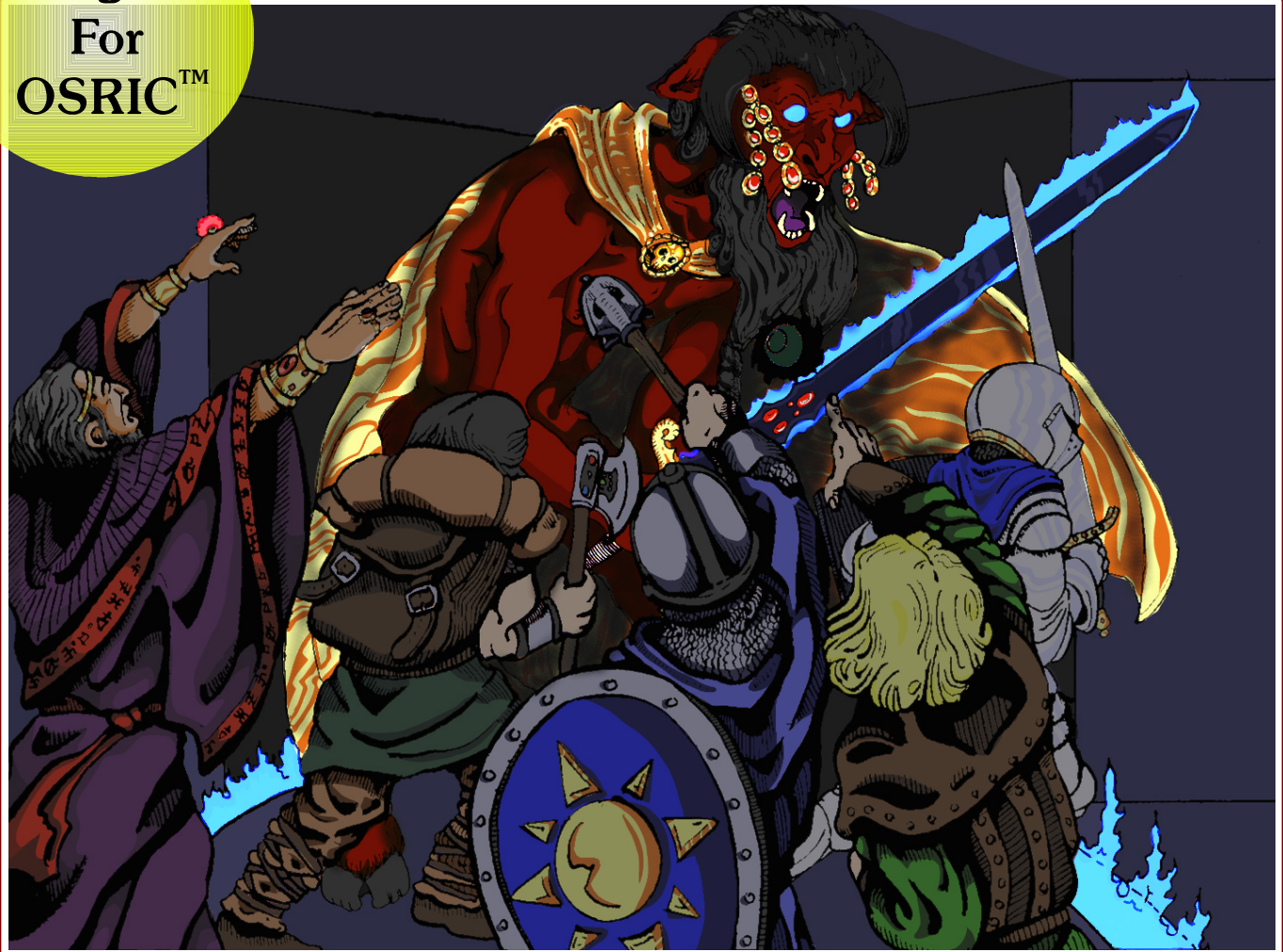


AW1

An Adventure for Character Levels 13-15

THE FORGOTTEN TEMPLE OF BAALZEBUL

Designed
For
OSRIC™



by Alphonso Warden
with Art by John Bingham



Brave Halfling
Publishing

THE FORGOTTEN TEMPLE OF BAALZEBUL



by Alphonso Warden
with Art by John Bingham
and Cartography by Andreas Claren

Table of Contents

Adventure Background	1
Beginning Play	4
Level 1: The Underground Temple Proper	6
Level 2: The Temple Dungeon	33
Level 3: The Shrine of Baalzebul	55
Conclusion	59
Appendix A: Arcana	60
Appendix B: Handouts	63
Appendix C: Maps	67
OGL	71

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC™ text is copyright of Stuart Marshall. "OSRIC™" and "Oldschool System Reference and Index Compilation™" are trademarks of Stuart Marshall and Matthew Finch and may be used only in accordance with the OSRIC™ license.

Brave Halfling Publishing

The Forgotten Temple of Baalzebul

Adventure Background: For over 600 years the otherwise lush and vibrant forest known as the Green Glen has bore a scar in the form of a mile-long-diameter patch of bare earth. And for the past 100 years has stood the peaceful farming village of Perth, a mere ten miles away from the desolate spot. The ordinarily un-superstitious village folk have always shunned the place, and early on it earned the appellation the Blasted Heath. Apart from the fact that no vegetation has ever flourished on the Heath, until very recently it sported one other most curious feature: Located at its heart was a lifelike eidilon standing some 20 feet high, carved from the blackest basalt, depicting a scaled humanoid with bull-like horns, membranous wings, and a serpentine tail.

Though many dweomercrafters and sages have been drawn to the mysterious spot for many years, none have been able to divulge its secrets until very recently. Approximately two months ago a sect of evil clerics and magic-users known as the Order of the Black Lotus set out to unlock the Blasted Heath's secret, once and for all, by dispatching to the site fifteen of its highest-ranking members. They spent over a month at the site, casting various spells and consulting many sages in an attempt to learn of the Heath's original purpose, with most of their efforts concentrated on the eidilon itself, which was identified early on as representing a most foul creature from the Pits, a horned devil. Despite casting **legend lore** and other divination spells, they were only able to gather the most cryptic of clues as to the strange effigy's origin or purpose. Even the gods themselves, when contacted by the clerics, seemed to shy away from answering any questions relating to "that accursed place," as one such deity referred to it.

In the end, the sum total of the Order's knowledge pertaining to the site amounted to these curious facts:

- An actual living presence was detected in the eidilon itself.
- A vast network of interconnecting passages and chambers, running for miles beneath the Heath, was indicated.

- Finally, a distant link to the arch devil Baalzebul was confirmed via consultation with a messenger of Hel, Goddess of Death.

To the Order's vexation, a means of entry into the presumably labyrinthine passages below the Heath was lost to them, despite a full two weeks of experimentation at the site. Until, that is, one of their relatively low-level clerics suggested that they attempt the casting of a **stone to flesh** spell on the eidilon. This proposition was met with much derision by the higher-ranking Black Lotus affiliates for how could a relatively minor spell grant them entry to what was an obviously important site of evil? But, in the end, it was one of the Order's elder clerics, Prokiev, who allowed the junior spellcaster his indulgence. To the horror of all those assembled, within seconds of casting the spell the eidilon animated into an actual horned devil. As they had failed to prepare an abjuration circle against the devil—the casting was expected to fail—they came to the realization that their immediate demise could be well at hand.

Displeased at having been summoned, the devil cast all those in attendance a most baleful glance. It roared mightily before asking them a simple question in the Common tongue: "What word would open the gateway to Hell, domain of my lord, Baalzebul."

One of the attending magic-users, well versed in devil lore, attempted to placate the angry horror from the Pits: "We do not know of the word, but we implore your greatness to grant us passage to that which lies below. We are prepared to sacrifice one of our leaders to you, if you would but answer our plea."

At this, the devil flashed a most wicked smile before giving its answer: "I accept your proposal, wizard, and I shall begin with you." It then flew to the magic-user with incredible speed and ripped the heart from his chest, which it then consumed with great relish. Afterwards, it demanded the sacrifice of four more senior members of the Order for the request to be granted, which they did most grudgingly.

After immediately consuming the other four cultists, the devil chanted some arcane words and vanished in a pall of acrid smoke. Suddenly a 10-foot-square opening appeared in the ground, exactly in the spot where the now-vanished fiend once stood. A set of stairs descended from this pit into darkness.

The entrance has remained open, and none of the members of the sect have been seen since.

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

The sect members are now within the bowels of a mammoth underground temple dedicated to the arch devil Baalzebul. The builders of this mighty edifice, the Initiates of Lord Baalzebul, were an order of lawful evil clerics committed to forcefully disseminating the doctrine of their infernal ruler out to the world. They originally chose to erect their temple beneath the Blasted Heath—some 600 years before the player character (PCs) arrive on the scene—because in past millennia the spot served as one of the natural gateways to Hell.

The specific goal of the Initiates, to raid and conquer the mortal realms, was quickly thwarted when all the assembled clerics of Tyr, God of War and Justice, united against them. At one point, a sizeable host of high-ranking Tyr clerics raided the underground temple and managed to slay all of the evil followers of Baalzebul save for the bishop and his elite bodyguard of priests, who were able to hide deep within the heart of the temple.

The surviving Initiates tried to re-establish their order, but were unsuccessful in their attempts. Eventually, they settled for merely repairing the damaged portions of the temple and replacing the guardians that fell during the raid. All of this happened over 500 years ago, and the evil acts of the Initiates of Lord Baalzebul eventually faded from memory.

