

L3**FOR ADVANCED
D&D® GAME**

Dungeon Module L3

Deep Dwarven Delve

by Len Lakofka

AN ADVENTURE FOR CHARACTER LEVELS 3-6



This module has lain unseen and forgotten in the TSR design vault for twenty years. Written as the concluding adventure in the "L" series, the manuscript was completed in 1979. As a part of the celebration of the Silver Anniversary of the Dungeons & Dragons® game, we've unearthed this classic adventure and presented it here for the first time—the last 1st Edition AD&D® adventure ever to be published!

Your party of stalwart heroes must venture into a lost dwarven mining complex, fighting terrible monsters, bypassing deadly traps, and exploring chambers heavy with the dust of ages. Somewhere deep below the surface lies the heart of darkness—a corrupting evil that must be stopped before its influence can spread!

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Wizards of the Coast, Inc.
POB 707
Renton, WA 98057-0707
+1-800-324-6496

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If you find this module intriguing, look for the TSR logo on future publications from THE GAME WIZARDS!

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The first GEN CON® convention was a tremendous success. Almost 100 people had shown up for the Saturday convention sponsored by the International Federation of Wargaming, E. Gary Gygax, Vice President. We had prepared the Horticulture Hall the Friday before, setting up the tables and game areas—although we had no vendors that first year. Avalon Hill and *Strategy & Tactics* board games dominated the convention. People also played *Diplomacy* and a few miniatures games, the Napoleonic games having the largest displays.

On the following Sunday, we took the morning to clean up the hall. Afterward, we were invited to play a set of medieval miniatures rules that Gary was working on. He had quite a large collection of 40mm Elastolin figures and we used them to playtest the rules. Believe it or not, this was the inception of the *Dungeons & Dragons* game. Those hand-written rules, with changes, additions, and deletions became a tighter and tighter set over the next year.

Gary got Don Lowry to produce the book that he called the *Chainmail* rules. It was a 60-or-so-page booklet with an ugly yellow cover. In the rear of the book was the tail that ended up wagging the dog: the 'Fantasy Supplement' section.

The most important fantasy novel of the day was J. R. R. Tolkien's *Lord of the Rings*. Gary had taken a few of the creatures from that work (Balrog, Hobbits, Ents, etc., as well as races of beings: Dwarves, Elves, and Orcs) and made the 'Fantasy Supplement.' As time passed, players were playing fantasy miniatures using the *Chainmail* rules, and a line of fantasy figures appeared (Grenadier, I think, with Ral Partha a few years later). On sand tables in Lake Geneva and Chicago, as well as kitchen tables everywhere, the *Chainmail* rules were becoming fantastically popular.

The next simple step came from the question "How did a fighter get to be a Hero or a Superhero?" This caused the concept of levels and training as well as sliding saving throws based on level. From there, it was a year or two until the *Dungeons & Dragons* game came out in a humble boxed set. It was the germ of an idea that spread like wildfire on both high school and college campuses all over the US.

I had been at the first GEN CON convention (in fact, I ran the GEN CON II convention the following year). I got to play on Gary's sand table and was at a few of the initial playtests. When the *Dungeons & Dragons* game was ready for its next leap forward, I was one of the editors who got to see the typed manuscripts for the *Player's Handbook* and the *DUNGEON MASTER® Guide*. I got to write a bunch of spells and add a few pages here and there in both books—with Gary always being the final arbitrator, of course.

I wrote some short articles for DRAGON® Magazine before my regular column, called "Leomund's Tiny Hut," which ran almost monthly for four or five years. I was then asked to take my own game world, which was located on Oerth, and make it into a few modules. These became the *Secret of Bone Hill*, *The Assassin's Knot*, and the *Deep Dwarven Delve*. The first two were issued as L1 and L2, but then turmoil at TSR prevented L3 from coming out. It sat in the TSR archives for these twenty years!

Finally someone found it and decided to organize it for publication. What you see in front of you is that organized work; more than what was submitted twenty years ago, but not fully up to today's AD&D® standard. We decided that depth and clarification were what was needed, as opposed to changing the backbone of the material altogether.

So, from the crypts of TSR, is *DEEP DWARVEN DELVE!*

— Len Lakofka

L3: DEEP DWARVEN DELVE

BACKGROUND

Something must be done! For months, marauding humanoids have been attacking the small towns of Restenford and Lake Farmin. Normally, these raids take the form of quick strikes to steal livestock or to burn outlying farm buildings. The most recent engagement was much more serious. Three days ago, a group of well organized and equipped orcs, bugbears, and ogres descended on Restenford and engaged in a pitched battle with the local militia. Several soldiers were killed, and more than a dozen were wounded. In the fighting, the town hall was put to the torch. The townsfolk watched in horror as the structure burned, presumably killing everyone inside. The humanoids were driven off just before dawn. One member of the militia, a ranger, tracked the humanoids back to their lair. Unfortunately, the creatures spotted the ranger hiding in the scrub and fired at her with their crossbows. Despite severe injuries, she eluded her pursuers and managed to return to Lake Farmin with directions to the raider's stronghold. Now she lies unconscious and near death, tended by the local healers.

The call for help has gone out to the surrounding lands. Your party made all haste to reach the Restenford region and is first to the scene of the disaster. Now, you have been called into a meeting of the combined councils of both towns to answer their plea for aid. Somewhere in the dark wilderness nearby lurks a great threat to the peace of this region, and you are here to ensure that threat is dealt with quickly!

NOTES FOR THE DM

All is far from well in the lands around Lake Farmin and Restenford. Events long forgotten have taken center stage in a drama of great peril for the entire region. More than two hundred years ago, dwarven miners secretly constructed an underground Delve to extract the rare metal *mithril* from a rich vein close to the two towns. Unwilling to share the rewards of their labor, the dwarves concealed their presence from the nearby communities. Then something went terribly wrong deep in the mine, though no one—not even the dwarven clan that sponsored the dig—knows what transpired beneath the earth. When contact was lost with the mine, the dwarves sent an armed party to

investigate. The group was lead by Khorliss Foesmitter, a powerful fighter who was at the time a living legend among his kin, best known for his fantastic magical sword and his exploits in fighting the drow. Neither Foesmitter nor any of his party ever returned. Unwilling to risk further losses or a chance of detection by the residents of Restenford and Lake Farmin, the dwarves decided to abandon the mine and destroy all records of its existence.

THE MISTS OF TIME...

As the dwarves carved ever deeper shafts following the vein of *mithril*, they broke through into a hidden chamber, one created far below the surface when the world was young. The shrine was dedicated to a powerful force of pure evil, the arch-devil Baalzebul. The arch-devil was cunningly twisted the allegiance of some of the miners who found his long-lost fane. Those under his influence concealed the breakthrough into Baalzebul's shrine and began an insidious campaign to take control of the mining complex from within. The most powerful agent of Baalzebul was a cleric who was dissatisfied with his standing in the dwarven community and who sought to increase his power. With Baalzebul's aid, this dwarf, Frelpic, constructed a powerful iron golem, supposedly to assist in the mining. Once the construct was fully animated, Baalzebul sent an evil spirit to possess the golem. In one long, bloody night, the entire dwarven force was murdered. Frelpic alone was allowed to live. However, the cleric was driven insane by his contact with the arch-devil and the role he played in the murder of his comrades.

When Khorliss Foesmitter investigated the Delve, the villains overcame him and his comrades. Following this encounter, Frelpic, the iron golem, two summoned devils loyal to Baalzebul, and a spirit naga residing in the Delve ensured that Baalzebul would have time to work his fell plans without further danger of discovery.

Given no other orders by the wicked Baalzebul, Frelpic animated the corpses of many of his former companions and returned to the work of mining the *mithril* ore. Meanwhile, Baalzebul continued to expand his malign influence, using the chamber consecrated to him as a focus for his efforts. Although it has taken nearly twenty decades, the arch-devil's persistent call has finally attracted a suitable army of mortal followers: the humanoid forces that now control the upper level of the Delve. From this protected position, Baalzebul hopes to expand his sphere of control across the entire region—a disaster of unmitigated proportions for all life nearby.

PREPARING TO PLAY

The Deep Dwarven Delve can be played as two linked adventures; first as a humanoid stronghold (Level One), and second as a hidden treasure store and place of great evil (Levels Two and Three).

The PCs are the first outsiders to visit the Delve since the arch-devil's takeover. If they can successfully destroy the monstrous creatures that now inhabit the Delve and demolish Baalzebul's shrine, they will earn the gratitude (and rewards) justly due such heroes!

The joint council of the two towns make whatever reasonable offer is necessary to induce the heroes to undertake this mission. They provide the directions to the Delve, as well as any type of standard gear the adventurers require at the prices listed in the **PLAYER'S HANDBOOK**. They have no magical items, potions, or scrolls, and the local clerics are busy tending to the wounds of the townsfolk. Thus, the PCs must be responsible for their own healing. The council can offer a reward of 100 gp per slain humanoid as a bounty (the severed heads must be provided as proof), and they estimate at least twenty creatures lurk within the hideout. If the PCs require further inducement, one or both of the following conditions may be implemented at the DM's discretion:

1. The raiders stole a holy relic during their attack. The healers require this item to receive the spells necessary to tend to the wounded. Without it, many more might die. (The relic, a gold chalice, is worth 200 gp and is found in area 7 if introduced.) It has the ability to give any cleric who uses it as a normal part of religious services the ability to cast two additional **cure light wounds** spells each day.) Returning the chalice earns each hero 500 experience points.

2. After searching through the burned ruins of the town hall, it became clear that the mayor of Restenford did not perish in the conflagration. Obviously, he was taken by the raiders and is being held captive in their stronghold. Who knows what vile tortures the humanoids are even now using on the popular mayor? If introduced, the mayor is found badly wounded (1 hit point remaining and unconscious) in area 6. If he is returned to the town safely, the PCs earn 500 experience points each, and the mayor arranges for them to receive free room and board for life whenever they visit Restenford.

The players should be prepared to spend more than one game session penetrating the Delve. The group should include six to ten characters; the

highest-level character should be 6th level and the lowest 3rd level. A group that encompasses all the major classes and races has the best chance of success. Here is a suggested PC party composition:

Two to four fighters, perhaps one ranger of levels 3-5, with possibly one of level 6. A dwarf or gnome should be included. They should each have at least one magical item, either a weapon, suit of armor, or shield with a maximum bonus of +2. Miscellaneous magic, if any, should be minor or defensive: A **bag of holding**, **boots of speed**, a **luckstone**, a **potion of healing**, or an **arrow of direction** would be good choices.

One or two thieves of levels 4-5. One should be a dwarf or gnome. Again only minor magical items and a maximum magical weapon bonus of +2. Perhaps **bracers of defense AC 4, 5 or 6**, a **ring of protection +1**, or a potion of **gaseous form**.

One or two clerics, and perhaps a druid, of levels 3-5. They should have one magical weapon per character (but no **maces of disruption**) and perhaps a suit of **chain mail +1** or a **shield +1**. They might also have 3-4 vials of holy water, a scroll of **neutralize poison**, or a potion of **extra-healing**.

