



DUNGEON CRAWL™
FOR FOUR TO EIGHT CHARACTERS OF LEVELS 7-9

UNDERMOUNTAIN

THE LOST LEVEL



THE LOST LEVEL

BENEATH THE RUINS OF UNDERMOUNTAIN



Advanced Dungeons & Dragons®



Undermountain: The Lost Level

by
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Table of Contents

Introduction	2
Hidden Stories	2
Ways In and Out	3
Rumors Of Undermountain	4
Notes On The Lost Level	4
The Lost Level	6-28
Entry Portal: Room #1	6
Melairest: Rooms #2-#17	6-19
Sargauth Falls: Room #18	19
The Prison: Rooms #19-#24	20-22
The Hunter's Lair: Rooms #25--#28	22-26
Egress Perilous: Rooms #29 & #30	26-28
Lost NPCs and Magic	29-32

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Introduction



Welcome to the first official DUNGEON CRAWLS™ adventure module, where we return to the timeless depths of the Realms' oldest and greatest dungeon: Undermountain! DUNGEON CRAWL adventures are created as stand-alone quests, but can easily be adapted to existing campaigns. DMs will be given ideas for linking DUNGEON CRAWL modules into an existing campaign. Even though the first few DUNGEON CRAWL modules are set within the FORGOTTEN REALMS® campaign (and specifically in the Undermountain setting), they can easily be used as parts of other major dungeons on any of TSR's worlds. Just like many early dungeons of the AD&D® game, the adventures take place where and when you, the DM, need them to happen.

Each DUNGEON CRAWL adventure includes a variety of ways into and out of the dungeon, as well as such sundries as: encounter tables (What monsters are wandering through the dungeon? When conditions change, what changes occur in the monsters' pattern?); rumors about the dungeon (What tavern tales lead the PCs to the dungeon? Are fabled treasures or lost comrades there?); and notes on what makes this dungeon unique physically (Is it dry or wet? Is the air stagnant or fresh? Are the doors wooden or stone and how do they lock?). Dungeon Masters should keep in mind the following rule for all DUNGEON CRAWL modules: Each adventure is entirely self-contained. Unless additional connections are needed to link the adventure to the DMs campaign, each DUNGEON CRAWL adventure location should be reachable only through the specific entrances and exits given in the module. Many of the locations chosen for these adventures are isolated and secluded, and adding even a stairwell or a tunnel can alter how the dungeon plays.

Do you have to play each DUNGEON CRAWL adventure in a particular order? No! Each adventure has a suggested range of character levels that can play the module and have a chance of success. Beyond that, the DM and the players are encouraged to play whichever DUNGEON CRAWL modules they wish, in whatever order they decide. Most of the modules will be weighted toward the mid-range of levels (Levels 5-9) and an average party size (five PCs). There may be some introductory or advanced DUNGEON CRAWL modules in the future, depending on what you, the consumer, want to play.

Hidden Stories

"Hail and well met" is a greeting I reserve for precious few dwellers in the dark halls of Undermountain. Indeed, most inhabitants are best met with the edge of a blade or worse. Still, I speak from experience that friends may be found in the most unlikely of places within Halaster's home. Provided, that is, you can crawl over those who fell before you and survive to meet them. . . .

—Mirt the Moneylender

This particular segment of the massive dungeon complex known as Undermountain has been the subject of many false and long-winded legends. The Lost Level, as it is commonly called, lies within the area known as the Dark Levels of Undermountain. These are isolated sub-levels of Halaster's domain somewhere between major Levels Four and Six. This section contains information on the Lost Level likely never to be discovered by the player characters. It is presented to give you, the DM, a background to work from.

Undermountain was not always the "deepest dungeon of the Realms," though it has always had its share of dangers. Over 2,000 years ago, a dwarf named Melairkyn settled in this area and struck a rich vein of mithral. Soon, the works coming from the Underhalls of Clan Melairkyn rivaled the best of their contemporaries in Delzoun. Most of their work is now lost and long forgotten, as the Melairkyn clan disappeared long before settlements began cropping up where Waterdeep now stands. They were driven from their halls by drow and duergar who came to plunder the rich deposits of gems and mithral. These invaders were later slaughtered by the arrival of Hilather Blackcloak. After taking the name Halaster, the wizard claimed all the Underhalls and attendant areas as his own. This became what is now considered Undermountain.

The Lost Level was originally constructed by the Melairkyn dwarves nearly two thousand years ago and consecrated as a temple to Dumathoin. It serves as a burial tomb for what would prove to be the last dynasty of the Melairkyn clan rulers on Faerun. Rooms #1 through #16 are the oldest-



structures on the Lost Level. Rooms #17 and #18 are natural caverns, though Room #17 originally extended about 100 feet from the bottom of the stairs connecting it to the complex above; all the expansions of that cavern come from the priest's (and others') diligent mining efforts over the past centuries.

Next came a prison built by the drow (Rooms #19-#24). Designed to hold captive dwarves between raids throughout the Underhalls, the prison was built in 964 NR (68 DR) and capable of holding eight prisoners and up to five monsters for release into other sections of the emptying complex. Many of the captives either died here or were taken down to the Underdark as slaves. The drow fought the dwarven priests of Dumathoin mercilessly, and many fell before they sealed the temple from outsiders in the year 821 NR/211 DR. In the intervening 1,157 years, the doors have opened only 32 times, and less than 20 living beings have seen this last glory of the Melairkyn dwarves.

Halaster Blackcloak, a wizard of some renown in the south, arrived at the Lost Level 757 years before Aghairon began his rule of Waterdeep. In the nearly 1,100 years since, he has altered the Lost Level in many ways. Almost immediately, he emptied the prison and left a few magical surprises for any drow that might try to return. Within a century of that time, he sealed the mechanized shaft that led to the Melairkyn temple and replaced it with a gate of his own devising, as well as the heavily guarded exit gates (Rooms #29 & #30). Finally, on some malevolent whim, he and his apprentices constructed the deadly gauntlet that has been the abode of eight separate vampires in the intervening 500 years. These changes reflect Halaster's anger in being denied access to Dumathoin's temple on this level—one of only a handful of places he does not control within the Undermountain complex.

Eleven years ago, the Time of Troubles rocked Faerun and changes happened even here, more than four miles beneath Waterdeep's streets. The havoc included the spontaneous creation of the dead magic zone in Room #27 and a sudden localized tremor that split the barren cavern (Room #18), created a double waterfall from the formerly submerged River Sargauth, and caused some major changes to the cave.

These facts are almost impossible for the PCs to uncover without magic or interrogating Halaster himself (who would hardly sit still for questioning unless it amused him to do so). Some basic information might be amassed by stone tell or other similar magics. But most likely, they simply help set the stage for the Dungeon Master and prepare them for setting the player characters loose in the patchwork dungeon that is the Lost Level of Undermountain!

Ways In and Out

This section provides a summary of possible entrances linking Undermountain's Lost Level to the surrounding campaign territory. Like most entries and exits for Undermountain, those that enter this adventure permit travel in one direction only—into the dungeon—and it's up to the players to get their PCs out alive! There are several gates on the main level itself, but only one of them gets to the hidden gate maze. . . and there they may find a route that leads them to safety. . . .

DMs should keep in mind that this adventure is not written in stone. If you want to alter *gates* to or from the Lost Level, feel free to change them as you see fit, either by moving them or blocking access to them (temporarily with a rockfall or more permanently). Obviously, the gates listed below can be changed to fit the adventure into your current campaign. While it is designed as an Undermountain supplement, the Lost Level could be part of labyrinths beneath a great city on any campaign world.

The Lost Level has only four entrances and they all link with Waterdeep and Undermountain without using any specific entrances detailed in either of the *Ruins of Undermountain* boxed sets. Three of the *gates* are established below, but if you do not own other Undermountain products or the *City of Splendors* boxed set, simply use the fourth option to design your own entrance.

- Waterdeep's sewers contain the first entry *gate*. The sewer entrance shaft located in the trees at the center of the block bounded by Hassantyr's Street, the High Road, Julthoon Street, and Copper Street (Sewer Feature #22 in the *City of Splendors* box) is the closest entrance to the gate. The *gate* lies 100 paces along the main sewer shaft to the southeast; when active, any sentient being approaching within 30 feet of it sees a sparkling light beneath the water of the sewer. All PCs and NPCs entering the light must save vs. spell or be sucked into a swirling whirlpool that drags them underwater and into Room #1 of the Lost Level. This *gate* is only active during the night of a full moon in the month of Flamerule.
- The second gate is easily reached on Level Two of Undermountain, but it needs a number of activators. A temple on Level Two (the 2M area with the pyramid, north of Room #45 and south of Room #51) has a series of storage rooms behind it filled with now dusty and rotted altar cloths, tunics, and clerical supplies. The fourth alcove from the left contains boxes of white and red candles. Candle holders are mounted on both sides of the corridor at ten foot intervals. When white candles are placed in both the holders mounted on the sides of the ninth alcove and in the holder opposite the alcove and lit, a *gate* opens. Sparkling ribbons of white light connect the candles, and all living beings and carried equipment within the beams of light are teleported into Room #1 of the Lost Level.
- The third *gate* is simple to find; it lies in the room directly south of Room #66 on the Level Three—North map of Undermountain. To trigger it, one must stand on the mosaic and say the words "Take us to our rest" in dwarvish. The *gate* is identical in appearance to the arrival area in Room #1 and has not been used since the warren of rooms leading to it became home to a tribe of ogres. The tribe consists of 17 male and 14 female ogres, two female ogre leaders, and a male ogre chieftain. The floor and walls of the *gate* room are covered with lice-infested bearskins, and the room serves as the chieftain's treasure chamber. It is heavily defended at all times. The room contains: 5,600 cp; 1,100 sp; 275 gp; an obsidian statuette of a stag (500 gp); four suits of human-sized chain mail (all bloodied but usable; one is *chain mail* +2); a stained *cloak of arachnida*; and a *staff of curing* with four charges.



- The final gate that leads to Room #1's entry gate is left for the DM to create. It is important to have this gate meet at least one of the following criteria: it is incredibly difficult to reach or use (remote or has an elaborate activation); it is painful to use and hard to survive passage through (at the center of a flaming brazier, for example); or impossible for any but a dwarf to discover (a secret door leading to the gate that only a dwarf can detect). Remember, this is called the Lost Level because few adventurers manage to find it, and fewer still ever return to tell the tale!

Rumors of Undermountain

These are rumors about Undermountain that PCs may hear in tavern tales or whispered to them by mysterious beggars in Waterdeep. Use these as you see fit to provide the PCs with some ideas if they are not sufficiently motivated to find the adventure themselves. What the truth is behind these rumors is up to the individual DM to decide.

- There are places in Undermountain where mountains of gold, gems, and other valuables lie, seemingly unguarded. If the treasure is disturbed, it forms into a monstrous golem of gold and gems before your very eyes!
- The Melairkyn dwarves are long dead, but their treasures are still in Undermountain waiting for someone to find and claim mountains of mithral coins, armor, and weapons!
- There is a dwarven battle song in the North that details an ancient battle of dwarves against trolls. The last verse of the song has the spirits of fallen dwarves crying "Take us to our rest!" Ilighast Chamnabar, a sage of Waterdeep learned in the history of the Sword Coastlands, believes this line and bits of the song tie into some hidden entrance to the tombs of the long-lost Melairkyn clan of Undermountain.
- The Waterdeep watch is baffled by the repeated stories of a skulking killer "wearing the hide of a displacer beast" who slays her victims and carries them off with her. While a few vagrants have disappeared in Trades and South Ward, the watch officially denies the affair and is actively trying to hush the whole thing up.
- A former adventuring company of Waterdeep, the Band of the Mailed Fist, never returned to the city. It is said that they founded a small village somewhere in the dungeon. They cleared out a large temple area, and along with other lost adventurers, built the fortified village known as Gauntlet. The citadel-city lies at the mouth of a large tunnel in Undermountain's Level Five along a known drow slave trade route to the Underdark.
- A Lord of Waterdeep, clad in bright scarlet robes instead of black, floats along the damp halls of the deep dungeon. He never talks and should be approached with caution, as he is equally likely to blast a person with *lightning bolts* as he is to dole out *neutralize poison* to a fallen hero. No one knows how long he's been here, but many "know" this is old Ahghairon's spirit keeping the worst dangers of Undermountain from reaching the surface.

- The Sons of Allumar Zeth is a 100-year-old myth of Undermountain. Zeth was a former Guildmaster during the guilds' misguided rule of the city, and he was among the first to fall in the ensuing intrigues. He sent his sons into Undermountain with his fortune (and magic) to protect them, assured that they would remain safe from the dangers of the dungeon. All the tales agree to these facts, but split here. Some say there were eight sons and four slew their brethren to join Halaster. Others say there were fourteen sons and all still remain in magical stasis, guarding their father's treasure, and awaiting a summons to return. Still more talk of the eldest, Allumar the Second, and his marriage to a drow slaver. Most believe the answer to the puzzle of The Sons of Allumar Zeth is on the Lost Level.
- The Guard has been disposing of many undesirables into Undermountain recently. They've just broken up a budding thieves' guild and are using some old drow prisons within the Underhalls to cage the miscreants.
- There is a hall filled with mirrors within Undermountain. The mirrors reflect spells and light alike. The mirrors show a person's inner self rather than their external looks. This mirrored-room hides many secret doors leading to vast treasures of magic hidden away by Halaster and his malformed apprentice Arcturia.

Notes on The Lost Level

If rooms or locations do not have specific details, the DM should use these generic notes to cover the norms of a number of features on the Lost Level.

Architecture

Doors

Most doors on this level are made of heavy wood with bands of steel reinforcing them. They have pull-rings on either side for handles, which must be turned and pulled to open. Door locks are made of metal. The text notes if a door is open, locked, unlocked, and if it can be forced.

Doors on the Lost Level fit tightly in their frames, though none are tight enough to bar the passage of air or sound. They do manage to muffle most sounds—except high-pitched shrieks and loud spells like *fireball*. The standard door has only a half-inch gap between the frame and the door.

Doors within the dwarven-built temple to Dumathoin and the tombs of the Melairkyn are all made of stone, and unless mentioned otherwise, built to pivot on a central rod. All are air-tight and show no handles or locks. Massive locks are located in the top of the door frame and cannot be picked with normal thieves' tools. The locking mechanism and door "handle" is often hidden under a flagstone near the door's base. The temple doors and locks are opened by pressing a special amulet into a recess and turning it; the mechanism closes as the door pivots to allow entry. The tomb doors have similar locks, but their locks are even more carefully hidden. The locking mechanism on tomb doors is a set of five recessed handles that must



be turned in sequence to release the locks and then turned again to open the doors. Specific combinations are mentioned for important tomb doors. When a tomb door is opened, it splits into four sections and recedes into the wall.

All temple doors are precisely made. Dwarves are the only creatures that can easily spot the hidden locks and presence of secret doors. All characters searching for locks or traps (find and/or open) within the dwarven temple are at -1 (or -5%) penalties, except dwarves, who operate normally.

All dwarven-built doors within the temple and tombs are 100% resistant to magics like knock or *chimes of opening*. They only respond to either the manipulation of their locks or *Ban-daerl's chime* that Johanna carries.

Portcullises

The portcullises on the Lost Level, unless stated otherwise, are standard iron gates that drop from ceiling to floor. The dwarven portcullises are gold-plated mithral constructs, and thus characters trying to force them incur a -40% penalty to Bend Bars rolls.

Climate

Undermountain is often cold and dank (like a cellar), but the Lost Level is dry with only a few areas with any humidity. The level is comfortably warm, about equal to a sunny spring day.

Despite the lack of vents or other air passages, the Lost Level has fresh air brought in by magical means. The Temple of Dumathoin, sealed for decades, has slightly staler air than the remainder of the level. There are notes on the air in the deep tombs, but in all other locations, the air is fine. Running out of fresh air is the least of the dangers within the Lost Level

Gate Keys

While the PCs generally have no control over the *gates* within Undermountain, finding the exit *gate* from the Lost Level is a puzzle. The three keys needed to activate it scatter randomly around the Lost Level within Rooms #19 through Room #29. When discovered, they are the size of a standard door key until brought within 5 feet of the floor mosaic in Room #1, when the key grows to 4 feet in length and fits one of the three keyholes worked into the mosaic. With all three keys in place, the *gate* will activate and send any PCs in contact with it to Room #30. Once the *gate* is activated, it remains active for less than a round and then the keys *teleport* to random locations again.

Magic

Barrier Spells

Like the rest of the Undermountain dungeon complex, powerful magics prohibit many different spells and abilities from working normally. These magical invisible barriers permeate the dungeon everywhere, and they cause most walls, doors, and other surfaces in Undermountain to radiate with magic under *detect magic* spells. Some areas emit magic so strongly that *detect magic* spells become useless, the caster being virtually blinded by the radiance.

- No form of *teleportation* or similar spells— *word of recall*, *dimension door*, *succor*, or even passwall— function within the Lost Level. No magical methods of escape are possible except through Halaster's gates.
- ESP and similar scrying magic (like *locate object*) do not operate through ceilings, floors, walls, or doors. Wizard eyes and *projected images* can move only if there are gaps for air passage like keyholes and other similar openings in the enclosure.
- Spells that summon things from outside the dungeon do not function. A monster summoning, for instance, only summons creatures already in Undermountain. Most summoning items (like a *horn of Valhalla*) operate, as do devices that create extradimensional areas (such as *bags of holding* and *portable holes*).
- *Stone shape*, *rock to mud*, and other similar spells and effects are blocked within the dwarven temple—such spells may only be cast if it is the will of Dumathoin. Normally, only the dwarven archlich is able to cast spells of this sort within the tombs and temples.

Lighting

Within the temple of Dumathoin and the tomb of the Melairkyn, torches line the walls and light the areas. These torches are enspelled to burn on command without consuming the torch. These magical lights are the only overt sign of elven work within the halls. Other than their longevity and their inability to be blown out, the lights are like normal torches.

Magic-Dead Zones

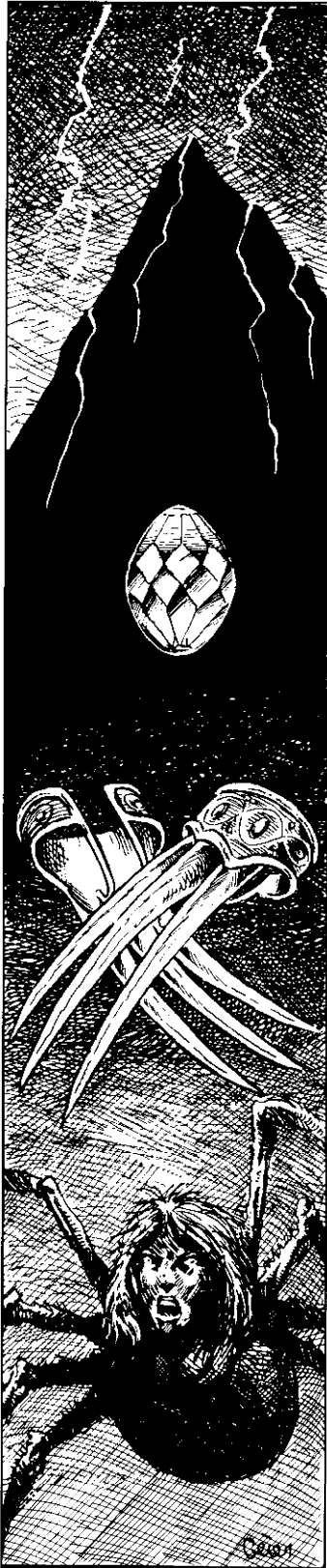
A few areas in the Lost Level are “magic-dead” as a lingering result of the Time of Troubles. These “dead-zones” are invisible to the naked eye, but are identified in the text and highlighted in blue on the map. Magic-using monsters can ‘feel’ the perimeters of “magic-dead” areas, and most will not enter them willingly.

Within a “magic-dead” area, spells do not work, magical items do not function, and ongoing spells or magical powers are suspended until they are out of the area. Spells cast into a magic-dead area are negated at the closest edge. Spellcasting or item use inside these areas will not “waste” the spell or charges—everything magical is ‘on hold.’ Magical weapons function as normal weapons, and memorization of new spells is impossible.

Monsters

While the Lost Level has no wandering monsters, there are spells set by Halaster to release a large number of creatures into the temple to Dumathoin (Rooms #3-#15) when its door is breached. The statistics and information on all the monsters in the Lost Level can be found in the MONSTROUS MANUALS™ tome, as well as in abbreviated form on the gatefold.

