THEY DUG TOO DEEP

Dwarven miners found a precious gem deposit. Unfortunately, their greed led them to dig too deep... Upon opening the walls of an unholy temple, the group of miners accidentally released an undying creature that decimated everyone.

The Temple

An evil wizard found an unholy book and ended up summoning a demonic creature that sucks blood. Seduced by the power of his new ally, the wizard gave a gala dinner to the Creature: his own cultists (room 15). The monster's blood thirst was not quenched and the mage was also attacked (room 18). The creature is still seeking new victims.

Credits

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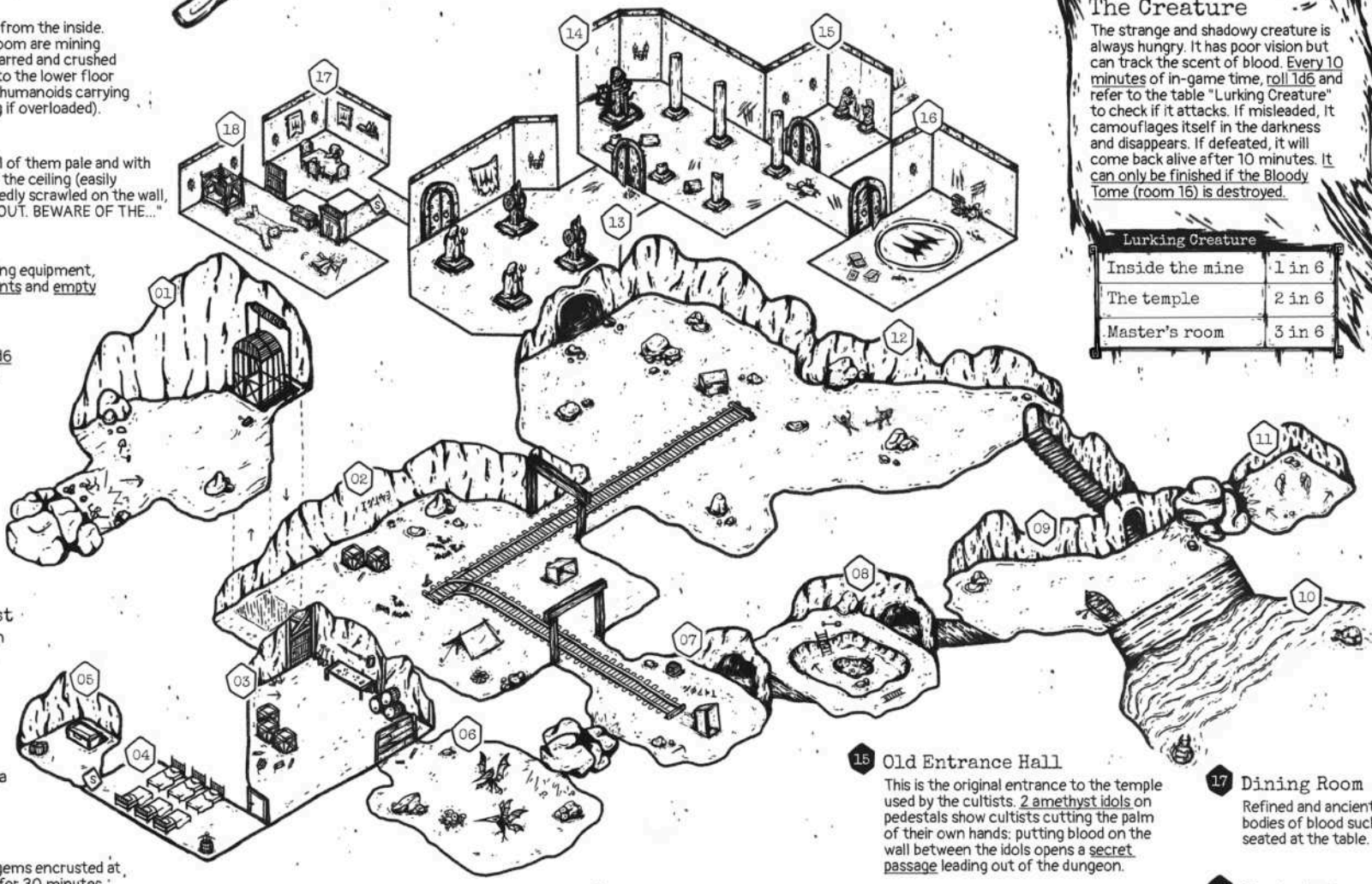
The Creature