The Forgotten Temple of Baalzebul is an adventure designed for four to six player characters of levels 13 through 15 (70 total levels). The party should include at least one cleric and one thief or assassin. At least one +3 weapon should be available to the group. PCs who survive the entire adventure should advance 1-2 levels with good play. Lower level PCs will have a rough time surviving the many perils of the adventure unless they are outfitted with extremely powerful magic items. Higher level PCs will still find the adventure to be quite challenging, though it may prove helpful to increase some of the NPCs' character levels, or by providing them with more

magic items. Another option is to simply increase the number of foes that the PCs encounter.

The GM should read this adventure entirely at least once before playing, as there are many complicated encounters herein that require quite a bit of preparation.

Special Note: The GM should inform his players that this adventure will be extremely difficult, and that losses of at least one character will be highly likely! The rationale for this high level of challenge is this: I, as a designer, feel that a good adventure should tax the abilities of the players to the utmost, with successful completion of it depending primarily on player skill and not luck. In other words, this adventure is modeled on the classic modules written by the original Game Master himself—Gary Gygax, of course. (*Requiescat in pace, civis magnus*).

Adventure Synopsis: *The Forgotten Temple of Baalzebul* is a dungeon crawl, or site-based adventure, describing the ancient temple dedicated to Baalzebul, a powerful arch devil. The player characters come to the temple beneath the Blasted Heath in search of a great treasure cache or to rescue some unfortunate adventurers trapped within its ancient halls. They find the Temple of Baalzebul to be inhabited by many foul creatures from the pits of Hell, and to be protected by powerful traps devised long ago. The temple complex consists of three levels.

Level 1: The Underground Temple Proper: This part of the temple was where the Initiate clerics conducted most of their day-to-day affairs. Their former sleeping quarters and eating facilities can be found on this level. It is still protected by various and sundry magical traps and guardians. In addition, a former Initiate high priest, second in command to the former bishop, still resides on this level. To the PCs' misfortune, he now counts himself amongst the legions of the undead, for he is now a powerful vampire lord.

Level 2: The Temple Dungeon: Here the Initiates practiced their most foul rites of demon and devil worship. The powerful demon officers of Lord Baalzebul (see *Demons and Devils Working Together* capsule hereafter) were summoned in the various shrines located on this level. The player characters

must summon and defeat all of the demon officers enshrined on this level, gaining their **demon's amulets**, in order to summon Baalzebul's most powerful duke located on level 3. Perhaps the mightiest adversary that the PCs face in the temple dungeon is its final guardian, a mighty lich lord. This fell undead creature was the former bishop of the temple.

Level 3: The Shrine of Baalzebul: At the foot of a long flight of stone steps beginning on level 2 lies the Shrine of Baalzebul. Here the PCs use the **demon's amulets** to summon Maleficarus, the mightiest of the arch devil's dukes. Before doing this, the PCs must make their way through the three chambers directly preceding the shrine proper. These chambers contain some of the deadliest traps that the PCs will ever face in their adventuring careers.

Goals for the PCs: The Temple of Baalzebul still poses a threat to the Prime Material Plane, for the true guardians of the temple, the infernal and demoniacal minions of the arch devil Baalzebul, can still be summoned by those wicked individuals seeking to restore the temple to its former greatness. As the PCs eventually discover, they must both summon and slay the four demons (each a high ranking officer in the army of Baalzebul) and the one devil (marshal of Baalzebul's army, and a duke of Hell to boot) enshrined in this temple in order to bar the arch devil Baalzebul's return to the Prime. If the PCs are unable to accomplish this objective, which will be revealed to them in the form of clues to be discovered as they explore the various chambers of the temple, the Order of the Black Lotus clerics will not only eventually summon the duke of Hell and his retinue of officers, but will succeed where their predecessors, the Initiates of Lord Baalzebul, failed. Yes, this time the armies of Baalzebul *will* succeed in enslaving the world, with the aid of the Order of the Black Lotus.

The specific goals for the PCs are thus:

- To eliminate all of the Order of the Black Lotus clerics currently stationed in the temple.
- To summon and defeat the demon officers of Baalzebul in order to claim their **demons' amulets**.
- To gain entry into the Shrine of Baalzebul (partially rededicated to Maleficarus when the Initiates' order was dissolved) and place all four of the amulets in

their respective depressions on the Altar of Baalzebul, thereby summoning Maleficarus.

- To defeat Maleficarus in combat, and then take his **devil's talisman** as well as the **demon's amulets** belonging to Baalzebul's demon officers from the temple. The four **amulets** and one **talisman** must then be surrendered to a temple dedicated to a deity of good for safekeeping.

In order for the PCs to be able to survive this extremely challenging adventure, they must locate the two rest chambers (areas 32 and 43) located on Levels 1 and 2, which are outfitted with permanent **protection from evil 10' radius** wards. The PCs can rest here safely and recover their lost hit points. No monsters attack them while they remain in these sanctuaries. The exact details regarding the healing and protective properties of these two chambers are explained in their area descriptions.

Demons and Devils Working Together: As any sage worth his salt knows all too well, demons and devils have always borne great enmity towards each other. Be that is as it may, Lord Baalzebul, one of the nine arch devils of Hell, was forced to cast aside his differences long ago. You see, the infernal lord has always forbidden the pit fiends, the traditional generals of the infernal armies, to so much as enter his personal layer of Hell, for he has always mistrusted them, viewing all such as being spies for his secret arch-rival, Asmodeus, supreme overlord of the infernal regions. When Asmodeus first promoted Baalzebul to the rank of arch devil, Baalzebul's distrust of the pit fiends created a vast power vacuum in the layer of Hell over which he currently rules. To remedy this problem, Baalzebul grudgingly elected to recruit a few powerful demons to command some of his armies, for many of their kind, particularly those of types V and VI, are renowned for their genius on the battlefield.

Ironically enough, with time Baalzebul came to truly respect, even revere, his demonic generals. He even went so far as to entrust a few of them with the protection of his former power base on the Prime, this very temple. Currently, four such generals are enshrined in the temple. (See *Worship of Baalzebul* in Appendix A for more details).

BEGINNING PLAY

The Forgotten Temple of Baalzebul was designed to be easily adapted to the GM's own campaign world. The Temple of Baalzebul should be placed, though, within a forest setting on the outskirts of a medium-sized town.

The GM must now determine why his group of player characters has sought out the Temple of Baalzebul. The GM may select one of the three options below, or simply invent an explanation of his own. (It is recommended that the GM opt for the Lost Church Brothers angle, as it best ties in with the underlying plot of the adventure).

The Lost Church Brothers: The player characters have come off of a recent campaign, and have come to the peaceful village of Perth (see section below) to have their wounds tended to by clerics from the local church of Tyr. They are just leaving the church when an obviously high-level cleric, judging by his rich style of dress, approaches them. He introduces himself as Seramite, a Tyr cleric who has just come from his own church in an effort to recruit brave adventurers for a special mission. He inquires of the party as to whether or not they would be interested in investigating the disappearance of his church brothers who were dispatched to the Blasted Heath to conduct research. He explains to the PCs that his brothers have been missing from their church for almost a month, and that should they accept his mission, he would compensate them generously. He stresses that the church elders are extremely worried, as two other search parties dispatched to the site were also never heard from again.

Little do the PCs know, but the supposed cleric of Tyr is, in actuality, a high priest in the Order of the Black Lotus. His superior has ordered him to inquire as to the fate of the missing clerics. In an attempt to mask his true nature, he has an **obscure alignment** spell already in effect on himself.

The Horror-Stricken Adventurer: While relaxing at the local Perth inn, the player characters are surprised when a tall man clad in heavy armor bursts through the door. He is bleeding from head to toe, his right arm hanging limply at his side. He explains to the PCs that he has just returned from the dungeon complex



beneath the Blasted Heath, located a few miles away from town in the Green Glen Forest. He further states that he is the only surviving member of a troupe of adventurers who sought to claim the **hammer of thunderbolts**, a legendary magical weapon rumored to be hidden away somewhere in the dungeon complex. Unfortunately for the PCs, the renowned weapon is not really housed in the dungeon complex.

If the PCs ask the adventurer what specifically caused his grievous wounds, he says: "My comrades and I were attempting to open a large altar in order to get at the possible treasure housed within when a towering beast reeking of fire and death suddenly materialized in front of us. It savagely tore apart my companions before partially consuming them. I managed to escape, but not before it rent my flesh with one of its razor-sharp claws. We faced other horrors, as well, before confronting the foul horror from the Pits."

He says that his family is very wealthy, and that he would happily compensate the PCs if they would descend into the vast complex beneath the Heath and retrieve what is left of his fallen comrades.

Rumors Heard in Perth: Once the PCs have been drawn into the adventure via one of the plot hooks, they may learn the following rumors by making successful Intelligence checks at a -3 penalty or by role-playing either at the local inn, the Old God, or at the local Church of Tyr:

- A grotesque statue bearing the likeness of a diabolic creature mysteriously disappeared from the center of the Blasted Heath a month ago. It was replaced by a 10-foot-square opening in the earth, with a set of stone steps descending therefrom into Stygian darkness. None of the local villagers know where the steps lead. (True).
- A great treasure awaits those who explore the mysterious hole in the ground. (True).

- For as long as the town has stood, nothing has ever grown on the Blasted Heath. (True).
- Ghosts and specters are said to haunt the Heath at night. (False).
- Legend has it that the Blasted Heath was formerly a beautiful meadow containing the most varied and colorful flowers ever seen. (False).
- A mysterious group of men dressed in ceremonial robes visited the town about two months ago inquiring about the Blasted Heath. (True).