All the monsters within the tomb and temple areas carry a random amount of individual treasure as noted within the MONSTROUS MANUAL. Items of unique interest are mentioned specifically with the individual monster.



The Lost Level: DUNGEON Key

Greetings, and welcome to the *Lost Level of Undermountain*. You've read through the basic material, giving you an overview of how the dungeon operates. This key will provide all the details to run the adventure, but first there are a few things that have to be mentioned. . . .

Halaster has set the entry *gate* for a number of effects. In general, there is an alarm that alerts him to the *gate's* activity. Have him lurk just outside the PCs' perceptions, giving them tantalizing glimpses of a robed figure or an eye where one shouldn't be, to heighten their paranoia. Halaster's only overt action in this adventure is mentioned in Room #4.

The Lost Level is normally devoid of wandering monsters, but the PCs' use of the entry *gate* arouses both Halaster's ire and curiosity. During the adventure, any of the portals in the Lost Level can be used to draw in a monster of the DM's choice to stalk the PCs. In fact, the entry *gate* has a contingency spell on it that provides "companions" for the newly arriving player characters. Never let it be said that Halaster is an ungracious host.

DMs should read through this entire adventure, including the NPC section, to gain a full understanding of how the dungeon works and the personalities living in it. As always, DMs should alter the nature or number of traps, monsters, or other hidden dangers as they see fit to make it conform to their campaigns. DMs should remember though that Undermountain is synonymous with danger, and death is rarely further than the next step.

Room #1: Entry Chamber

The peculiar falling sensation you felt upon activating the *gate* that brought you here ends abruptly. You stand in the center of a square room with exits at the center of each wall. The exit to the east has a heavy metal gate set in its archway. Littering the floor all around the room are various decaying bodies and skeletons. None of them have any weapons, armor, or clothing, and appear to have been tossed here after their possessions were looted.

A sickly green glow illuminates a gray-tile octagon underneath your feet. The glow flares once and disappears. When it subsides, there is no light in the room, other than from your light sources and a faint light to the south. Unfortunately, that last pulse of energy from the *gate* left behind four carrion crawlers!

If left undisturbed, the carrion crawlers will begin consuming the various corpses that fill the outer 10 foot perimeter of the room. If antagonized, the crawlers will attack, but they would prefer to simply consume the abundant carrion. If the PCs remain in this room after they have finished the corpses, the crawlers will then attack (this should take a minimum of two turns).

Scrawled on the floor just off the mosaic octagon to the west is a Harper's mark of safehaven and an arrow pointing to the western exit. It was scratched in the floor with a dagger or sword point, and seems rushed and crude, but it's still easily recognizable.

The floor has three large recesses in its mosaic pattern shaped like keyholes for very large keys. There are no mechanisms within the keyholes to suggest a mechanical trap, and the keyholes (as well as the entire mosaic) radiate strong magic.

Carrion crawlers (4): hp 25, 21, 19, 14.

Melairest

Room #2: Antechamber

The western exit leads down a short 20-foot-long corridor to a wooden door reinforced with heavy steel bands. There is a keyhole under the pull ring on the door. If the lock is unsuccessfully checked for traps, the PC doing so is sprayed in the face with dust by the activated trap. The dust used to be poison, but has dried over time and now only startles its target. The true lock for the door is hidden within the base of the door (-20% chance of detecting the lock using a find traps roll), though it isn't locked.



The walls of this room slope forward from the door into a roughly square room. As you step into the room, torches flare to life in the hands of a quartet of armored dwarves! Out of the corner of your eye, the fading darkness almost looks like a flapping black cloak melting into the wall.

The “dwarves” are life-sized stone statues of dwarven warriors. They are identical, each holding a torch above their heads in their left hands. The statues are made of carved stone, but upon close inspection it becomes obvious that each wears worked metal armor, gauntlets, and jewelry. Any dwarves or PCs with the religion nonweapon proficiency, can identify the signet ring on each stone dwarf’s right hand as the sign of Dumathoin.

Stone stairs at the western side of the room lead sharply up and out of the room. The room’s 20-foot ceiling stops at the room’s edge and slopes upward into darkness along with the stairs.

Room #3: Chamber of the Clan

Ascending the stairs, you enter a long hall. Torches in high wall sconces flare to life as you enter. The room is as high as it is wide and twice again as long. Intricate murals carved into the stonework line the walls. The murals depict a mixture of scenes: dwarven craftsmen working at the forge on weapons and armor; dwarven monster hunters slaying gorgons and trolls; dwarves clasping the hands of elves and humans in brotherhood. Above all these murals are words carved in ancient dwarven runes.

The message inscribed along the left wall is: “Be vigilant against a foe and ever watchful for a friend.” The right wall contains the carved message “A wise dwarf keeps a sharp axe at hand always—to cleave a betrayer or glean the truth of any matter.” On the wall above the stairs entrance, a final, undecorated line of runes reads “Silence is often a sharper response to one’s foes than a keen axe.” Modern dwarves can read only the following words; all others are carved in symbols exclusive to the ancient Melairkyn dwarvish and require a *comprehend languages* or similar spell to decipher: axe, betrayer, dwarf, foe, friend, silence, truth, vigilant, watchful, wise.

Flanking the far end of the room on both side walls and resting in alcoves close to the ceiling are statues of armored dwarves similar to those in the previous room. However, these statues are made of a bright silvery metal that gleams in the flickering torchlight. Both statues stand facing large gongs that dominate the alcoves; they hold mallets ready to strike.

The dwarf statues and the gongs in the alcoves (20’ above the floor; -15% to climb walls checks due to tight stonework) are made of solid mithral. Like the statues in Room #2, their armor and weapons are separate, but non-removable.

If anyone disturbs the statues or carvings in this room, whether by attempting to remove anything from them or prying out precious gems or metals from the works of art, the top and bottom stairs at the eastern end of the room rise upward

five feet per round. They rise to the ceiling, and the other stairs (out of the players’ sight) sink downward to create a 30’x10’x60’ deep pit between the two slabs of stone. These slabs can only be reset by *Bandaerl’s chime* (see the appendix on magical items).

The far end of the room is dominated by a pair of monolithic stone doors. Looming above the doors is the gigantic carving of a dwarven face. Once you approach within 30 feet of the doors, the face’s eyelids open, revealing huge diamond eyes. It looks grimly down at you and says “Honor Dumathoin and the clan that fell before your first beard by answering with truth and good dwarf-sense. Step forward into the light and reveal to me what tells no lies, answers many questions, and inhabits all, but lasts only as long as patience.” The stone dwarf’s eyes blaze with light and brightly illuminate an area at the center of the room.

The beams of light remain for as long as the PCs remain in Room #3. If a PC enters the light and says anything, the face frowns. Each PC gets three chances to answer; if all fail, the stone face’s eyes narrow, the face frowns, and says, “You have little dwarf-sense and seek not to honor Dumathoin’s work. Go.”

The correct answer to the riddle is silence, so a PC entering the spotlight and remaining silent for 2 rounds will cause the stone face to smile slightly and say:

“I extend my greetings, should you be earnest pilgrims. I extend nothing to those who would defile this place. Step beyond, and gain enlightenment, dwarf-friend. If you seek riches and plunder over knowledge though, to enter is to become a lonely secret hidden under the earth.”

With that, the eyes close and the dwarven statues begin ringing their gongs. After one round, the massive doors groan open, allowing PCs to enter in single file.

Room #4: Dumathoin’s Temple

While the previous antechamber was breathtaking, the sight of the temple beyond momentarily robs you of speech. You can barely see a ceiling at the extent of the torchlight, and everywhere is the glint of gold!

The slanted walls widen the room to the west, and its walls are flanked at the entrance and at the back exits by statues of regal dwarves clad for battle, or for mining and exploration. The gargantuan statue of a dwarven deity dominates the western end of the temple. A large brazier glows at its feet and illuminates it from below, making it appear even more intimidating.

Dumathoin’s main statue dominates the room at the western end. It has a 30’ wide base, and stands 54’ tall. Smaller representations, only 18’ tall, flank the temple entrance area and the two exits at the western end; each pair exhibits Dumathoin in his glorified aspects of mining and underground exploration, while the main statue glorifies his pure mountain dwarf aspects.



Mural carvings of some of Dumathoin's myths cover the walls. The room is curiously silent—there are no echoes in this room despite the high ceiling and open space.

Suddenly, a cracking but powerful voice comes from behind you! "Have you been lonely, little dwarves? Here are some friends to accompany you and to teach you it's not wise to thwart the will of he who rules the Underhalls!" With that, a huge pair of glowing, ephemeral hands appear within the closing doors and unleash a wild flurry of mist and energy! Energy bolts both large and small flow through the western exits from the temple and out of sight. One large arc of energy lands in the center of the room and begins shifting into three large forms!

After Halaster's speech, three things happen almost simultaneously:

- Portcullises slam down at the two western exits from the temple and the main doors from Room #3 rumble shut.
- Three hungry ettins materialize in the center of the temple, and rush to make the PCs into their dinner.
- One of the eastern 18' mithral statues animates and moves to attack the ettins.

The mist and bolts of energy are the result of a new form of summoning spell that Halaster has developed to rapidly infest an area with monsters. The spell is not detailed here, as Halaster is the only person who knows this spell and he is not inclined to share his knowledge.

During the combat, a number of murals around the room

begin to shift and move, seemingly to watch the tide of the battle. Should anyone be watching them rather than the battle, it is immediately obvious. Otherwise, have the PCs make rolls against their Intelligence to notice changes in the murals. When the ettins have been vanquished, the animate statue will stand at ready near the PC group. If they approach the portcullises, the remaining three animate and all four move to block them, though they don't attack. Wherever the PCs are standing, a nearby mural will once again begin to shift and move, turning a two-dimensional troll to face them. The troll's head morphs into that of a stone-faced dwarf with stalactites for a beard. It speaks in a deep, gravelly voice.

"Well, it seems the curiosity of surface folk has brought some strife to my temple. You have fought well, young ones, and I entreat you to continue. Old Halaster has infested the temple and tombs with all manner of monstrosities and I have need of your help. You shall be well rewarded by both Dumathoin and myself, provided you fight bravely. I need your words that you bring only aid not harm to us here! Swear thus, and be called dwarf-friend!"

If the PCs refuse, all the statues advance and attack them as intruders. If they agree, read the following and continue:

"Very well said, young heroes. Come hither and aid Johanna in the library. She seems to have her hands full there. We are both long out of the habit of fighting, and in need of your aid to protect the legacy of clan Melairkyn.





As tokens of our immediate thanks, you will find something that can help you cooling by the forge.

You have been given a great responsibility this day: Take care that it leads not to ruin. Dumathoin has decreed that I may not aid you in this, disturb me not until your foes have been vanquished or taste Dumathoin's wrath!"

With that, the statues and the mural move back to their normal positions and the portcullises at the exits rise up.

Ettin (3): hp 74, 60, 57.

Notes: The largest ettin wields a bastard sword in his right hand, dealing 2d4+2d6 damage to PCs, and no club in its left hand. The second ettin has Iron-shod clubs in each hand. The third ettin is unarmed and will attack with its fists.

Mithral Guardian (1-4): hp 85 (x4).

Room #5: Mortuary Entrance

The stairs out of the temple are wide and lead down in stages to different landings, until you reach the main room.

Three life-sized stone statues of hooded and cloaked dwarves with downcast heads line both the northern and southern walls. The western wall of the room is a large golden portcullis with a few bars dissolved at the floor. Through the bars, you can see a rust monster busily eating the metal bars from the adjoining room, and another has crawled through an opening and begun gnawing the metal from within this room. Several severed hands cling to the bars, and with your arrival the hands leap at you!

Both the crawling claws and the rust monsters will rush to attack the party. The rust monsters will concentrate on characters with metal armor (enchanted armor over normal) first, while the crawling claws favor lightly or unarmored characters, like wizards.

If the PCs are having difficulty in fighting off the rust monsters, have one or more of the rust monsters stop attacking and begin eating, or fall back into room #6 and activate the magical trap there.

The statues in Room #5, are all identical save for one detail (Intelligence check at 4 to spot): the southeastern statue wears a carved key close to his throat (unnoticeable unless looking near the hood). Under the flagstone at the statue's feet is a small handle (secret doors check at -1); turn it clockwise twice to raise the portcullis. The portcullis itself can be lifted, but its size and weight makes it difficult (reduce all Lift Gates rolls by half).

Crawling claws (3): hp 4, 3, 2.

Notes: The largest of the claws wears a ring of shocking grasp and deals an additional 1d8+6 points of damage to its attack.

Rust Monster (2): hp 38, 27.

Room #6: Ceremonial Antechamber

This octagonal chamber has a stone torch sconce on each wall, and all contain burning torches. The center of this otherwise undecorated room holds a large brazier that seems

to have been carved from one immense diamond; the tripod that supports it is made of three rubies worked into the shapes of dwarves bearing the brazier on their shoulders. At the center of the brazier, smoke-streaked and glowing from the heat, is the carved ruby torso of a dwarf, its hands resting on an axe in the bed of coals.

A wide staircase leads down out of the room to the west. On the north wall, the door lies open to a long hallway with numerous doors. From its far end, you hear the familiar sounds of battle, a muffled scream of pain, and the familiar boom of a lightning bolt.

The southern wall is actually a large secret door. All characters have a normal chance of detecting it, except dwarves who notice it automatically.

If the brazier is touched, the ruby dwarf opens its eyes, raises its axe, and recites its preset message:

- It first points to its right (south) and an apparently solid stone wall with its axe and says "To honor the clan's craft."
- It then turns in the brazier, pointing behind itself to the stairs leading down (west), and says "To honor the clan's dead."
- And finally, it points to the open door on its left (north) and says "To honor the Keeper of Secrets and the other gods of the clan."

If the brazier is attacked or attempts are made to move it, it can cause a *burning hands* spell to erupt from its axe and from any or all of the torches each round (1-5 effects per round as per the spell) to engulf one or more foes.

Room #7: Clan Museum

If the PCs attempt to open this door on their own, use the standard dwarven doors notes at the start of this module. They can visit this room later, with Johanna's aid.

This huge chamber is easily recognized as a museum of the clan Melairkyn's great achievements with weapon- and armor-smithing. The room is filled with over 100 different full suits of armor, standing on bases and hung on pegs in the wall nearly up to the ceiling. All the varied types of metal armor are here in all shapes and sizes. Many are made of gold, silver, and mithral, and sized for dwarves, elves, humans, and even halflings (with chain mail socks for the feet!)

Various cases and displays show the clan's many swords, maces, morning stars, and almost any other type of metallic weapon, all encrusted with gems and precious metals. All the items here seem to be magically protected against tarnishing, since they gleam like they were polished yesterday.

Anyone disturbing the armor or weapons (by attempting to remove them from their display sites) is surrounded by *faerie fire*; they are the primary targets of two iron golems that come out of the secret doors in the north wall upon contact with the exhibits. One moves to block the exit, while the other attacks anyone surrounded with *faerie fire*. The external door slams shut and locks the same round the exhibits are disturbed.

Iron Golems (2): hp 80 (x2).



Room #8: The Forge

Room #8A: Main Room

A forge covers the room's entire western wall, complete with swordsmith's and armorsmith's anvils and worktables along the southern wall. Cooling buckets are against the slanting northeast wall. There is an exit in the northern wall. The forge itself is still very hot, and there is steam rising from the cooling barrels.

The forge never cools down or goes out-it is sustained by Dumathoin's will. The cooling buckets refill with cold water once per day and are always clean. The buckets are still bubbling and steaming from recent use; the creation of *Bandaerl's healing charms*

At the bottom of each of the buckets are silver chains with miniature battle-axes hanging from them (one for each member of the party.) These amulets will provide an automatic heal spell on the wearer when he or she drops below 1 hit point; this power only works twice. The charm gives a constant immunity to poisons while worn. After its two heal spells are spent, the necklace is drained of all magic.

If the party misses these items and you believe they'll need the help later on, you should try to steer them to the cooling buckets by mentioning a silvery glint coming from them, or something similar.

Room #8B: Storage

This storage room has a few bins and shelves around the corner and away from the forge. The bins hold raw gold, silver, copper, and mithral ore. Refined metal ingots are stacked in one set of shelves on the south wall. On that same set of shelves are four stone jars containing loose emeralds, rubies, sapphires, and diamonds. The north wall has a table and shelves storing a wide array of smiths' tools. At the eastern end of the north wall, a small bin holds charcoal for the forge.

There are over 35 of each aforementioned gem type, and each is worth 100 gp. There are 1-10 of each of the refined ingots, each worth the equivalent of 1,000 coins of the same type.

Room #9: High Priest's Quarters

Room #9A: Living Room

This door, unlike the others, opens inward on a hinge on the right side. There is a bed directly behind the door when it is opened. Across the room is a small mirror and under it is a tiny table with a presence lamp lit over a stone kneeling altar. On the altar are four round amulets on golden chains.

This 30'x30'x30' room is perfectly square and the only room within the temple complex that appears to be used regularly. The walls are decorated with gold-embroidered rugs. There are two oil lanterns on the walls in the southwest and northeast corners and two doors on the northern and southern walls.

A large throne rests in the northeast corner of the room. It has mail gauntlets attached to the arms and a helm attached to the back of the chair.

The golden amulets operate the basic temple doors. If anyone but Bandaerl the archlich kneels at the tiny altar in the northwest corner, he or she is immediately turned to stone (no save allowed unless a worshiper of Dumathoin). That character will be restored later by Bandaerl with a strict admonition that one should pray at an altar for their own god, not his personal altar to Dumathoin.

Anyone sitting in the throne is reduced to dwarven stature (though no other changes occur) while seated in it. The helm and the gauntlets snap open and then clamp around the PC's hands and head.

This throne allows the seated figure to see through the many carved images and statues in the temple, but not the major statue in Room #4. The user can cause small effects in the room viewed, such as opening a door, causing a portcullis to drop, etc. Bandaerl and Johanna know the dwarven words for which chamber they wish to see. They also know further words for switching to different statues or vantage points and activating statues for movement or speech.

If Dumathoin's name is not invoked before the PC sits down, his senses are transferred to a small, shattered gold figurine stuck on an altar in Room #18. (See that room description for more details). Only Bandaerl or a *remove curse* can release him.

Room #9B: Toilet

This room contains a stone bathing tub against the north wall and a small privy in the southeast corner. The privy empties all nonliving material into a *gate* that exits on Level Four of the dungeon.

Room #9C: Closet

This small closet contains two racks of garments, one suitable for a dwarven male and one rack of robes and dresses for a human woman. Against the eastern wall are three heavy chests. The first is unlocked, and contains a suit of dwarven plate armor with two horseman's maces strapped to the underside of the lid. The second chest is locked and contains the priest's equipment for adventuring (holy water vials, traveling altar, holy symbol, tabards, candles, incense, etc.)

The third chest, branded with a wizard's mark on the lock, is Johanna's equipment chest. It has an *avoidance* spell set on it and is double-locked. If opened, her two spellbooks are inside, along with a small box containing an *ioun stone* (iridescent spindle) and a recess for a second stone. Johanna's spellbooks contain her memorized spells plus these: *affect normal fires, color spray, detect magic, hold portal, identify, magic missile, read magic, shield; deppockets, fog cloud, knock, misdirection, scare, spectral hand, stinking cloud; explosive runes, fly, gust of wind, hold undead, infravision, lightning bolt, secret page, wind wall; charm monster, dig, enchanted weapon, shout, wizard eye; avoidance, cloudkill, fabricate, transmute rock to mud.*

Room #9D: Secret Closet

The secret doorway into this room is protected by a *forbiddance* barrier with a password protection. Only Bandaerl knows the password:



“Korruth”. PCs are unable to enter the room due to a very unsettling feeling that verges on pain the closer they get to the doorway.

This is the secret storage area for a few of the items and weapons Bandaerl has created over the past eighteen centuries. Many more have either been put into the lower crypts or given to Dumathoin as offerings (see Room #11C). There is a chest on the south wall and a weapons rack against the north wall.

The weapons rack holds three footman’s maces, one dwarven-sized bardiche, four short swords, and two hand-axes. All of these are made of highest quality mithral-steel alloys and all are treated with *everbright*—the metal will never rust or dull. Their handles are inset with precious gems. Among these weapons are the following: a *mace of petrification* +1 (target hit with a natural 20 is turned to stone); a *bardiche* +3/+4 vs. *giants*; a *short sword* +3, *frost brand*; and a *hand axe* +2, *throwing*.