One or two magic-users (preferably not an illusionist) of levels 3 or 4, or possibly one of level 5. The magic-users might have a single protection item each, a magical dagger (maximum bonus of +2), a **wand of magic detection** with 2-5 charges, or a single attack **wand** (such as a **wand of fire**, **frost**, **lightning**, or **paralyzation**, but not **polymorphing**) with about 3 charges.

The average level of the party should be 4 at most, with no more than 45 total levels. (About 35 total levels is recommended.)

Before the party attempts to tackle the lower Delve, they should take time for rest, healing, and recovery of spells. The safest place for this respite is just inside the secret door to the second level of the Delve (in area 4). Parties intent on immediately plundering the lower Delve should receive hints that it would be a better course to wait until they are nearly or completely restored to full abilities.

RUNNING THE DELVE

Your objective, as Dungeon Master, is to give the PCs just enough of a challenge to keep them off balance, low on spells, and in need of healing

while they are in the Delve. The forces in the upper level react violently to any penetration of the stronghold. Whenever necessary, they regroup, fall back, and use the advantages provided by their knowledge of the complex. The area descriptions indicate where each monster is normally found when the Delve is not being attacked. Thus, for the PCs to encounter the creatures in their listed areas, they must have penetrated the complex in secret and avoided alerting any guards. If the complex is alerted, feel free to organize the creatures into strike teams and locate them as you see fit.

Do your best to have the opposing creatures fight in an intelligent and aggressive manner. The defending creatures should make full use of ranged attacks to disrupt spellcasters and inflict damage from a distance. When they are clearly outnumbered or overwhelmed, the monsters should fall back to regroup. Where possible, have them attack from more than one direction at once, using the interconnecting hallways and secret doors to their advantage.

Unless totally destroyed, the troll (area 3) regenerates and is ready to attack the PCs whenever they return to the upper level. Enthar the magic-user is the only one in the upper level who is permitted to enter the lower levels. If hard pressed, he retreats to the lower levels to marshal reinforcements from the zombies so he is ready to meet the PCs when they descend into the complex. Also, if an attack is known to be in progress, Enthar casts his **enlarge and invisibility** spells on an ogre, bugbear, orc leader, or the troll. Enthar also uses **clairvoyance** (if he has memorized the spell) to scout out the entire complex and locate intruders to better organize his defense. Once he is sure that the lower levels have been infiltrated, he goes to area 8, takes the three magical weapons there, and issues them to three humanoids of his choice—preferring the ogres and bugbears.

The influence of Baalzebul does not extend to the top level, and neither of the summoned devils who lurk below can manifest beyond the confines of Level Two or Three—unless the heroes possess any of the gems carried by the devils and Frelpic. **Dispel magic** or **remove curse** must be cast on the gems, or else the devils can use them as a link to their home plane and **gate** to the location of any gem at any time.

Assuming the PCs leave the Delve for rest and recuperation, Frelpic casts **animate dead** on any PCs who died in the Delve, adding them to his force of zombies. Any other living creatures (including the humanoids on the first level) killed by the PCs are similarly animated unless their bodies are destroyed. Enthar sends the corpses on

Level One through the teleporter (area 8) and alerts Frelpic that they are available. If Enthar is dead or incapacitated, Frelpic makes a quick sweep through the upper complex in person and directs the movement of the bodies. If all the humanoids have been wiped out, Frelpic retreats to the lower levels and awaits further activity.

Warning: Area 38 has the potential to wipe out an incautious party **teleporting** in from area 8. The iron golem and the teleporter can be avoided by using the secret door in area 4 to penetrate the second level of the Delve. Once the PCs have retrieved the magical long sword Zalco from area 11, careful preparation and spell selection might give them a chance to defeat the iron golem. In any event, you can use the iron golem as an "equalizer" if the PCs start to overwhelm the Delve's defenders. Have the golem emerge from its chamber and seek out the party—an unpleasant surprise for a group that is feeling just a little too confident.

Special note: When the collapse begins (see area 39), the blockage in the Delve in area 18 shifts sufficiently to allow fairly rapid passage through the obstructed area, even if the PCs didn't remove the obstruction themselves.

Rosters

The following lists provide statistics and details for the monsters located on each level. As the DM, you should carefully keep track of the attrition of these forces as the adventure continues.

AC = armor class; HD = hit dice; hp = hit points; #AT = number of attacks; D = damage; SA = special attacks; SD = special defenses; AL = alignment.

FIRST LEVEL ROSTER

- A. 2 bugbears
- B. 2 ogres
- C. 1 orc (commander)
- D. 8 orcs (entrance guard)
- E. 6 orcs (leaders)
- F. 30 orcs (normal)
- G. 12 orcs (raiding party)
- H. 1 troll

NPCs:

Enthar the Magician, 6th-level human magic-user (AC 2; hp 20; #AT 1; D by weapon type; AL LE; S 10, W 13, I 16, D 16, C 13, Ch 12). He wears **boots of speed**, **bracers of defense AC 6**, and a **ring of protection +2**; he carries a **dagger +1**. Memorized spells: **enlarge**, **light**, **magic missile**, **protection from good**; **invisibility**, **web**; **fireball** and 50%



chance for **protection from normal missiles** and 50% for **clairvoyance**. In a pouch, Enthar keeps four gems (worth 500 gp, 100 gp, 100 gp, and 50 gp respectively). On his left hand, Enthar wears a special ring with the symbol of Baalzebul that allows him to use the teleporter in area 8. He wears around his neck the key to area 7, and he knows the password for the doors in area 38 ("hoggie").

SECOND LEVEL ROSTER

- A. 10 dwarven skeletons
- B. 1 spirit naga
- C. 1 wraith

THIRD LEVEL ROSTER

(Feel free to select which dwarven zombies the PCs encounter. Keep track of those destroyed so the PCs do not need to face them again.)

- A. 3 black puddings
- B. 11 dwarven zombie fighters
- C. 7 dwarven zombie clerics

HP Additional Spells

17 **silence 15' radius**

18 **spiritual hammer, cure light wounds**

15 **know alignment, cure light wounds**

14 **hold person**

13 **hold person**

12 **silence 15' radius**

10 **spiritual hammer**

- D. 7 dwarven zombie cleric/fighters

HP Additional Spells

24 **hold person, silence 15' radius**

22 **resist fire, spiritual hammer**

20 **silence 15' radius, spiritual hammer**

19 **augury, hold person**

19 **resist fire, spiritual hammer**

17 **resist fire, silence 15' radius**

14 **hold person**

- E. 1 iron golem

- F. 1 otyugh

NPCs:

Vezenor, barbed devil (AC 0; HD 8; hp 36; #AT 3; D 2-8/2-8/3-12; SA spells— **animate dead, cause fear** on successful hit, **charm person, suggestion, illusion, pyrotechnics, hold person, produce flame, summon** another barbed devil (30% chance of success); SD 35% magic resistance; suffers half damage from cold or gas attacks; suffers no damage from fire attacks, normal or magical; AL LE).

Vezenor attempts to **gate** another barbed devil if he falls below 18 hit points. He **teleports** back to the hell if he falls below 9 hit points. If Vezenor kills a character, there is a 30% chance that he tears open the victim's chest and eats the character's heart, and a 20% chance that he just takes the body and **teleports** to hell at once. The other 50% of the time he fights on. This devil is quite smart and coordinates his spells well. Play him very aggressively. His purpose is to kill, and there will be no bargaining unless he has complete control of the situation.

If forced to **teleport** to hell without a body, the pouch containing the gems he carries falls to the floor when he vanishes. He carries 15 gems worth 500 gp each. In thirteen days, when Vezenor returns to the Prime Material Plane, he seeks to recover the gems, one at a time if necessary. The

gems are the focus of his **gate** ability back to this plane. If a **remove curse or dispel magic** is cast on the gems, they no longer draw his attention or **gate** him back to the Prime Material Plane.

Skirpus, bone devil (AC -1; HD 9; hp 40; #AT 1; D 3-12 (any creature hit with the bone hook has a 50% chance of being caught on a barb, and the devil then strikes with its tail for 2-8 more points, plus a loss of 1-4 Strength points for 10 rounds unless victim saves vs. poison); SA spells—**generate fear 5' radius, create illusion, fly, turn invisible, detect invisible, cause fear** by touch, **wall of ice** once/day, **charm person, suggestion, or summon** another bone devil (40% chance of success); SD 40% magic resistance; suffers half damage from cold or gas attacks; suffers no damage from fire attacks; AL LE).

When Skirpus falls to 15 or fewer hit points, he attempts to **gate** another devil. If he falls below 10 hit points, he **teleports** back to hell in the next melee round. If he kills a character, he is 40% likely to tear the heart from the body and eat it, 30% likely to take the body to hell by **teleportation**, and 30% likely to fight remaining opponents. He carries a necklace of 20 gems, each worth 1,000 gp. If he does **teleport** to hell without a body, it is 75% likely that the necklace breaks and falls to the floor. In thirteen days, when Skirpus returns to the Prime Material Plane, he seeks to recover the gems, one at a time if necessary. The gems are the focus of his **gate** ability back to this plane. If a **remove curse or dispel magic** spell is cast on the gems, they no longer draw the devil's attention nor **gate** him back to the Prime Material Plane. If the necklace is worn and the word "gate" is spoken, the wearer is immediately **gated** to the eighth layer of hell; the character can return via the necklace in 1 hour—if he or she lives that long.

Frelpic, dwarven Patriarch of Baalzebul (AC -1; 8th-level cleric; hp 68; #AT 1; D by weapon; SA spells—**cause fear** by touch, **command, darkness, light; hold person, know alignment, resist fire, silence; cause blindness, continual darkness, create food and water; poison** by touch, **sticks to snakes**; AL LE; S 18, I 16, W 17, D 15, C 19, Ch 14). Frelpic wears **chain mail +2 and a ring of protection +1** on the middle finger of his right hand. In his right hand he clutches a **hammer +3, pulverizer**. (See the APPENDIX for a full description of this magical item.) A **shield +2** is strapped to his left arm, and he wears a ring on the third finger of his left hand. This ring summons Vezenor and/or Skirpus and may be used once per round; there is a 70% chance that it summons one or both of the devils. There is a 50% chance that the summoned devil is Vezenor, 30% for Skirpus, and 20% that both are summoned. If one is not available (having

been killed or having **teleported** to hell), the other is summoned instead. The ring radiates both evil and magic, but **identify** spells indicate only that it is a **ring of protection +1**. Its ability to summon Vezenor and Skirpus functions whenever the word "summon" is spoken aloud by the wearer. However, the summoned devil is obligated to serve only a lawful evil ring-wearer.

Frelpic carries 29 gems: ten worth 200 gp each, seven worth 500 gp each (these seven gems belong to the **Dwarven helm of the Master Miner** in area 18), six worth 700 gp each, five worth 1,000 gp each, and one worth 5,000 gp.

