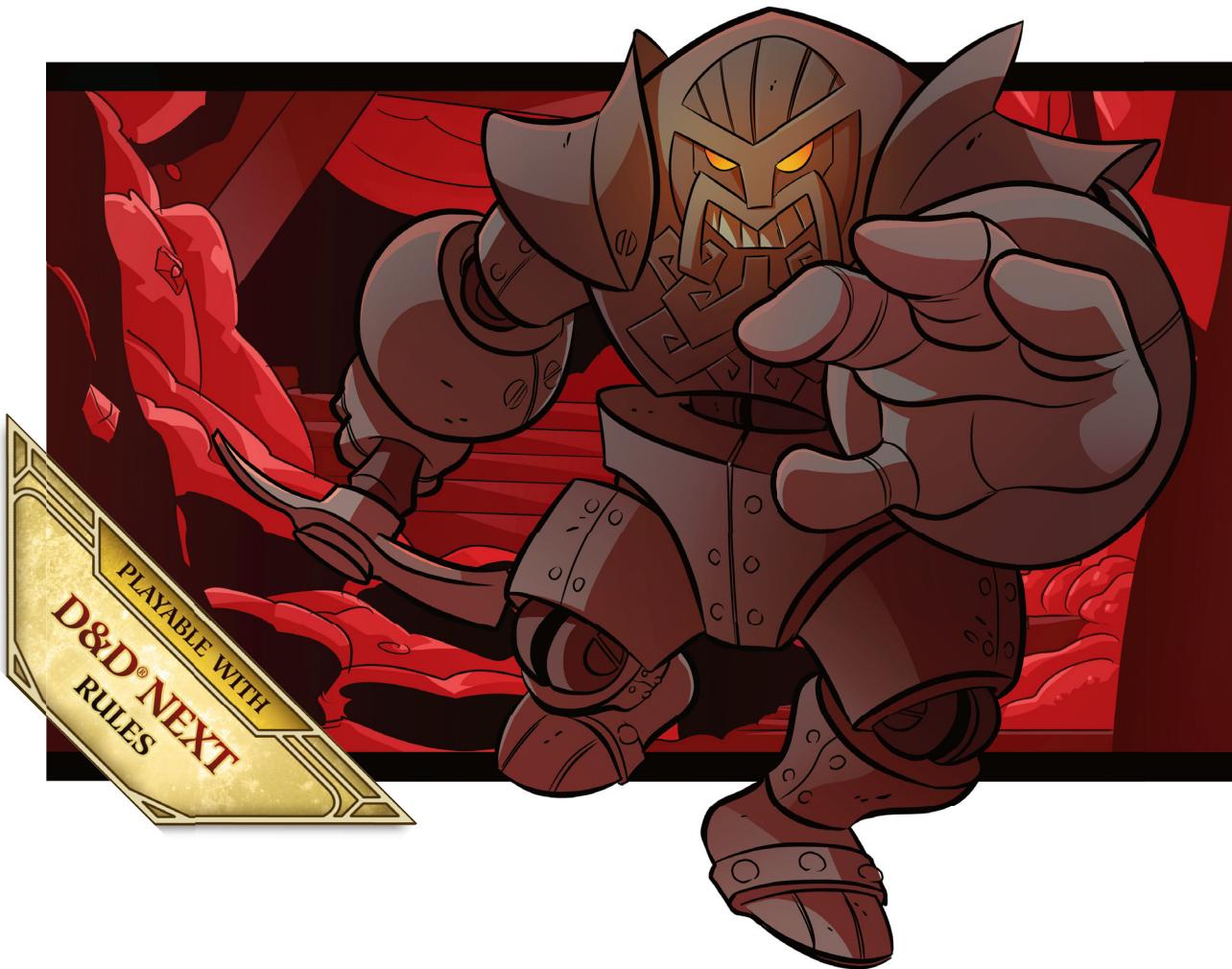




MINES OF MADNESS

By Scott Kurtz & Christopher Perkins

A REALLY FUN ADVENTURE (FOR THE DM, AT LEAST)



The wizard Abracadamus hid the *Forever Stone* in the darkest depths of a failing mine, coerced monsters into serving as guardians, and rigged the dungeon with traps galore.

Then he died, as all good wizards do.

Many heroes have fallen prey to the *Forever Stone*'s lure of immortality. To date, only one stalwart band has plunged into the Mines of Madness and lived to tell the tale. You think you're better than them? You think you got what it takes to grab life by the stones and conquer the dungeon that won the 2012 Gygaxian Award* for Bonecrushing Awesomeness?

We seriously doubt it, but go ahead . . . prove us wrong!

Mines of Madness is a Very Special D&D® Adventure written for PAX East 2013 and designed for four 3rd-level characters. All characters must be created using the rules in the D&D Next playtest package, available for FREE at dndnext.com.

*Not a real award, though seriously, it should be.

INTRODUCTION

Mines of Madness is a rollicking D&D® adventure designed for use with the D&D Next playtest packet, which you can download for free at dndnext.com. The adventure is intended for four 3rd-level characters, created using the rules in the playtest packet.

The Mines of Madness is a fictional adventure location (aren't they all?) first introduced in the web comic PvP, as a loving tribute to the classic D&D “dungeon crawls” of old. This adventure brings the adventure location to life, allowing D&D fans at PAX East 2013 to experience the Mines of Madness for themselves.

Let us begin by saying: *This is not a fair test of the players' abilities.* The dungeon is tragically stacked in the DM's favor and built to frustrate, maim, humble, and ultimately kill adventurers. But if the players band together and use their brains, with a little luck their characters might survive to tell the tale of how they descended into the Mines of Madness in search of the *Forever Stone* and prevailed.

What's the *Forever Stone*? We're glad you asked. . . .

WHAT THE PLAYERS WILL NEVER KNOW

The masters of the dwarven Glitterdark Mining Consortium thought they'd struck it rich with the Corkscrew Mines, so named because of their distinctive, downward spiraling tunnels. Deep within, the dwarves unearthed veins of a never-before-seen red crystal they took to calling krimsonite. Unfortunately, the substance was difficult to extract and turned brittle once separated from the indigenous rock upon which it grew. The consortium tried to market the crystal and failed horribly.

A mine foreman named Pax Jagershield had invested his life savings in the mines. Stubborn yet persuasive, he refused to sell his shares and (foolishly, some say) convinced his fellow miners to help him buy the rest. The consortium gladly took the dwarves' money, leaving Jagershield's crew with a worthless haul of krimsonite and their misplaced pride.

By delving ever deeper, Jagershield hoped to strike electrum (a few flecks of the precious metal had been found here and there), but instead broke into a tunnel complex inhabited by a purple worm. The dwarves retreated, and that's when the downward excavation stopped.

At some point (scholars aren't sure when), Jagershield and his retinue were approached by an elderly wizard. He told them that krimsonite dust was valuable as a spell component. The dwarves, encouraged by the news, worked feverishly to provide the wizard with all the krimsonite he could afford. In fact, the ore had no

magical value at all; the wizard had lied to the dwarves and had no real interest in the red crystal. His interest was in the mine itself.

The elderly wizard, Abracadamus, was the last surviving member of a secret society of do-gooders sworn to protect the *Forever Stone* and other good-aligned artifacts from the forces of evil. He had used the artifact to prolong his own life (for that is its greatest power), but he was tired of being hunted. He urged the dwarves to make several expansions to the mines and helped them rig a series of deadly traps to discourage intrusion. Abracadamus then sealed himself and the *Forever Stone* in the mines' depths, never to be seen again.

Pax Jagershield and his dwarves, rich on the money given to them by the wizard, chose to stay and guard the mines. They were convinced that Abracadamus and his treasures were worth protecting. After a few months, however, the dwarves succumbed to a strange madness. A handful of them longed to retrieve and sell whatever the wizard was hiding. Greed and paranoia led to violence and betrayal, until only Jagershield himself was left standing. Still, he refused to leave the mine, and there he died.

The evil forces hounding Abracadamus eventually tracked the wizard to the mines, but they didn't get far before the various traps and wards disposed of them. Since then, bands of adventurers have entered the Mines of Madness in search of the fabled *Forever Stone*, only to meet similar fates. No one remembers that the stone is an artifact of good, only that it grants eternal life—and for many, that's a treasure worth dying for.

WHAT THE PLAYERS NEED TO KNOW

Read the following to begin the adventure:

You have come to the Mines of Madness in search of the *Forever Stone*, a powerful artifact rumored to have many great powers, first among them the power to grant eternal life. According to half-forgotten lore, the stone was hidden from the world long ago by evil wizards and greedy dwarves who coveted its power. They are said to have perished in an orgy of magic and bloodshed after turning on one another. You don't expect all the rumors to be true, but one thing is certain: Over the years, many adventurers have tried to claim the *Forever Stone*, but none have succeeded.

To survive the Mines of Madness would be a feather in the cap of any adventurer, but to retrieve the *Forever Stone* would catapult you into the annals of awesomeness. And so here you are, on the brink of greatness, ready to descend into the depths in search of glory, infamy, and immortality. . . .

The adventure assumes that the characters know one another and have been together for some time. It also assumes that the party has discovered the location of the Mines of Madness and made its way there. The adventure begins with the characters standing at the entrance, preparing to make their descent into history.

Speaking of history, characters can attempt to recall certain supposed facts about the Mines of Madness by making a DC 20 Intelligence check. A successful check yields one random bit of information; have the succeeding player roll a d4, and then consult the table below.

d4	Detail
1	The mines are rumored to contain veins of electrum.
2	The mines are known to contain veins of a worthless crystalline substance called krimsonite (with a “k”).
3	The dwarves who owned the mines went mad, hence the name: Mines of Madness.
4	A long-dead wizard named Abracadamus is thought to haunt the mines as a vampire or lich.

WELCOME TO THE MINES

The Mines of Madness contain traps and dangers aplenty. Please read the adventure thoroughly before attempting to run it, and refer to the maps of the upper and lower levels as needed.

Read-Aloud Text: Boxed text gives players information about what their characters can see, hear, and perhaps smell when they enter a given area. This text can be read aloud to players or paraphrased as you see fit.

Monster Statistics: For your convenience, monster statistics are collected at the end of the adventure on pages keyed to the encounter areas described below. Each combat encounter comes with an initiative tracker and spaces to record monster hit points.

Where To Begin: After reading the boxed text in the “What the Players Need To Know” section to the players, assume that the adventurers are standing outside the entrance to the mine (area 2), near the outhouse (area 1).

Dwarvish Runes: The mines are riddled with Dwarvish script carved into walls, doors, and other surfaces. If the party tries to decipher the script, you can give **HANDOUT 1** (a translation of the Dwarvish alphabet) to any player whose character speaks Dwarvish or casts a *comprehend languages* spell.

Troubleshooting: Some encounters are especially dangerous. If a character dies as a consequence of bad luck or folly, use the advice in the encounter’s “Troubleshooting” section to deal with the sudden loss.

AN ADVENTURER’S WORST NIGHTMARE

The dungeon is suffused with stray magical energies that unsettle the unconscious mind, twisting dreams into nightmares and leaving one weak and rattled upon waking. In game terms, any adventurer who takes a long rest in the Mines of Madness does not regain spent Hit Dice.

Common Features

As the player characters explore the mines, they’ll discover several recurring features throughout.

Scale: The maps use a scale of 10 feet per square. When determining the party’s marching order, note that tunnels are wide enough for characters to move two abreast or single file.

Lighting: All areas within the mines are unlit unless noted otherwise. Characters must rely on darkvision or their own light sources to see.

Ceilings and Walls: Unless noted otherwise, rooms have flat, 10-foot-high ceilings and are chiseled from solid stone, and the walls have few handholds or footholds; they can be climbed with a DC 20 Strength or Dexterity check. Natural caverns vary in height and have frequent hand- and footholds, but the walls are slick with moisture; climbing the walls in these locations requires a DC 15 Strength or Dexterity check, and failure by 5 or more results in a fall (1d6 bludgeoning damage per 10 feet fallen).

Mine Shafts: Dwarves like to name mine shafts after dwarven kings. The named mine shafts in the Mines of Madness vary in depth, but all are lined with rotting support beams and crossbeams that offer plenty of handholds. Climbing up or down a shaft requires a DC 12 Strength or Dexterity check, with a failure by 5 or more indicating a fall (1d6 bludgeoning damage per 10 feet fallen).

Tunnels: All tunnels are 10 feet high and hewn from dense earth and solid rock. At various weak points, rotting wooden buttresses and crossbeams support the tunnel walls and ceiling.

Corkscrew Tunnels: Some tunnels coil upward or downward, increasing or decreasing their depth by 30 feet. The floors of these corkscrew tunnels are usually angled no more than 20 degrees.

Tunnel Collapse: A typical buttress has AC 0 and 10 hit points. Destroying a buttress has a 1-in-6 chance of causing a ceiling collapse in the two 10-foot squares closest to it. Any creature in a collapsing section of tunnel must make a DC 10 Dexterity saving throw. On a successful save, the target moves out of the collapsing area to the nearest safe square. On a failed save, the target takes 7 (2d6) bludgeoning damage, falls prone, and is



buried under 1d6 feet of rubble. While buried, the target is restrained and cannot stand, and the only action it can take on its turn is to make a DC 10 Strength check to escape, taking a penalty to the check equal to the number of feet of rubble covering it. An unburied creature adjacent to the target can attempt to pull it free as an action by making a similar Strength check.

THE UPPER LEVEL

The following encounters are keyed to the map of the upper level.

1. “Keep Out!”

A ramshackle wooden outhouse stands about 30 feet from the entrance to the mine. Carved into the door are the words “KEEP OUT!” in Common.

Some characters might be tempted to explore the outhouse. If a character opens the door or peeks through a knothole in the wooden walls, read:

Inside the outhouse is a wooden bench with a hole cut into it. Flickering orange light shows through the hole, emanating from somewhere deep below.

Buried in the ground beneath the outhouse is an empty wooden barrel to catch waste. Some anonymous miscreant threw an everburning torch into the barrel. The torch (which produces no heat) is the source of the light.

The outhouse is large enough to accommodate one Medium character or two Small characters at a time.

Creature: If one or more characters ignore the sign and enter the outhouse, the ground begins to tremble and bulge as the **purple worm** from area 32 erupts from below and swallows the outhouse. The worm is 50 feet long, but its lower half remains underground.

Characters in the 10-foot squares adjacent to the outhouse must succeed on a DC 10 Dexterity saving throw or fall prone. Anyone in the 10-foot square occupied by the outhouse must succeed on a DC 15 Dexterity saving throw or be targeted by the worm’s bite attack. (In this singular instance, the worm can bite multiple creatures with a single attack.) Characters inside the outhouse

take a -5 penalty to this saving throw, and the worm has advantage on its attack roll to hit them.

Roll initiative as normal, and track any damage the purple worm sustains; on its first turn after gaining surprise, the purple worm retreats the way it came, provoking opportunity attacks from characters adjacent to it as it backs into the earth. In addition to the outhouse, the worm also swallows the waste barrel and the everburning torch inside it.