The large chest beneath the shelf is triple-locked and trapped with a dust that induces sleep (no saving throw unless of elven blood) on all persons within 10’ of the chest. The chest holds Bandaerl’s ceremonial garb: two gem-encrusted tabards with gold bullion worked through the fabric; ritual items include a staff, a pickaxe, a mortar and pestle, and a presence lantern, all of solid mithral. There are also two mithral rings with diamonds and sapphires in a smaller box.

There is a false bottom in the chest, but it is difficult to detect (-2 penalty to find) and it is trapped (-20% to remove traps) with *dust of sneezing and choking*. Beneath the false compartment is a 3’ deep recess in the floor beneath the chest. In various small containers are a ring of wishes (1 left), a *ring of x-ray vision*, a pair of *boots of levitation*, a gem of insight, a *girdle of dwarvenkind*, three blocks of *incense of meditation*, and a *necklace of adaptation*.

There are also three special items here that are described in the **Lost NPCs and Magic** chapter. They are: a thin mithral circlet with a diamond set at the center of the brow, with light chains forming loops around the eyes (see the *diadem of Lady Armatha*); a long sword and short sword identical in appearance save for pommel gems (one has emeralds, the other rubies) and size (see the *blades of Namar Khem*); and a staff of solid mithral (see the *staff of Argus Dumathair*).

Room #10: Johanna’s Library

Every inch of wall space in this 40’x40’x40’ room is filled from floor to ceiling with shelves holding parchment rolls, clay and stone tablets, and a few books and librams. The book shelves (eastern wall) are all 2’ deep while the parchment and tablet shelves (northern and western walls) are 4’ deep. Two long stone tables are in the center of the room, with various books spread out on them, including one in progress with an accompanying bottle of ink and parchment pages.

Currently, the peace of the library is disrupted by a swarm of severed hands and claws crawling over the many shelves and surfaces. They are busily throwing tablets and books off the shelves or ripping them up. A contingent of them attacks a female mage in the far corner. She fires a *cone of cold* from her staff at the largest pack on the floor!

“I’d appreciate a *hand* here . . . I *cannot* believe I said that! We mustn’t let these claws destroy any more of the library! These creatures are out to ravage my work and they may have breached the tombs too!”



The western corner of the room is covered in ice up to 20' away from the corner; if any PCs move through the area, they need a successful Dexterity check to keep from falling.

Most of the books here are important only to Johanna, representing her past two decades of work on the history of the Melairkyn dwarves. She has amassed ten volumes of knowledge, and currently works on volume 11. Despite the mess left by the 32 destructive crawling claws, only her most recent work and four other volumes are greatly damaged.

Among the items of note, there is a *libram of gainful conjuration* on the shelf immediately over the doorjamb. Beside it is what appears as an old traveling spell book with three brass bindings and locks. Johanna warns anyone inspecting the latter book that one of her companions tried to pick the lock, triggered a spell trap, and he and two others died in a fireball. No one has since bothered to try opening it, and she failed to find any information using identify spells.

The sigil on the cover of the locked book is quite similar to Khelben the Blackstars wizard mark with only slight differences. If any of the PCs try to open the book, it is normally triple-locked and spelltrapped, but the first binding lock is undone and that was the sole spell trap. The book still registers for magic.

If the PCs open the book without using its keys (which are located somewhere in Waterdeep), they find the first page to read "The Memoirs of Khelben Arunsun." The book suddenly slams itself shut, the locks clamp down on the book again, and it disappears in a flare of silvery fire. In its place is a scroll with a wax seal of Khelben "Blackstaff" Arunsun. If unrolled, it reads: "Some secrets are not thine to uncover, and that is why they are hidden in remote places. Have a care to mind thine own business in the future, lest thee annoy me. Remember, thine names are known to me." Startlingly, the names of all PCs within a 20' radius of the book when opened are on the scroll!

Crawling claws (21): hp 4, 3, 2 (x7 each).

Notes: One of the claws wears a *ring of jumping* and one other wears a *ring of water walking*. A pair of human hands also still wear a pair of *gauntlets of ogre power* and these two claws deal 5-10 points of damage per attack.

Room #11: Dwarf-Friends' Temple

Room #11A: Sanctum Genericum

This nearly bare room has a generic stone altar at the center of the north wall. Facing it are eight kneeling pads, only one of which looks like it has been touched in centuries. There is a small door on the western wall leading to the priory.

This is a lesser temple used by others who stay for short periods of time to worship their own gods. Johanna is currently the only one who uses the temple. Under the used kneeling pad are two silver amulets with Mystra's and Azuth's symbols on them, as well as two larger, golden symbols with supports to be placed upon the altar.

In the priory, or preparatory room, is a floor chest against the west wall; inside is a pile of clean altar cloths, a crystal ball, incense burners and blocks, candles, and golden symbols for many dwarven gods (Berronar, Clangeddin, Dugmaren, Dumathoin, and Moradin) as well as a few other gods (Helm, Ilmater, Torm, and Selunê; Fenmarel Mestarine).

If the PCs are sorely wounded, or are in need of assistance, the floor chest can be stocked with *potions of extra-healing* and other

medicinals they might need. If Johanna has joined them and this situation occurs, she will be surprised but pleased, explaining that there haven't been any potions there since she and her comrades arrived 20 years ago, all but dead from drow attacks.

Room #12: The Mortuary

DMs are encouraged to use Rooms #12A-#12C to add wandering monsters if the PCs had an easy time conquering their foes so far. Underdark natives and other subterranean creatures (especially duergar) are suggested. They will either be destroying things or plundering the rooms for any riches to find.

Room #12A: Death's Guardians

This octagonal room has no carvings on the walls, but each wall has an 18' high statue at its center. Torches are above the heads of the statues on the 30' high walls. A stone door leads to a room on the west. Portcullises lead to other rooms to the north and south, but the southern portcullis was shattered by something huge. The bars bend inward, suggesting whatever it was is further down the southern stairs and in the tombs!

The depicted dwarven gods are Berronar Truesilver (NW), Clangeddin Silverbeard (NE), Moradin (SE), and Dumathoin (SW).

Room #12B: Interment Chamber

A long-dead brazier is at the back of the room with a smelting pot over it; this apparatus just barely misses the 20' high ceiling. The pot can be pulled forward over a large stone cubed recess in the floor in front of it. There are stone rollers in the floor for 10' after the recess, and the next 10' slab has round grooves just below the floor level. Looking closely at the recess, rollers, and grooved slab, you can see slivers and drops of gold and silver.

This is where prepared bodies were placed into their coffins or sarcophagi. The facility has only been used roughly four times in the past 900 years to prepare and inter fallen allies of Bandaerl.

A body was placed into the recessed area, and gold or another precious metals placed in the smelter and poured over the body to form a full body death-mask to seal it. Once cooled, the recess would rise, and tip the corpse onto the rollers to the last slab, which then rose to about 4' (dwarven shoulder height). Rods were slid under the body, and it would be placed in a coffin or sarcophagus (depending on the deceased's social position). The entire process would then be duplicated to seal the coffin. Finally, the completed body would be taken to the crypt. The whole apparatus resets after the weight is removed from the last slab.

Room #12C: Preparation Chamber

Like the previous room, this room has remained unused for much of the past millennium. There is a large, deep vat of bubbling water against the western wall. Shelves line the



north and south walls, and they hold dusty old linen wraps, jars of once-fragrant herbs (now dust), urns of mineral powders, and small stone vials filled with crushed gem powders (rubies, emeralds, sapphires, and diamonds).

A stone slab table lies in the center of the room. The table has a depression in it about the size of a tail dwarf.

This is where the body of the deceased would be prepared before interment and final burial. The gem powders are worth 1d12 (x10) gold pieces per vial.

On the floor in recesses beneath the central table itself are pure ingots of mithral, gold, steel, and silver for the interment process. There are no traps on the hidden door, but there is a triple-lock on the compartment beneath the slab table. When opened, the “door” slides into the floor, and the characters will find 1d12 25 pound ingots of each metal type.

Room #12D: Warriors’ Cairn

This slightly elongated octagonal room has a frieze along its northern wall at the ceiling that proclaims this to be the “Warrior’s Cairn.” Additional runes on the western wall advise pilgrims here to send a prayer to the dead.

In the centers of both the eastern and western walls are three alcoves. The central alcove on each wall holds a 1’ diameter golden gong that looks like a small shield with a silver mallet shaped like an axe. In the alcoves to either side of the gongs, runestones fill the alcoves and litter the floor in front of each wall.

In the center of the room is a large 20’-diameter statue made of gold. The central figure is a life-sized dwarven warrior in ornate mithral plate armor raising his axe high with a great battlecry. Flanking him from behind are golden representations of Dumathoin and Clangeddin, clad respectively in suits of mithral chain and plate armor, both gazing down in admiration at their honored warrior. The statues have hair of silver or gold strands that look like real hair.

The alcoves are for making offerings for the dead. If any coins, gems, or any items of value are placed before the gong and then the gong is struck, the item sinks into the stone shelf, accepted as an offering by Dumathoin, Clangeddin, and the dead spirits of the Melairkyn. If an offered item is worthless or a prayer is not done in earnest, the item is not absorbed, and a magical weapon (DM’s choice) rises up from within the stone shelf and attacks the offender like a *sword of dancing* (in addition to whatever other magical powers it has). After five rounds, the weapon retreats and sinks back into the stone shelf. Alternatively, the DM can choose to inflict a mild curse on the transgressor for dishonoring a holy place.

The beautiful work on the statues is beyond compare, and the hair seems very lifelike in the beards and heads. However, the strands of silver are razor-sharp, and they will cut anyone’s unprotected hand for 1 point of damage (negated by gloves).

Room #12E: Warriors’ Repose

Note that the easiest way to gain entrance to this room is to be accompanied by Johanna or Bandaerl, who have the *chime* to

open the door and deactivate the traps. The controls for the door in the northern wall are under the rear of the statue and 10’ from the door. The statue moves south when PCs use a combined Maximum Press rating of 600 pounds or more, exposing the recessed handles in the floor. The combination to open the locks is: Turn the center handle left two clicks, and simultaneously turn both outer handles four clicks inward (left handle clockwise, right handle counter-clockwise). The locks release with an audible click. To open the door itself with the lock open, simply grab the second and fourth handles, pull them out of the floor one foot, and simultaneously press the exposed button on each pillar to open this door. Any aberration in this method will cause the locks to firmly clamp down on the door and the entry portcullis. If the DM wishes, weapons can be animated from the offering shelf to attack “tomb robbers” if a little more tension is needed.

When the doors open, there is a rush of stale, fetid air that assails your senses. You gag and cough for a moment until fresh air returns to the vicinity. You watch as torches within the tomb slowly flare to life along the walls inside, dispelling the gloom.

Facing the door of the tomb is a central hall as wide as it is tall, but many times longer. There are ten arches leading off the main corridor. Carved in the flagstone floor and in the stones above the arch of each mausoleum is the position within the clan the fallen warriors held. The first two arches within the tomb are identified with the word “Allies.” The remaining eight mausoleum halls carry a name of each of the eight great families of Clan Melairkyn: Auricairn, Axonyx, Bladesharp, Chalcydon, Dumathair, Garnetarm, Metalheart, and Truedigger.

Within each mausoleum, the ceiling immediately rises to 40’ and the walls on either side of the 10’ wide corridor are covered with plaques marking the resting place of a warrior. Each plaque is a 3’x3’ solid gold plate carved with the name and personal mark of the person interred; some note the place of death (by battle, not geography). None of these markers have dates on them that any nondwarves would recognize.

Each wall has 81 burial alcoves, 9 vertical and 9 horizontal, with a foot around all sides. The lower 72 recesses in all mausoleums are covered with gold plaques. The top nine are open and are filled with dozens of stone urns. The urns hold ashes and are carved with the name of the cremated dwarf within; most of these dwarves were servants or miners.

DMs are encouraged to have a ready list of names to rattle off as PCs look around the tombs. Obviously, the use of the family and clan name is a given, but choose an assortment of dwarven names, both male and female, to reference as a burial marker (see FR11, *Dwarves’ Deep*, for dwarven name suggestions). Remember that no dates exist on these markers, and dwarves tend to have long titles with their names to distinguish themselves, especially warriors. A random list of markers follows to provide a guide to follow:

- Othylil Dragonhunter, daul of Idrin Chalcydon and heart of Bryth the Younger, clan Melairkyn. Fallen at Giants’ End. (In the Auricairn mausoleum)
- Turbaren One-Eye, son of Jalabar, grandson of Haeil, clan



Melairkyn. 83 orcs marked his fall at the Slaughter of Jagged Knife Pass. (In the Dumatheir mausoleum)

- Hokin, slayer of the black dragon Chamelamonlanthon. He fought well. (In the Metalheart mausoleum)
- Adlon the Grim, blood of Jhannon Firebeard, clan Melairkyn, the mines' protector. Fallen at Umber Hulk Gorge. (In the Truedigger mausoleum).

The third mausoleum on the eastern wall is the Chalcydon family crypt. The seventh burial marker along the bottom row reads: "Maegar the Trueaxe, blood of Melair, armsmaster of clan Melairkyn. He lived ever in readiness." There is a secret latch with a blade trap (-10% to detect each). If found and opened, the burial plaque rises up to expose a 5'-wide chute leading down into darkness. This is the only entrance to Room #11E.

All the bodies herein are in full armor with their two primary weapons (most often a battle axe and a short sword) and a shield lain across their chests inside their sealed coffin. If PCs break open a coffin, they find the weapons still lie free on either side of the interred body, but the body and coffin are sealed in gold or silver (see Room #12A). Some have magical items interred with them, but there are over 800 burial creches and it would take weeks to open and search them for the 14 or so with an *axe* +2 or something similar.

If anyone enters a mausoleum hall, they will easily spot an 18' tall mithral statue of Dumathoin "standing guard" in alcoves above the entrance to each hall. These become active if any of the burial plaques other than the armory entrance are disturbed; if active, they fight like the mithral guardians in Room #4.

Room #12F: The Armory

At the end of the chute, Maegar Chalcydon's gold-encased sarcophagus stands within a recess on the north wall. A steep stairway leads up to a large armory stocked with steel armor of chain, splint, and plate varieties, as well as steel swords, axes, hammers, and maces suitable for dwarves (and a small amount for elves, and humans). There are at least 100 suits of armor and shields and over 300 weapons here (none larger than medium-size), all of high quality and untarnished by the centuries.

The secret door that leads from this room is almost impossible to detect or open from the other side without magic (-2 on all rolls, -1 for dwarf); the door and its lock are obvious from this side. The door pivots on its central rod with ease once the lock is disengaged. Unless Bandaerl deems it necessary, this room will most likely never be revealed to the PCs.

Room #13: King Melair's Memorial

Four gray-skinned dwarven corpses lie on the stairs leading down through the shattered portcullis. The duergar were clawed or bitten to death by something large, judging by the size of the wounds. Pieces of the portcullis litter the stairs leading down into a long corridor. Due to the close ceiling, you can't see the bottom of the stairs. As you descend, a reptilian head snaps into view. It roars, sending lightning into your path!

The behir releases its *lightning bolt* attack once 1d4 PCs come more than halfway down the stairs (i.e. within 20' of it.) Once its lightning attack is used, the behir will attack up the stairs;

its many legs give it balance but cancel its looping attack (limited to a bite and one claw attack per round.) PCs must make a Dexterity check at a -4 penalty if they are hit successfully by its claws or lose their balance and fall to the bottom of the stairs, taking 1d2 points of damage per 10' fallen. If the behir is reduced to less than half its hit points, it will attempt to flee back up into the temple.

Behir (1): hp 63.

The once-regal decorations of dwarves in the king's court have been marred by vandals who have pried up some of the gems and gold leaf. Bloody claw marks track through the center of the room and lead to a doorway with ruins proclaiming this area to be the last resting place of King Melair, founder of the clan. The stone door has been totally shattered and rubble lies all around.

The octagonal room beyond is well-lit, though no torches are immediately evident. Its domed ceiling rises 60' above the floor and is covered in gold leaf. Suspended from the center of the ceiling is a large brazier, apparently enspelled to burn for eternity.

This room has not fared well either. The walls are stone, once covered with gold leaf, now chipped and pitted. Great statues of King Melair lie toppled from their bases, shattered into countless fragments. All three flat walls are open, with once-secret doors pivoted in to the left. At least two duergar lie dead by the entrances. A gray, hook-nosed and bearded face peers at you from within the wall facing the door. As you notice it, a gruff voice yells "You're too late! The treasure is ours!" and the secret door on that wall pivots shut.

If Johanna is with the PCs, she will emit a quickly-stifled giggle at that exclamation. "That path leads only to doom, a false tomb riddled with traps. Leave them to their 'treasures,' and they'll be dead soon enough. Hurry—they've breached the main tomb and may be desecrating the Hall of Memories as we speak!"

With that, she'll lead the group into Room #15.

Room #14: False Tombs

Aside from minor cosmetic differences and the fact that they are empty of any treasure or interred dwarven remains, both sets of these tombs are identical to the main tomb (Room #15). Refer to the physical details in the description of Room #15, especially the operation of the secret doors.

Both of these tombs are false tombs riddled with a wide variety of lethal traps. Johanna will warn PCs away from these areas. If the PCs still wish to search for treasure, have the immediate inner chamber of one of these tombs filled with duergar lying dead from rockfalls and blocking the rest of the trapped tombs.

Room #15: The Tomb of King Melair

Its secret door uncovered and partially ruined, the tomb of King Melair lies open and unguarded. The door and its adjoining wall are broken, apparently by great force, or a spell.



There are huge slashes scoring the wall around the opening and a large web of cracks from the blows of something very large and strong. All around the opening and the door is a light layer of frost.

The main door into this tomb, unlike the others, does not have a mechanical lock to open it from the outside; only Bandaerl or his chime could open these doors without setting off the traps. Unlike other areas in this tomb and temple, there are no light sources in King Melair's tomb aside from Room #15D.

Room #15 A: Mourning Yet Ever Vigilant

Immediately inside the opening to the tomb is a great pile of mangled and broken ogre bodies, pierced with wounds in many places. Against the right wall rests a large metal door, slightly bent at the center by the blow of a large axe. It too is scored with claw marks.

The walls of this 20' high and wide and 80' long passageway are carved with inset figures of hooded and robed dwarves. They are identical to the statues at the entrance to the mortuary (room #12), though these are two-dimensional carvings instead of statues.

The floor is covered with an alternating pattern of 4'-square blue and white marble blocks. Along the corridor's length you can see the bodies of six ogres; the closest is 30 feet down the corridor. Blood covers the floor from the furthest ogre to a spot close to where you stand. All the bodies have fallen face down, except the third corpse, which is pinned sideways against the right wall, a spear sticking through his side and caught on his hip. The farthest corpse lies about 10 feet from the end of the corridor.

There are murder holes every ten feet on either side of the corridor armed with retractable spears that attack with a THACO 10 and deal 1d8/1d10 points of damage to targets stepping on one of the trigger squares. The pattern to walk down this hall is: Step on the first blue square then the second blue square in the same row, hopping then to the next row but backward to the center blue square and then to the next blue in that row. After two rows of blue, step up one row onto a white square and continue the same pattern with white for two rows. This is the only safe pattern of steps to take to prevent the traps from activating.

This corridor has a slight slope up, unnoticeable to all except dwarves. At the end of the corridor, there are the remains of a metal door.

Room #15B: The Fallen Protectors

The walls of this room are decorated with murals of King Melair sighting Mount Melairbode (now Mount Waterdeep) on the northern wall and the king helping dig for gems in a mine on the southern wall. These once great gilded carvings have a number of disfiguring axe marks and divots from club blows.

The eastern mural depicts the king in battle against a mountain of orcs; part of that mural is hinged away from the main wall, the hidden door triggered and blocked open by a





corpse of an ogre atop a shattered golden statue of a dwarf.

Strewn about the rest of the room are six dead ogres, one dead hill giant, and a second golden statue lying in pieces. The statue suffers from numerous dents from the giant's club and axe blows that nearly decapitated it. The giant and ogre corpses are scarred by many axe marks and broken bones made by the mighty fists of the statue guardians.

The guardians fought to keep the invaders out of the king's tomb and partly succeeded before being destroyed.

