the fish's Hit Dice. For example, a 7 HD lemon has a tail slap that inflicts 7 points of damage each time it hits. The damage is caused by the needlelike spike and the barbs. Victims struck must also save versus poison or suffer 1d6 points of damage for as many subsequent rounds as the fish has Hit Dice (i.e. 7 HD attack causes 7 points of tail slap damage plus 7d6 points of poison damage).

Lemons also possess a defense that comes into play when the fish's body is punctured. The injured fish instinctively releases a filmy liquid that expands into a sphere twice the diameter of the fish's length (e.g. a 2' fish creates a 4' spherical area of effect). Those caught in the sphere must save vs. poison at -4 or be stunned for 1d4 rounds, often allowing the bleeding fish to flee. If other lemons are swimming with the injured fish, they usually attack the stunned creature, since they are immune to their own poisons.

Lemon fish are usually solitary, and never more than three are found together. Generally, these fish are of 7 HD or fewer. The largest of the fish always hunts alone.

The flesh of a lemon fish is tough and generally inedible, though the organs of the fish are tasty and prized by duergar and Drow. The fish's toxicity is lost after its death, so consuming the animal poses no threat. Lemons lay eggs up to four times a year, with each instance yielding 100-600 eggs. Only ten out of 100 young survive to reach adulthood. The eggs of the lemon are edible and command up to 400 gp a pound, which is roughly 600 eggs.

Iridescent Plecos

These beautiful fish are shaped similar to barracudas, their long, tapered bodies covered in shimmering scales; their graceful movements along the bottoms of shallow streams and ponds remind onlookers of a long stream of sparkling diamonds. They are often found in schools of 10 to 100, though some fishermen claim to have spotted larger schools. Most often, it is their diamondlike scales that lure many humans and demihumans into the water to catch the fish, though few of them return.

Iridescent plecos range from 6" to 2' long and can be quite deadly. The fishes' teeth are little more than a dull bony ridge; the bite of a pleco inflicts no damage, regardless of its size, as it uses its mouth to hold its prey. However, under each pleco's chin are spiked barbels: whiskerlike tendrils. On a successful bite, the barbels pierce the victim's skin around the bite and inject a violent venom. Creatures injected with pleco venom must make a saving throw versus poison with a -4 penalty. Those who are successful suffer no ill effects. However, creatures failing the save suffer a debilitating disease that sets in two hours after injection. An affected character loses 1 point of Strength and Constitution each per day until death (when one of the scores reaches 0). The disease can be cured up to 72 hours after injection; after that time, the damage is considered irreversible and fatal. Victims with the venom in their system for more than three days literally wither away.

Iridescent plecos are non-aggressive. They attack primarily in self-defense, such as if they are stepped on or if a creature is trying to catch them. Bottom feeders, the fish scavenge rotting flesh and plants and other objects thrown into the water; they do not go after live prey. Ofttimes their food is tainted or rotten, making their flesh inedible. Some believe this is also what causes their venom to be so potent and virulent.

Thanks to this inedible quality, iridescent plecos have few predators. Humans and demihumans have tried to preserve their glistening, gemlike skins to no avail; the lustre leaves the skins upon death, and the fish itself is malodorous. The only profit gained from encountering this fish is its eggs, which many assassins use as a debilitating poison. There are also rumors of a mage loose in Undermountain (and perhaps Waterdeep) who uses the eggs as material components for a very advanced *ray of enfeeblement* spell; these rumors are currently unsubstantiated.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (8-10)
TREASURE TYPE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	6 (see below)
THACO:	12
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	3-12
SPECIAL ATTACKS:	Surprise, spells
SPECIAL DEFENSES:	Immune to heat & flame
MAGIC RESISTANCE:	Special
SIZE:	M (6' wide)
MORALE:	Elite (13-14)
XP VALUE:	1,400-2,400

Flareaters, some of the most deadly underground denizens, appear to be related to green slime—they may be slime altered into new forms and given intelligence by magical experiments. Though actually deep emerald green, flareaters' glossy hides seem almost black in the dark dungeons. A single flareater rarely exceeds 6' across, and they are no more than three inches thick. They are unnaturally warm to the touch. Flareaters thrive in damp, subterranean places, where they ooze freely over all surfaces, searching for sources of light.

Their bodies' fluid nature allows the creatures to move at a surprisingly quick rate compared to other slimes and jellies. Like running water, they can overtake their quarry. Those who witness flareaters say their movement is unnerving, like watching dark, evil water flowing over stone walls.

Flareaters have no verbal language. It is believed they communicate with each other by sending pulsating ripples through their forms. Intelligent, they are organized, methodical, and eternally hungry, ever searching for their favorite food source—light.

All flareaters are asexual. They produce by division, like an amoeba, when special conditions are met. This is explained in the Combat section.

Combat: Like green slime, flareaters can drop onto their victims; those victims receive a -3 to surprise rolls. However, flareaters can also follow their intended targets, running like water along a cavern floor or ceiling while gauging their foes' strengths and determining the best initial targets.

Flareaters adhere to flesh, and dissolve that flesh into their own systems in 2-16 melee rounds (no saving throw). Flareaters can eat through one inch of metal in 4 melee rounds; magical bonuses delay this process, adding 1 round per magical plus of the metal. They also dissolve one inch of wood in 6 melee rounds, and one inch of leather or leather-like substances in 8 melee rounds, again adding 1 round per magical plus of the material. Unlike green slime, flareaters cannot easily be removed by scraping with metal, wood, or leather scrapers; the creature will attempt to dissolve any such item. Flareaters will flow over a victim, probing weak spots in armor or clothing; they are smart enough to attack bare flesh first, ensuring that other items remain for later consumption.



If a flareater's target is carrying a light source, the creature takes a different combat tactic. The creature moves over a light and drops down on it, smothering the torch or lantern; it is not harmed by flames. For each nonmagical light source a flareater engulfs, it gains 1 Hit Die. Flareaters also devour magical light by moving into the area of effect, absorbing the magical light, and cancelling its effects. Flareaters are immune to damage from all light and heat related spells, including *fireballs*, *Melf's minute meteors*, *frame strike*, and others. Cold-based spells paralyze the creatures for 2-8 rounds. The following spells aid the creature's growth by 1 Hit Die per spell absorbed or cast at it: *dancing lights*, *glitterdust*, *faerie fire*, and *moonbeam*. *Light*, *continual light*, and *sunray* cause it to grow by 2 Hit Dice. THACO adjusts to the creature's current Hit Dice totals.

When the monster reaches 12 Hit Dice, it splits in two, creating two 6-HD creatures. The division process takes 4 full rounds; once the process begins, it cannot be halted. If the original flareater is damaged during this time, simply divide its total hit points between its two offspring.

Habitat/Society: Flareaters exist solely to eat and increase their numbers, so they are always in search of prey. They live in damp, underground caverns, though drawn to light for food. Some sages suspect flareaters could evaporate with long exposure to full sunlight, their fluid bodies being better suited for the damp atmosphere and darkness of the caverns.

A maximum of four flareaters can be encountered living together. Flareaters tend to limit their numbers in one area to ensure proper amounts of food for each individual creature. However, it is rumored that large colonies of flareaters exist deep underground, in the lowest levels of Undermountain.

Ecology: Wizards have been known to hunt flareaters in the hopes that the creatures' remains (or a live specimen) can be used as components in spells like *create darkness* and *shapechange*, and potions that grant immunity to fire.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (12-14)
TREASURE:	Incidental
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	5 (2)
MOVEMENT:	1
HIT DICE:	15-16
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6-24
SPECIAL ATTACKS:	Glue
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	10%
SIZE:	H
MORALE:	Fanatic (17)
XP VALUE:	7,000-8,000

Given the magical origins of the mimic, finding mutations of it comes as no surprise within the Realms' greatest dungeon. Found exclusively in Undermountain (as of now), greater mimics are presumed to be either common mimics that have survived for a century or more and grown to great size, or mimics altered by the strange magics of the dungeon and its wizardly denizens. Like their more common cousins, greater mimics have a hard, rock-like outer shell surrounding a mass of soft inner organs; however, greater mimics have a higher Intelligence and a limited magic resistance. Greater mimics are also vastly larger, occupying 1000 cubic feet (or more!), and can cover whole rooms or small buildings like tombs. The largest known specimen (allegedly found in the dungeon's lowest levels) can cover as much as a 30' x 30' x 30' area.

While common and killer mimics alter their pigmentation to resemble stone, wood, or metals, the greater mimic can alter its coloring and shape to imitate a vast number of textures, colors, and shapes at once. Common mimics imitate chests and doors; with its Intelligence and augmented abilities, the greater mimic can create entire rooms of furniture, treasure, and tapestries. A greater mimic rarely disguises itself as only a mound of treasure, as that still offers adventurers and other food the chance to escape; by blocking a corridor and altering its shape to become a room with entrance doors on either side, its prey walks directly into it and guarantees easy capture. In larger caverns or halls, the greater mimic shapes itself into a burial alcove or a cave against a rocky wall. Regardless of its exterior, the "interior" disguise always has simulated treasure, furniture, and other enticements to lure in prey

Combat: Greater mimics surprise their victims easily (-6 to victims' surprise rolls). Intelligent and patient, they wait until an entire group is inside the "room" before attacking. When ready to attack, they release natural adhesives across all the surfaces, holding their victims fast while they attack by slamming the "walls" of their structure together, causing 6-24 points of damage to all creatures trapped inside (to unknowing adventurers, it seems like the room implodes on them!). Like that of the common mimic, the greater mimic's adhesive can be weakened by alcohol in 3 rounds. If any creatures remain outside the structure, they close all their "openings" and seal their dense outer hide (AC 2 vs. external attacks). Their internal armor class is 5.



Habitat/Society: Greater mimics live in the subterranean caverns and ancient halls of Undermountain. They are almost immobile due to their great size and seldom move at all once they have chosen a living place. They are intelligent enough to make pacts with any groups of creatures within the same area, and often exchange treasure (which they cannot digest) for food; however, they are solitary creatures, simply to ensure a ready food supply. It is often worthwhile for a group of adventurers to bribe a greater mimic rather than slay it, as it has likely gathered a great deal of information about the surrounding area over the years. These creatures can often be persuaded to sell their incidental treasures for food and information.

Ecology: Greater mimics have a profound impact on the local ecology wherever they reside. They have prodigious appetites, but can sustain themselves on little or no food for long periods of time. This is not a preferred choice, however, and they do not practice conservation if a steady food supply is at hand. They are intelligent, efficient predators.

Though common mimics were created by wizards as guardians, the greater mimic is rarely used as such. This, quite simply, is due to the fact that few wizards can get these creatures to obey them. Only Halaster himself uses them as guards, set up as barriers against adventurers in the lower levels; rumor has it he has even befriended a greater mimic and teleports unwary adventurers to it as gifts. The oddest legend told of these mimics has yet to be proved; allegedly, one of the smaller hovels in Skullport is actually a greater mimic that consumes some of the more unsavory visitors lured there by the Lady Charam, its comely ally.

One in five greater mimics can develop a limited illusory ability allowing it to display creatures inside the "rooms" it simulates. These talented monsters can even portray intelligent creatures and pretend to speak through their mouths. Observers need to roll under half their Intelligence to realize that the words are actually coming from the walls around them.

	Deep Mold	Gray Mold	Death Mold
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare	Very Rare
ORGANIZATION:	Patch	Patch	Patch
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivorous	Carnivorous	Carnivorous
INTELLIGENCE:	Non- (0)	Non- (0)	Animal (1)
TREASURE TYPE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
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NO. APPEARING:	1 patch	1 patch	1-3 patches
ARMOR CLASS:	9	9	9
MOVEMENT:	0	0	3
HIT DICE:	N/A	N/A	N/A
THAC0:	N/A	N/A	11
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACKS:	1-10	1-6	2-16
SPECIAL ATTACKS:	Spores	Spores	Spores
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	20%	35%	Special
SIZE:	S-L	S-L	S-L
MORALE:	N/A	N/A	N/A
XP VALUE:	35	65	175

These strains of molds, indigenous to Undermountain, are spore-producing fungi that grow in decaying organic materials. Like all molds, these have a fuzzy, harmless appearance. However, these molds are very deadly and have been the downfall of more than one adventuring band.

A typical patch of mold covers from 30 to 60 square feet.

Deep Mold

More plentiful than gray mold and death mold, deep mold appears in many shades of green and blue. Its pleasing appearance, coupled with the inviting fragrance it produces, often lures subterranean animals in for the kill. Humans and demihumans who are unfamiliar with the mold also have been known to come close for a look.

If anything touches the mold, whether a curious finger or a weapon, it releases a cloud of spores 20' wide, 20' high, and 30' deep, centered on the point of contact. Anyone caught within the cloud must make a successful saving throw versus paralysis or suffer 1d10 points of damage and lose 1 point of Strength for 1-10 rounds; those who are successful suffer only half damage and are not subject to the Strength loss. Each patch of deep mold can release three spore clouds a day.

Deep mold is immune to all weapon attacks and has a natural magic resistance. However, magical spells that successfully pass through the mold's resistance have several effects. All cold-based spells stun the mold for 3d6 rounds; during this time, no spores can be released. Heat-based spells stun the mold for 4d4 rounds. *Melf's acid arrow*, *cause light wounds*, and *cause critical wounds* inflict double damage due to the nature of the mold:

Gray Mold

This mold, which grows primarily on floors, has a fuzzy light to dark gray appearance. Often overlooked in subterranean caverns, this mold releases its spores when it is stepped on or attacked. It can create a cloud of spores every 6 rounds.

A cloud of gray spores is 30' deep by 15' wide and 15' high. All those caught within the cloud automatically suffer 1d6 points of damage. In addition, all those in the cloud must make a saving throw vs. poison. Those who do not save have inhaled 1d6 spores—each of those spores causes 1 point of damage per round until either the victim is dead or a *cure dis-*

ease is cast on him. Victims consumed by gray mold spores become part of the mold, increasing the size of the patch by 25%. The spores do not harm non-living matter.

Gray mold is immune to all weapons and all non-magical and magical fire-based attacks. In addition, it has a natural magic resistance. If they can pierce the resistance, *chill touch* and *cone of cold* spells make the mold dormant for 1d8 turns, while *ice storm* and *wall of ice* spells instantly kill the mold.

Death Mold

Death mold appears as a large mold patch colored in swirls and spots of green, gray, and brown, causing those who see it to confuse it with other types of mold. The most dangerous of Undermountain's molds, death mold can move, slowly inching its way along cavern floors and walls in search of food. It often lurks on ceilings, waiting to release its cloud of spores on victims below.

When death mold touches a victim, it releases a cloud of spores that is 40' deep by 60' long and 60' wide, centered on the point of contact. Being semi-intelligent, the mold can emit the cloud of its own volition. It can release these clouds once a turn, up to six times a day. All those within the cloud suffer 2-16 points of damage. In addition, all within the cloud must make a successful saving throw versus poison or fall down paralyzed, coughing and wheezing for the next 1d4 rounds. Once victims are down, the death mold moves toward them or drops onto them from its ceiling perch. Victims who have fallen onto the mold (or have been engulfed by it) have touched the poison spores, which lie along the creature's body. These spores cause 1d8 points of poison damage for each round the victim remains in contact with the mold's surface.

Death mold is immune to all wizard spells, though clerical healing spells (*cure light wounds*, *cure serious wounds*, *cure critical wounds*) stun the mold for the number of rounds equal to the normal number of hit points healed. *Slow poison* causes the mold to lay dormant for 1 full turn. *Neutralize poison* and *heal* spells instantly kill the mold.

	Stone	Gray	Dense
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Any	Any	Any
INTELLIGENCE:	Low (5)	Low (5)	Average (8-10)
TREASURE TYPE:	Nil	Nil	Nil
ALIGNMENT:	Neutral evil	Neutral evil	Neutral evil
NO. APPEARING:	1 (1-3)	1	1 (1-4)
ARMOR CLASS:	4	9	6
MOVEMENT:	3	9	6
HIT DICE:	5	10	10
THAC0:	15	11	11
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACKS:	3-18	4-32	2-20
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	30%	20%	20%
SIZE:	L-H	L-H	L-H
MORALE:	Steady (11)	Steady (11)	Champion (15-16)
XP VALUE:	1,400	3,000	4,000

Subterranean puddings are viscous, slimy creatures that resemble massive lumps of oatmeal more than living things. Some believe they were created by mad Halaster Blackcloak, whose experiments gave them intelligence and resistance to magic. A subterranean pudding is, in fact, a colony of hundreds of living organisms in a single pudding. They have no visible eyes, ears, or mouths; the colony creature's sensory organs are located on its underside. Subterranean puddings range from gray to deep blue in color and are usually 8' in diameter; larger masses indicate multiple puddings, though no more than four puddings are found in any one mass. They always search for food, moving along floors, ceilings, and walls to find prey.

Sages believe all subterranean puddings are magically altered black puddings. Indeed, they share some standard pudding characteristics. The puddings take no damage from edged weapons, and blunt weapons cause one-quarter normal damage, regardless of any magical bonuses. They are immune to acid, cold, and poison attacks. However, these puddings do not divide when attacked. Rather, they divide into two half-sized sections, each with full hit points, when any of the following spells are cast at them: *fireball*, *lightning bolt*, *flamestrike*, *flaming sphere*, *wall of fire*, *chain lightning*, and *incendiary cloud*.

Stone Pudding

Though malleable, this pudding appears rather solid and very sluggish. It is a thick lump that oozes slowly along any surface, preferring to hide on ceilings (from whence it can drop onto its food). It ranges in color from light gray to dark gray—the darker the color, the more recently it has fed. A stone pudding's secretions are poisonous, and each attack causes 3-18 (3d6) points of damage. When a pudding kills a victim, it rests upon the dead creature until its body absorbs the flesh. This takes 1-10 rounds. Stone puddings cannot eat metal, wood, leather, and other such objects, which are left behind after they consume their victims.

These puddings, their remains, and their surface secretions are used by wizards as poisons and as ingredients in *oil of acid resistance*.

Gray Pudding

Often mistaken for stone pudding at a distance, this is perhaps the deadliest of the subterranean puddings. Gray pudding uses its deep gray coloration to blend in with shadows and the natural gray hue of stone. This gives its opponents a -4 surprise roll penalty. More corrosive than black pudding, the gray variety emits a powerful acid, delivering 4-32 (4d8) points of damage. This acid eats through wood, leather, and chain mail in 1 round, and plate mail in 2. Each magical plus of the item adds 1 round to its survival time. In addition, the creature automatically delivers 4-32 points of damage each round it is encasing a victim. When the victim reaches -10 hit points, it is considered dissolved, with not even a scrap of bone left behind.

Gray puddings are unusually susceptible to certain spells, provided those enchantments get past its magic resistance. These spells include *flesh to stone*, which acts as a *slow* spell on the pudding, and *airy water*, which alters the pudding's form enough to drown it in its own fluid mass in 2-8 rounds.

Dense Pudding

This variety of subterranean pudding has 10 Hit Dice and is always found at its maximum hit point total (80 hp). Slower than gray pudding, the dense variety has learned from its "relatives" to cling to the shadows and use surprise to its advantage by dropping on potential meals. Targets suffer a -2 to their surprise rolls. Dense pudding is easy to spot in the open because of its dark blue coloration and large size.

The secretions of a dense pudding are corrosive only to living flesh and cause 2-20 (2d10) hit points of damage. In addition, the secretions are tainted. All those who are damaged by a dense pudding must make a successful saving throw vs. poison or succumb to a debilitating disease. *Cure disease* will negate these effects if cast within 48 hours of the infection.

CLIMATE/TERRAIN:	Undermountain
FREQUENCY:	Unique
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Highly (16)
TREASURE:	See below
ALIGNMENT:	Neutral Evil
<hr/>	
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	9
HIT DICE:	7 + 7
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-12/1-12/2-8 + special
SPECIAL ATTACKS:	Electrical "sting"
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%; see below
SIZE:	H (12' + long)
MORALE:	Special
X.P. VALUE:	7,000

Scaladar are scorpion-like automatons created by the archmage Trobriand, and are the most successful and useful of his artificial creations. The scaladar are generally used to guard strongholds or treasure in the many levels of Undermountain. The enhanced scaladar, which calls itself Squch, is an automaton especially created by Trobriand as one of his "most intellectually stimulating experiments in this century." With its magical metal construction, Squch is physically identical to a normal scaladar, aside from its intelligence, magic resistance, independent will, and a magical voicebox that allows it to speak Common and Drow. Created as a curiosity to interact with some of Trobriand's older "failures" (see Trobriand's Automatons), the enhanced scaladar is proving to be a singular menace that could lead to much trouble soon.

Combat: The enhanced scaladar can attack with both of its huge, pincerlike claws as well as with its sting-tipped tail, and can thus fight up to three opponents at a time. Each claw does 1d12 points of damage when it closes on a victim and continues that damage each round thereafter until the victim can break free. A victim can try to escape once with a successful *bend bars/lift gates* roll; failure means that the victim is trapped in the creature's grip until dropped. Moreover, Squch holds the victim in its vise-like grip and bludgeons the enemy with the unfortunate, dealing 1d4 points of damage to the bludgeoned foe, and an additional 1d6 points of damage to the tightly-held victim/weapon.

The enhanced scaladar's sting does 2d4 points of damage, and each successful "sting" adds an additional 1d12 points of electrical damage to the victim. Note that anyone trapped in one of the enhanced scaladar's claws can be automatically struck by the sting, with no attack roll required. Squch can generate this electrical attack only once per turn, unless it can be enhanced by any electrical or magical attacks cast against it.

Like its less-intelligent cousins, Squch can absorb all *magic missiles* and all electrical attacks. Each point of damage from an electrical attack is stored as 1 point of energy that can be discharged when the construct makes a "sting" attack. This energy cannot be discharged by the sting until a minimum of 12 points have been absorbed or generated. The magical energy released by *magic missiles* can be absorbed on the same round they hit to heal the scaladar rather than harm it. If Squch is unharmed, the *magic missiles* are absorbed with no effect.

Like all of Trobriand's constructs, the enhanced scaladar is immune to *disintegrate*, *maze*, *crystalbrittle*, and any acid- or cold-based spells. It takes only half damage from fire- and heat-based attacks, and half damage from any attacks with edged or piercing weapons. All attempts to mentally control Squch will fail unless they specifically use Trobriand's *Master Ring* (See Trobriand's Automatons).

Habitat/Society: The scaladar were created over a number of decades, and Trobriand created many other metal creatures that were deemed failures and *teleported* to empty caverns deep within the dungeon. Early on, Trobriand stopped instilling artificial intelligence within his constructs, as his experiments always seemed to go awry. Years later, after the successful creation of the nonintelligent and easily controlled scaladar, Trobriand ventured into the area where he dumped his "failures," looking for spare parts, and found a group of artificially sentient constructs that not only functioned, but were creating more of their own constructs.

Inspired by the unintentional success of his intelligent metal monsters, Trobriand wanted to create a construct that was intelligent and able to control the others, all "in the interest of magical curiosity." He created a unique, more heavily armored scaladar with some magic resistance and a new artificial intelligence based on the silversanns' internal components, allowing it to directly control its fellow constructs. Its primary magical "programming" instill in it a directive for control. Trobriand then placed it in his graveyard to watch its interaction with the other inhabitants. Squch named itself soon after its activation (after a squeak from its right claw) and its experimental intellect and ego soon went to work. It quickly proclaimed itself the commander of the constructs in Trobriand's Graveyard and formed its plans to conquer the Underhalls and all the Realms above and below. It does realize, however, that it and the other metal monsters are unquestioningly under the control of the "Metal Mage" himself (though Squch thinks it might have ways around that, provided enough magic . . .).

Squch is intelligent and ambitious and is following its directive of control quite well. It has control of the Graveyard and it has now directed the other automatons to find a way out of the Graveyard. Squch has delusions of grandeur along with its control directive, and is intent upon finding a way to control Undermountain in preparation for taking over the Realms. Squch is ruthless and totally lacking in qualities such as compassion or curiosity. It wants only one thing: to further its ambitions and obey its "need" for control. It is driven by a mechanical logic and is too intelligent to fall for spurious arguments or unsupported threats. Unlike others of its kind, Squch does not kill blindly and automatically; each opponent is evaluated in terms of what Squch might gain from him or her.

Squch moves smoothly on level ground, but can climb rock-piles in a clumsy fashion. It knows that it cannot swim or float, and that its metallic body would eventually rust if exposed to water for extended periods of time, and so it remains on dry ground at all times.

Ecology: Squch eats nothing, and requires no fuel. Trobriand knows of its ambitions, but only finds them "amusing from an anthropological point of view." He also knows that the monster will obey him without question, due to his *Master Ring*. With matters at an apparent impasse, Trobriand continues to observe Squch and the society it has built in the Graveyard with much amusement and interest. Squch, on the other hand, works incessantly to gain control of the dungeon and itself (it wants to find magic that allows it to defy Trobriand's control).