ENCOUNTER AREAS

External Locale

The few small stands of trees on the hillsides consist of pines and yews. The hills have few bushes, and their rocky sides are worn by glaciation. The Delve resides beneath one of the many hills in the area. The Delve's hill is riddled with cleverly concealed ports for ventilation, none of which are large enough to admit a PC. The natural ventilation of the dwarven mines creates a fairly strong breeze flowing from these vents. Creatures in gaseous form cannot penetrate them but are instead blown away from the vents. Each vent includes several grates and grills to stop vermin and small animals from entering. Paths leading to and from the entrances of the Delve were carved by the original dwarves, as may be determined after close inspection of the area. The humanoid trails leading from the front gate (entrance A) are well hidden. At ground level, the trails can be found only by inspection and are not obvious to casual searchers.

"A" MAIN ENTRANCE

The main entrance is some 80 feet above ground level and cannot be seen from the base of the hill. It is cut into the mountainside with a flat rock outcropping in front of it that is roughly circular with a diameter of 60 feet. The entrance itself is rectangular, 30 feet wide and 20 feet high. It is perfectly cut from the surrounding stone. A dwarf or gnome is 95% likely to recognize the entrance as dwarven work.

Day or night, the entrance is watched by 2-5 **orc guards** (AC 5; HD 1; hp 5 each; #AT 1; D by weapon; AL LE). Each orc wears ring mail and carries a shield, hand axe, light crossbow, and 1-20 gp. During the night, there's a 50% chance that 2-5 **normal orcs** are stationed in the tunnel leading to area 6. The orcs have no fire, but torches can be seen burning inside the tunnel leading into the

Delve. There are a total of six torches along the right side of the tunnel. One must be looking down the tunnel to be able to see and count the torches.

About 100 feet inside the tunnel, next to a torch, is a large bronze gong. If the guards are attacked, one orc *always* heads toward the gong, sounding it the following round.

"B" BACK DOOR

The rear entrance is also 80 feet from ground level and cannot be seen from the base of the hill. This entrance is preceded by a 50'-diameter, flat rock outcropping. The entrance is rectangular, 10 feet wide and 15 feet high. As with the main entrance, dwarves and gnomes are 95% likely to note it as the work of dwarves.

During the day, this entrance is guarded by 1-4 **orc guards** (AC 5; HD 1; hp 5 each; #AT 1; D by weapon; AL LE). Each orc wears ring mail and carries a shield, hand axe, light crossbow, and 1-20 gp. At night, there are 2-8 **orc guards** present. Torches can be seen burning inside the tunnel leading down into the Delve. There are four torches on the tunnel walls, alternating left and right. One must be looking down the tunnel to see and count torches.

Approximately 75 feet inside the tunnel is an alarm horn hung on a peg. If attacked, one orc *always* heads toward the horn, blowing it the following round. During the day, the orc guard stays back in the area near the horn.

Special Note: Neither entrance can be seen from a distance of 200 feet or more due to an ancient dwarven spell that makes it appear as if the hillside continues unbroken over the cave entrances. During daylight hours, characters have a 10% chance of noticing a slight shimmering effect, similar to heat distortion, in the affected area(s).

LEVEL 1 (AREAS 1-8)

1. Guard Post

Stationed here at all times are 2-12 **normal orcs** (AC 7; HD 1; hp 5 each; #AT 1; D by weapon; AL LE). Each orc wears ring mail and carries a hand axe, light crossbow, and 1-20 gp. There is a 50% chance that these orcs are accompanied by an **orc leader** (AC 6; HD 1 + 2; hp 10; #AT 1; D by weapon; AL LE) wearing ring mail and carrying a shield, spear, short sword, and 4-40 ep. There is also a 15% chance that they are joined by a **bugbear** (AC 4; HD 3 + 1; hp 17; #AT 1; D by weapon; AL CE) dressed in splint mail and carrying a club and

10-60 gp. If the horn has been sounded (see entrance B above), half of the orcs rush to the entrance. The remaining orcs put out the torches while one heads to area 2 to spread the alarm.

This circular chamber is cut smoothly from the rock and has a domed ceiling with an apex of 30 feet. There are eight sconces with torches along the walls (four on each side) and a central bonfire. The walls of this chamber (like others on this level) are decorated with intricate bas-reliefs depicting scenes from dwarven legends. These have been defaced by the orcs. The chamber has no furniture, just rough blankets to sit on, a supply of wood in a large box, and ten crudely fashioned (unlit) torches.

2. Bugbear Barracks

Six large, rough pallets occupy this room, along with a large wooden table and two long, high benches. A bonfire burns in the center of the room.

Standing guard here at all times are 1-2 **bugbears** (AC 4; HD 3 + 1; hp 17; #AT 1; D by weapon; AL CE), each wearing splint mail and carrying a spear and 10-60 gp. There is a 20% chance that the bugbears are accompanied by 2-8 **normal orcs** (AC 7; HD 1; hp 5 each; #AT 1; D by weapon; AL LE), each dressed in ring mail and carrying a halberd and 1-20 ep. There is a 10% chance that they are joined by an **orc leader** (AC 6; HD 1 + 2; hp 10; #AT 1; D by weapon; AL LE) wearing ring mail and carrying a shield, spear, short sword, and 4-40 ep. If there are two bugbears present and one dies in this room, the other tries to escape farther into the Delve. The orcs help defend this room, but one always flees to area 5 for help.

Inspection of the room reveals that four of the pallets have been stripped and ransacked. Hidden in the remaining (intact) pallets are a total of 3-36 gp.

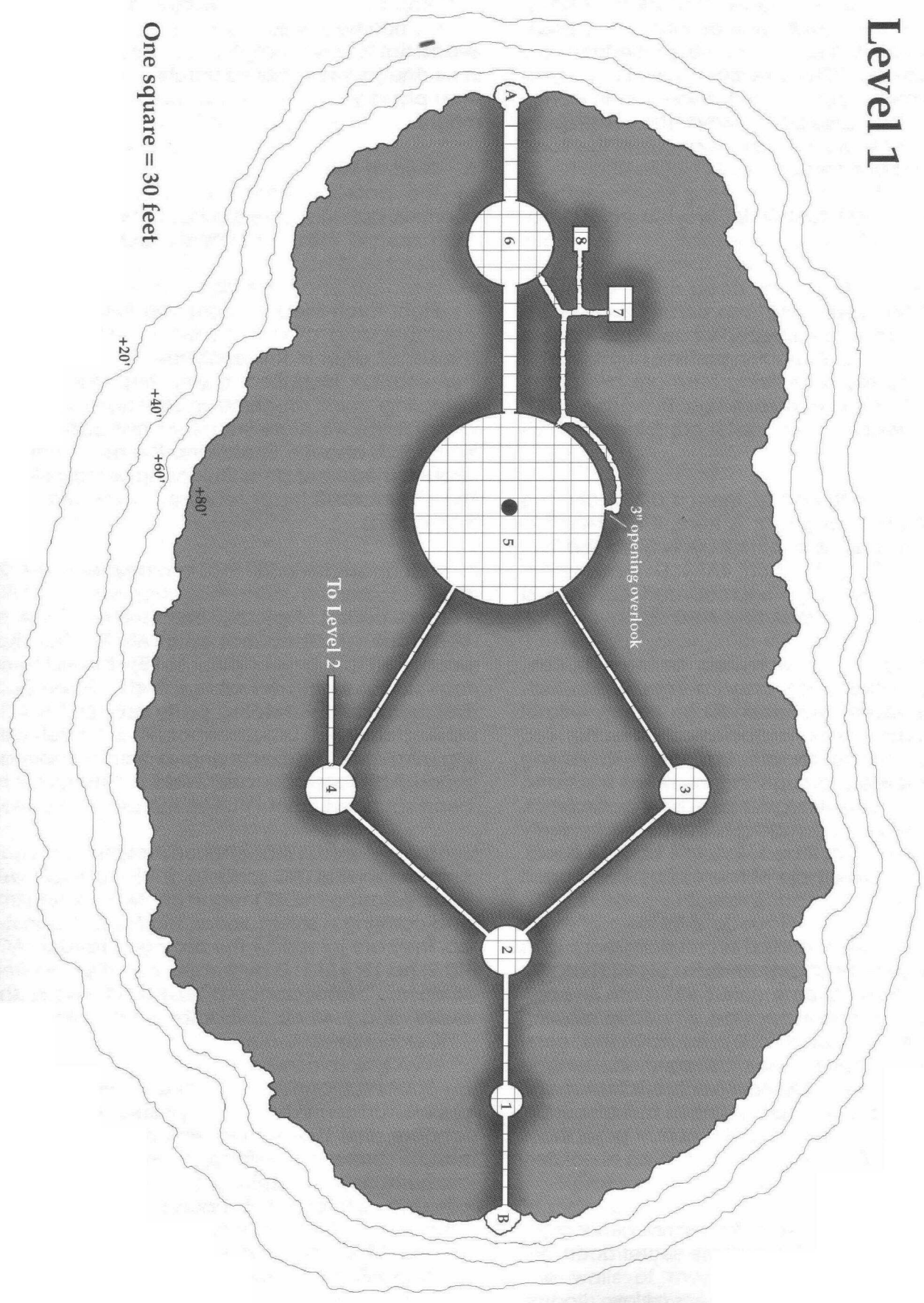
3. Troll Lair

The corridors leading to this chamber are lined with six sconces each, but only half of the torches are lit. In this room lives a single **troll** (AC 4; HD 6 + 6; hp 43; #AT 3; D 5-8/5-8/2-12; SD regenerates 3 hit points per round beginning three rounds after sustaining damage; body must be burned or dissolved in acid to destroy completely; AL CE).

There is a 20% chance that the troll is joined by 2-8 **raiding party orcs** (AC 6; HD 1; hp 6 each; #AT 1; D by weapon; AL LE), each wearing ring mail and carrying a shield, footman's mace, light crossbow, and 2-24 ep. These orcs share the troll's living space.

Level 1

One square = 30 feet



The chamber is lit by three flickering torches and contains a large wooden table, three chairs, and three straw pallets. Two of the pallets have been ransacked, and the troll sleeps on the third. He is asleep only 20% of the time, however, and he is a light sleeper. Human and demi-human bones and offal are spread around the chamber. Smashed and broken weapons also litter the floor, as do torn armor and battered shields.

Hidden in the intact pallet are 140 gp, 220 ep, and a gem worth 800 gp.

4. Ogre Lair

The corridors leading from areas 2 and 5 are lined with six sconces apiece, but only one torch in each tunnel is lit. A smoky bonfire burns in the middle of the room. Residing here are two **ogres** (AC 5; HD 4 + 1; hp 27, 25; #AT 1; D 1-10; AL CE). Each ogre wears a belt pouch containing 10-100 gp.

In addition to the ogres, there is a 30% chance that the magic-user Enthar is here. If so, there's a 60% chance that he is joined by 1-4 **orc leaders** (AC 6; HD 1 + 2; hp 10 each; #AT 1; D: by weapon; AL LE), each wearing ring mail and carrying a shield, spear, short sword, and 4-40 ep.