The Town of Perth: While the Blasted Heath lies in a remote forest, there is a human town located fairly close by. Perth lies about ten miles east of the Blasted Heath, a journey of one day on foot or 6 hours on horseback due to the surrounding thick forest. The player characters find that the town makes an ideal place to stock up on rations and dungeoneering equipment before making their journey to the temple site. Note: Another medium-sized town from the



GM's own campaign world can easily be substituted for Perth.

Perth (medium-sized town of 1,540 people): The predominant alignment of Perth's citizens is neutral good and they consist primarily of humans with a smattering of halflings, elves, half-elves, dwarves, gnomes, and half-orcs.

The mayor of the town is Aaric Asgaard (7th level human fighter). Other important town figures include:

- 1) Rork Stonebelly (6th level dwarf fighter), the proprietor of the local armory;
- 2) Constable Krieg (6th level half-orc fighter) and his deputies Selma, Gunthar, Jessup, and Rand (all 4th level human fighters);
- 3) Father Soltan (6th level human cleric), head of the local Church of Tyr;
- 4) Kendrick Haswell (3rd level human fighter), proprietor of the Old God Inn and Tavern;
- 5) 14 town guards (3rd level human fighters);
- 6) 10 wise men (3rd level human sages).

Journey to the Blasted Heath: When the player characters finally decide to seek out the Blasted Heath, the individual that enticed them to explore it (either the cleric or the wounded man, or anyone else you have used as the provider of the adventure hook) provides them with directions thereto. The guide does not, however, agree to accompany the PCs to the Blasted Heath. The trip to the Blasted Heath should be uneventful and take one day to complete. At the GM's discretion, however, an encounter with a wandering monster or two along the way, preferably of the sylvan variety, would not be inappropriate. Such could serve to soften up the PCs a bit before their descent into the depths of the earth.

As soon as the PCs near the center of the Blasted Heath, they see before them a gaping 10-foot-square opening in the bare earth, with a set of stone steps descending there into deep darkness. They can just make out several sets of footprints, suggesting that someone came by here quite recently.

Once the PCs have descended 10 feet down the steps, they feel the stairway shift and find themselves rapidly sliding into the Stygian depths. Their harrowing descent ends when they collide with an invisible barrier that absorbs all of the impact of the slide. (They

do not suffer any damage). Their momentary sense of relief is disturbed when they hear a grinding sound coming from directly behind them.

The invisible barrier positioned 5 feet away from the bottom of the stone staircase winks out of existence 1 round later. Immediately ahead lies area 1.

LEVEL 1: THE UNDERGROUND TEMPLE PROPER OF LORD BAALZEBUL (AREAS 1-34)

Level 1 of the temple served as the actual living quarters of the original inhabitants of this mighty edifice, the Initiates of Lord Baalzebul. This level houses one demon shrine, and is guarded by a powerful vampire. Here, the PCs discover much information detailing the cult of Baalzebul. It is also here that the PCs first encounter the Order of the Black Lotus clerics.

Dungeon Features of Levels 1 and 2: Corridors and rooms feature black masonry walls. Corridors are 10 feet high and 10 feet wide. Room ceilings are 15 feet high and vaulted. All normal doors are locked, heavy, and wooden. Secret doors are hidden on both sides. Unless noted otherwise, secret doors pivot about their centers when the correct wall stone is depressed. They must be pushed outward to open. Wall sconces, spaced at regular 5 feet intervals, line all of the corridors and most of the rooms. The sconces are lit with **continual flames**. (They function as the spell **continual light**, manifesting as wavering emerald green flames of cold fire).

Special Note: Clerics attempting to turn undead and evil creatures from the lower planes suffer a -6 penalty to their die rolls. This is on account of the intense aura of evil that pervades the entire temple.

1. THE WELCOMING COMMITTEE:

Your descent into the depths of the earth has deposited you in a vast octagonal chamber supported by four broad marble pillars that rise majestically to join the arched ceiling 30 feet overhead. In the middle of the floor sits a blood-stained obsidian altar. Along the north wall stands a set of iron double-doors.

All of a sudden, you hear a loud rumble from behind you as a massive stone plug slides into place, completely sealing off the doorway by which you made your undignified entrance.

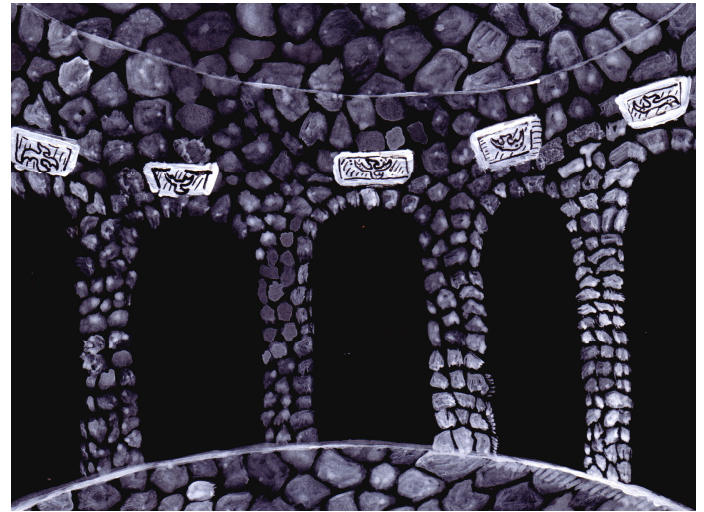
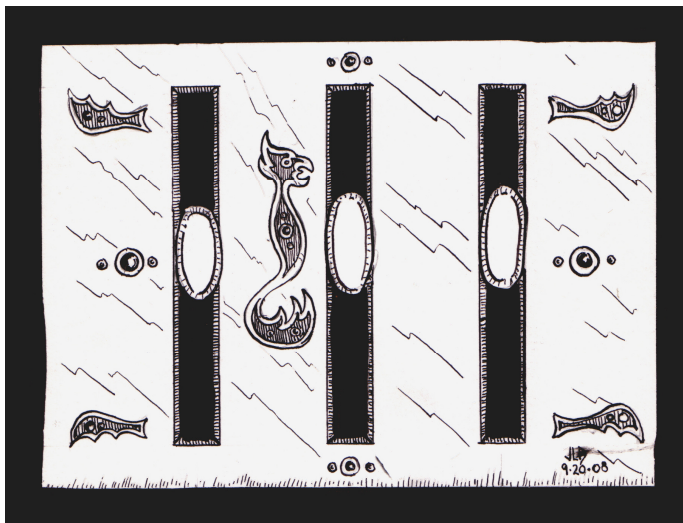
Two rounds after the PCs arrive, two stone golems enter from the secret doors off the west and east walls. The stone plug, for all intents and purposes, is virtually indestructible, for it is 10 feet by 10 feet by 20 feet. Furthermore, the various enchantments cast upon it make it invulnerable to all spells save **wish**. The stone plug recesses into the ceiling of the descending passage some 12 turns after the PCs arrive.

The two stone golems, created to resemble horned devils, were placed here as guardians by Initiate clerics hundreds of years ago. Though most of their former masters are long dead (or undead), they are still compelled to obey one final command: to destroy all trespassers who trigger the invisible barrier located at "X" on the map.

The two stone golems initiate combat by using their **slow** ability on the PCs. They follow with their punching attacks.

The doors leading to this room are 2 in. thick and all die rolls to open such suffer a +1 penalty on account of their sturdy construction.

Stone Golems (2) (AC 5; MV 60 ft.; HD 13; hp 60; #AT 1; D 3-24; SA **Slow** spell; SD +2 or better weapons to hit, immune to all spells save **rock to mud** and **stone to flesh**; AL N).



2. UPPER TREASURY:

The door opens into a spherical room 50 feet in diameter. Situated 10 feet away from the entrance is a most curious structure: a 4-foot-high white marble pedestal with three levers projecting out from the top of it. Carved in large characters directly below the levers are words in some strange language. Stranger still, large symbols are carved onto the walls of this vast chamber 10 feet above the floor and spaced at 10-foot intervals along its perimeter. The entire floor is coated in a thick layer of dust, with footsteps tracking in all directions.

This huge chamber is basically a hollow stone cylinder that can be rotated a full 360 degrees. When the three levers are pushed / pulled in the correct manner, the entire room slowly rotates, with the entranceway that the PCs originally came through becoming aligned with one of the six tunnels debouching onto the perimeter vaults. (See the map of Level 1 for a schematic). The PCs can exit this chamber at any time by returning the three levers to their default position: at the exact middle of their travel, being neither in the up or the down position.

Every time the PCs correctly manipulate the levers, the GM should tell them that they hear a low rumble from below followed by an ear-grating grinding sound coming from the walls as the entire chamber begins to slowly revolve. The open doorway by which they initially entered becomes aligned with one of the symbols on the surrounding wall. (Show the players *Handout 1* from Appendix B, indicating to them the appropriate wall symbol corresponding to the now open vault). A short tunnel leads off from the doorway.

The six vaults spanning the perimeter of this cylindrical chamber originally served as depositories for most of the minor magical items that the Initiates of Baalzebul had accumulated over the years. Some Order of the Black Lotus clerics recently broke into a few of them.

In order to secure the six perimeter vaults, the Initiates placed wicked traps and formidable guardians within them. Additionally, they hid the means of opening the vaults in the riddle carved onto the pedestal. The message is written in the language of devilkind and can be read by PCs familiar with that language. Alternatively, thief PCs can attempt a Read Languages percentile roll in order to divine the message's meaning. The six symbols carved onto the walls of this chamber are pictograms illustrating the correct means of operating the three levers. The pictograms themselves, as well as their meanings, are detailed in the room descriptions for areas 3-9. A drawing of the symbols, detailing their relative positions in this chamber, has been provided for the PCs (see *Handout 1* from Appendix B).

