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The Lost Staves of Maurath

by R. Lawrence Blake



PRIME REQUISITE GAMES™

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The Lost Staves of Maurath

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An open sinkhole under a sacred temple has revealed a catacomb of twisted dark caverns. Vicious creatures from below raided the temple of its most precious possessions, the magical Staves of Maurath.

Now the staves must be found, and an open call has been issued for a group of powerful adventurers to explore the caverns and find the Lost Staves of Maurath. However, it is believed that the caverns may echo the deadly secret of an ancient and evil burial chamber.

The Lost Staves of Maurath is a challenging adventure for character levels 4-6. For use with the Labyrinth Lord™ rules or other Basic/Expert RPG systems.

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Electronic
Book Edition

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Prime Requisite Games™ Adventure DLD5 For Character Levels 4-6

THE LOST STAVES OF MAURATH

by R. Lawrence Blake



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For use with the Labyrinth Lord™ rules or other BASIC/EXPERT rpg systems.

The Lost Staves of Maurath is part of the Classic Deep Level Dungeon Adventures™ series from Prime Requisite Games™ for use with the Labyrinth Lord™ rules or other BASIC/EXPERT RPG systems. Prime Requisite Games™ is dedicated to bring you quality old-school RPG adventures.

The Lost Staves of Maurath

Written and illustrated by R. Lawrence Blake

Layout and design by R. Lawrence Blake

Dedicated to Dion Stephen

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**Electronic Book Edition
First Release
October 2009**

The Lost Staves of Maurath

The Lost Staves of Maurath is an adventure for use with the Labyrinth Lord fantasy role-playing game and is compatible with other Basic or Expert rpg systems. This module is intended for 4 to 6 characters of 4-6 levels of experience. While a well-rounded mixed group of character types will help survive the adventure, a cleric PC is absolutely essential. Remember that monsters and/or treasure within this adventure can be adjusted to fit the strengths or weaknesses of the party at the GM's discretion.

As usual, if you plan to take a character through this adventure, please stop here and give this module over to your GM.

The GM should familiarize him or herself with this module before playing it through. Especially important are the new magical items (**The Staves of Maurath** and the **Black Jewel**, both found in the *New Items* section) as they could create unexpected results during play. Also, study area 21, **The Temple of the Black Jewel**. As you will notice in that section, there are suggestions on what could be said and how situations could play out, but the role-play could take many different paths, and one should be prepared for any situation which may arise during the temple encounter's development.

This module is set in the Known Lands, outside the town of Bremwell. Bremwell is located roughly 90 miles south of Irlindom, within the hills northeast of the goblin lands.

BACKGROUND

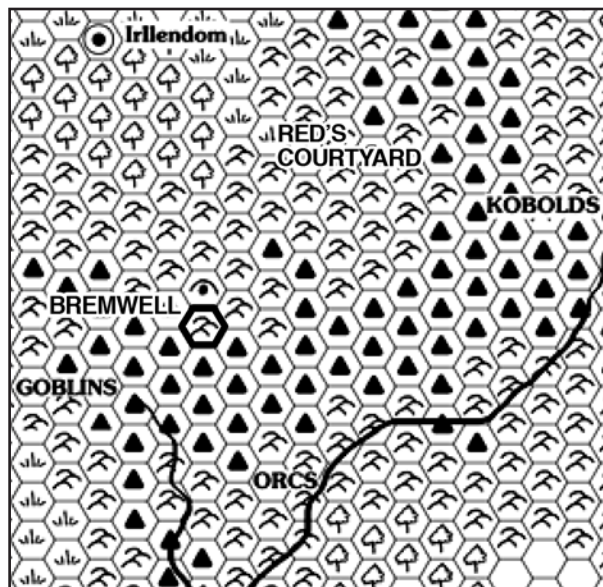
The Temple of Maurath was built by the residents of Bremwell to help cleanse the surrounding lands, believed to be tainted by an ancient cursed burial ground. Erected on the assumed area of the burial ground, two statues of the Goddess Maurath were placed within the temple, each holding a magical

staff. These two staves are actually powerful artifacts, and when the two are brought together, they become as one mighty staff said to have an unending capacity to heal (see *New Items*).

Although the exact location of the cursed burial ground was unknown prior to the temple's construction, through arcane magic and elder sages, the best estimate garnered was about six miles northeast of Bremwell. This came to no surprise to the residents, as the town and the lands have been historically plagued by death and disease. Whether it came from the warring orc and goblin tribes to the south that spilled over into the northern territory, or evil spell casters performing vile rituals and sacrifices, such things confirm the belief in the residents that a curse has befallen the area. Even a recent rash of kidnappings added to the fear and frustration felt by many. They believe that only Maurath, their goddess of healing could purge the curse from the land.

Unfortunately, the joys of the new Temple and its treasured artifacts were short lived. Within a year of its construction, a discovery was made (through a most unfortunate incident) that the building was constructed over a catacomb of twisted caverns. The weight of the temple compromised the foundation and caused a sinkhole, bringing part of the temple floor and one of the statues of Maurath crashing down to the cavern floor below.

Attempts were made to recover the staff, but such endeavors were cut short when bands of viscous bugbears attacked and murdered any who descended into the caves. Now, three



weeks after the incident, both staves are missing and the temple is boarded shut to prevent the evil creatures within the caverns from venturing out to cause more trouble for the people of Bremwell.

Clerics of Maurath believe the open sinkhole to be part of the lost cursed burial grounds. An open call was made for an able party of adventurers to investigate, exterminate and recover the lost Staves of Maurath.

The clerics also believe that by now the temple would have been completely stripped bare of any other valuables, including a coffer that contained the temple's wealth - a total of 6,500 gps. The party is welcome to keep any treasure they find within the caverns, but the clerics would like the coffer returned. Return of the coffer will ensure a 1,000 gp reward (as the clerics would have no other way to pay the adventurers for their services).

In addition, if the party can bring back proof that the caves are indeed the fabled cursed burial ground, an additional 500 gps from the coffer will be rewarded.

The Lost Staves of Maurath

GM NOTES

The caverns are indeed part of a burial ground for a Sect of the Black Jewel. The Sect has made an underground temple to their god of the Black Jewel in a chamber within the caverns, using the catacombs only periodically, which included turning one of its areas into a burial chamber.

Five years ago, Dradlin, the high priest of the underground temple, gained possession of the magical artifact, simply called the **Black Jewel**, a sacred item to the Sect (see *New Items*). With this item, he was able to raise and control undead creatures. A plan brewed to create an army of undead to gain enough power to bring his Temple of the Black Jewel above ground and control the surrounding lands through his undead minions of terror!

Dradlin began creating his undead army with sacrifices of the kidnapped residents of Bremwell.