The strange and shadowy creature is always hungry. It has poor vision but can track the scent of blood. Every 10 minutes of in-game time, roll 1d6 and refer to the table "Lurking Creature" to check if it attacks. If misleaded, it camouflages itself in the darkness and disappears. If defeated, it will come back alive after 10 minutes. It can only be finished if the Bloody Tome (room 16) is destroyed.

Lurking Creature	
Inside the mine	1 in 6
The temple	2 in 6
Master's room	3 in 6



01 Mine Entrance

The entrance was blown up from the inside. Scattered throughout the room are mining equipment and bodies of charred and crushed dwarves. An elevator leads to the lower floor and can hold three medium humanoids carrying no treasure (risk of crashing if overloaded).

02 Abandoned Mine

Scattered dwarf corpses, all of them pale and with no blood. 2d6 bats sleep on the ceiling (easily disturbed). A message hurriedly scrawled on the wall, in dwarven language: "GET OUT. BEWARE OF THE..."

03 Miner's Workshop

Two boxes containing: mining equipment, 1d4-1 dynamites, 2d4 oil, flints and empty leather bags.

04 Dormitory

Small chests containing: 2d6 weapons, 2 shields, 3d6x10 gold coins.

05 Secret vault

Behind the secret passage: 300 gold coins, 2 gems, 3 barrels of beer and a +1 magical axe (only works if the user has drunk dwarf beer in the last hour. Decorated with dwarven runes: "Drunkenness", and "Dizzy").

06 Mosquito-bat's Nest

Room with small tunnels on the walls: 2 Mosquito-bats and 3 dwarf bodies with 2d4 gems in bags. The entrances are blocked.

07 Tumbled Cart

Inside the tumbled cart: 1 dynamite. On the floor, a dwarven message says: "IT COMES BACK"

08 Mining Area

An uneven lower area with gems encrusted at the rocky floor. Mining here for 30 minutes grants 1d6-2 gems (or 1d6 for dwarves).

09 Underground Lake

Flooded caves with slippery ground: running here requires a check not to fall prone. 1 old raft in good condition near the lake.

10 Mine Exit

Very deep underground lake: where does it lead? 2 giant termites attempt to sink vessels moving across the water.

11 Dwarf Ghosts

These ghost dwarves think they are alive and awaiting rescue. They treat adventurers as trapped fellow dwarves and know about the creature.

12 Unstable Area

Loud noises or sudden movements have a 1 in 6 chance of causing a small collapse. Bodies of dwarves in skin and bone scattered around the room.

13 Temple Main Hall

Stone statues holding 4 decorative amethyst weapons (worth 50 gold coins each).

14 Statue of the Master

Amethyst statue: becomes an animated statue and attacks when someone approaches (worth 300 gold coins, whole or in pieces).

15 Old Entrance Hall

This is the original entrance to the temple used by the cultists. 2 amethyst idols on pedestals show cultists cutting the palm of their own hands: putting blood on the wall between the idols opens a secret passage leading out of the dungeon.

16 Ritual Room

Dead bodies of dwarves and cultists lay near a strange symbol drawn on the ground. On the floor, there are 2 silver daggers and the Bloody Tome (with the symbol on its cover). The Tome describes how to summon the Creature and to perform a ritual to obtain riches at the permanent cost of your physical health: whoever bathes a gem with his own blood while stepping on the arcane symbol increases the value of the jewel by 50%.

17 Dining Room

Refined and ancient furniture: bodies of blood sucked cultists seated at the table.

18 Master's Room

Corpse dressed in a wizard's robe: Staff decorated with Bloodstone (worth 100 gold pieces). Red Chain Magic Necklace (wearer gains Infravision 120ft). Shelves with anatomy books and bottles of blood (from humans and other creatures)
The closet has a false back, connecting the room to a false wall at the corridor.

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