Strewn about the room are six large pallets, four huge (ogre-sized) clubs, some cured skins (two are leopard skins worth 80 gp each), animal bones, broken weapons, and smashed armor. Two of the unused pallets are trapped with itching powder sprinkled through the layers of skins and blankets. The powder (unless a saving throw vs. poison is successfully made) reduces the Dexterity of those who touch it by 1-4 points for 3-18 hours. There are also 4-80 gp hidden in each trapped pallet.

Set into the west wall is a secret door leading to a 10'-wide tunnel that descends to Level 2 (area 9). When a dwarf or gnome enters the room, the outline of the secret door appears, limned in glowing lines. Only a dwarf or gnome may open the secret door; the door may also be opened using a **knock** spell. If the secret mechanism is found and depressed, the door opens slowly but at a constant speed. Musty air and swirls of dust greet those who open it, but the mechanism makes absolutely no noise.

Ancient dwarvish runes are scratched on the wall of the tunnel just beyond the secret door:

*Curse the darkness that lies below
And all the horrors it hath spawned
FoesModule tried and FoesModule died
His foolish bravery has doomed us all*

Lying beneath these words is the desiccated skeleton of a dwarf. The skeleton is not animated, and it has no treasure. A pair of rusted iron rails leads downward from this location into the darkness. The rails are spaced roughly three feet apart. The passage slopes westward at a 25-degree angle.

5. Central Lair

The passage from area 3 is lined with six sconces, but only three torches are lit. The passage from area 4 also contains six sconces, but only one torch is lit.

Eight torch-filled sconces line the walls of this chamber, and all are lit save the one closest to the secret door in the northwest section of wall. If this sconce is pulled down, the door opens, revealing small, rough-hewn passages to areas 7 and 8. If the walls are inspected carefully, a dwarf has a 75% chance of noticing the new stonework around the secret door. The passage beyond and the chambers it leads to were carved out by the humanoids.

This chamber is 330 feet in diameter with a 20'-diameter central pillar that supports a 60'-high domed ceiling. Typically encountered here are 13-28 (3d6 + 10) normal **orcs** (AC 7; HD 1; hp 5 each; #AT 1; D by weapon; AL LE) dressed in ring mail and carrying a halberd and 1-20 ep each. Also here are 2-8 **raiding party orcs** (AC 6; HD 1; hp 6 each; #AT 1; D by weapon; AL LE), each wearing ring mail and carrying a shield, footman's mace, light crossbow, and 2-24 ep. If no alarm has been sounded, about 40% of the orcs are asleep.

There is also a 40% chance that this room holds 1-4 **orc leaders** (AC 6; HD 1 + 2; HP: 10 each; #AT 1; D by weapon; AL LE), each dressed in ring mail and carrying a shield, spear, short sword, and 4-40 ep. They are joined by the **orc commander** (AC 4; HD 2; hp 15; #AT 1; D by weapon; AL LE), who wears scale mail and carries a shield +1, spear, short sword, and 6-48 ep. Enthar the magic-user is here 10% of the time.

Spaced around the room are twenty ore-sized pallets. Under five of the pallets, arranged at random, are 1'-deep pits with hinged doors that can be thrown up to face the western passage. If aware of an imminent attack, the orcs hide in their pits (two orcs can fit in each pit) and attempt to surprise intruders. If surprise fails, the orcs use the hinged lids as cover while they engage in missile fire against any visible opponents.

If Enthar is present and aware of an imminent attack, he uses the secret door to enter the tunnels leading to area 7 (closing the secret door behind

him). Instead of heading west through the tunnel, he follows the tunnel around the northern circumference of the room and watches the battle unfold through a 3"-wide opening in the north wall. This narrow peephole is located 10 feet up the wall and is hidden in a dark patch between two sputtering torches; it is treated as a secret door for detection purposes.

6. Prison & Stables

The floor of this circular room is strewn with of straw, offal, and rotting feed for the ores' mounts. There are six horses tethered to iron rings bolted to floor. The horses are frightened and do not allow riders without a struggle.

The chamber is 150 feet in diameter and has a domed ceiling 50 feet above. Eight iron brackets are set into the walls of this room, four per side. All but one bracket in the north wall contains a lit torch. The empty bracket, when turned 90 degrees clockwise, opens the secret door in the northeast section of wall. The secret door leads to areas 7 and 8.

The south wall has been converted into a series of rough cells for prisoners. The prisoners are secured by their wrists and ankles, and the manacles around their wrists are attached by stout chain to an iron ring bolted to the wall. There are five prisoners currently in this area; they are injured (each has 2-8 hit points at full and 1 hit point remaining) and hysterical. The prisoners must be healed before they can travel, and some attempt must be made to clothe them before they can be safely transported from the lair.

The room is normally guarded by 1-4 **normal orcs** (AC 7; HD 1; hp 5 each; #AT 1; D by weapon; AL LE), each wearing ring mail and carrying a halberd and 1-20 ep.

7. Treasure Room

Entry to this room requires the key held by Enthar (or a successful *pick locks* roll or **knock** spell). The lock is not trapped. The room contains two large wooden chests, one containing 7,940 cp and the other holding 643 ep, 697 sp, and 1,470 gp. These funds constitute the ores' payroll and treasure recovered from raids. Secured to a wooden rack are a **hand axe +2**, a **bastard sword +1**, and a cursed **long sword -1**, none of which has any additional magical abilities.

8. Teleporter Room

The floor of this room consists of three raised tiers, each tier approximately 5 feet above the one beneath. The effect resembles a ziggurat. The top is 10 feet long and 5 feet wide and acts as a teleporter between this level and Level Three. The tele-

porter functions only when the Baalzebul ring (worn by Enthar) is held or worn by someone standing on the top tier of the ziggurat. Anyone on the top tier when the ring activates is instantly **teleported** to area **38**. The teleporter can be used only seven times each week. When the adventure begins, the teleporter is fully charged.

This 30'-high rectangular room is lit by a dim **continual light** spell, but the command word "off" extinguishes the light. Speaking the command word "on" reactivates the spell. If forced back to this place, Enthar climbs onto the second tier, counting on his **boots of speed** to stay ahead of pursuers. If he still has an attack spell prepared, he casts it at pursuers before climbing to the top tier and using the teleporter to escape.

When anything is **teleported** back to this room from area **38**, the teleporter becomes inactive for five rounds.

LEVEL 2 (AREAS 9-18)

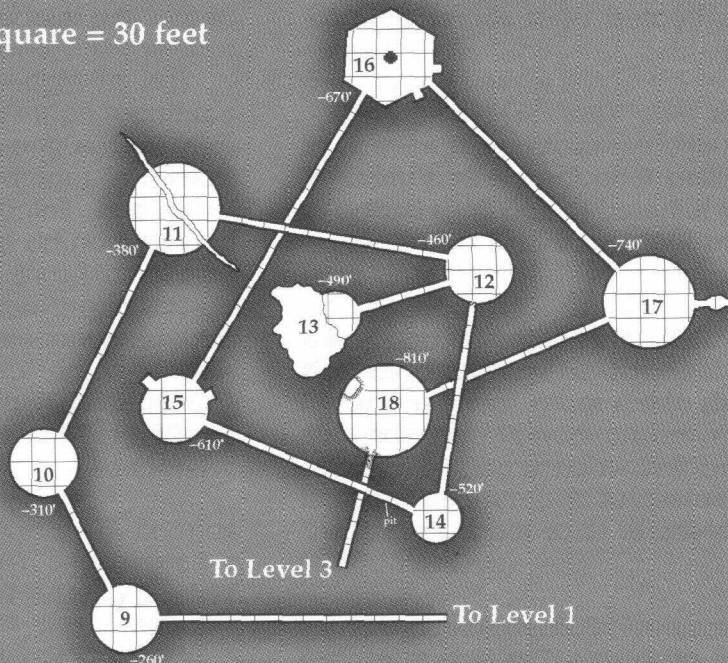
This level is musty and unused. The quarter-inch-thick layer of dust on the floor has not been disturbed for over 200 years. The tunnels and chambers were carved from seamless stone by skilled dwarven miners. There is the occasional broken piece of stonework, but the tunnels and rooms are secure and in no danger of collapse. The temperature of the Delve begins at about 60° F in area 9 but cools gradually as one descends (1° F per room is a good approximation) to a minimum of 50° F. The temperature is below freezing in areas **29** and **30**. However, it begins to warm rapidly as one moves closer to area **39**, gaining about 10° F in each successive room, so that the temperature in area **39** is about 110° F!

All tunnels have torch sconces made of iron spaced about 60-70 feet apart. These sconces are always on the outside of the descending spiral from area 9 to area **18**. Most of the sconces are without torches, and those torches that remain are rotten and crumble at the slightest touch. If one of these ancient torches is lit, it burns furiously for 1-4 rounds before turning to ashes.

Heroes carrying lit torches can see an upcoming chamber at about 40-70 feet. Those using a **light** spell or bullseye lantern can see an upcoming chamber at 70-100 feet, barring obstructions. The walls of most tunnels and chambers are smooth and true; there are no places to hide along the walls.

Level 2

One square = 30 feet



9. Staging and Bunk Area

This 90'-diameter chamber has a domed ceiling 30 feet high. Strewn about the room are picks, shovels, and other digging equipment, none of which is salvageable. In the center of the room is an ore car on a pair of rusted iron rails that lead up to area 4 and down to area 10.

Along the walls are ten wooden beds, upon which lie ten **dwarven skeletons** (AC 7; HD 1; hp 8 each; #AT 1; D 1-6 (hand axe); SD suffer half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL N; no treasure carried). The skeletons' race can be determined only with good lighting and upon close inspection. As soon as any non-dwarf enters the room, the skeletons animate and attack. There is a 60% chance they do not animate if the sole entrant is a gnome, 40% if the entrant is a halfling. Once animated, the skeletons ignore dwarves (100% chance), gnomes (60% chance), and halflings (40% chance). Dwarves, gnomes, and halflings who attack the dwarven skeletons lose their advantage and are attacked in kind. If there are no creatures in the room save those being ignored by the skeletons, the skeletons return to their rest in 3-12 rounds.

The skeletons attack until destroyed but do not leave the room. Thus, if a cleric can hold the skeletons at bay, the party may pass through the chamber safely. At the foot of each bed is a locker containing rusted helmets, weapons, and armor as well as several articles of rotted clothing. There is no treasure.

The ore car is held in place by a large chunk of rock. If released, it rolls freely down the tracks at a speed of 12". The rails can bear the weight of the car, although there is a non-cumulative 5% chance per 100 feet that fatigue causes the rails to break and the car to tip over. The car is large enough to hold three human-sized characters, should anyone decide to use it as a vehicle; barring accidents, it rolls until it reaches area 11.

10. Bellows Room

The rails continue through this room. This chamber, similar in size to area 9, contains the crumbling remains of wood benches, tables, and two large bellows. The bellows, which point down along the track to area 11, were plainly of the type used for circulating air rather than fanning flames. Age has rendered them inoperable.