Room #15C: Watch Your Feet!

Similar to the entry, the walls are lined with the carved images of robed and hooded dwarves. All are kneeling and reading or working at carving stone tablets. The floor mimics the entryway with alternating blue and white marble blocks, but these are 5' squares.

A way through the corridor is marked out by the corpses that have already activated traps along the curving length of the corridor. You can follow a trail of dirty, bloodied footprints—much larger than any dwarf or human—through a meandering path of the fallen: five ogres, three ettins, two hill giants, and a 15' long white dragon! All are either suffering from severed lower limbs, or in the case of the very young dragon, decapitation.

Only two blocks per 5' row are safe to step on, and the pattern is totally random (only Bandaerl knows the exact sequence, since Johanna usually deactivates the traps); all others are trapped. The main trapped block sinks about 2' into the floor and a blade angles up at the victim (about head height for a dwarf), striking with a THAC0 of 6 for 1d10 points of damage. A second variation of the sinking block trap simply moves the blade into a side wall; the block sinks, a rotating blade scythes out of the wall to attack with a THAC0 of 10 for 2d8 points of damage. The blade attacks at the level of the floor. The third variety causes the block to sink into the ground and four long wedged blades lance up from the block's comers and angle toward the victim, each striking with a THAC0 of 8 for 1d8 damage.

As you work your way toward the final bend and a lit room, you can see the form of a fallen giant blocking another door open, crushed between the door frame and a huge block. You can hear crashes and loud bellows of laughter from the room beyond!

The door that led to Room #15D was trapped, and the someone who sprung it now blocks it open in death. When this giant hit the trap, he panicked and threw himself through the door, crushing it but not before the wall trap crushed him as well. PCs must clamber over the corpse to enter the room beyond—a room rapidly filling with dust.

Room #15D: The Hall of History

Inside the wreckage of the doorway is a huge, echoing chamber with torches ensconced on the walls every five feet above a set of shelves. The immediate ceiling is lower

than expected and provides only six feet of clearance. About ten feet into the room, the ceiling opens up; you have entered a huge room 100 feet in length and you're under a balcony. Approaching the opening, you look up toward a ceiling more than 75 feet above your head. There are ten levels of balconies above the main floor, and thick stone pillars support the balconies against the wall and along their outer edges. A four-foot high stone rail surrounds the edges of all the balconies.

The walls along the perimeter of the room are lined with two deep shelves, both holding a number of stone tablets. The room's center, an open floor filled with long tables and benches as well as stone desks with chisels and hammers on them, is brightly lit from the wall torches and an immense brazier suspended from the gilded, reflective ceiling by monstrous chains. It is obvious this is the main library for the history of the clan!

Suddenly, stone tablets begin raining down from above—someone is laughing loudly and throwing a number of these tablets off their shelves and over the balconies to shatter on the bottom floor!

The only survivors of the monstrous onslaught unleashed by Halaster are Kronag, an incredibly stupid hill giant, and Hoaron, a cunning frost giant. Hoaron stands on the floor, pulling tablets off the fourth-level shelves. Kronag has climbed up along the outer edge of the balconies; his feet rest on levels two and three, and he's grabbing tablets off of the fifth level. After he throws a handful of them, he laughs uproariously.

Hoaron is searching for treasures within the shelves, throwing the tablets over the balcony in his haste. Kronag is just gleefully joining in the destruction by following Hoaron's lead—he's not looking for treasure, just enjoying the wanton destruction of the dwarven tablets.

Both Hoaron & Kronag have suffered some damage from the traps, and their hit points have been reduced to reflect this. If challenged from below, Kronag will start throwing tablets at any PCs from above (same collective damage as noted for hurling rocks). Hoaron will continue searching for treasure and smashing tablets until directly engaged.

Unknown to Hoaron, there is something hidden under the main floor. If the southwesternmost table is pushed down into the floor with 1,000 pounds of Maximum Press Strength (or the weight of one giant landing on it) for one round, it sinks into the floor and becomes a 30 foot long stairwell leading down to a small door. The door is unlocked, and enters a 10'x10'x10' room. The facing wall used to house a *gate*, but it was long dead centuries ago. This *gate* was used by the last of the Melairkyn to escape their deaths and migrate to an unknown land far to the west of Faerun.

In all comers of the room except the one with the door, there is a 10' diameter hole in the ceiling (floor of the above level). If the comer torch sconce is slid up on the wall, the floor stones beneath the opening grind upward into a spiral stone staircase to the next level; moving the sconce down makes the stairs recede. The next level places these stair mechanisms at the center of each wall with identical mechanisms. After that, they alternate from comers to centers, but the mechanism is the same. Finding the stairs and activating them takes a hidden doors check.



The tablets contain the recorded history of the clan, and all of its great families. It is the only known written history contemporary with Delzoun and the other lost kingdoms of the Savage Frontier. Nearly all aspects of dwarven culture are covered here, from beard-braids, homemaking, and raising dwarven children to creating armor, weapons, and siege machines to use against giants, trolls, and drow. There are over 600 2'x4'x2" tablets contained within the library, though their numbers are being reduced each round due to the giants!

Hoaron, male Frost Giant: hp 61 (wounded).

Notes: Hoaron's filthy sack lies in the northwest corner of the room, and it contains two small boulders, two fresh deer haunches, 732 cp, 1,153 sp, 421 gp, 8 20gp blue quartz gems, and two magical items (in need of cleaning due to the deer meat and other grime) a *staff-mace* and a halfling-sized suit of *leather armor* +3.

Kronag, male Hill Giant: hp 51 (wounded).

Notes: Kronag's possessions are still in a bag hanging from a strap over one shoulder. The bag, aside from two rocks and a rancid lamb haunch, contains about four dwarven tablets from this room that fell into the pouch while he removed others from their resting places. The tablets saved include information on the establishment of the mines and King Melair's marriage to Queen Othyl.

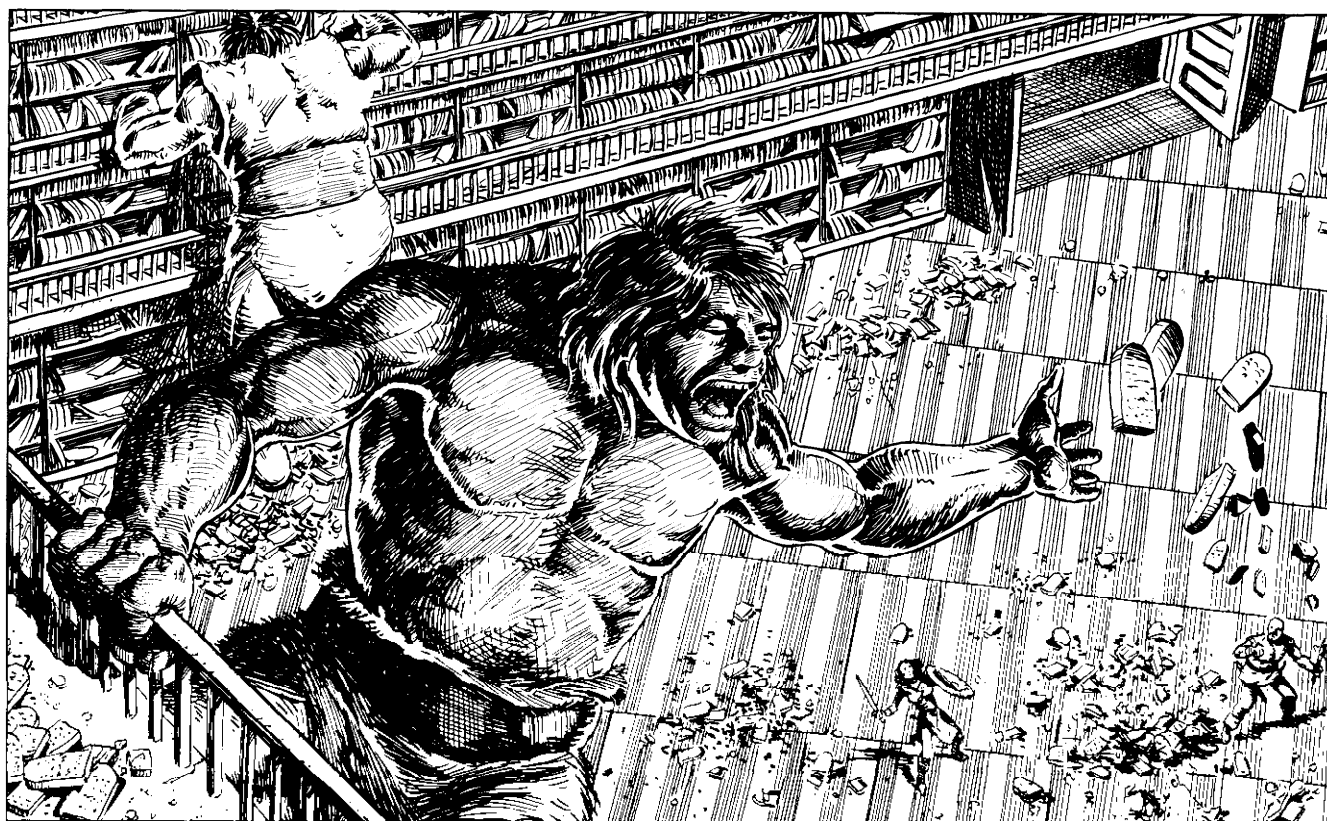
Room #15E: Threshold to the Royals' Rest

Note: This information will only be revealed to the PCs when escorted here by Bandaerl. This can be part of Bandaerl's reward (see Room #17) for helping him and Johanna in clearing the temple and repairing the damage.

The walls glitter with glints of gold, gems, and something almost magical flickers at the edge of the torchlight. Astonishingly, the carvings and bas-relief mural are so lifelike, you'd swear the hallway was filled with a horde of trolls! King Melair, a dwarven warrior, and a standard-bearer appear to be directly in your path, though they are carved on the facing wall as you walk into the hallway. Bandaerl signals for all to be quiet, and he solemnly intones a series of notes. His hum soon rises with a melody, and he finally sings a short melody in a rich baritone voice. Oddly enough, you hear his singing in the dwarven tongue, but in your head you understand the words, though you have never heard his ancient tongue spoken: "Awaken from your slumber, my king, and receive your servant, the voice of the Keeper. He brings you good tidings for the clan."

With the last note of his short song still hanging in the air, a deep scraping noise is heard and felt simultaneously as the locks for the tomb disengage and the door to the deep tomb opens. The door is an entire 20' square section of the mural which breaks into four sections and recede into the 10' thick walls around it.

Though Bandaerl leaves them untouched, there are five different mechanical triggers within the 30' high mural to open the secret door to the tomb. Like the door itself, the triggers are next to impossible to find (-2 on find secret doors rolls). If any are triggered out of the correct sequence (all five tripped at





once), a different—and extremely lethal—trap is activated to prevent tomb-robbers from reaching the royal crypt.

Room #16: King Melair's Rest

Fetid air rushes out of the long-sealed tomb and causes the torch to gutter and shrink for a short minute. Soon, the air is clear and Bandaerl steps toward the tomb. "Quickly, my friends. We must all descend as one." Pushing you in with him, the wall closes behind you and the floor and ceiling descend smoothly with only the barest of grinding sounds to suggest a change in elevation.

After sinking for at least 200 feet, the floor comes to a rest before a gilded archway. Beyond the archway is a sarcophagus bathed in a shaft of pure white light. Bandaerl steps forward, and motions for you to do the same. The mithral is perfectly polished, and King Melair's likeness is carved so perfectly, you'd almost believe he lay there on a bier only lightly coated in metal.

A shimmering effect briefly clouds the glinting metal and the ephemeral figure of King Melair stands before you. Bandaerl bows deeply, the king less so. The specter turns to you and smiles.

"You are the valiants who helped protect the legacy of the Melairkyn. Were you not worthy, Dumathoin and our ever-loyal Bandaerl would not have brought you here. You have our thanks. You stand as friend and ally to me and my clan. Would any of you wish to become one of the clan Melairkyn?"

All members of the party who do not wish to become members of the clan Melairkyn are gifted with a brief flash of the light. "Go and claim a token to show our friendship." At the foot of the sarcophagus is a small box containing a mithral chain mail baldric (worn over one shoulder and across the chest) with the clan mark as a seal (Dumathoin's symbol with an axe as the inner gem's border) at the shoulder. These baldrics grant the wearer the ability to understand dwarven languages (speech and runes) as well as adding +2 to Armor Class.

Should any step forward to join the clan, Melair smiles broadly and asks the brave soul to remove any armor, disarm, and kneel. "May Dumathoin always smile on you, for you return life to my clan. May Clangeddin always guard your back, for your service in battle does us proud. And may Moradin always gift you with good dwarf-sense and fierce dwarf-strength. Rise, and be known as Melairkyn!" During the king's litany, the PC is engulfed in the shaft of light and swiftly transforms (if not one already) into a dwarf. The PC gains a bonus of +1 to Constitution and all innate dwarven abilities, as well as the ability to speak and read dwarvish. Despite racial restrictions, the hero continues in his or her character class normally to the previous race's level limits.

Once done, the king speaks once more. "Go now, friends and family alike, and speak of the Melairkyn as a living clan. Return fear of our name and our vengeance to the drow, giants, trolls, and all other dwarf-foes. Bring honor to the clan's name, and know again the thanks of Melair and Dumathoin. Well met, brethren." With that, the king's specter walks directly into the sarcophagus and disappears.

Room #17: The Cave of Dumathoin

Following a steep, winding staircase down into the depths, you feel a presence of power from all sides. At the bottom of the stairs, the worked stone ends in a rough cavern mouth on the eastern wall.

Stepping over the threshold, you stand in a deep cavern rough with crags and sharp edged rock. In many places, patches of lichen and reflective rock crystals provide the soft luminescence that fills the cavern. It stretches irregularly for hundreds of feet east as well as up to a high ceiling forested with stalactites and embedded gems.

Forty feet into the cavern, a rough, wide outcropping of rock serves as an altar for an ancient dwarven priest. His back is to you as he softly sings and prays fervently. Magic of the likes you have never seen sparks around the altar, arcing from the priest and from gems high above the altar, but his back still blocks whatever lies before him. He is so deep in prayer that he hasn't noticed your entrance. His voice raises higher for a moment and then falls silent as he leans back and spreads his arms wide.

Suddenly, the cavern is ablaze with light from every gem, every rock crystal, every tiny piece of metallic ore, and all that light swirls about the cavern like a magical river, all flowing into the item on the altar before the priest. Now, with the increased light, you notice that the dwarf is less flesh and blood and more like the cavern around him. He opens his eyes, picks up a warhammer from the altar, raises it high above his head, and yells "Rukkoth Dumathoin!" With that, the flurry of energy abruptly lances into the warhammer and stops. Your eyes are blind for several moments while they adjust again to the reduced light. When they open, the dwarven priest faces you squarely.

"Successfully routed the invaders, have you?"

The priest's full name and titles are Bandaerl, son of Rykos, blood of Melair, High Old One of Dumathoin, and protector of Melairbode's essence. He has kept faithful service to Dumathoin for eighteen centuries, and has been rewarded with his archlich status. Over the decades, Bandaerl's skin has become light gray slate and his beard is more like a cluster of stalactites than hair. His clothes, however, are still well-kept priests' ceremonial robes.

Assuming Johanna accompanies the PCs, she tells Bandaerl what she saw of the party's activities. While she rattles off her story, each PC individually spots something off in another part of the cavern—a pulsing light within a rock crystal that produces a vision of a loved one or an absent companion. If they move toward their respective illusions, they receive visions from Dumathoin, and all contain knowledge the PCs would not normally be privy to. These visions provide the DM with ways to answer long-standing questions the PCs have for or about themselves ("Why was I left at that monastery as a child? Why does the king hate me so? Does she love me?"). In addition, it could provide new ways to preface upcoming adventures (A paladin raises the banner of a new crusade against the Red Wizards! A wizard sees his hands around the haft of a *staff of the magi*!). However, if anyone has stolen anything from the temple or the tombs areas (other than the treasures of monsters), he or she sees a vision of his impending death at



the hands of one of the mithral guardians in the temple above.

In the far northeastern corner of the cavern, there are unmarked graves noticeable by the cairns of rocks built over them. These are unfortunates folk who entered the temple with greed in their hearts. Many of them triggered the trap in Room 3 and were sealed in and starved to death.

Lastly, truly attentive PCs will notice a rushing sound (Hear Noise at -10%) if they enter the southeastern leg of the cavern. High above in the ceiling (120' above the floor) is a small 1' wide opening in the ceiling. This leads into a very steep 2500' shaft that links up with smaller 5" wide tunnels. The tunnel exits 90' above the floor of Room #18 near a gigantic stalactite.

PCs as Friends of the Clan

If the PCs aided the temple, and put their lives on the line, Bandaerl will reward them in a number of ways.

- He offers them a place to rest and recuperate, and he will provide free service to repair armor and weapons, heal the wounded, or even raise PCs from the dead if needed.
- Bandaerl may grant PCs some magical items. See Room #9 and the **Lost NPCs and Magic** chapter for gifts, as well as magical armor or weapons from the armory. Other options include making new suits of armor to replace totally ruined sets, including creating scale mail from the behir or white dragon hides.
- If their efforts were truly great and noble, Bandaerl takes them to King Melair (Rooms #15E and #16). Subsequently, any who join the clan are gifted with a suit of dwarven armor from Room #12E (and may be given the gift below).
- Lastly, one new clan member or a worthy dwarf may receive Dumathoin's Wrath. "Dumathoin sent me a vision that foretold the coming of a great warrior with a true dwarf's heart and spirit who would aid the clan and further Dumathoin's will. That warrior is you and this is yours."

Bandaerl, if asked of other clan-friends, will mention Bran Skorlsun, Durnan, Khelben Arunsun, Hilmer, Laeral, Mirt, Trunnian Regallis, and Yaereene Ilbareth. (All are natives or former natives of Waterdeep). Among those who have actually joined the clan, only four walk the Realms today: Corman Shieldstar and Lady Darlas Shieldstar (former hm Pal 11 and hf W10, residents of Silvermoon,) and Jaerloon Bucklebar and Jemuril (dwarven natives of Waterdeep.)

The PCs are welcome to stay as long as desired, but note that once they leave the temple, they cannot return. Opening even as infrequently as they do, the doors always let in dangers each time they open. They can attempt to kill all the other creatures within this dungeon to better protect the temple; if they choose that route, Bandaerl will promise a further great reward and aid in the future after the Lost Level is cleared of all dangers. Assuming the PCs try this, Bandaerl will collect their axe amulets and re-enchant them over the course of a day. Their reward-beyond other weapons or armor—is the amulets' one-shot ability to *gate* their wearers from anywhere in the Realms to the temple; after this use, it is destroyed.

Johanna, who had been planning to leave with the next adventuring company, decides to stay and help Bandaerl restore the temple and tombs, and then try and salvage what they can from the wrecked libraries. She will give the PCs six large volumes in two backpacks and beseech them to take them to Khel-

ben Arunsun at Blackstaff Tower. They are transcripts of the basic history of the Melairkyn settlement, the establishment and workings of the mines, the history of the draw incursions, and a history of all the caverns within Mount Waterdeep and their original purposes. If brought to Khelben without being disturbed, he will reward the party with 1,200 gold pieces.

PCs as Enemies of the Temple

- If PCs are caught with any temple items in their possession, Bandaerl gives them the option of immediate escort out of the temple (without said items) or swift burial among the lost in the corner of the cavern. If they try to leave with items hidden, the mithral guardians in Room #4 will block the exit and attack the transgressor.
- If Bandaerl is forced into battle, he will wield *Dumathoin's Wrath*. Johanna will back him with what spells she can.

Sargauth Falls

Room #18: Champignon Caverns

Note: The entrances to this cavern are mentioned in Rooms #9 and #17. Due to limited access, it is the DM's decision whether or not to expand this for a full adventure.

This cavern is extremely moist with high, echoing walls stretching from 90 to 200 feet above the cavern floor. The ceiling is covered with stalactites, and many of them are inhabited by jermlaine; a number of bridges link entrances and exits outside the stalactites. The rock walls and floor are covered by lichens and fungi, which provide the light within the cavern.

On the cavern floor itself lives a pod of roughly 100 myconids. There is a small forest of cultivated giant mushrooms at the eastern end of the cavern right up to the edge of the crevasse.