Worm Chute: The purple worm leaves behind a sinkhole of pulverized rock covering a lazily spiraling, corkscrew-like chute 10 feet wide and 120 feet deep. The chute is plugged with 5 feet of pulverized rock, but the first character to enter or forcibly prod the sinkhole causes the fine rubble to give way, exposing the chute for all to see. Characters who dare to slide down the chute arrive at the point marked **X** in area 32 on the lower level, landing atop a heap of powdered stone and taking no damage. It's a DC 15 Strength or Dexterity check to climb up or down the chute (DC 5 with ropes or climbing gear), and failure by 5 or more results in a fall (but no damage).

Troubleshooting: This encounter sets the tone of the adventure. If the purple worm swallows one or more characters, resolve their fates quickly. In all likelihood, they are dead meat. (That's what they get for not heeding the warning sign on the outhouse door!) Players who lose characters to the purple worm can remain in the game by choosing or rolling up new characters or renaming the ones they already have. Let them contrive an unlikely story to explain the sudden arrival of these new adventurers, then move on to the next encounter. (It's not about realism; it's about having fun!)

It's fine if the characters follow the purple worm down to the lower level. Although they might seem to be circumventing the dungeon, characters using this backdoor route are confined to areas 29, 31, 32, and 33, with little hope of obtaining the *Forever Stone*.

2. Entrance

Rubble and flinders of rotten wood are piled around the mouth of a 10-foot-wide, 10-foot-high tunnel carved into a rocky hillside. The floor of the tunnel is covered in loose dust, and the wooden buttresses and crossbeams that support the tunnel ceiling have seen better days.

The entrance has collapsed several times, only to be cleared now and then by intrepid explorers eager to unearth the secrets and treasures beyond. The last group to enter the Mines of Madness was a gang of eight goblins. They fell prey to a trap (see below)—and so might the adventurers if they're not careful.

Rabble in the Rubble: Four dead goblins are buried in the rubble flanking the entrance (two per side). The mine entrance collapsed as the goblins made their way inside, and the survivors (see area 3) stashed the bodies here after clearing the tunnel and looting the dead. (The remaining goblins didn't want others who wandered by to see the corpses of their kin lying around.) Anyone who takes the time to search the rubble finds the dead goblins (no check required). The corpses wear crushed bits of armor and have broken spears buried with them, but they carry nothing of value. A successful DC 10 Wisdom check reveals that they died from bludgeoning damage.

Trap: Ten feet inside the tunnel, carved into the floor between two ceiling supports and hidden under a thin layer of dust, is a tiny rune composed of three Dwarvish letters. If the characters take the time to sweep aside the dust or cast a *detect magic* spell, they automatically detect the rune (show the players **HANDOUT 2** at this time). Otherwise, they have no chance of spotting it. The rune consists of the letters P, A, and X. It radiates faint abjuration magic when scrutinized with a *detect magic* spell, and a DC 15 Intelligence check confirms that the rune can be disabled by uttering the word "Pax" or its Common translation, "Great." Speaking either word aloud within 10 feet of the rune causes it to disappear for 24 hours, temporarily disabling the trap.

If a character moves from the first 10-foot square of the tunnel to the second—or vice versa—without saying "Pax" or "Great" aloud, the rune flashes brightly and triggers a tunnel collapse that fills both 10-foot squares. See "Common Features" (page 3) for rules on tunnel collapses. Once the tunnel collapses, it's completely blocked off; the rune disappears and the trap is disabled for 24 hours. Clearing the tunnel after a collapse takes 5 hours of work per 10-foot square; each additional character reduces this time by 1 hour.

3. Pecking Order

When the characters come within 30 feet of this room (from any direction), they hear clucking and banging sounds.

This 10-foot-high, rough-hewn chamber contains shovels, picks, stacks of wooden planks, buckets of nails, and piles of wooden beams amid three half-built wooden mine carts and three eerily lifelike statues of goblins brandishing spears.

An intact cart rests upside-down in the middle of the cave, its wooden wheels sticking up in the air. Four oversized chickens peck at the sides of the overturned cart, determined to get at whatever's underneath.

The four goblins that survived the tunnel collapse in area 2 eventually ran afoul of some cockatrices (*heh heh*)

and never made it out of this room. Three of the goblins were turned to stone, and the fourth is hiding beneath the overturned mine cart.

Creatures: The four **cockatrices** are fixated on the overturned mine cart, allowing the characters the possibility of gaining surprise. If a character approaches within 10 feet of the beasts without succeeding on a Dexterity check to be stealthy, this chance for surprise is lost. The cockatrices are ill-tempered beasts and fight until slain.

The lone surviving goblin cowers under the mine cart until a character lifts it, at which point he scampers out and attempts to run away. The goblin, **Hug Hug**, isn't looking for a fight. If the characters are friendly toward him, he gladly fights by their side (avoiding melee whenever possible). For a goblin, he's uncharacteristically generous and loyal. He speaks broken Common and Dwarvish, and he knows enough of the latter to translate the runes found throughout the mine.

Hug Hug has enough food to survive another day or two on his own, but he's not shy about begging from well-equipped adventurers. He gets his name from a natural tendency to hug others when scared.

Roleplaying Notes: Hug Hug should be played as a likable character. He views his liberators as his best chance for survival but knows nothing about the Mines of Madness and makes a poor guide; he and his kin stumbled on the entrance and decided to investigate on a whim. The survivors of the tunnel collapse (see area 2) didn't get far before they were set upon by the cockatrices; consequently, Hug Hug hasn't explored much of the mine.

If the characters spare Hug Hug's life, he gives them his only treasure: 1 copper piece. Even if the adventurers might find him a useful companion, they could choose to sacrifice him in area 27 instead of another party member. If you roleplay Hug Hug well, it should be a heartbreakingly difficult decision for good-aligned characters to make.

Troubleshooting: If one or more characters are petrified by the cockatrices, you can add more live goblins to the encounter by giving Hug Hug a few friends and allowing players to run them as replacement characters. These goblins have the same statistics and gear as Hug Hug and remain under the mine cart until the cockatrices are defeated. At the bare minimum, you'll need to provide the following statistical information to each goblin player: AC, hit points, attack bonuses and damage, and ability score modifiers. The goblin adventurers are considerably weaker than the rest of the party, but that can make for a fun roleplaying challenge. The goblin players can name their new characters, choose alignments, and flesh out details and personalities as they see fit. You can assume that each goblin has gear comparable to an adventurer's kit.

4. Mine Shaft Braumordo

Carved above the entrance to this mine shaft is the word "BRAUMORDO" in Dwarvish script. (Show the players **HANDOUT 3** at this time.) Dwarf characters know that dwarves like to name mine shafts after dwarven kings.

You stand at the top of a 10-foot-wide shaft of uncertain depth. Dangling above it from the ceiling is a rickety lift—a wooden framework with no walls and a floor made of dusty planks—fastened to a system of frayed ropes, iron pulleys, and stone counterweights.

The lift is nothing more than an 8-foot-by-8-foot-by-8-foot box with no walls and a floor consisting of creaky wooden planks, the whole contraption held aloft by frayed ropes. A character inside the lift can raise or lower it at a rate of 10 feet per round by pulling on the ropes.

The ropes suspending the lift can support up to three Medium characters and their gear. (Two Small characters count as one Medium character in this regard.) If any more characters move onto it, the contraption breaks loose and falls to the bottom of the shaft. Any character inside the lift when it plummets must make a DC 15 Dexterity check to find purchase on a nearby wall. If the save fails, the character falls and takes 21 (6d6) bludgeoning damage.

The mine shaft is 60 feet deep and leads down to area 30. See "Common Features" (page 3) for more information on mine shafts.

5. Sticky Secret Door

This portal, at a glance, looks very much like the rough-hewn walls surrounding it—but it's no ordinary secret door.

Any creature that approaches within 5 feet of the secret door can make a DC 15 Intelligence or Wisdom check to detect its presence. It has no obvious way of being opened, however. If it is subjected to a *detect magic* spell, the door radiates powerful abjuration magic.

Creature: The "secret door" is actually a **mimic** held in stasis. Touching it dispels the stasis, whereupon the mimic produces a sticky pseudopod and attacks. This particular mimic cannot speak, and it fights until slain or until the characters flee. If the party flees rather than fights, the mimic moves elsewhere, assumes a new inanimate form (for example, a wooden chest), and hides in plain sight.

6. Cockatrice Nests

The floor of this 20-foot-high cave rises in the middle, creating a 10-foot-high rocky shelf. Broken picks and shovels are haphazardly scattered about.

Characters who climb to the top of the rocky shelf find two nests made from straw and other detritus. One of the nests contains four speckled cockatrice eggs, and the other holds three. Characters can make a DC 13 Intelligence check to identify the eggs.

7. Super Fun Happy Slide

This dusty, 10-foot-high cave contains several splintered cots and four intact (but empty) chicken coops. Carved above a circular hole in the eastern wall are Dwarvish runes.

The hole in the eastern wall is 3 feet in diameter and 2 feet above the floor; it forms the mouth of a polished stone chute that descends at a 45-degree angle into darkness. If the characters inspect the runes above the hole in the wall, show the players **HANDOUT 4**. The runes spell the word “SLIDE.”

Slide: Characters who use the chute are, after a brief yet fun ride, dumped into a pit of lime dust (see area 8); any character who fails a DC 10 Dexterity saving throw takes 1d6 bludgeoning damage and falls prone. Those attempting a slow, careful descent must make a DC 20 Dexterity check to avoid slipping, with results on a failure as described above. Any character who lands in the pit stirs up a cloud of dust and must succeed on a DC 10 Constitution saving throw or be blinded for 1d6 rounds.

Chicken Coops: The dwarves who lived in the mines liked to catch wild cockatrices and kept them in these wooden coops. The foreman, Pax Jagershield, had a particular fondness for cockatrice eggs. Days before his death, stricken with madness, he released his cockatrice captives. The ugly beasts have since made nests in area 6 and migrated to area 3.

8. A Dash of Lime

This cavernous pit has a 30-foot-high ceiling and is 10 feet deeper than the floor in area 9. The pit's floor is buried under 2 feet of powdered lime, and hidden below this soft powder are the bones of giant lizards that used to haul rock out of the mines for the dwarves.

Creatures: If a character moves more than 10 feet across the floor of the pit, he or she disturbs the bones underneath the lime dust, causing them to animate as five **skeletal giant lizards** imbued with evil dispositions. The skeletal lizards rise up out of the lime dust and try to gang up on single adversaries. If turned, they crawl up into area 9. The skeletal lizards are in no way troubled by the lime dust in the pit.

Any battle here alerts the **dwarf skeletons** in area 9, which stand at the edge of the pit and hurl axes at the adventurers.

Pit of Lime Dust: The mouth of the slide (see area 7) is 5 feet above the pit floor. A character who slides or

falls into the pit must make a DC 10 Dexterity saving throw to avoid taking 1d6 bludgeoning damage and falling prone. Any character who lands in the pit stirs up a cloud of lime dust and must succeed on a DC 10 Constitution saving throw or be blinded for 1d6 rounds.

Using water or alcohol to wash the eyes of a blinded character is a bad idea, because doing this turns the lime dust into a corrosive liquid, dealing 1d6 acid damage to the afflicted character and causing permanent blindness that can be cured only with a *lesser restoration*, *greater restoration*, or *heal spell*.

Simply walking through the lime dust does not stir enough dust to cause blindness, but a character who is knocked prone in the pit must succeed on a DC 10 Constitution saving throw or be blinded for 1d6 rounds.

9. Wrath of Pax

This is where Pax Jagershield and most of his fellow miners met their end.

This enormous, square room has smooth, brick-lined walls and a 20-foot-high ceiling festooned with thick cobwebs. The floor is littered with tools and mining apparatus. More than a dozen animated dwarf skeletons wander about, pushing wooden mine carts, rolling barrels, and performing other chores under the supervision of a skeletal dwarf standing on a barrel and carrying a diamond-tipped pick.

Equally spaced along the southern wall are three identical oaken doors with iron handles and hinges.

The magical wards that Abracadamus placed throughout the mines, including scrying sensors, had an unintended side effect: They released arcane energies that drove the dwarves past the brink of madness so that they ultimately turned on one another. Pax Jagershield, the foreman, was convinced that the others were plotting to seize the mine (and the *Forever Stone*) for themselves, so he took care of business. After the murder and mayhem subsided, guilt and paranoia kept him from leaving the mines. He started eating rocks (thinking they were cockatrice eggs) and died a painful and ignoble death.

Creatures: There are fifteen **dwarf skeletons** (including Pax) in this room, and they don't take kindly to intrusion. If the characters are seen entering the room, a few skeletons run up to engage the enemy in melee combat while the rest hang back and throw axes. **Pax Jagershield** has maximum hit points (16 hp) and remains out of melee range, standing atop a barrel of dwarven blasting powder (see “Pax’s Barrel”). He clutches a diamond-tipped pick in one skeletal hand (see “Treasure”) and a withered scrap of parchment in the other, shouting “Finders keepers! Finders keepers!” over and over in a mad rage. The parchment is the deed to the



Corkscrew Mines and is basically worthless (although useful in dealing with the iron golem in area 28).

Pax's Barrel: Pax's barrel of blasting powder has AC 5 and 5 hp. If it takes fire damage in excess of its hit points, the barrel explodes as though a fireball spell detonated in its space. Creatures in the 20-foot-radius cloud must make a DC 10 Dexterity saving throw. Failed Save: 21 (6d6) fire damage. Successful Save: Half damage. Characters who avoid damaging the barrel can take it with them; it weighs 100 pounds. If Jagershield's precious deed is caught in the explosion's area of effect, the fire destroys it.

Doors: All three doors open into the room, and none of them are locked.

Easternmost Door: This door opens to reveal a long, brick-walled tunnel (see area 10 for details). A *detect magic* spell reveals a strong aura of transmutation magic on the door and in the hallway beyond.

Middle Door: An iron spike is pounded into the floor in front of this door, and a *detect magic* spell reveals a strong aura of conjuration magic beyond the portal. Opening the door requires removing the spike first (which requires an action and a DC 15 Strength check). Beyond is an empty alcove. Any living creature that enters the

alcove is instantly teleported to area 22 on the lower level (no saving throw).

Westernmost Door: The door opens to reveal a dusty tunnel containing two mine shafts (see area 12 for details). A *detect magic* spell reveals no magical auras on the door or the area beyond.

Treasure: Pax carries a diamond-tipped war pick worth 7,500 gp. (It deals damage as a normal war pick.) The pick can be used to appease the golem in area 28.

10. Endless Hallway

This corridor has a floor composed of granite tiles and smooth walls made of mortared bricks. It stretches for 70 feet before ending at another door. Near the mid-point of the hall lie two moldering corpses.

The corpses belong to a pair of adventurers—a male elf ranger and a male dwarf fighter. Close inspection of the scene reveals that the pair have been dead for a couple of weeks, as well as the following information.