11. A Lair in the Darkness

The railroad continues into this room but is abruptly interrupted by a 10'-wide crevice that bisects the room. The tracks end at the lip of the crevice, and an ore car rolling down the tracks surely plummets into the pit unless measures are taken to stop it. Heroes should make a normal surprise roll when entering this room. Characters in a rolling ore car who are unaware of the crevice and who are surprised can take no action to help themselves. Assuming one or more prepared PCs are waiting in this area, the ore car can be stopped by pushing with a combined Strength of 36 or better (treat as AC 5; all those who wish to push must hit the car with a barehanded attack). The ore car can also be stopped by thrusting a heavy object onto the tracks ahead of the car's wheels. (Neither of these methods should be offered to the players as a solution, of course.) Riders in the ore car who are *not* surprised may leap out of the car or deliberately tip it over. In either case, each rider suffers 2-8 points of damage from the subsequent jump or crash.

The crevice bisecting the chamber is just over 60 feet deep (6d6 points of damage to anyone falling into the crevice). It extends 20 feet above the 30'-high domed ceiling and about 60 feet to the northwest and southeast. There is nothing within the crevice but shattered rocks and debris. The crevice is approximately 10 feet across. Characters may successfully leap the crevice by rolling less than or equal to their Strength scores on a d20. Apply the following penalties:

- 2 if carrying normal gear (35+ lbs.)
- 5 if carrying heavy gear (70+ lbs.)
- 8 if heavily encumbered (105+ lbs.)

On the northeast side of the crevice, another old ore car rests on the tracks. If the heroes have sufficient light, they can see "something bright and shiny" behind the ore car. Concealed behind the car is the guardian of the room, a **spirit naga** (AC 4; HD 10; hp 53; #AT 1; D 1-3 + poison (save applicable); SA charming gaze (see below), spells: **magical—light, magic missile** (x3), **shocking grasp** (1d8 + 5 points of damage; requires a successful bite attack), **sleep; darkness, web; fireball** (5d6 points of damage); clerical—**cure light wounds, protection from good; hold person, silence 15' radius, create food and water**; AL CE).

The naga's gaze is effective up to 25 feet away. Any character who meets her gaze is allowed a saving throw vs. petrification. If the saving throw is unsuccessful, the hero must do whatever the spirit naga commands, including attacking others and even freely allowing attacks

by the naga. If the naga successfully charms a particularly troublesome foe, she commands the hero to leap into the crevice.

The naga may enter any location on Level 2 (except areas 9 and 10) in defense of her treasure. She is not well disposed to bargaining and is 95% likely to attack without warning. If persuaded to bargain, she demands the best of the party's treasure and no less than one powerful magical item. She will accept a live meal in lieu of a magical item—a prisoner or fellow party member. She is picky, however, and does not eat humanoids. The naga is very intelligent and uses her spells to the utmost. She should be played aggressively and brooks no self-important character trying to barter or boast to her.

The ore car behind which the naga hides is rusted and incapable of transporting characters. The naga's treasure is hidden inside the car: a **long sword +3** named Zalco (see the APPENDIX at the end of the module for more information on this weapon), 480 gp, 300 ep, 800 sp, seven gems (4 x 1000 gp, 3 x 500 gp), and four spell scrolls with the following spells on them (each cast at 12th level): **clairvoyance, cone of cold, cure critical wounds, and magic missile**.

12. End of the Line

This 30'-high circular room is empty. The railroad that began in area 9 and continued through areas 10 and 11 ends here. Upon entering this room, characters can hear the distant sound of dripping water (from area 13).

Set into the southern section of wall is a secret door. If Zalco (the **long sword +3** found in area 11) is in a character's possession and is out of its scabbard, it reveals the secret door when brought within 5 feet by saying, "Well, you're not just going to pass the secret door, are you?" The secret door may be opened by depressing a nearby torch sconce.

13. Flooded Chamber

The dwarven miners encountered an underground spring while excavating this chamber. Only half of the room was actually completed. The western edge of the floor drops 30 feet to the surface of the spring, which is 150 feet deep.

There is nothing alive in the spring, and it is very cold. Any character who dives into the water is subject to the effects of a **chill metal** spell (reverse of **heat metal**). Any character who suffers 8 or more points of damage from the water must make a successful saving throw vs. paralyzation each round or be paralyzed by muscle cramps. The cramps could cause the character to drown in 1-4

rounds unless her or she has some way to breathe underwater. The **resist cold** spell or **ring of warmth** nullifies the chilling effect on anyone so protected.

14. Trapped Corridor

When the characters are within 100 feet of this chamber, assuming no light is burning, those with infravision notice a dim source of light ahead. Otherwise no character (regardless of infravision) notes the glow of the chamber until it is entered. The glow is magical and as bright as a quarter-moonlit night; the light fills the entire room, which is 60 feet in diameter with a 25'-high domed ceiling. Tools and digging equipment lie heaped upon the floor, but these are all rotten or rusted.

The western tunnel descends farther into the Delve, toward area **15**. Thirty feet down the corridor is a magical trap set in the floor. A **find traps** spell (or a thief's *find traps* ability) reveals the presence and true nature of the trap. A **detect magic** spell reveals the trap's presence but not how it works. The trap is triggered by 150 pounds (or more) of weight but discounts the weight of dwarves, gnomes, and non-living matter. The chance of a dwarf or gnome spotting the trapped floor without searching the area carefully is 15% (assuming the dwarf or gnome is in the front rank). Dwarves and gnomes may add this 15% to their chance of finding traps if a careful search of the passage is conducted.

The 30'-long, 10'-wide trapped section of floor is balanced on a stone axle and designed to tip forward like a seesaw. Below this tilting "lid" is a 15'-deep pit. When 150 pounds of weight is placed on the western half of the lid, the entire floor tilts on its axle until it becomes a vertical plane, dumping everything into the western half of the pit. All creatures falling into the pit suffer 2-9 (1d8 + 1) points of damage. When the "lid" reaches its vertical position, it locks into place at both the pit bottom and the tunnel ceiling, effectively blocking the corridor. Simultaneously, vents in the walls of the pit open with an audible clang. When the Delve was inhabited and maintained, cold water would fill the pit, followed by flaming oil. Both substances are now long gone.

The party might be split into two groups by the vertical "wall" formed by the pit's lid. If this occurs, characters on either side cannot communicate verbally through the stone barrier. However, the mechanism for setting the pit trap is located in area 15. A **knock** spell also resets the trap.

15. A Fool's Errand

This circular, 30'-high, domed chamber is illuminated by a lingering magical dweomer similar to that encountered in area 14. The illumination is equivalent to dim moonlight.

There is a 10'-wide, 20'-tall, and 10'-deep niche in the northeast wall, but the contents cannot be seen from either tunnel leading into the chamber. Within this niche are the controls for the trap in area 14. The controls consist of two iron levers, both of which are fully operational. Experimentation quickly reveals which lever causes the floor to return to its rightful place. The second lever locks the pit's "lid" in place so that the corridor may be traversed safely.

Set into the northwest wall is another large niche. A light source causes something in the back of the niche to glitter. Closer inspection reveals that the rock at the back of the niche is a thick vein of gold. Eight mining picks stand against the walls of the niche, among various-sized chunks of rock and small nuggets of gold. The picks look slightly rusted and used, but otherwise they are solid. Any character who gazes upon this tableau from within 15 feet must make a successful saving throw vs. spell or follow a subconscious suggestion to pick up the tools and mine some gold. The spell may be broken in the following ways: A character may be freed of the spell if he or she is physically hauled from the room and vigorously shaken, provided the character has been digging for only 1-2 rounds. If the character has been digging for 3-5 rounds, any successful diversion must inflict at least 1 point of physical damage. If the character has been digging for 6-9 rounds, at least 3 points of damage must be inflicted upon the character to break the spell. After a full turn has passed, only a **dispel magic** or **remove curse** spell can counter the magical effect; each spell frees one individual only.

Elven heroes are 90% resistant to the suggestion, while half-elves are 30% resistant. The compulsion to mine for gold lasts twelve hours if left uninterrupted, after which time another saving throw may be rolled. For each hour spent mining, a character loses 1 point of Strength and 1 point of Constitution. If either ability drops to 0, the character falls unconscious from exhaustion. Strength and Constitution points are recovered at a rate of 1 point each per hour of rest.

Characters who are removed from the room while under the spell's control desire only to return and continue digging until a **remove curse** or **dispel magic** is cast upon them. Any gold taken from the niche eventually turns out to be iron pyrite—"fool's gold."

16. Shrine of the Dwarven Gods

As one travels from area 15, the rock strata changes to a lighter color as the Delve deepens. When the characters come within 100 feet of this chamber, assuming no light is burning, those with

infravision notice illumination ahead. The glow has the magical intensity of a moonlit night; the light fills the entire room,

This hexagonal chamber was chipped from the inside of a monstrously huge quartz crystal. The walls are faceted in great reflecting planes. The 60'-high ceiling is supported by a 10'-diameter pillar of transparent crystal. Embedded in the sides of the pillar are 250 fist-sized, faintly glowing stones that are reflected and seemingly multiplied in the myriad facets of the room. These translucent stones seem to be the source of the ambient light. The stones, if pried from the pillar, cast light in a 3' radius for 24 hours, after which time their illumination fades. If a **light** spell is cast upon a stone, it stays lit for four days before going out. This process can be repeated over and over. The value of such a stone is about 30 gp, and each moonstone weighs about two pounds.

If a party enters the chamber with lit torches or open lanterns, the quartz walls reflect and multiplies the light enormously, and any characters who are in the room at that time are blinded for 2-5 rounds unless a saving throw vs. spell is successful.

Flanking the southeastern exit are two crystalline niches measuring 8 feet wide, 8 feet deep, and 16 feet tall. Built into the back of the southernmost niche is a shelf, upon which rest seven crystal statuettes depicting dwarves. Each statuette stands 2 feet tall, weighs 10 pounds, and represents one of the seven dwarven clans in this part of the world. Any dwarf character has a 30% chance of knowing this fragment of lore. Anyone removing a statuette suffers a -1 penalty to attack rolls until the statuette is safely returned or a **remove curse** spell is cast; this penalty is cumulative if multiple statuettes are removed. Each statuette is worth 40 gp.

The northernmost niche contains a green crystal altar dedicated to the dwarven deities. If a dwarf prays to one of the dwarven gods before this altar, he or she receives a **bless** spell lasting 24 hours. There is a 90% chance that a dwarf character recognizes the altar and its significance.

The power of the dwarven pantheon is so strong in this area that none of the undead creatures or the devils can enter this room. Characters may use this chamber as a safe place to rest, regroup, and use healing magic.

17. The Ghostly Smith

A measured, metallic ringing, as of blows being struck, can be heard several hundred feet from this room. Characters within 50 feet can detect a flickering light coming from the chamber.