Close to the western wall are remnants of an ancient altar; the water, molds, and lichens have removed any sign of what it once was. Atop the altar are the remnants of a small 7" high gold bust of Dumathoin; it was shattered in some accident and remains upright by the lichens growing around it. If a PC misused Bandaerl's throne, his consciousness is trapped in this tiny statue until released by the archlich. He can speak to the myconids through it, but will only draw mild curiosity.

Covering the southern cavern face is the River Sargauth. It enters the cavern 120' above the floor and cascades down in a waterfall to a river bed. It flows east and falls into the crevasse. The crevasse is 800 feet deep and ends in a maw of stalagmites and jagged rubble. The river drains further south along the crevasse. The opposite cliff edge across the chasm thrusts upward 90 feet above the floor of the main cavern. The ceiling here is closer, rising only 30' above the floor, and vegepygmies and mold colonies have conquered it and driven out the once-native myconids.

The last item of interest is embedded in the high cliff face across the chasm at the northeastern sector. Partially exposed from the rock is a giant-sized mailed fist and a heavy iron bracer clutching a huge (11 feet long!) sword that juts farther out of the cliff. Along the sword's length are carved runes that glow red and black with flickering magical flames; the runes are the marks of four dead gods—Bane, Bhaal, Moander, and Myrkul.

DMs who wish to use this area are encouraged to expand it with such items as a myconid-germlaine war and the possibility of other exits out of the dungeon via the gorge. There might



even be other exits underneath the initial waterfall of the Sargauth; note that this extension of the river occurs after it ventures off the Level Three-North map from the original *Ruins of Undermountain* box.

The Prison

As explained within the Hidden Stories chapter, this area was once a drow prison area. The inner doors on the jail cells are hinged doors of metal bars with large locks set in the doors. There are no light sources in this area except for Room #24H. This is an excellent location for the DM to insert additional wandering monsters if the PCs are maneuvering through the dungeon too easily.

Room #19: The Wardens' Walk

The door leading north away from the *gate* mosaic is closed but unlocked. Carved into the door's center is a spider. Once the door is opened, a long 10' wide corridor stretches north.

The door has a needle trap on the lock, but it is harder to detect (-15% to Find Traps) since all of its needles are spent. Opening the door triggers the mechanism, but all that PCs hear is a click followed by the sound of a rusty spring.

Twenty feet into the corridor, there is a portcullis suspended 15 feet above the floor. Its winch is on the western wall about two paces back from where it should fall. There are marked impressions within the stone floor that suggest it has been dropped in the past, but not in several years.

There is a corridor leading to the right past the portcullis, a closed door on the left just after the corridor cants left, and a final open corridor at the far end of the hallway on the right.

Room #20: Maximum Security

Unlike the portcullis in the hallway, this portcullis is down and shrouded in cobwebs and dust. At the floor on the left side, a still form reaches through the bars with its right arm, trying in vain to reach the winch two feet away. Looking closer, you see it is only a long-dead minotaur skeleton cloaked with a mantle of dust and cobwebs.

All of the cells (Rooms #20A-#20D) have locked outer doors; the northern three doors are all stuck after not having moved in centuries. The door into #20D lies flat on the floor before its opening, covered in a thick layer of dust. Its broken hinges still hang on the edge of the doorway. The outer doors are thicker than average with reinforcing metal on them. The jail cells have reinforced bands linking the bars to augment the strength of the cell; it's obvious these cells were meant for powerful prisoners.

Room #20A is a locked cell, within which one can see the skeleton of a manticores shackled to the far wall by its tail and two legs. The rest of the cell is bare.

Room #20B is another locked cell. Chained high up in a wall shackle is the hand and forearm bones of a giant. The rest of the giant's skeletal remains—still clad in rags—lie in a rough pile beneath the arm.

Room #20C is more cramped than the other cells, containing seven sets of wall shackles (one for every 10' wall face

within the cell. Four still retain a full dwarven skeleton hanging in place, and two others have hands trapped in the shackles with their remains in a jumbled heap of bones beneath them.

Room #20D is empty, its jail door ajar, and its occupant fled long ago to try to escape (the long-dead minotaur skeleton).

Room #20E has a door that is unlocked but stuck.

Once you enter, you note that the corridor within is coated more thickly with webs than the outer hall. Clearing some of the thick, dusty webs out of your way, you are startled by a large spider leaping out of the web at your face!

The lead character must make a successful surprise roll and Dexterity check to avoid a collision. If either roll fails, the desiccated spider's corpse hits the PC square in the face and explodes into dry powder and flying legs! There is no damage, but the PC should make a save vs. poison or be blinded by the dust for 1d6 rounds.

Like the main hallway, the two portcullises within the entryway are winched up 15' above the floor. The hallway and room within is literally blanketed with webs and dust. Still, with minimal cleaning, it is obvious this was once the torture chamber of the prison. If the PCs make a concerted search (more than one turn) in this room, they will uncover a ring of *vampiric regeneration* left here by a former worker. It is a plain silver ring with a carved signet of a spider; when the ring's power is used, it leaves a spider tattoo over the victim's heart, no matter how or where damage is done.

Room #21: Records

Behind a locked door you find an abandoned and nearly wrecked library. Surprisingly, the webs have been mostly cleared out of the room, with only a few shreds drifting lazily from the high corners of the ceiling. One small shelf on the south wall still remains, holding various ledgers, but all the others are toppled or destroyed, and a few torn scraps of parchment lie about in the dust. The ledgers on the shelf are written in elvish script. Against the eastern wall and behind the open door are a series of stone bins. They are filled with rotting cloth, brittle leather armor, belts, boots, and other items once owned by the prisoners. There is a door in the western wall.

No one can read the ledgers without knowing drow languages, which is obvious from the spider motif on the covers and the inhuman nature of the prison. There are lists of names and numbers within the ledger, detailing who or what was imprisoned here and in which cell.

Room #22: Disposal

Oily soot and ash permeate the webs within this room, but some of the webs have been removed forming a definite path through the webs that hug the eastern wall to the south wall. In all other places in the room, sheets of soot-blackened webs hang like palls.

Clearing away a few webs, you find a hearth covering the entire south wall. Grillwork supported by spear-like



points at the corners and center contains a large pile of ash. The ashes have been disturbed, and various bits of bones and teeth litter the ash pile.

There is a secret door behind the hearth where prisoners' corpses were disposed. To trigger the secret door, pull up the spear at the left front corner of the ash basket and step back. The entire fireplace, with the exception of the chimney slides forward, revealing a 4' high, 20' wide entryway.

The chimney is 1' square and climbs straight up for 100 yards. It ends abruptly at a teleporting gate that sends everything up to a random undetailed room on Undermountain's Level One; the room is filled with smoke due to an open *eversmoking bottle* resting in the center of the room.

Room #23: Be Careful What You Wish For . . .

This room is perfectly clean, clear of webs, soot, and the sound of dead spiders crunching underfoot. There is a simple stone table against the west wall. Atop it are a pile of eight diamond-shaped rocks with spider symbols carved on them. Looking around the rest of the room, there is no other furniture, but there are small niches in the ceiling, floor, and walls that seem to match the rocks' size.

In the far eastern end of the room (the last 10'x20' area on the right of the room), there are indentations in the ceiling, floor, and the north, south, and east walls. If stones from the table are pressed into those indentations, the stones' spider sigils glow, and a magical web grows slowly between the points. A voice rises from the web and asks in Drow tongue, "Friend, family, or foe?" No matter what the answer (or whether the message was understood or not), the weblines shimmer slightly and a cracking but powerful voice cackles, "No one uses the drow warden's *gate* without my leave. Naughty that you should try to depart so soon. . . ." Halaster teleports a two-headed troll through the *gate* and then deactivates it. Once the *gate* shuts down, the stones are depowered for a week.

Troll, two-headed (1): hp 70.

Room #24: . . . And Throw Away the Cell!

At the end of the corridor, you find a pile of thick chains cast into the western corner. Turning right, you enter a hallway blocked by a dropped portcullis. The winch chain to raise it has been unhooked and removed, but the area is generally free from webs, suggesting that someone has been here recently. In fact, you can see light coming out from beneath the fourth door on the right!

All cells are shut behind stuck and locked outer doors and inner cell doors. The cells themselves have shackles on at least two walls, a rope bed bolted to the wall facing the door, and a hole in the corner for a latrine; this privy teleports waste and nonliving matter directly to Level 4. All cells contain the rotted, skeletal remains of various humans and dwarves.



The outer door to Room #24H is unlocked and unstuck; it is, however, set with a *fire trap* of 1d4+5 points of damage. Opening the door, the PCs are greeted by a surprising sight:

It's hard to say what's more distracting about this room—the light or the smell of garlic. The cell within is ablaze with magical light projecting from all surfaces. The bars to the cell are festooned with wreaths of garlic, two silver holy symbols of Sune, and a large round shield hangs on the door's center, also decorated with Sune's mark.

Beyond that is a bedraggled man in chain mail and a priest's tabard. His dark brown hair is long and shaggy, as is his beard. While he appears relatively healthy, his skin has a sickly pallor to it. "Quickly, someone grant me the courtesy of a dagger, and the rest of you go keep watch that the huntress does not trap us all here!"

Cell #24H contains the slightly mad Lineus, a 6th level priest of Sune. His story is in the **Lost NPCs and Magic** chapter. He is positively desperate for a dagger or razor, as he's spent the last two months polishing the inside of his shield to act as a mirror and he's absolutely mortified at his appearance.

If given a dagger, Lineus will immediately forget the presence of anyone else and attend to his primary business. He strips off his tabard and his chain mail tunic, and casts *create water*, showering himself with water. He spends the next hour carefully washing himself, cutting his hair, and shaving off his beard. He will ignore all threats short of direct confrontation; even then, he will simply respond with, "I'll be with you directly, but there's no reason for me to be seen like a barbarian, is there?"



Lineus has the key to his cell behind a loose stone at the head of his bed. He also wears a gold key on a leather thong around his neck—one of the keys needed to activate the exit gate! He was waiting for someone—he assumed it would be his old comrades—to return to help him find the other two *gate* keys and escape. He originally wished to find his sister, but eleven months of cat-and-mouse games with Huntmistress Dhusarra has left him with little stomach for dungeon exploration. He will accompany the party, but will insist on attempting to escape the dungeon as quickly as possible. He knows what traps to expect in Rooms #1, 19, 21, 22, 25, and 29, and can warn the group about the vampire Huntmistress.

Room #24I is the former guards' station. It is open to the corridor and contains a wooden table and three chairs; any of these will collapse into piles of rotten wood if touched. A rack of weapons lies on the north wall and holds two rusty, pitted long swords (usable, but will shatter on a roll of 1-5). On the southern wall are eight pegs with a key hanging from all but the last peg (see Room #24H).

Room #24J is the former warden's living area. The area now holds only the dusty remnants of a wooden bed with a straw mattress, a small table, two chairs, and a cupboard. The cupboard holds three petrified loaves of bread, a blackened moldy morass that was once a leg of meat, and three bottles of wine, now all vinegar. A search of the room for more than one turn will uncover a ring similar to the one in Room #20E; this ring is a *ring of telekinesis* with a 25 pound Strength limit. Its effects, rather than the normal invisible effects, appear as ephemeral spider legs that stretch out from the ring to grasp or manipulate the target.

The Hunter's Lair

Room #25: Watch Your Step!

The initial "gate" exiting from Room #1 looks like a metal gate with a hinge opening on the right side. It is actually a portcullis with a metal frame to disguise its function. The portcullis must be "lifted" as normal (i.e. Lift Gates roll), but it needs to be pushed down into the floor rather than lifted into the ceiling.

Once you get past the first gate and out of the entry room, the ceiling of this corridor rises to 20' above the floor. There are six small holes in the ceiling every 10 feet along the corridor.

A portcullis comes crashing down halfway down the corridor, but only after it was exposed to light (the PCs' torches or light sources) and then the light is taken away. When the portcullis drops, the first 60' of the corridor (west of the portcullis) drops 100' and 20-foot-long chains come out of the ceiling. They hang at the previous floor level ten feet apart.

Sixty feet further, the corridor ends in a large room; at the same time the portcullis and floor drop, a spear juts out from each of the walls, floor, and ceiling, to form an interlocked gate that blocks the eastern end of the corridor. There is some sort of magical screen that obscures all types of vision in the doorway and prevents anyone from looking into the room beyond from this corridor. A bend bars roll at -20% or a successful disarm traps will open this gate.

If the weight on the floor between Portcullis 2 and 3 is reduced to 100 pounds or less, both portcullises and the first 60' of the corridor reset and the corridor returns to normal.

Room #26: Hall of Mirrors

Stepping across the threshold into the next room is extremely disorienting. Every surface in this room from floor to ceiling is mirrored, and every step you take could send you into a mirror or cause you to fall down due to the loss of perspective. It's impossible to tell where anyone or anything else is in this hall—there are at least 10 of everyone! There are a large number of glowing balls of light floating about the room.

The glowing balls of light are reflections of a will o' wisp that has been trapped here for thirty years, unable to pierce the reflective secret doors or the exit. It knows the room's layout perfectly and homes in on the life energies of the PCs. Its main tactic is to zoom close by victims, startling them and causing them to either flee or chase after it; this may cause the PC to careen off the mirrors or fall, and eventually the wisp can feed. It will only discharge electricity at a foe after at least two passes or it takes damage.

All attacks within the hall of mirrors are difficult due to the distracting multiple reflections. If within melee range of a target, the PC is still at -2 to attack due to the many reflections. For missile fire, treat any target as if it has a *mirror image* spell active with 1d8+1 images; attack rolls are made, and the DM checks which "image" it hits (the target is "1" on a d10) to say whether the target was hit or the shot reflects off a mirror.

Movement in this room is treacherous. If a PC's movement rate isn't reduced by half or more to carefully navigate through the room, there is a 10% chance per movement rate point that a PC will collide with a mirrored pillar or wall for 1 point of damage. After each collision, the PC must make a Constitution check or also be stunned for the following round.

The mirrors reflect all spells and spell energy they touch except spells cast before entering the room (like *protection vs. evil* or other ongoing spells). Any spells cast in this room cause all mirrors within 10' of the caster to erupt with crackling energy that arcs wildly and blasts the caster! The basic damage is 1d4 points per level of spell cast, and 1d4 additional points for each mirrored surface (including the floor, but not the ceiling 20' above) within 10' of the caster.

Squares marked with an "X" on the map are trapped; there are no marks on the mirrors themselves. If that space is stepped on, the entire mirrored square recesses slightly and a clear grease sprays out in a radius of 15' in all directions as well as onto the square itself. The physical effects are equal to a *grease* spell but saving throws to hold weapons or even walk upright are at a -2 penalty. Each PC within the area of effect must make a saving throw vs. paralysis or they land poorly or hit their heads for 1 point of damage. The grease dries up in 10 rounds and the trap resets. It will not activate if people step off the marked square, but it will be activated again if it is stepped on after leaving it.

The mirrors are reflective metal that cannot be scratched by anything, including diamonds or magical weapons. If a PC attacks a mirror, intending to shatter it, make a saving throw



vs. crushing blow for the weapon at a +2 bonus; if it fails, the PC only manages in shattering the weapon against the mirror.

The four exits are hidden behind illusory mirrors, as is the entrance from Room #25, should any look behind themselves; a standard check for secret doors along that wall will not uncover the illusions, but closing one's eyes and feeling along the wall will easily pierce it. Keep in mind that the grease traps will make searching for the secret doors very difficult and slow, as saves must be made each round within the greased area.

Will o' Wisp (1): hp 49.

Room #27: Tunnels of Terror

Unless the PCs enter Room #27 from the southernmost exit from the hall of mirrors, read the following description:

You enter a short, dark hall that leads into a longer hallway. A torch flickers in the distance against one wall, illuminating a short staircase leading up to a small landing. Atop the landing is an older man in black robes. He wears a black skullcap, carries a staff with a small skull mounted on it, and magic swirls about his fingertips as he's starts to cast a spell at you!

This is all an illusion, from the torch to the wizard itself, and it is simply an opportunity for the PCs to overreact, waste a few spells or missiles, and lament at how easily they can be fooled. The illusion is dispelled once something comes into physical contact with it. If the PCs enter the last entrance at the foot of the landing, the illusion is activated but quickly dispelled.

Rounding the corner, you face another corridor over 100 long. Another torch gutters weakly by the small set of stairs at the end of this corridor, and it lights the face and form of a different wizard! The blue-robed young woman has floor-length red hair, many rings on each hand, and she carries a jet-black quarterstaff in her hands. "So, my illusion didn't warn you away, did it? Well, perhaps this will!" She raises her arms, holds the staff held high, and her voice lowers in incantation.

Once again, while vocal and a little more provocative, this wizardess too is only an illusion (dispelled by physical contact). Should the PCs either cast spells or allow the illusion to cast a spell, the spells come into contact with the dead magic zone that fills the center of this corridor and the next one. Its anti-magic field is so strong, it forces all wizard characters to make a saving throw vs. poison or become weak and physically ill while in the dead magic zone and for 1d4 rounds after that (Movement reduced by -4, -1 on attack rolls, +2 penalty to initiative).

Coming around the bend, you see a darkened hallway with no torches or illusory wizards looking back at you. The air is still and perfectly quiet, aside from the noise of you and your friends. Moving slowly along the corridor, there is nothing of interest until your foot brushes up against something on the floor. Reaching down, you dispel an illusion covering the floor. You find the skeletons of two humans lying on the ground, splayed out and reaching for the corridor's end. Their skeletons are in numerous pieces, and some long bones are sliced lengthwise!

If anyone steps forward after discovering the skeletons, they will trigger the trap; the next block (after 60') will sink along its entirety to release the trap (-20% to find and disable traps). If anyone tries tampering or checking on the trap and fails, the trap is sprung.

Four 8' high saw-toothed rolling blades fire out of the stairs at the far end of the corridor, rolling in grooves spaced about two feet apart each. They roll down the corridor at MV 12, run down targets with a THAC0 6, and do 1d12+4 points of damage per blade; the blades reach the PCs' current location on an initiative of 6. Anyone still in the corridor when the blades' initiative occurs is subject to attacks from two of the blades (one if up against a wall). If the PCs escape the paths of the blades, they see the blades pass into recesses at the end of the corridor. The PCs have two rounds after the blades enter the wall before they are reset and can be triggered again. Once the PCs are within 20' of the short stairs, they are safe from the trap.

The trap is triggered by any weight placed on the squares between the 60' and 120' marks (counted from north to south). To cancel the trap when exiting, PCs simply need to stand on the stairs, toss a rock or item more than 20 feet into the corridor to send the blades down the hall, and run out behind them before they reset.

As you round another corner, your torch and other exposed light sources flash light onto tiny mirrors embedded in the corner and the walls (the walls rise to a height of 40' here). The light quickly coalesces into a sparkling beam that bounces down the corridor, off other tiny mirrors, to form a pyramid of light. Then, the light beams flash brightly, the pyramid dissolves, and a mantichore stands atop the now-familiar small set of stairs. It roars and begins stalking down the stairs to satisfy its hunger on you!

The light from any source, whether magical sword or torch, would activate this *gate* Halaster set to draw in a monster from the dungeon at random. The mantichore is hungry, and it will keep its distance, firing tail spikes for two rounds until it is engaged directly. This *gate* only activates once per day. If the PCs are uninjured or are getting cocky, DMs are encouraged to alter the summoned monster and engage boastful player characters with "more of a challenge."

Mantichore (1): hp 40.

Room #28: Dhusarra's Domain

Room #28A: Offerings and Offal

After vanquishing the monster, you approach a door at the end of the corridor. This door is reinforced and oddly enough, has a lock within the door as well as a padlock on the outside.

The inner door lock contains a trap with knockout gas (saving throw vs. poison or fall unconscious for 1d6 hours). If all the PCs succumb, they awaken shackled within the room.

If they succeed in opening the locks without setting off the trap, read the following:



Inside the door is a cobweb covered room with an angling row of five pillars bracketing each side of the door. There are four sets of wrist shackles on the far wall, and identical shackles on the center three pillars on both sides of the room. The pillars are 14' high and stand free from the 20' high ceiling. All the walls have fanged gargoyles' heads leering down from the ceiling level. These are spaced every 10 feet around the room.