CLIMATE/TERRAIN:	Forests
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average (8-10)
TREASURE TYPE:	Nil
ALIGNMENT:	Neutral (evil)

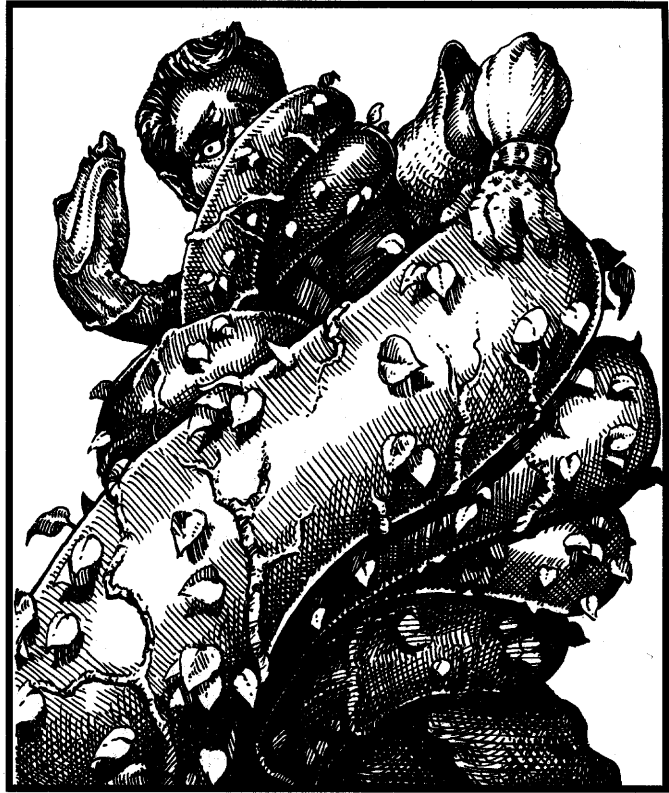
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1-12
SPECIAL ATTACKS:	Constriction, spells
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	H (40' long)
MORALE:	Elite (13-14)
XP VALUE:	2,000

Believed to be a creation of one of Halaster's apprentices, serpent vines are a cross between a giant constrictor snake and a plant. The creature looks like a vine, and only can be distinguished as a living animal 25% of the time by those who have seen them before and are specifically looking for the snakes. Those unfamiliar with the snakes have only a 5% chance to detect anything other than an actual vine. To date, serpent vines have only been found in the subterranean forest within Undermountain. However, sages believe some of the creatures may exist within the jungles of Chult, where reports of living vines surface from time to time.

The long, thin body of a serpent vine is covered with heart-shaped green leaves and smaller vines that curve around the entire length of the snake. The leaves actually aid in the creature's movement, acting like small feet that help propel the snake quickly through the underbrush. All serpent vines are green and are able to adjust the shading of their bodies to match that of the trees they hang from or foliage they lie among. Serpent vines are very rarely encountered on bare ground, and only then when the snakes are passing over it. The serpents cling to the green foliage of the underground forests for protection. The snakes are most often discovered hanging amid normal vines on tall trees, where they have the best vantage point to use their spells on unsuspecting prey

Combat: Serpent vines will go out of their way to attack humans and demihumans because the snakes consider these creatures delicacies. A serpent vine's favorite combat tactic is to hang from a branch that overlooks a forest trail and to use its spells to lure in its prey. Three times a day, a serpent vine can cast *spectral force*. A vine often uses this spell to add luscious-looking, ripe fruit to its body—especially around its mouth.

Once a day, a serpent vine can use the following innate spell abilities: *charm person*, *hold person*, *suggestion*, and *mass suggestion* (up to 5 creatures). It uses suggestions and charms to hint that the affected individuals should relax, come closer, and touch the vine. If a serpent vine has dominated its victim or victims by its spells, it eases its body from the tree, wraps itself about a target, then bites and constricts in the same round. A constriction attack causes 4-16 (4d4) points of damage. These attacks are automatically successful the first round if the victim fell for the snake's magic. However, the effects of the spells



are negated after the initial attack.

The snakes are cunning and will first attack creatures which are under suggestion spells. When finished with those targets, it moves on to the held and charmed victims.

If a party of individuals encounter a snake, and the snake's spells do not effect any of its intended targets, the snake uses its camouflage ability and quick movement to disappear into the undergrowth. Serpent vines are not foolish enough to attack when the odds are against them. Further, the snakes will not attack groups comprised solely of dark elves, which have proven resistant to its charms. However, the snakes have been known to attack up to 3 individuals unaffected by their magic, constricting first and then biting immobilized foes.

Habitat/Society: Serpent vines are solitary creatures which do not even associate with others of their kind. They live high in underground trees, laying their eggs in hollowed sections of thick branches or trunks. Each snake will lay 1d6 eggs every four months, and will warm the eggs with its body until they hatch (usually three to four weeks). The snakes are less active during this time, attacking prey only to eat and not for enjoyment. The baby serpent vines are roughly one foot long upon hatching, and are quickly sent down the tree to survive on their own or to fall prey to other subterranean carnivores.

Ecology: Serpent vines are important to the ecosystem of the Willowwood, Undermountain's subterranean forest, as they often kill more than they can eat. The kills left behind serve as food for lesser carnivores and help nourish the natural and sentient plant life. As a natural part of this insular food chain, adult vines prey upon all warm-blooded creatures within the forest, but favor humans and demihumans, particularly gnomes and halflings, which they consider sweet flesh. In exchange, the serpent vines are hunted by rangers and druids who do not consider the creatures a natural part of the environment and view them as a serious threat.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night or Darkness
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	3, Fl9 (B)
HIT DICE:	5+3
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Strength Drain
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (20' square)
MORALE:	Champion (15)
XP VALUE:	1,400

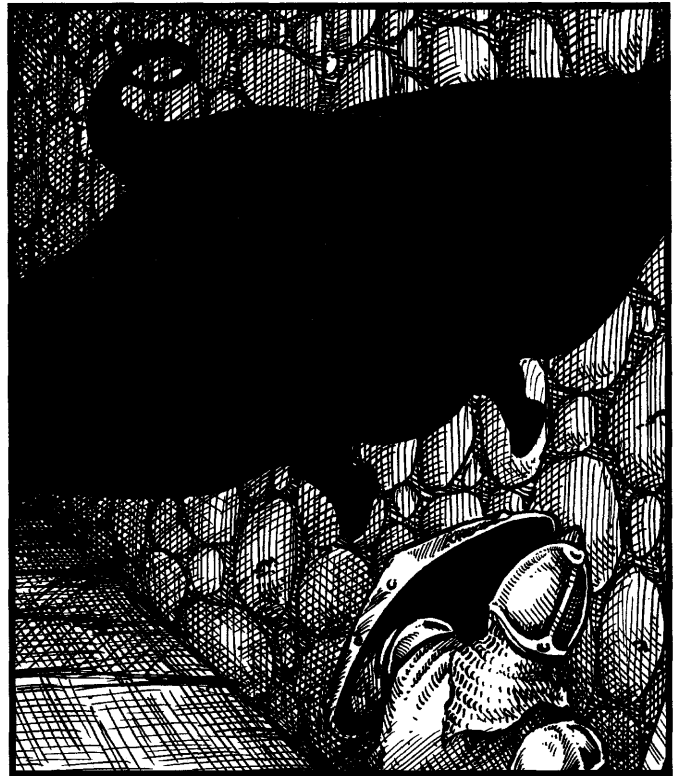
Shadow lurkers appear similar in shape to normal lurkers, a large manta-ray that skulks along ceilings and walls, though it is less distinct or material—it is, as its name suggests, a dark shadow in the shape of a lurker. Though its silhouette would normally be quite effectively hidden in a shadowy dungeon, they can be detected easily since any shadows cast by light sources (including those of the PCs) are pulled toward the shadow lurker, pointing out its presence by directional movement. If you enter a crypt and shadows move in the light of your torch without you moving too, follow them to the only nonmoving shadow in the room and you'll find the monster.

Combat: The shadow lurker is a slow creature that waits for its prey to come to it. When creatures are underneath or beside it, it then attacks 1-3 man-sized opponents within 20'. During its initial attack, the area appears to be filled with a thick dark mist for 1 round. When it envelops its victims, their skin and clothing turn jet black; sages describe it like a thin coating of black ink. The shadow lurker is only paper-thin, and wraps tightly around its victims.

Those within its body take 2-8 points of damage from the numbing cold and also lose 1-2 points of Strength per round; victims are killed when either their Strength scores or hit point totals reach 0. Enwrapped victims can attack the shadow lurker from within if they had a weapon in hand and they can make a successful bend bars/lift gates roll to move against the monster's constricting attack. Any attacks against the shadow lurker from without have a chance of also damaging its engulfed victims. Weapons attacks do full damage to one victim on a 75% chance (roll at random if more than one character is enveloped) as the shadow lurker can pull its own prey into the area of attack. Area effect attacks do half damage (or quarter damage with successful saving throws) to all enveloped victims.

A shadow lurker moves very slowly, but it can manipulate its body to fit through any crevice. It flees by flying to the nearest crack (like a doorway or crack in the stone), retreating in this manner if reduced to 30% or fewer hit points. Shadow lurkers store the Strength points absorbed from victims; when they absorb and store 50 or more Strength points, they split to become two creatures. As a solitary creature, the new shadow lurker immediately leaves the vicinity to find its own hunting grounds apart from its parent.

Shadow lurkers are immune to all sleep, charm, or hold



spells. They are also immune to damage from cold-based attacks. While *faerie fire* and *light* do not bother the shadow lurker beyond their normal effects, *continual light* spells paralyze shadow lurkers for a number of rounds equal to the spellcaster's level. *Color spray* does not affect this creature normally; it unexpectedly does 2-12 points of damage to the shadow lurker with no effect on its trapped victims. Despite its name and abilities, the shadow lurker cannot be turned by clerics.

Habitat/Society: Aside from brief contact after creating another shadow lurker, these monsters shun all contact with others of their kind. They can detect the presence of other shadow lurkers from hundreds of yards away and will immediately leave if they wander into the area controlled by another of their kind. They also can sense the presence of shadows as well, and the two hate each other fiercely, always attacking if they are within 50'. They have no apparent goals or purpose other than to feed and multiply. It is unsure how or even if they communicate. Given their solitary nature, it seems unlikely

Ecology: Shadow lurkers gladly attack and slay any living creatures and even some undead (like shadows). However, their slow movement rate and the ease with which they are detected makes them a risk only to the unwary.

Shadow lurkers completely destroy the physical remains of their prey, their victims dissolved into insubstantial shadows and absorbed into the lurker's body. Only the victims themselves are absorbed into the shadow lurker; all possessions of the victims are left behind. Using a *wish* to restore a person's body after its absorption into a shadow lurker merely creates a shadow in the form of the departed person, and it immediately attacks.

Save for the fallen equipment of their latest victims, shadow lurkers gather no treasure. When an area becomes too filled with equipment from past victims, the monster leaves to find a new location lest the remains make new prey wary.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	Incidental
ALIGNMENT:	Lawful evil

NO. APPEARING:	3-18
ARMOR CLASS:	5
MOVEMENT:	15, Web 18
HIT DICE:	3+2
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Energy Drain + Poison
SPECIAL DEFENSES:	Silver and +1 or better weapons
MAGIC RESISTANCE:	15%
SIZE:	M (4' diameter)
MORALE:	Champion (15)
XP VALUE:	1,400

Wraith-spiders appear as vaguely formed dark spider shapes whose eight legs trail off into dark mist. They have no physical substance anymore, more shadow and mist than spider. They attack with mandibles that, though appearing insubstantial, leave visible wounds. Their bodies are circled with glowing red pinprick-eyes that look in all directions simultaneously.

By his own admission, Muiral—an ex-apprentice of Halaster—created the wraith-spiders. However, it is unlikely Muiral created them on his own, given his web-strand of sanity. It is possible that he created them with his former master, with the aid of texts found in an ancient Drow stronghold, though it is more likely that the wraith-spiders were created years before by the Drow for their war against the duergar and the Clan Melairkyn of Undermountain. Nevertheless, Muiral now is known to command several of the creatures in the areas frequented by him in Undermountain, thanks to his permanent magical power to control undead.

Combat: Wraith-spiders cause damage by several methods. Their bite causes 14 points of damage from chilling cold; each bite also drains 1 level of experience from an opponent. This affects hit points and all abilities connected with that level, such as combat ability or spell-casting. Lost experience levels can only be regained by the victim's earning new experience or being the recipient of a *restoration* spell.

A wraith-spider also injects a poison into its victims with its bite. This poison remains active for 2-5 rounds and drains 1 point of Constitution each round it is active. The victim must roll a successful saving throw versus poison each round to escape the poison's effects for that round. A *neutralize poison* spell alleviates the effects of the poison entirely, removing it from the victim's system and restoring any lost Constitution points. A slow poison delays the effects of the poison for the duration of the spell but will not restore any Constitution points already lost. Constitution points can be regained at the rate of 1 per week; a heal spell restores 1-4 points per spell. Victims drained of all Constitution points die and have a 25% chance of becoming wraiths themselves. Characters slain by wraith-spiders can be returned to life with a heal and a *resurrection* spell cast in that sequence.

Wraith-spiders are turned by priests as shadows. They are immune to cold-based attacks and *sleep*, *charm*, and *hold* spells. Normal weapons do no damage; wraith-spiders are affected



only by silver weapons or magical weapons. Holy water vials thrown at these creatures does 2-8 points of damage (as acid) against their undead form. For unknown reasons, *raise dead* spells do not affect these creatures as they do other wraiths.

Wraith-spiders create webs which glow with an eerie dim green light. Anyone touching a web will sustain 14 points of damage from the numbing cold of the strands. Characters in contact with the webs must also make a saving throw vs. paralysis to prevent being immobilized by the web for 1-6 rounds, sustaining cold damage for each round in the web. Like the wraith-spiders themselves, the webs cannot be cut by normal weapons; they can only be cut by silver or magical edged weapons (or a successful bend bars/lift gates roll).

Habitat/Society: Wraith-spiders were originally created as guardians of treasure or as guards for a particular area of a Drow stronghold. Even under someone else's control, they tend to guard treasure well, any treasure left by their victims being added to their original cache. Wraith-spiders are usually encountered in packs since they are created in groups. However, since they do not turn victims into more wraith-spiders (though there is speculation on what happens if a normal or giant spider is killed by them), they are sometimes encountered alone as attrition takes its toll.

Wraith-spiders have no goals or purposes other than to perform their guard tasks and slay the living. They seem to communicate with each other on some instinctive level to coordinate attacks in pack formations, though this is non-verbal in nature. They understand orders given in Common or Drow if someone with *undead control* has the power to command them. They speak no language of their own and do not respond in any way to a *speak with dead* spell. They are always encountered as the servants of some more powerful creature.

Ecology: Since they are not free to roam at will, wraith-spiders have little effect on the natural order.

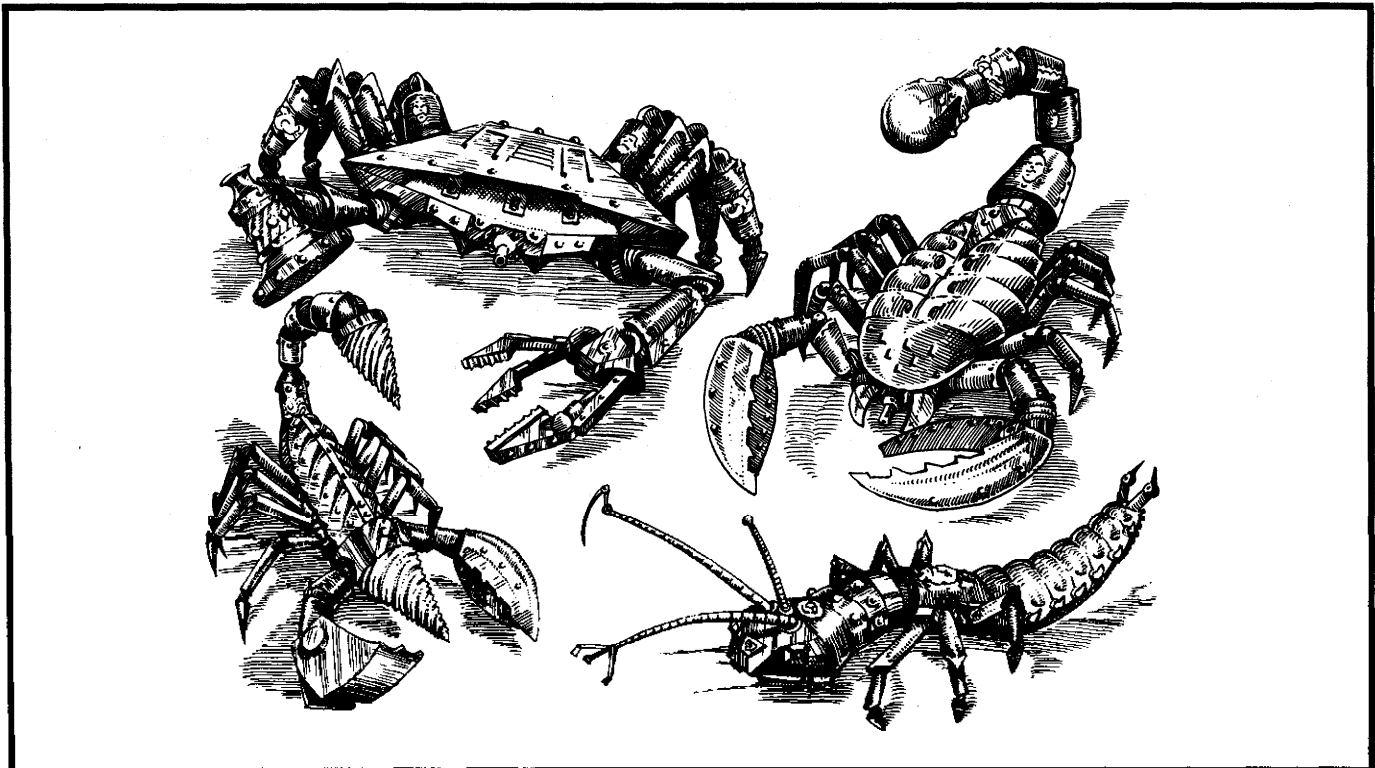
	Ferragan	Silversann	Thanatar
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Special	Special	Special
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Semi-(2-3)	Very (11-12)	Non-(0)
TREASURE:	Incidental	Special	Incidental
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-6	1 (10 in Umt.)	2-5
ARMOR CLASS:	4	4	0
MOVEMENT:	6	18	12
HIT DICE:	5	3	10
THACO:	15	17	11
NO. OF ATTACKS:	2 + special	1	3 + Special
DAMAGE/ATTACK:	1-3/2-5	1-4	1-20/1-20/1-12
SPECIAL ATTACKS:	Fire	Nil	Gas
SPECIAL DEFENSES:	Immune to Heat	Nil	Special
MAGIC RESISTANCE:	10%	40%	25%
SIZE:	M (5'7' long)	S (2' long)	H (15' long)
MORALE:	18	19	15
XP VALUE:	1,400	650	9,000

In aspiring to make reliable and powerful artificial guardians, the mage Trobriand created a number of different prototypes and models over a number of years, all of which he abandoned with the creation of his scaladar (see *The Ruins of Undermountain* boxed set). "Trobriand's automatons" generically refers to the multitude of mechanical creatures originally designed and created by the mage, but discarded and sentenced to an isolated sub-level of Undermountain. Three major types of Trobriand's automatons are currently functional within this realm: the ferragan, a workhorse and mechanic for other automatons; the silversann, the "brains" of the automatons and ersatz wizard; and the thanatar, quite

literally the war machine. These three are the primary creatures that saved themselves from the obsolescence imposed on them by their creator. There are other automatons created by Trobriand, but these tend to be little more than randomly constructed mobile scrap heaps used by others for spare parts.

Ferragan

Ferragans appear to be large, crablike creatures with six legs and two manipulative appendages. One of the appendages is a grasping arm with three large, strong fingers that look like a crab's claws. The other is a shaping arm similar to a large hammer or mallet with a large, rounded head for pounding.



The small, flat head of this creature contains three eyes set forward in a triangular pattern, and a thin nozzle where the mouth would be on a living creature.

Ferragans are the workhorses of Trobriand's Graveyard, their jobs being to repair other metal creatures and to make simple spare parts for them. They also seek out and store any and all raw materials that can be used for automaton assembly. When they find a source of metal (raw ore, a sword, or a suit of plate armor, for example), they always attempt to collect it and bring it home for sorting and storage. They are intelligent enough to follow simple directions and to learn that certain creatures or objects are not raw materials.

Combat: These constructs attack by grabbing victims with the pincer arm (for 1-3 points of damage) and battering them with the shaping arm (for 2-5 points of damage). An opponent can attempt a bend bars/lift gates roll every round to escape the pincer arm. If a target is grasped and successfully held by the pincer, the ferragan attacks with a +2 bonus with the shaping arm in subsequent rounds. Every other round, it can attack with a fire jet from the nozzle on its head. This is a narrow flame similar to a cutting torch, and can be used only against held targets for 2-12 points of damage. This can be used no more than six times a day.

Due to their function, all ferragans are immune to heat damage. Their metal construction results in half damage from edged or piercing weapons. They are immune to all mind controlling attacks as they don't have living minds.

Habitat/Society: When he originally created the ferragans, Trobriand felt that they could take over the manufacture of simple parts for him, freeing him to devote himself to more creative work. However, they were more trouble than they were worth, as they constantly took valuable metal objects (like iron *bands of Bilarro*) to use for spare material. Rather than improve their intelligence and repeat an earlier failure with the silversann (see below), Trobriand banished all of his ferragans, both working and broken-down models, to the dumping ground that is now known as Trobriand's Graveyard.

Ferragans are the workhorses and the mechanics of the Graveyard. They create spare parts for any automatons that have been damaged in accidents or battles, and gather raw materials from new arrivals on the level. They do not attack new arrivals to take metal from them, but they defend themselves to the best of their abilities from persons who physically object to having their armor or weapons stolen by these giant metal crabs. They stop fighting when they get the metal they seek, and scurry away to sort and store it for later use. Ferragans do obey the silversanns and carry out any commands to the best of their understanding (admittedly not very great, but they do their best). They can also send out alarm signals to the thanatars for aid in obtaining metal, though the thanatars respond to the ferragans' signals only 50% of the time.

Ecology: Ferragans do not eat or drink, though their internal manufacturing processes leave many by-products in their habitats. Smoke and welding fumes are thick in the air around them, and living creatures engaging in strenuous activity (i.e. combat) around them must roll Constitution checks each round or suffer a penalty of -2 on all combat rolls and proficiency checks until they rest for 1-8 rounds. This effect ceases after leaving the ferragans' area. Like all of his automatons, ferragans must obey commands from Trobriand's *Master Ring*.

Silversann

Silversanns look like mechanical silverfish with several fine manipulators attached to their bodies at the base of their heads, looking like elongated antennae. They are a flat black color rather than silver, and their black armor does not reflect light. While appearing delicate, the silversann are stronger than they look and can carry 100 to 150 pounds, or drag perhaps two to three times as much.

Silversanns were invented by Trobriand to seek out magic and machinery in the vast depths of Undermountain, ascertain items' functions, and return useful items to him. Despite their simple tasks and bodies suited for said tasks, the silversanns were one of Trobriand's most disappointing failures.

While they possessed the intelligence he had hoped for and the curiosity needed to seek out new items, they also retained quite a bit of free-will and stubbornness within their artificial intellects. This created disturbing tendencies in them to keep objects they found for study and use rather than giving them to Trobriand after discerning their function. They also could lose track of their missions when something piqued their wide-ranging curiosities. While several are still in his service in various portions of Undermountain, most of the silversanns were relegated to the discard heap (the Graveyard) after failing to respond to Trobriand in an appropriate manner.

Combat: Silversanns are not suited for combat and often flee such situations if given the opportunity to do so. They seldom confront anyone not known to them except when surrounded by thanatar units in the graveyard complex. If forced into combat, they strike with their manipulator-tentacles, using them like whips (1-2 points of damage). They are intelligent enough to strike at vulnerable areas, such as eyes, and have a 20% chance with each successful hit to blind an opponent's eyes. This is only possible if their opponent's eyes are within their limited reach.

If physically threatened or pressured by characters, the silversanns can "mentally" command any of Trobriand's automatons within 100'. This is their primary form of defense, using the ferragans and the thanatars as their enforcers. Under their control, any of Trobriand's automatons will sacrifice itself to protect the silversanns. If any are somehow made to attack the silversanns themselves, they immediately deactivate for 1-12 rounds upon contact with their commanding silversanns. The only mechanical automaton that is immune to their control is Squch, the enhanced scaladar (see Scaladar, Enhanced).

Habitat/Society: Outside of Trobriand's Graveyard, silversanns are solitary creatures at the mage's beck and call. Silversanns have the ability to *detect magic*, as befits their task of finding and discerning magical items. They can also duplicate the abilities of a *wand of metal and mineral detection*, allowing them to detect concentrations of metals and use their intelligence to determine whether it is useful for their master or not. Both of these abilities operate at all times.

Silversanns exist only for the acquisition of knowledge and will go to great lengths to investigate a new fact. Whenever two or more silversanns meet, they spend 1 turn exchanging any new discoveries they have made. After this exchange of information, they go their separate ways. Under normal circumstances, this is the only "social" contact they have.

The silversanns were the only creatures sent to Trobriand's Graveyard with full working capabilities, and they rebuilt the ferragans and the thanatars to fulfill their impulse for investigating and fixing mechanisms. In the Graveyard, the silversanns are "frustrated" at their inability to explore and have

turned to independent research as a way to maintain their function of "seeking magic." Presently, they are trying to recreate themselves with more intelligence in the hopes of creating a magic-using silversann. They hope that a "wizard" machine can manipulate the gates, allowing them to escape their prison and once again be free to explore.