The 120'-diameter, 40'-high room is lit by the fitful glow of a forge in the center of the room. A dwarven smith stands over an anvil next to the forge and pounds on a great, shining axe. Occasionally he holds it up to look at it, mutters over some imperfection, then continues with his hammering, sometimes thrusting it into the forge to heat it up, sometimes sticking it with a hiss into a barrel of liquid. If they take a moment to look closely, characters notice that they can partially see through the smith, his tools, the bellows, and the barrel. Even the flames from the forge look slightly unreal. The only solid objects seem to be the forge, the anvil, and the axe.

The smith takes no notice of anyone who enters the room and does not attack unless he is attacked by a weapon that can hit him (i.e. a silver or magical weapon—all others pass through him) or an attempt to take the axe is made. In either case, the smith attacks the offender and anyone else in the room. He is actually a **wraith** (AC 4; HD 5 + 3; hp 23; #AT 1; D 1-6; SA energy drain (one level); SD silver or magical weapons needed to hit; AL LE). The smith initially attacks using the axe,

which crumbles to powder after one hit (enraging him even further). The axe is usable as a weapon only for one strike and is not magical. If the wraith is killed, all the unreal objects disappear, including the light from the fire.

If the final blow against the wraith is landed by a dwarf, gnome, or any axe-type weapon, the wraith assumes a gaseous form and swirls about the weapon used to dispatch it. In seconds, the wraith's dark energy is absorbed into the weapon, which transforms from whatever material it was previously composed of to a dead black substance that reflects no light. The weapon is unchanged in all other respects (including special abilities) but gains an additional +1 bonus.

The eastern tunnel from this chamber is a corridor sloping upward. Fifty feet from the chamber the corridor widens into a bulge 25 feet wide, and here lie the rotted remains of two huge air bellows similar to those found in area **10**. The bellows point eastward, away from the forge. Approximately 20 feet beyond this, the tunnel is blocked where the ceiling has collapsed. The huge pieces of granite filling the tunnel could not be moved by less than a huge work force. (This was originally a ventilation and secret escape tunnel.)

18. Hall of the Master Miner

A magical radiance fills this chamber; the light's intensity is about equal to a full moon. This great domed room is 60 feet high at its apex. The walls are decorated in alternating sections of bas-reliefs and bare rock. The carvings depict famous acts of ancient dwarven heroes. On the northwest wall of the chamber, a ledge is carved from the rock, about 25 feet from the floor. The glow seems to be concentrated here. The rock supporting the ledge rises sheer and smooth from the floor, as do the immediate surrounding walls. Once a great majestic stone staircase rose to the ledge from the floor of the room, free-standing like a flying buttress, but it has fallen, and large pieces of rock litter the floor.

Plainly visible upon the ledge is a throne carved out of granite. Upon it sits a dwarven skeleton. Upon its head rests a great helm.

The area on top of the ledge is protected by a permanent **protection from normal missiles** spell. Any non-magical missiles, or even thrown objects like grappling hooks, rebound from this protective field.

If anyone scales the ledge to inspect the body, they find that the skeleton is indeed dead and inanimate. The skull has been crushed. There are no other objects save rotted clothes and the great

helm. The helm is actually the **Dwarven Helm of the Master Miner** (see APPENDIX for a full description).

Five huge timbers seal the southern passage out of the room. The timbers are braced by piles of rubble and held in place other timbers and rocks to seal the passage. These timbers can be moved with a percentage chance equal to three times a character's bend *bars* percentage. Removing these timbers, regardless of any precaution save a **silence** spell, is quite noisy.

LEVEL 3 (AREAS 19-25)

19. Barracks

This is an old, deserted barracks. Any living creature other than Enthar or Frelpic who enters this room is attacked by two **dwarven zombie fighters** (AC 4; 3rd-level fighter; hp 25, 17; #AT 1; D by weapon; SA always act last in a melee round; SD suffer half damage from edged weapons; unaffected by **sleep**, **charm**, **hold**, and cold-based spells; AL NE). Each zombie wears tattered chain mail and carries a shield, hammer, and 3-30 gp. There is a 1% chance that Vezenor is present as well.

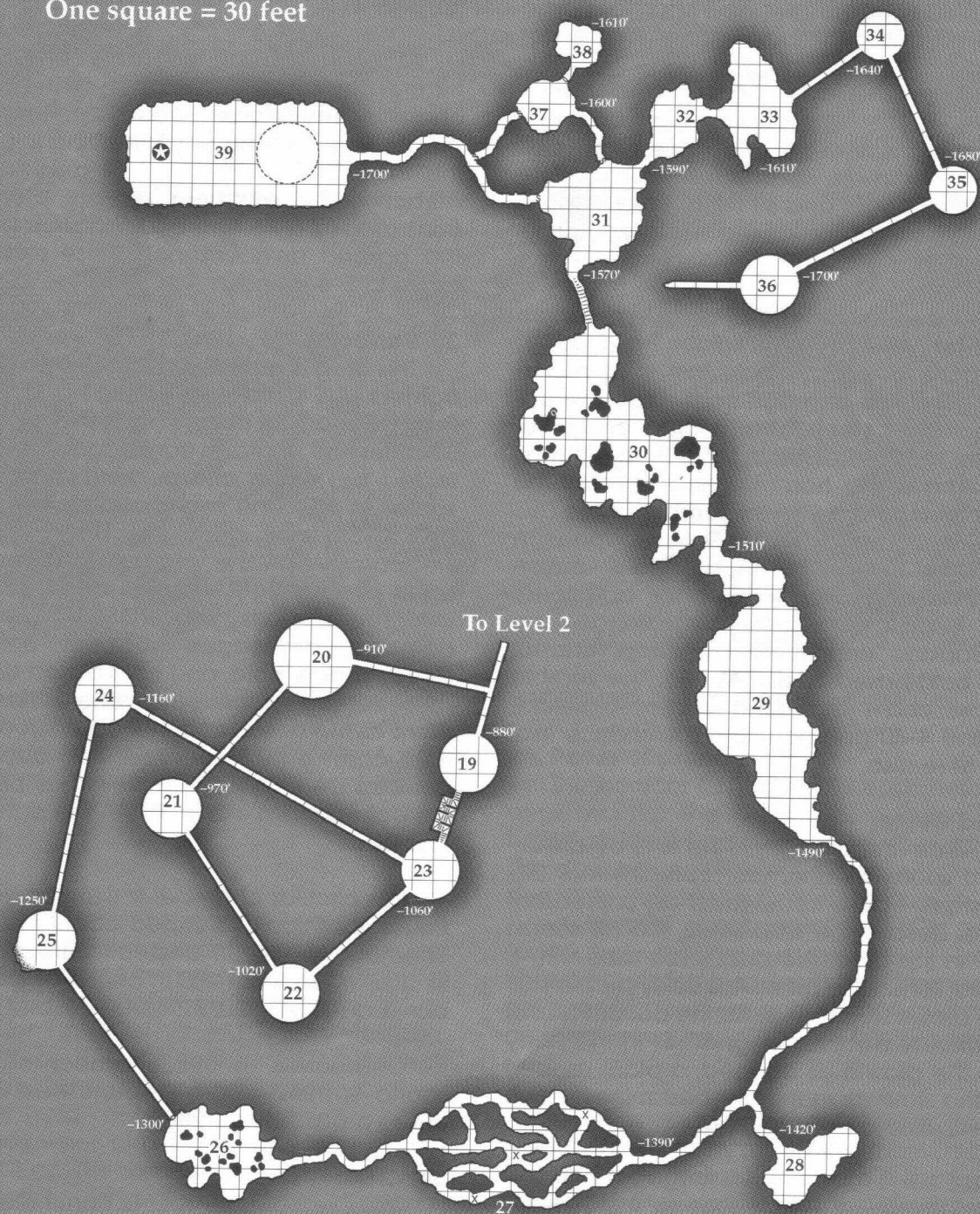
The southern exit from this chamber leads to a series of steep, winding stairs, terminating in area **23**. The stairs are unused and dusty. If a search is conducted, a trap may be detected (normal percentages) at the top of the stairs; apparently part of the wall at the back of the top landing is rigged to spring open. (This is not a secret door, and cannot be detected as such.) How this trap is activated is not apparent.

Halfway down the flight of stairs is the trigger of the trap: treading upon any of the five sequential steps with greater than 100 pounds of non-dwarvish/non-gnomish weight springs open the wall at the top of the stairs, releasing an enormous boulder. This huge stone crashes down the stairway, rebounding from the walls at each landing and careening down the next flight. The sound and its implications are obvious to any heroes below. Any characters who flee immediately and whose base speed is at least 6" can reach the bottom of the stairs just ahead of the boulder. The 10'-diameter boulder tumbles out of the stairwell and rolls into the center of area **23** before coming to a complete stop. Naturally, this places the guards in that area on alert.

Characters who cannot escape the path of the boulder have a chance of being crushed. Any character who flattens against the side wall to

Level 3

One square = 30 feet



avoid the rolling stone must making a successful saving throw vs. death magic at +3 to avoid suffering damage. Characters who fall prone to the floor in the middle of the corridor save at a +1 bonus. Characters who do neither save at a -2 penalty. In any event, Dexterity defensive bonuses or penalties modify the saving throw. Any character who fails the saving throw is struck by the boulder for 5-30 (5d6) points of damage.

20. Storage

This chamber is a weapon storage room and contains four hammers, six pole arms, three light crossbows, 28 quarrels, and 80 darts. The weapons are stored in rotted, unlocked wooden trunks against the north wall.

This room is usually guarded by one **dwarven zombie fighter** (AC 4; 3rd-level fighter; hp 25; #AT 1; D by weapon; SA always acts last in a melee round; SD suffers half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE) dressed in tattered chain mail and carrying a shield, hammer, and 3-30 gp. This zombie is joined by a **dwarven zombie cleric** (AC 4; 3rd-level cleric; hp 15; #AT 1; D by weapon; SA always acts last in a melee round; spells—cause **light wounds and cause fear**; for additional spells, see ROSTER; SD suffers half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE). The zombie cleric wears chain mail and carries a shield, hammer and 4-40 gp. There is a 2% chance that Vezenor is here also.

21. Airweed Center

This 90'-diameter, 30'-high room is lit by a **continual light** spell. The chamber contains four 20'-diameter stone basins from which an unpleasant odor arises. Despite the bad smell, the air seems less "used" in this area. The basins are filled with a low, tangled, lichen-like plant. This sickly purple stuff grows in a brown sludge that fills the bottom half of each basin. Any dwarves or gnomes in the party recognize the growth as airweed, a plant used to replenish the stale air in the deepest mines where ventilation is difficult or impossible.

22. Fest Hall

Wooden benches and tables fill this circular chamber, which is lit by a **continual light** spell. This room is usually guarded by two **dwarven zombie fighters** (AC 4; 3rd-level fighter; hp 20, 18; #AT 1; D by weapon; SA always acts last in a melee round; SD suffers half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE) and one **dwarven zombie cleric** (AC 4; 3rd-level cleric; hp 18; #AT 1; D by weapon; SA always acts last in a melee round; spells—cause **light wounds and cause**

fear; for additional spells, see ROSTER; SD suffers half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE). The zombies have the same armor and equipment as those encountered in area 21. There is a 5% chance that Vezenor is encountered here as well.