- ◆ The dwarf's body is shot full of elven arrows—fourteen of them, to be exact. Cause of death: Duh.
- ◆ The elf looks a bit hacked up, but the most grievous wound is a single arrow lodged in his head. It appears to have entered through the mouth and pierced the elf's brain. Likely cause of death: Suicide.
- ◆ The elf grasps a longbow. The dwarf clutches a blood-stained battleaxe. Between them lies an adventurer's kit.

The adventurers' other belongings are described under "Treasure."

Trap: The corridor is bookended by two enchanted doors that do not activate until one or more characters reach the hall's midpoint. Whenever a character approaches a door face-first, the hallway magically lengthens, preventing the character (or anyone else) from reaching the door. Turning around means facing another enchanted door that moves farther away as one approaches it. The faster a character approaches a door, the more length is added.

To exit the hallway, a character must turn his or her back to a door and walk backward at it. Someone outside the hall can also open a door, ending the effect.

Treasure: The elf ranger wears a *cloak of elvenkind* over nonmagical leather armor and carries a longbow and a quiver with six +1 arrows. The dwarf wears ordinary scale mail and wields a nonmagical battleaxe. An adventurer's kit lies between them, but all the rations are gone. Amid the kit's survival gear is a pocket journal written in Elvish. In it, the elf mentions a quest to find the *Forever Stone* and his friendship with a dwarf named Helmut. It also chronicles the elf's final days.

"What vile magic! Trapped in this dark, narrow hall with no means of escape. Helmut ate the last of my rations, and now he looks at me with hungry eyes. I think he plans to kill and eat me. Alas, I could never be so desperate. Eat a dwarf? Disgusting. I'd rather shoot myself in the head."

11. Rough-Hewn Stairs

These stairs descend 30 feet to area 24 on the lower level. They are dusty and uneven, but otherwise unremarkable.

12. Mine Shafts Dezzyrynn and Dolmark

This stretch of tunnel crosses over two mine shafts spaced 10 feet apart. Each gap is bridged by a pair of dusty wooden planks. Carved into a crossbeam above each shaft is a single word in Dwarvish script.

Chiseled into the wooden crossbeam above the northern mine shaft is the word "DEZZYRYN" in Dwarvish script (show the players **HANDOUT 5**). Chiseled into the beam above the southern mine shaft is the word "DOL-MARK" (show the players **HANDOUT 6**).

Each shaft is 30 feet deep, and shining a light down either shaft reveals a wide passageway at the bottom of each, leading east. These deeper passages are dust-free and connect to form a U shape, as shown on the map.

Crossing the Pits: The planks crossing the mine shafts have been weakened by termites, but there's no way to tell that by looking at them. The ones across the northern shaft are strong enough to bear the weight of one Small creature at a time, but they snap under the weight of larger creatures. The planks that span the southern shaft cannot support any weight at all. Characters can replace the planks with sturdier materials found in areas 3 and 9, or elsewhere. A fall down an empty mine shaft deals 10 (3d6) bludgeoning damage; it's probably worth mentioning that, despite appearances, one of the mine shafts isn't actually empty.

Creature: A **gelatinous cube** resides in the U-shaped tunnel that connects the two mine shafts. It periodically moves from the bottom of one shaft to the other, cleaning the walls and floor of dust as it goes. When the characters first arrive, the cube is stationed at the bottom of the northernmost shaft, but at any time it can quietly relocate to the bottom of the southernmost shaft. Any character who falls on top of the cube is automatically hit and engulfed by it, at which point the gelatinous cube moves eastward where it can consume its meal in peace.

The gelatinous cube can force itself up a mine shaft, moving at half speed, to pursue fleeing prey. It won't climb a shaft for any other reason.

13. Deep Moaning

When the characters reach this curve in the tunnel, read the following:

The tunnel forms a U shape as it curves back toward the north. At the southernmost point on the curve, you hear a dreadful moaning sound coming from somewhere beyond the wall.

The moaning emanates from area 14, and the wall separating these two areas is thin enough to allow the noise to be heard in this tunnel.

Characters who wish to investigate the moaning must break through the 1½-foot-thick stone wall using mining picks, plenty of which can be found in areas 3 and 9. It takes one character an hour to make a hole in the wall large enough for characters to squeeze through. A party of four characters can break through in 15 minutes.

14. Ode to Minecraft

This cavern has been here since long before the mine. When the Glitterdark Mining Consortium began digging tunnels, the dwarves nearly broke into this chamber but wisely steered away from it, discouraged by the incessant moaning from within.

Read the following if the characters break into this chamber:

Beyond lies a dark, skull-shaped cave with a rounded ceiling 20 feet high. Rising up from the floor in the middle of the room is a freestanding, 9-foot-tall, rectangular archway of warped black stone filled with a glowing purple haze and snowflake-like particles. The dread moaning issues from this sinister gateway.

The first time a character brings a light source within 10 feet of the archway, read:

A guttural voice emanates from the portal and says, "Your light is not welcome here."

The archway is a nether portal that leads to a horrific, otherworldly plane of existence. The portal is impervious to damage and far too strong to be dispelled by normal magic. Any character bold enough to step into the purple haze is grabbed by a multitude of rotting arms and pulled into this forsaken plane, never to be seen again. Ten minutes after the character disappears into the void, the portal spits out the character's gnawed bones (see "Troubleshooting"). If the character is tied off with some sort of rope, he or she can be pulled back but is quickly followed by a mob of creatures (see below).

An object hurled through the portal vanishes and is lost forever. Hurling an illuminated object into the portal, such as a torch or a stone with a light spell cast on it, provokes the plane into sending creatures through the portal.

Creatures: Casting a light source into the portal or depriving the plane's denizens of a hot meal causes the archway to spit out four **oink zombies** (see below). The following round, on their own initiative count, four **deathstalkers** (see below) emerge from the portal. The round after that, an additional four **deathstalkers** emerge, acting on the same initiative count as the ones that came before them.

Oink Zombies: These look like human zombies with patches of stitched pig flesh on their faces and bodies. Each one wields a golden sword (see "Treasure"). Once an oink zombie fixates on an enemy, it continues to fight that enemy until it or the enemy is slain. If one drops a character to 0 hit points in this cave, it spends its next turn dragging the character through the portal.

Deathstalkers: A deathstalker is a stumpy humanoid creature with no arms, four curvy legs, empty eye sockets, a mouth twisted into a sad expression, and greenish skin with gray spots. Deathstalkers move quietly and explode when they get close to one or more enemies. They are deathly afraid of cats and retreat back into the portal at the mere sight of one.

Treasure: Each oink zombie carries a gold-bladed long sword that has an apparent value of 1,000 gp... but the sword turns to dust when exposed to sunlight.

Troubleshooting: Any character who walks through the nether portal without so much as a rope to hang on to is dead meat, and the player gets to spend the remainder of the adventure reflecting on his or her poor judgment. Or, if you prefer, you can have the character stumble out of the portal 10 minutes later as an oink zombie.

An oink zombie adventurer retains its allegiance to the party and its statistics—except that it has only 1d8 hit points upon emerging from the portal (but can spend Hit Dice normally), and its hit point maximum is permanently reduced by 10. As a zombie, it is immune to disease and poison, cannot be put to sleep, and does not need to sleep, eat, or breathe. It is susceptible to turn undead effects, however.

15. Murder Ball

The wizard Abracadamus worked with the dwarves to construct a nasty trap in this twisting tunnel, which descends from west to east at a steady angle.

Trap: Set into an alcove at the western end of the tunnel is a 10-foot-diameter ball of solid obsidian. When a creature crosses the line on the map marked with two triangles, a magical trigger releases the ball, which begins to roll down the tunnel. The ball does not stop until it reaches the empty alcove at the eastern end, whereupon it is teleported back to the western alcove at the top of the tunnel (and there it remains until the trap is triggered again). The trigger point cannot be detected, although a *detect magic* spell cast in the area reveals a faint yet indeterminate aura that suggests the tunnel is magically warded.

The eastern alcove (which is 60 feet lower than the western alcove) radiates conjuration magic when scrutinized with a *detect magic* spell, but nothing else that enters the alcove is teleported—just the ball.

When the giant obsidian ball is first released, characters in the tunnel can hear its bulk rolling toward them. The arrows on the map indicate which 10-foot squares the ball occupies and the direction it moves as it rolls down the passageway.

As soon as the ball is released, have the players roll initiative. The ball acts on initiative counts 15 and 5, and on each of its turns it moves 10 squares. Every time the ball enters an occupied square, all creatures in that

square must make a DC 13 Dexterity saving throw as it rolls past (or over!) them. Failed Save: 22 (4d10) bludgeoning damage, and the target falls prone. Successful Save: Half damage, and the target falls prone.

A character can try to slow the ball by forgoing the Dexterity saving throw and instead making a DC 15 Strength saving throw. Regardless of the result, the character takes 22 (4d10) bludgeoning damage and falls prone. If the saving throw succeeds, the ball's speed is halved until the end of its next turn.

The obsidian ball is too massive to be pinned in its alcove with iron spikes or a primitive barricade. Any creature in the western alcove when the ball is teleported back there must make a Dexterity saving throw, with the same results as those noted above.

16. Mine Shaft Valnorn

Carved above the entrance to this mine shaft is the word "VALNORN" in Dwarvish script. (Show the players **HANDOUT 7** at this time.) The description of this area is the same as area 4:

You stand at the top of a 10-foot-wide mine shaft of uncertain depth. Dangling from its roof is a rickety lift—a wooden framework with no walls and a floor made of dusty planks—fastened to a system of frayed ropes, iron pulleys, and stone counterweights.

The shaft is 60 feet deep and leads down to area 21. The ropes and pulleys holding up the lift are secure, but the lift's floorboards are rotten underneath, and the contraption can support the weight of only one Small character at a time. A character who inspects the lift closely can detect the rotten floor with a DC 10 Wisdom check. Characters who want to descend the shaft are better off climbing down the ropes.

If two or more Small characters or one or more Medium characters step onto the lift, the wooden floor falls away, and everyone in the lift must make a DC 10 Dexterity saving throw to avoid falling 60 feet to the bottom of the shaft, taking 21 (6d6) bludgeoning damage on impact. See "Common Features" (page 3) for more information on mine shafts.

17. Mine Shaft Torcha

Carved above the entrance to this mine shaft is the word "TORCHA" in Dwarvish script. (Show the players **HANDOUT 8** at this time.)

Loose ropes hang from rusted pulleys mounted to the roof of this otherwise empty mine shaft.

The shaft is 60 feet deep and leads down to area 22. The wooden lift is intact and currently sits on the floor of the shaft. The lift is otherwise identical to the one in area 4.

Creature: If the characters use the ropes to pull up the lift, there's a 50% chance that one of the **rust monsters** in area 22 will be on the lift when the party starts pulling it up. In that case, refer to area 22 for more information on running the rust monster encounter.

18. A Friendly Gesture

The walls of this circular chamber are painted with a mural of marching dwarf miners. The dwarves continue their march down a curved staircase hewn from solid rock. Standing at the top of the stairs, facing north, is a life-sized statue of a grinning dwarf, his right arm outstretched as though ready to shake your hand.

The spiraling staircase descends 30 feet to area 19. The marching dwarf mural ends at the bottom of the stairs.

Dwarf Statue: A *detect magic* spell reveals a strong transmutation aura on the statue. The statue is clearly a carving and not a petrified dwarf, and it can be knocked over with a DC 18 Strength check; doing so causes it to break into several pieces. Once the statue is broken, it loses its magical properties.

When a character grips the dwarf's hand, have the player roll percentile dice, and then use the table below to determine what happens. If the character is a dwarf or good-aligned, add 10 to the die result (add 20 if the character is both). If the character is evil, subtract 50 from the die result. A character who has already gripped the statue's hand triggers nothing on subsequent attempts.

d%	Result
20 or lower	1d6 stirges appear out of thin air and attack the character.
21-40	A <i>magic mouth</i> spell cast on the statue says, in Dwarvish, "The gargoyle knows the command word!"
41-60	A <i>magic mouth</i> spell cast on the statue says, in Dwarvish, "Do not face the golem without the hammer or the pick!"
61-80	A <i>magic mouth</i> spell cast on the statue says, in Dwarvish, "Beware the green dragon!"
81 or higher	The statue's mouth opens, and random treasure spills out (roll a d6): 1-2, 100 gp; 3-4, five 50 gp gems; 5-6, a <i>ring of piercing resistance</i> * *The wearer of this ring is resistant to piercing damage. The statue can spew only one such ring. After the ring is given, roll a d4 instead of a d6 to determine the treasure result.

THE LOWER LEVEL

The following encounters are keyed to the map of the lower level.

Troubleshooting: There are plenty of ways for adventurers to die on this level, but they're deep enough into the dungeon that you don't need to be nice anymore. Dead characters can stay dead.

19. Put on a Happy Face

At the north end of this short hall is a plain stone door, above which is carved an ornate bas-relief depicting a grinning dwarf's face.

A corkscrewing flight of rough-hewn stairs ascends 60 feet to area 18. The outer wall of the staircase is painted with a colorful mural that depicts dwarf miners marching down the stairs in single file. The mural ends at the bottom of the staircase.

The plain stone door has a handle and hinges on this side, and it pulls open with some effort. The door is trapped, and the trap cannot be disabled or dispelled. The door frame radiates a faint evocation aura under a *detect magic* spell.

Trap: Any character who steps through the doorway without smiling takes 3 (1d6) lightning damage. A smiling character does not trigger the trap.

There is no smiling dwarf face above the other side of the door to give friendly warning to those coming from the north.

20. Thrown Up

The doors leading to this room are made of plain stone and do not have handles on the sides that face the room. (They can be pushed outward.) When either door is opened, read the following:

Beyond the door is a landing with a short flight of stone steps leading down to the floor of a circular room with smooth walls and a 20-foot-high ceiling. Colored stone tiles set into the floor form an abstract pattern, and resting in the middle of the room is a brightly glowing gem as big as a fist. Lying next to it is a humanoid skeleton clad in golden chain mail, one bony hand reaching for the gem. A short sword and shield rest nearby.

If one or more players declare that their characters are inspecting the ceiling, add:

The ceiling is perforated with tiny holes, each no more than an inch in diameter.

The southern door is trapped (see area 19 for details), and the raised landings in front of each door are 5 feet above the main floor.

A spell cast upon the room prevents *detect magic* spells from functioning within its confines.

The gem is a combination permanent illusion and *continual light* spell, and any attempt to grab or move it fails. Touching it reveals there's nothing really there. The gem's sole purpose is to lure trespassers into the room's deadly trap.

Trap: If a creature comes within 10 feet of the gem, hundreds of crystal spikes protrude from holes in the ceiling as a *reverse gravity* spell kicks in. All creatures in the room (except levitating or flying ones) fall toward the ceiling and must make a DC 15 Dexterity saving throw. Failed Save: 7 (2d6) bludgeoning damage from the upward fall plus 3 (1d6) piercing damage from a crystal spike. Successful Save: 7 (2d6) bludgeoning damage from the upward fall, but no damage from the spikes.

The *reverse gravity* effect does not persist for more than a couple of seconds. Then the crystal spikes retract into their holes, and creatures on the ceiling fall to the floor, taking another 7 (2d6) bludgeoning damage automatically (no save).