Eventually, the caverns above the temple were overrun with various creatures and humanoids. The humanoids did on occasion try to infiltrate the Black Jewel's temple area, but were promptly killed and eaten by the hydra that lives in the waters within the temple chamber. They soon learned to stay clear of that area.

Dradlin at first was going to send teams

of undead to clean out the caverns, but decided that the hydra had taken care of the menace. Besides, these creatures would keep any wandering adventurers from exploring the caverns and finding the underground temple.

Disaster soon struck Dradlin's plans for power when the Black Jewel was stolen from the hands of the temple's idol. The Jewel's theft caused Dradlin to lose control of the small faction of undead he had acquired. A battle broke out between the undead creatures and the Sect, and although Dradlin was eventually able to turn and destroy the undead, most of his cleric underlings were lost in the process.

Now, without the powerful relic in his possession, Dradlin sits and plans on how to recover his lost Jewel.

BEGINNING THE ADVENTURE

The party will assemble at Bremwell where they will be briefed on what the clerics of Maurath know and their instructions for the adventurers. The party will then be escorted (out of courtesy and not mistrust) to the Temple of Maurath, six miles northeast of the town.

The temple is as far as the escorts will go. They will begin their trip back to Bremwell once the party attempts to open the front doors of the temple.

TEMPLE OF MAURATH

GM Notes

Over the past three weeks the temple has been completely ransacked. Most of the temple's treasure has been taken to the two ogres' lair in **area 20**. The rest has been junked and left to rot in **area 9**. Now, a host of bugbears and goblins have made lairs within the temple to guard the cavern opening. The ogre in **area 6** watches over the temple guards.

The temple is a 20-foot tall structure with a set of heavy double doors in front. The doors have been boarded shut in hopes of preventing whatever creatures within the caverns of getting loose. It will take two full turns to remove the boards, alerting the goblins within.

Once opened fully, the doors have a large, crude hammer trap on the inside that will swing down from the top. The trap hits as a 2 Hit Dice monster, dealing 2d4 hit points of damage.

1. Large Greeting Area

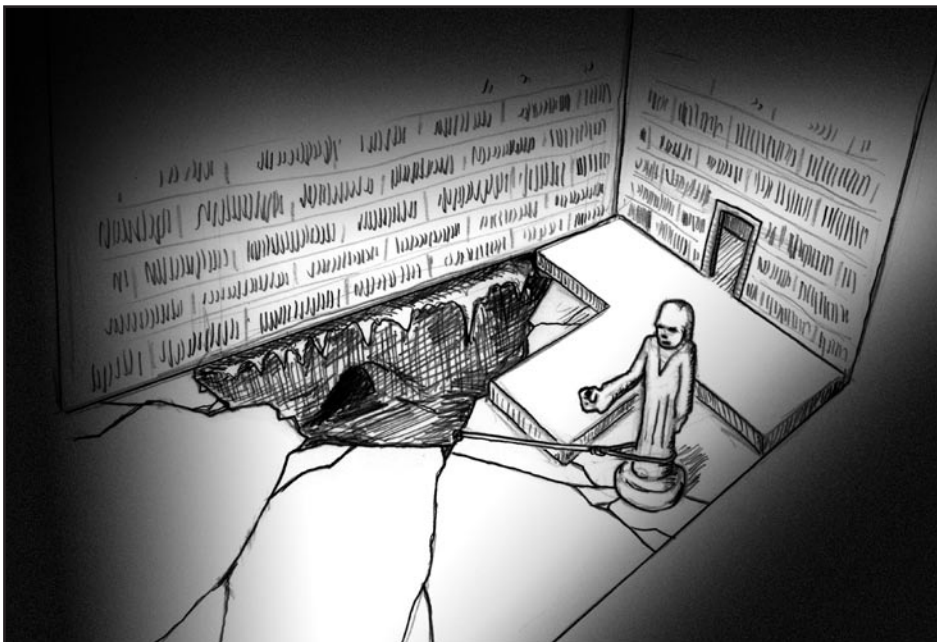
This room, once used to greet temple worshippers, is completely stripped bare. **Four goblins** (AL: C, AC: 6, HD: 1-1, HP: 6, 6, 5, 5, #ATT: 1, DMG: 1-6, SV: 0, ML: 7, XP: 5) guard the opening to the sanctuary (**AREA 2**).

2. Sanctuary

A t-shaped stage about 2 feet high is found to the north of this 50x70-foot room. On the east side of the platform is a 10-foot tall statue of Maurath, with one empty hand clutching where its missing staff used to be. To the west, a large portion of the stone floor has collapsed 30 feet onto the cavern floor below. Scores of random cracks line the sanctuary's floor.

Two 50-foot ropes are tied together, attached to the statue and leading into the sinkhole. The rope is strong enough to hold two characters at a time.

Guarding the sanctuary area are **two bugbears**, each wielding a heavy flail (AL: C, AC: 5, HD: 3+1, HP: 21, 18, #ATT: 1, DMG: 2d4 or weapon +1, SV: F3, ML: 9, XP: 100) and **four goblins** (AL: C, AC: 6, HD: 1-1, HP: 7, 5, 5, 4, #ATT: 1, DMG: 1-6, SV: 0, ML: 7, XP: 5).



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3. Dining Hall

A tattered chandelier hangs over a broken table (which could at one time hold up to eight dinner guests). Ripped tapestries and shattered furniture are scattered about the area. Under a pile of debris, **three spitting cobras** have made a lair (AL: N, AC: 7, HD: 1, HP: 8,7,7, #ATT: 1, DMG: 1d3, poison, SV: F1, ML: 7, XP: 13). Those searching through the debris will be surprised by the cobra's shooting poison on a 1-3 on the d6. Nothing else is in this area.

4. Kitchen

Empty and broken shelving line the western wall. This area used to be storage of dried meats, fruits and wine, but everything has been taken and devoured. Nothing else of value is in here.

5. Hallway of Doors

Five doors line the eastern wall in this 110-foot long hall. Each door, leading to areas **A** through **E**, have a bugbear behind it. Any noise will bring the bugbears from areas **A** and **B** out to investigate. If combat breaks out, the bugbears in areas **C** and **D** will come out and join the fray the following round. The bugbear in area **E** will wait in his quarters, periodically checking to see who favors in the battle. If the PCs are winning, the bugbear will throw a lit oil flask down the stone hall at the characters (and any remaining bugbears!), causing 1d8 hit points of damage for two rounds - a successful saving throw cuts the damage in half. The bugbear will then retreat to **area 6**, the ogre's lair. Two additional oil flasks can be found in **area E**.

Areas A-E are all similar in appearance, with matted straw and dirty blankets

strewn about. There is nothing of value in these areas except for a small bag hidden under the straw in **area D** which contains a blue gem worth 250 gps.