The following is the translation of the pedestal message into Common:

*He who was born when ash was sifted,
Will be the one to arise with wings uplifted.
The means to summon the bane of light,
Requires the sons' demonic birthright.
Cast Hlm again to the nadir of Hell,
To gain thee the treasure of He Who Fell.
A treasure beyond the ken of man,
Which has been extant since time began.*

The first part of the riddle tells the PCs that they must place all three levers in the upward position in order to access the Reliquary of Baalzebul (area 8). (The stylized drawing of the phoenix with its head and wings uplifted carved onto the wall of this area corresponds to the correct lever combination noted above). The second part of the riddle, in essence, tells one that the only means of summoning Baalzebul to the Prime is to retrieve the four **demon's amulets** ("their demonic birthright"), which are located in areas 30, 45, 50, and 51, and then place them in their respective depressions on the Altar of Baalzebul (area 66). Originally, once this ritual was completed, Baalzebul himself ("he who was born when ash was sifted") would be summoned to area 66 from

Krakengaard, his palace in Hell. The reward alluded to in the second part of the riddle is, of course, Baalzebul's **devil's talisman**, now replaced with that of Maleficarus.

The Partially Rededicated Shrine of Baalzebul: When the Initiates' sect was dissolved, the bishop ordered the Shrine of Baalzebul to be partially rededicated, for the time being, in the name of the arch fiend's most powerful duke, Maleficarus. The bishop felt that since the temple was going to be largely abandoned, he couldn't expect Baalzebul himself to remain beholden to answer his summons in area 66 anymore. The temple leaders felt that Maleficarus would prove an effective intermediary should future champions of Baalzebul's cause wish to reopen the temple.

3. ALCHEMICAL LABORATORY: The symbol on the wall in area 2 corresponding to this vault is:



The rightmost lever must be placed in the upward position, the centermost lever in the midpoint position, and the leftmost lever in the downward position in order to access this vault.

Within this roughly 30-foot-square chamber can be seen the remnants of alchemical equipment—tarnished crucibles, shattered vials, scattered powders, the desiccated remains of various small animals, etc.—haphazardly placed on three oaken tables arranged in a triangular pattern. Large shelves stand against the walls to your left and right, with another one standing against the wall opposite the entranceway. Oddly enough, some of the vials lying on these three shelves appear to be largely intact, being spared the neglect evident throughout the rest of this room.

This vault served as an alchemical laboratory for Initiate alchemists in times long past. The clerics, when

they abandoned the temple, didn't feel the need to place any kind of ward in this chamber, being as it served mainly as a raw materials storehouse for the preparation of various and sundry potions and scrolls.

The most recent inhabitants of the temple, the Order of the Black Lotus clerics, have decided to restock this chamber with some of the raw materials carried by them from their home temple, hence the usable material seen by the PCs on the shelves. Unfortunately for the PCs, though, none of the potions on the shelves are complete, and a few are highly toxic if so much as tasted (see Trap).

Trap: If the PCs randomly sample any of the incomplete potions on the shelves, of which there are 8, roll a 4-sided die. On a roll of 2-4, the potion is merely bitter tasting but otherwise harmless. On a roll of 1, however, the potion is highly toxic. Roll 1d4 and then consult the table below to determine the type of poison ingested by the hapless PC:

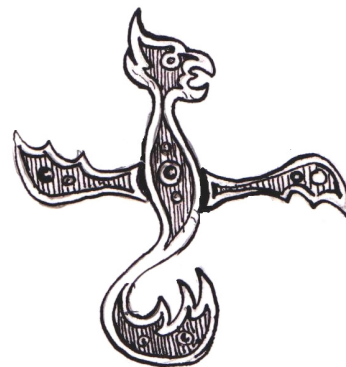
- 1 Type B* Ingestive Poison: Save vs. poison or suffer 30 hit points of damage. PCs making a successful save still suffer 15 hit points of damage
- 2 Type C** Ingestive Poison: Save vs. poison or suffer 40 hit points of damage. PCs making a successful save still suffer 20 hit points of damage.
- 3 Type D*** Ingestive Poison: Save vs. poison or die in 1 segment. PCs making a successful save still suffer 25 hit points of damage.
- 4 Type E Ingestive Poison: Save vs. poison or die in 1-4 turns. PCs making a successful save still suffer 30 hit points of damage.

* Saving throw at +3, chance of tasting/smelling poison 65%.

** Saving throw at +2, chance of tasting/smelling poison 40%.

*** Saving throw at +1, chance of tasting/smelling poison 15%.

4. ARMORY: The symbol on the wall in area 2 corresponding to this vault is:



The rightmost lever must be placed in the downward position, the centermost lever in the midpoint position, and the leftmost lever in the upward position in order to access this vault.

This 30-foot-square room is lined with shelves piled high with various armaments. However, the main feature of this room stands directly opposite the entranceway: a 10-foot-tall iron eidolon bearing the likeness of a grotesque apelike creature with small, feathered wings sprouting from its back. Its claws are generously caked with what appears to be dried blood.

This room served as an armory for the Initiates. Scattered amongst the numerous suits of armor, both of the plate and chain mail varieties, and the vast assemblage of weapons, ranging from crossbows to two-handed swords to maces, lies the Treasure. If any PC so much as touches any of the armaments, the statue, actually an iron golem, animates. Once imbued with life, it fights until destroyed. The caked blood covering its claws comes from an Order of the Black Lotus cleric who attempted to take some items from the room. He was savagely torn apart by the golem, and then his lifeless body was deposited in the pool in area 10 as a warning to those who would violate the Temple of Baalzebul.

The iron golem initiates combat by breathing a cloud of poisonous gas on the PCs. It follows with its physical attacks on each successive round of combat, again using its breath weapon every 2-5 rounds.

Iron Golem (AC 3; MV 60 ft.; HD 17; hp 80; #AT 1; D 4-40; SA Poisonous gas; SD +3 or better weapons to hit, immune to all magical attacks save electrical ones; AL N).

Treasure: While most of the armor and weapons are no longer usable, the victims of rust, the following are

still in workable condition: one longsword, two heavy flails, two light crossbows, two suits of chain mail, one suit of plate mail, one suit of **plate mail +3**, one **dagger of venom +1**, and one **cursed longsword -2**.

5. FALSE TREASURY: The symbol on the wall in area 2 corresponding to this vault is:



The rightmost and leftmost levers must be placed in the downward position and the centermost lever in the midpoint position in order to access this vault.

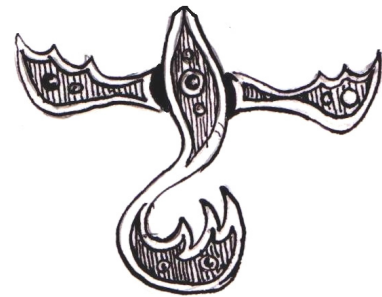
Wealth beyond your wildest fantasies awaits you in this small room. In one corner lies a mound of gold coins 4 feet high, shining brilliantly, while in another corner lies a similarly-sized mound of diadems, crowns, scepters, and like trappings of royalty. As if this bountiful offering wasn't enough, standing against the far wall is a jewel-encrusted, aureate figurine of some manner of devil. Surely, the former inhabitants of this temple must have lived in dizzying opulence.

This chamber serves as a clever trap, luring would-be victims with treasure unimaginable. As the PCs soon discover, the treasure piles are all part of a **permanent illusion** placed here to conceal the black pudding lying on the floor. The entire floor of the chamber, in fact, contains the deadly ooze. The temple builders thought that it would prove useful to construct this trap room to dissuade robbers from seeking out the true treasures located in the other perimeter vaults.

The black pudding was placed here hundreds of years ago by the Initiates, and has grown considerably since consuming the four Order of the Black Lotus clerics who happened upon it during their exploration of the temple. It attacks as soon as the PCs step foot into the room, and fights to the death, even going so far as to pursue PCs fleeing into area 2.

Black Pudding (AC 6; MV 60 ft.; HD 10; hp 60; #AT 1; D 3-24; SA Dissolve wood and metal; SD Blows, cold, and lightning do not harm; AL N).

6. EMPTY ROOM: The symbol on the wall in area 2 corresponding to this vault is:



The rightmost and leftmost levers must be placed in the upward position, and the centermost lever in the downward position in order to access this vault.

This 30-foot-square chamber is totally bare. Any clues as to what purpose it may have once served have been obliterated by the passage of several centuries, as the thick coating of dust on the floor bears mute testimony to.

This chamber once housed the personal belongings of the former bishop of this temple. He eventually moved them to another chamber for better safekeeping.

7. DEPOSITORY FOR MINOR SCROLLS: The symbol on the wall in area 2 corresponding to this vault is:



The rightmost and leftmost levers must be placed in the upward position, and the centermost lever in the midpoint position in order to access this vault.

The east and west walls of this large square chamber are lined with tall shelves. Upon these shelves are placed various furled vellums, most likely scrolls. Positioned against the far wall is a massive iron chest,

every surface of which is covered with diabolic visages and arcane symbols. Curiously, there doesn't appear to be any kind of locking mechanism on the chest. The strangest features of this room, though, are the four 8-inch-diameter stone protrusions, spaced 2 inches apart from each other, on the wall 3 feet above the chest.

This room served as the holding place for many of the Initiates' minor magical scrolls. The scrolls lying on the bookshelves are mostly incomplete, being deposited here by low-ranking Initiate clerics for safekeeping. The chest, on the other hand, holds the personal magical items of a rather high-ranking Initiate cleric. He was killed during the raid on the temple by clerics of Tyr, so his magical cache has remained within the chest ever since, as only he knew the proper lock combination (see Trap).