When the trap triggers, the skeleton in chain mail on the floor falls up toward the ceiling and back down again, and the impact scatters its bones across the room. The gem does not move.

There's nothing in the room that characters can hang on to and nothing they can tie ropes to. Only a character who happens to be spider climbing or levitating when the trap triggers avoids taking damage.

Once it is triggered, the *reverse gravity* trap requires 24 hours to reset.

Treasure: The skeleton wears +1 chain mail, but its sword and shield are nonmagical and poorly maintained. The skeleton also has a small pouch containing five 50 gp gems identical to the ones spewed by the statue in area 18.

21. Rotted Backpack

This rough-hewn tunnel junction sits at the bottom of a 60-foot mine shaft leading up to area 16. See that entry for information about the lift. Lying in the western alcove is a rotted backpack.

Treasure: The backpack was left here by a long-dead adventurer and contains a potion of climbing, three potions of healing, a potion of invisibility, and a scroll with the *knock* spell written on it. All of the potions are labeled in Elvish. Any attempt to lift the backpack causes the potions to tear through the bottom and smash upon the floor. (A character can save one of the potions with a successful DC 15 Dexterity saving throw.) Smashed potions cannot be salvaged.

22. Rust Monster Lair

A wooden lift sits at the bottom of a 60-foot mine shaft leading up to area 17. The lift works just like the one in area 4. Characters teleported to this location from area 9 appear in the southern alcove (marked X on the map). The teleportation is one-way only.

This junction located at the base of a mine shaft is braced with rotted wooden beams and strewn with rubble. Here and there, you see the wooden handles of old picks and shovels, their metal parts missing.

Creature: A pair of ravenous **rust monsters** inhabits this rubble-strewn corner of the mines. There's a 50% chance that one of them is inside the lift; otherwise, both lurk in the eastern alcove. They have already devoured all the metal in the area and focus their attacks on characters wearing metal armor or wielding metal weapons.

23. Mine Shaft Krimhold

Carved into the floor near both sides of this mine shaft is the word "KRIMHOLD" in Dwarvish script. (Show the players **HANDOUT 9** at this time.)

Two 12-foot-long wooden beams span a 10-foot-wide shaft of unknown depth. The tunnel ahead continues well beyond the shaft.

The shaft plunges 80 feet, and the beams are sturdy and wide enough to allow for safe crossing without the need for ability checks. At the bottom of the shaft is a jagged pile of wood and iron that used to be some sort of scaffold. Anyone that falls down the shaft takes 28 (8d6) bludgeoning damage from the fall plus 7 (2d6) piercing damage from the wreckage.

A dwarf miner died here long ago after his scaffold collapsed, and though his remains were recovered and buried elsewhere, his spirit lingers. Unable to lay the spirit to rest, the dwarves were forced to abandon the mine shaft.

Nothing happens when the first character crosses the shaft, but when the next character in line begins to cross, read the following:

A loud voice echoes from below. "Help! I've fallen and I can't get up!"

The spirit is invisible and lingers at the bottom of the shaft. It can sense the presence of living creatures but can't meaningfully interact with them. Each time it's asked a question, use the following table to randomly determine the spirit's response:

d6	Spirit's Response
1	"Help! I can't feel my legs!"
2	"I can't move! I'm trapped under the scaffold!"
3	"What are you waiting for? I'm dyin' down here!"
4	"I think I struck gold! We're gonna be rich!"
5	"Wendy, I think you hurt me real bad!"
6	"We all float down here! When you're down here, you'll float too!"

A cleric can dispel the spirit by standing at the bottom of the shaft and attempting to turn undead. (The spirit has the equivalent of 10 hit points for determining whether the attempt is successful or not.)

24. Hammer Time

You come to a long, narrow landing between two rough-hewn flights of stairs. Between the staircases, carved into the wall, is a rectangular niche containing an iron hammer hanging from a hook. The hammer is sealed behind a pane of glass, and engraved above the niche are some words in Dwarvish script.

Show the players **HANDOUT 10** if they're interested in translating the Dwarvish script, which reads:

IN CASE OF
BERSERK GOLEM
BREAK GLASS

Trap: The glass pane has AC 0 and 1 hp. If it is broken by anyone other than a dwarf, a *glyph of warding* is triggered. The magical trap can be detected with a *detect magic* spell or a DC 17 Intelligence check and, once detected, disabled with a DC 12 Dexterity check (failure by 5 or more triggers the trap). If the trap triggers, all creatures in the 10-foot square in front of the niche must make a DC 15 Dexterity saving throw. Failed Save: 10 (3d6) lightning damage. Successful Save: Half damage.

Treasure: The hammer weighs half as much as a normal warhammer and is, in fact, a +1 warhammer. In addition, whenever it scores a hit against the grinning iron golem in area 28, the golem is stunned for 1 minute. This special property affects the golem in area 28 only, not all iron golems.

25. One Good Turn . . .

This stone door is carved in the likeness of a grinning dwarf's face. Its mouth forms a 3-foot-wide hole that passes all the way through the 6-inch-thick portal. There is also a stone doorknob to one side of the graven visage, which suggests that the door can be opened conventionally as well. Carved above the door are words in the Dwarvish script.

The grinning face is the same on both sides of the door, but the inscription above each door is different. The door radiates transmutation magic under a *detect magic* spell.

Show the players **HANDOUT 11** if they want to translate the Dwarvish script carved above the eastern face of the door, which reads:

SEE THRU ME
SEE THRU YOU

Show the players **HANDOUT 12** if they attempt to translate the script carved above the door's western face:

ONE GOOD TURN
DESERVES ANOTHER

Stone Door: The door is solid and heavy, but swings easily in either direction when the doorknob is turned and sufficient force is applied. The door has hidden springs that cause it to close unless wedged open somehow. Characters can open the door conventionally or pass through its open mouth; each has a different effect depending on which side the door the characters are on or which direction they're heading.

East of the Door: Turning the knob on the east side of the door allows the door to be opened with ease, and characters may walk through unharmed.

Crawling or leaping through the open mouth from east to west while the door is shut causes the character's flesh and blood to be polymorphed into translucent green ooze (no saving throw), leaving his or her bones and equipment untouched. Physically, the character looks like a walking skeleton encased in rubbery slime. While in this form, the character cannot eat, drink, or alter this gelatinous shape, but he or she is resistant to bludgeoning and piercing damage. The transformation ends as soon as the character leaves the Mines of Madness or is targeted by a *dispel magic* spell.

West of the Door: Turning the knob on the west side of the door opens the door but also triggers a magical trap that cannot be detected or disarmed. All characters within 10 feet of the door (on either side) must make a DC 10 Constitution saving throw, and the character who turned the knob takes a -5 penalty. Failed Save: The target is polymorphed into one hundred electrum coins, which rain down onto the floor. The effect is permanent and cannot be dispelled unless all the coins are gathered together and taken from the mines or subjected to a *dispel magic* spell. If even one coin becomes separated from the others, the polymorph effect cannot be undone by anything except a *wish* spell. If the coins from multiple polymorphed characters become intermingled, they're easy enough to separate: Every coin has the face of its character stamped on one side, and on the obverse

appears the expression "A FOOL AND HIS MONEY ARE SOON PARTED."

A character who crawls through the open mouth from west to east while the door is shut is unharmed.

26. 'Goyle Trouble

The tunnel ends before a plain wooden door with an iron doorknob and hinges visible on this side. A raised alcove, 10 feet wide and 5 feet deep, is carved into the south wall. Situated in it, facing north, is a hunched statue of a winged creature with horns.

The floor of the alcove is 3 feet higher than the tunnel floor, and the statue in the alcove is actually a gargoyle (see "Creature"). Characters who focus on the statue aren't likely to notice the secret door in the north wall, directly across from it (see "Secret Door").

The door at the end of the tunnel is false and conceals a trap (see "Trap").

Creature: The **gargoyle** uses its Hide in Plain Sight trait to remain perfectly still until attacked or asked a direct question. Characters can also discern its true nature with a DC 17 Intelligence or Wisdom check. When it's not a target of intense scrutiny, the gargoyle remains frozen in place except for its eyes, which follow intruders up and down the hall.

The gargoyle used to serve the wizard Abracadamus and is compelled to attack anyone who tries to open the secret door. It also knows two helpful facts: the command word to open the secret door, and the true nature of the false door at the end of the hall.

If it is asked how to open the secret door, the gargoyle is magically compelled to speak the command word, "Glitterdark." Saying the command word aloud within sight of the secret door causes it to swing inward, revealing a tunnel that leads north to area 27.

If the gargoyle is asked what lies beyond the door at the end of the hall, the gargoyle is magically compelled to reply, "Nothing good."

Secret Door: The secret door is of exquisite craftsmanship and can be detected only by searching the wall and succeeding on a DC 20 Intelligence check. Opening the secret door requires a knock spell or the command word, which only the gargoyle knows. Characters can try to smash through the secret door, but Abracadamus's magic renders it impervious to harm.

Trap: The wooden door at the end of the hall is false and cannot be opened. Turning the doorknob releases a spring-loaded spear hidden in the wall behind the "door." The spear punches through the soft wood and targets a random creature within 50 feet. (The gargoyle is protected while inside its alcove.) The target must succeed on a DC 15 Dexterity saving throw. Failed Save: 9 (2d8) piercing damage.



The trap can be detected with a DC 15 Wisdom check, and a character can disarm it with a DC 20 Dexterity check. Failure by 5 or more on a check to disarm the trap inadvertently triggers it.

27. Sacrificial Altar

The following read-aloud text assumes the characters enter the room from the tunnel to the south.

Ahead is a 30-foot-square chamber. Most of its walls are covered with a ghastly painted mural depicting piles of dead adventurers, except in the middle of the north wall, into which is set a 10-foot-wide, floor-to-ceiling slab of polished black obsidian. In the middle of the room rests a bloodstained altar, splayed upon which is an armored corpse with a ceremonial dagger sticking out of its chest.

This room is a test of the heroes' determination to seek the *Forever Stone*. To continue their quest, they must find a way to move the giant obsidian block that seals off the northern passageway (see "The Sacrifice").

Altar: The bloodstained altar cannot be moved. Grooves carved into it funnel blood into tiny holes that carry it deeper underground to area 33C. A *detect magic* spell reveals that the altar is not magical.

Corpse: The corpse belongs to a former adventurer. A *speak with dead* spell reveals that he was sacrificed by his adventuring companions so that they could exit the room and continue their quest for the *Forever Stone*. The corpse has nothing of value.

Dagger: If taken from the room, the dagger instantly disappears and reappears atop the altar. It can be pulled out of the corpse, but touching the dagger causes the southern secret door to slam shut; once closed, the door cannot be opened from this side, effectively trapping characters in the room.

Obsidian Block: The 10-foot-square slab of black obsidian is actually one face of a very large, very solid block of stone. Its surface is so shiny and slick as to be mirror-like. Characters standing in front of it see twisted reflections of themselves and can hear these dark effigies softly whispering to them. A DC 10 Wisdom check is enough to decipher what they're saying: "One must die."

The obsidian block keeps the characters from reaching area 29, and no amount of physical effort will make

it budge. The block is also impervious to damage. Careful study of the slab reveals vertical seams between it and the surrounding stone, suggesting it's some kind of plug.

The Sacrifice: If a worthy sacrifice is made upon the altar using the dagger, the obsidian block slowly begins to retract, sliding north until it becomes lodged in a cavity specifically designed to contain it. There it remains for 24 hours before sliding back into place.

The sacrifice must be a living member of the party, and the character must be willing to give his or her life so that the others can press on. The sacrifice must lie atop the altar and allow another party member to plunge the dagger into his or her heart; the result is instant death, followed by the opening of the north tunnel. Blood spilled atop the altar is channeled down through the floor and used to call forth the *Forever Stone* (see area 33C for details).

If Hug Hug the goblin (see area 3) is with the party, he can be coerced or tricked into sacrificing himself for the greater good. If the goblin realizes his death is imminent, he gives each party member a big hug and then climbs atop the altar to await his fate.

28. The Grinning Golem

This cavern has two entrances/exits, both of which are shut by default. The tunnel leading east (to area 27) is sealed off by a tight-fitting block of obsidian that cannot be budged from this side, and the northwest passage (to area 29) is blocked by an enormous boulder too large for the adventurers to move on their own, although Small creatures can slip past it (see "Boulder").

The characters will most likely enter from the east, after doing what they must in area 27 to move the obsidian block in their way.

You hear the sound of metal striking stone. Ahead, the passage widens into a 20-foot-high cavern with large clusters of glittering red crystal sprouting from rocky outcroppings everywhere. Resting on the uneven floor are large barrels filled with the crystal in powdered form.

Standing in the middle of the room, pulverizing a crystal formation with its massive fists, is an iron golem forged in the likeness of a grinning dwarf. It stands 9 feet tall and is nearly as wide.

Krimsonite grows throughout this cavern. The golem has been slowly mining it, smashing it into powder, and dumping it into barrels.

Barrels: A barrel of powdered krimsonite weighs 300 pounds, and the golem can hurl a barrel at a creature within 30 feet; use the statistics for the golem's slam attack, but consider it a ranged attack.

Boulder: Any character within 5 feet of the boulder realizes that the stone is blocking a wide passageway. The golem and the purple worm are the only creatures in the mines that are big and strong enough to move the boulder. A Small creature can squeeze through a gap between the boulder and the wall with a successful DC 15 Dexterity check (a Tiny creature can succeed without a check), but Medium and bigger creatures cannot.

Creature: The grinning **iron golem** cannot speak, but it understands Dwarvish. The golem is working and pays no mind to intruders at first, but there are three things the characters can do to get its attention.

- ◆ They can give it Pax Jagershield's diamond-tipped pick (from area 9). The golem accepts the gift and immediately puts the weapon to use, breaking off chunks of krimsonite for eventual pulverization.
- ◆ They can show the golem Pax's deed to the mines (see area 9). This is enough to convince the golem that one of the characters is the new foreman.
- ◆ The characters can attack the golem or interfere with its ability to work. The golem reacts by belching forth a cloud of poisonous gas, then smashes the party to pulp with its iron fists.

If the golem is placated with Pax's pick or deed, it can be commanded to help the party move the giant boulder blocking the northwest exit. The golem can push the boulder into area 29 without help, but it allows characters to "assist" if they want to.

The golem cannot be persuaded with words to leave the cavern—not with so much unfinished work to do. If it is attacked, the golem chases after any fleeing attackers and follows them beyond the confines of this cavern to make sure they never return.

29. Deep Sh*t

The ceiling of this enormous cavern ranges from 30 to 50 feet high. Stalactites cling to the roof in various places, and the walls are slick with moisture.

Rolling hills of stinky bat guano cover the floor, and hopping about this fetid gray carpet are numerous giant cave crickets with pale white carapaces. Each one is the size of a sheep, and they seem skittish. The cavern is also aflutter with hundreds of bats.

Narrow fissures in the ceiling allow the little bats to come and go, but these fissures are way too narrow for Small or bigger creatures to navigate.