6. Ogre Lair

Large piles of straw covers the western side of this 30x30-foot room. The **ogre** (AL: C, AC: 5, HD: 4+1, HP: 26, #ATT: 1, DMG: 1d10, SV: F4, ML: 10, XP: 215) that watches over the temple area has made its lair here. Under the straw is a sack filled with 600 gps. The characters can also find a large chest within the straw that contains the bugbears' loot: 1,000 eps, 1,500 gps, and 2 gems worth 200 gps each.

There is a secret door to the north.

7. Northern Hall

Bunched up on the eastern passage of this filthy hall are mounds of straw. The straw conceals rows of steel spikes, and any PCs that wander through have a 75% chance of hitting 1d3 spikes for 1d6 hit points of damage for each spike. Any time a PC is struck by a spike, there is a 20% chance the character will contract a disease equal to a rat bite (Save vs. Poison or die in 1d6 days. Success indicates the PC will be helplessly ill for 30 days, after which there is a 25% chance of death).

THE CAVERNS

GM notes: Unless otherwise noted, the caverns reach heights of 12 to 15 feet.

Note that any deaths within **areas 9** and **12** will trigger the magic of the Black Jewel, possibly causing those who were killed to rise as an undead creature (see *New Items*).

8. Sinkhole Cavern

The cavern floor is 25 feet below the broken temple floor. Chunks of the temple's stone floor as well as the other statue of Maurath lies at the bottom. The statue's right arm has broken off. When the characters begin to climb down, whether by the rope or other means, **three bugbears** (AL: C, AC: 5, HD: 3+1, HP: 20, 17, 17, #ATT: 1, DMG: 2d4 or weapon +1, SV: F3, ML: 9, XP: 100) will attack while a **fourth bugbear** (HP: 15) will run to **area 15**.

It takes two full rounds for the characters to make it to the cavern floor. The first round, the bugbears will throw spears and the second round they'll use heavy stones, striking for 1d4+1 hit points of damage. If a character is hit while climbing down, he must make a **Strength** check or fall and take the appropriate damage (first round: 2d6 hps, second round: 1d6 hps).

To the north, a passage descends with a set of stairs crudely carved into the cavern floor. There is nothing else in this cavern. The bugbears' lair is in **area 10**.

9. Storage Cavern

This area is filled with various bits of furniture and household items (clothes, small tools, pots, etc.) all which were taken from the temple. Nothing of real value is in here.

10. Bugbear Lair

Matted straw and filthy garments and blankets cover the ground. The smell in here is nearly unbearable. Under one of the piles of matted straw is a small bag with 25 gps and 11 sps.

11. Alerted Guardians

If the bugbear from **area 8** made it here, it alerted the **four goblins** (AL: C, AC: 6, HD: 1-1, HP: 7, 6, 6, 2, #ATT: 1, DMG: 1-6, SV: 0, ML: 7, XP: 5) who then retrieved the **dire wolf** (AL: N, AC: 6, HD: 4+1, HP: 22, #ATT: 1, DMG: 2d4, SV: F2, ML: 8, XP: 140) to lie in wait for the characters.

The bugbear will remain in the dire wolf's lair (**AREA 15**). Once the characters are near the bottom of the stairs from **area 8**, the goblins will unleash the wolf to attack. The goblins will attack once the party can push past the wolf and enter the cavern.



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12. Moss Covered Cavern

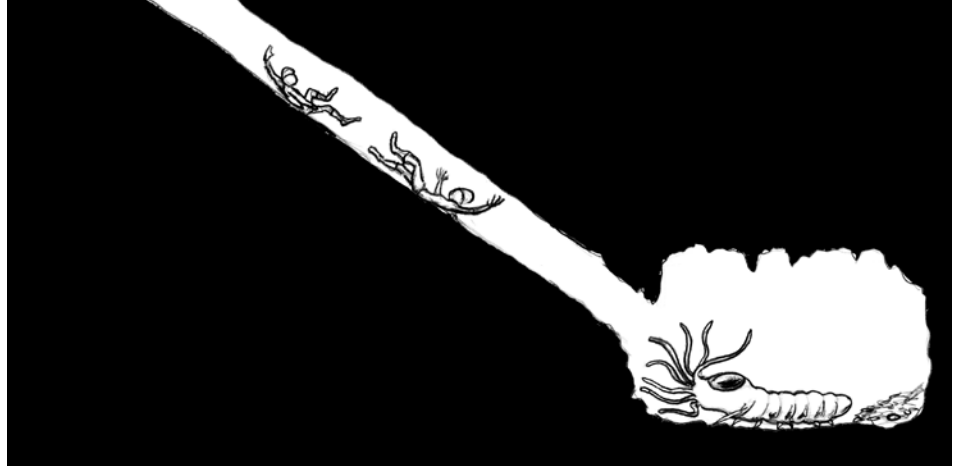
A damp and stagnate air fills the characters' nostrils. Large growths of moss cover the walls. Within this seemingly empty cavern lives **three giant centipedes** (AL: N, AC: 9, HD: 1d4 hp, HP: 4 each, #ATT: 1, DMG: poison, SV: 0, ML: 7, XP: 6). They reside within a large crevice along the south wall. They will not attack unless disturbed.

13. Scavenger's Crawlpace

Within the south wall of the passage is a 5-foot diameter natural cave. Characters who travel into the tiny opening will notice that it slightly slants downward. Approximately 20 feet into the cave, it will dramatically slant to a 45 degree angle. Characters who continue on must make a successful **Dexterity** check or lose their grip and slide to the bottom of the passage. Thieves gain a +2 to their roll.

The end of the passage opens to a 6x12 foot cavern where a **carcass scavenger** (AL: N, AC: 7, HD: 3+1, HP: 16, #ATT: 8, DMG: paralysis, SV: F2, ML: 9, XP: 135) resides. Those who lost their footing and slid into this area will be automatically surprised by the carcass scavenger, earning the creature a +2 on all attacks during the first round.

Behind the creature is a pile of acquired treasure (some from adventurers and other bits from the goblins and



bugbears who feared the unknown creature who lived here and thought that various riches would win them favor should they ever get tossed into its lair). The treasure consists of 2,200 cps, 4,500 sps, 6 gems worth 150 gps each, and a dagger +2 within a jeweled sheath worth 1,000 gps.

14. Well Fed Worm

The passage opens into a large cavern with a natural pond to the northeast. A slow moving river from a northeastern cavern feeds water to the pond. Water exits out of a different cave opening to the north. The pond is approximately 15 feet deep.