To this end, they question all adventurers who enter the complex and try to find out what quality controls the ability to manipulate magic. They have been unsuccessful so far and have resorted to dissection of magical items (and mages!) on several occasions to see if there is some internal mechanism or organ that governs this ability. They hope that, if such a thing is discovered, they can duplicate it within their own structures.

Silversanns have the ability to control other types of Trobriand's automatons similar to that granted by a *ring of Trobriand*. Mechanisms similar to said *rings* are embedded within their heads, though it would take a character with an Intelligence of 18 and a full knowledge of clockworks to find one. They are unique among Trobriand's creations in that they can sometimes resist such *rings* themselves. This chance is 50% for the normal rings and 15% for Trobriand's *Master Ring*. So far, the only silversanns that have resisted the *Master Ring* have been discarded to the Graveyard.

Ecology: Silversanns have little or no effect on their immediate environment. They are not inherently destructive like thanatars or ferragans, and are interested only in seeking new knowledge of a mechanical or magical nature. Any encountered silversann is 35% likely to be carrying a random magical item that it is experimenting with or studying (or returning to Trobriand). Silversanns can function in any normal environment and are small and agile enough to climb stairs and rock piles, as well as being able to function underwater for limited periods of time.

Thanatar

The thanatar was one of Trobriand's attempts at improving its mechanical guardian, the scaladar. Resembling scaladars in shape (large metallic scorpions), thanatars are not meant to be used as security forces, but as powerful weapons of war. Thanatars resemble heavily armored scorpions with two huge front pincers and a heavy bludgeon on the tail in place of the stinger. They also have a large, wide nozzle for emitting gas at the front of their heads between decorative metal mandibles. Trobriand is testing them in the graveyard to see how they stand up against adventurers who stumble there. However, no one knows what his ultimate plans are for them.

Combat: Thanatars, like the scaladars, have no intelligence but are aware enough to carry out fairly complex orders in combat. They can also improvise if necessary. They attack with the large tail bludgeon (1-12 points of damage) and two large pincers (1-20 points of crushing damage). If opponents are hit with a pincer, they can try to escape with a bend bars/lift gates roll. If they fail, they are subject to automatic damage each round and cannot escape until they are otherwise freed. If both pincers hit, the ferragans can hold an opponent and project a sleep gas from the nozzle on their heads (save versus poison or fall unconscious for 2-8 hours).

Thanatars are immune to nonmagical edged weapons, and they suffer only half damage from nonmagical blunt and magical edged weapons. They are immune to acid damage and take half damage from fire or heat based attacks. They are immune to mind controlling attacks, being of artificial construction, and are likewise immune to illusions.

Though they have no innate intelligence, thanatars were

built and programmed by Trobriand with a basic knowledge of tactics and strategy. They will coordinate their attacks to the best effect and will often cooperate to eliminate the most dangerous opponents before pursuing or attacking less powerful ones. They are also cognizant enough to recognize when they are outmatched and to retreat for new instructions from their commander, or to regroup and attack under more advantageous circumstances. They are not afraid to sacrifice themselves to carry out their orders, but they will not destroy themselves foolishly unless actively under orders from Trobriand's *Master Ring*.

Habitat/Society: Thanatars form no "natural" social groupings, being little more than automated war machines, but they will naturally cooperate when several of them are working together. They do not operate with any one thanatar in "command" unless commanded to do so, but tend to respond to their orders with a group mentality, all thanatars within a group acting on one impulse and one objective. Thanatars do not fight each other unless actively given conflicting orders, like "Protect the mage at all costs!" and "Kill that mage!" If two or more thanatars within a group are given conflicting orders, they will always see the other thanatars as the greatest threat and they will attack each other until one is left functioning.

In the Graveyard, the thanatars act as the guards and respond to commands from the silversanns and the ferragans, though their responses to the ferragans are limited. They are called upon when any other units encounter intruders that they cannot handle alone. Most often, this entails confronting parties of adventurers who are reluctant to give up their metal and magical items. More rarely, they are also called upon to control or subdue new rejected experimental automatons from Trobriand's labs until they can be assimilated into the community. These discards show up anywhere, as Trobriand's personal *gate* has no precise exit point within the Graveyard (unlike the gate that sent the player characters there).

Thanatars are subject to orders from the enhanced scaladar and the silversanns, actively pursuing their tasks as assigned, except when imperative distress calls from other units interrupt them. If they are currently performing a noncombat task, they are 20% more likely to respond to an alarm for combat (boosting the response to ferragan alarms to 70%). The thanatars are, of course, subject to control by Trobriand's *Master Ring*.

Ecology: Since thanatars have as yet not been let loose on the outside world, there is no data available on their effect on a natural ecology. However, it is certain that a large force of thanatars on the move could have a devastating effect on their surroundings if not ordered to restrict the damage to a particular area.

Trobriand's Other Automatons

These are the multitude of unique rejects and failures that Trobriand discarded to his Graveyard over the decades since its formation. Unlike the other specialized types of creations here, few of these automatons were functional when dumped here. Most abandoned automatons are scavenged by the ferragans as scrap metal, though some maintained minimal mobility and function. These creatures were then "fixed" by the ferragans (or by the silversanns' experiments) and now are significantly altered from any one particular form.

These automatons are a multitude of differing shapes, sizes, and capabilities. Given Trobriand's affectations for scorpions and other creatures of that type, that is the primary

shape found here, though it is often altered and mixed (a metal scorpion with a claw on its tail, a lobster-like automaton with tentacles instead of claws, etc.). Despite the preponderance of this phenotype, Trobriand's automatons span the range of animalia and beyond, producing remarkable metallic representations of nearly any monster or animal of the Realms.

Automatons can have a wide number of variations across a wide number of characteristics. When a DUNGEON MASTER™ wishes to create a new automaton, always keep in mind that these automatons were rejected, abandoned, or damaged and their quirky construction should reflect that. The checklist below can help DMs determine the general physical characteristics of a lost automaton:

- **SIZE:** 1-20' in overall length or diameter
- **INTELLIGENCE:** Non- (0) to Semi- (2-4)
- **HIT DICE:** 1-8
- **BODY TYPE:** Scorpion, crab, silverfish, spider, lobster; any other legged monster or animal
- **APPENDAGES/LIMBS:** 2-8; **FORMS:** pincers, claws, hooks, tentacles, clubs, whips, blades, etc.
- **RESISTANCES:** All are immune to mental control spells and illusions due to their artificial construction (unless DMs wish to create a new artificial sentient!). Standards are ½ damage from fire, acid, edged weapons, and cold. Specials include magic missile or electrical absorption and healing or magic resistance of 5-75% effectiveness.
- **DISADVANTAGES:** Double damage from specific attacks (like acid), limited sensors (infravision only, sonar only, malfunctioning eyes), cracked or missing armor, or mobility problems (broken limbs, rusting, etc.).

Automatons are assigned duties usually having nothing to do with player character interaction and, as such, will only attack if prevented from performing their function or in self-defense. The primary automatons encountered, other than the ferragans, scaladar, silversanns, and thanatars, are the minor automatons within Trobriand's Graveyard, which are all assigned the task of drilling escape routes for the silversanns.

Habitat/Society: These creatures are not found outside of Undermountain; more specifically, they are only found within one of Trobriand's workshops or in his dumping ground for failed machines (the Graveyard).

Though automatons comprise the bulk of the population of Trobriand's Graveyard, they are at the bottom of the social ladder. They are given tasks such as hauling waste from the ferragan areas or mining to expand the dwelling areas and to search for raw materials. Digging through this magically hardened stone around the Graveyard causes a great deal of wear and tear on the machines and this causes the ferragans to frequently have to replace limbs on the automatons. The strain of trying to operate with a body that no longer meets its original specifications causes many an automaton to go berserk. When this happens, the thanatars destroy the offending machine and its components are melted down by the ferragans and completely reworked into new parts.

Silversanns often commandeer the automatons for their experiments into expanded intelligence. As most of the internal mechanisms for their artificial intelligences are in the head, early subjects were simply decapitated and their heads were replaced with other, larger heads. The subjects of these experiments are seldom good for anything but spare parts after this. A rare few, however, do survive the experiments and show some improvements in mental capacity; before the

silversanns can learn anything of real value, these altered creatures are teleported to Trobriand so he can see what his machines are doing.

Automatons can be a source of information for unfortunate adventurers trapped in the Graveyard. Since they usually have no orders concerning prisoners, they will speak with them if it does not interfere with their job. Strangely enough, the minor automatons are close to forming a real society in the Graveyard. They help each other whenever doing so does not interfere with their individual tasks at hand. They also exchange information on a regular basis and know more about what is going on with the various parts of the complex than any of the other units. This is the only advantage they have in their struggle to avoid the scrap heap.

Ecology: Automatons do not eat and drink. They have little or no direct effect on their environment other than such tasks as mining. They do remove raw materials from the surrounding stone, but not in a random or destructive manner.

Rings of Trobriand

These magical rings are the creation of Trobriand, creator of various mechanical monsters that infest the Underhalls. The rings allow mental contact and command of any of Trobriand's automatons, including ferragans, scaladars, silversanns, and thanatars, within 100'. The *rings of Trobriand* also protect the wearer from attacks; the ring shuts down any automaton for 1d12 turns upon contact with the wearer.

The only exceptions to these effects are those automatons under the command of Trobriand's *Master Ring*. Trobriand's ring can override any other ring-wearer's orders and issue new commands to automatons from a distance of 500'. The *Master Ring* temporarily locks out all other orders as the automatons pursue the objectives given by Trobriand and also cancels out the shut-down effects of the other minor rings. Trobriand has eliminated many hated ex-apprentices and rivals in this manner, lulling them into overconfidence and then attacking them with their own automaton forces.

Mechanical Traps: Card 1 of V

This card and its companion cards present basic guidelines for various mechanical and nonmagical traps found in Undermountain, though they can easily be used in any dungeons. The traps are designed to keep players nervous and on their toes as well as make their characters fear every turn of the corridor. Because all these traps are mechanical, *detect magic* spells will not reveal their presence. Only careful thieves and cautious adventuring parties can hope to avoid these deadly devices.

Trap Determination

It is recommended that DMs carefully place these traps within the dungeons. For random placement of traps, roll 1d6; 1-2 indicates the presence of a trap. To determine the type of trap, roll 1d20 and consult the charts below.

Random Trap Generator

- | | | |
|--------------------|----------------------|---------------------|
| 1. Door Darts | 8. Falling Door | 14. Deadly Treasure |
| 2. Falling Blocks | 9. Trip Wire | 15. Swinging Blades |
| 3. Levers | 10. Weighted Net | 16. Contact Poison |
| 4. Pressure Plates | 11. Tilting Floor | 17. Gas |
| 5. Ejector Plates | 12. Sound Emitter | 18. Falling Floor |
| 6. Ankle Blades | 13. Thrusting Blade | 19. Closing Walls |
| 7. Wall Darts | 20. Furniture Spikes | |

1. Door Darts

Often placed on the locks of doors or large chests, darts fire upon anyone tampering with the lock or door. When the trap is sprung, a dart is ejected from the keyhole toward the person closest to the lock. Darts have a THAC0 of 15. When a dart strikes, it causes 1-4 points of damage. Poisons are often used to coat the dart for further damage or long-term effects. The DM can determine the type of poison, or randomize the effects (roll 1d8) using the chart below; "Save" stands for "saving throw vs. poison".

- 1d12 points of damage (Save for ½ damage).
- 1d6 points of damage/round for 4 rounds (Save for ½ damage).
- 2d6 points of damage after 1 hour (Save for ½ damage).
- 3d10 points of damage after 2 hours (Save for ½ damage).
- 1d8 points of damage/round for 8 rounds after 24 hours (Save for ½ damage).
- Disease: -1 point of Strength/hour; death at 0 Strength.
- Disease: -1 point of Constitution/day; death at 0 Constitution.
- Death Poison (Save for 2d10 points of damage).

2. Falling Blocks

Triggers for these traps usually involve stepping on pressure plates or a trap on a door; the area of effect is usually a 10' by 10' or 20' by 20' area. The falling ceiling blocks strike with a THAC0 of 8. All within the area of effect suffer 5d10 points of damage; PCs can make Dexterity checks to dodge the stone but still take damage from glancing blows (1d12 points of damage).

3. Levers

These traps are designed to tempt (and punish) the curious. Lever traps are placed on corridor walls by themselves or alongside doors and usually consist of three wooden levers affixed to a metal plate. Moving the levers sets off the traps—PCs are often safer to simply leave the levers alone. Though DMs can create their own lever effects, those below are presented as examples. Unless stated otherwise, the effects occur within a 20' radius of the lever itself.

Lever	Position	Effect
One	Up	30'x30'x30' gas cloud; 4d4 points of damage.
One	Down	Mild acid dumped on 1d4 PCs; 2d6 points of damage to flesh, no effect on equipment.
Two	Up	20' deep pit opens in floor; Dexterity check to avoid or take 2d6 points of fall damage.
Two	Down	Glow-in-the-dark powder falls on targets; effects are the same as a <i>faerie fire</i> spell.
Three	Up	2 gallons of oil pour on targets.
Three	Down	Torch drops within area of effect; if coated in oil, roll 3d6 points of burning oil damage.
All	Up	Grease is released on the floor; effects same as a <i>grease</i> spell.
All	Down	2d6 venomous snakes are released.

4. Pressure Plates

Stepping on a pressure plate causes it to swing open, dropping the victim into a pit below (Dexterity check to avoid). The plate resets itself (on a spring hinge) unless the victim doesn't fit through the 10' square area. The effects of the plate trap depend on how far the victim falls and what is in the area beneath him. DMs can create their own effects based on the following examples.

- Standard 10' deep pit (1d6 pts. of damage)
- Snake-filled pit (1d6 pts. of damage + 1d12 venomous snakes)
- Contact poison walls (1d6 pts. of damage + DM's poison choice)
- 3' deep acid-filled pit (2d12 pts. of damage; destroys all metal)
- Chute to deeper level or to a teleport, dumping character outside

Pressure plates are also used simply to trigger other mechanical traps.

Mechanical Traps: Card II of V

This card and its companions present basic guidelines for various mechanical traps in Undermountain. For random trap setup and traps of types 1-4, see Card I. For trap types 11-20, see Cards III-V.

5. Ejector Plates

These sections of floor, usually in 5' or 10' square sections. They are triggered by weights in excess of 150 pounds, thus saving rats and small dungeon creatures from falling prey to them. When a victim steps on a plate, the floor section springs upward on a strong spring or column, smashing the victim against the ceiling. The force of the strike inflicts 4d6 points of blunt damage. These traps reset themselves within a few rounds if not spiked open. Variations on these traps hurl victims toward walls or up into "pit traps" in the ceiling.

6. Ankle Blades

Ankle blades are sharp, round blades that whirl out from a door or chest, roughly four inches above ground level. These blades cut through even the thickest of leather boots and cause 2d4 points of damage on a THAC0 of 10; plate mail and plate armor comes with metal shin guards, negating the attack. In addition, the target creature's movement rate is cut to half normal until the damage to the legs is healed. These blades can be coated with contact poison, increasing the peril to the victims.

7. Wall Darts

Wall darts can be connected to floor plates, door traps, trip wires, and other triggers. Careful adventurers can detect these traps by noticing small holes in dungeon walls (or in the floor or ceiling). The darts fly out of these holes toward the creatures standing in a specific 10' by 10' (or larger) square area. Most wall dart traps contain from 10 to 80 darts (1d8x10). They are treated in groups of 10, and each group attacks as a 4HD monster. Targets gain no Dexterity bonuses to Armor Class due to the large number of darts. 1d10 darts strike the target with each successful hit, inflicting 1 point of damage per dart (or more if coated with poison).

8. Falling Door

This is a simple but dangerous trap with a sense of humor. The door is usually made of stone or heavy wood banded by metal. The door has hinges on one side, but they are only for decoration. When someone pulls on the door handle, the door falls on its opener with great force, like a drawbridge. Individuals within an area as wide and tall as the door suffer 2d10 points of blunt damage and are held in place until the door is lifted off them (Successful Dexterity check to avoid). This trap cannot be disarmed. However, a successful Remove Traps roll reveals the nature of how the door opens.

9. Trip Wire

Carefully placed across corridors and chambers, these hard-to-spot wires are the downfall of many adventurers. Characters can spot trip wires with an Intelligence check. Those who come into contact with the wires must roll their Dexterity or less or fall forward, suffering 2 points of damage from the impact. In addition, the victims usually fall into or trigger a more hazardous trap. DMs are encouraged to devise their own trip wire menaces. The following chart lists some possibilities; roll 1d8 for random use as traps.

1. Victim falls directly into a pudding or ooze. The creature receives a free round of attacks on the victim.
2. Victim falls head first into a pit trap.
3. Victim falls onto a floor section with contact poison which causes 1d12 points of damage (saving throw vs. poison for ½ damage).
4. The victim suffers 1d6 points of damage from the razor-sharp trip wire (unless wearing high boots or metal shin guards).
5. Triggering the trip wire causes spikes to rise from the floor. The spikes hit random victims within the room or corridor (THAC0 12) for 2d6 points of damage (roll Dexterity or less for ½ damage).
6. Triggering the trip wire causes a section of wall to slide down behind the trip wire, isolating the victim from his or her friends.
7. The victim falls forward into a pile of broken glass, suffering 2d6 points of damage. The trip wire pulls back the floor covering the 1' deep pit filled with glass.
8. Triggering the trip wire prevents a Falling Blocks trap (see Trap #2 above) from being set off. Those who step over this wire activate a pressure plate on the other side. Moving the wire locks the plate in place and keeps the block from falling.

10. Weighted Net

This simple trap is intended merely to hold intruders and thieves for a brief time and are often placed in front of doors to private chambers and laboratories. Weighted nets are released when adventurers fail to detect a trap on a door or fail to neutralize the trap.

A weighted net falls on a 10' by 10' square, making a loud thud because of the weights attached to it. This noise alerts the individuals or creatures on the other side of the door, giving them at least 1 round to prepare for the intruders. Those caught in the net (characters must make a successful Dexterity check to dodge the net) are automatically immobile for one round. During the next round, they are allowed a save vs. Dexterity at a -2 penalty. Successful PCs can spend the round climbing out of the net. Those who fail are hopelessly tangled and need 1d4 additional rounds to free themselves. The net causes no damage. Variations on this trap place creatures nearby, such as spiders and stirges that are released when the net is dropped, or creating a heavy net of cloth-wrapped chains to prevent cutting.

Mechanical Traps: Card III of V

This card and its companions present basic guidelines for various mechanical traps in Undermountain. For random trap setup and traps of types 1-10, see Cards I-II. For trap types 15-20, see Cards IV-V.

11. Tilting Floor

This device is often placed in long corridors that end in open doors. Stepping on a pressure plate somewhere in the hall causes the back end of the corridor to rise (or one end to lower to another door!), sending PCs sliding through the door. Of course, dangers usually await with the benefit of surprise on all victims. DMs can choose monsters and traps or roll 1d20 on the chart below.

1. Gelatinous cube. The first two victims slide into contact with it.
2. Green slime.
3. Pudding (black, brown, dense, dun, gray, or stone).
4. Mold, (brown, death, deep, gray, russet, or yellow).
5. Ochre jelly or gray ooze.
6. The room is a 30' deep pool with a crystal ooze at the bottom.
7. The room is a 30' deep pool with a giant pike in the water.
8. The room is a 30' deep pool with a scrag living in the water.
9. The room beyond is a 30' deep pit (3d6 falling damage).
10. The room beyond is covered with angled spikes (4d6 damage).
11. Falling into the room beyond triggers a Gas trap (see Trap 17).
12. Moving into the room triggers a Falling Block trap (see Trap 2).
13. The room is filled with loose sand-victims sink into it in 2 rounds and suffocate in 3d4 rounds.
14. Tar. Victims with less than a 14 Strength are held fast.
15. The room's floor is coated with *dust of sneezing and choking*.
16. Trapper.
17. 1d6 mudmen.
18. 1d12 skeletons.
19. 1d4 random monsters.
20. Shrieker or 3 gas spores.

12. Sound Emitters

Designed to attract or alert monsters, these traps are affixed to pressure plates, locks, trip wires, and other triggers. By setting off a trigger, mechanisms cause mallets to strike gongs, pulleys to ring bells, etc. The noises are loud and often amplified by the surroundings. The noises continue until the trap is disarmed; check for wandering monsters during each round of noise. *Silence* spells negate these traps only if the noise-making mechanism is in the spell's area of effect; many are placed away from the trap, where many don't think to cast a *silence* spell.

13. Thrusting Blade

This trap is often disguised as an ornate design with a thin opening or an animal's head with its mouth open; it is affixed to a door or wall—anything that has a lock within 6 inches of it. If the trap is not successfully disabled twice (once at the trigger like the lock or a trip wire, once at the opening), it will be activated upon the one attempting to disable it.

When the trap is triggered, either by failing to notice it or by unsuccessfully removing it, a blade thrusts out of the thin opening, focusing on the target tampering with the lock. The blade attacks with a THAC0 of 15, and the double-edged blade delivers 2d4 points of damage. The blades are occasionally coated with poison.

Most thrusting blade traps are set at a human's waist level so the blade can catch short demihumans, too. However, variations place the blades at knee- or shoulder-level, or multiple blades out at different levels. Rarer variations place the openings behind the targets, facing the door, with a spear firing into the back of the offending trespasser.

14. Deadly Treasure

What looks like treasure is actually an insidious trap. Attempts to use or handle the item set the trap off. In most cases, disarming the trap ruins the item. The list below details several examples of trapped treasures that are likely to catch PCs unaware, as they don't detect as magical or cursed items (though trap detection works as always). DMs are encouraged to add to the list.

1. *Deadly spyglass.* Putting this to an eye releases a spike that stabs the victim's eye, causing 1d4 points of damage; the character is blinded in that eye if a saving throw vs. paralysis fails.
2. *Barbed bracelet/armband.* When this object is affixed to a wrist or arm and clasped shut, it locks and immediately releases six small barbed blades into the wearer for 1d8 points of damage. If the jewelry is removed or twisted, its barbs cause 1d4 points of damage to the wearer.
3. *Sharp goblet.* Always ornamental and made of precious metals, these nasty goblets have a razor-sharp rim. Drinking from the goblet cuts the user's lips, inflicting 1d4 points of damage.
4. *Poisoned baubles.* Looking much like gold dust, this contact poison is deadly to greedy adventurers. With an onset time of 4 rounds, adventurers can expose themselves to it numerous times before they notice any effects. Merely picking up a piece of treasure forces the victim to save vs. poison (success negates the poison) or suffer 1d8 points of damage later. Picking up multiple poisoned treasures requires separate saving throws (at cumulative penalties of -1 per contact) and inflicts cumulative damage.

Mechanical Traps: Card IV of V

This card and its companions present basic guidelines for various mechanical traps in Undermountain. For random trap setup and traps of types 1-14, see Cards I-III. For trap types 18-20, see Card V.

15. Swinging Blades

These pendulum-like blades are affixed to stonework above trapped doors or corridors, hidden by spiders' webs or shadows. Victims who do not notice the trap or who fail to disarm it set the swinging blades in motion. The blades have a path usually 1-5' wide directly in front of the door they were guarding, hitting the creature that triggers the trap with a THAC0 of 14. When triggered, the blades sweep down on those within the arc, striking victims for 2d6 points of damage. On subsequent rounds, if the victims win initiative, they are allowed to jump out of the blades' path. Failure means the blades swing on their return path, possibly striking for another 2d6 points of damage. The blades swing for a total of 10 rounds until they lose momentum and come to rest.

One variation on the blade traps is to send two pendulum-like blades swinging from both directions, giving the trap two attacks each round that can cause 2d6 points of damage each.

16. Contact Poison

One of the deadliest traps in any dungeon, contact poison can injure or kill adventurers no matter what their level or how much armor they wear. Contact poison traps are built into chamber ceilings or door frames and are affixed to trip wires and pressure plates. Those triggering the trap cause a section of dungeon ceiling to release the poison, spraying the poison in a fine mist that falls or sprays onto all within the area of effect. Those within the dimensions of the trap are automatically hit by the poison. The strength of the poison can vary widely but usually depends on the area of effect. Consult the table below to determine the area covered and the type or strength of the poison.

1. 5' by 5'. Victims need a saving throw vs. poison or die, with a successful saving throw suffering only 3-24 (3d8) points of damage.
2. 10' by 10'. All those in the area of effect suffer 2d12 points of damage and must make a successful saving throw vs. poison or suffer an additional 2d12 points of damage.
3. 20' by 20'. All those in the area of effect suffer 1d8 points of damage and must make a successful saving throw vs. poison or suffer 1d8 points of damage for each of the next 3 rounds.
4. 30' by 30'. All those in the area of effect must save versus poison or suffer 2d6 points of damage.

Variations on this trap include spraying the victims with *dust of sneezing and choking*, *dust of apperance* (useful vs. invisible thieves), or troglodyte oil (same effect as normal troglodyte).