Characters who have light sources or darkvision must make DC 15 Wisdom checks as they scout the cave. If at least one character succeeds on the check, read:

Dangling from the 30-foot-high ceiling in the north-east part of the cavern is a leathery black pod about 10 feet long and 3 feet wide.

The leathery black pod clinging to the ceiling (marked **X** on the map) is actually a giant bat that doesn't like to be disturbed. The swarms of ordinary bats, though easily agitated, are harmless and keep their distance. The giant cave crickets show no interest in the adventurers until the giant bat is provoked; see "Creatures" for more information.

Bat Guano: The carpet of bat guano is roughly 1 foot thick throughout the cavern, and characters attempting to cross the cavern on foot move at half speed. (The giant cave crickets avoid becoming mired by leaping instead of walking across the guano.)

Creatures: The giant bat ignores creatures without light sources, but when it's attacked or when one or more characters with light sources come within 30 feet of it, the creature unfurls its wings, drops from its perch, lets loose a shriek, and attacks.

The shriek of the giant bat upsets the hundreds of harmless bats fluttering about the cavern, and this disturbance panics the twelve **giant cave crickets**. The giant crickets are normally content to feast on bat guano, but in their panicked state, they leap toward characters and bite them indiscriminately.

If the characters attack the cave crickets first, they can kill three of them before the rest panic and incite the giant bat to join the fray.

Southwest Tunnel: In the southwest corner of the cavern is a T-shaped tunnel that used to connect to the mines until Abracadamus ordered the dwarves to collapse it. The giant bat doesn't attack characters who retreat to this enclave.

30. Yellow Mold

This area is cut off from the rest of the lower level by tunnel collapses and can be reached only by the 60-foot mine shaft that leads up to area 4.

At the bottom of a mine shaft is a roughly L-shaped convergence of two tunnels, both of which end in collapsed stone and rubble. At the far end of the eastern tunnel, half-buried in debris, is a small corpse clad in torn leather armor, clutching a rusted lantern in one hand and a gleaming short sword in the other. The corpse is encrusted with mold. Yellow mold.

The corpse (marked **X** on the map) is all that remains of a halfling rogue who slipped and fell down the mine shaft. She survived the drop, only to fall prey to a patch of yellow mold. The lantern is cracked and useless, but the sword is magical (see "Treasure").

Yellow Mold: If the corpse is disturbed or if a living creature comes within 5 feet of it, the yellow mold releases a 10-foot-radius cloud of deadly spores. Creatures in the area of effect must make a DC 15 Constitution saving throw. Failed Save: 16 (3d10) poison damage. Successful Save: Half damage.

A character can use a *mage hand* spell to pull the sword out of the dead rogue's skeletal grasp without triggering the cloud of spores.

The yellow mold can be killed by dealing at least 10 fire damage to it.

Treasure: The dead halfling rogue clutches an elven +1 short sword, which glows bright blue when one or more orcs come within 100 feet of it. While illuminated, the sword sheds light as a torch.

31. Good to the Last Drop

The floor of this naturally formed passage descends 30 feet as it travels east, forming natural steps as it drops. There are three ledges to navigate: The westernmost ledge is only 5 feet tall, the middle ledge is 10 feet tall, and the easternmost ledge is 15 feet tall.

Stalactites hanging from the ceiling make the passage look like the gaping maw of a giant, stony beast.

Characters can scale the ledges with relative ease due to the abundant handholds and footholds. The wide step between the 10-foot ledge and the 15-foot ledge isn't safe, however, for hanging above it are several piercers.

Creatures: Piercers are sticky mollusks encased in stony shells that resemble stalactites. They cling to cavern ceilings and drop on passersby.

There are five **piercers** in all, one poised above each 10-foot square on the step. When a warm-blooded creature enters one of these squares, the piercer moves into position and drops 30 feet onto it. If the piercer fails to kill its prey, it's probably dead—either from the fall or because it will be slaughtered before it can slowly make its way back up to the cave ceiling and out of reach. While on the ground, a piercer has no effective attacks.

32. Worm's Run

You enter a network of 15-foot-high, smoothly worn tunnels hewn from solid rock. The tunnels are tubular in shape and echo with the sound of something heavy being dragged across stone.

These tunnels form an oblong circuit with several deep alcoves in which to hide.

Creature: These tunnels are home to a 10-foot-diameter, 50-foot-long **purple worm** that spends most of its time doing laps, moving counterclockwise and occasionally feeding on bats and giant cave crickets that blunder

into its domain. When the adventurers first enter this area, the purple worm is the farthest it can be from them. If it took damage during its attack on the outhouse (area 1), it is still wounded from that encounter.

The enormous beast moves with surprising speed (40 feet), and characters with nowhere to go will be hard-pressed to outrun it. A character can attempt to hide in one of the many alcoves by making a DC 10 Dexterity check. If the check succeeds, the worm doesn't notice the character as it passes by.

The worm also doesn't pay attention to characters trailing more than 10 feet behind it. The best thing the party can do to avoid the worm is to wait until it passes and then run after it. Any character who comes within 10 feet of the worm's back end is attacked by its tail stinger and, if dropped below 0 hit points, is swallowed on the worm's next pass (unless companions drag his or her body out of its path).

"X" Marks the Spot: At the point marked X on the map is a 10-foot hole in the ceiling that forms the mouth of a lazily spiraling, corkscrew-like chute 10 feet wide. Below the chute, covering the floor, is a mound of soft, powdered stone.

If the characters avoided the outhouse (area 1), this chute comes to a dead end after 110 feet (leaving 10 feet of earth and rock between the top of the chute and the outhouse). If the purple worm ate the outhouse, the chute is 120 feet long and breaks the surface (providing a ready means of escape). A DC 15 Strength or Dexterity check is needed to climb up or down the chute, and failure by 5 or more results in a fall (but no damage, since the corkscrewing chute and the mound of powdered stone soften the impact).

33. Crypt of Abracadamus

The wizard Abracadamus guarded the *Forever Stone* in life and continues to do so in death. With the help of the dwarves, he also placed a deadly trap on the door leading to his final resting place.

Locked Door: The door leading to this room is made of stone and held shut by a multitude of embedded locks that cannot be picked or magically opened with a knock spell. Set into the north face of the door are six rows of bronze plates engraved with Dwarvish letters (show the players **HANDOUT 13**) that translate as follows:

B R A U M O R D O
D E Z Z Y R Y N
D O L M A R K
V A L N O R N
T O R C H A
K R I M H O L D

These six names coincide with the names of the mine shafts throughout the dungeon. Each letter appears on its own plate and depresses slightly when pushed.

The way to open the door is to depress the "U" in BRAUMORDO, the "N" in DEZZYRYN, the "L" in DOL-MARK, the "O" in VALNORN, the "C" in TORCHA, and the "K" in KRIMHOLD. When the letters U-N-L-O-C-K are depressed, the hidden locks are released and the door silently swings open into the room beyond.

Only one letter in each name can be depressed at any given time. (Pressing a second letter in the same row causes the first letter in that row to reset.) If, after deciding on one letter in each name, the characters do not have the correct combination, a trap triggers. The trap cannot otherwise be detected or disabled.

Trap: If the characters press the wrong combination of letters, every creature in the 30-foot stretch of corridor north of the door must make a DC 15 Constitution saving throw. Failed Save: 10 (3d6) necrotic damage. Successful Save: Half damage. The trap and the bronze letter plates reset after the effect triggers.

When the door swings open, read:

Beyond lies a dusty, 30-foot-square room. Standing a few feet from the west wall, facing east, is a stone throne encrusted with red crystal, and seated in the throne is a skeletal figure clad in dusty robes. It tightens its bony claws on the armrests of the throne and turns its deathly visage toward you.

The wizard Abracadamus—or rather, what's left of him—sits on the throne, a withered crypt thing. As long as he remains in this room, he is aware of everything that happens in the Mines of Madness and is not surprised by the party's arrival.

The throne is carved from a solid piece of rock encrusted with krimsonite. Apart from the throne, the room appears empty. There are three secret doors concealing alcoves (marked A, B, and C on the map), but only the crypt thing can open them. The secret doors are of dwarven make and well hidden; a character within 5 feet of one can detect it with a DC 20 Intelligence or Wisdom check.

Creature: The **crypt thing** speaks Common, Draconic, Dwarvish, and Goblin. Unless attacked outright, the former wizard asks intruders the following three questions, and their answers dictate Abracadamus's actions.

Question 1: "Why have you come?" If the characters claim to seek the *Forever Stone*, the crypt thing drums its bony fingers on the armrests of the throne and says, "I'm not sure you're worthy of such a prize. I will test you to find out, or, if you prefer, you can forgo your quest and have what's behind Door Number 1!"



At this point, the crypt thing points to the middle of the east wall, causing the secret door to area 33A to open and reveal an unguarded pile of treasure beyond. If the characters remove any of the treasure from the alcove, the crypt thing thereafter refuses to show the way to the *Forever Stone* and attacks if threatened. On the other hand, if the characters refuse to take the treasure in favor of gaining the *Forever Stone*, the crypt thing mutters “Your funeral” under its breath, blithely waves one bony hand in the air, and causes the secret door to area 33A to close before proceeding with the next question.

Question 2: Are you prepared to make one final sacrifice? If the party says yes, the crypt thing demands a test of humility: One of the party members must step forward, kneel before the throne, and allow himself or herself to be disintegrated. The sacrifice must be willing, not coerced. If a character does as Abracadamus demands, the crypt thing uses its teleport others ability; the character appears to be disintegrated but is instead transported into area 33C. (The character, having offered himself or herself willingly, gets no saving throw.) To heighten the drama, do not mention what has actually happened to the “disintegrated” character until the remaining party members answer the third and final question.

If no character volunteers to be sacrificed for the greater good, the crypt thing says, “Then I bid you farewell,” and uses its teleport others ability to send as many party members as it can into the gullet of the purple worm in area 32. (Since the crypt thing can scry on all areas within the Mines of Madness, it knows where the purple worm is at any time.)

Question 3: Which is faster, a griffon heading to a rodeo or a hippogriff with its tail on fire? The wizard has contemplated this question for years, weighing both options and never reaching a satisfying conclusion. In fact, the question has driven him mad. If the characters conclude that the griffon or the hippogriff is faster, the crypt thing shakes its head and says, “Ah, you failed to consider the likely third option—a dragon that hasn’t eaten in a hundred years! Behold what’s behind Door Number 2!” At that point, the crypt thing points to the middle of the south wall, causing the secret door to area 33B to open and releasing a young green dragon from stasis. If the characters offer up an answer that isn’t the griffon or the hippogriff, the crypt thing says, “Ah, I hadn’t thought of that!” and leaves the dragon locked in stasis.

If the green dragon is released, roll initiative for both it and the crypt thing. The dragon ignores Abracadamus,

and the crypt thing merely observes unless it is attacked by one or more characters. Any character teleported into area 33C can hear sounds of combat through the secret door and can roll initiative as well, after you've described the contents of the chamber.

The secret door behind the throne (leading to area 33C) remains locked until Abracadamus decides to open it, which the crypt thing does once a character takes possession of the *Forever Stone*.

Secret Doors: Thanks to the wizard's magic, the three secret doors are impervious to damage. A *knock* spell forces open one of the secret doors for 1 round, after which it closes on its own unless somehow prevented from doing so.

Destroying Abracadamus: If the crypt thing drops to 0 hit points, it collapses into a pile of inanimate bones, and all three secret doors leading from the chamber swing open. The *Forever Stone* in area 33C is teleported away before that happens, leaving the adventurers with no hope of retrieving it, though they can lay claim to the treasure in area 33A as a consolation prize. If it hasn't already been released, the green dragon in area 33B is freed from stasis.

33A. Treasure

An unguarded pile of treasure is strewn across the floor of this alcove.

Treasure: The treasure consists of three opened wooden chests (described below), ten casks of fine dwarven mead (worth 50 gp each), and a *horn of blasting* resting on a bed of 15,000 cp and 5,000 sp. The horn is stuffed with 100 tiny, cut krimsonite gems worth 1 gp each.

One chest contains a collection of nine silver cat statuettes. Each one is uniquely posed and radiates magic when scrutinized with a *detect magic* spell. A character carrying a cat statuette can turn one failed death save into a success. Each statuette is a single-use wondrous item that disappears once its magic is spent.

Another chest contains 500 gp and a sealed crystalline scroll tube (worth 50 gp) containing a notarized deed to Abracadamus's former residence—a crumbling tower on the verge of collapse in some remote corner of the world. The deed is worth 500 gp to an interested buyer.

The last chest contains two potions of healing, a potion of heroism, and a potion of water breathing. Each time one of these potions is imbued, there's a 1-in-6 chance that the imbiber is turned to stone for 1 hour.

33B. Verdigris

This 10-foot-square, 10-foot-high alcove contains an imprisoned dragon in stasis. The stasis ends when Abracadamus or someone else opens the secret door (see above).

Creature: The young green dragon, Verdigris, is mad with hunger and attacks as soon as it is released. It fights until slain and pursues fleeing prey if there is nothing close by that it can eat.

33C. Vault of the Forever Stone

This narrow chamber is 30 feet below area 27. The secret door leading to the vault remains magically sealed until Abracadamus deigns to open it, or until someone casts a *knock* spell on it (see "Secret Doors" in area 33).

This 10-foot-wide, 30-foot-long chamber has a 20-foot-high ceiling. The walls are painted with murals depicting heroes locked in battle with all manner of horrific creatures, including basilisks, manticores, trolls, chimeras, medusas, mind flayers, beholders, and dragons. Rising from the floor in the western end of the room is a 3-foot-diameter stone basin held in a pair of cupped stone hands. Beyond the basin, carved into the western wall, is a 3-foot-wide bas-relief of a smiling mouth.

There is a tiny hole in the ceiling through which blood from the altar in area 27 drips down into the stone basin. A character looking up at the ceiling automatically sees the hole. If the party sacrificed someone on the altar in area 27, that creature's blood fills the basin. If the party made no such sacrifice, the basin is stained with dried blood but otherwise empty.

Blood-Filled Basin: If the party made the necessary sacrifice in area 27, the basin is filled with blood to a depth of 1 foot. A character who prods the basin with a tool detects nothing in the blood, but anyone who reaches in with a hand grasps a fist-sized object—the *Forever Stone*.

Magic Mouth: If a character removes the *Forever Stone* from the basin, the bas-relief mouth in the middle of the western wall animates (similar to a *magic mouth* spell) and speaks with Abracadamus's voice. (The message is preprogrammed, so it can speak even if the crypt thing is destroyed.) It says:

"The *Forever Stone* is within your grasp, and you have earned the right to call yourself 'hero.' This artifact of ultimate good will prolong your life, if you swear on that life to protect it against the forces of evil. Your sacrifices will never be vain."

Once the voice of Abracadamus has spoken, the secret door leading to area 33 unlocks and opens slightly, and the character is free to leave with the *Forever Stone*.

THE FOREVER STONE (ARTIFACT)

The *Forever Stone* is a roughly spherical chunk of opalescent white stone with an astral diamond core. It feels lighter than it looks and attracts metal to it like a weak magnet. Within its shiny surface, the holder can see reflected images of past trials and triumphs.