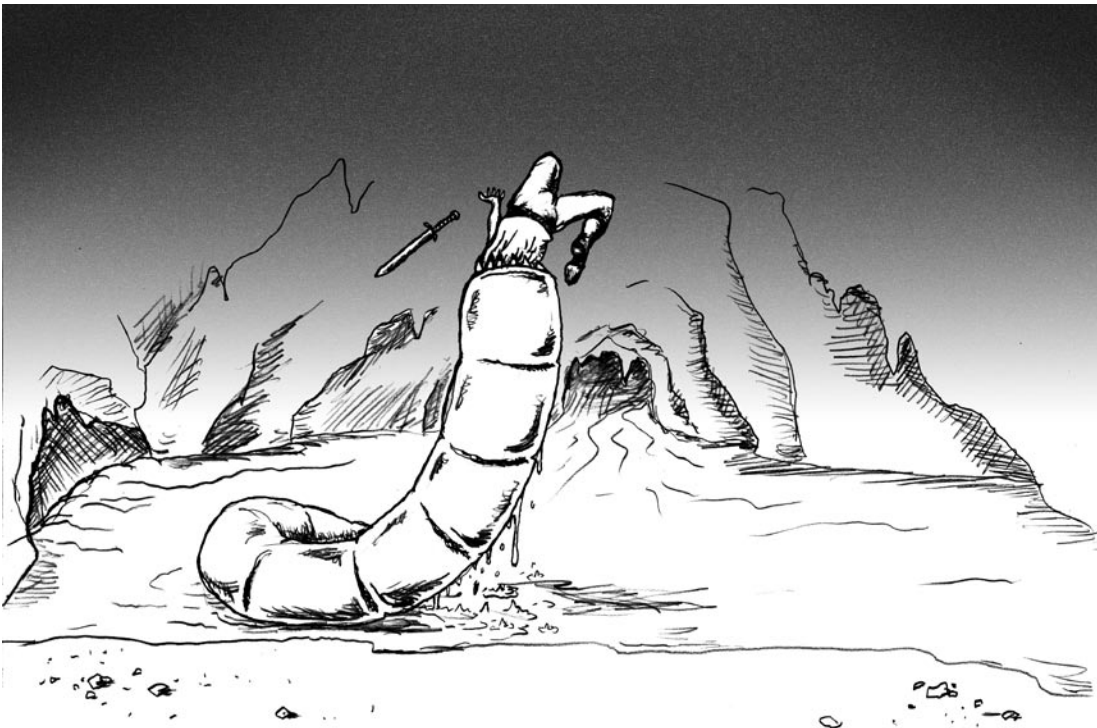
A mass of vines and vegetation climb the cavern walls. Close examination

will discover a leather sack wrapped in the vines containing 1,200 gps, 1 gem worth 100 gps, and 6 +1 arrows bound together with a leather strap. This treasure belonged to the two bugbears who hid the sack within the vines. The bugbears, however, have recently met their deaths at the fangs of a large wandering monster.

On the edge of the pond lies one of the dead bugbears. The cause of the bugbears' demise is a **gray worm** (AL: N, AC: 6, HD: 6, HP: 36, #ATT: 1, DMG: 1d8, swallow on 19 or 20, SV: F3, ML: 9, XP: 570) which wandered in from the northeast river entrance. Originally, there were two bugbears here, but one had already been swallowed by the worm. If left alone, the gray worm will swallow the other bugbear and will then lay dormant along the edge of the pond, digesting its meal. It will only attack if disturbed.

After three hours, it will return upriver to its lair 300 feet into the northeast passage. The grey worm's lair is a large cave which contains the following: 2,000 sps, 3,300 gps, and a bastard sword +1, flame tongue.

One half mile up the river will lead characters outside to a calm lake. The lake has been a gold mine of food for the gray worm, eating fish and any other creatures or animals that would stop by for a drink.



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15. Dire Wolf Lair

Straw and bones litter the cavern floor. Ready to attack are **two goblins** (AL: C, AC: 6, HD: 1-1, HP: 7, 6, #ATT: 1, DMG: 1-6, SV: 0, ML: 7, XP: 5) and the **bugbear** from **area 8** (AL: C, AC: 5, HD: 3+1, HP: 15, #ATT: 1, DMG: 2d4 or weapon +1, SV: F3, ML: 9, XP: 100).

This area is within the affect radius of the Black Jewel in **area 18**. If any human or demi-human (including the goblins or bugbear) are killed, they have a 75% chance of rising as an undead creature (see *New Items*). Any raised undead will immediately attack whoever or whatever (monster or character) is closest.

16. Empty Cavern

With the exception of a few normal rats (8 rats), there is nothing in this cavern.

17. Cavern of Religious Items

Scattered about the cavern's area are what appear to be religious ritual items made of sticks and bones tied with vines and leather ribbons. Most of these items are predominately placed upon a pile of stones that seem to block a southward passage.

If the characters decide to clear the passage, it will take four full turns to do so. There is a 50% chance each turn that the bugbears in **area 19** will hear the removal of the stones, and two will leave their posts to investigate.

The passage leads to a burial chamber. After the theft of the Black Jewel, the possessors - a bugbear and two goblin underlings - headed into this area in hopes of hiding the Jewel. Unaware of the Jewel's power, they were about to hide it under the treasure coffin (see **area 18**) when they were surprised by a group of raised skeletons.

One goblin escaped and informed the ogres in **area 20** about the undead. The entrance was quickly blocked. When interrogated about the goblin's findings, the little creature was reluctant to talk about the Black Jewel and why he was in the burial chamber. Unable to give a satisfactory answer, the goblin was fed to the carcass scavenger in **area 13**.

The religious items are worthless except for one. Characters carefully searching

the makeshift holy symbols will find one made of silver. This is a holy symbol for the Sect of the Black Jewel. It has a small handle with a silver hand at the top. The silver hand is inlaid with a small piece of onyx, representing the Black Jewel. The handle is wrapped in vine.



This holy symbol will enable any cleric, regardless of alignment, to turn any undead raised by the Black Jewel on a 10 with the 2d6. If the cleric's normal chances are 10 or higher, he will automatically turn or destroy the creature (determined by the player) with the use of the symbol.

Any non-cleric may also use the symbol against undead raised by the Black Jewel, turning (but never destroying) on a 6 with the 2d6. The symbol is worth a total of 250 gps.

18. Burial Chamber

Once the stones blocking the entrance are removed, a 7 foot wide passage leads 60 feet into a 30x60 foot smoothly-carved chamber. Along the east wall are five coffins. One coffin contains treasure while the others once contained bodies of long-dead clerics of the Black Jewel.



However, the clerics were raised as skeletons when the bugbear and his two goblin underlings entered this area with the actual Black Jewel which they stole from the idol (**area 21**). The skeletons surprised and killed the bugbear and one goblin, which were then raised again as a wight and a ghoul, respectively, due to the Black Jewel's power.