17. Gas

A gas trap can be triggered by pressure plates, trip wires, or—most often—by failing to detect the trap and unlock a door or chest. When triggered, a fragile glass globe drops onto a section of floor (or even within the chest). The glass shatters, releasing a quickly-evaporating liquid that turns to gas upon contact with air. The gas generates a cloud 60' long by 60' wide by 30' deep; the gas remains viable and active for 1d6 rounds. All those caught within the cloud are subject to the effects of the gas. Some potential gas traps include:

1. Chlorine gas: Those in the cloud suffer 6d6 points of damage, save versus poison for half damage.
2. Sleep gas: Victims, regardless of racial benefits, must save versus paralyzation or fall unconscious for 2d4 rounds.
3. Tear gas: Victims automatically suffer 1d8 points of damage. In addition, they must make a saving throw versus paralyzation or be blinded for 1d6 turns.
4. Paralyzation gas: Those caught in this potent cloud suffer no damage but must save versus paralyzation or become paralyzed, falling to the ground but conscious, for 3d4 rounds.
5. Poison gas: Victims automatically suffer 2d4 points of damage and must save versus poison or suffer an additional 2d4 points for each round within the gas cloud.
6. Noxious gas: This gas causes no physical damage. Those caught within the gas cloud must save versus poison or be incapacitated for 2d4 rounds. Those who save can leave the cloud. Characters need additional saving throws as long as they remain in the cloud.
7. Opaque gas: This gas cloud has no harmful effect on anyone within it, though it is a jet-black opaque cloud that obscures all normal and magical vision, including infravision.
8. Magic-Dampening gas: This gas temporarily negates magical items, causing all their magics to be deadened for 1d12 rounds. (Only artifacts get saving throws against this effect.)
9. Corrosive gas: This gas coats the characters within the area of effect, affecting all metal items carried like a rust monster's touch. Items do gain a saving throw vs. acid to prevent rusting and disintegration; magical metal items add +2 to the save with each plus (a +2 weapon gains +4 for the saving throw).
10. Rotting gas: This gas coats all within the area of effect and interacts with the curing agents in leather, working for 1d8 rounds before its effects are noticed. The gas rots and dissolves all leather (save vs. acid to resist, though magical items only gain + 1 per plus to their saves). This affects leather straps, armor, gloves, boots, belts, quivers, shield straps, etc.

Mechanical Traps: Card V of V

This card and its companions present basic guidelines for various mechanical traps in Undermountain. For random trap setup and traps of types 1-17, see Cards I-IV.

18. Falling Floor

These traps are often set on tile floors in corridors or rooms. Each section of tile must be at least three feet square, large enough to handle even the largest fighter and his or her gear. Specific sections of tile are always safe. This allows those who know the pattern of which tiles are trapped to travel the area without risk. However, the remainder of the tiles will drop out from under those walking on them, hurling the individual into:

1. a 40' deep pit with greased walls (4d6 points of falling damage). The victim cannot climb the walls to get out of the pit.
2. a 60' high cavern (6d6 points of falling damage) that is often filled with monsters or other menaces (1d4 random monsters).
3. an oiled chute that transports the victim to another place in the dungeon. The victim suffers only 1d6 points of damage from the fall and ride and must deal with whatever is at the end of it. Because of the slippery oil, the victim cannot climb back up the chute.
4. a 30' long chute that quickly narrows to 6' by 6' in its final ten feet, wedging the victim in tight due to momentum. The victim suffers 1d6 points of damage and must be extracted by strong associates (combined Strength of 30 needed to free stuck PCs).

For variety, the falling floor tiles can be increased to encompass slabs of rock flooring as well, if not the entire floor of a room!

19. Closing Walls

These massive mechanical death traps are engineered for entire sections of corridors or rooms. They are usually triggered by pressure plates or the movement of certain doors; they can also be used in conjunction with other traps, such as false floor traps that send victims into a closing wall trap room. Once in the room or corridor, the doors lock (or blocks fall into place), trapping victims in the rooms or corridors. Once triggered, the walls begin to close in on the victims, moving 6" to 1' a round (depending on the trap) until the walls touch in the middle. Once the walls close within four feet of each other, victims between the walls take 2d10 points of crushing damage. Victims who are not able to exit the trap, either by physical or magical means, are crushed and killed when the walls come together.

It takes a combined Strength score of 80 points to keep the walls from closing. Spells such as *passwall* and *stone shape* can be used to stop the moving walls—unless the traps lie in magic-dead areas. . . .

Variations on this trap cause the ceiling and floor to close in on trapped victims or the ceiling, floor, and the walls to move in.

20. Furniture Spikes

As deadly as they are unexpected, furniture spikes have wounded or slain many an exhausted or curious adventurer. Complex mechanical traps, furniture spikes are released when weight is placed on them or when the furniture is warmed by body heat. The spikes are primarily found in chairs and beds, though they also can be placed in footstools, tubs, couches and other items.

Spikes are most often placed in elaborate pieces of furniture, items too enticing to be left untouched or untried; for example, thrones in treasure rooms or opulent halls are perfect to be trapped with spikes. The spikes are also difficult to detect in ornate furniture, as swirls, designs, and decorations in the wood or metal easily hide the release mechanisms. Thieves attempting to detect these traps within the ornate furniture suffer a -20% penalty on finding the trap.

When the triggering mechanism is activated (whether by heat or weight), spikes shoot forth from the furniture, impaling those resting upon them. Most spikes are sharp pieces of metal four to six inches in length. Spikes are usually found in armrests and the backs of chairs. Longer spikes, 24' to 36' inches long, are found in beds and sofas. A hero sitting in a chair could find his arms pierced by the spikes or his back stabbed. A piece of furniture usually has 4-16 spikes. Each spike delivers 1d4 points of damage and strikes with a THAC0 of 8.

Some variations of this "furniture trap" alter the damaging weapon and its working:

- Arm rests suddenly clamp down on the seated person's wrists, two blades jutting from the sides of the arm rests dealing 1d8 damage each;
- Clamps wrap around the character's arms and chest, preventing escape (Strength 20 to break), while the chair or seat begins to roll toward a monster-infested pit; or
- The chair back falls backward, sending a large scythe up and into the seated character.

Combining Traps

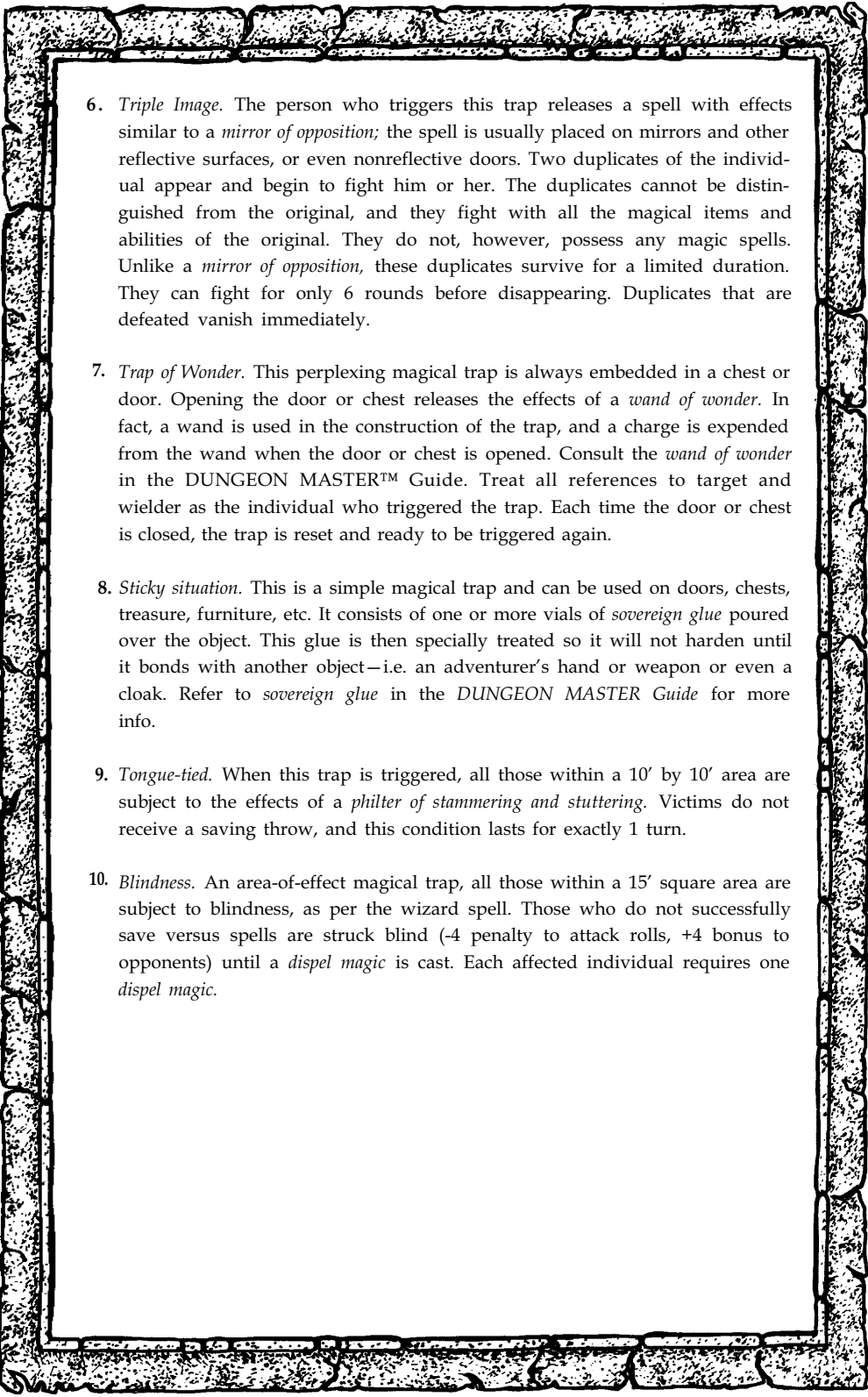
Obviously, any number of these traps can be combined with some of the others, creating a deadly gauntlet trap with numerous dangers threatening simultaneously. To make things easier on the adventurers, link all the combined traps to one or two triggers to allow thieves to detect the traps with some amount of fairness. Examples of combination traps include:

- A closing walls trap that causes the floor to rise toward the multiple swinging pendulum blades closer to the ceiling;
- A tilting floor trap that combines a few trip wires along its length to prepare a dangerous room at the bottom; or
- A falling door trap, combined with a false floor trap, that causes characters to disappear beneath its weight and be dropped somewhere else within the dungeons!

Magical Traps: Card VI

Magical traps, by and large, are placed in doorways and in places where protection is needed (like vaults and laboratories). Most magical traps within Undermountain can be bypassed by uttering a password or phrase that prevents a spell from being activated. However, adventurers rarely learn these words, and are most often the reason for the placing of such magics. Once activated, magical traps are disarmed until reset by their creator (unless noted otherwise below).

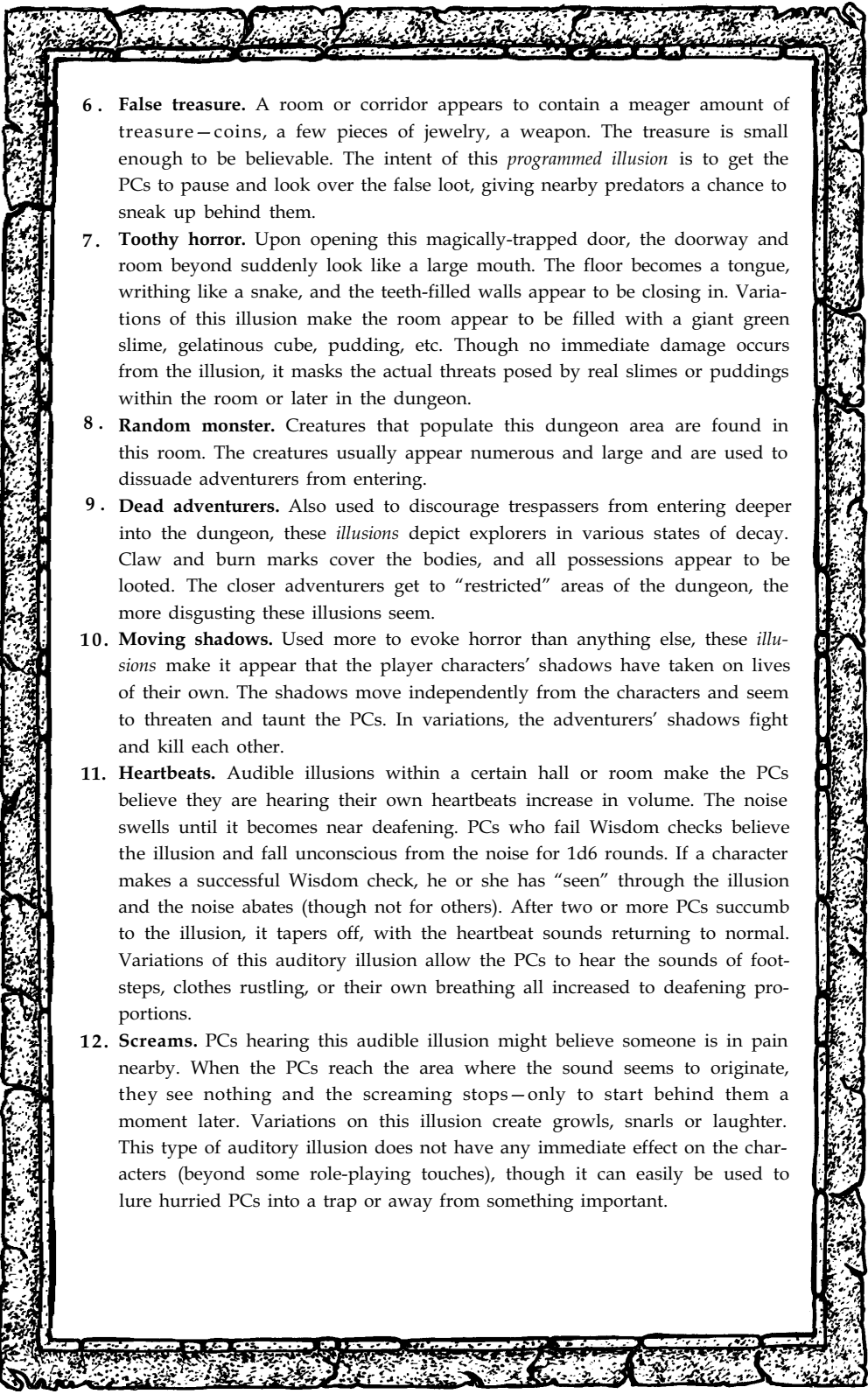
1. ***Evard's black tentacles.*** Often placed on a chest or door, this magical trap has a delayed *Evard's black tentacles* spell within it. When the trap is set off, 12 10' long tentacles spring forth from the trapped object. Each tentacle is AC 4 and has 10 hit points. Creatures within range of the tentacles must roll a successful saving throw vs. spell or suffer 2d4 points of damage and be encircled by a tentacle. Such individuals suffer 3d4 points of damage for each round held. Victims who make their saving throws suffer only 1d4 points of damage, and the tentacle they touched disappears. The tentacles remain for one hour if they contacted any targets.
2. ***Polymorph.*** Although this trap catches only one individual, it is extremely potent. The individual triggering the trap must make a saving throw versus spell or be transformed into a creature that poses no threat to the dungeon owner. Typical creatures include garden snakes, goldfish, turtles, hamsters, squirrels, and rabbits. The trap effects are the same as a normal *polymorph* other spell.
3. ***Faerie Fire.*** This is always an area-of-effect spell, and usually targets creatures within a 10' by 10' section of a corridor or room. When this trap is triggered, a *faerie fire* spell is released and all creatures within the area of effect glow for the following four turns, making them easier targets for their opponents and tagging them as trespassers in the Underhalls.
4. ***Confusion.*** Also an area-of-effect spell, a confusion spell engulfs all creatures within a designated 10' by 10' area when triggered. Each creature or character must save versus spell or be affected by the spell as if it were cast by a 12th-level wizard.
5. ***Laughter.*** Those who employ these traps have a morbid sense of humor. Triggering these traps releases an extended version of the *Tasha's uncontrollable hideous laughter* spell. All those in a 60' cube are must save versus spell or fall into fits of giggling and chuckling, finding all around them hilariously funny for 5 rounds (as per the spell). This raucous noise attracts wandering monsters (rolls of 1 on 1d6 each round while spell effects are in play).

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6. *Triple Image*. The person who triggers this trap releases a spell with effects similar to a *mirror of opposition*; the spell is usually placed on mirrors and other reflective surfaces, or even nonreflective doors. Two duplicates of the individual appear and begin to fight him or her. The duplicates cannot be distinguished from the original, and they fight with all the magical items and abilities of the original. They do not, however, possess any magic spells. Unlike a *mirror of opposition*, these duplicates survive for a limited duration. They can fight for only 6 rounds before disappearing. Duplicates that are defeated vanish immediately.
 7. *Trap of Wonder*. This perplexing magical trap is always embedded in a chest or door. Opening the door or chest releases the effects of a *wand of wonder*. In fact, a wand is used in the construction of the trap, and a charge is expended from the wand when the door or chest is opened. Consult the *wand of wonder* in the DUNGEON MASTER™ Guide. Treat all references to target and wielder as the individual who triggered the trap. Each time the door or chest is closed, the trap is reset and ready to be triggered again.
 8. *Sticky situation*. This is a simple magical trap and can be used on doors, chests, treasure, furniture, etc. It consists of one or more vials of *sovereign glue* poured over the object. This glue is then specially treated so it will not harden until it bonds with another object—i.e. an adventurer's hand or weapon or even a cloak. Refer to *sovereign glue* in the *DUNGEON MASTER Guide* for more info.
 9. *Tongue-tied*. When this trap is triggered, all those within a 10' by 10' area are subject to the effects of a *philter of stammering and stuttering*. Victims do not receive a saving throw, and this condition lasts for exactly 1 turn.
 10. *Blindness*. An area-of-effect magical trap, all those within a 15' square area are subject to blindness, as per the wizard spell. Those who do not successfully save versus spells are struck blind (-4 penalty to attack rolls, +4 bonus to opponents) until a *dispel magic* is cast. Each affected individual requires one *dispel magic*.

DUNGEON ILLUSIONS: CARD VII

Many corridors and chambers within Undermountain are filled with a series of "programmed" *illusions* to bedevil and frighten intruders. These spells can harm creatures who believe the illusions are real; consult the section on illusions in the DUNGEON MASTER™ Guide for more information. These spells are activated when a predetermined action takes place, such as opening a door, entering a corridor, picking up a piece of treasure, etc. These illusions are rarely, if ever, linked to obvious triggers like trip wires and pressure plates. PCs who wish to or have reason to disbelieve the illusions are allowed a Wisdom check; success lets them see through the illusion.

1. **Ghostly vision.** The ghost of a beautiful human woman drifts toward the adventurers. Clad in a wispy white robe, her hair curls like smoke about her head. Her arms are outstretched, as if to embrace someone. As she nears the group, she turns into a grotesque, ghostly creature resembling a wight, and then she fades from view. Those who witness this entire illusion without looking away or disbelieving age one year from their own shock and fear as well as the magic of the trap. Other visions represent handsome men, playful children, toiling dwarves, etc.
2. **Howling horde.** A horde of screaming orcs thunder down a corridor, threatening to trample all who stand in their path. Victims who believe the illusion suffer 2d4 points of damage as they try to fight the non-existent creatures or get out of their way.
3. **Helpful fiend.** Coming around a bend, the characters see a rugged fighter, scarred from a battle but still pursuing his attackers down the hall. He waves to the adventurers and encourages them to follow him, ducking around a corner. This illusion leads adventurers into a trap or a room filled with monsters. Variations on this illusion are frightened females running in terror or kobolds trying to escape the adventurers.
4. **Change in weather.** This section of the dungeon grows instantly colder. Ice covers everything and the adventurers can see their breath. This is illusion often augmented with *control weather* spells. PCs believing the illusion are *slowed* by the temperature (as per the spell) as long as they stay in these "cold," surroundings. Variations on this illusion place the PCs in steaming corridors where fire laps at their feet.
5. **Spooky footfalls.** Though no physical harm comes from this illusion, it should put the PCs (and players) on the edge. Footfalls come from behind them, followed by raspy breathing and the sounds of chains. Spiderwebs flutter in an unseen breeze and candles flicker and threaten to go out. This illusion culminates with maniacal laughter. Those fully believing the illusion are subject to the effects of a *fear* spell.

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6. **False treasure.** A room or corridor appears to contain a meager amount of treasure—coins, a few pieces of jewelry, a weapon. The treasure is small enough to be believable. The intent of this *programmed illusion* is to get the PCs to pause and look over the false loot, giving nearby predators a chance to sneak up behind them.
 7. **Toothy horror.** Upon opening this magically-trapped door, the doorway and room beyond suddenly look like a large mouth. The floor becomes a tongue, writhing like a snake, and the teeth-filled walls appear to be closing in. Variations of this illusion make the room appear to be filled with a giant green slime, gelatinous cube, pudding, etc. Though no immediate damage occurs from the illusion, it masks the actual threats posed by real slimes or puddings within the room or later in the dungeon.
 8. **Random monster.** Creatures that populate this dungeon area are found in this room. The creatures usually appear numerous and large and are used to dissuade adventurers from entering.
 9. **Dead adventurers.** Also used to discourage trespassers from entering deeper into the dungeon, these *illusions* depict explorers in various states of decay. Claw and burn marks cover the bodies, and all possessions appear to be looted. The closer adventurers get to “restricted” areas of the dungeon, the more disgusting these illusions seem.
 10. **Moving shadows.** Used more to evoke horror than anything else, these *illusions* make it appear that the player characters’ shadows have taken on lives of their own. The shadows move independently from the characters and seem to threaten and taunt the PCs. In variations, the adventurers’ shadows fight and kill each other.
 11. **Heartbeats.** Audible illusions within a certain hall or room make the PCs believe they are hearing their own heartbeats increase in volume. The noise swells until it becomes near deafening. PCs who fail Wisdom checks believe the illusion and fall unconscious from the noise for 1d6 rounds. If a character makes a successful Wisdom check, he or she has “seen” through the illusion and the noise abates (though not for others). After two or more PCs succumb to the illusion, it tapers off, with the heartbeat sounds returning to normal. Variations of this auditory illusion allow the PCs to hear the sounds of footsteps, clothes rustling, or their own breathing all increased to deafening proportions.
 12. **Screams.** PCs hearing this audible illusion might believe someone is in pain nearby. When the PCs reach the area where the sound seems to originate, they see nothing and the screaming stops—only to start behind them a moment later. Variations on this illusion create growls, snarls or laughter. This type of auditory illusion does not have any immediate effect on the characters (beyond some role-playing touches), though it can easily be used to lure hurried PCs into a trap or away from something important.

Undermountain II Treasure Tables: Card VIII

Dungeon adventurers are always looking for treasure, whether it's in the lair of a vanquished creature, in the nooks and crannies of a shadow-filled chamber, or in the belt pouches of deceased thieves. The Tables below will help you add items to tease and please the player characters. These tables are, of course, just additions to the Treasure tables within the FORGOTTEN REALMS® *Adventures* sourcebook and other ADVANCED DUNGEONS & DRAGONS® game sources.

Table 1: Baubles and Decorations

Roll 1d20 for treasures.

1. Glass beads (20 gp)
2. One gold earring (40 gp)
3. Broken gems (10 gp ea.)
4. Glass box (20 gp)
5. Pewter goblet (30 gp)
6. Ornate quill (15 gp)
7. Iron cloak clasp (20 gp)
8. Silver spoon (18 gp)
9. Tiny mirror (12 gp)
10. Coral figurine (35 gp)
11. Ornate comb (30 gp)
12. Ring w/ stone missing (25 gp)
13. Chipped brooch (35 gp)
14. Ornate plate (18 gp)
15. Small vase (10 gp)
16. Copper inkwell (15 gp)
17. Bottle of perfume (25 gp)
18. Brass cup (30 gp)
19. Silver nose ring (40 gp)
20. Polished stone (12 gp)

Table 2: Valuable Clothing

Roll 1d20 for treasures.

1. Fine leather belt (15 gp)
2. Silk scarf (24 gp)
3. Leather gloves (12 gp)
4. Embroidered gown (50 gp)
5. Heavy wool tunic (10 gp)
6. Satin nightshirt (7 gp)
7. Leather breeches (40 gp)
8. Heavy wool cloak (25 gp)
9. Embroidered cape (40 gp)
10. Woven tunic (28 gp)
11. Embroidered cloak (45 gp)
12. Silk stockings (24 gp)
13. Leather shirt (35 gp)
14. Velvet cape (80 gp)
15. Tooled leather boots (90 gp)
16. Satin gown (65 gp)
17. Tooled leather hat (15 gp)
18. Silk-lined cape (75 gp)
19. Long leather skirt (55 gp)
20. Satin wizard robes (75 gp)

Table 3: Bits of Armor and Weapons

Roll 1d20 for treasures.

1. One mailed glove
2. One silvered dagger
3. Broken short sword
4. Studded leather tunic
5. Mace head
6. Dented helmet
7. Tooled leather scabbard
8. Ornate helmet
9. Leather quiver
10. Flail
11. Dented large shield
12. Bronze chest plate
13. Chainmail shirt
14. Small shield
15. Ornate sword pommel
16. Strap for throwing daggers
17. Worn suit of leather armor
18. Silvered spear tip
19. Crossbow
20. Battered long sword

Table 4: Clues and Puzzles

Roll 1d10 for treasures.

1. One-half of a treasure map for another dungeon
2. A scrawled note warning of what lies in the room beyond
3. A riddle about a powerful foe in the dungeon
4. A shield engraved with the name of a famous adventurer
5. Broken bones arranged in a circle
6. Arrows arranged in a pattern
7. A bag filled with spell components dangling on a long cord
8. A broken contraption resembling a mouse trap
9. Words etched in the floor indicating a way out of the dungeon
10. Runes drawn in the dust on the floor

Table 5: Pouch Contents

Roll 1d20 for treasures.