The *Forever Stone*'s power of longevity allows its owner to survive for however long it takes to stamp out evil in the world. Few of its previous owners had the fortitude to stick it out that long.

The stone grants longevity to its owner by halting the natural aging process. But if the stone is lost or given away, all those lost years are quickly visited upon its previous owner, resulting in sudden rapid aging. The individual must make a DC 10 Constitution saving throw or die, with a +1 modifier to the DC for every 50 years aged.

In addition to its primary power, the artifact allows its owner to cast each of the following spells once per day: *cure serious wounds*, *death ward*, and *divination*.

PAX EVENT RULES

During the PAX event, Scott Kurtz and Chris Perkins will be visiting game tables and offering condolences—I mean, special rewards—to the player characters as tokens of gratitude for playing their crazy little adventure.

Rules: Scott and Chris will each be carrying a small deck of cards, and each card triggers a random event. When Scott or Chris stops at a table, one player in the group will be asked to draw a card from the deck. After looking at the card's effect, the players in the group must collectively make a decision to accept the card or draw a replacement. (In the event the players need a tie-breaking vote, the DM breaks the tie.) If the players opt to draw a replacement card, the first card is placed back in the deck, the deck is reshuffled, and the player who drew the first card draws again. Only one redraw is allowed, and the result of the replacement card must be accepted. Once the party accepts a card, its effect kicks in immediately.

The frequency with which tables are visited will vary, but most tables can expect to receive at least one visit from Scott or Chris during the game.

Cards: The ten cards in the deck are described below for the DM's edification.

Back in the Game: One permanent effect on a party member is removed or dispelled, or one dead party member is raised with half hit points. If the affected character isn't with the party, he or she just shows up out of nowhere.

BOOM-town Rat: A Tiny clockwork rat scurries up to one character and explodes. Every player must roll a d20. The character whose player rolls lowest takes 5 fire damage.

Crit 'em Where it Kurtz: All players at the table must roll a d20. Whichever player rolls the highest result can choose to turn one normal hit into a critical hit or deal maximum damage with a spell. This benefit lasts for the duration of the adventure, or until the critical hit is spent or the maximized spell is cast.

Dwarven Duck Helm: The party finds a stupid-looking helmet shaped like a duck. The dwarven duck helm lets its wearer speak Dwarvish and comprehend Dwarvish runes. It also grants a +1 bonus to the wearer's AC.

Glitterdark Draught: The party finds a cask of Glitterdark Draught (a thick dwarven ale). Any character who drinks from the cask gains advantage on all Strength, Dexterity, and Constitution saving throws for the remainder of the adventure, and disadvantage on all Intelligence, Wisdom, and Charisma saving throws for the same duration.

Heal or Squeal: A malfunctioning magical trap triggers. All players in the group must roll a die. If the number of even results exceeds the number of odd results, all party members regain 2 spent Hit Dice. If there are more odd results than even results, every party member takes 5 necrotic damage. If there's an equal number of odd and even die results, nothing happens.

Hey, I'm OK!: A malfunctioning magical trap heals one party member to full hit points or allows the character to regain all spent spells.

Hit or Missile: The party finds a sling stone of mighty slaying, a crossbow bolt of mighty slaying, or an arrow of mighty slaying. The missile grants a +5 bonus to hit, and whatever creature it hits dies or is destroyed instantly. On a hit or a miss, the missile then turns to ash.

Magical Infusion: All weapons currently in the party's custody become +1 magic weapons for the remainder of the adventure. The +1 bonus applies to attack rolls and damage rolls.

Wandering Oracle: The group may ask Scott or Chris three questions pertaining to the adventure and receive short, truthful answers.

CONCLUDING THE ADVENTURE

Mines of Madness is intended to be a fun bit of nonsense inspired by the deadly dungeons of early editions. It's written to chew up adventurers and spit them out. In the event of a TPK, congratulate the players on giving it their all, and let them take comfort in the fact that their characters won't be the last ones to perish in these terrible mines.

If the adventurers obtain the *Forever Stone*, the adventure isn't quite over. They must still escape the dungeon, which might be easy or hard depending on the obstacles they left behind them (such as the trapped door in area 25 or the iron golem in area 28). If the players can trace a safe path back to the surface, there's nothing to stop their characters from escaping with their hard-won loot. If you plan to run this adventure multiple times, feel free to use the optional scoring system below to compare how each group did.

Optional Scoring System

This adventure isn't a judged or scored event. But, as the DM, you're free to score the adventure if you wish, to see how well the party did compared to other groups that have gone before. The party with the highest score gets bragging rights, and that's about it.

Points	Accomplishment
50	The party found a cask of Glitterdark Draught (special card event).
50	The party found a dwarven duck helm (special card event).
50	The party had an encounter with a clockwork rat (special card event).
50	At least one character climbed from the top of a mine shaft to the bottom, or vice versa.
50	The characters rescued Hug Hug from the cockatrices.
50	The character defeated the mimic.
50	At least one character rode the slide in area 7.
50	The characters gave the diamond-tipped pick to the golem, or hit the golem with the hammer found in area 24.
50	The characters defeated the gelatinous cube.
50	A character obtained the magic ring in area 18.
50	The characters defeated the rust monster.
50	The characters made the gargoyle say the command word to open the secret door.
50	The characters defeated the purple worm.
50	The characters defeated Verdigris the green dragon.
50	At least one character survived the adventure.
250	The characters obtained the <i>Forever Stone</i> .
1,000	Maximum award

CREDITS

Adventure Design, Illustrations, and Maps
Scott Kurtz, Christopher Perkins

Producers
Cory Casoni, Christopher Perkins

Senior Creative Director
Jon Schindehette

Art Director
Kate Irwin

Editor
Jennifer Clarke-Wilkes

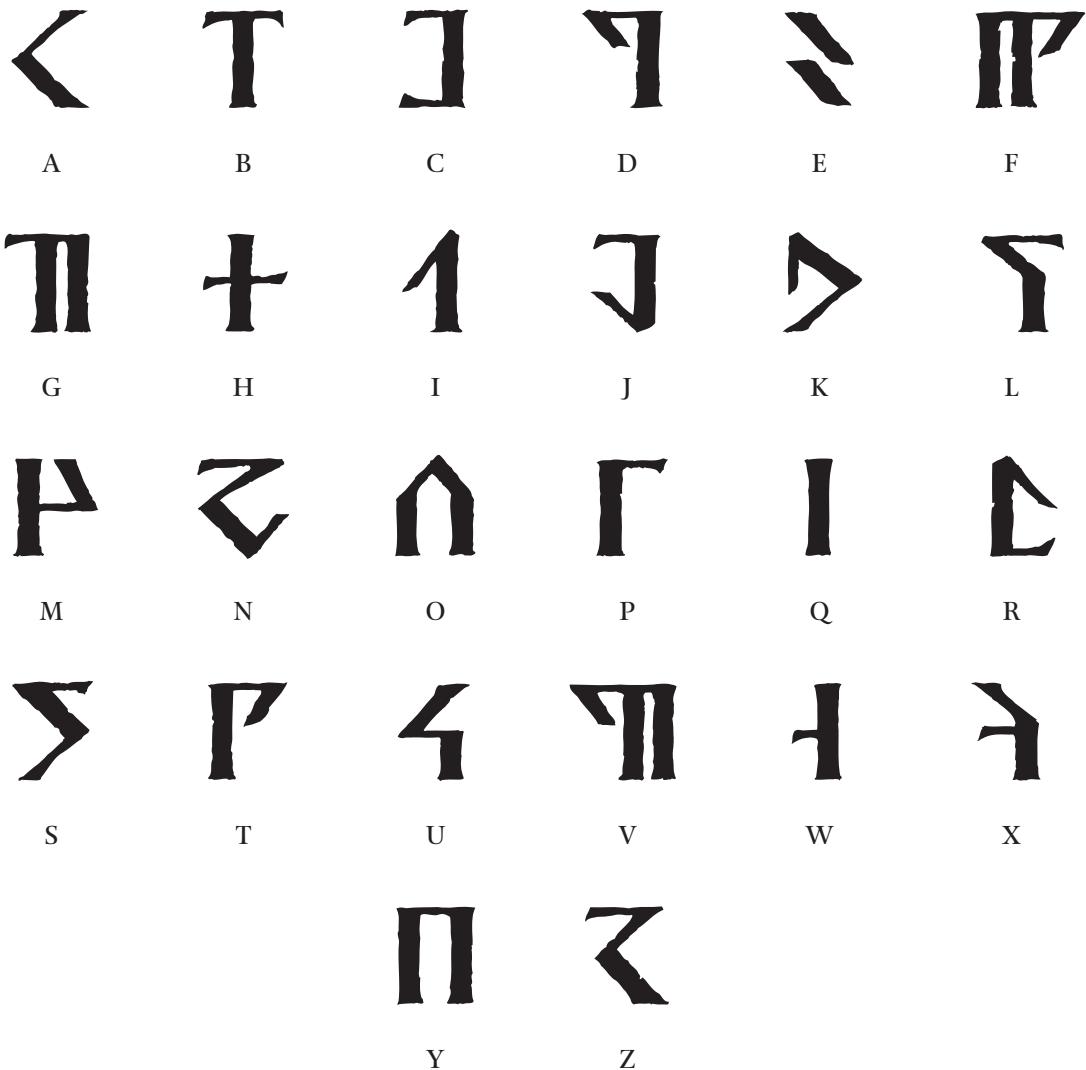
Publishing Production Manager
Angie Lokotz

Special Thanks
Bart Carroll, Jennifer Clarke Wilkes, Bruce R. Cordell, Jeremy Crawford, Chris Dupuis, Kim Graham, Miranda Horner, Peter Lee, Chris Lindsay, Shelly Mazzanoble, Mike Mearls, Kim Mohan, Tom Olsen, Ben Petrisor, Liz Schuh, Rob J. Schwalb, Matt Sernett, Chris Sims, Nathan Stewart, Rodney Thompson, Laura Tommervik, Chris Tulach, Steve Winter, James Wyatt, Chris Youngs

©2013 Wizards of the Coast LLC. This adventure may be reproduced for game use only.

Published by Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. DUNGEONS & DRAGONS, D&D, Wizards of the Coast, and their respective logos are trademarks of Wizards of the Coast LLC in the USA and other countries. All Wizards of the Coast characters and their distinctive likenesses are property of Wizards of the Coast LLC.

HANDOUT 1: DWARVISH ALPHABET



HANDOUT 2: AREA 2

ΓΚΑ

HANDOUT 3: AREA 4

ΤΕΛΙΚΡΑΣΙΩΝ

HANDOUT 4: AREA 7

ΣΥΓΓΡΑ

HANDOUT 5: AREA 12

ΨΩΩΩΠΣΠΩ

HANDOUT 6: AREA 12

ΨΩΩΩΠΣΠΩ

HANDOUT 7: AREA 16

ΤΚΣΖΔΕΖ

HANDOUT 8: AREA 17

ΡΔΕΙ+Κ

HANDOUT 9: AREA 23

דְּמָרְתָּןִי

HANDOUT 10: AREA 24

אֶלְעָזָר
תְּבָנָה
תְּבָנָה

HANDOUT 11: AREA 25

ΣΩΝ·ΡΗΓΗ·ΠΑΝ
ΣΩΝ·ΡΗΓΗ·ΠΛΟΥ

HANDOUT 12: AREA 25

ΩΡΑ·ΠΛΩΠ·ΡΥΞΕΣ
ΤΕΣΣΕΡΙΣ·ΚΕΛΟΡΗΣ

HANDOUT 13: AREA 33

ת כ ק נ פ א ט ו ה

נ ר ז כ פ א ט ו ז

נ ה ז פ ק א ט ו ד

ת ק ז כ א ט ו ז

פ א ט כ ג ט ק

ד ל י פ ט א ז ו

ENCOUNTER 3: PECKING ORDER

Cockatrice

Small Beast

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 6 (-2) Dex 14 (+2) Con 12 (+1)

Int 1 (-5) Wis 13 (+1) Cha 8 (-1)

Alignment unaligned

Languages –

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature).

Hit: 4 (1d4 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw. Failed Save:

The target is restrained and can use its action to make a DC 11 Constitution check. If the check fails or is not made, the target turns to stone permanently.

ENCOUNTER BUILDING

Level 3 **XP 160**

Cockatrice 1 (22 hp):

Cockatrice 2 (22 hp):

Cockatrice 3 (22 hp):

Cockatrice 4 (22 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

Hug Hug

Small Humanoid (Goblinoid)

Armor Class 13 (leather, shield)

Hit Points 3 (1d6)

Speed 30 ft.

Senses darkvision 60 ft.

Str 8 (-1) Dex 13 (+1) Con 10 (+0)

Int 10 (+0) Wis 9 (-1) Cha 8 (-1)

Alignment neutral

Languages Common, Goblin

TRAITS

Bushwhacker: During the first round of combat, Hug Hug has advantage on attack rolls against any target that has a lower initiative.

Stealthy +5: Hug Hug gains a +5 bonus to all checks to avoid detection.

ACTIONS

Melee Attack—Club: +4 to hit (reach 5 ft.; one creature). Hit: 4 (1d4 + 2) bludgeoning damage.

Ranged Attack—Sling: +4 to hit (range 30 ft./120 ft.; one creature). Hit: 4 (1d4 + 2) piercing damage.

ENCOUNTER BUILDING

Level 1 **XP 10**

Hug Hug (3 hp):

ENCOUNTER 5: STICKY SECRET DOOR

Mimic

Medium Monstrosity (Shapechanger)

Armor Class 12

Hit Points 45 (7d8 + 14)

Speed 15 ft.

Senses darkvision 50 ft.

Str 17 (+3) Dex 12 (+1) Con 15 (+2)

Int 4 (-3) Wis 13 (+1) Cha 8 (-1)

Alignment neutral

Languages –

TRAITS

Adhesive: Any limb or weapon that touches a mimic becomes stuck to it. If a creature's limb is stuck, the creature is restrained. It requires a DC 12 Strength check and an action to free a stuck weapon or limb, and once a creature frees all of its stuck limbs, it is no longer restrained. The organic adhesive in the mimic's skin loses its stickiness if the mimic dies.

Stability: The mimic cannot be knocked prone.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). Hit: 7 (1d8 + 3) bludgeoning damage, and a Large or smaller target is grappled. The mimic can have up to two creatures grappled at a time.

Change Shape: The mimic polymorphs into any simple Medium object and can remain in this form indefinitely. The mimic's statistics do not change, but it loses its Stability trait. A DC 17 Intelligence or Wisdom check reveals that the creature is not what it appears to be, but not the mimic's true form. The mimic reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 4 **XP 280**

Mimic (45 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

ENCOUNTER 8: A DASH OF LIME

Giant Lizard Skeleton

Medium Undead

Armor Class 11

Hit Points 9 (2d8); see Traits below

Speed 30 ft., climb 20 ft.

Senses darkvision 60 ft.

Str 16 (+3) Dex 12 (+1) Con 10 (+0)

Int 2 (-4) Wis 12 (+1) Cha 3 (-4)

Alignment unaligned

Languages –

TRAITS

Immunities: The skeleton cannot be charmed, frightened, or put to sleep. It is immune to disease and poison.