The **four skeletons** (AL: C, AC: 7, HD: 1, HP: 7 each, #ATT: 1, DMG: 1d6 or weapon, SV: F1, ML: 12, XP: 13) as well as the **ghoul** (AL: C, AC: 6, HD: 2 (turns as 3), HP: 13, #ATT: 3, DMG: 1d3/1d3/1d3 + special, SV: F2, ML: 9, XP: 47) and **wight** (AL: C, AC: 5, HD: 3, HP: 17, #ATT: 1, DMG: drain life energy, SV: F3, ML: 12, XP: 110) will attack the characters on sight.

Any characters who perish in the fight will have a 75% chance of rising again as an undead creature. Undead creatures that are destroyed cannot rise again.

Inside the coffin with treasure are 1,700 cps, 2,250 eps, 1,500 gps, and 3 pieces of jewelry worth 300 gps each. On the floor, next to the coffin is the **Black Jewel** (see *New Items*).

Taking the Black Jewel will run the party at risk of rising past (or future) defeated foes into undead. Unless the character possessing the Black Jewel is a cleric who tries to turn or control his or her raised undead (i.e. undead created by the Black Jewel while the cleric is in possession of the artifact) with use of the item's power, the undead will attack even the possessor of the relic.

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19. Bugbear Guards

Four bugbears (AL: C, AC: 5, HD: 3+1, HP: 23, 20, 16, 16, #ATT: 1, DMG: 2d4 or weapon +1, SV: F3, ML: 9, XP: 100) guard the western passage to the ogres' lair. If the bugbears begin to lose ground in battle, one will retreat to **area 20** to warn the ogres and guards within.

20. The Ogres' Lair

The passage opens to a large cavern, reaching 20 feet high and roughly 60 feet wide. To each corner of the cavern hangs a total of four wooden cages, each containing one **fire beetle** (AL: N, AC: 4, HD: 1+2, HP: 8 each, #ATT: 1, DMG: 2d4, SV: F1, ML: 7, XP: 15) to light the area.

Within this cavern are **two ogres** (AL: C, AC: 5, HD: 4+1, HP: 30, 27, #ATT: 1, DMG: 1d10, SV: F4, ML: 10, XP: 215) and **two bugbear guards** (AL: C, AC: 5, HD: 3+1, HP: 14, 11, #ATT: 1, DMG: 2d4 or weapon +1, SV: F3, ML: 9, XP: 100). The ogres rule over the upper caverns and have possession of one of the Staves of Maurath in their treasure collection.

During battle, if one of the ogres fall, one of the bugbears or the other ogre will cut the main rope that holds the cages in place, lowering and releasing the fire beetles. The beetles will roll a moral check, and those that fail will scamper out the northwestern passage. Those that succeed will attack both the characters and the ogres/bugbears.

To the south is a small cave that contains the ogres' treasure. In a large chest, characters will find 3,000 sps, 1,800 gps, a jeweled necklace worth 550 gps, a ring of protection +3, a wand of fireballs (10 charges) and one of the Staves of Maurath.

21. Temple of the Black Jewel

The natural waterfall opening to the north of **area 14** is about 40 feet wide and 10 feet high. The water rushes out and downward, crashing and settling into a large rectangular pond 30 feet below. Characters who make a successful Secret Doors check will find a carved ladder along the west side of the waterfall. Characters may climb down this ladder to the platform 20 feet below.

Characters may also safely jump down the waterfall and into the pool, but will then be met by the temple guardian, an **aquatic hydra** (5 heads, AL: N, AC: 5, HD: 5, HP: 40, #ATT: 5, DMG: 1d10, SV: F5, ML: 9, XP: 350) that resides at the dark bottom, unseen, 40 feet below the surface.* The hydra usually will not surface unless someone or something disturbs the water.

When the party can finally make it into this area to look around, they will notice what seems to be an underground temple. The large platform to the south is divided by the waterfall. The eastern part of the platform has a 12 foot statue, carved of black stone,

holding both hands out as if to cradle an object. At the foot of the idol is a 12x20 foot flat slab of light colored stone, stained with dried blood.

Sets of stairs descend from the platform to a walkway that runs around the rectangular pool. A 40 foot wide hallway leads out to the north. Any noise made by the party will bring out **three 1st level clerics** from **area 22**. They are clerics with the Sect of the Black Jewel. They will appear overjoyed by the characters' presence.

Clerics' stats:

Migbil, Jured, and Feesel - 1st Level, AL: C, AC: 7, HP: 6 each, DMG: 1d6 (mace). No ability bonuses.

Spells: Migbil and Feesel: *Cause Light Wounds*. Jured: *Cause Fear*

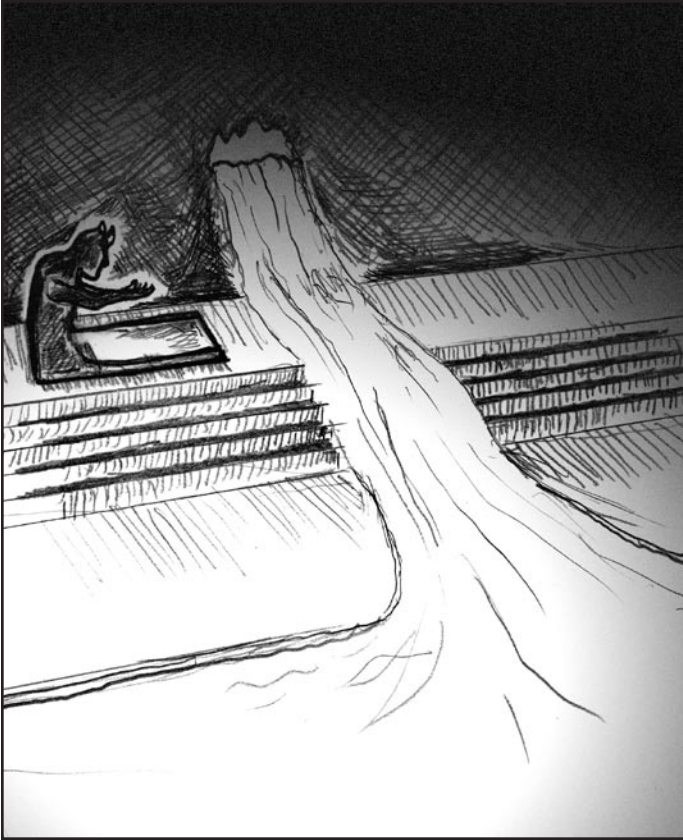
As they engage in seemingly friendly conversation, one will go get their head cleric **Dradlin** (see **area 23** for his stats). Seeing that the party are not a batch of bugbears or goblins, Dradlin will also be welcoming to the party. While the clerics will make no apologies for their alignment or the fact that they worship at the idol of the Black Jewel, they will retain a non-threatening demeanor with the party, mainly because they want the actual Black Jewel returned to the idol's cradling hands.

Dradlin makes it known about the hatred he has for the goblins and bugbears in the upper caverns. He tells the party that the creatures must have found their way in through the underground river and have since "desecrated our burial grounds and stolen what is most precious to us."