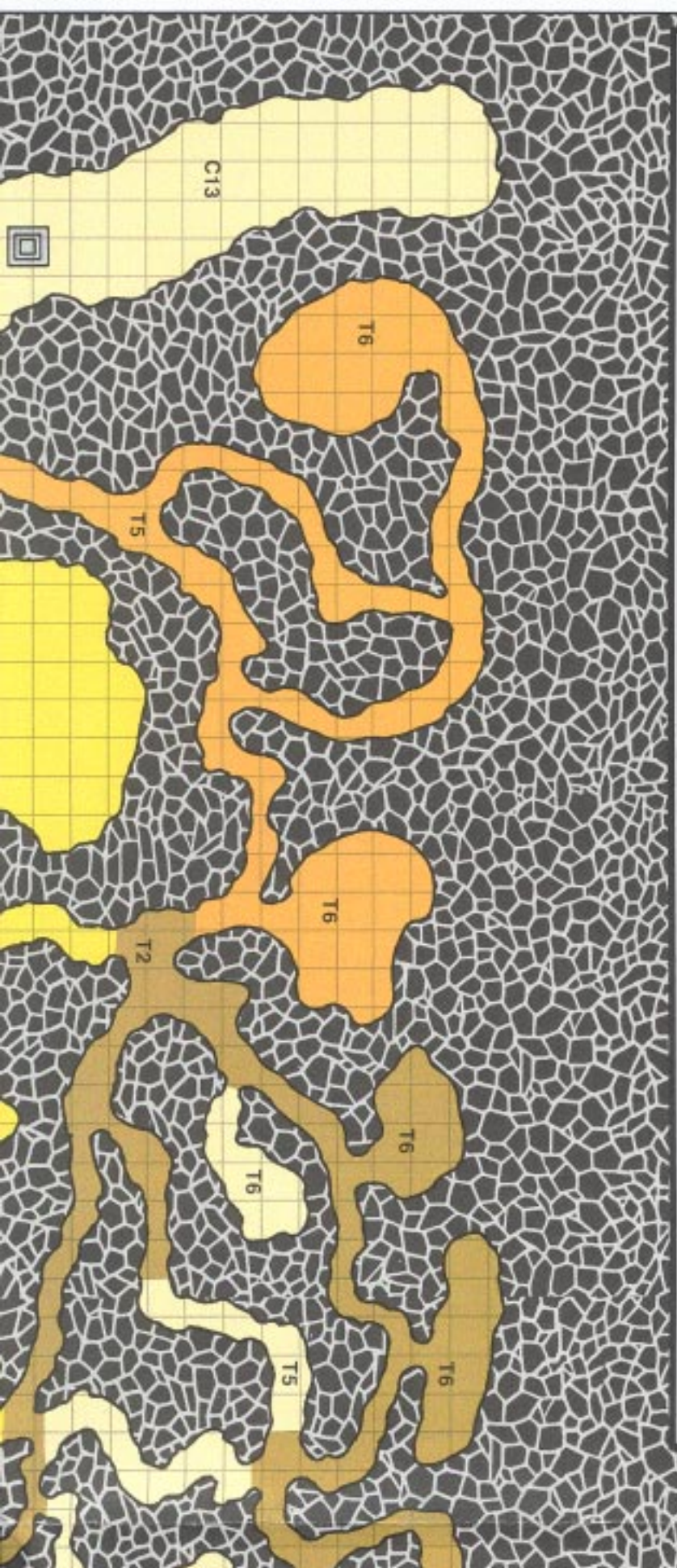
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| 1. 5 gp, 5 sp, 4 cp | 11. Assorted spell components |
| 2. Glass beads | 12. Tobacco |
| 3. Colored sand | 13. Pepper |
| 4. Crushed spices | 14. Two coins snapped in half |
| 5. Gold ring (50 gp) | 15. Small stones |
| 6. Dried fruit | 16. Moldy cheese |
| 7. Unidentified powder | 17. 10 cp |
| 8. 40 gp, 25 sp | 18. Signet ring (35 gp) |
| 9. Sealing wax and taper | 19. Sea shells |
| 10. Ancient coins (50 gp) | 20. Three pearls (40 gp each) |

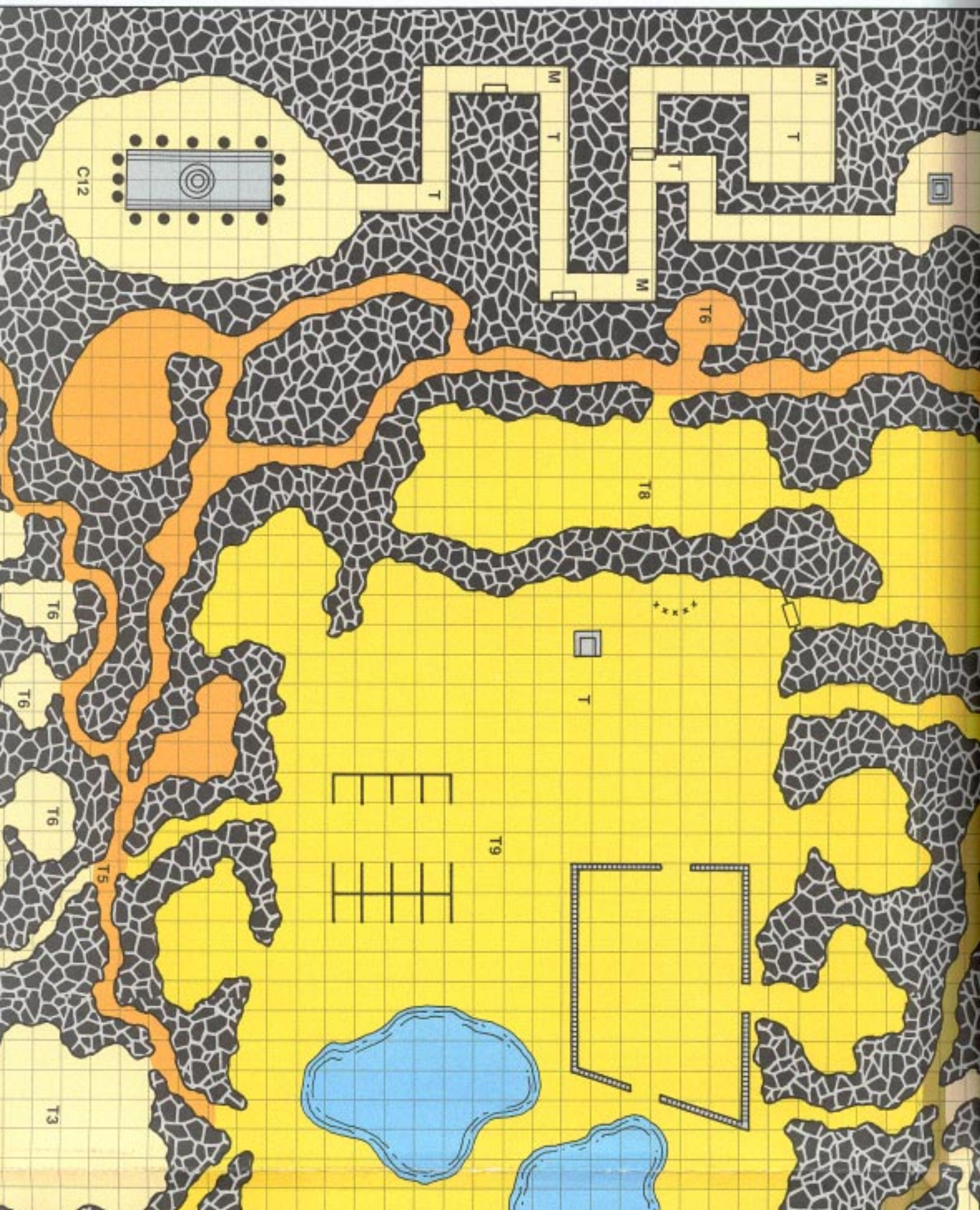
Table 6: Odds and Ends

Roll 1d12 for items.

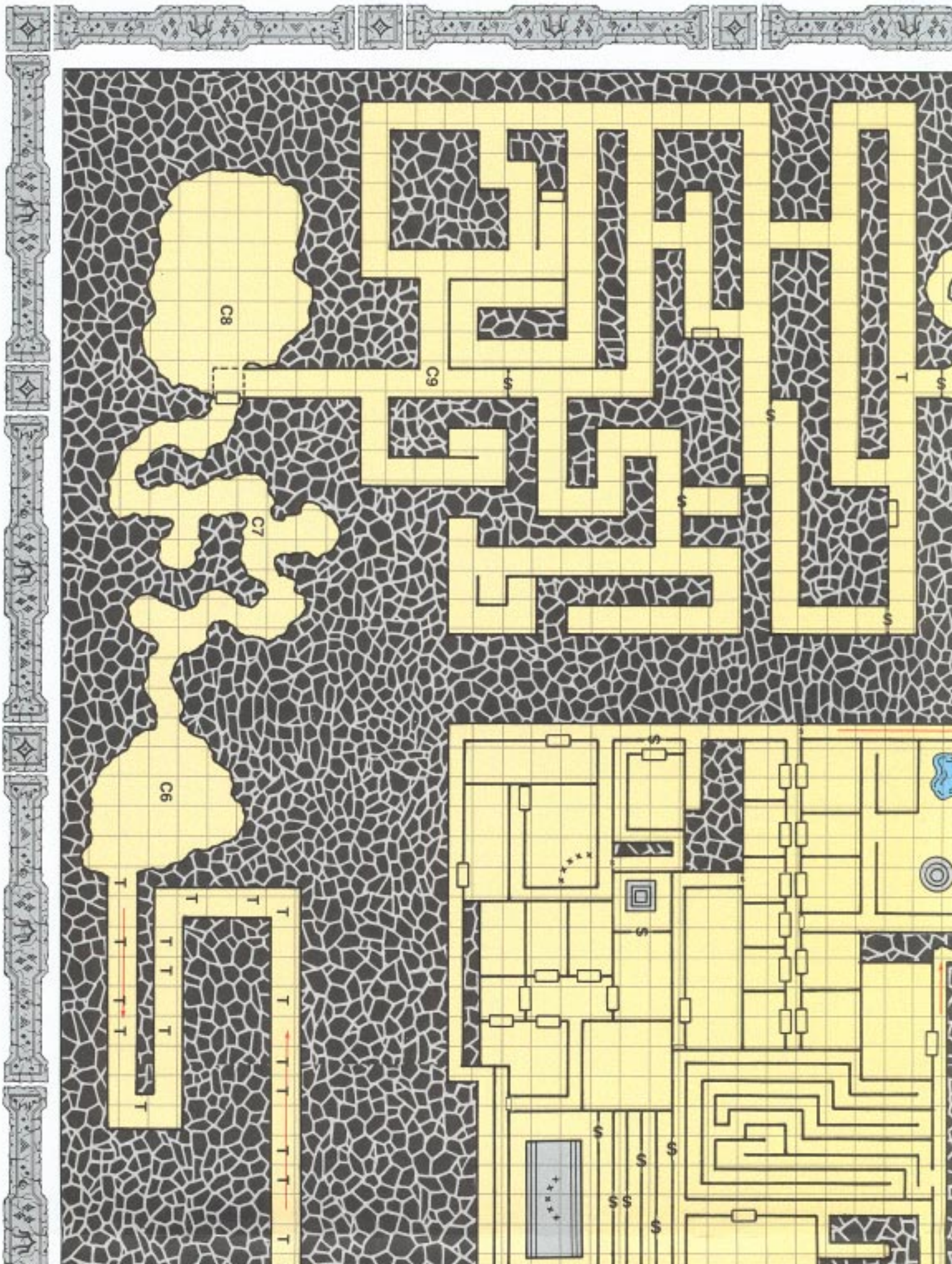
1. Woven tapestry, various scenes (120 gp each)
2. Ornamental rug, value varies between 10-200 gp (1d20 x10)
3. Pewter candleholders (60 gp per holder)
4. Down quilt of various designs and materials (80 gp)
5. Thick curtains, assorted colors (40 gp a pair)
6. Full-sized marble statue (300 gp, 600 pounds)
7. Carved wooden chair (150 gp, 100 pounds)
8. Brass torch holders (30 gp each)
9. Assorted books and manuscripts (20 gp per book)
10. Chandelier made of crystal and stones (300 gp, 150 pounds)
11. Small table with marble top (120 gp, 100 pounds)
12. Large ceramic or crystal bowl (90 gp)

UNDERMOUNTAIN II ADVENTURES



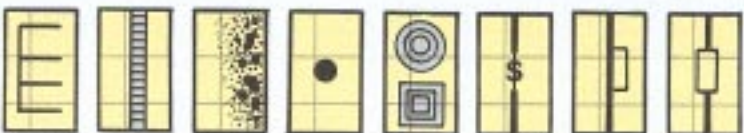






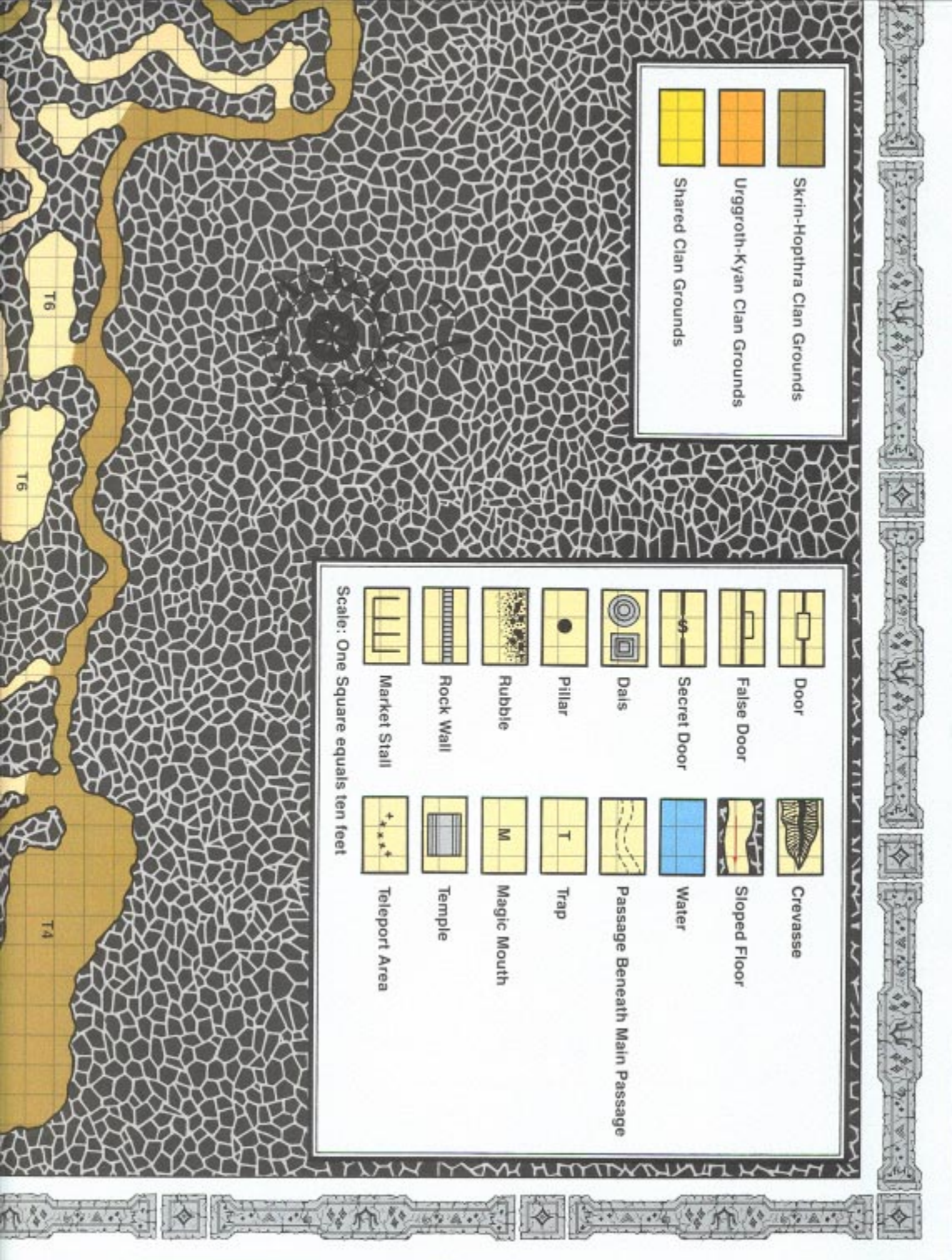


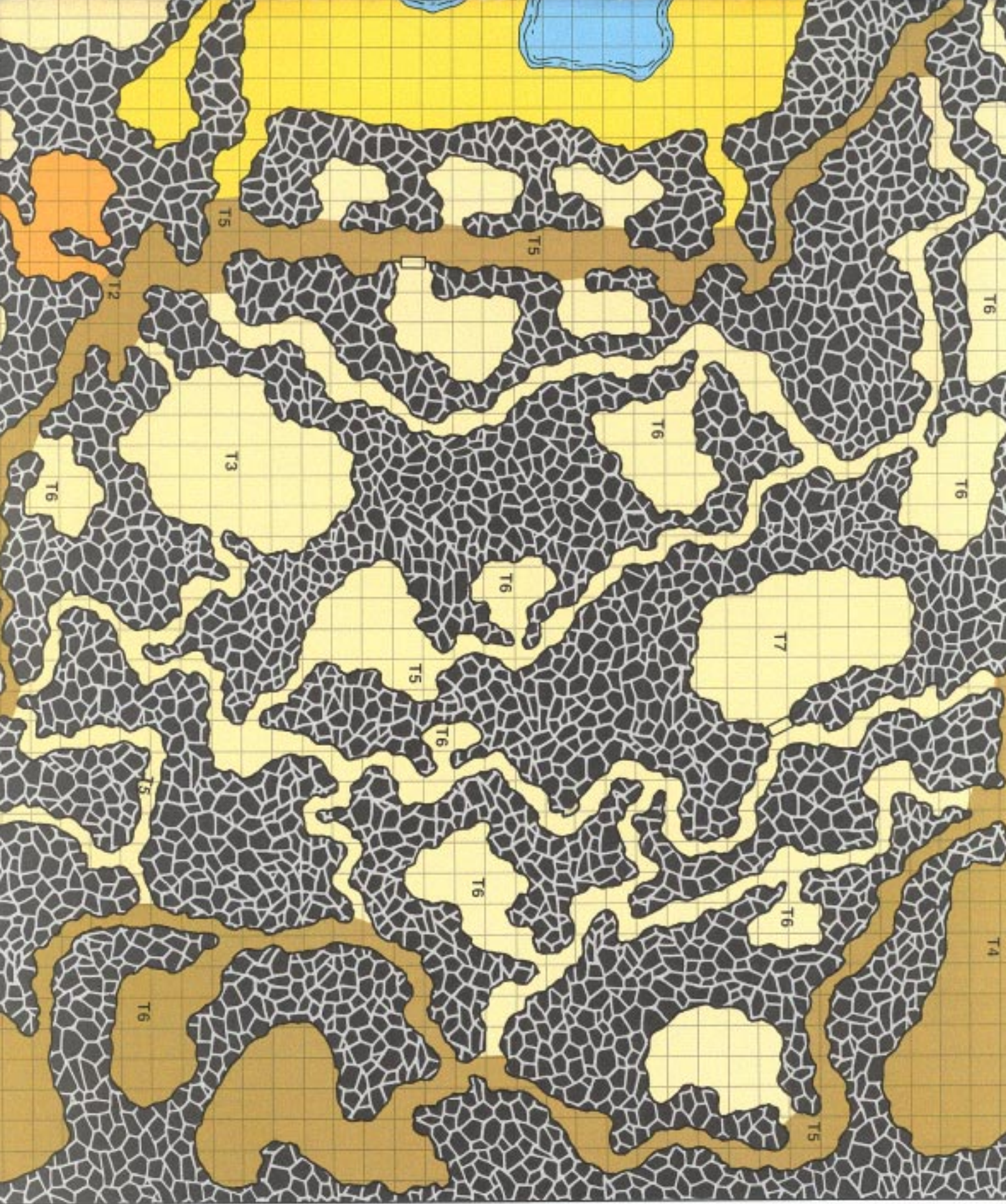
Shared Clan Grounds
Urggroth-Kyan Clan Grounds
Skrin-Hopthra Clan Grounds



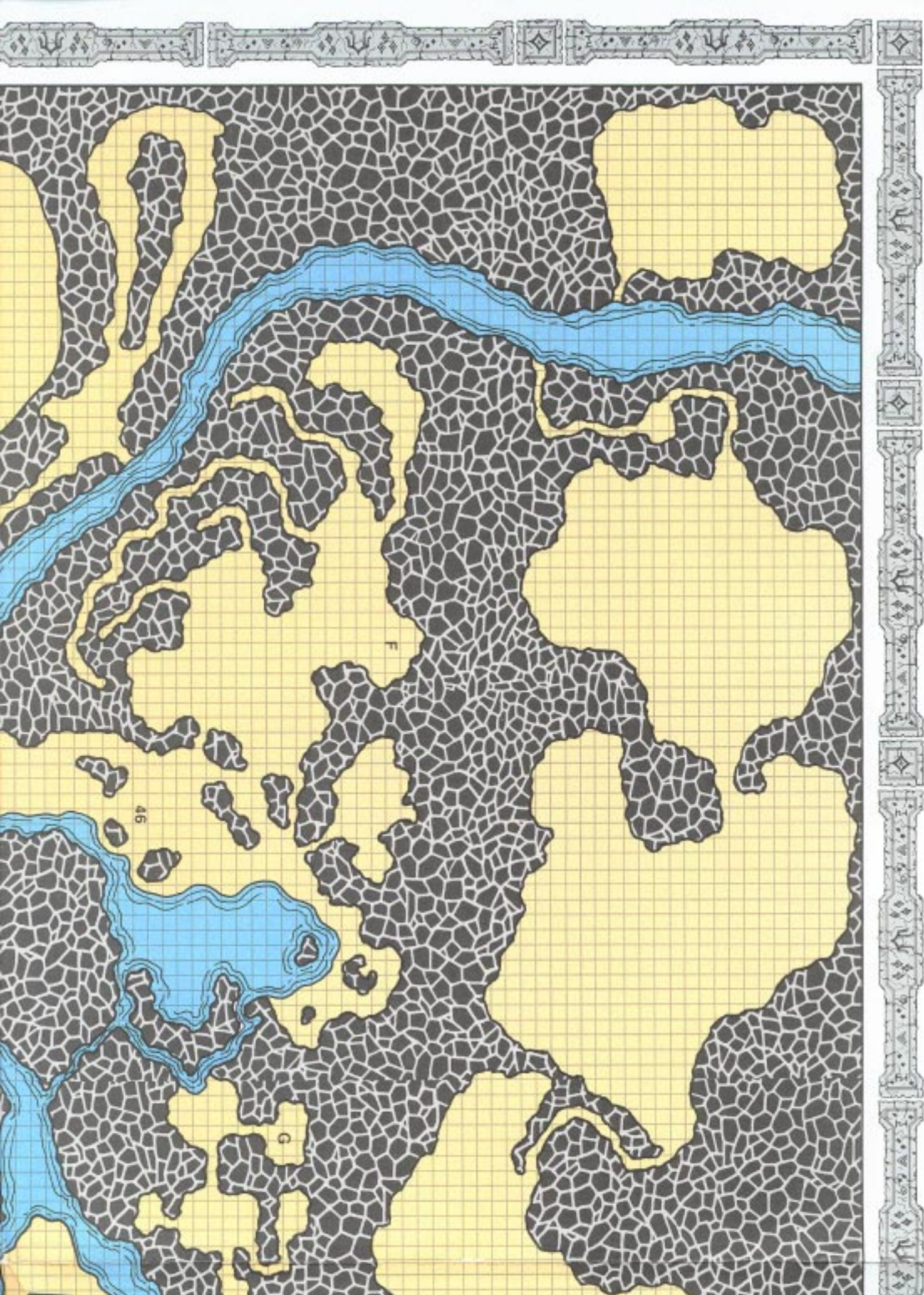
Scale: One Square equals ten feet

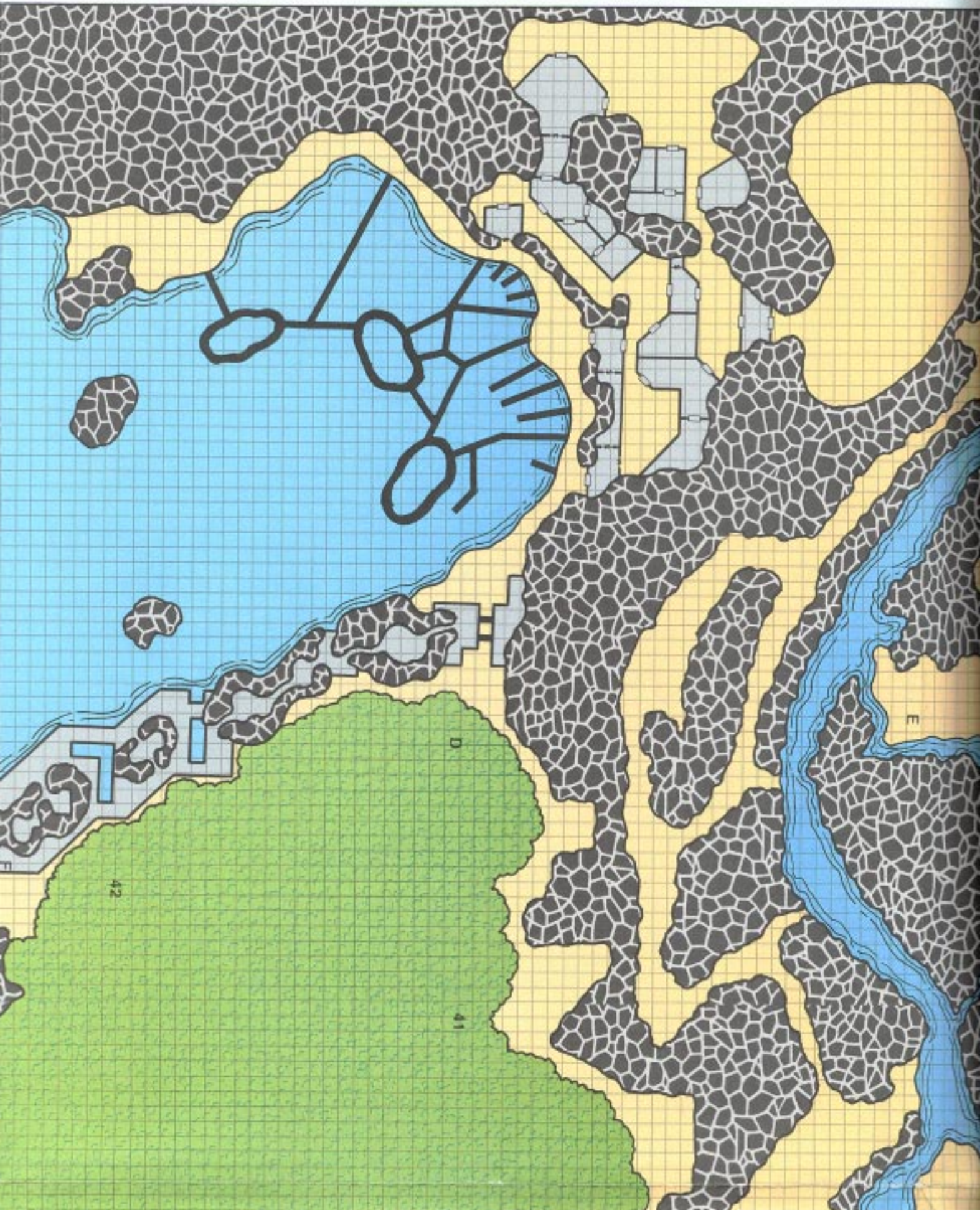
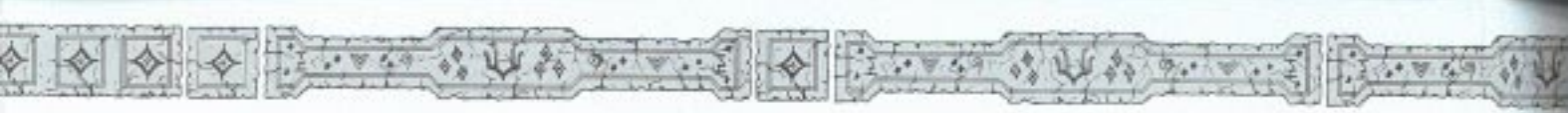
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Water
Passage Beneath Main Passage
Trap
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Temple
Teleport Area