At the head of the table arrangement, a throne has been carved out of the rock of this chamber. The throne produces an immobile **anti-magic shell** around anyone sitting in it. Activating the magic of the throne has a 10% chance of attracting 2-5 **dwarven zombie cleric/fighters** from areas **31-36** and a 2% chance of attracting the barbed devil Vezenor; these reinforcements arrive in 2-8 rounds.

23. Barracks

This area is guarded by three **dwarven zombie fighters** (AC 4; 3rd-level fighter; hp 23, 21, 17; #AT 1; D by weapon; SA always act last in a melee round; SD suffer half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE) and two **dwarven zombie clerics** (AC 4; 3rd-level cleric; hp 14, 13; #AT 1; D by weapon; SA always act last in a melee round; spells—cause **light wounds and cause fear**; for additional spells, see ROSTER; SD suffer half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE). These zombies possess the same armor and equipment as the ones encountered in area 21. There is a 2% chance that Vezenor is here also. If the boulder trap on the northern stairs has been tripped, the occupants are alert when the party enters the chamber.

This circular chamber is illuminated by a **continual light** spell. Arranged about the walls of this chamber are seven decrepit bunks that crumble to dust when touched. In chests at the foot of the bunks are 40, 30, 20, 71, 48, 30, 20, and 26 gp.

Characters in this chamber can hear the sound of mining from the northwest tunnel (leading to areas 24 and 25).

24. Clerical Chambers

This circular chamber is illuminated by a **continual light** spell. Arranged about the walls are twelve decrepit wooden beds that crumble when touched. At the foot of each bed is an unlocked wooden locker, seven of which contain treasure: 20, 37, 41, 8, 23, 89, and 39 gp respectively.

This area is guarded by three **dwarven zombie clerics** (AC 4; 3rd-level cleric; hp 17, 12, 10; #AT 1; D by weapon; SA always act last in a melee round; spells—cause **light wounds and cause fear**; for



additional spells, see ROSTER; SD suffer half damage from edged weapons; unaffected by **steep**, **charm**, **hold**, and cold-based spells; AL NE). See area **21** for the zombies' armor and equipment. There is a 2% chance that Vezenor is present as well.

25. Mithril Mine

This room has been the source of recent mithril mining. The chamber is illuminated by a **continual light** spell. Digging out the precious ore with hand tools are three **dwarven zombie fighters** (AC 5; 3rd-level fighter; hp 23, 21, 17; #AT 1; D by weapon; SA always act last in a melee round; SD suffer half damage from edged weapons; unaffected by **steep**, **charm**, **hold**, and cold-based spells; AL NE). These zombies wear chain mail and carry hammers and 4-48 gp. The zombies stop mining only to attack intruders or respond to an alarm elsewhere in the Delve. There is a 5% chance that Vezenor is overseeing the mining operation when the characters arrive.

The mining is quite noisy and can be heard as **far** back as area **22**. There are a dozen chunks of mithril in the roughly hewn southwest section of the room. Each chunk is worth 150 gp.

THE LOWER CAVES (AREAS 26-39)

26. Room of Light

The corridor from area **25** ends before an iron door molded the likeness of a dwarf. The figure holds a trident and wears a seven-pointed crown. The door has no lock but it is barred from the east side. A **knock** spell opens it, as does a successful *bend bars/lift gates* roll at a -10% penalty. No matter how the door is opened, there is a 50% chance that doing so summons Vezenor (if he has not already been encountered). Any character not accompanied by Enthar or Frelpic is attacked on sight.

A soft, magical glow illuminates the 30'-high, roughly hewn cavern and the many huge stalactites and stalagmites that adorn it. The eastern passage from the room is not obvious or visible from the doorway.

Any living creature that enters the room is limned with **faerie fire**. A **dispel magic** can remove the outline, but the **faerie fire** is treated as 10th-level magic. Removing the **faerie fire** from the entire room requires a successful **dispel magic** cast against 21st-level magic. The **faerie fire** persists even after the characters leave the cave; it is permanent until dispelled. Outlined creatures are

easier to strike, affording opponents a +2 bonus on all attack rolls (but not damage rolls).

27. In the Black

This area is covered with twelve separate and permanent **continual darkness** spells; thus, **dispel magic** (if successful) or **continual light** negates only one-twelfth of the darkness. A **light** spell provides illumination within 10 feet only. **Faerie fire** and torch light produce a 3' glow. A lantern lights an area 15 feet ahead, but this illumination is poor. A magical sword (except for a flaming sword, which acts like a torch) casts only a 1'-radius light and is virtually useless. Even if the darkness in this area is negated, it gradually returns so that in twenty-four hours the **continual darkness** is again in place.

At each of the points marked "X" dwells one of three **black puddings** (AC 6; HD 10; hp 40, 36, 32; #AT 1; D 3-24; SA dissolve wood and metal; SD weapons divide a pudding into two half-sized puddings; immune to cold and lightning attacks; AL N).

Any magical weapon striking a black pudding must make a saving throw vs. acid. If the saving throw fails, the weapon loses 1-4 properties, including "plusses" to attack and damage. If the saving throw succeeds, the weapon is not harmed (for that contact only). Ordinary weapons suffer full acid damage at once if they hit the pudding, and no damage is inflicted. Any pudding reduced to half hit points has a 50% chance of fleeing; otherwise, it remains and eats anything and anyone it can. Creatures eaten by puddings cannot be brought back to life by any means short of a carefully worded **wish** or a near-immediate **alter reality**.

The puddings are encountered only at the "X" locations and nowhere else. There is a 60% chance that any given pudding is attached to the ceiling, a 30% chance that it is clinging to a wall, and a 10% chance that it is on the floor. The puddings are not hampered by the **continual darkness**. Characters who are unable to see the puddings in the darkness suffer a -4 penalty to hit.

28. Garbage Pit

A horrid stench pervades this unlit cavern and the tunnels beyond. This room is piled high with offal—some small amount is recent. The smell in the room has the effect of a ghast's aura (retching and nausea causing -2 on "to hit" rolls) unless a successful saving throw vs. spell with a +4 bonus is made. Characters who remain in this room for more than 3 turns carry the stench for days unless it is thoroughly washed off.

For those who would delve in this muck, there is a 20% chance per turn of finding a coin: copper (40%), silver (30%), gold (20%), or platinum (10%). The total number of coins in the entire room is 40 cp, 30 sp, 20 gp, and 10 pp.

The room is guarded by an **otyugh** (AC 3; HD 6; hp 30; #AT 3; D 1-8/1-8/2-5; SA disease (a bite is 90% likely to infect the victim with an acute and severe muscular disorder, as per DISEASE in the **DUNGEON MASTERS GUIDE**), surprise (1-4 on 1d6); AL N). If it sees light in the corridor, the otyugh is 90% likely to investigate. It always attacks small groups of 1-3 characters, but it avoids larger groups.

29. Cold Cavern

This great, unlit cavern is kept magically cold. Unless the characters have some form of magical protection, such as a **resist cold** spell or **ring of warmth**, damage commences on the sixth round of exposure, the third round for those in metal armor. Characters are allowed a saving throw every round; failure indicates 1 point of damage. Failing the saving throw three times means the victim suffers 1 point of damage each round thereafter. The cold persists through area **30** and ends at the steps leading to area 31.

Roll percentile dice at this point to determine whether the bone devil Skirpus is in this area at this time: there is a base 50% chance. If he is not encountered here and hasn't been met elsewhere, the bone devil is lurking in area **30**.

30. Lair of the Devil

This ice-coated cavern is filled with stalactites and stalagmites, some of which have joined to form columns that support the 60'-high ceiling. Icicles clinging to the ceiling occasionally fall to the floor, shattering like glass. If the characters reach this point without previously encountering Skirpus, they find the bone devil here. He is hiding behind a stalagmite near the middle of the cavern and leaps out to surprise intruders.

The temperature in the chamber is far below freezing; any character who touches the walls, ceiling, or floor with bare skin suffers 1 point of damage each segment he or she remains in contact. The natural condensation in the cavern has frozen, forming a slick, icy shell on every surface. Any character moving at a rate faster than a slow walk must make a saving throw vs. paralyzation or fall prone, suffering 1-4 points of damage from the fall. Those who fall must spend the next melee round regaining sound footing.

31-36. The Lower Mines

These areas are inhabited by seven **dwarven zombie cleric/fighters** (AC 4; 3rd-level cleric/3rd-



level fighter; hp 24, 22, 20, 19, 19, 17, 14; #AT 1; D by weapon; SA always act last in a melee round; spells—cause **light wounds** and **cause fear**; for additional spells, see ROSTER; SD suffer half damage from edged weapons; unaffected by **sleep**, **charm**, **hold**, and cold-based spells; AL NE). The zombies wear tattered chain mail and carry shields and hammers. Each zombie has a pouch containing 4-24 mithril nuggets worth 10 gp apiece. Roll 1d100 and consult the following chart to determine the zombies' starting locations.

Area Number	31	32	33	34	35	36
01-40	0	0	3	0	0	4
41-80	1	1	0	2	0	3
81-90	0	2	2	0	1	2
91-00	1	1	0	1	0	4

31. The stairs leading to the cavern are long and steep. The stairwell is lit by a **continual light** spell, and the cave by a dimmer form of the same spell. A thief's *hide in shadows* percentage is reduced by 40% in the stairwell. The secret doors in the north and west walls are each opened by depressing a stone in the nearby wall. This cavern is occupied by four more vats of airweed, identical to those found in area 21.

32. This unlit 15'-high cavern serves as the barracks for the dwarven zombie cleric/fighters. There are seven beds and dwarven chests. In each chest are 4-24 pp.

33. This unlit, 25'-high cavern is a common room for eating, storage, and living. There is nothing of value here.

34. This circular chamber is illuminated by a **continual light** spell. Littering the floor are several tools—picks, spikes, drills, and so forth. Set into the north wall is a hot forge. The dwarves use this forge to mint coins, although no treasure can be found here currently.

35. This unlit, circular chamber is used for ore storage and contains nothing else of value. There are unprocessed chunks of raw ore here with a total value of about 500 gp.

36. This circular chamber is illuminated by a **continual light** spell. Mithril ore can be mined here. Half of the undead dwarves present are mining, and the other half are at the end of the western corridor digging deeper. Characters can recover 500 gp worth of ore from this chamber.

37. Study and Workroom

This roughly circular chamber serves as Frelpic's study and workroom. It contains a desk, writing equipment, a table, and two chairs. Next to the desk is a bookshelf. Hidden behind the books are a **rod of smiting**, an **onyx dog**, and a **ring of spell storing** that contains the spells **commune** (three questions), **raise dead**, and **plane shift**. Frelpic makes use of these items if hard-pressed.