Dradlin has the other half of the Staff of Maurath and will barter with this item to retrieve the Black Jewel and the Black Jewel's Holy Symbol, both which were stolen by the bugbear and two goblins. Whether the party has the relic or not, Dradlin will try to convince them to bring it to him through lies and manipulation.



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Dradlin (especially if they somehow know that a hydra lives in those waters), the cleric will be persistent in his lies, going so far to say that even the Staves of Maurath cannot lift the curse.

One way or another, once the Jewel is finally in the resting spot of the statue's hands, the clerics will attempt to kill the party, so as to keep the underground temple a secret. He has plans to raise an undead army, and will succeed with the Black Jewel once again under his control.

*As a side note, unknown to Dradlin

or his clerics, the Temple of Maurath's **treasure coffer** sits at the bottom of the hydra's pool. It contains the full 6,500 gps. The bugbear and goblins who stole it and the other Staff of Maurath (from the still-standing statue in **area 2**) managed to lose both down the waterfall when trying to hide them.

22. Clerics' Quarters

A large room, 40x50 feet, contains six beds and two stand-alone closets. An empty desk sits in the northeast corner and various robes hang from hooks on the west wall. Nothing of value is in here.

23. Dradlin's Room

This lavish room contains a large bed with silk coverings. A desk piled with various writings about the Sect of the Black Jewel (an evil worship book in progress) rests in the northeast corner. The manuscript contains information regarding the burial chamber and Dradlin's plans for his use with the undead. The characters could show these pages to the Clerics of Maurath as proof of the "cursed" burial grounds.

In one of the desk drawers lies a bronze key to the locked chest in **area 24**.

Stats for

Dradlin, Cleric of the Black Jewel

Alignment: Chaotic, Level: 5, Hit Points: 32, Armor Class: 1

Str: 16 (+2), Int: 13, Wis: 17, Dex: 10, Con: 16, Chr: 15

Dradlin wears splint mail +3 and wields a flail +2. He also has possession of one of the Staves of Maurath which he found nearly three weeks ago floating within the temple's pool.

Spells:

1st Level: Cause Light Wounds, Cause Fear, Detect Magic

2nd Level: Silence 15-foot Radius, Hold Person

3rd Level: Animate Dead

XP for defeating Dradlin: 350



He will explain that the Jewel contains potent magical properties that has released a curse, dooming the surrounding lands to undead attacks unless it can be placed under control by the clerics of the Black Jewel. This is done by placing it in the idol's hands. He'll claim that the undead under his control are used for arcane rituals of worship and they do not want to bring trouble and suspicion to his temple by using the creatures for harm.

If asked, he will let the party know that he is in possession of the Staff and will gladly make a trade for the Black Jewel. If the characters bring the Black Jewel back to the temple, Dradlin will instruct them to place the relic into the idol's hands, as the clerics cannot touch it because it will bestow a curse on them (this is a lie). He will tell the characters that since the PCs have carried the Black Jewel, they have all fallen under its curse which will eventually kill them and raise them as undead creatures (another lie).

To remove the curse, Dradlin will say, they will need to cleanse themselves within the temple's pool. While it may be doubtful that characters will trust

24. Dradlin's Treasure Room

The door to this area is trapped with a needle. A pressure point on the door jamb, when pressed, will prevent the needle from springing. Otherwise, whoever opens the door will be stuck with a poison needle (save vs. poison or die in 1 turn).

Against the west wall of this 40x20 foot room is a large locked chest. The key from **area 23** opens its lock. It contains 3,500 sps, 4,100 gps, 750 pps, a jeweled head piece worth 1,500 gps, a potion of undead control, a scroll of ward against undead, scroll with neutralize poison, a war hammer +2 and a shield +3.

The Lost Staves of Maurath

ENDING THE ADVENTURE

The large northern passage in **AREA 21** leads to the outside. 50 feet out, the smooth hall becomes a natural cavern passage, and in approximately a half mile further, characters will be led outside through a small cave exit.

However the characters decide to exit, once they return to Bremwell, the clerics and officials will want to know what was found.

If the characters obtained the coffer within the hydra's lair, a 1,000 gp reward will be given immediately to the party. Should the characters bring with them Dradlin's manuscript and/or the Black Jewel (and warn the residents of its power. If the characters accidentally raise some recently deceased townfolk with the Jewel, it could be looked at as a blasphemous act), the party will be rewarded an additional 500 gps.

If they return without the coffer, yet retained all the gold and silver from the various encounters, the party may be looked on with suspicion. However, with evidence of the Sect and their burial ground, and the clerics unable to pay without their gold, the city of Bremwell will offer 300 gps to the party.

If the clerics of Maurath obtain the Black Jewel, they will find a way to destroy the item.

THIS CONCLUDES THE ADVENTURE THE LOST STAVES OF MAURATH

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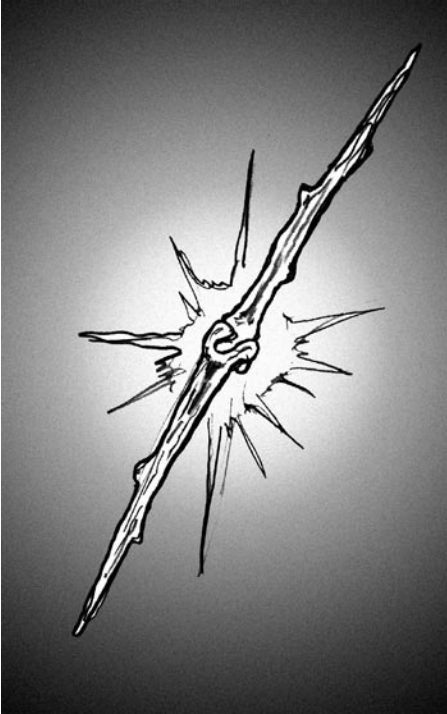
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STAVES OF MAURATH

These two staves combine to become a magical artifact of great power. Each staff is two-feet long with interlocking grooves which allow the staves to become one. Only lawful clerics can utilize its power. Alone, each staff is able to heal as a Staff of Healing. A cleric of Maurath who is in possession of both staves gains a +2 on all saves vs. magic.

Together, the staves can do the following:

- Heal 3d6+2 hps per person per day
- Cure blindness 3 times a day
- Cure disease 3 times a day
- Remove curse once per day
- Neutralize poison 3 times a day
- Restoration once per day
- Heal (as spell) 2 times a week
- Resurrection once per week

THE BLACK JEWEL

This powerful artifact appears as a black jewel small enough to fit into that palm of a human-sized hand. The Black Jewel has the power to raise undead creatures and gives the possessor the power to control them.