Trap: The chest can only be opened by pushing the stone protrusions on the wall in the correct order: 1st from the left, 3rd from the left, 2nd from the left, and, lastly, 4th from the left. The **symbol of death*** traced on the chest is activated whenever someone either touches the chest directly or pushes the stone protrusions in the wrong order. Should the PC who activated the **symbol** have 80 or less hit points, he or she is slain, no save.

*A thief may attempt to find and remove the traps on the chest and the stone buttons. However, the lock on the chest cannot be picked by said thief under any circumstance, and can only be opened in the manner described above.

Treasure: The following scrolls at caster level 6 are lying on the shelves: **detect good**, **sanctuary**, and **command**. The chest holds the following scrolls at caster level 13: **insect plague**, **divination**, and **flame strike**.

8. RELIQUARY OF BAALZEBUL: The symbol on the wall in area 2 corresponding to this vault is:



All three levers must be placed in the upward position in order to access this vault.

Your senses are assaulted with a barrage of demonic and diabolic images the second you step foot in this chamber. All of the walls are covered in immense tapestries stretching from end to end and ceiling to floor. One tapestry depicts an assemblage of infernal monstrosities bowing before a brutish-looking, fly-headed humanoid seated upon a jewel-encrusted throne. A large swarm of insects hover about its head. Another tapestry shows several human figures in ebony robes standing before an immense lilac-colored altar, upon which lies a prone figure with blood trailing from its neck. The last tapestry depicts a broad, muscular, four-armed beast standing over a vast pentacle that has been etched into the stone floor. Two of its arms end in pincers while the other two end in claws. Several more of the black-robed figures kneel before the bestial horror.

Located in the exact center of the chamber is a lilac altar flanked by flaming braziers. Inscribed upon the altar are strange rune-like characters.

This chamber was created to house a relic linked directly to Baalzebul. This relic (see Treasure) allegedly was given to one of Baalzebul's early human followers some 5000 years ago as a sign of his coming to this world. The Initiate clerics found it within a formerly lost, ruined monastery dedicated to Baalzebul. Using the relic, they contacted Baalzebul in Hell. The arch devil instructed them to erect this temple in his honor, in the hopes that his base of power on the Prime would be re-established.

If the PCs are well versed in the languages of devilkind, they can read the message inscribed upon the altar. Thieves can also read the inscription with a successful Read Languages check at a -10% penalty.

The inscription reads:

*Place the heart upon the fire,
And gain the treasure of thy desire.
A means to commune
with power none higher,
Will henceforth be granted
through those who expire.*

The inscription relates the means by which the altar contents can be gained without activating the Trap. If

the PCs place a still-beating human heart in each of the lit braziers, the altar silently clicks open, revealing the Treasure inside.

Special Note: The GM should harshly reprimand any good-aligned PC who sacrifices a captive—an act of unspeakable evil—in order to open the reliquary.

Trap: The altar is trapped with a **disintegrate** spell that causes the victim to glow and vanish, totally obliterated. A save vs. spells negates.

Treasure: The relic is, in actuality, a special summoning device. Upon activation, the voice of Baalzebul is heard in the user's head. Baalzebul asks the user if he wishes to be granted an audience in his palace on Hell. If the user accepts the arch fiend's proposal, he is instantly transported to the throne room of Krakengard Castle. (See area 66 for details on the possible consequences of such actions).

9. THE SLAIN GUARDIAN: The symbol on the wall in area 2 corresponding to this vault is:



The leftmost and centermost levers must be placed in the upward position and the rightmost lever in the downward position in order to access this vault.

As you near this area, your nose is met by an odor so nauseating that you find yourself fighting an almost overwhelming compulsion to vomit. This feeling is a mere teaser for what awaits you beyond the open doorway: The entire floor of this large chamber, as well as a large portion of its walls, is awash in blood and gore. Rudely strewn about the room are numerous torn limbs intermingled with an assortment of viscera, both human and otherwise.

You can somewhat make out the victims of this atrocity. One of the legs and one of the arms lying on the floor look human. The same cannot be said for the torso lying in the middle of the chamber, from which sprout two brutish heads. No positive identification can be made of the remaining bits of

flesh scattered about the room. Apart from the bodily devastation, the only other noteworthy features herein are the remains of an oaken chest that has been smashed to bits.

This room originally contained a large wooden chest that held the personal effects of yet another high-ranking Initiate cleric. The chest was protected by a most unusual ward, which three Order of the Black Lotus clerics accidentally triggered in their search for artifacts relating to Baalzebul.

The unsuccessful attempt made by the three clerics to disarm the trap resulted in an ettin guardian materializing before their eyes, and subsequently reeking grievous harm upon them. In the end, one of the clerics was savagely butchered before another of the clerics cast **inflict critical wounds** on the ettin, utterly destroying it.

10. LOOKS CAN BE DECEIVING:

In the center of this large, silent room is a 10-foot-square pool. Sturdy wooden doors stand on the east and west walls.

All of the features in this room are part of an elaborate trap, which is detailed below. If the PCs should look inside the pool, they see a red-robed figure bobbing 1 foot below the lip of the pool (see area 4 for details on the identity of the corpse). An Intelligence check reveals the Treasure lying at the bottom of the pool.

The two doors are, in actuality, mimics lying in wait for the unwitting PCs. They attack when the PCs either touch one of the two doors or when 2 rounds have elapsed, whichever first occurs. Due to their physical nature, the mimics surprise the PCs 5 times in 6.

The mimics each use their pseudopod attacks to good effect on the first round. The following round, they attempt to drown any opponents held fast by the adhesive slime on their bodies in the 10-foot-square pool.

Should the PCs overwhelm the two mimics—reduce them to half hit points—they offer to tell them about the secret door in this room as payment for their lives. Additionally, they swear an oath to the PCs to allow them to pass freely through the secret door forever more.

The two mimics were placed here long ago to be the minor guardians of area 2. They narrowly escaped death at the hands of the Order of the Black Lotus clerics currently exploring this level. They incurred heavy losses during the battle, eventually offering to surrender. The two parties developed an arrangement whereby the clerics would spare the mimics' lives in exchange for being allowed to pass in and out of the secret door on the south wall unmolested.

Mimics (2) (AC 7; MV 30 ft.; HD 8; hp 45 and 50; #AT 1; D 3-12; SA Glue; SD Camouflage; AL N).

Treasure: Lying at the bottom of the 15-foot-deep pool is the slain cleric's **rod of metal and mineral detection**.

11. BATHING CHAMBER OF THE BISHOP:

This eerie 30-foot-diameter chamber contains an oval pool nearly stretching from wall to wall. The water therein is very murky.

In times long past, this chamber served as the personal bathing facility for the bishop of the temple. There is an enchantment cast on the pool that bestows the following benefits to lawful evil-aligned player characters:

- Lying in the pool for 1 turn or more cures a total of 5-10 hit points per day, per person.
- Actually sipping the waters removes any one disease of the drinker per day.

Any non-lawful evil-aligned individuals suffer the following ill effects from so much as touching the water in the pool:

- The victim loses 5-10 hit points (no save) for each round in contact with the water.
- There is an 80% chance that the victim contracts a terminal blood disease that kills him in one week unless treated. The victim immediately loses 1 point of Strength and Constitution.

12. ALTAR OF JUDGMENT:

This room measures 40 feet from east to west and 30 feet from north to south. A cyclopean altar of pure obsidian stands before the eastern wall. It, along with all of the walls, shows signs of heavy pitting. Two hand-shaped depressions are engraved upon the altar.

While the temple was still in operation, this chamber was one of many where the Initiates came to be judged as to their dedication to Baalzebul. Aspirants were asked to enter the chamber, one at a time, and place their hands within the depressions on the altar. If the enchantments placed on the altar detected an alignment other than lawful evil, the Trap would be triggered. Those worshippers being found worthy of Baalzebul—lawful evil-aligned aspirants—witnessed the lid of the altar divide in two and then swing open. They found that the interior of the altar served as a basin containing a red liquid tasting like blood. Those who drank from it instantly felt clear-headed, as if some great, ancient wisdom had been revealed to them.

The altar opens should a lawful-evil aligned PC place his hands in the depressions, revealing the unchanged liquid within. Should any of the PCs, lawful evil or otherwise, then imbibe the liquid, they permanently gain 2 points of Wisdom (Wisdom scores cannot exceed 18, however). Non-lawful evil-aligned PCs resting their hands inside the hollows trigger the Trap.

Trap: As soon as the PCs enter this chamber, have them make an Intelligence check at a -3 penalty to notice the 2-inch-diameter holes, spaced 1 foot apart from each other and 15 feet above the floor, that span the perimeter of the room. From these holes pours forth acid that entirely fills the room in 3 rounds once the trap is triggered. PCs should be alerted by the heavy pitting on the walls and the floor, evidence of the toll that the acid has taken on the room in the past.

When the trap is triggered, an iron door 2 1/2 inches thick drops from the top of the open doorway, entirely closing off the exit in 1 round. (All die rolls to open the door suffer a +1 penalty on account of its sturdy construction). Immediately thereafter, acid begins to pour from the holes in the walls, flooding the entire chamber to a height of 10 feet in only 2 rounds. The highly caustic acid causes 10-60 hit points of damage per round. Unless the PCs are able to break through the iron door in time, they most likely perish.

13. WELL OF DESPAIR:

The most noticeable feature of this octagonal room is the gaping 10-foot-square pit sited a good 15 feet away from the entrance. The heavy, lingering odor of brimstone comes from deep within the gaping maw. Great heat radiates therefrom.

Wall to wall frescoes hang on the west and east walls depicting a barren, rocky landscape, upon which is seen a black palace surrounded by a lava-filled moat. An immense, shadowy humanoid with an insectoid casque hovers above one of the palace's tall spires.