The western secret door (leading to area **39**) is protected by a **glyph of warding** that explodes in a 10' radius for 16 points of damage (half damage if a saving throw vs. spell succeeds). Careful examination of the secret door reveals the **glyph**, which is traced with charcoal near the base of the door. The **glyph** detonates when the secret door is touched by a living creature.

On the floor of the tunnel leading to area **39** is another **glyph of warding** identical to the one placed on the secret door. The **glyph** is concealed as part of a mosaic on the floor. A cleric, if suspicious, has a 5% chance per level of discovering the **glyph**.

38. Receiving Teleporter

This 50' x 70' cave is the destination of the **teleporter** from area 8. The ceiling is flat and 40 feet high, and the cave is lit by a dim **continual light** spell. In the middle of the floor stands a four-tiered, stone ziggurat, each tier 5 feet higher than the one beneath.

The receiving end of the **teleporter** is located atop the highest tier of the ziggurat (upon a 10' x 5' platform) and is enchanted with a **detect evil** spell. Any non-evil person who uses it is subject to a stunning effect that lasts for 3-12 segments—no saving throw. In addition, the character must make a successful saving throw vs. death magic or be aged ten years. This platform otherwise works exactly the same as its counterpart in area 8. (Note that the receiving **teleporter** is inactive for 5 rounds following the arrival of anyone from area 8.) As Baalzebul's power expands, his minions will establish additional links farther from the Delve that connect here, eventually creating a network that allows the evil forces to move rapidly throughout the region.

The only apparent exit from the chamber is a tunnel leading south. The passage ends before a heavy iron door. Standing on the north side of the door, barring passage, is an **iron golem** (AC 3; HD 18; hp 80; #AT 1; D 4-40; SA poison gas; SD +3 or better weapon to hit; lightning **slows** it for 3 rounds; all other magical attacks inflict no damage; AL N). The golem is hidden in shadows and can be seen only by characters in the passageway.

When a non-evil figure enters the room, the golem animates and moves to kill the offending person. The animation takes 2-8 rounds. The golem begins seeping chlorine gas once animated, filling the chamber in 10 rounds. Within 2-8 segments of inhaling the gas, characters must make a successful saving throw vs. poison or die. If the saving throw is successful, the gas acts as a **stinking cloud** spell, no saving throw.

The iron door is magically sealed. Trying to force open the door with magic (such as a **knock** spell) proves futile and causes the golem to animate and begin spewing noxious chlorine gas. The door opens only if the command word "hoggle" is spoken (which only Enthar and Frelpic know), or if it is forced open by brute physical strength (requiring a minimum of 37 combined Strength points). A **teleport or dimension door** spell also allows passage beyond the door. The door is sealed so that the gas (or someone in gaseous form) cannot escape.

39. The Temple of Baalzebul

An immense statue rises nearly 50 feet from a marble altar at the far end of this 90'-high, roughly hewn cavern. Carved from some unknown reddish rock, the statue depicts the arch-devil Baalzebul himself. Good-aligned clerics must make a successful saving throw vs. death magic or be affected by a **fear** spell upon first viewing the statue.

The statue features two immense red gems for eyes (worth 5,000 gp apiece) and a mouth widened in a rictus that promises pain and suffering to all who gaze on the fearful visage of the arch-fiend. Baalzebul cares little about the gems, but if any attempt is made to remove one, either Vezenor (70% chance) or Skirpus (30% chance) is immediately summoned to the fane. (If both devils have been defeated, another bone devil appears in their stead.) The summoned devil demands the sacrifice of a live person for his Lord. If such a sacrifice is given, the devil rips out the victim's heart and devours it, then throws the body into the pit (see below). Sacrifice means a party member—never a hireling or prisoner. After the sacrifice, the devil disappears; the ruby eyes fall out, and the characters may take them. If the party refuses the sacrifice, the devil attacks and seeks to kill two characters. It returns to hell if reduced to one-quarter of its hit points.

Below the statue rests an ominous stone brazier, easily 15 feet in diameter. Flames burn above the surface of this brazier, although there are no coals or other obvious fuel in the bowl. Heat radiates from the brazier, raising the already high temperature another dozen or so degrees within 10

feet of the bowl itself. Anyone who enters the flames directly suffers 5d6 points of burn damage each round they remain within the bowl. Every 10 rounds, the flames in the brazier roar higher and everyone in the room suffers 1d6 points of burn damage from the increased heat. The first such eruption occurs five rounds after the characters enter the chamber, and an eruption also happens immediately whenever a devil, Felpic, or a lemure is killed in the room.

Each time the brazier flares, a **lemure** (AC 7; HD 3; hp 15; #AT 1; D 1-3; SD regenerates 1 hit point per melee round; AL LE) is summoned from Baalzebul's plane. The lemure emerges from the **gate** (see below) and thus appears to crawl up from the floor.

The walls, floor, and ceiling of this area are composed of a dark stone that radiates heat. Any good-aligned character who touches the walls, floor, or ceiling with bare skin suffers 1 point of fire damage for each segment of contact.

In the eastern section of the chamber is a 90'-diameter, circular pit masked by an illusion to appear as nothing more than simple cave floor. The hole is a **gate** directly to the sixth plane of hell. Felpic has permission to freely use this **gate**. If he does, it takes him 66 rounds to reach the fortress of Baalzebul to ask for aid. Any character who falls into the **gate** is almost certainly doomed unless he or she has **fly**, **levitation**, **plane shift**, or some similar power. The **gate** can be closed only by removing or destroying both of the statue's eye gems.

If both gems are removed or destroyed, the **gate** closes, and the area of the floor that it occupied reverts to solid rock. Ten minutes later, the entire area shudders violently. The Delve begins to collapse, beginning with area **39** and sequentially destroying each previous area in turn. PCs must leave the area or be crushed—they'll need to run and won't have time to rest, collect chunks of mithril, loot the bodies of dead enemies, and so forth.

Destroying the **gate** and the temple of Baalzebul puts an end to the threat beneath the Deep Dwarven Delve. Sensing the destruction of the arch-devil's fane, the humanoids in the first level flee the Delve, staying only as long as it takes to gather their prized possessions. Upon leaving the Delve, the successful characters are free to return to Restenford and Lake Farmin, where they are celebrated as heroes.

APPENDIX

Hammer +3, Pulverizer

(6" range, automatic return)

This hideous weapon acts as a normal **hammer +3** in the hands of a non-dwarf. It is lawful evil and has a combined ego-intelligence of 34. It **disintegrates** good-aligned creatures on a hit unless a successful saving throw vs. spell is made. Dwarves and gnomes receive a +4 bonus to their saving throw. The hammer can detect invisible objects within 20 feet and throws itself (if held) at any invisible creature as soon as the creature is detected.

Zalco, Long Sword +3

Zalco's scabbard is encrusted with seven gems worth 500 gp each. (The scabbard accepts and encrusts any gem placed on it if the sword so commands.) The sword's pommel and hilt appear as intertwined heads and necks of three brass dragons. Each dragon's head has two ruby eyes worth 1,000 gp each. Engraved on the blade in flowing script is "Master of order, I beckon you to slay my foes! Let disorder fall in my wake and enemies find doom at my touch!" The sword has a combined ego-intelligence of 32 and is chaotic neutral. The sword is fiercely independent and reveals its abilities only as it wishes. Any lawful character who picks up the sword suffers 15 points of damage, while a paladin must make a saving throw vs. spell or fall to dust (suffering 15 points of damage if the saving throw succeeds). Any neutral, neutral good, or neutral evil character who picks up the blade suffers 7 points of damage. The sword **disintegrates** lawful clerics, paladins, and lawful outer planar creatures (including devils) with a successful hit; affected targets are allowed a saving throw vs. spell at +3 to resist the disintegration (but not damage).

The sword's abilities are as follows:

Detect lawful creatures (range 1")

Detect invisible objects (range 2")

Detect ethereal beings (range 5")

Detect magic (range 1")

Locate secret doors (range 1")

Dimension door once/day (up to 32")

Cure critical wounds (3d8 + 3 points)
once/day, by touch; lawful creatures cannot benefit from this ability

The sword can do only one thing at a time, and unless it agrees to seek or perform a specific ability (or if its ego is defeated by the wielder), it does

as it pleases and might ignore a detection, or at least not reveal it. The sword speaks aloud in both common and brass dragon as well as in elvish, but not until it is picked up, and then only if it has a mind to speak. The sword is +3 to hit and to damage.

The sword's **disintegration** ability has 20 charges. A charge is used every time it hits an eligible creature, whether or not the creature makes its saving throw. After these 20 charges are used up, the sword loses all intelligence, ego, and special abilities save for the +3 bonus.

The DM is responsible for roleplaying the sword. It is very egotistical and says things like, "I will make you great! You will follow, and I will lead!" The sword knows that its former lord was **disintegrated** by a dwarf (Frelpic) wielding a **hammer +3, pulverizer**. Zalco wants revenge. If there is a lawful cleric in the party, the fun begins at once, but the sword can be convinced not to destroy the cleric if he or she promises to help it track down the dwarf responsible for slaying its former wielder.

Dwarven Helm of the Master Miner

The **helm** can be commanded to become invisible (when worn), or it can make the wearer

invisible as well. When worn, it makes any dwarf or gnome look upon the wearer as if he or she had a Charisma of 20. Everything the **helm** wearer says is treated like a **suggestion** spell to members of those races. (Listeners are allowed a saving throw, although listeners of evil alignment suffer a -3 penalty). All other races are unaffected by the **helm** wearer. Attempts by others to remove the **helm** by force causes the wearer and any dwarf or gnome in sight, regardless of alignment, to attack the offenders at once and without reservation. This power of the **helm** works only for a dwarf or gnome.

As a secondary power, the helm grants its wearer a +5 bonus to saving throws vs. rods, staves, wands, and spells (as a dwarf with an 18 Constitution). This is not cumulative with any bonuses the wearer already possesses. Thus, a dwarf wearing the **helm** could not benefit from both the item's bonus and his or her racial bonus to saving throws. This power of the **helm** works for humans, demi-humans, and humanoids only.

The helm's powers cannot be used while the wearer is engaged in combat of any kind. Also, the **helm** (when worn) prohibits spellcasting of any sort.

CREDITS

Design: Len Lakofka

Development: Lawrence Schick & Dave Cook, Alien Hammack, Timothy Jones

Silver Anniversary Polishing: Ryan S. Dancey, Keith F. Strohm, Christopher Perkins

Art Direction: Dawn Murin

Illustrations: Wayne Reynolds

Cartography: Christopher Perkins

Typesetting: Angelika Lokotz

Original Editing: Jeff R. Leason, Harold Johnson, Mike Carr & Lawrence Schick.

Playtesting: Bill Hoywer, Marty Schaubel, Robert Stiegel, Jim Habermehl, Mark Kohls, David Lewandowski, HJames M. Selzer, B.D.J. Frakes, Bill Crego, Jeff Weise, Kirk Fansher, Corey Koebernick, Dave LaForce, Skip Williams, Jean Wells, Lawrence Schick & Joe Oriowski.