If the Jewel comes within 60 feet of any human or demi-human no bigger than an ogre who has been dead for less than one month, there is a 75% chance that the person or creature will be raised as the following, 1-3 rounds after contact:

Roll the d4.

1. Zombie (AL: C, AC: 8, HD: 2, #ATT: 1, DMG: 1d8 or weapon, SV: F1, ML: 12, XP: 29)

2. Ghoul (AL: C, AC: 6, HD: 2 (turns as 3), #ATT: 3, DMG: 1d3/1d3/1d3 + special, SV: F2, ML: 9, XP: 47)

3. Wight (AL: C, AC: 5, HD: 3, #ATT: 1, DMG: drain life energy, SV: F3, ML: 12, XP: 110)

4. Wraith (AL: C, AC: 3, HD: 4, #ATT: 1, DMG: 1d6, drain life energy, SV: F4, ML: 12, XP: 300)

Any human or demi-human that has been dead longer than a month has a 50% chance of raising as a skeleton in 1-3 rounds. To prevent a corpse from rising as an undead creature, it either needs to have a Bless spell cast on it or decapitated (all before being raised).

Once a creature is raised, they will remain animated unless physically destroyed or if a Dispel Magic by a 6th level+ cleric is cast on it.

Controlling undead with the Jewel.

One who is *in possession* of the Jewel when it raises the undead has control similar, though not exactly, like the *Animate Dead* spell. The possessor may **ONLY** control undead which were raised *while the Jewel was on his or her person*, otherwise the undead will not be subject to the Black Jewel's power. The controller's area of affect is a 60 foot radius. Undead that end up outside this radius will be released forever from the possessor's control. Also, control will be lost if the possessor somehow manages to lose possession of the Jewel.

The possessor may control double the hit dice of undead equal to the caster's level. For example, a 4th level dwarf (or fighter, cleric, etc.) may control up to 8 skeletons or 4 zombies or 2 wraiths.

Lawful characters may find controlling undead rather unethical and could earn disapproval from his or her deity if they decide to do so.

If a character is controlling a maximum number of undead, the Black Jewel will still raise other corpses if it comes within 60 feet of them. Any undead that cannot be controlled will attack immediately.

Important note: A character that happens to have the Jewel in their possession will not have an understanding of its magic and his or her ability to control. Unless the Black Jewel's power is discovered through magical means, it will be trial and error with a lot of guesswork on the player's part as to why defeated monsters are rising up as undead. *Until the possessor of the Jewel actually tries to control the undead, the undead will not be under any type of control and will attack.*

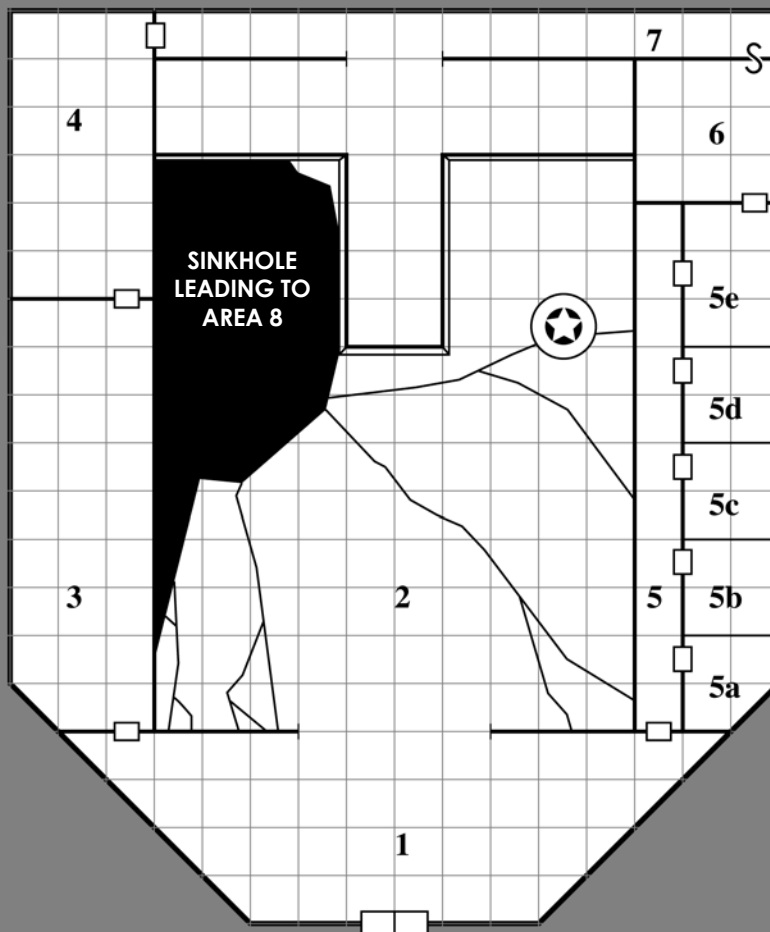
When the artifact is in possession of the Sect of the Black Jewel.

To utilize the true power of the Black Jewel, Clerics of the Sect will place the relic in the hand of one of their sacrificial idols. While in the hand of the idol, the high priest of the particular temple of where the idol is located is able to control *any and all* undead that has been raised by the Black Jewel. *The 60 foot radius or hit dice restrictions are not effective while the Black Jewel rests in the idol's hands.* The relic's magic only works like this for a Chaotic cleric acting as the high priest of a Temple of the Black Jewel.

If the Black Jewel is removed from the temple's idol, all control is lost and any previously controlled undead within the vicinity will immediately attack the closest living being.