Resistance: The skeleton is resistant to piercing damage.

Vulnerability: The skeleton is vulnerable to bludgeoning damage.

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature).

Hit: 7 (1d8 + 3) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 20

Giant Lizard Skeleton 1 (9 hp):

Giant Lizard Skeleton 2 (9 hp):

Giant Lizard Skeleton 3 (9 hp):

Giant Lizard Skeleton 4 (9 hp):

Giant Lizard Skeleton 5 (9 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

ENCOUNTER 9: WRATH OF PAX

Dwarf Skeleton

Medium Undead

Armor Class 13 (armor scraps, shield)

Hit Points 9 (2d8); see Traits below

Speed 25 ft.

Senses darkvision 60 ft.

Str 11 (+0) Dex 10 (+0) Con 10 (+0)

Int 6 (-2) Wis 8 (-1) Cha 3 (-4)

Alignment lawful evil

Languages understands Common

TRAITS

Immunities: The skeleton cannot be charmed, frightened, or put to sleep. It is immune to disease and poison.

Resistance: The skeleton is resistant to piercing damage.

Vulnerability: The skeleton is vulnerable to bludgeoning damage.

ACTIONS

Melee Attack—War Pick: +5 to hit (reach 5 ft.; one creature). Hit: 4 (1d8) piercing damage.

Ranged Attack—Throwing Axe: +5 to hit (range 20 ft./60 ft.; one creature). Hit: 3 (1d6) slashing damage.

ENCOUNTER BUILDING

Level 1 XP 20

Pax Jagershield (16 hp):

Dwarf Skeleton 2 (9 hp):

Dwarf Skeleton 3 (9 hp):

Dwarf Skeleton 4 (9 hp):

Dwarf Skeleton 5 (9 hp):

Dwarf Skeleton 6 (9 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

Dwarf Skeleton 7 (9 hp):

Dwarf Skeleton 8 (9 hp):

Dwarf Skeleton 9 (9 hp):

Dwarf Skeleton 10 (9 hp):

Dwarf Skeleton 11 (9 hp):

Dwarf Skeleton 12 (9 hp):

Dwarf Skeleton 13 (9 hp):

Dwarf Skeleton 14 (9 hp):

Dwarf Skeleton 15 (9 hp):

ENCOUNTER 12: MINE SHAFTS DEZZYRYN AND DOLMARK

Gelatinous Cube

Large Ooze

Armor Class 6

Hit Points 73 (7d10 + 35)

Speed 15 ft.

Senses blindsight 60 ft.

Str 10 (+0) **Dex** 3 (-4) **Con** 20 (+5)

Int 3 (-4) **Wis** 10 (+0) **Cha** 3 (-4)

Alignment unaligned

Languages –

TRAITS

Immunities: The cube cannot be charmed, frightened, or knocked prone.

Stealthy +5: The cube gains a +5 bonus to all checks to avoid detection.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). Hit: 3 (1d6) bludgeoning damage plus 3 (1d6) acid damage, and the target must make a DC 12 Strength saving throw. Failed Save: The target is engulfed.

While engulfed, the target is pulled into the cube and restrained, and it takes 7 (2d6) acid damage at the start of each of the cube's turns until it escapes. The target can escape by making a DC 11 Strength or Dexterity check as part of its movement. On a success, the target is no longer restrained and can complete its movement.

A creature engulfed by the cube can't be targeted by attacks, spells, and other effects. An area of effect that includes the cube does not also include anything engulfed in it.

A creature next to the cube can pull a creature or object out of it with a DC 12 Strength check as an action, but this action triggers the cube's passive threat reaction.

The cube can engulf up to one Large creature or up to four Medium or smaller creatures at a time.

REACTIONS

Passive Threat: When a creature ends its turn next to the cube and is unaware of it, the cube makes a free slam attack against the triggering creature.

When a creature reaches into the cube, the cube makes a free slam attack against the triggering creature, and the attack hits automatically.

ENCOUNTER BUILDING

Level 4 **XP 240**

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

Gelatinous Cube (73 hp):

ENCOUNTER 14: ODE TO MINECRAFT

Oink Zombie

Medium Undead

Armor Class 8

Hit Points 9 (2d8); see Traits below

Speed 20 ft.

Senses darkvision 60 ft.

Str 15 (+2) **Dex** 6 (-2) **Con** 10 (+0)

Int 6 (-2) **Wis** 7 (-2) **Cha** 9 (-1)

Alignment neutral evil

Languages understands Common

TRAITS

Destroyed by Sunlight: The zombie is destroyed instantly by sunlight.

Immunities: The zombie cannot be charmed, frightened, or put to sleep. It is immune to disease and poison.

Zombie Fortitude: When the zombie takes damage that would reduce it to 0 hit points, it must make a DC 10 Constitution saving throw. It fails the saving throw automatically if the damage is the result of a critical hit. *Successful Save:* The zombie is instead reduced to 1 hit point.

ACTIONS

Melee Attack—Long Sword: +5 to hit (reach 5 ft.; one creature). Hit: 6 (1d8 + 2) slashing damage.

ENCOUNTER BUILDING

Level 2 **XP 30**

Oink Zombie 1 (9 hp):

Oink Zombie 2 (9 hp):

Oink Zombie 3 (9 hp):

Oink Zombie 4 (9 hp):

Deathstalker 1 (4 hp): Deathstalker 5 (4 hp):

Deathstalker 2 (4 hp): Deathstalker 6 (4 hp):

Deathstalker 3 (4 hp): Deathstalker 7 (4 hp):

Deathstalker 4 (4 hp): Deathstalker 8 (4 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

Deathstalker

Medium Aberration

Armor Class 10

Hit Points 4 (1d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 9 (-1) **Dex** 11 (+0) **Con** 10 (+0)

Int 4 (-3) **Wis** 10 (+0) **Cha** 10 (+0)

Alignment neutral evil

Languages understands Common

TRAITS

Immunities: The deathstalker is immune to necrotic damage.

Fear of Felines: On its turn, the deathstalker must move its speed away from any cat that it can see. If it is within 10 feet of a cat and cannot move away, it explodes as a reaction (see Actions below).

ACTIONS

Explode: The deathstalker explodes in a 10-foot-radius sphere, destroying itself. All other creatures in the area of effect must make a DC 11 Dexterity saving throw. Failed Save: 7 (2d6) necrotic damage. Successful Save: Half damage.

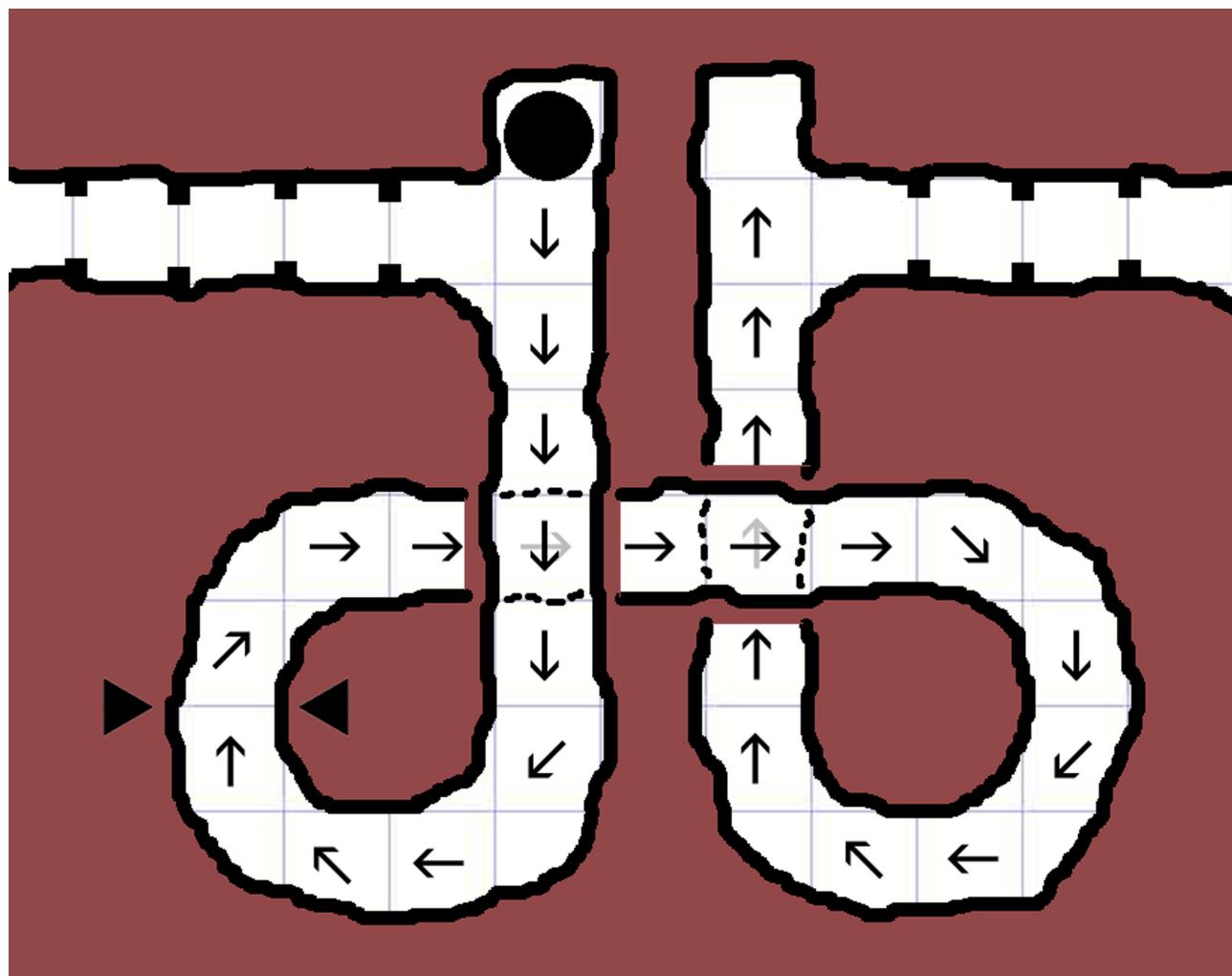
ENCOUNTER BUILDING

Level 1 **XP 10**

ENCOUNTER 15: MURDER BALL

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	



ENCOUNTER 18: A FRIENDLY GESTURE

Stirge

Small Beast

Armor Class 13

Hit Points 3 (1d6)

Speed 10 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 4 (-3) Dex 14 (+2) Con 11 (+0)

Int 2 (-4) Wis 7 (-2) Cha 6 (-2)

Alignment unaligned

Languages –

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one living creature). The attack automatically hits a creature to which the stirge is attached. Hit: 2 (1d4) piercing damage, and the stirge attaches to the target.

An attached stirge's speed drops to 0, and it moves with the target. A stirge can be removed with a DC 10 Strength check as an action.

ENCOUNTER BUILDING

Level 1 **XP 10**

Stirge 1 (3 hp): Stirge 7 (3 hp):

Stirge 2 (3 hp): Stirge 8 (3 hp):

Stirge 3 (3 hp): Stirge 9 (3 hp):

Stirge 4 (3 hp): Stirge 10 (3 hp):

Stirge 5 (3 hp): Stirge 11 (3 hp):

Stirge 6 (3 hp): Stirge 12 (3 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

ENCOUNTER 22: RUST MONSTER LAIR

Rust Monster

Medium Beast

Armor Class 14

Hit Points 16 (3d8 + 3)

Speed 50 ft.

Senses darkvision 60 ft.

Str 13 (+1) Dex 17 (+3) Con 13 (+1)

Int 2 (-4) Wis 13 (+1) Cha 8 (-1)

Alignment unaligned

Languages –

TRAITS

Rust: Each time the rust monster is struck by a metal weapon, and each time it hits a suit of metal armor or a metal weapon with its antennae, the armor or weapon is rusted. If the armor or weapon is magical, its wearer or wielder can make a DC 11 Dexterity saving throw. *Successful Save:* The armor or weapon is not rusted.

A rusted item takes a cumulative and permanent -1 penalty. In the case of armor, the penalty applies to its AC, and if penalties from rust reduce the target's AC (ignoring Dexterity) to 10 or less, the armor is destroyed. In the case of a weapon, the penalty applies to damage rolls made with the weapon, and if the penalties from rust reduce the weapon's damage result to 0 or less, the weapon is destroyed.

ACTIONS

Multiattack: The rust monster makes one antennae attack and one bite attack.

Melee Attack—Antennae: +5 to hit (reach 5 ft.; one creature wearing metal armor or carrying a metal weapon). Hit: The target's armor (01–75 on a d%) or weapon (76–00 on a d%) is rusted (see the Rust trait).

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). Hit: 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 2 **XP 60**

Rust Monster 1 (16 hp):

Rust Monster 2 (16 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

ENCOUNTER 26: 'GOYLE TROUBLE

Gargoyle

Medium Monstrosity

Armor Class 13

Hit Points 30 (4d8 + 12); see Traits below

Speed 40 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 16 (+3)

Int 6 (-2) **Wis** 11 (+0) **Cha** 7 (-2)

Alignment lawful evil

Languages Common, Terran

TRAITS

Hide in Plain Sight: The gargoyle can hold itself so still that it appears to be an inanimate statue. A DC 17 Intelligence or Wisdom check reveals that the statue is, in fact, a gargoyle.

Resistance: The gargoyle is resistant to nonmagical weapons.

ACTIONS

Multiattack: The gargoyle makes one bite attack and two claw attacks.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). Hit: 5 (1d6 + 2) piercing damage.

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature). Hit: 4 (1d4 + 2) slashing damage.

ENCOUNTER BUILDING

Level 4 **XP 270**

Gargoyle (30 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

ENCOUNTER 28: THE GRINNING GOLEM

Grinning Iron Golem

Large Construct

Armor Class 17

Hit Points 189 (18d10 + 90); see Traits below

Speed 30 ft.

Senses darkvision 120 ft.

Str 25 (+7) **Dex** 9 (-1) **Con** 20 (+5)

Int 3 (-4) **Wis** 7 (-2) **Cha** 3 (-4)

Alignment unaligned

Languages –

TRAITS

Immunities: The golem cannot be charmed, frightened, or put to sleep. It is immune to disease, poison, and non-magical weapons (except those made of adamantine), as well as cold, fire, lightning, necrotic, and psychic damage.

Magic Resistance: The golem has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The golem makes two slam attacks.

Melee Attack—Slam: +10 to hit (reach 5 ft.; one creature). Hit: 16 (2d8 + 7) bludgeoning damage.

Breath Weapon (Recharge 1): The golem breathes a 15-foot cone of poisonous gas. Creatures in the cone must make a DC 15 Constitution saving throw. Failed Save: 40 (9d8) poison damage. Successful Save: Half damage.

ENCOUNTER BUILDING

Level 14 **XP 11,140**

Iron Golem (189 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

ENCOUNTER 29: DEEP SH*T

Bat, Giant

Large Beast

Armor Class 12

Hit Points 39 (6d10 + 6)

Speed 10 ft., fly 60 ft.