Four people are imprisoned here. Two women are shackled to the center pillars on either side of the room, and two men are chained to the back wall. All are clad in rags. One of the women is obviously Calishite, and clad in dancing silks. The others appear to be Waterdhavian servants by their apparel. All have wounds at their necks, the dual puncture mark of the vampire. Once you enter the room, the two women and a dark-haired man begin pleading with you to free them. Their blonde companion looks up groggily, and then bursts into a frenzy. He flexes his shoulders, pulls the shackles out from the wall, and rushes toward you, fangs and claws bared!

The initial vampire is unfed and newly turned; he has the enhanced Strength, hand-to-hand damage, armor class, and magical weapon defense of the vampire, as well as its bite. He has no other abilities at this time, and will attack savagely and without coordination. He will stop and feed on the first victim he brings down; if it can hold a victim and bite its neck for two rounds, it will gain full vampire status with all the vampire's standard abilities. No matter how the fight against this vampire is going, read this description after two rounds.

During the fight, you are momentarily distracted by the scream of the young Calishite dancing girl. You look up to see a thick, miasmic mist flowing out of a gargoyle's mouth high above on the wall. It rolls down the wall and coalesces into a striking female figure. She is Calishite, like the dancing girl, but she is clad in tight black silks and she wears a headdress and cloak made from a glistening blue-black pelt. Around her hands, she wears elaborate metal claws that she clicks together unnervingly.

"Well, prey turns predator and finds a meal on the hoof. Hmph. This does take much of the fun out of the hunt, but hunters never abandon food that presents itself so willingly. Come, little ones, and offer yourselves to the blood god's priestess. I have fed recently, and desire only to sacrifice you to noble Malar, the god of the hunt."

After two rounds of combat with the first vampire, Dhusarra will materialize from out of her tomb. She will engage the party with spells initially and then her claws. She will flee to the tomb if reduced by more than half of her hit points. She will use only her claws and the *ring of shocking grasp* in combat, not her energy drain attack, preferring to use her holy items to sacrifice to her god.

The southern wall has grinning gargoyles' heads every 10 feet, just like the other walls. The left-most head has an opening behind the mouth where the others are solid stone. PCs must break down a 2 foot thick wall of soft stone to open an entrance they can use to get at her resting place. (Use the rules on

Siege Damage on page 105 of the DUNGEON MASTER® Guide.)

A combined Strength of 30 or more is needed to knock over one of the pillars. Once over, the pillar can be picked up as a battering ram by a combined Strength of 25 or more.

With a successful Intelligence check, any natives of Waterdeep recognize that the servants wear the tattered badges of servants of the Anteos noble family.

Nomos, male vampire (1): hp 27; SA Nil; MR Nil; SZ M (6' tall); Int Low (5); XP 5,000.

Notes: Nomos' statistics are all reduced from the norm of a vampire since he has only recently turned. If he can attack one PC or NPC and bite it for two rounds, he will gain full vampire status (as the MONSTROUS MANUAL).

Dhusarra, female vampire and dual class character (F 11/P(Sp)14 of Malar) (1): AC -1 (*bracers + Dex adj.*); MV 12, Fl 18 (C) (as bat), Fl 18 (B) (*winged boots*); hp 119; THAC0 7 (5 Claws); #AT 1 or 2; Dmg 5-10 (either hand or Claw); SA *Charm person, energy drain*; SD +1 or better weapon to hit, *gaseous form, regeneration, shape change (bat), spider climb*; SW Garlic, holy symbols, turning; MR Immune to *sleep, charm, hold, poisons, paralysis*; SZ M (5' tall); ML Champion (16); Int Exceptional (16); AL CE; XP 17,000.

Notes: SA—Dhusarra can normally summon rats or bats, but this power is unavailable on the Lost Level.

S 18 (76), D 16, C 12, I 16, W 17, Ch 14.

Personality: Haughty, cunning, vengeful, ruthless

Special Equipment: Claws of Malar (1d6+4, 2 attacks per round); *bracers of protection AC 1, Dhusarra's ring, ring of shocking grasp* (adds 1d8+6 to one claw attack per round), *scarab of enraging enemies, winged boots*.

Spells 1st— *cause fear* (x2), *command, darkness, detect snares & pits, faerie fire, pass without trace, protection vs good*; 2nd— *find traps, hear metal, hold person* (x2), *obscurement, silence 15' radius* (x2), *withdraw*; 3rd— *animate dead, bestow curse, cause blindness or deafness, continual darkness, dispel magic* (x2), *protection from fire*; 4th— *cause serious wounds* (x2), *free action, produce fire, protection from good, 10' radius*; 5th— *flame strike, slay living, wall of fire*; 6th— *blade barrier, harm*; 7th— *confusion*.

Room #28B: Flying Fangs

After creating an entrance into the tomb, you are confronted by a set of steep stairs leading to a curtain of darkness. Through the darkness, you can hear the echo of the vampiress' laugh, but you cannot see anything at all above the stairs.

A permanent spell of *continual darkness* blankets the 30'x20'x20' area at the top of the stairs. If anyone steps 20' ahead of the stairs, a volley of spears flies at the PCs (THAC0 14, random target determination among those above the stairs). PCs within the darkness cannot normally detect or cancel this trap.

Ten feet up on the eastern wall is a small hook. A key hangs on the hook—one of the exit *gate* keys! Even Dhusarra doesn't know the key is here, since she uses her *ring* to reach Room #30.

Room #28C: Dhusarra's Sarcophagus

Emerging from the oppressive darkness, you turn a corner into a wide hall with a low staircase rising up to a dais holding a sarcophagus. Standing close to the north wall is Dhusarra, smiling with her fangs and Claws gleaming brightly. She pulls a switch on that wall and laughs hideously as bright daggers begin firing out of recesses within the stairs!



Once she throws the lever (Initiative 2), daggers fire out from the stairs and toward anyone not standing on the dais (THACO 16). Six daggers fire each round for four rounds, and then the mechanism is out of ammunition. Dhusarra may stay and fight if she has a chance to recover enough hit points, or she may simply turn to mist and seep into the sarcophagus, leading them down below into the crypt.

The sarcophagus itself is impressive carving work. It is all one solid piece of stone and the top is a stone relief carving of a male vampire at rest. Its face is snarling, and its mouth is open—this is the only entry point for a vampire in mist form. If carefully inspected, a PC can see she is not within the sarcophagus.

It will take a Combined Strength of 50 to topple this sarcophagus to be able to find the hidden stairwell where Dhusarra fled. Once overturned, the PCs can find an open hole in the dais and steep stairs leading down into darkness.

Room #28D: Descent Beyond Death

Walking down the stairs, you reach a landing above an open torch-lit room with a ceiling 20' above the landing. The floor of the room is below you about 50 feet down from the landing. There is no rail on the outer edge of the stairs, and the stairs are very steep. All the walls are lined with exotic animal and monster hides. Dhusarra is nowhere to be seen.

Among Dhusarra's trophies are the hides of two leucrotta, a behir, a remorhaz, a very young blue dragon, two unicorns (with skulls and horns), four gnolls, and three kuo-toans. Ten feet above the entrance to this landing is an alcove covered by an illusion, making it look like the rest of the wall. Dhusarra's main coffin leans up against the back of this alcove. Hidden within a secret compartment on the bottom of the coffin are a wizard's spellbook (contains *detect magic*, *enlarge*, *hold portal*, *read magic*, *sleep*; *blur*, *deafness*, *mirror image*; *blink*, *fireball*), a pair of *gauntlets of swimming and climbing*, a *robe of eyes*, and a *bag of holding*.

The stairs hug the western wall and go steeply down to the floor but no rail exists on the open side. Once all PCs are on the stairs, they will come under attack from Dhusarra who flies out from #28E to attack (Initiative 3). She will target priests first and mages next, grabbing characters and pulling them off the edge to drop them for falling damage. She will perform this tactic until all PCs are on the floor, and then she'll take her vantage point on the landing above, lobbing spells at her prey. She will not pursue anyone into the northern corridor, knowing they have only one way out—through her! If she is reduced to less than 30 hit points, she will flee to Room #30 by using her *ring*, abandoning this lair and its treasure for a safe place to heal and plan her revenge. If the PCs remain in Undermountain or continue adventuring there, Dhusarra will become one of their most implacable foes, hunting them for years if need be.





Room #28E: Treasure Room

Beyond the high-ceilinged trophy room is a long hallway leading further north. After turning a corner and heading down a few steps, the corridor ends with a blank wall; the secret door's trigger (a series of three recessed buttons) cannot be found if PCs focus on the wall—the trigger is hidden in the stairs behind them.

As the wall sinks into the floor, an octagonal room comes into view—one filled with treasures! There are various mounds of coins in the corners, a bleached halfling's skull turned upside down and filled with gems, a richly boxed set of silverware, and other wondrous riches! There is also a shelf with various items and weapons, flanked by a standing suit of plate mail.

The treasure chamber holds: 14,000 sp; 3,225 gp; 1,100 ep; 12 white pearls (100 gp each), six black pearls (300 gp each), and three amethysts (400 gp each) all in a bleached halfling's skull; 4 Calishite crystal bowls (40 gp worth each); and a full set of pure silver dining cutlery marked with the seal of King Azoun of Cormyr (court silverware for 12; 500 gp).

There are magical items within the treasure hoard, and all are arranged on the eastern wall: *ring of sustenance*; *ring of feather falling*; *amulet vs. undead* (5th L); *dagger* +2, and three rings that match one worn by Dhusarra herself (see *Dhusarra's ring* in the **Lost Magic** section). The standing armor is *armor of command*; the sword is a *scimitar of speed*.

Egress Perilous

Room #29: The Ring of Death

From the central room mosaic, you can see a glowing set of letters carved in the arch over the southern doorway: "EXIT." The doorway south from the entry portal room is filled with a greenish light emitted by a pillar of emerald flames at the back of this new room—could this be a gate leading out of here? Unfortunately, the pillar *gate* is surrounded by a ring of floating beholders! All around them are petrified and shattered remains of other adventurers who fell before the beholders.

The beholders in this room are all servitors of Halaster, and their standing order is to keep all living things away from the pillar. Only the elder orb understands that it is not the exit gate and he protects a key that floats in mid-air directly behind the pillar. If any PCs come within 20' of the key, he (or the death tyrant) will swallow the key to protect it. One gate key always materializes here and is always heavily protected.

With that in mind, the death kiss will be the first foe to engage any party members with its telescoping tentacles at a 20' distance. Next comes an undead beholder from the western side of the room. With these two as the front rank, an elder orb (originally hidden behind the pillar) will move to guard the pillar from any others that might slip past the more active guards. The death kiss will fight to the death to keep anything from entering the pillar, but the death tyrant and its commander, the elder orb, only fight to the death if PCs are actively after the key. Once a character is dead (less than 0 hit points), the beholders do not see it, as they are charged only to fight the living beings trying to approach the pillar.

None of the beholders pursue anything through it if it enters the pillar. If anyone enters the pillar of flame, he or she is teleported to one of the locked cells in Room #20 or Room #24.

Treasure lies about this room where its bearers died, and many items are hidden beneath rubble of petrified and broken heroes. In the northeast corner is a petrified human hero, a smooth hole disintegrated through his head, with *banded mail* +2 and a *bastard sword* +4. A skeleton in the northwest corner wears *scale mail* +3, holds a *scimitar* +1, and has an empty girdle of many pouches around its waist. A petrified wizard stands in the southeast corner, his arms raised in panic (though one arm now lies broken on the floor); his petrified stone backpack still holds viable items: a *potion of ventriloquism*, two scrolls (*protection vs. undead*, *stone to flesh*), a *wand of secret door and trap detection* (9 charges) and a *wand of frost* (26 charges). Under a large pile of stone coins in the northeast corner is a petrified fist wearing a ring of wishes with one *wish* remaining in it.

Finally, the personal treasure of the elder orb is hidden under the floor behind the pillar of flames. The sunken stone chest is noticeable with a secret doors check at +1. Inside is a spellbook with these spells: *color spray*, *magic missile*, *wall of fog*; *blur*, *ESP*, *web*; *dispel magic*, *fly*, *protection from normal missiles*; *confusion*, *control death tyrant*, *Evard's black tentacles*; *feebelmind*, *telekinesis*; *chain lightning*; *prismatic spray*; *create death tyrant*, *polymorph any object*; *time stop*.

Death kiss beholder (1): hp 80.

Death tyrant, undead beholder (1): hp 52.

Notes: SA—Undead beholders have all the abilities of standard beholders, but they lose a few eyestalks when becoming undead. This death tyrant is missing its eyestalks with these abilities: *disintegrate*, *fear*, *cause serious wounds*, and *charm person*. Its *charm monster* eyestalk functions as a *hold monster* power now.

Nagus, elder orb beholder (1): hp 75.

Notes: SA—Nagus can memorize one spell of each spell level from 1st to 9th level. Nagus is missing his eyestalks with *cause serious wounds*, *death ray*, and *fear* effects.

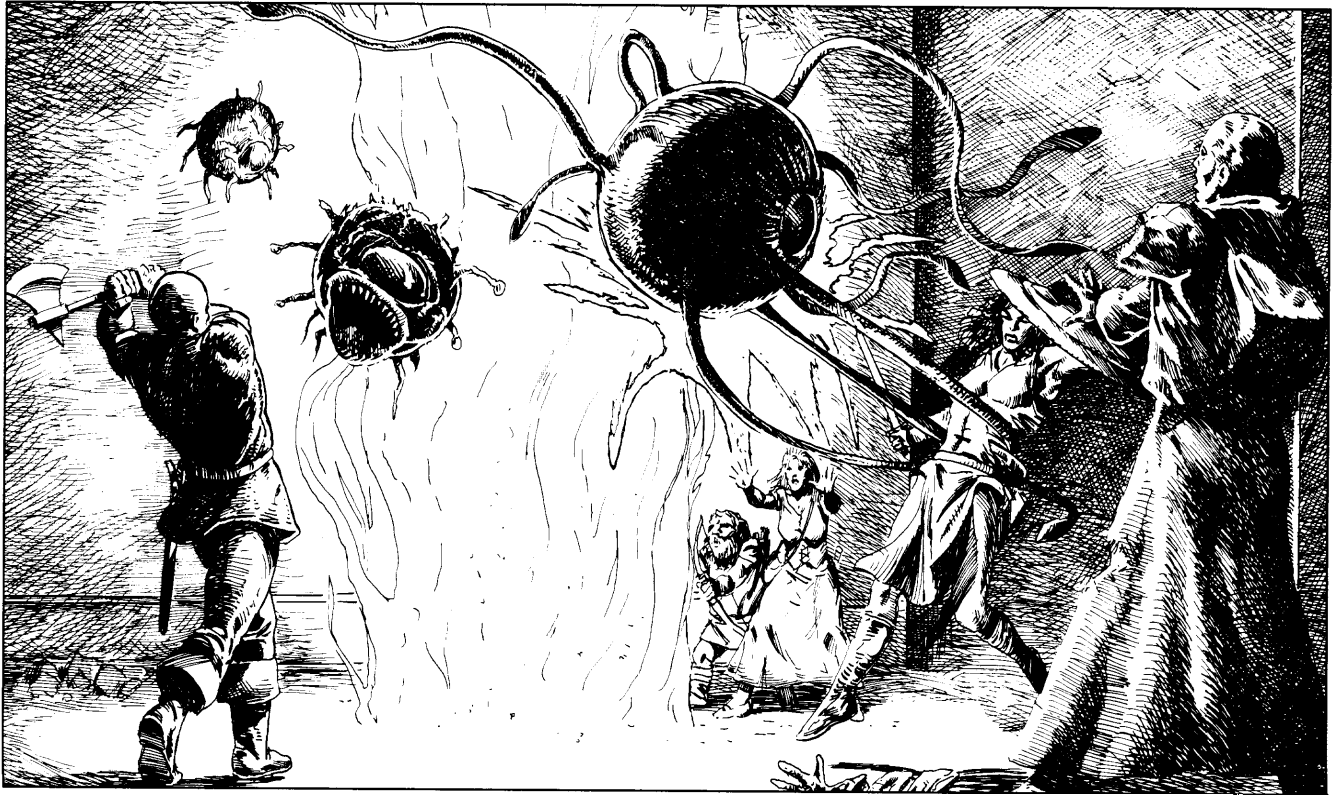
Spells: *magic missile*, *web*, *fly*, *confusion*; *telekinesis*, *chain lightning*, *prismatic spray*; *polymorph any object*; *time stop*.

Room #30: The Pillared Portals

You emerge from the gate and glow slightly for a second with harmless green flames lingering on you. You stand in a large alcove, and before you is a huge room with 25 identical flaming pillar *gates* just like the one from the beholders' room! The only difference between these *gates* is that all their colors shift and alter in synchronous fashion. One second, all burn with blue magical flames, and the next second, they shift to green, then to yellow, orange, red, purple, and finally back to blue. Each change in color takes about a minute. The room is utterly silent.

If PCs search the room for clues and are careful not to touch any pillars, they can find words scratched into the tiled floor alongside various gates. Using the letters on the map as a key, the following Calishite words are carved by the *gate* letter in parentheses: "Yhaunn" (C); "Suzail 1" (H); "Home 2" (L); "Waterdeep 1" (M); "Home 1" (N); "Forest" (P); "Waterdeep 2" (Q); "Suzail 2" (R).

The following information will be found only by a PC making a successful secret doors check in the entry alcove.



Scratched on the floor behind the entry gate is a small mark; if the PC is a Harper or knows Harper marks, it signals that a message cache is hidden nearby in a low spot. In the southwest corner of the main room, there is a loose flagstone (found on a hidden doors roll). Underneath it is a small scrap of oilcloth folded around two small pieces of parchment.

The top parchment is a message written in Common, and reads:

Greetings, friend. This being my third trip through Halaster's blasted portals, I shall endure this level and its dangers no more. I have marked my first two exits from this infernal *gate* maze, and beseech you to take the first gate to Everlund with the speed of a quickling. The other leads simply to more danger only a mite higher in the Underhalls. Fare thee well, friend.

The second parchment is a map, obviously of this room. There are 25 dots within the square and the alcove is noted as well, to provide reference of which dot is which *gate*. Two of the pillar gates have runes drawn by them. Gate A is marked with the "Harper Refuge Nearby" rune, while *gate* Y has runes telling the PCs of "A Dangerous Place/Be Alert" and "A Harper Fell Here."

Key for Room #30 Gates

All of the *gates* remain stable and do not scatter the PCs across the Realms to random locations, like other *gates* within Halaster's domain. Like the initial *gate* that brought the PCs to the Lost Level, entering the pillar induces a sensation of falling

while in mid-step, and that step is completed at the exit point of the *gate*. Like entering this room, there is a lingering film of magical fire that clings to characters passing through these gates, but there are no indications of a *gate* exit at their arrival points (with the exception of *gates* G, N, and U). All of these pillars (except the one leading from Room #29, which is always active both ways) are one-way exits out of the dungeon.