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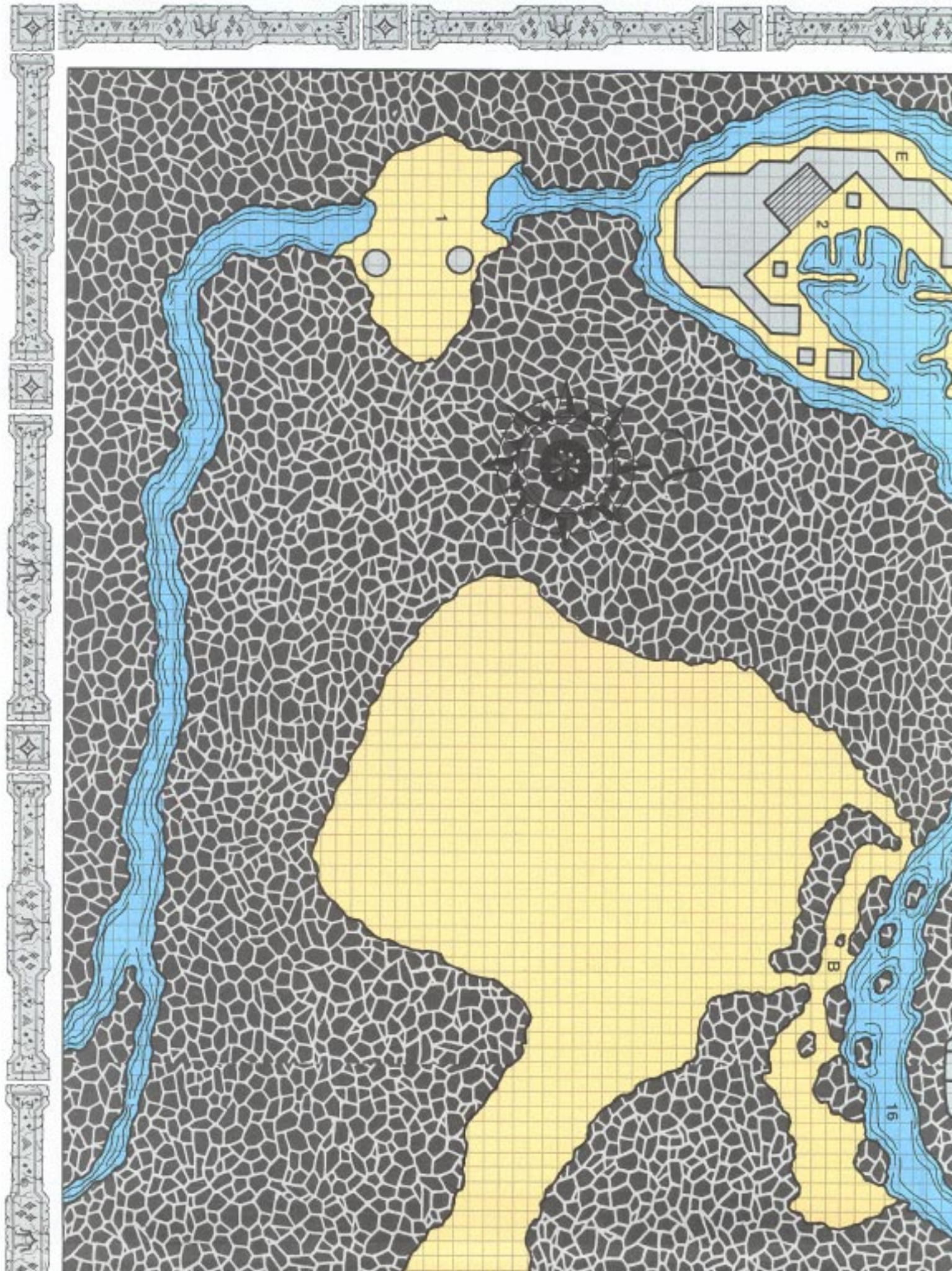
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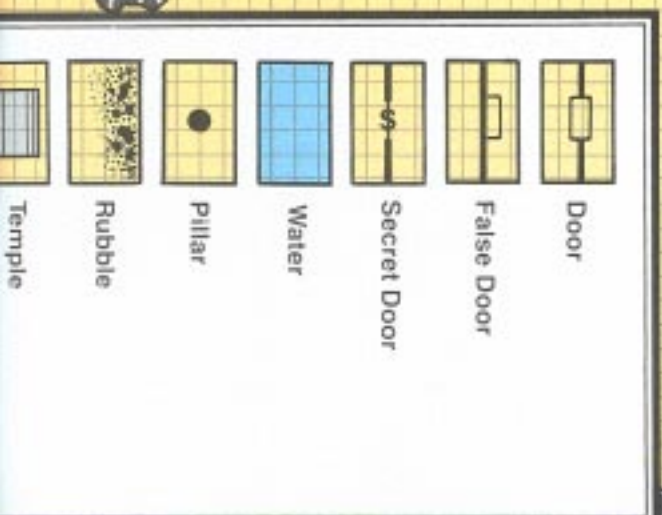
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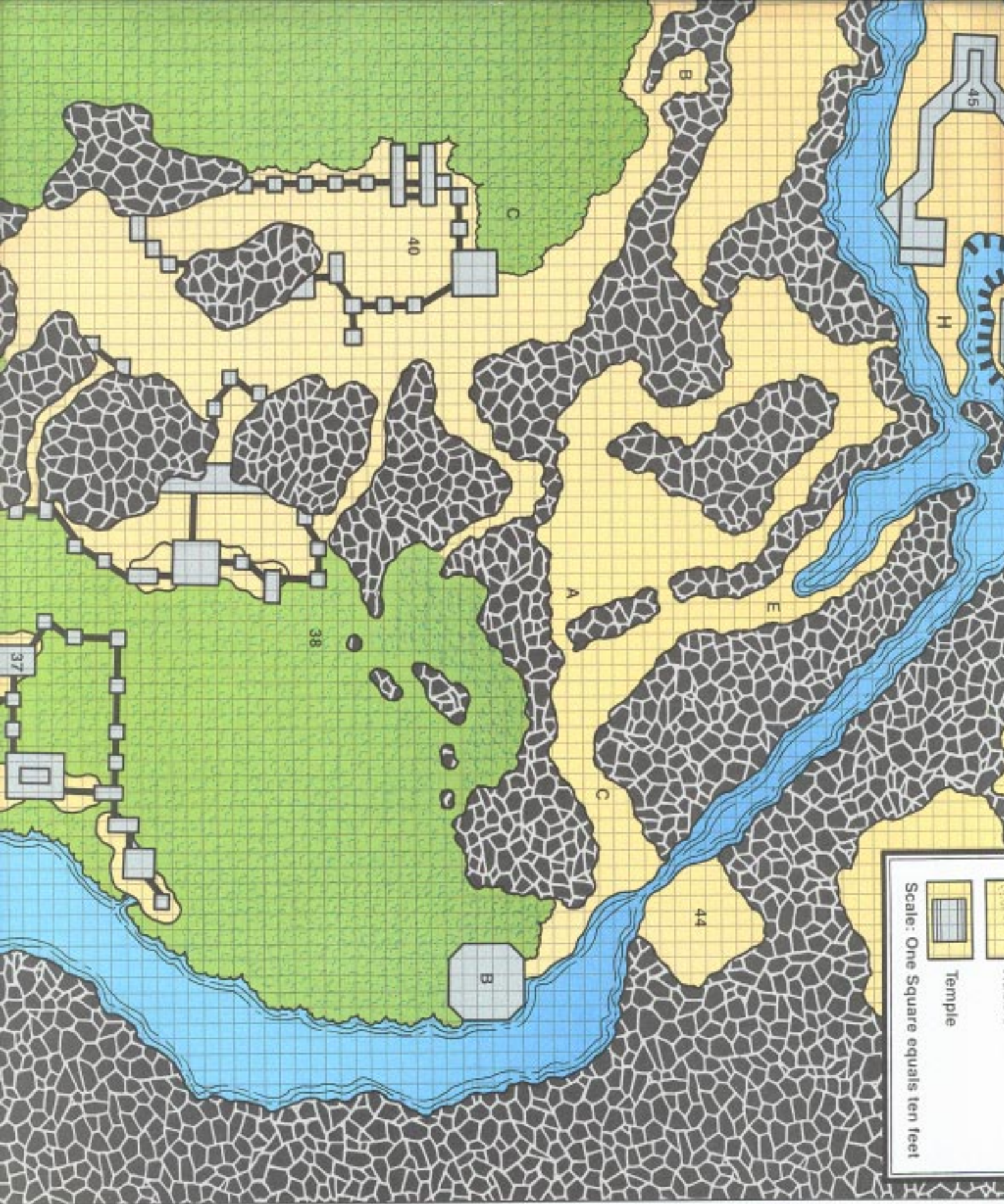




THE RUINS OF UNDERMOUNTAIN II

WILLOWWOOD





Scale: One Square equals ten feet



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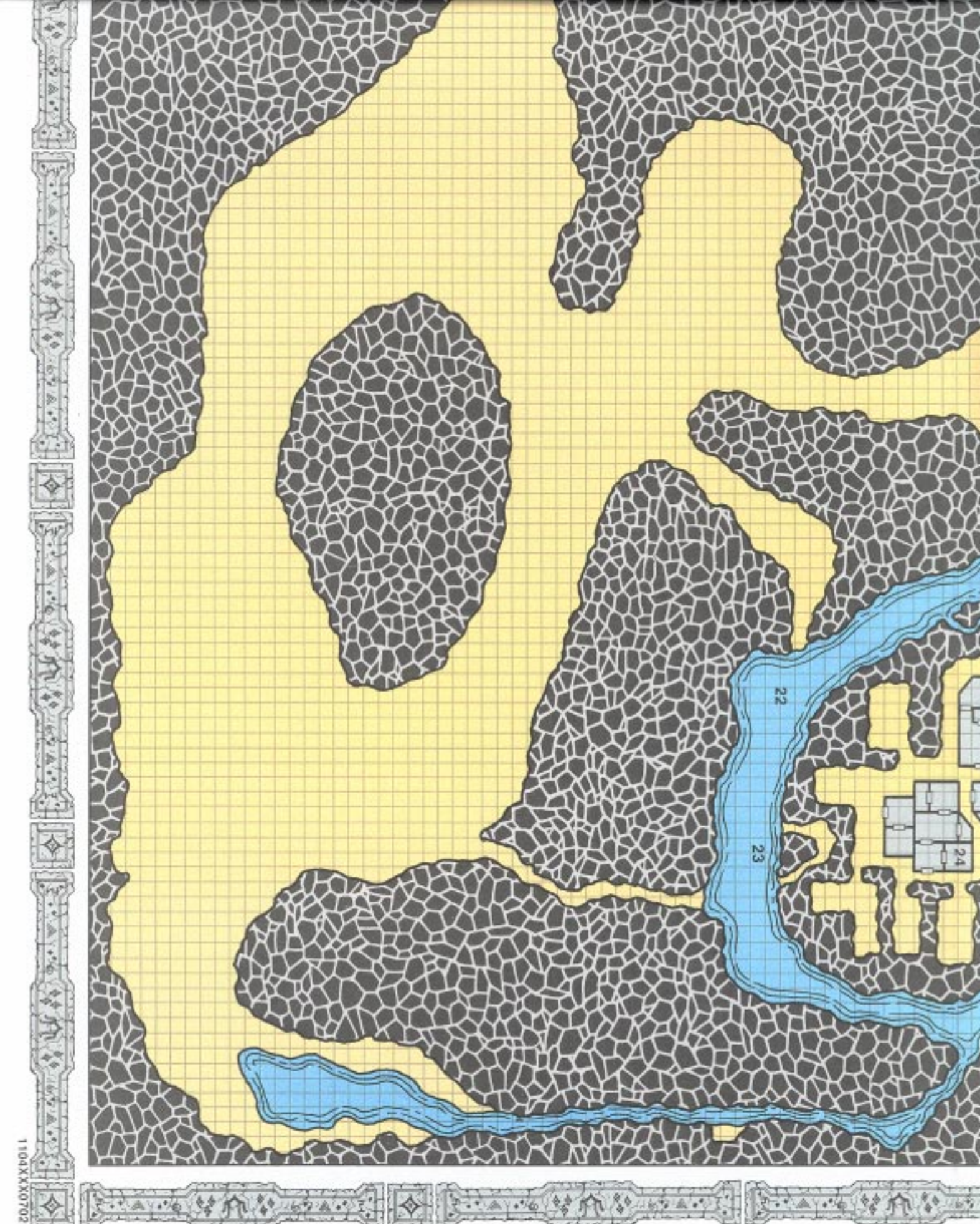
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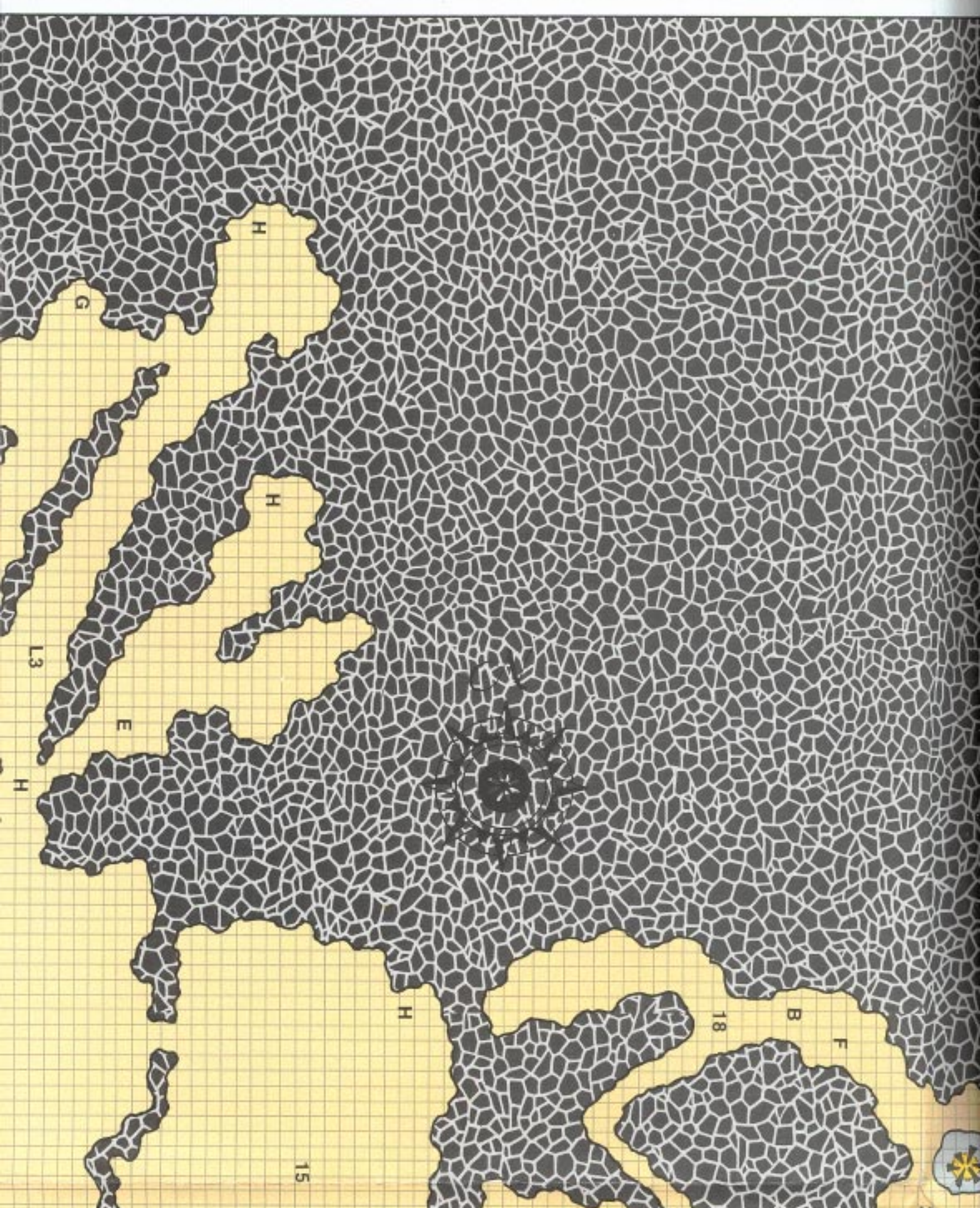


