

Unless otherwise noted, the interiors of all rooms and corridors are made from solid pieces of a strange black rock with violet veinlike streaks running through it. The violet veins seem to writhe and move occasionally, particularly as seen out of the corner of one's eye.

Doors are made of the blackest of basalt with a round purple stone in the center. The doors do not open unless the stone is touched, at which point the door slides into the ground slowly (this takes a full round). It slides up into place three rounds later.

All areas are lit by everburning torches in wall sconces unless otherwise noted. Standard room height is 20 feet, with 15 feet-high hallways.

7. Six low benches are arranged in two rows of three. Between two archways leading west is a door made of glass with a lavender stone in the center. Beyond that door floats a ball of swirling black fire, with a blood-red corona.
9. The north wall of this area is made of iron, painted dark purple, with images of ochre-colored priest chanting. Arrow slits are positioned so that arrows fired from them come from the open mouths of the painted priests.
11. This hall is long, lit by an eerie blue-green luminescence coming up from the pool that runs down the middle. The walls, floor, and ceiling are made of a blue marble with green streaks and flecks, and are carved with the images of aquatic beasts.
12. Guard post.
13. The Grinder.
14. The chamber smells of loam. The walls are of a brown and gray stone, covered with images in relief. These depict huge dragons and other monstrous beasts erupting from the earth. In the northwestern end of the room, a massive pile of soil and stone lays on the floor. *Thick walls of stone divide the chamber into three sections, with roughly carved doorlike openings.*
15. Guard training room.
16. In the center of this chamber, a dark gray, life-size statue of a man in a cowled robe stands, enough of his face visible to show that he is weeping. Water runs down his cheek.
17. Assassins' quarters.
18. Four-sided pillar.
19. Master Hedrack's suite.
20. Down the length of this hallway, about every 10 feet, a purplish stone panel has been set into the walls on both sides. The panels are carved with intricate images of robed and hooded priests, each carrying a special torch. Furthermore three alcoves exist in the north wall. These are filled with a thick, mucouslike green goo. A black, oblong rug covers much of the floor in front of them.
24. The only object in this room is a black stone font, filled with clear water. Strange runes ring the rounded edge of the font. Each wall has a single purple tapestry with a black symbol upon it: an inverted, two-step pyramid. Characters in this area feel a soul-numbing cold. The runes on the font say "The Black Tears of Tharzdun. Be Anointed and Walk Unhindered." *When Muzga touched the water, she suffered the effect of a bane spell.*
25. The walls of this hallway are made of a dark gray stone and display images in relief showing horrible scenes of human sacrifice, carnage, rape, bestiality, and necrophilia. The door to the west is incorporated into the terrible visages, it cannot be opened from this side. The spiral staircase to the north goes down.
26. (not on the map) The wrought-iron staircase leads 100 feet down into a dismal room with the infernal device.
27. A long-dead corpse in the northeast corner hangs from chains, old plate armor bits clinging to dried flesh and brittle bones, with a symbol of Pelor hanging around its neck. *(Symbol was taken away.)* Other than that, the room appears empty. A *silence* spell effect is centered in the middle of the room.
28. A circular plate of glass had been set into the center of the floor. A red pentagram was painted onto the glass. *After Grenmund smashed the glass, the pentagram is lost, and there is only a vertical shaft, five feet in diameter.*
31. A large reddish-purple carpet covers the floor. Couches, chairs, and small tables furnish this hall, with two iron chandeliers holding candles above the whole room, illuminating it.

