Recent earthquakes have unearthed a small section of a lost dwarven fortress. The dwarves are long gone, but rumors suggest they might have left treasure or weapons behind. After a journey into the Underdark, the characters find a barred iron door bearing the names of several ancient dwarven clans.

However, a small cabal of mind flayers has already moved in. A recent battle with a drow caravan has weakened the illithids, and now they hunker down to prepare for their next move.

Tiles: This delve uses tiles from DT6: Dire Tombs.

EXPANDING THE DELVE
To turn this delve into a longer adventure, consider these additions.

✦ Give the mind flayers more thralls, whether drow, driders, or other denizens of the Underdark.
✦ The mind flayers haven’t seized (or even explored) the entirety of the lost dwarven fortress. Place a different set of monsters in the farthest reaches of the fortress.
✦ When the PCs are almost done exploring the fortress, an army of drow shows up to exact revenge on the illithids that attacked their caravan. The drow think the PCs are allies of the mind flayers.

ENCOUNTER 14–1: UMBER HULK GUARDIANS

Encounter Level 14 (3,800 XP)

2 umber hulks (U)
1 mind flayer infiltrator (M)

Setup
Two umber hulk thralls guard the only entrance to the fortress. The double doors that allow entry to this room (see “Features of the Area”) are closed and barred from the inside.

One umber hulk begins the encounter underground. Don’t place the mind flayer on the map yet; it’s beyond the characters’ line of sight.

When the PCs open the double doors, read:
The chamber before you is worked stone, but the glowing fungus growing in various places around the room suggest that it hasn’t been kept up for some time.
A crumbling well is in the southern side of the chamber, and a passage leads out of the room to the east.

Perception Check
DC 23: You feel a vibration in the ground—like something tunneling underneath your feet.

Tactics
The umber hulk in the room tries to lure the PCs in so that the other umber hulk can emerge from the well behind or in the middle of the party. If the PCs don’t take the bait, the umber hulk uses confusing gaze to slide them farther into the room.

As soon as the second umber hulk feels at least two PC move beyond the well to the north or the east, it climbs out of the well and uses its own confusing gaze.

The mind flayer infiltrator remains at or close to the eastern doors, staying outside the radius of the PCs’ vision as long as it can. If the characters approach its location while carrying a source of bright light, it moves forward and unleashes a mind blast (which does not affect the thralls) that catches at least two characters if possible.

Remember that the mind flayer infiltrator is invisible to dazed victims of the umber hulk’s confusing gaze.

All the monsters fight until slain.
ENCOUNTER 14–1: UMBER HULK GUARDIANS

**2 Umber Hulks (U)** Level 12 Elite Soldier
Large natural magical beast XP 1,400 each

| Initiative | +11    | Senses Perception | +13: darkvision, tremorsense 5 |
| HP        | 248; Bloodied 124 |
| AC        | 30; Fortitude 33, Reflex 28, Will 27 |
| Saving Throws | +2 |
| Speed     | 5, burrow 2 (tunneling) |
| Action Points | 1 |

**Claw** (standard; at-will)
Reach 2; +18 vs. AC; 2d6 + 8 damage.

**Grabbing Double Attack** (standard; at-will)
The umber hulk makes two claw attacks. If both claw attacks hit the same target, the target is grabbed (until escape). A grabbed target takes ongoing 10 damage from the umber hulk’s mandibles until it escapes. The umber hulk cannot make any other attacks while grabbing a creature.

**Confusing Gaze** (minor 1/round; at-will)
✦ Gaze, Psychic
Close blast 5; targets enemies; +16 vs. Will; the target slides 5 squares and is dazed (save ends).

**Mind Flayer Infiltrator (M)** Level 14 Lurker
Medium aberrant humanoid XP 1,000

| Initiative | +16    | Senses Perception | +14: darkvision |
| HP        | 107; Bloodied 53 |
| AC        | 27; Fortitude 25, Reflex 27, Will 28 |
| Speed     | 7 |

**Tentacles** (standard; at-will)
+19 vs. AC; 2d6 + 5 damage, and the target is grabbed.

**Bore into Brain** (standard; at-will)
Grabbdd or stunned target only; +17 vs. Fortitude; 3d6 + 5 damage, and the target is dazed (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer devours its brain, killing the target instantly.

**Mind Blast** (standard; recharge 5/11) ✦ Psychic
Close blast 5; mind flayers and their thralls are immune; +18 vs. Will; 2d8 + 6 psychic damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.

**Stalk the Senseless**
A mind flayer infiltrator is invisible to dazed or stunned creatures.

**Alignment** Unaligned **Languages** –

| Str       | 13 (+8) |
| Dex       | 20 (+12) |
| Wis       | 14 (+9) |
| Con       | 17 (+10) |
| Int       | 17 (+10) |
| Cha       | 23 (+13) |

**Features of the Area**

**Illumination:** Phosphorescent fungus in the greenish squares around the well and in the rune-inscribed squares near the edges of the area provides dim light in a 2-square radius around those locations. If the fungus is scraped off the floor and picked up, it ceases to emit light.

**Ceiling:** The ceiling in this area is 10 feet high.

**Western Double Doors:** The doors leading into this room can be opened with a DC 23 Thievery check or a DC 18 Strength check. A DC 23 Perception check made when listening at the doors reveals a heavy scratching or digging sound.

**Eastern Double Doors:** These doors are closed but not barred or locked. The creatures that wait in the area beyond are not concerned about keeping intruders out.

**Broken Well:** This dry shaft drops 30 feet. The umber hulks use this opening as a means of accessing the tunnels they have dug beneath the complex (none of which contain anything of interest). A character who is pushed, pulled, or slid into the well falls to the bottom, taking 3d10 damage, and must make DC 20 Athletics checks to climb out.

**Treasure:** At the bottom of the well, half buried under rubble, is a jeweled scepter of fine dwarven make (worth 12,000 gp). Assuming they have a light source that can illuminate its location, the PCs can spot it from above with a DC 30 Perception check or from the bottom of the well with a DC 25 Perception check.