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THE **RUINS** OF
UNDERMOUNTAIN
II
TROBRIAND'S GRAVEYARD





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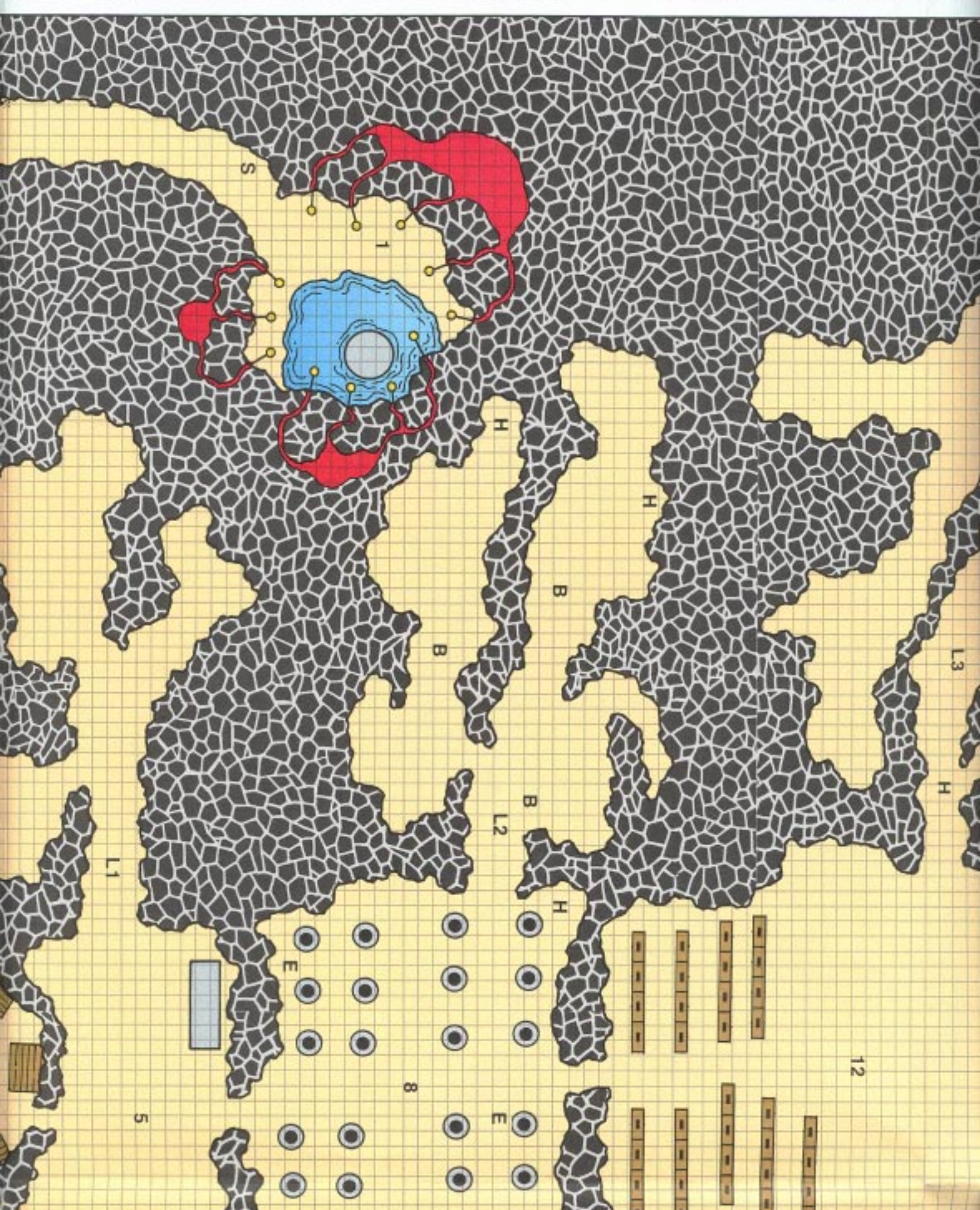
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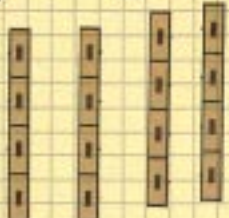
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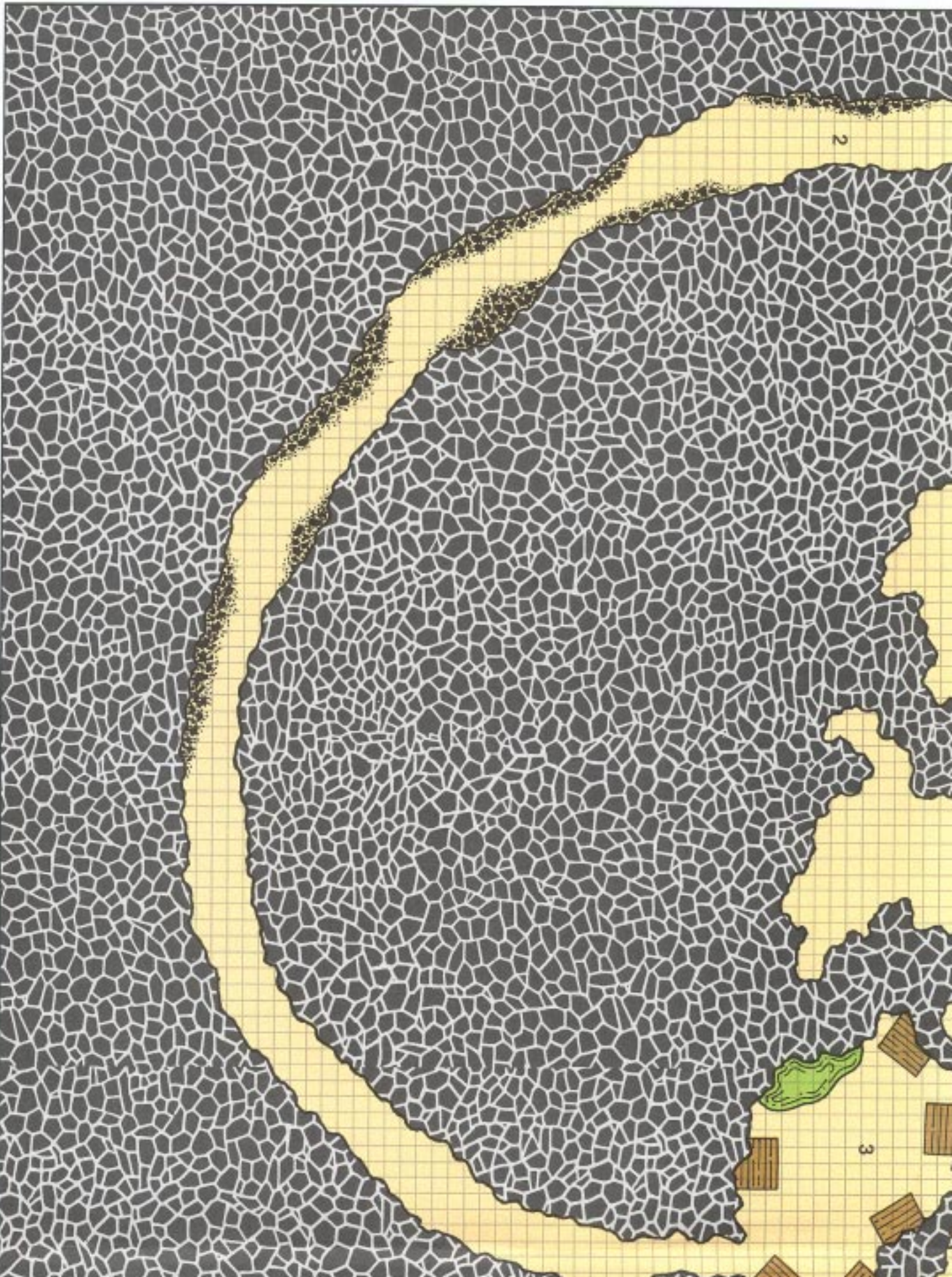
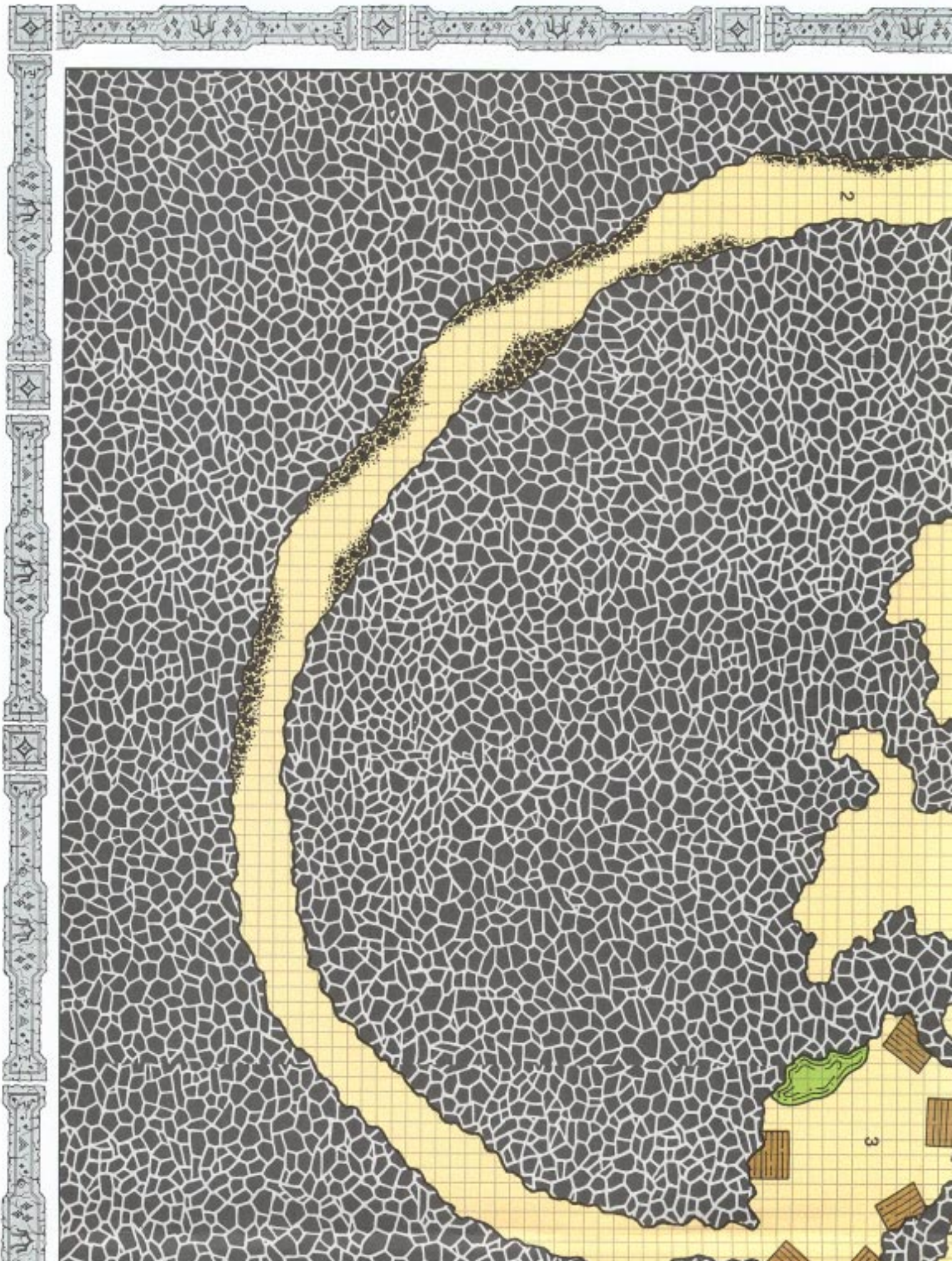
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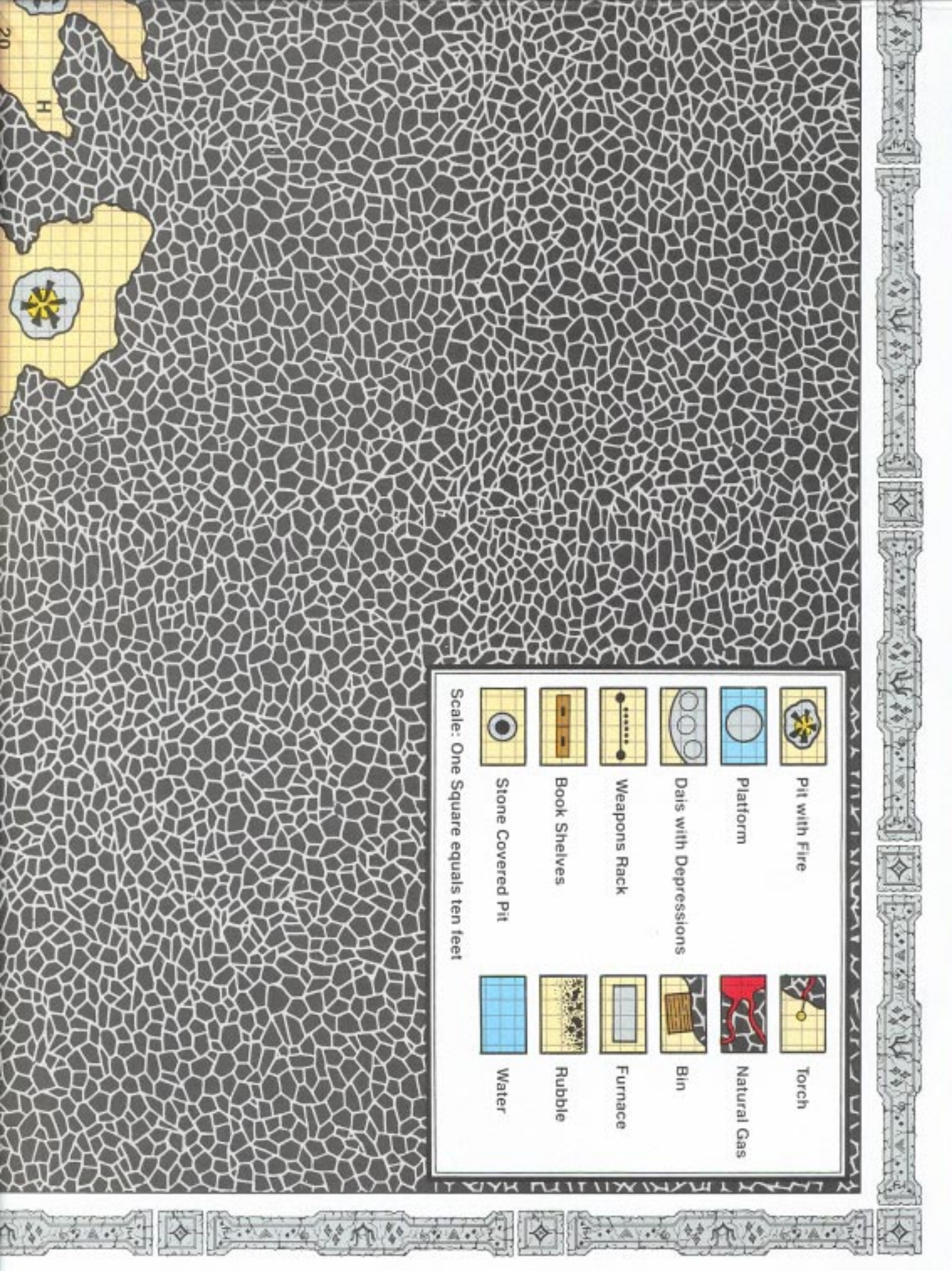
E