The Temple of Maurath

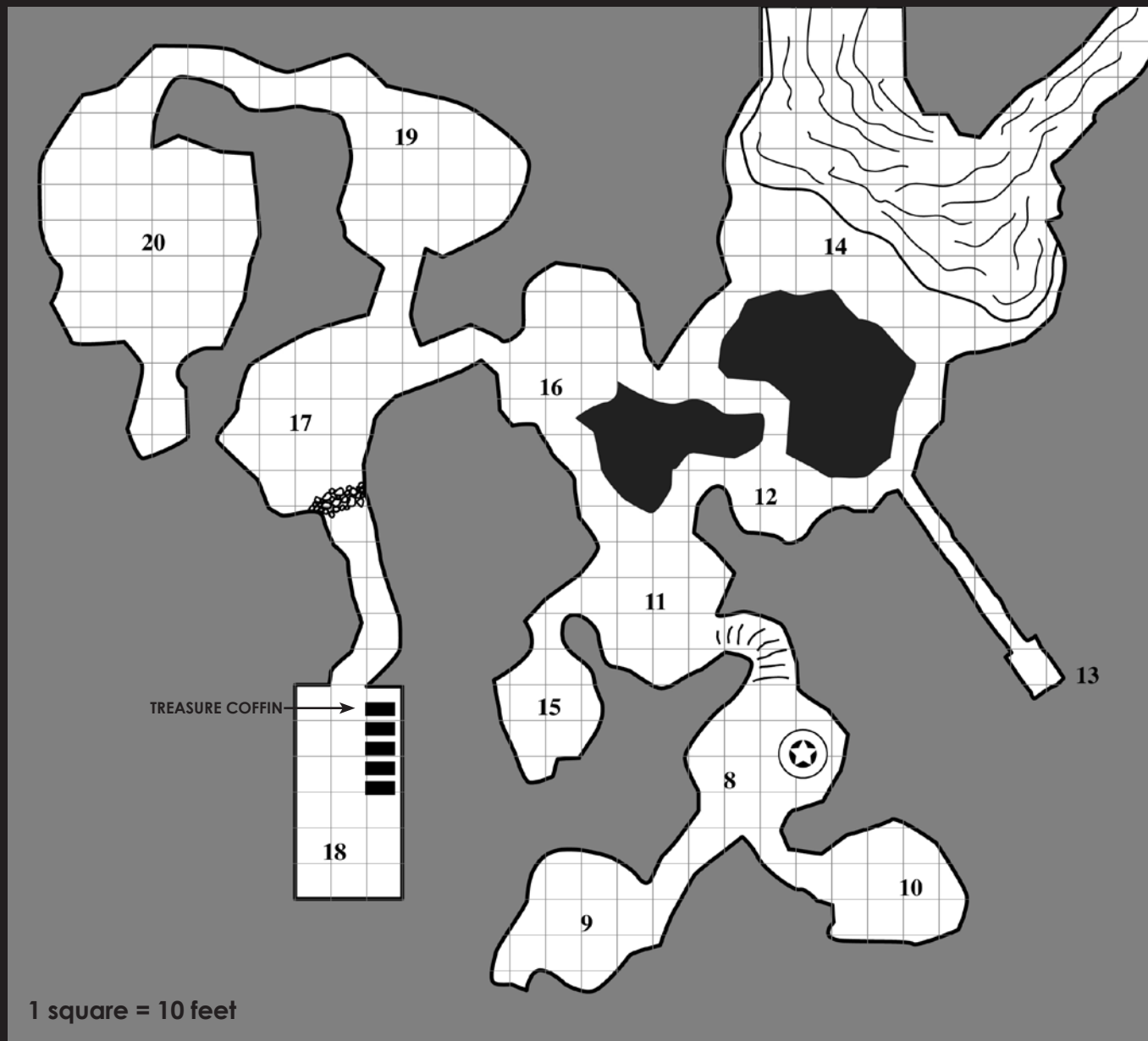


1 square = 10 feet



The Caverns

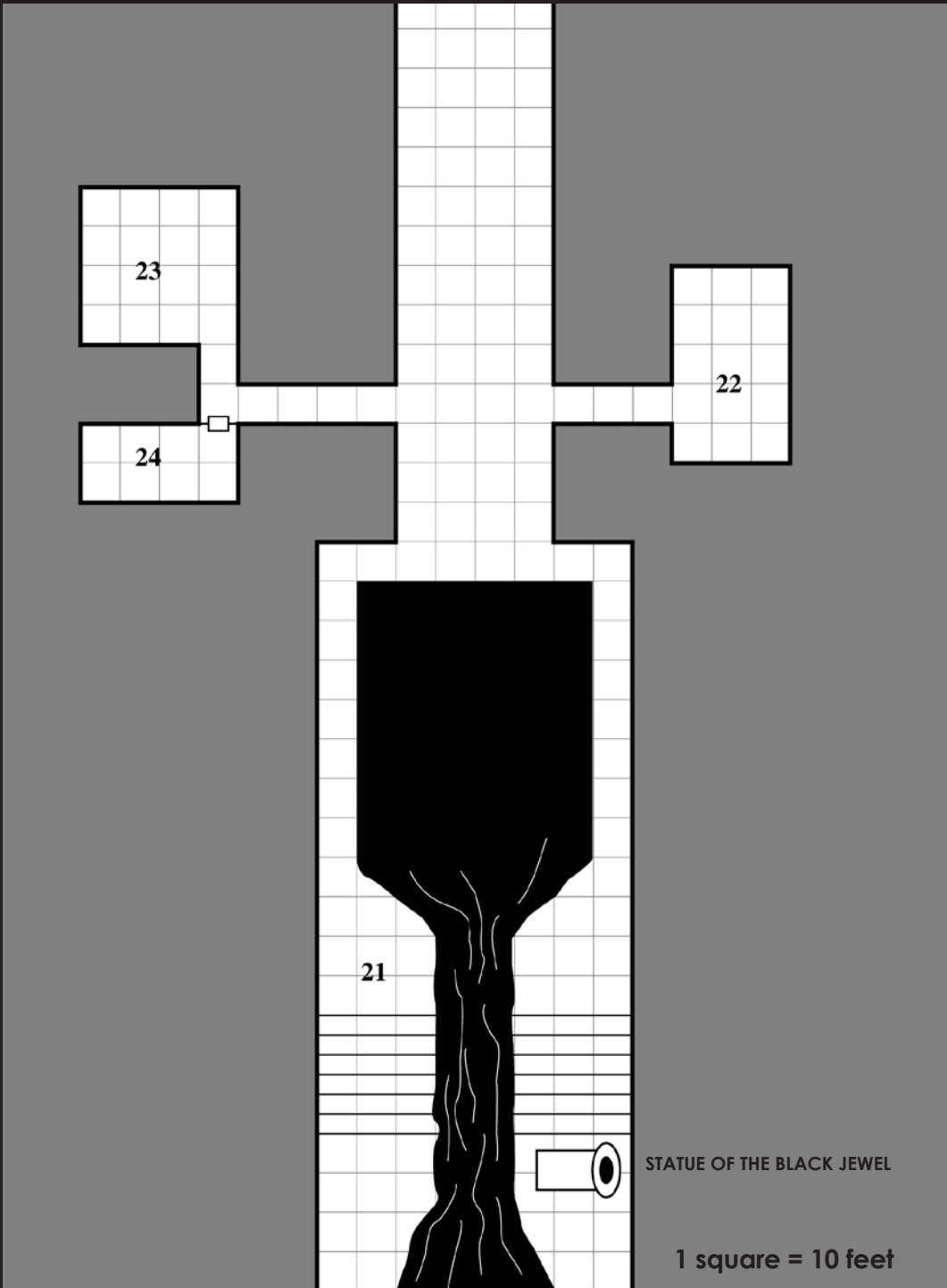
WATERFALL TO AREA 21



↑
NORTH

Temple of the Black Jewel

PASSAGE LEADS ONE HALF MILE TO OUTSIDE



WATERFALL LEADING FROM AREA 14

STATUE OF THE BLACK JEWEL

1 square = 10 feet

↑
NORTH