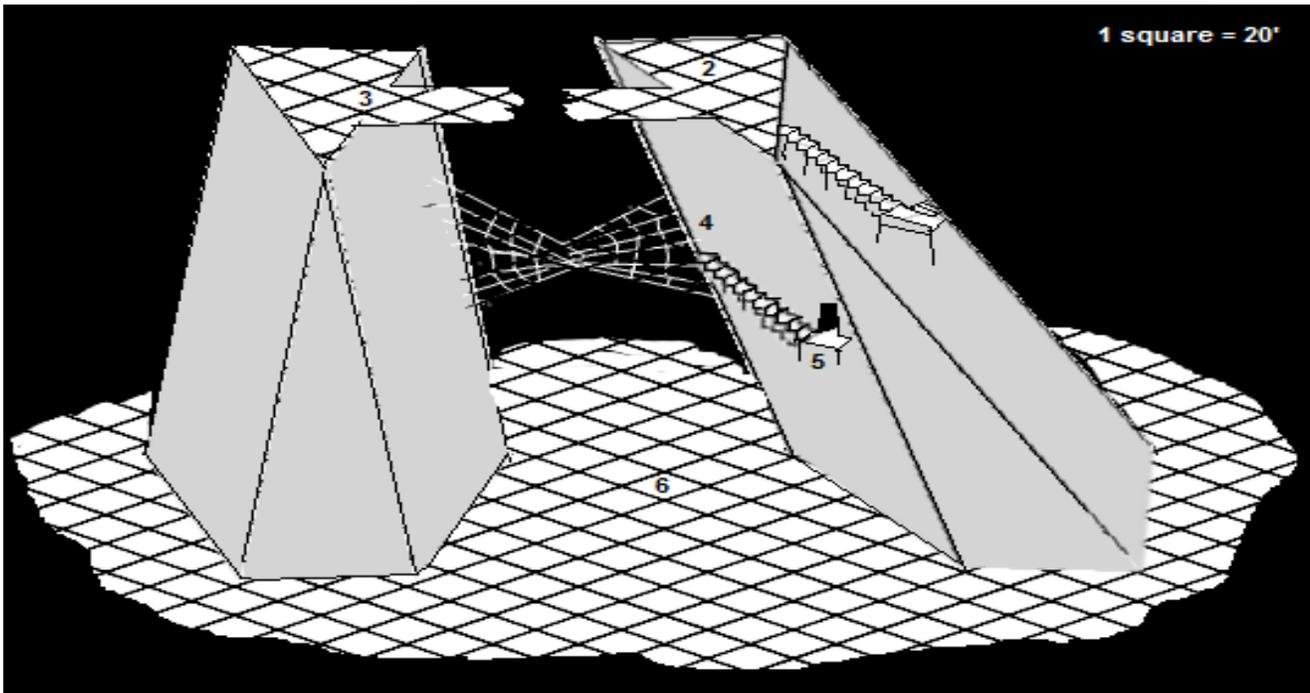
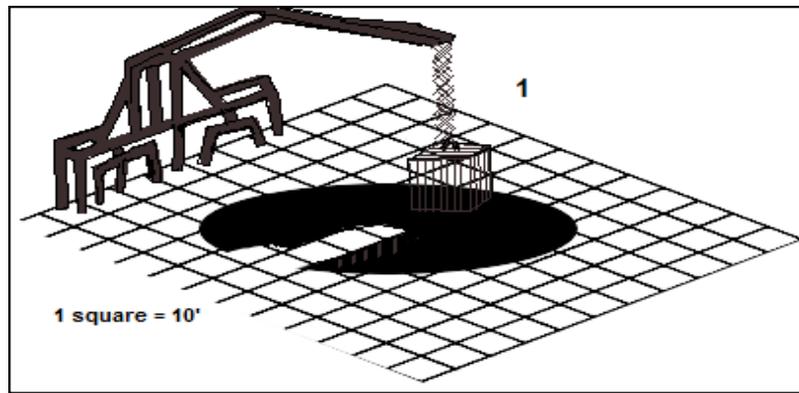


The Sunken Spires

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1. An ancient machine of corroded red-metal girders looms over the sinkhole. A rickety catwalk extends to an ancient, rusted cage (capacity 4 persons) suspended by chains over the yawning abyss. A conspicuous lever activates the crane, lowering/raising the cage 120' (with horrendous cacophony of wailing metal) to/from **Area 2** over 5 rounds. Each time the cage descends/ascends there is a 1 in 6 chance the locking mechanism fails, the chain rapidly unspools, and the cage crashes to the ground inflicting 3d6 bone-jarring points of damage to each occupant.
2. After 60' the shaft of the sinkhole widens drastically and the cage descends into a large subterranean cavern. Two immense spires of crystal jut from the cavern floor. **Giant carnivorous moths** (5+1HD, dmg: 1d3/1d3/1d8—pheromone: save vs. poison or -1 STR, hypnotic pattern when viewed from below cf. "Gloomwing") nest in the cracks and crevices of the cavern ceiling. They are attracted to any light and 1d3 will flutter down to investigate the source of the illumination. Smooth stairs wind downward to **Area 5**. A crystalline bridge, now shattered (and razor sharp), once spanned the gulf to **Area 3**. Anyone falling from the bridge must save (as Web spell) or land in the web at **Area 4**. Otherwise plummet 200' to the cavern below (**Area 6**).
3. A pentagram is etched into the crystal spire and an **invisible demon** (8HD, dmg: 4-16, MR: 30%, surprise 1-5, always invisible, cf. Invisible Stalker) rages within.
4. Thick webs obstruct the stairs as they wind around the Spire. Treat as Web spell—cocooned within are the remains of an adventuring Halfling with a shortsword +1/+3 vs. goblinkind and a cursed* ring of invisibility on a chain around his neck.(*wearer is visible to undead, who are enraged at the sight) (4) **Giant spiders** (4+4HD, dmg: 2d4 + deadly poison) lair here.
5. A small chamber hewn from the crystal spire, refracts light wildly into amazing kaleidoscopic patterns. Anyone studying these rainbow patterns for long enough will be able to decipher the secret name of the invisible demon in **Area 3**, but must save vs. spell or go insane.
6. Rare underworld fungi bloom in the depths of the sinkhole. The shattered remnants of the crystal bridge litter the cavern floor. Anyone investigating runs the risk of encountering a **Giant Spider** from **Area 4**.