While the temple was in operation, this room served as one of the execution facilities for those clerics losing favor with the bishop. The transgressors would be cast into the 40-foot-deep pit, where a pool of lava would greet them at the bottom.

When the temple was finally abandoned, antechambers were constructed off the east the west walls, hidden behind secret doors. Guardians were placed in these antechambers whose sole function was to forcibly cast all trespassers into the fiery pit.

Three gargoyles are currently housed within each of the two antechambers. In addition, a stone golem also stands in the rightmost antechamber. One round after the PCs enter, the creatures emerge from their hiding places, surprising 6 times in 6! They fight to the death.

All seven creatures rush forth from their antechambers *en masse* and attempt to push the PCs into the lava pit. (Each individual creature succeeds in this rushing tactic should its "to hit" roll be 3 higher than what is normally required to hit the targeted PC). Should this attack prove unsuccessful, they attempt to toss the PCs into the lava pit. A successful "to hit" roll at a -2 penalty indicates that the PC in question is grabbed and cast into the pit, suffering no damage from the attack itself. However, the PC is most likely snuffed out when he makes contact with the pool at the bottom of the pit (see Trap).

Trap: This 10-foot-square pit is 40 feet deep, with a 10-foot-deep pool of lava at its bottom that causes 1-3 points of falling damage, and 20-120 points of lava damage per round! GM: Try not to chuckle as your players roll for damage.

Gargoyles (6) (AC 5; MV 90 ft./150 ft.; HD 4+4; hp 24 each; #AT 4; D 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; AL N).

Stone Golem (AC 5; MV 60 ft.; HD 13; hp 60; #AT 1; D 3-24; SA **Slow** spell; SD +2 or better weapons to hit, immune to all spells save **rock to mud** and **stone to flesh**; AL N).

14. A CHALLENGE TO THE CHAMPIONS:

This gigantic diamond-shaped room features three glistening stone platforms that rise to a height of 20 feet—two abut from the far left and right corners of the room and one from the corner opposite the entrance. A 10-foot-square platform, rising 2 feet off the floor, can be seen 10 feet away from the door.

One round after the PCs enter the room, three extremely tall, muscular, gaunt-faced humanoids with ashen skin materialize on the three stone platforms. In a thunderous voice, all three say the following: "Welcome, champions. Three of you may test your prowess in the art of ranged combat by stepping onto the stone platform before you. If you can defeat the Warlords of Baalzebul, then a treasure both wondrous and rare shall be yours."

This room, in times past, was where the Initiates received their training in ranged warfare. Three "champions" at a time would be outfitted with light crossbows and forced to challenge the Warlords of Baalzebul, an imposing trio of stone giants, while standing on the platform just past the entrance door.

Should the PCs accept the challenge of the Warlords by stepping onto the platform, it rises from the floor and comes level with the other three platforms 1 round later. Accompanying the ascent of the platform is the ear-grating sound of stone-on-stone contact. Once the platform has fully risen, the Warlords shout, "Now the contest begins," and engage the PCs. (If more than three PCs step onto the platform, the giants on the platforms launch a volley of missiles down on down).

The three stone giants are supernatural beings chosen by Baalzebul himself to be the ranged combat instructors of his human worshippers. When not testing champions here, the giants reside with Lord Baalzebul in his mighty palace on Hell. The infernal lord has placed enchantments on the stone giants that

instantly **teleports** them to his home plane should their hit points be reduced to zero. When such occurs, the giant in question vanishes, leaving behind a cloud of smoke that dissipates in a few seconds.

When all three of the giants are defeated (reduced to zero hit points), the platform that the PCs are standing on slowly descends to its original height. A golden chest then appears before them, containing the Treasure.

Each of the three stone giants is armed with a supply of twenty-four throwing rocks, which they hurl at the PCs in an attempt to knock them off their platform should the terms of combat outlined above be accepted. After a PC is knocked to the ground, the giants pelt him with a rain of rocks. Should one of the giants be knocked from his platform, he is instantly **teleported** back to his original position, thereby eliminating the possibility of one of the giants ever receiving falling damage.

Should the PCs not agree to the giants' terms and proceed to initiate combat from the ground, the brutish humanoids respond in kind by pelting them from above with their throwing rocks. The Treasure is, of course, forfeited if the PCs insist on this line of action.

Special Notes: Should any of the PCs be hit while standing on the stone platform, they plummet to the bottom unless a successful Dexterity check at a -4 penalty is made. Those individuals that fail their check suffer 2-12 points of falling damage.

All of the stone platforms in the room have had their sides coated with **oil of slipperiness**, thus thwarting the efforts of the PCs to climb them.

PCs should be awarded full experience points for reducing the three giants to zero hit points.

Stone Giants (3) (AC 0; MV 120 ft.; HD 9+1-3; hp 55, 68, 70; #AT 1; D 3-18; SA Rock hurling for 3-30 hit points; SD Rock catching 90%; AL N).

Treasure: Lying inside of the unlocked golden chest are three sets of the following: a **longbow +1** and a quiver of four **arrows +1**.

15. CAVERN OF THE SUBTERRANEAN HORRORS:

The worked stone corridor that you came from has given way to a vast natural cavern aglow in a strange luminescence coming from the walls. Foul smelling water continually drips from the proliferation of stalactites high above onto the stalagmites that crowd the floor of this dank cavern. Growing in patches on the floor is a wide variety of mushrooms, some normal-sized and some as tall as a man. Occasionally, small insects scurry across the wet floor.

While the temple was in operation, the edible mushrooms that grow in this natural cavern served as the main foodstuffs of the Initiates. Since the Initiates' abandonment of the temple, various horrid subterranean creatures have made this cavern their home. Living amongst the harmless plant and animal life in this chamber are monsters ranging from shriekers to shambling mounds to even a purple worm.

As the PCs explore this gargantuan cavern, they come across the creatures keyed to areas 15a -15d.

15A. TENDRILS OF DOOM: Three ropers stand motionless at the spot marked "a" on the map, patiently awaiting the arrival of some tender morsels of food—the PCs should suffice.

Owing to their ability to blend into their surroundings, the ropers surprise the PCs 5 times in 6. Should the ropers achieve surprise, they immediately fire their sticky strands at the PCs. Entangled PCs* are drawn into the roper's toothy maw at a rate of 10' per round, where they are quickly devoured. To the PCs' further chagrin, a hit from one of the strands causes **weakness** (50% from Strength in 1-3 melee rounds).

*A strand can be broken with a successful open doors roll.

Ropers (3) (AC 0; MV 30 ft.; HD 12; hp 75, 80, 82; #AT 1; D 5-20; SA 6 poisonous strands; SD Camouflage; AL CE).

Treasure: Requiring a successful secret doors roll to discover are the following gems, which are located under a pile of rocks 10 feet south of the ropers: four 400-gp violet garnets and two 3,000-gp bright green emeralds.

15B. SHRIEKI: Serving to warn the denizens of this cavern complex of approaching danger is the shrieker located at "b" on the map. When the PCs come



within 10 feet of the shrieker, it emits a piercing sound for 1d3 rounds, attracting the shambling mounds and violet fungi in the cavern to the south, which come to investigate in 1 round.

Shrieker (AC 7; MV 10 ft.; HD 3; hp 20; #AT 0; D nil; SD Noise; AL N).

15C. DEATH COMES A SHAMBLING: Unless the PCs were able to suppress the shriek ability of the guard at 15b, the five violet fungi herein silently come to investigate the disturbance. They surprise the PCs 4 times in 6.

The five violet fungi lash out at the PCs with their tentacles from 10 feet away in an attempt to weaken them with their **rot** ability. The four shambling mounds fight alongside the five violet fungi, striking the PCs with their two arm-like appendages. If a shambling mound hits with both appendages, it entangles the PC, who suffocates in 2-8 rounds. Note: Since the shambling mounds and the violet fungi are starving, they fight to the death, even going so far as to pursue fleeing PCs.

Violet Fungi (5) (AC; MV 10 ft.; HD 3; hp 14, 15, 18, 20, 21; #AT 1-4; D Rots flesh; AL N).

Shambling Mounds (4) (AC 0; MV 60 ft.; HD 11; hp 60, 68, 70, 75; #AT 2; D 2-16/2-16; SA Suffocation; SD Immune to fire, lightning causes it to grow, cold does ½ or no damage, weapons score ½ damage, immune to all spells save those that affect plants; AL N).

Treasure: Hidden under a pile of vegetable matter (treat as a secret door) in the southwestern part of this cave are the following: 300 gp in loose coins, a 100-gp moonstone*, a 1,000-gp rich purple corundum, and two scrolls at caster level 12 (**augury** and **summon insects**).

*Wilkie Collins, eat your heart out.

15D. THE WORM OF WOE: This large cavern serves as the lair of a purple worm when it's not out scavenging for food in one of the many tunnels that branch off from here. When the PCs arrive, it will have just returned from one of its scavenging forays. If the PCs opt to explore the labyrinthine tunnel

complex, tell them that after wandering about for several hundred feet, they discover nothing of note. The exact layout of these tunnels is not detailed on the maps, meaning that the GM is required to provide such if his players are of a mind to explore them.

The purple worm has resided in this natural cavern for hundreds of years. Since it has not found anything nourishing to eat lately, it attacks the PCs entering its home.

As soon as one of the PCs enters its cavern, the purple worm attempts to bite him. If this bite attack is 4 or more over the required number "to hit" or a natural 20, then the worm has engulfed its victim. The PC in question dies in 6 melee rounds unless he can cut his way out. The purple worm repeats this attack routine until all of the PCs have been swallowed whole.