Senses blindsight 60 ft., darkvision 60 ft.

Str 16 (+3) Dex 15 (+2) Con 13 (+1)

Int 2 (-4) Wis 7 (-2) Cha 6 (-2)

Alignment unaligned

Languages –

ACTIONS

Melee Attack–Bite: +5 to hit (reach 5 ft.; one creature).

Hit: 10 (2d6 + 3) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 120

Giant Bat (39 hp):

Cave Cricket, Giant

Small Beast

Armor Class 13

Hit Points 4 (1d6 + 1)

Speed 10 ft., jump 60 ft. (maximum height 20 ft.)

Senses darkvision 60 ft.

Str 8 (-1) Dex 17 (+3) Con 12 (+1)

Int 1 (-5) Wis 5 (-3) Cha 3 (-4)

Alignment unaligned

Languages –

ACTIONS

Melee Attack–Bite: +4 to hit (reach 5 ft.; one creature).

Hit: 2 (1d6 - 1) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

Giant Cave Cricket 1 (4 hp):

Giant Cave Cricket 2 (4 hp):

Giant Cave Cricket 3 (4 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

Giant Cave Cricket 4 (4 hp):

Giant Cave Cricket 5 (4 hp):

Giant Cave Cricket 6 (4 hp):

Giant Cave Cricket 7 (4 hp):

Giant Cave Cricket 8 (4 hp):

Giant Cave Cricket 9 (4 hp):

Giant Cave Cricket 10 (4 hp):

Giant Cave Cricket 11 (4 hp):

Giant Cave Cricket 12 (4 hp):

ENCOUNTER 31: GOOD TO THE LAST DROP

Piercer

Medium Beast

Armor Class 15

Hit Points 19 (3d8 + 6); see Traits below

Speed 5 ft., climb 5 ft.

Senses blindsight 60 ft.

Str 10 (+0) **Dex** 3 (-4) **Con** 15 (+2)

Int 1 (-5) **Wis** 7 (-2) **Cha** 3 (-4)

Alignment unaligned

Languages –

TRAITS

Hide in Plain Sight: The piercer can remain so still that it appears to be an ordinary stalactite. A DC 20 Intelligence or Wisdom check reveals that the stalactite is, in fact, a piercer.

Resistances: The piercer is resistant to piercing and slashing damage.

Spider Climb: The piercer can climb smooth walls and upside down on horizontal surfaces.

Weakness: While on the ground, the piercer cannot make attacks, and all melee attacks made against it have advantage.

ACTIONS

Melee Attack—Drop: +5 to hit (one creature directly underneath the piercer). Hit: 1d6 piercing damage per 10 feet fallen (maximum 6d6). Miss: The piercer takes 1d6 bludgeoning damage per 10 feet fallen.

ENCOUNTER BUILDING

Level 3 **XP 130**

Piercer 1 (19 hp):

Piercer 2 (19 hp):

Piercer 3 (19 hp):

Piercer 4 (19 hp):

Piercer 5 (19 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

ENCOUNTER 32: WORM'S RUN

Purple Worm

Huge Beast

Armor Class 9

Hit Points 202 (15d12 + 105)

Speed 40 ft., burrow 20 ft. (5 ft. through solid rock)

Senses tremorsense 120 ft.

Str 27 (+8) Dex 8 (-1) Con 25 (+7)

Int 1 (-5) Wis 3 (-4) Cha 2 (-4)

Alignment unaligned

Languages –

ACTIONS

Multiaction: The worm makes one bite attack and one sting attack.

Melee Attack—Bite: +9 to hit (one creature within 10 feet of the worm's mouth). Hit: 27 (3d12 + 8) piercing damage, and the worm swallows the target if it's Large or smaller. A swallowed creature takes 5 (1d10) acid damage from stomach juices and 5 (1d10) bludgeoning damage from muscular contractions at the start of the worm's turn until the worm is dead. While swallowed, a creature is restrained and can wield light weapons only.

The worm can swallow up to four Large creatures, sixteen Medium creatures, thirty-two Small creatures, or an unlimited number of Tiny creatures.

Melee Attack—Sting: +9 to hit (one creature within 10 feet of the worm's tail). Hit: 17 (2d8 + 8) piercing damage, and the target must make a DC 17 Constitution saving throw. Failed Save: 26 (4d12) poison damage. Successful Save: Half damage.

Regurgitate: The worm spits out all creatures currently swallowed by it. Regurgitated creatures fall prone within 10 feet of the worm's mouth.

ENCOUNTER BUILDING

Level 10 XP 6,210

Purple Worm (202 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

ENCOUNTER 33: VAULT OF ABRACADAMUS

Abracadamus (Crypt Thing)

Medium Undead

Armor Class 12 (*mage armor*)

Hit Points 33 (6d8 + 6); see Traits below

Speed 20 ft.

Senses darkvision 60 ft.

Str 10 (+0) Dex 11 (+0) Con 13 (+1)

Int 18 (+4) Wis 10 (+0) Cha 11 (+0)

Alignment neutral

Languages Common, plus three other languages

TRAITS

Immunities: The crypt thing cannot be charmed, frightened, or put to sleep. It is immune to disease and poison, as well as necrotic damage.

ACTIONS

Multiattack: The crypt thing makes two claw attacks. If both attacks hit the same target, the target takes an extra 7 (2d6) necrotic damage.

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature). Hit: 3 (1d6) slashing damage and 3 (1d6) necrotic damage.

Teleport Others (1/day): The crypt thing teleports up to ten creatures that it can see. A target can choose to resist the teleportation effect by making a DC 14 Constitution saving throw. Failed Save or No Save: The target is teleported to a location of the crypt thing's choosing $1d6 \times 100$ feet from the target's present location. The destination must be a place the crypt thing has seen or can see. If the destination is a place that the target cannot physically occupy, it appears in the nearest safe location instead.

ENCOUNTER BUILDING

Level 3 XP 130

Abracadamus (33 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

Verdigris (Young Green Dragon)

Large Dragon

Armor Class 16

Hit Points 57 (6d10 + 24); see Traits below

Speed 60 ft., fly 150 ft., swim 60 ft.

Senses darkvision 100 ft.

Str 19 (+4) **Dex** 13 (+1) **Con** 18 (+4)

Int 13 (+1) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment lawful evil

Languages Common, Draconic

TRAITS

Immunities: The dragon cannot be paralyzed or put to sleep. It is immune to poison.

Keen Senses: The dragon gains a +5 bonus to all checks to detect hidden creatures.

Magic Resistance: The dragon has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The dragon makes one bite attack and two claw attacks, or one bite attack and one tail attack.

Melee Attack—Bite: +7 to hit (reach 10 ft.; one creature). Hit: 13 (2d8 + 4) piercing damage.

Melee Attack—Claw: +7 to hit (reach 5 ft.; one creature). Hit: 8 (1d8 + 4) slashing damage.

Melee Attack—Tail: +7 to hit (reach 10 ft.; one creature). Hit: 11 (2d6 + 4) bludgeoning damage and, if the target is Medium or smaller, the dragon knocks it prone.

Poison Breath (Recharge ☰ ☱): The dragon breathes poisonous gas in a 30-foot cone. Each creature in the area must make a DC 14 Constitution saving throw. Failed Save: 10 (3d6) poison damage. Successful Save: Half damage.

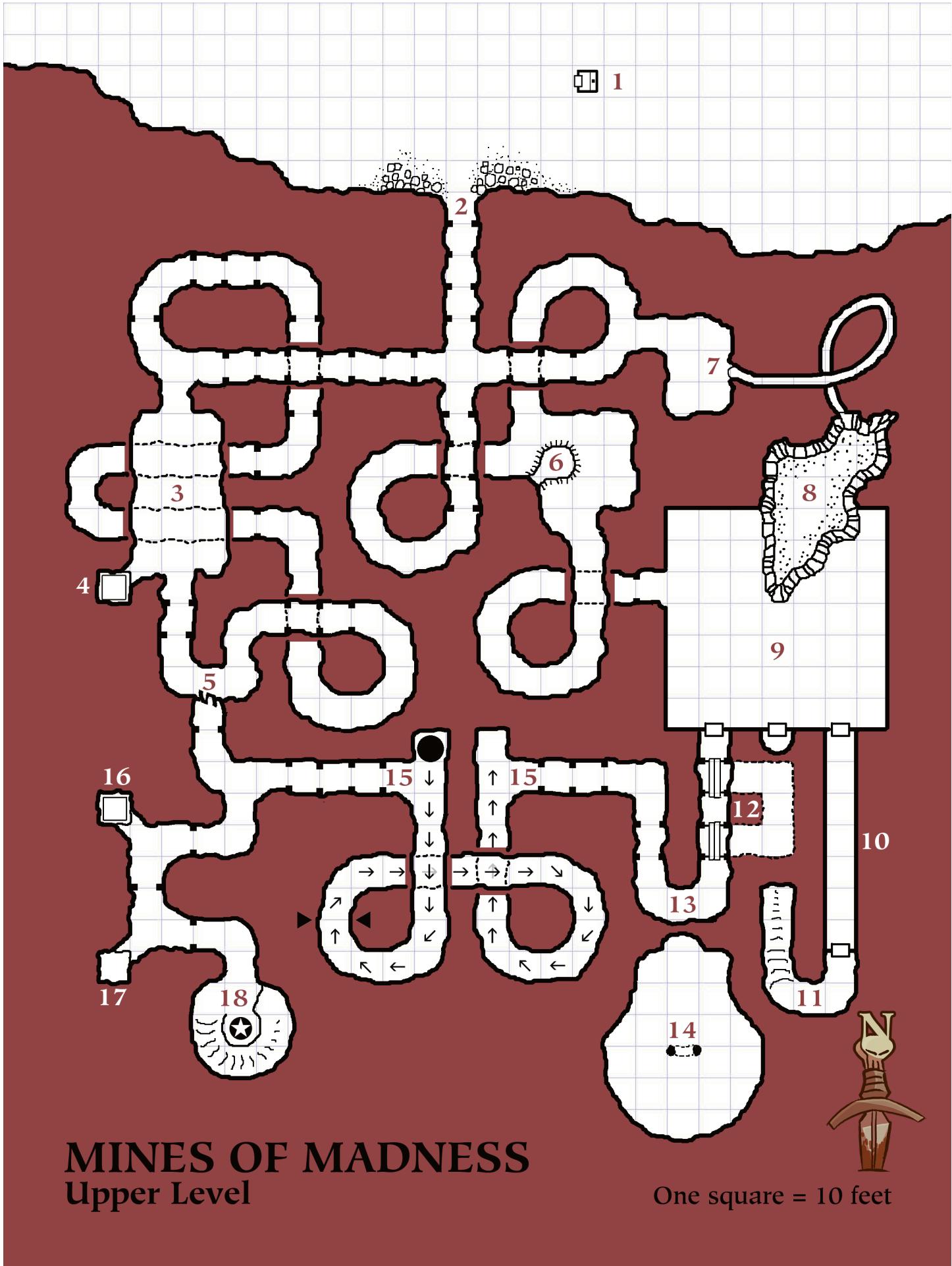
ENCOUNTER BUILDING

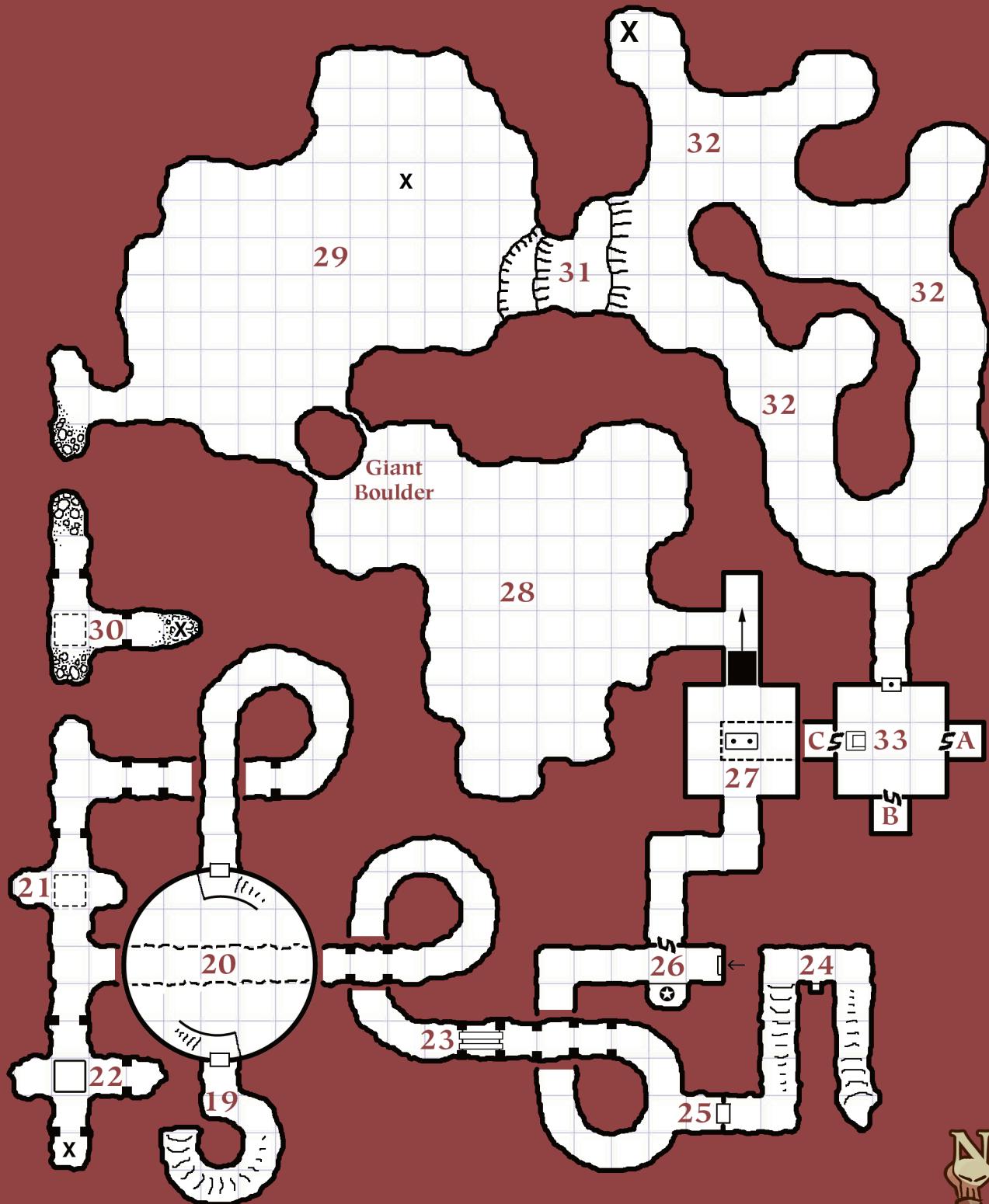
Level 7 **XP 1,100**

Verdigris (57 hp):

Initiative Tracker

30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	





MINES OF MADNESS

Lower Level

 One square = 10 feet