- A: The players arrive in a small wooded knoll in the hills ten miles west of Everlund. The River Raurin and Moongleam Tower are both easily within sight below and to the east a few miles.
- B: This portal is undefined and is for the DM to construct a *gate* to another part of his or her campaign. The exit should either be a safe place somewhere secluded or a place of danger, but it should be limited to the continent of Faerun.
- C: The PCs materialize under an archway in the eastern end of the Stiltways of Yhaunn, the Sembian city's many-tiered shopping district. The *gate* moves the characters forward through time to the nearest night of the full moon when the moonlight shines on the archway.
- D: This portal is undefined and is for the DM to construct a *gate* to another part of his or her campaign. The exit should either be a safe place somewhere secluded or a place of danger, but it should be limited to the continent of Faerun.
- E: This portal is undefined and is for the DM to construct a *gate* to another part of his or her campaign. The exit should either be a safe place somewhere secluded or a place of danger, but it should be limited to the continent of Faerun.
- F: This portal is undefined and is for the DM to construct a



- gate* to another part of his or her campaign. The exit should either be a safe place somewhere secluded or a place of danger, but it should be limited to the continent of Faerun.
- G: Characters step out of a magical floor-length mirror in a hidden basement of a Sea Ward shop in Waterdeep. They are immediately surrounded and either tended to or attacked by five hired guards & two priestesses of Sune. The room is a sub-basement beneath the cellars of Mellibar's Magnificent Mirrors. This shop is in the northernmost building at the intersection of the Street of Lances and Westwall Street. Mellibar (LN hm F0, worshiper of Sune and Mystra) will grant the PCs access to the mirror entrance/exit hereafter for a fee of 2 gp per PC, provided they give him their oaths (sworn to the priestesses as well) that they will not reveal the existence of this two-way portal to anyone else. DMs should note that using the mirror- *gate* to enter Undermountain is less reliable, and it deposits any entrants at random locations on Level Two; PCs using the *gate* at the same time will never arrive more than 300' apart from each other, but arrival in one single location is impossible.
- H: The PCs appear in a 20' square room with no visible light sources and a sour smell; they face an obvious secret door in front of them, and it opens into a garderobe within the first level of the palace of King Azoun in Suzail.
- I: PCs arrive upon the roof of a well-kept two-story stone building in Waterdeep. There are two rooftop towers with doorways that lead down into the building. The building has recently changed hands and is now a dance hall called the Minuet. The building is the long building with two towers, and it opens onto the eastern end of Suldown Street on its western face and backs against the Cliffside.
- J: This or a is undefined and is for the DM to construct a *gate* to another part of his or her campaign. The exit should either be a safe place somewhere secluded or a place of danger, but it should be limited to the continent of Faerun.
- K: All PCs land face first in a large featherbed in a 3rd-level room of an inn near Piergeiron's Palace. The inn is the Lords' Respite, an expensive four-story stone and wood inn at the southwestern point of the Street of Silks and directly facing Ahghairon's Tower in Castle Ward. Within two rounds, the proprietor arrives to congratulate you on your escape and to charge you for any damages to his rooms (muddied bed sheets, etc.).
- L: The PCs enter a small, cramped stone room. A stone coffin rests against the eastern wall. The western wall contains a secret door easily spotted from this side, and it opens into the sewers of Calimport beneath the main marketplace.
- M: The party exits the *gate* in Waterdeep, specifically in the center of a gazebo on the Anteos noble villa estate (Building #141/N3). Unfortunately, the nobles are sponsoring a gala at the time, and the PCs are uninvited—and quite sudden-guests at a formal affair! The rather-stuffy Lord Anteos will be furious that a *gate* from Undermountain deposits "common, dirty, dungeon-crawling rabble into the heart of my estate!"
- N: The adventurers emerge from the *gate* into a secret room beneath the crypt on the estate of Abhuk, a minor pasha of Calimport. (This is Dhusarra's family crypt, and PCs spotted emerging from it will be attacked and arrested as tomb robbers or defilers.).
- O: The PCs are sent through time as well as space and arrive in Waterdeep 1d12 months and 1d8 days after they entered the *gate*. The arrival point is just inside the City of the Dead at highsun (noon); they are facing the gates which open onto Sleepers' Walk in Trades Ward. The PCs do not suffer any detrimental effects from the temporal jaunt, but any magical items with them with charges are all drained by 1d6 charges.
- P: The PCs arrive at a random location within the subterranean Wyllowood (see *Ruins of Undermountain II*). If this source is not available, insert a random location that is still within the Undermountain complex.
- Q: PCs arrive within a bright flash in the cellar of an abandoned warehouse in Trades Ward on Quill Alley and Wide Way. All *gate*-travelers are under the influence of a slow spell for 1d4 rounds as a lingering effect of this gate. The cellar also contains a hidden temple of Loviatar and the faithful there will immediately attack to capture or kill these intruders.
- R: PCs materialize within an apartment within the Court of Suzail, and the apartment is occupied by three corpses (dead wizards (1-4), fighters (5-8), or thieves (9-12)). The corpses are strewn around the PCs, and any weapons the PCs have in hand are covered with the blood of the slain. One round after the PCs arrive, a contingent of Purple Dragons bursts through the apartment door looking for some alleged assassins!
- S: The player characters' journey ends in Waterdeep. The arrival point is the top room of the lighthouse at the bottom of Waterdeep Harbor—125 feet underwater!
- T: This portal is undefined and is for the DM to construct a *gate* to another part of his or her campaign. The exit should either be a safe place somewhere secluded or a place of danger, but it should be limited to the continent of Faerun.
- U: The heroes exit the Lost Level into an icy cold cave. A fiery pillar *gate* also remains behind them in this cave. A crude rock door blocks the exit of this room from this side. Moving it to one side, the PCs find an icy ramp in a 3' wide crevice that leads down into a cave inhabited by three remorhaz! The cave is located where the Iceflow river meets the Spine of the World mountains.
- V: The adventurers are teleported into a huge cavern deep beneath the ground. They are stranded on a 100'-diameter island in the center of an underground lake and river system. The waters are occupied by giant gars and other carnivorous fish, and the nearest exit is a river flowing west out of the cavern. The cavern ceiling is over 100' above them.
- W: This portal is undefined and is for the DM to construct a *gate* to another part of his or her campaign. The exit should either be a safe place somewhere secluded or a place of danger, but it should be limited to the continent of Faerun.
- X: The adventurers exit the *gate* and find they are naked and, while unchained and unnoticed for a minute, in the slave pens of a drow city. Use *Menzoberannzan* or another drow city as a model.
- Y: This *gate* exits atop the large pyramidal temple just south of Room #51 on Level Two of Undermountain; when the heroes arrive, the *teleport* square north of the pyramid activates, depositing 1d6 random monsters at the northern foot of the pyramid.



Lost NPCs & Magic

This section details the major nonplayer characters that currently inhabit the Lost Level and reveals the hidden powers of the many magical creations within the Lost Level. Rather than introduce a number of tangled plotlines to the DMs (and, through them, the PCs) within the dungeon key, the histories of each of the NPCs is detailed here. Dungeon Masters can adapt and use any parts of the characters' stories to implement any plots he or she wishes to work into the campaign while the PCs are on the Lost Level.

Bandaerl Dumatheir

High Old One of Dumathoin

Game Data: LN dm—archlich P(Sp)20 of Dumathoin; S 16, C 19, W 18. AC -1; 93 hp.

Spells: 1st— *bless*, *cause fear* (reverse), *command*(x2), *cure light wounds* (x2), *detect evil*, *light*, *protection from evil*, *purify food & drink*, *remove fear*; 2nd— *aid*, *augury*, *charm person/mammal* (x3), *enthrall*, *heat metal*, *hold person*, *know alignment*, *silence 15' radius*, *withdraw*; 3rd— *create food & water*, *cure blindness or deafness*, *cure disease*, *curse*, *dispel magic* (x2), *meld into stone*, *prayer*, *speak with dead*, *remove curse*; 4th— *cure serious wounds* (x2), *divination*, *neutralize poison*, *protection from evil 10' radius*, *spell immunity-hold person*, *spell immunity-magic missile*, *tongues*; 5th— *air walk*, *atonement*, *commune*, *cure critical wounds*, *flame strike*, *quest*, *raise dead*; 6th— *blade barrier*, *forbiddance*, *heal*(x2), *heroes' feast*; 7th— *resurrection*, *succor*.

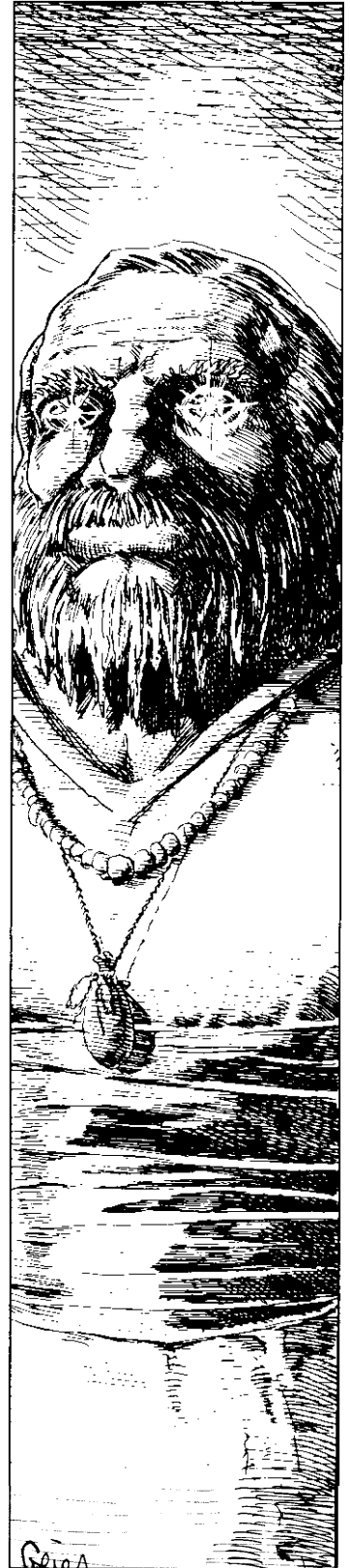
Special Equipment: *axe of hurling*, *chime of interruption*, *mace +4*, *defender*, *ring of free action*, *ring of protection +4*.

Description: Bandaerl, from a distance, appears to be a normal dwarven priest with perhaps a bit more dust and dirt collected on him than is normal. Upon closer inspection, he looks like a dwarf made out of rock. Bandaerl's skin is a light gray slate and his beard is made up of a cluster of stalactites rather than hair. His eyes appear normal except for his irises, which sparkle like deep green emeralds. Despite all this, he retains full mobility and moves, sounds, and acts like a normal dwarven priest. His clothes, unlike the rest of him, are still well-kept priests' ceremonial robes of cloth, or armor of metal—he has simply calcified over his centuries of service to the clan and Dumathoin.

History & Notes: The archlich priest's full name and titles are "Bandaerl, son of Rykos, blood of Melair, High Old One of Dumathoin, and protector of Melairbode's essence." Seventeen centuries ago, Bandaerl arrived in the Realms, the fourth son of Rykos, a priest of Dumathoin and elder of the family Dumatheir within the clan. Bandaerl was also, by birth, the great-great-grandson of the clan's King Melair.

Like his father, Bandaerl became a priest of Dumathoin during the last centuries of the clan's power in Faerun. The Underdark invasions began and sounds of the miners' picks and the smiths' hammers began to die out. Within a century, the drow and duergar had reduced the clan to a shadow of its former self, and the temple to Dumathoin had become the clan's mausoleum. Approximately 1,200 years ago, all but 50 dwarven warriors and 25 priests abandoned the Underhalls into the unknown (see Room #15D). Soon after this, a major offensive by the drow slaughtered all but Bandaerl, two lesser priests, and eight warriors. The doors to the temple were fully sealed with elaborate prayers to Dumathoin. The temple and tombs, aside from four isolated incidents across the centuries, have remained inviolate for over 1,100 years.

After tending to the interment of the fallen warriors and priests, Bandaerl had a vision. He would be the temple's guardian, and all the others would escape with their comrades through the portal in the Hall of History. Bandaerl saw to their passage, then sealed the portal. For 800 years, he would walk the halls of the temple alone, recording the stories and history of the clan, and adding them to the Hall of History. Monthly sacrifices of gems to Dumathoin gave Bandaerl a purpose and over the centuries he has tripled the size of Dumathoin's natural temple (Room #17). Every 50 years Bandaerl makes an item to honor Dumathoin and the craft of the clan, although most have been sacrificed to Dumathoin, he has kept a few.





Over the course of the last 350 years, Bandaerl has been blessed with companions who, whether by chance or some higher purpose, arrive at the Melairkyn temple and can answer the riddle of Dumathoin. Among those who have remained for a time at the temple, learning of the clan and its history, are Johanna Kherrispehril, Khelben Arunsun, Jemuril, and Yaereene Ilbaereth. While Bandaerl looks like a stone golem, he is still a dwarf at heart and acts as such to his guests. He is quite lonely though, and any dwarf within the temple will receive nearly anything he or she wishes.

Huntmistress Dhusarra

Game Data: CE hf vampire F11/P (Sp) 14 of Malar (dual-class); S 18(76), D 16, I 16, W 17. AC -1; 119 hp.

Spells (Priest): 1st— *cause fear* (x2), *command*, *darkness*, *detect snares & pits*, *faerie fire*, *pass without trace*, *protection vs. good*; 2nd— *find traps*, *heat metal*, *hold person* (x2), *obscurement*, *silence 15' radius* (x2), *withdraw*; 3rd— *animate dead*, *bestow curse*, *cause blindness or deafness*, *continual darkness*, *dispel magic* (x2), *protection from fire*; 4th— *cause serious wounds* (x2), *free action*, *produce fire*, *protection from good*, 10' radius; 5th— *flame strike*, *slay living*, *wall of fire*; 6th— *blade barrier*, *harm*; 7th— *confusion*.

Special Equipment: *Claws of Malar* (1d6+4, 2 attacks per round); *Winged Boots* (18B), *Bracers of Protection AC 1*, *Dhusarra's Ring*, *Ring of Shocking Grasp* (adds 1d8+6 to one claw attack per round), *scarab of enraging enemies*.

Description: Dhusarra appears to be a seductive young woman with the dark skin of Calishite birth. She has long raven-black hair and eyes of deep chestnut brown. She wears black silk tunics and breeches with black slippers, over which she wears a mantle and headdress made from the complete pelt of a displacer beast. While she seems to be about 25 years old, she has been a vampire for over 50 years and is actually 79 years old.

History & Notes: Dhusarra was a rebellious young woman of a minor Calishite family who fled her home to escape an arranged marriage. She fell in with some adventurers heading north and learned how to fight from a warrior named Katar. She learned quickly, and she and her comrades learned the ways of the Underdark, where many of the group's expeditions led them.

Her destiny took a wide turn with an accidental *teleport* into Undermountain's mysterious Wyllowood (see *Ruins of Undermountain II*). Her companions fell one at a time to the hunts of the priests of Malar. She conspired with one of the priests to allow her to live and join them. She renounced her fellows and became an ardent follower of Malar, the god of blood and the hunt. This religion was her true calling, the faith matching her own inner ruthlessness.

After two years with the sect in Wyllowood, Dhusarra claimed the title of Huntmistress by her skill and determination (as well as a little selective thinning of her opponents). She felt ready to lead a group of Malar's faithful on more dedicated hunts within the halls of the fabled dungeon Undermountain itself. While her first three forays were successful, she and two others fell in battle with a vampire during her first trip to the Lost Level. The trio became slave vampires to the master, a 102-year-old vampire

formerly from Longsaddle named Noreyth. The four vampires used the various portals out of the Lost Level to prey on creatures both inside and outside of Undermountain.

Approximately 50 years ago, a well-prepared group of adventurers ambushed the quartet of vampires on Level Two of the dungeon. Her two companions were slain outright, and she and her master were nearly killed as well. Dhusarra helped Noreyth escape and then destroyed him in his crypt, reclaiming her title as a Huntmistress of Malar and now master vampire.

In 40 years, she has set up more than a dozen defensible resting places within Undermountain, but the Lost Level is still her home. She knows where eight of the teleports from Room 30 lead, and has scrawled in the floor her names for their destinations in Calishite (see Room #30).

Halaster

Game Data: CE hm W29?; D 18, I 19. AC 6; 91 hp.

Description: Halaster's true form is a gaunt old man prone to wild cackling. He wears rotting, tattered brown robes and a black cloak thrown over his shoulders. Most often, Halaster's presence is evidenced by watching eyes floating amid glowing, sparkling motes of light or huge spectral hands with no body attached. Halaster is, with no doubt, among the most powerful mages in Faerun despite his great age and long-lost sanity.

Notes: Halaster Blackcloak is the long-fabled "Mad Mage of Undermountain," its most dangerous and unpredictable creator and caretaker. Halaster looks on Undermountain as his domain, and the last legacy of the Melairkyn dwarves has driven him to distraction for over twelve centuries.

Johanna Kherrispehril

Game Data: LG hef W11; D 16, I 17, AC 1; 30 hp.

Spells: 1st— *charm person*, *friends*, *spook*, *wall of fog*; 2nd— *darkness 15' radius*, *detect evil*, *mirror image*, *web*; 3rd— *dispel magic*, *hold person* (x2), *protection vs. normal missiles*; 4th— *confusion*, *minor globe of invulnerability*, *stones kin*; 5th— *hold monster*, *sending*, *telekinesis*

Special Equipment: For weapons, Johanna uses her stuff. Johanna has additional magical items (found in Room #9), but she always keeps these with her: *bandaerl's chime*, *bracers of defense*— AC 5, *ioun stone*— *clear spindle*, *ring of truth*, *ring of spell turning*, *slippers of spider climbing*, *staff of power* (5 charges).

Description: Johanna is a handsome half-elven woman in her early sixties (appears in early thirties). She wears nondescript robes of gray muslin, keeps her long graying brown hair tied back in a ponytail, and is never far from her elaborately carved duskwood *staff of power* with its golden dragon-shaped headpiece and gold-shod end. Her head is constantly orbited by a clear spindle *ioun stone*. Her ears have only the slightest of points to betray her halfbreed status.

History & Notes: Johanna Kherrispehril is the eldest daughter of an up-and-coming merchant family in Waterdeep that deals in lumber and building supplies; Johanna chose to apprentice herself to Haerund Mhammaster, the historian and sage, rather than entering the family business. She



was apprenticed to Lord Maskar Wands for a short time while she recorded a portion of his family history. Soon after, she left the city of Waterdeep to learn more of the dungeon beneath its streets and the secrets of the past it held. With a number of companions, Johanna entered Undermountain about 20 years ago. Of the nine, five survived to find the Lost Level and enter the temple.

Johanna's quest was fulfilled, and while she was in love with her paladin traveling companion Lord Gareth, she remained within the temple and tombs with Bandaerl to learn of the Melairkyn and their histories. She has dutifully spent the last 20 years learning their language and transcribing their history tablets into books to bring back to the Realms.

Johanna's ioun stone keeps her from needing food and water, and she only eats once or twice a year on holy days for Mystra or Azuth; the food is provided by Bandaerl's create food and water spells. While she is a friendly, noble woman, she is a highly-focused individual and cannot tolerate lackadaisical actions or indecision, even less so during the stress of the tombs' invasion. Once it's over, she will ask if the PCs were sent by Gareth or if there is word of him.

Lineus Kherripheiril

Game Data: LG hm P(Sp)5 of Sune; S 16, C 16, Ch 17. AC 3; 24 hp.

Spells: 1st—*create water, cure light wounds, sanctuary*; 2nd—*aid, fire trap, silence 15' radius*; 3rd—*continual light*.

Special Equipment: Chain mail, *shield +1*; horseman's mace, club; *Murlynd's spoon*.

Description: Aside from his initially shaggy appearance (see Room #24H), Lineus is an impeccable, handsome young man with aquiline features, a strong body, and expensively tailored tunics. He is fastidious to a fault, or as much as possible given the situation. While he is proud of his looks (as befits his religion), he is not insufferably vain.

History & Notes: Lineus was born the day after his eldest sister Johanna disappeared into Undermountain. Throughout his life, he heard stories of this black sheep and how she dared to be so selfish as to pursue her own interests rather than those of the family's mercantile pursuits. As he grew, he learned much about his fabled elder sister through an older, seasoned veteran of Undermountain—Lord Gareth the paladin, who in recent years became a senior official in the Waterdeep Guard. On his last foray in the dungeon, Gareth lost his right sword-arm, ending his adventuring days and preventing his return to his love.

Lineus was allowed to enter the priesthood at Sune's temple, and he rose quickly through the ranks. He longed to meet his sister and bring her back to the family, as well as the pining Lord Gareth. He and six friends took Lord Gareth's directions to reach the Lost Level, garnering some treasure along the way. The party was ambushed by Hunt-mistress Dhusarra immediately upon entering the level. Lineus and four others fled into the drow prison, their companions already dead from the vampire's attack. Dhusarra was repelled by Lineus, and she fled vowing to return and feed on them all.

The quintet of adventurers tried to escape the Lost Level

the next day by finding the exit gate keys; they discovered the keys in Rooms 3, 22, and 25. Animating the corpses of their dead friends, Lineus led the charge to distract the beholders until they could escape. Lineus was cut off while the others leapt through the gate; for the past eight months, he has been holed up in a cell waiting for help to arrive. He has managed to pick up one *gate* key which he will not let anyone have until the others are found and their escape is imminent. He does not intend to be left here again.

Magical Items

This section details information on various magical items either presented or used within this adventure. Only *Dhusarra's ring* could be won by combat, but the others are potential rewards for good role-playing and heroism within Dumathoin's temple.

Bandaerl's Chime

This special *chime of opening* is a creation of Bandaerl's father and predecessors that is currently carried by Johanna. It can open the tomb doors within the Melairkyn crypt with one chime, unlocking the doors and disabling all traps connected to that door. All other chimes of opening or knock spells are useless in the tombs.