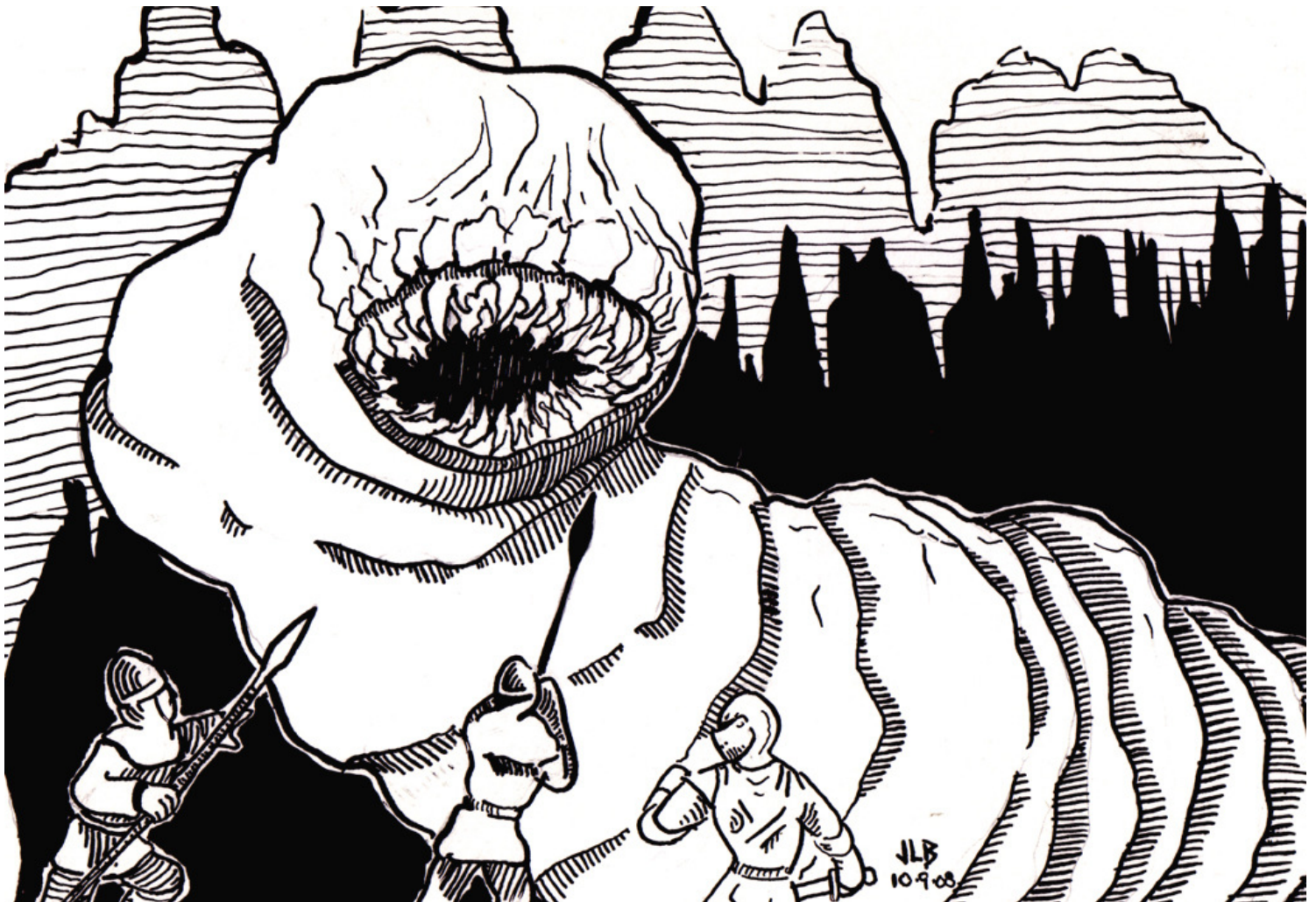
Purple Worm (AC 6; MV 90 ft.; HD 15; hp 90; #AT 1

and 1; D 2-24/2-8; SA Engulf prey; AL N).

16. DINING HALL OF THE INITIATES:

This vast chamber in the shape of a bifurcated octagon contains four long tables oriented north to south. Though the tables must have once been magnificent works of art, with intricate gilding still visible on their tops and sides, they now show the telltale signs of neglect and age. Two tunnels branch off from the northern and southern halves of the room. A pair of oaken double doors stands along the center of the eastern wall. Scattered alongside the walls are bits of tattered cloth, perhaps remnants of once-fine tapestries. It is fairly obvious that this place must have once functioned as a grand banquet hall.

This hall was where the Initiates came to eat their meals. At one time the entire hall was adorned with imposing tapestries depicting various areas of



Baalzebul's home in Hell, but they have since fallen victim to decay. They can still be seen lying in tatters alongside the walls of this once-great dining hall.

The room beyond the double-doors is all that remains of the former temple kitchen. All along the eastern wall are the remains of a large cooking hearth and various shelves and cupboards entirely covered with shattered china—china which must have once been very expensive judging by the intricate patterns painted on the shards. The GM is free to elaborate on the kitchen's contents, perhaps describing to the PCs such items as meat hooks, worn knives and spoons, pots, pans, etc.

17. GRAY DWARF DINING HALL:

This largish room houses three long oaken tables stretching from wall to wall. The tables have various images carved onto their surfaces that are clearly recognizable as being dwarven—emaciated, bald, bearded humanoids with sour facial expressions holding items ranging from pickaxes and shovels to mighty hammers and battleaxes.

Two broad tunnels branch off from the hall's north and south walls. Sturdy oaken doors engraved with yet more dwarven motifs stand on the room's west and east walls.

This room was the one-time dining hall for the gray dwarf laborers that built this temple. One of the doors standing on the east wall leads to the workers' kitchen, while the other one leads to a small 10-foot-by-20-foot antechamber with a long corridor leading off from it to the east. The kitchen resembles that of the Initiates (area 16), except that the china is much sturdier here, reflecting the dwarven ideal of form following function. Much of the china in this kitchen is still intact, contrasted with that seen in the Initiates' kitchen that, owing to its more delicate design, is largely in pieces.

18. LABORERS' BARRACKS:

The small antechamber beyond the oaken door has an extremely long corridor leading off from it. It is lined on both sides with a series of reinforced oaken doors spaced 10 feet apart from each other. They are engraved with an obviously dwarven symbol: a pickaxe crossed with a warhammer.

In the past, the chambers along this long antechamber served as the sleeping quarters for the gray dwarf laborers that built this mighty edifice of black stone. All of the 10-foot-square cells beyond the doors contain the rotted remains of a simple mattress and a small dresser. All of the cells are devoid of anything else of interest except for those marked 18a - 18d.

18A. CELL OF THE RESIDENT GRAY DWARF CLERIC:

This cell contains a small gold effigy of a gray dwarf god hidden inside the bedding of the mattress (treat as a secret door). The effigy resembles an emaciated dwarf with an evil expression on his face. It radiates evil if detected for, but is otherwise harmless.

Treasure: The gold effigy is valued at 1,000 gp, owing to its superior dwarven craftsmanship.

18B. CELL OF THE GRAY DWARF KING'S PRINCIPAL EMISSARY:

This cell contains a solid platinum piece of jewelry forged in the image of a pickaxe and warhammer crossing each other, which is hidden under the false bottom (treat as a secret door) of an otherwise large, empty chest. Furthermore, adorning the walls are various decayed—i.e., unreadable—framed certificates attesting to the former inhabitant's high standing with his gray dwarf king.

Treasure: Platinum pickaxe and warhammer standard of highest quality valued at 2,000 gp.

18C. HEAD ENGINEER'S CELL: This cell contains a small leather-bound book secreted away behind a moveable stone on the wall (treat as a secret door). The book contains notes made by the head engineer on the progress of the temple's construction. Although most of the book's leaves have deteriorated over the years, three are still extant, relating the following to those PCs able to read Dwarvish*:

- *Progress on the construction of the first demon-summoning chamber is on schedule, though the temple clerics are having difficulty researching the correct binding symbols to inscribe on the magical circle.*
- *A disastrous attempt was made today to summon a powerful demon in one of the recently completed shrines. One of the binding symbols was engraved incorrectly on the protective circle, releasing a six-armed, snake-bodied horror into the room. It immediately attacked the clerics present, killing four of them before it was subdued with powerful spells.*

• *The Shrine of Lord Baalzebul is nearing completion—what an undertaking its construction has turned out to be! Never have our people erected such a vast hall.*

*If the PCs are unable to read Dwarvish, a thief may attempt a Read Languages percentile roll to translate the remaining pages of the book.

18D. WORK GANG LEADER'S CELL: This cell contains a **shock whip +1*** concealed under a loose stone (treat as a secret door) in the floor. The work gang leader used the whip to punish lazy workers at the time of the temple's construction.

*This weapon gives a "to hit" bonus of +1 and deals 7-14 points of electrical damage. After three discharges, regardless of the time elapsed between them, the whip will be inert for 1 turn.

19. THE GREAT LIBRARY: The door to this chamber is locked both mechanically and via a **wizard lock** spell. The current inhabitants of this library, three Order of the Black Lotus clerics, placed this ward on the door to keep out intruders whilst they conduct research into the temple's history. In addition, permanent **alarm** spells are centered on the places marked "x" on the map, with their areas of effect extending out 40' in all directions, further alerting the three clerics to an intruder's presence (see below for details on possible actions taken by the clerics should an intruder be detected). The Order of the Black Lotus magic-user who cast the above spells later met his demise in area 42.