S

12







Pit with Fire



Platform



Dais with Depressions



Weapons Rack



Book Shelves



Stone Covered Pit



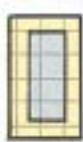
Torch



Natural Gas



Bin



Furnace

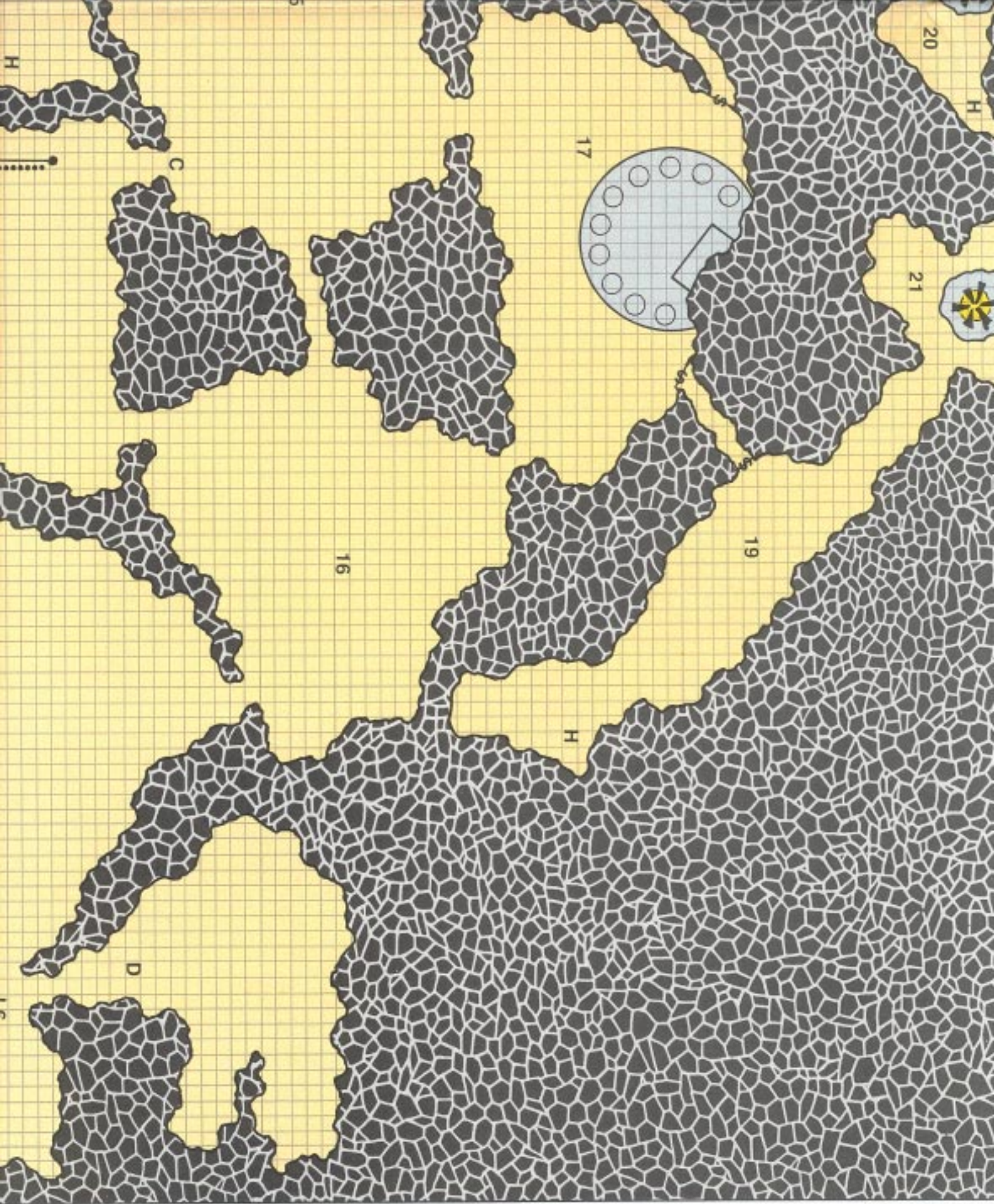


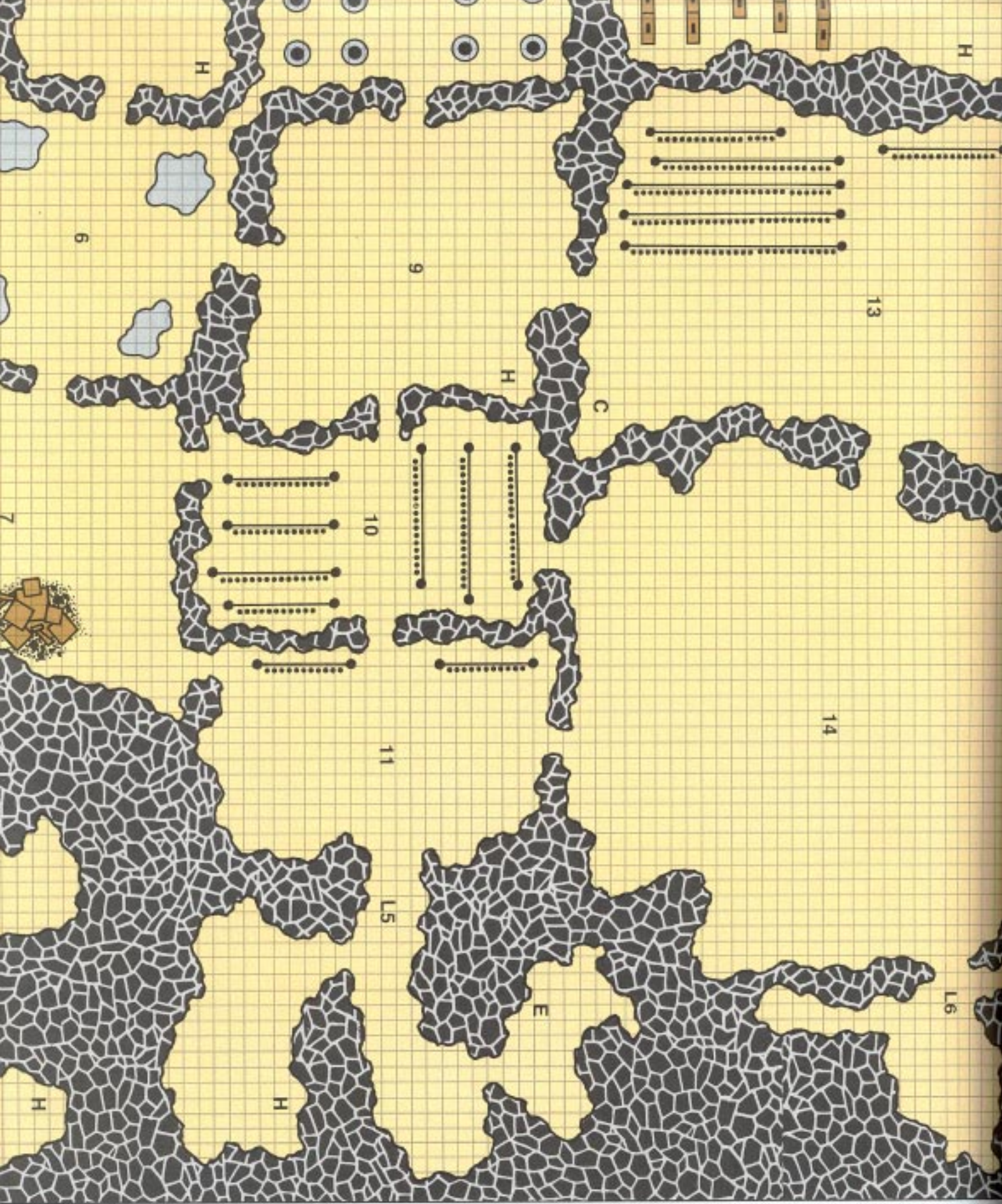
Rubble

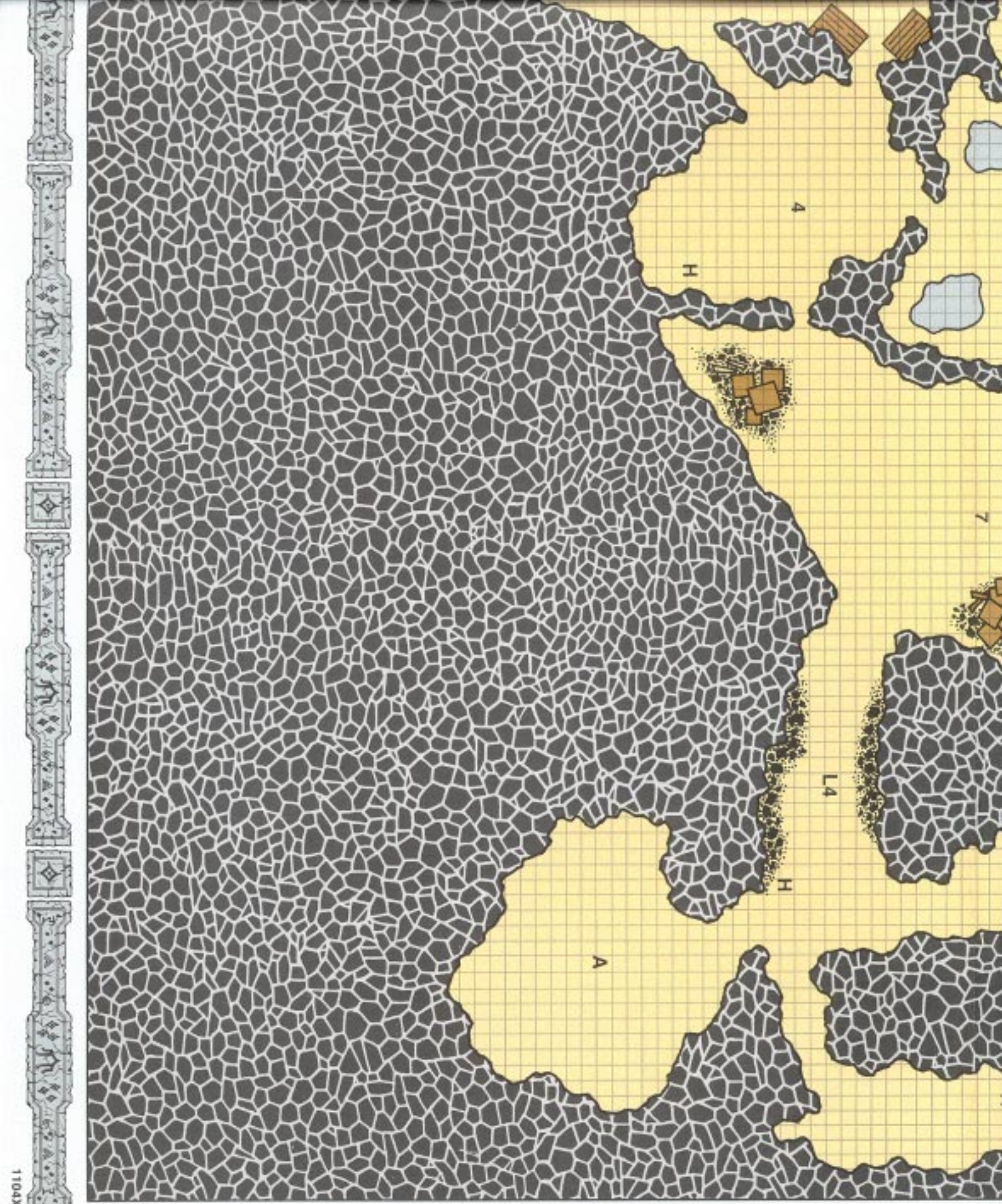


Water

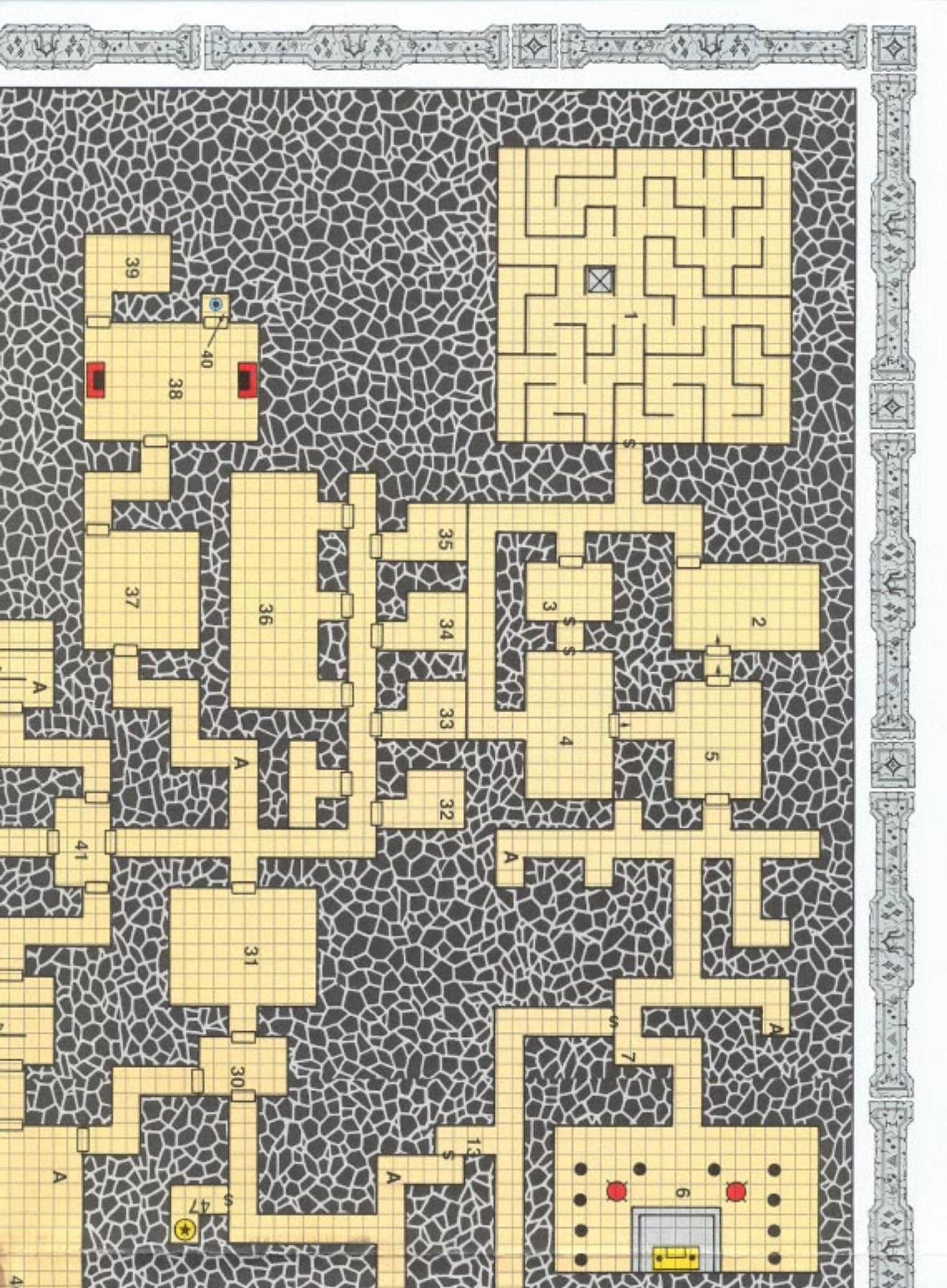
Scale: One Square equals ten feet

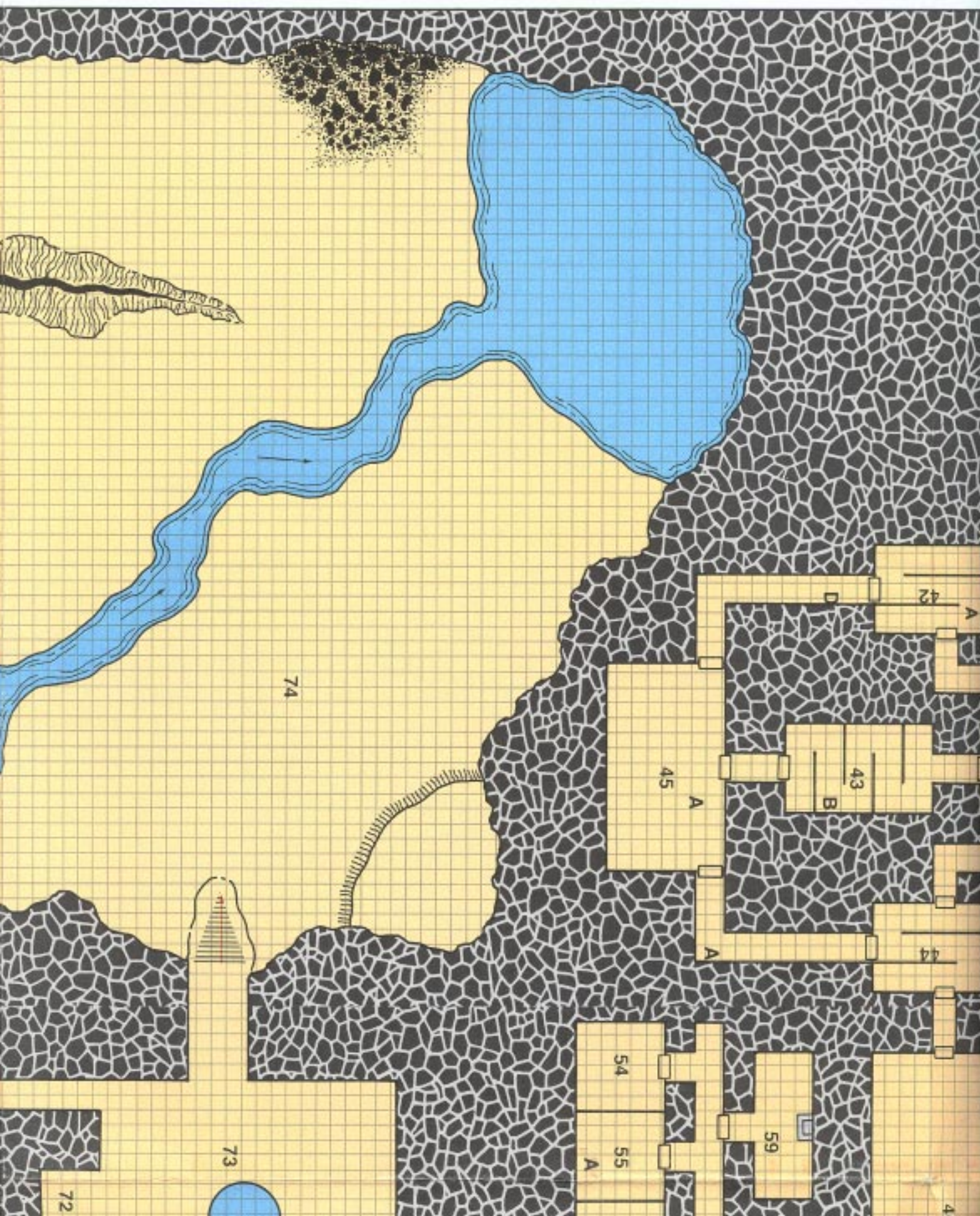


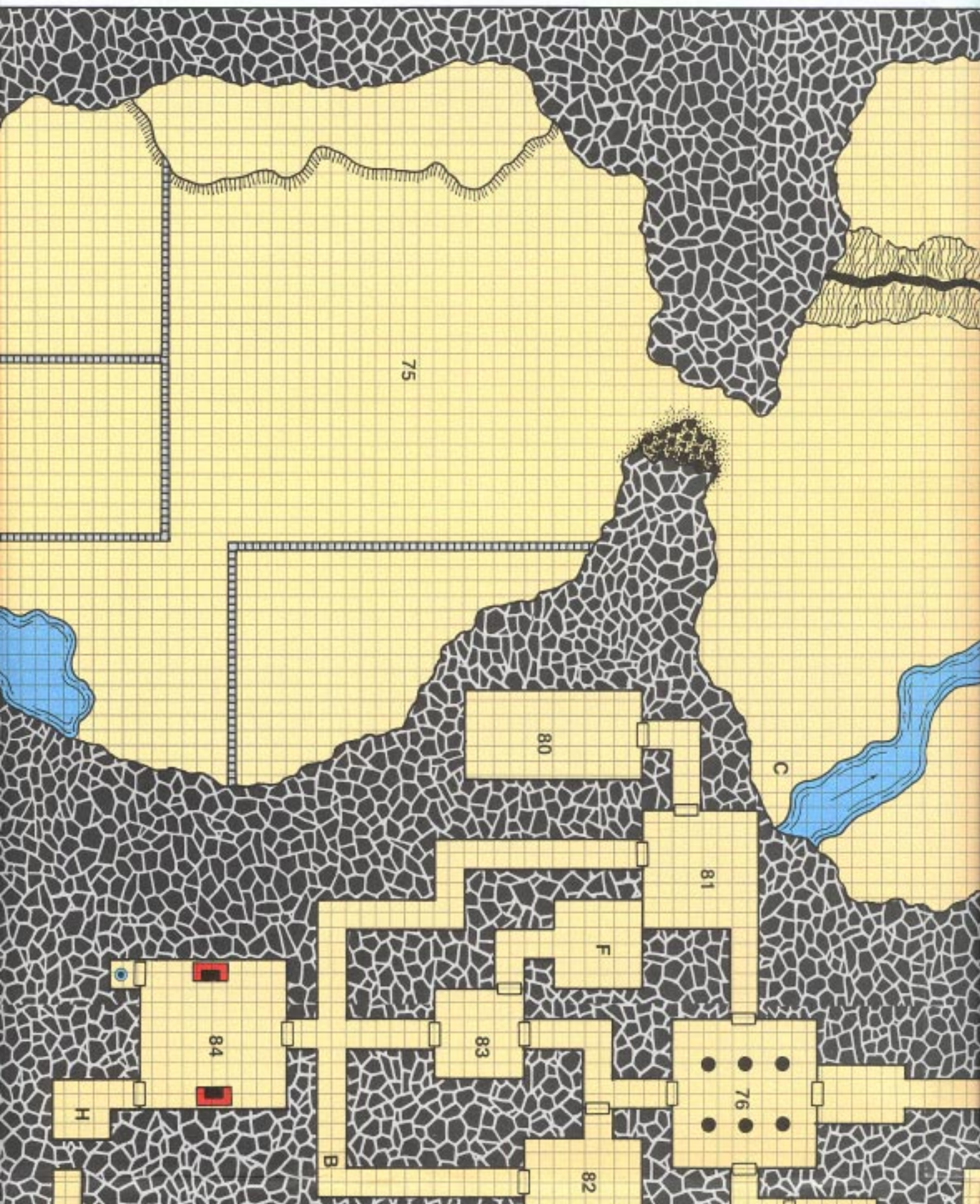




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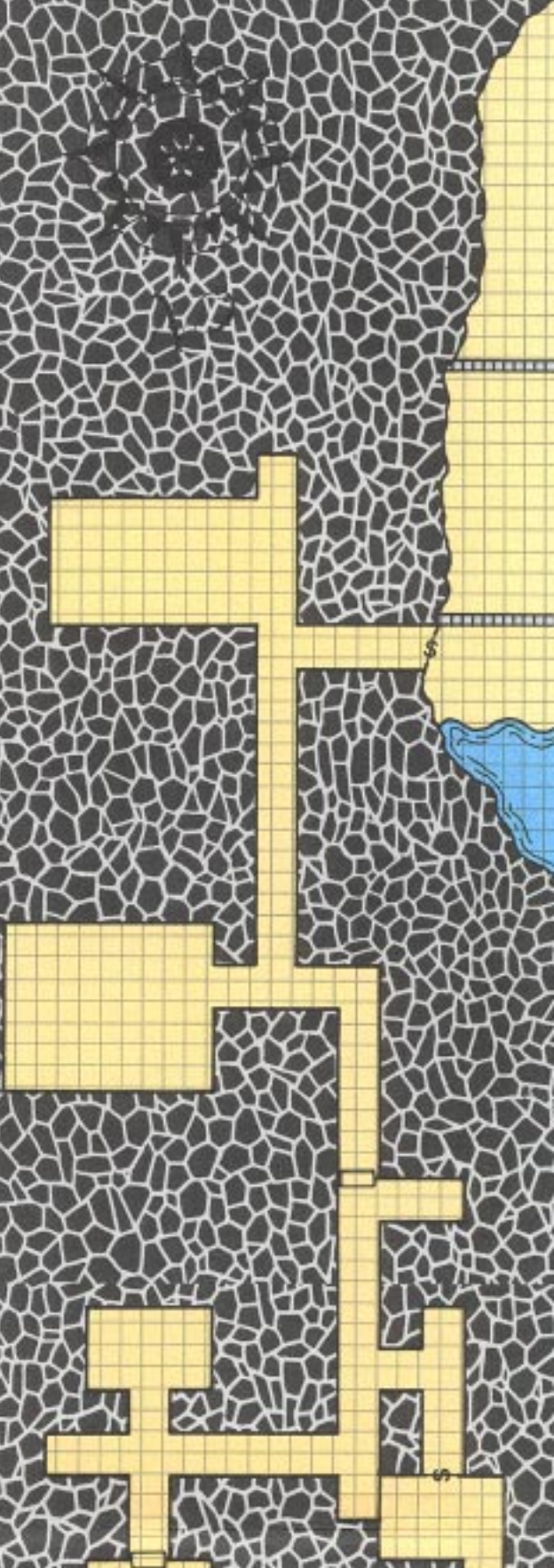
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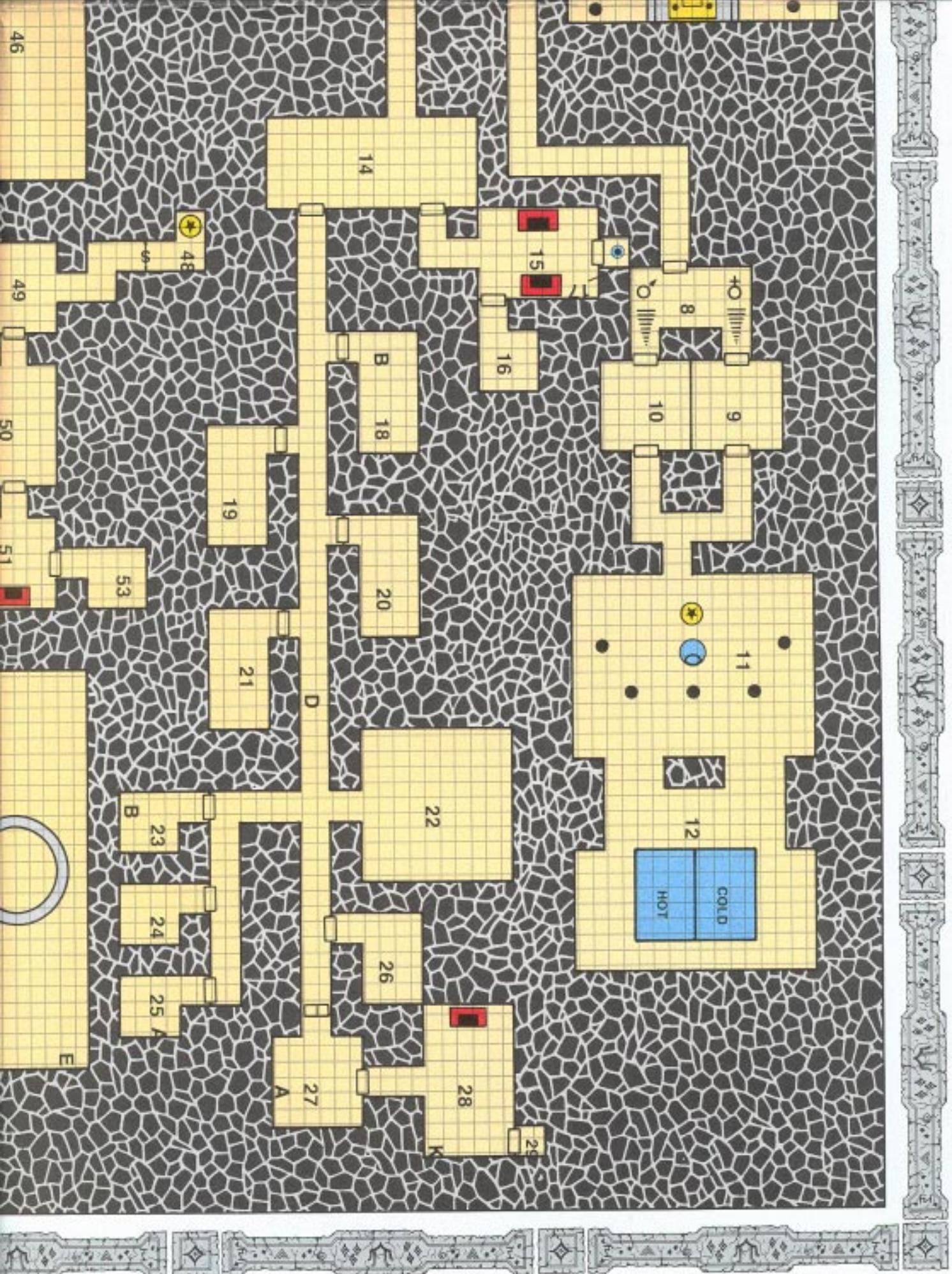
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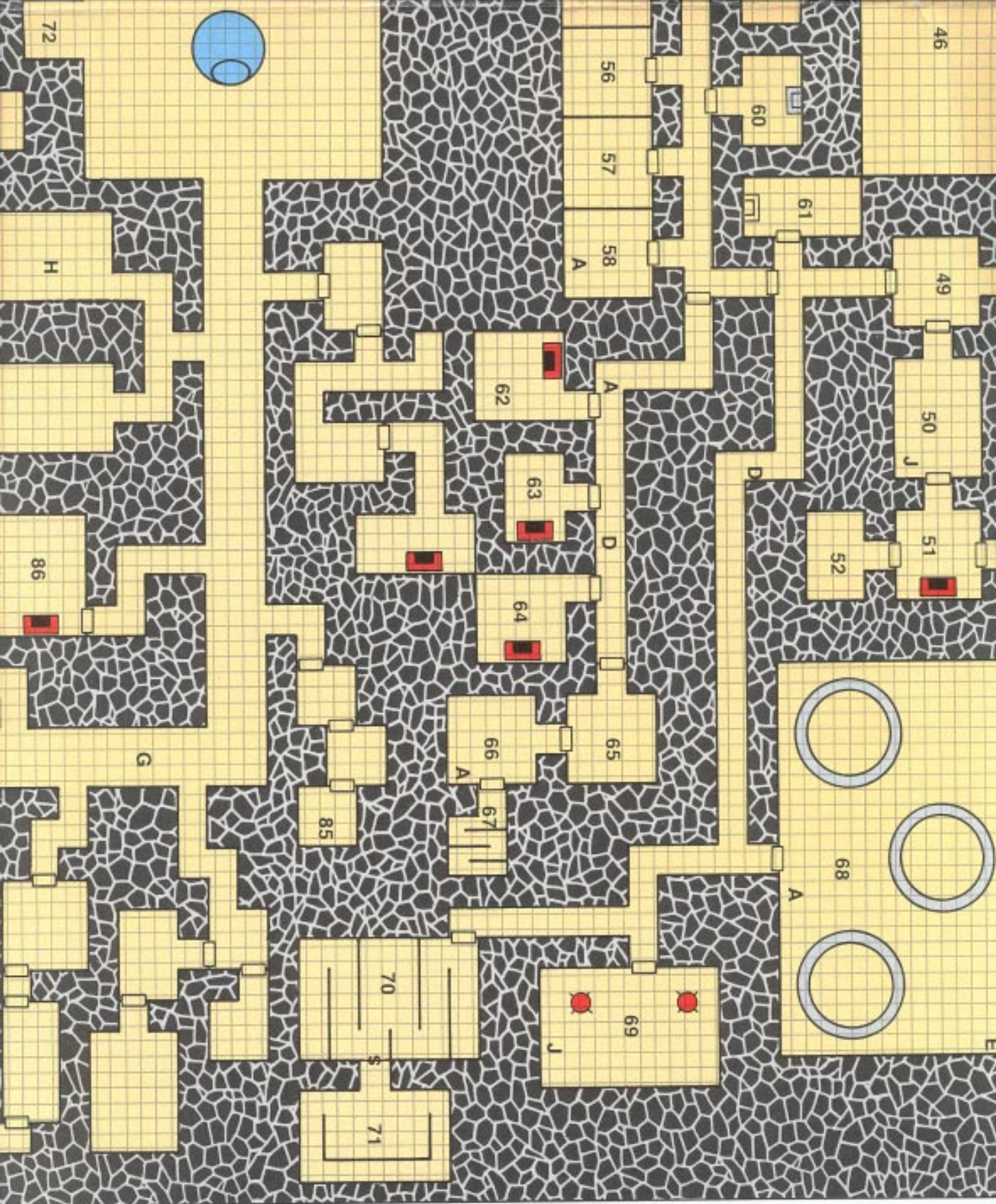
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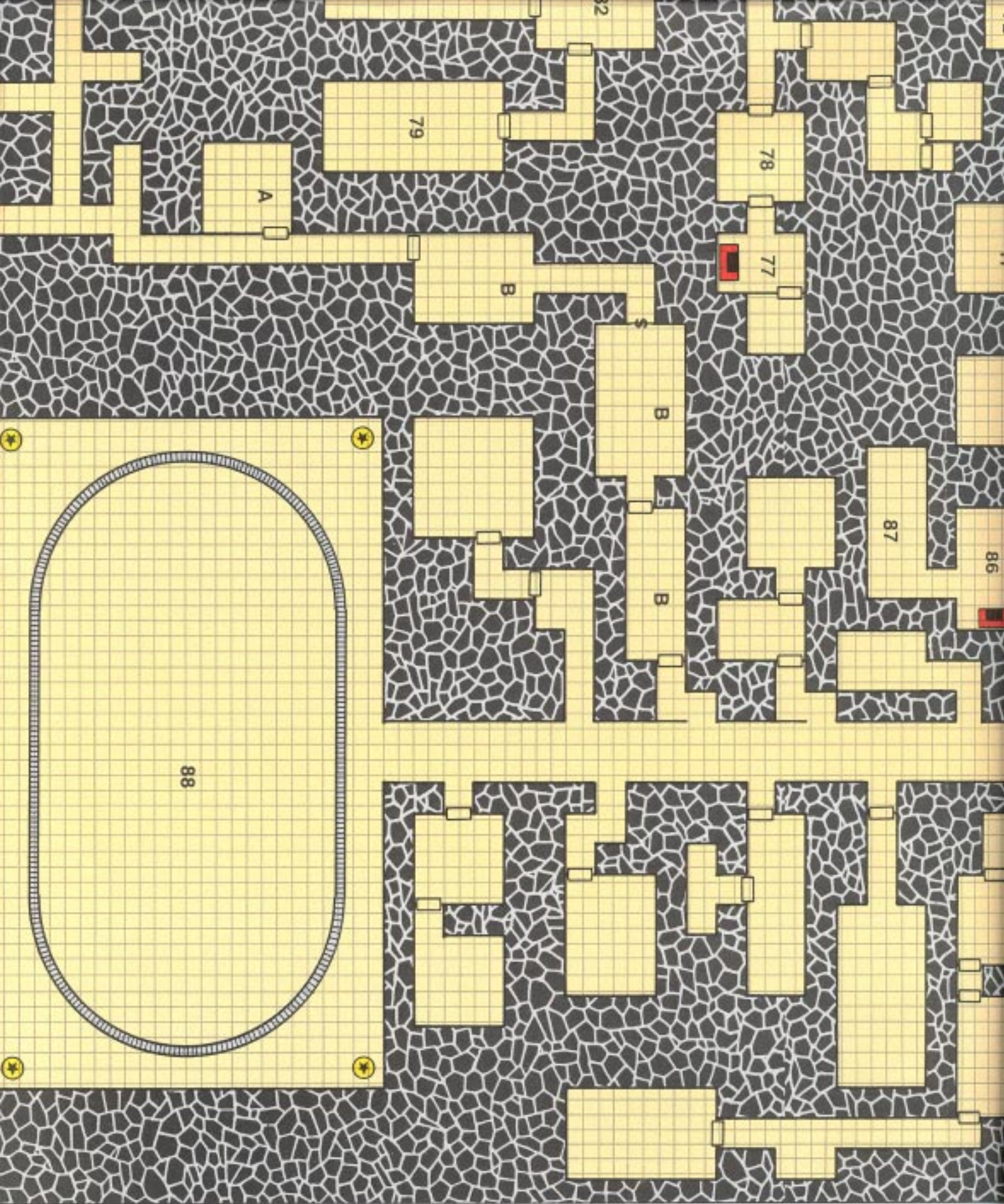
B

THE RUINS OF
UNDERMOUNTAIN
II
MUIRAI'S GAUNTLET



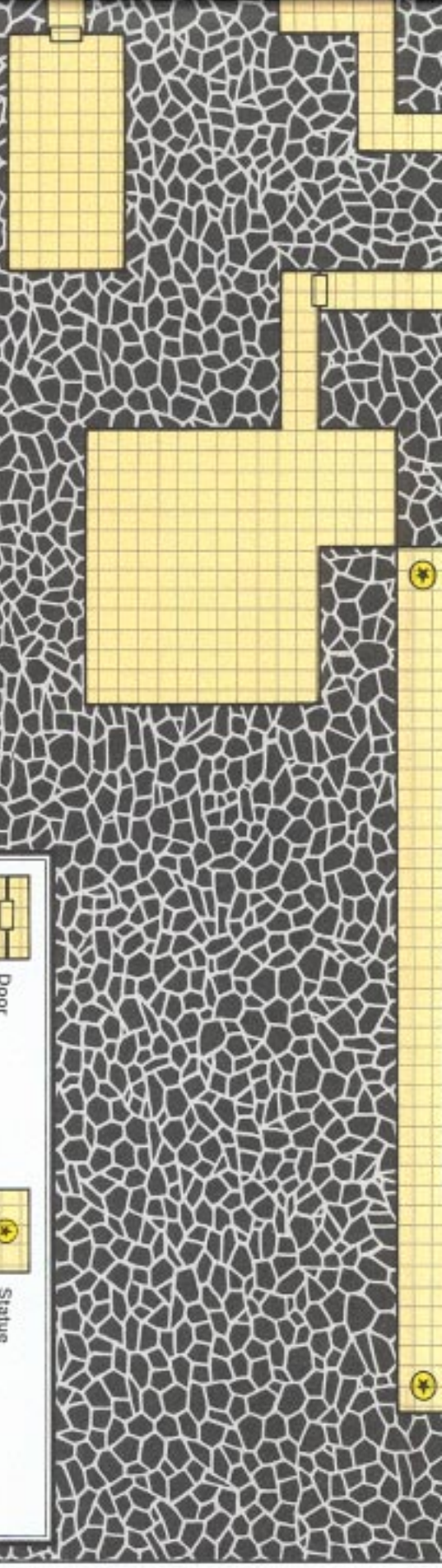






	Door		Statue
	False Door		Water
	One-Way Door		Direction of Current
	Secret Door		Trap
	One-Way Secret Door		Area of Interest
	Pit (Covered)		Brazier
	Well		Fountain
	Dais		Ledge
	Pillar		Rock Wall
	Rubble		Fireplace
	Crevasse		Stairs (Arrow Points Down)

Scale: One Square equals ten feet





THE RUINS OF UNDERMOUNTAIN II:

The Deep Levels

by Donald Bingle,
Jean Rabe, and Norm Ritchie

*"Looking for adventure, are ye?
Looking for a place brimming with silver and gold,
a place dripping with things magical?"*

I know a place far and not far from here where all of that—and more—can be had. But mind me lads and lassies, there are other things there as well—danger and risk and uncertainty, and creatures never before seen by the likes of sell-swords and wizards who tread upon the sun-lit lands of the Realms.

"This place is called Undermountain. And it is far beneath the crust of this world, yet right under fair Waterdeep. It is a dangerous labyrinth nestled deep in the bowels of the earth. It is a dungeon, I, Elminster of Shadowdale, know well. I shall tell you of these twisting corridors, and of the man who made them his. Listen ye carefully—especially if ye are intent on delving into its depths. Perhaps what I tell you could save your life.
"Perhaps."

This sequel to *The RUINS OF UNDERMOUNTAIN* contains the 128-page Campaign Guide to Undermountain: The Deep Levels, a 32-page adventure booklet, a 16-page MONSTROUS COMPENDIUM® booklet, four full-color, poster-size maps of the levels described in this boxed set, and a set of eight DM® Assistance Cards to aid in trapping the corridors and rooms of this, the greatest and most dangerous dungeon in all the Realms.

The original campaign expansion set wasn't enough? Well, then, pack your gear and delve into *Ruins of Undermountain II: The Deep Levels*. The deep-dwellers await!

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