To use it, the chime must be set against the wall that contains the door to be opened. After one round, ring the chime against the door. The sound is different for each door—in fact, it sounds like a dwarven word sung at a distinct pitch. Each door has a specific verbal (or for the item, magical) key. Using the *chime* without attuning it to the area first (as described above) will either activate the traps (if used to disable traps in a corridor) or simply not activate anything (if used on a door).

Blades of Namar Khem

These two blades are obviously meant to be a set, even though one is a long sword and the other is a short sword. Their pommels are identical—they are shaped like wolves' heads, the blades are set directly through the tops, and the eyes are emeralds on the short sword and rubies on the long sword.

The blades, when used by different warriors or used by one character against two different foes, act as standard *swords* +2 with no other benefits. If used two-handed by a ranger, the pommel gems glow, and the *blades* both sparkle with glittering lights (equal to moonlight). When both *blades* are used against one foe, their true power is revealed: both *blades* act as +4 Defender swords, though their benefits are set to +4 to the wielder's Armor Class and +4 to attack and damage rolls with both *blades*.

Created over a century ago by Bandaerl, the *blades* were meant for a ranger he befriended after the man arrived at the temple at death's door. Restored by the priest, Namar remained with Bandaerl for a time and learned about weaponsmithing. Bandaerl created the two *blades* for his friend, but Namar died the day they were completed while fighting a purple worm that had burst through into Dumathoin's cavern (Room #17); his last wish was for Bandaerl to bestow the blades on a worthy ranger or Harper rather than bury them with him.



Dhusarra's Ring

This ring is one of a set of four, and one is worn by Dhusarra while the others rest in her crypt's treasury. This ring works like a *horned ring* of Halaster's creation and is one of the few ways to reliably *teleport* or use gates within Undermountain. Quite simply, the ring gives Dhusarra (or any undead intelligent creature) the ability to *teleport* to and use the gates in Rooms #1, #29, and #30; the *gates* normally only respond to living creatures, and the ring bypasses that problem. It does not make her register as a living being to other detection spells (making her safe from attack by the beholders). Dhusarra has never used the *gate* in Room #1 as an exit, so she does not know about the need for *gate* keys. Worn by a living creature, it is powerless (but can be sold for 1,000 gold pieces to a wizard interested in Undermountain or undead).

Diadem of Lady Armatha

The diadem of *Lady Armatha* is a precious keepsake of the clan, as this was the crown of Melair's first granddaughter and she ruled the Metalheart family long and well. This thin mithral diadem has small platinum chains attached at the central setting of a large diamond, and they hang in loops to attach around at the curve of the diadem. It is shaped for a dwarven-sized head, but it magically adjusts to the wearer's size like all magical clothing and items.

By peering through the hanging chains as if they were eyeholes, the wearer gains these mental abilities: 22 Intelligence for the purposes of seeing through illusions and may cast *detect lie* and *detect magic* once per day.



Dumathoin's Wrath

Created as the result of an *augury* by Bandaerl, *Dumathoin's Wrath* is a platinum and mithral warhammer sized for a dwarf. The main shaft of the weapon is platinum, the head of the hammer is solid mithral, and the spikes at the back and top of the hammer are two huge diamonds in heavy mithral settings. Runes on the hammer's head mark it as "Rukkoth Dumathoin," or Dumathoin's Wrath. This special weapon can only be wielded by a good dwarf of clan Melairkyn or a worshiper of Dumathoin. In the hands of anyone of another race, it is a normal warhammer, and the diamonds become simple steel points.

In the hands of its chosen wielder, *Dumathoin's Wrath* has the following abilities:

- It provides a 30% Move Silently ability when held in hand.
- When thrown, it acts identically to a *dwarven thrower hammer*.
- When wielded in hand-to-hand combat by a good worshiper of Dumathoin, it acts like a paladin's +5 *holy avenger* (the +10 bonus damage is dealt against giants, not chaotic evil beings).

Staff of Argus Dumatheir

This is an impressive item, even without its magical potentials, as it is a six-foot-long quarterstaff molded from solid mithral. If time is taken to translate the runes carved along and around the *staff*, the following transcription is found: "You hold the Staff of Argus Dumatheir, son of Dolm, blood of Olbarx, holy dwarf of clan Melairkyn and Voice of Dumathoin. It shall be raised in anger only to protect the clan from its hated foes—giants. Till then, it shall protect you." Argus was a pacifistic priest who only fought giants to protect the clan.

The mithral *staff* can block any weapon despite its relative size, and thereby grants the wielder (priests only) an Armor Class bonus of +7. In addition, the *staff* makes its wielder immune to fire and all fire-based spells. If it is used as a weapon, the *staff of Argus Dumatheir* does no damage at all to its target—the damage is automatically taken by the wielder!—unless that target is a giant. Against giants, the staff attacks with a +3 attack bonus and hits for 3d6 points of damage. Rolling a natural 20 on an attack, a crevice opens up in the ground beneath the giant's feet and it is swallowed whole by Dumathoin.

Monsters Statistics for The Lost Level

Behir: AC 4; MV 15; HD 12; THAC0 9; #AT 2 or 7; Dmg 2-8/2-5 or 2-8/1-6 (x6); SA Lightning bolt, swallow; SD Immune to electricity, poison; SW Nil; MR Nil; SZ G (40' long); ML Champion (15); Int Low (5-7); AL NE; XP 7,000.

Notes: SA—The behir can shoot a 24 point lightning bolt once every 10 rounds. On natural attack rolls of 20, the behir swallows its prey whole.

Carrion Crawler: AC 3 (head)/7 (body); MV 12; HD 3+1; THAC0 17; #AT 1 or 8; Dmg Special or 1-2; SA Paralysis; SD Nil; SW Nil; MR Nil; SZ L (9' long); ML Special; Int Non- (0); AL N; XP 420 each.

Notes: Tentacles produce paralytic secretions that paralyze victims for 2-12 turns.

Crawling Claw: AC 7; MV 9; HD 2-4 hp; THAC0 20; #AT 1; Dmg 1-4 (armored foe), 1-6 (unarmored foe); SA Nil; SD As undead, but immune to turning or control; SW cold; MR Various; SZ T (human hand); ML Fearless (19); Int Non- (0); AL N; XP 35 each.

Notes: SD—Claws are unaffected by death magic or *raise dead* spells; they also have the standard resistance to *charm*, *hold*, and *sleep* spells as all undead.

SW—Cold-based spells increase all damage rolls against them by +1 per die.

Beholder, Death Kiss: AC 4 (body), 6 (tentacle), 8 (eye); MV Fl 9 (C); HD 77-84 hp; THAC0 11; #AT 10; Dmg 1-8 (tentacle); SA blood drain, ram; SD regeneration; SW Nil; MR Nil; SZ H (8½' diameter); ML Fanatic (17); Int High (14); AL NE; XP 8,000.

Notes: SA—Each attached tentacle drains 2 hit points per round starting the round after it hits. Hitting a tentacle will stun it for 1-4 rounds. Tentacles sever after taking 6 points of edged damage. They can be torn from victims with sufficient Strength (22); this does the victim 1-6 points of damage per barbed tentacle. Death kiss also ram foes for 1-8 damage.

SD—Each absorbed hit point allows the death kiss to regenerate 1 hp of damage in each of its tentacles.

Beholder, Undead—Death Tyrant: AC 0 (body), 2 (eyestalk), 7 (central eye); MV Fl 2 (C); HD 45-75 hp; THAC0 9; #AT 1; Dmg 2-8 (bite); SA Magic eyes; SD Anti-magic ray; SW Nil; MR Nil; SZ L (4½' diameter); ML Fanatic (18); Int Special; AL LE; XP 13,000.

Notes: SA—Undead beholders have the abilities of standard beholders, but they lose a few eyes when becoming undead. This one is missing its *disintegrate*, *fear*, *cause serious wounds*, and *charm person* eyes. Its *charm monster* eyestalk functions as *hold monster* now.

Beholder, Elder Orb: AC 0 (body), 2 (eyestalk), 7 (central eye); MV Fl 3 (B); HD 75 hp; THAC0 5; #AT 1; Dmg 2-8 (bite); SA Magic eyes, spells; SD Anti-magic ray; SW Nil; MR 50%; SZ M (6' diameter); ML Fearless (19); Int Godlike (22); AL LE; XP 18,000.

Notes: SA—It can memorize one spell of each spell level from 1st to 9th level. It is missing his eyestalks with *cause serious wounds*, *death ray*, and *fear* effects.

SD—Elder orbs have the standard beholder's anti-magic central eye power.

Ettin: AC 3; MV 12; HD 10; THAC0 10; #AT 2; Dmg 1-10 (left hand), 2-12 (right hand), or 2-16 (left club), 3-18 (right club); SA Nil; SD Surprised only on a 1; SW Nil; MR Nil; SZ H (13' tall); ML Elite (14); Int Low (5-7); AL CE; XP 3,000 each.

Giant, Frost: AC 0 (chain mail); MV 12; HD 14 + 1-4hp; hp 61 (wounded); THAC0 7; #AT 1; Dmg 1-8 (fist), 2-16+9 (battle axe); SA Hurling rocks for 2-20 damage; SD Impervious to cold; SW Nil; MR Nil; SZ H (21' tall); ML Very Steady/Elite (13); Int Average (9); AL CE; XP 7,000.

Giant, Hill: AC 3 (hide armor); MV 12; HD 12 + 1-2hp; hp 51 (wounded); THAC0 9; #AT 1; Dmg 1-6 (fist), 2-12+7 (club); SA Hurling rocks for 2-16 damage; SD Nil; SW Nil; MR Nil; SZ H (16' tall); ML Elite (14); Int Low (5); AL CE; XP 3,000.

Golem, Iron: AC 3; MV 6; HD 18; THAC0 3; #AT 1; Dmg 4-40 (fists); SA Gas; SD Fire healing; SW Electrical attacks, weapons of +3 or better; MR Nil; SZ L (12' tall); ML Fearless (20); Int Non- (0); AL N; XP 13,000 each.

Notes: SA—The golem can breathe a cloud of poisonous gas once every 7 rounds (save vs. poison or die).

SD—Iron golems are immune to all weapons of less than +3 enchantments. Each die of fire damage heals 1 hit point on the iron golem.

SW—Magical electrical attacks *slow* it for 3 rounds.

Monster Statistics for The Lost Level

Manticore: AC 4; MV 12, Fl 18 (E); HD 6+3; THAC0 13; #AT 3; Dmg 1-3 (claw) (x2), 1-8 (bite); SA Tail spikes; SD Nil; SW Nil; MR Nil; SZ H (15'); ML Elite (14); Int Low (5); AL LE; XP 975.

Notes: SA—The manticore's first attack is always to fling 1-6 tail spikes up to 180 yards distant for 1-6 points of damage each. It can launch four such volleys per day.

Mithral Guardian: AC 3; MV 9; HD 12; THAC0 9; #AT 1; Dmg 3d12 (fists); SA Negates darkness; SD 10' R silence, gains hp from *magic missiles* & *lightning*; SW +2 magical weapons; MR Nil; SZ H (18'); ML Fearless (20); Int Non-(0); AL Neutral good; XP 7,500.

Notes: SA—The mithral guardians automatically dispel any magical darkness.

SD—The mithral guardian acts as a metal statue until activated; they are immune to all but magical weapons of +2 or greater bonuses. While active, it is surrounded by a *silence 15' radius* spell. When attacked by lightning bolts, *shocking grasp*, or *magic missiles*, the mithral guardians use the damage to repair themselves.

Rust Monster: AC 2; MV 18; HD 5; THAC0 15; #AT 2; Dmg Nil; SA Rust; SD Nil; SW Hunger for metals; MR Nil; SZ M (5' long); ML Average (9); Int Animal (1); AL N; XP 270.

Notes: SA—If a rust monster successfully hits a normal metal object, it rusts. Metal magical items gain a 10% chance per magical plus of resisting the effect (generic magical items count as +2).

SW—Rust monsters have a 30% chance during combat of halting to eat metals; they choose ferrous metals and magical ferrous alloys over precious metals.

Troll, Two-Headed: AC 4; MV 12; HD 10; THAC0 11; #AT 4; Dmg 5-8 (bite) (x2), 1-12 (claw) (x2); SA

Weapon use, severed limbs; SD Regeneration of 1 hp/round after 3 rounds of combat, surprise only on 1; SW Cannot regenerate damage from fire and acid; MR Nil; SZ L (10' tall); ML Champion (15); Int Average (8); AL CE; XP 3,000.

Notes: SA—If the two-headed troll wields a weapon, it adds +6 points of damage to its damage. If its limb is severed, it continues to battle normally with full THAC0.



Vampire (1): AC 1; MV 12, Fl 18 (C) (as bat); HD 8+3; THAC0 11; #AT 1; Dmg 5-10 (hand); SA *Charm person*, *energy drain*; SD +1 or better weapon to hit, *gaseous form*, *regeneration*, *shape change* (bat), *spider climb*; SW Garlic, holy symbols, turning; MR Immune to *sleep*, *charm*, *hold*, poisons, paralysis; SZ M (5½' - 6½' tall); ML Champion (16); Int Exceptional (16); AL CE; XP 17,000.

Notes: SA—A vampire can *charm person* anyone who meets her gaze (-2 save vs. spell). It drains two life energy levels from a touched victim, but not if dealing physical damage; if any character dies due to this *energy drain*, he will become a vampire. The power to summon rats or bats is unavailable on the Lost Level.

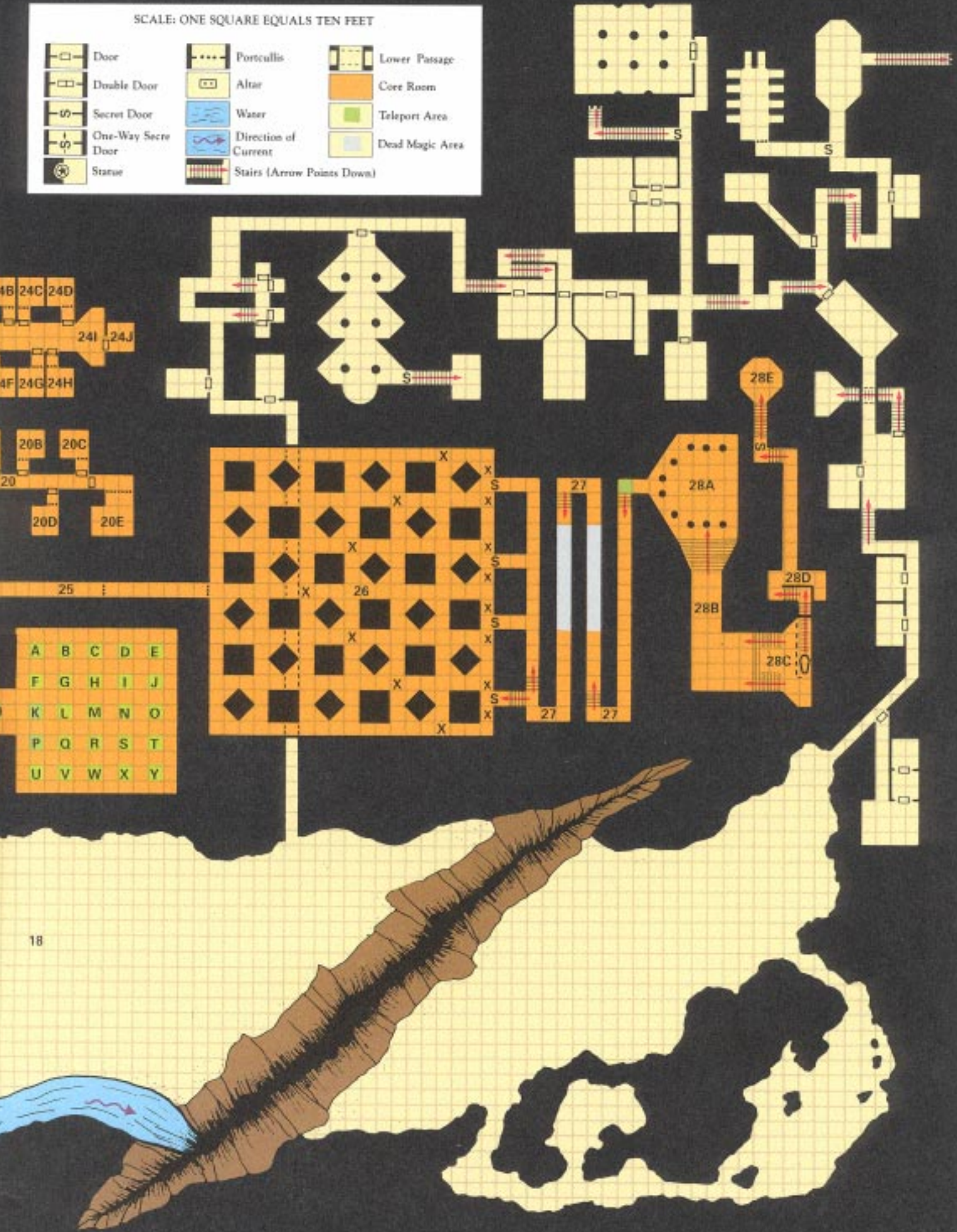
SD—Vampires are immune to *sleep*, *charm*, and *hold* spells as well as poisons, paralysis, and magical weapons of less than +1. They regenerate 3 hit points per round, and can *spider climb* at will. She can also change into a bat or a *gaseous form*.

SW—Garlic, mirrors, and lawful good holy symbols repel vampires. Vampires are also killed by direct sunlight, running water, or a stake through the heart.

Will o' Wisp: AC -8; MV Fl 18 (A); HD 9; hp 49; THAC0 11; #AT 1; Dmg 2-16 (electricity); SA Nil; SD Invisibility for 2-8 rounds; SW Nil; MR Immune to all spells except *protection from evil*, *magic missile*, and *maze*; SZ S (2' diameter); ML Fanatic (17); Int Exceptional (16); AL CE; XP 3,000.

SCALE: ONE SQUARE EQUALS TEN FEET

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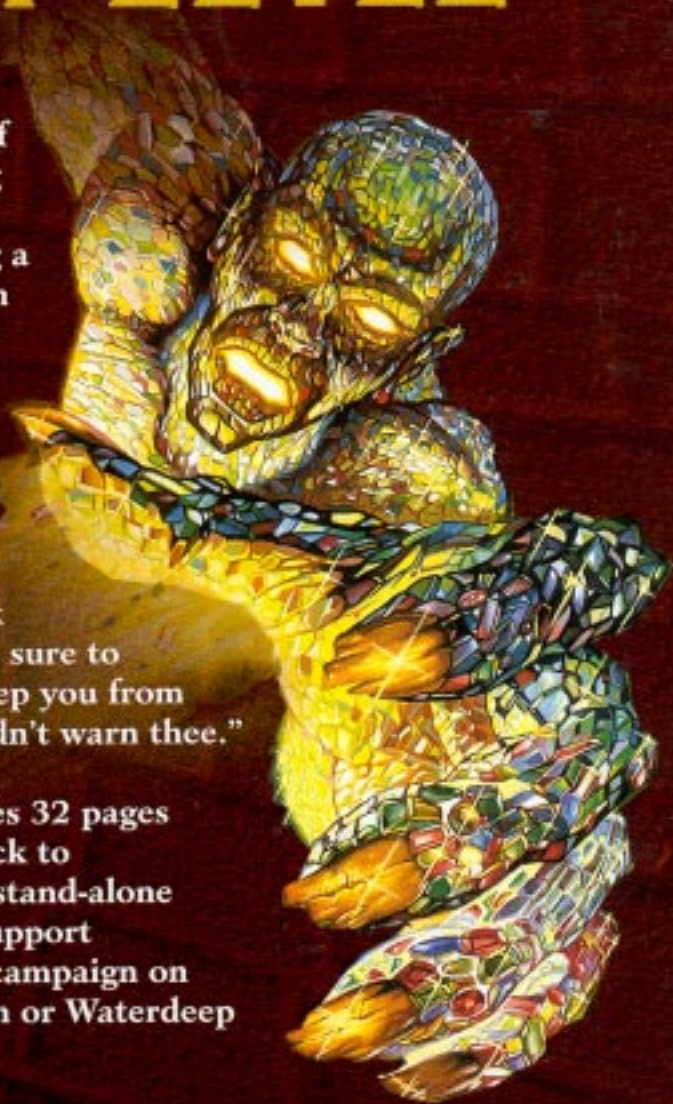
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by Steven E. Schend

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