Filled bookshelves reaching all the way to the domed ceiling 20 feet overhead line every wall of this octagonal chamber. A moveable ladder is attached to one of the shelves, allowing access to volumes located high off the floor. A stone lectern bearing the weight of a huge tome stands 5 feet away from the far wall. Four large tables crowd the middle of the floor.

If the PCs tripped one of the alarms, then the tables are overturned when the door to this room is first opened, behind which will crouch three menacing red-robed Black Lotus clerics with wands outstretched. On the other hand, if the PCs successfully circumvented the alarms, then the clerics

are, instead, seen pouring over the vast array of books spread out on the tables.

This library houses many books on devilology, demonology, and clerical spellcasting. This vast collection of non-magical books took the Initiates several years to assemble. It would take the PCs years to read all of the books in this grand library, but the following information can be obtained with a successful Intelligence check at a -2 penalty. (Make a separate check for each piece of information). This can be done, of course, only after the PCs have dealt with the three denizens of the room.

- This entire temple complex was constructed for the sole purpose of summoning the elder arch devil Baalzebul and his cadre of demonic and diabolic officers.
- Centuries ago, Baalzebul and his officers were released into the world via a group of devil-worshipping clerics known as the Initiates of Lord Baalzebul.
- At one time, this temple contained functioning summoning chambers, or shrines, which allowed the temple clerics to bring forth a vast army of demons and devils under the command of their mighty suzerain, a being shrouded in legend and superstition.
- The diabolic and demonic armies from one of the known layers of Hell failed in their attempt to enslave the world. They were banished from this world by an ancient order of clerics who worshipped a deity of law and justice.
- The shrines herein dedicated to Baalzebul's demon officers house mighty relics born of the fires of Hell. They are the key to summoning the elder devil.
- Powerful guardians bar access to most of the shrines of Baalzebul and his demonic and diabolic horde.
- Demonic relics are housed in marble depositories protected by powerful magicks.
- Only with the defeat of Baalzebul and his retinue of officers can the infernal threat to the mortal realms be averted.

Three Order of the Black Lotus clerics named Eldron, Eliason, and Tharkon are currently in the library researching a means to repair the protective circles keyed to each of the temple shrines. They discovered that the protective circles were purposely broken

when they came across a note slipped inside one of the books herein, which was written by Asalon, the bishop of this temple.

Should the PCs trip the clerics' **alarm**, they will be waiting for them behind the upturned tables—provide 50% cover, giving the clerics a +4 AC bonus. Furthermore, the clerics will have an assortment of protective spells already in effect on themselves when encountered:

- Eldron—**sanctuary** and **protection from good**. These spells confer the following benefits: Any attacks launched by good creatures suffer a –2 penalty from dice rolls “to hit,” and any saving throws caused by such attacks are made at +2. Also, any opponent must make a saving throw vs. magic in order to strike or otherwise attack Eldron.

- Eliason—**protection from good**, **resist fire**, and **sanctuary**. The spells confer the following benefits: Any attacks launched by good creatures suffer a –2 penalty from dice rolls “to hit,” and any saving throws caused by such attacks are made at +2. Also, Eliason gains a +3 bonus to saving throws vs. very hot or magical fires, and all such damage sustained is reduced by 50%. Lastly, any opponent must make a saving throw vs. magic in order to strike or otherwise attack Eldron.

- Tharkon—**bleed** and **protection from good**. These spells confer the following benefits: The “to hit” dice rolls of Tharkon's two companions are raised by +1. Also, any attacks launched by good creatures suffer a –2 penalty from dice rolls “to hit,” and any saving throws caused by such attacks are made at +2.

Once the PCs enter the room, all three clerics let loose with their wands, directing their initial attacks on any obvious spellcaster—Eldron with his **wand of paralyzation**, Eliason with his **wand of fear**, and Tharkon with his **wand of negation**. They follow with their most powerful death spells should their initial attacks prove unsuccessful in subduing most of the PCs, realizing that such formidable foemen must be dealt with swiftly.

The clerics avoid moving from behind the upturned desks and entering into melee with PCs until their reserves of offensive spells and effects have been exhausted. Further, if reduced to one-quarter hits points, they surrender to the PCs, offering to inform

them of some of the dangers present on this level of the temple in exchange for their lives. (They specifically know about the mimics in area 10 and the golem in area 4).

Should the clerics subdue the entire party, they immediately question them as to their knowledge of the summoning circles. (Have Tharkon cast **detect lie** at the start of the interrogation). After the clerics have interrogated the PCs fully, they deliver them to their leader in area 42. (See that area for full details on the fate of the captured PCs).

If the PCs fail to eliminate all of the Order of the Black Lotus clerics in the next 72 turns of game time, the clerics *will* discover how to repair the protective circles, unleashing, yet again, Baalzebul and his army upon an unsuspecting world unless the PCs are able to defeat Maleficarus, Baalzebul's stand-in in area 66, before this time.

Eldron, Human High Priest (Order of the Black Lotus) (AC –1; MV 120 ft.; C 12; hp 82; #AT 1 or 1; D 5-11 or 1-4; SA +1 to hit with **morningstar +1**, spells; SD +2 to saves vs. mind-influencing magic; S 18, I 16, W 16, D 11, C 10, Ch 10; AL LE). Possessions: **plate mail +2**, **shield +1**, **morningstar +1**, light crossbow, 15 bolts, **wand of paralyzation** (17 charges), **potion of heroism**, scroll of **plane shift**. Languages Known: Common, lawful evil, elvish, demon, devil. He has been granted the following spells:

First Level (8): **cause fear**, **command**, **curse**, **cause light wounds**, **cure light wounds**, **detect magic**, **protection from good** (already cast), **sanctuary** (already cast)

Second Level (7): **augury**, **find traps**, **hold person** (x2), **know alignment**, **silence 15' radius**, **spiritual hammer**

Third Level (5): **animate dead**, **bestow curse**, **cause disease**, **dispel magic**, **glyph of warding**

Fourth Level (3): **cause serious wounds**, **cure serious wounds**, **divination**

Fifth Level (2): **cause critical wounds**, **flame strike**

Sixth Level (2): **heal**, **word of recall**

Eliason, Human High Priest (Order of the Black Lotus) (AC –1; MV 120 ft.; C 11; hp 80; #AT 1 or 1; D 3-9 or 1-4; SA +1 to hit with **morningstar +1**, spells; SD +4 to saves vs. mind-influencing magic; S 12, I 11, W 18, D 8, C 14, Ch 14; AL LE). Possessions: **plate mail +2**, **shield +1**, **morningstar +1**, light crossbow, ten normal bolts, **pearl of wisdom**, **wand of fear** (22 charges), scrolls of

flame strike and **insect plague**, potions of **human control** and **gaseous form**. Languages Known: Common, dwarvish, lawful evil, demon, devil. He has been granted the following spells:

First (7): **bless**, **cause fear**, **command**, **cure light wounds**, **detect magic**, **protection from good** (already cast), **sanctuary** (already cast)

Second (6): **augury**, **find traps**, **hold person**, **obscure alignment**, **resist fire** (already cast), **silence 15' radius**

Third (5): **animate dead**, **cause blindness**, **cause disease**, **dispel magic** (x2)

Fourth (4): **cure serious wounds**, **inflict serious wounds**, **neutralize poison**

Fifth (2): **cure critical wounds**, **dispel good**

Sixth (1): **harm**

Tharkon, Human High Priest (Order of the Black Lotus) (AC -2; MV 120 ft.; C 11; hp 100; #AT 1 or 1; D 3-9 or 1-4; SA +1 to hit with **morningstar +1**, spells; SD +2 to saves vs. mind-influencing magic; S 13, I 12, W 16, D 9, C 16, Ch 10; AL LE). Possessions: **plate mail +2**, **shield +2**, **morningstar +1**, light crossbow, ten normal bolts, **pearl of Wisdom**, **wand of negation** (18 charges), scrolls of **flame strike** and **exorcise**, potion of **flying**. Languages Known: Common, lawful evil, halfling, demon, devil. He has been granted the following spells:

First (7): **bless** (already cast), **cause light wounds**, **command**, **cure light wounds**, **detect magic**, **light**, **protection from good** (already cast)

Second (5): **augury**, **chant**, **find traps**, **obscure alignment**, **slow poison**

Third (4): **cause blindness**, **curse**, **detect lie**, **dispel magic**

Fourth (3): **cause serious wounds**, **poison**, **tongues**

Fifth (2): **cure critical wounds**, **insect plague**

Treasure: Lying atop the stone lectern is a massive libram of cracked black leather detailing Baalzebul's rise to power in Hell. Its title translates as **The Book of Baalzebul** in the Common tongue. Any PC of the evil alignment combinations reading therefrom learns the information contained in *The Worship of Baalzebul*, *Arch Devil* entry in Appendix A and the *Demons and Devils Working Together* capsule on page 6. Unfortunately, the libram functions as a **vacuous grimoire** for any good-aligned PC so much as glancing at one of its vellum pages.

20. SHRINE CAUSEWAY OF VRAK'ERRTU:

Towering statues line the west and east walls of this large room. These terrifying statues are of a gross cross between an ape and a boar. What is the most peculiar about the stone images are the small, almost vestigial, wings sprouting from their backs. One doubts that the eidilons were drawn from life, for how could the ridiculously small wings possibly support such a massive body in flight. Bifurcating the avenue of statues are hallways that branch off from the middle of the east and west walls. A towering set of bronze double-doors, over 15 feet in height, stand on the north wall. Bas-relief images of the ape/boar creatures are embossed thereon.

This room was where worshippers would come to pay homage to Vrak'errtu, a favorite amongst Baalzebul's demonic officers, before entering his shrine proper in area 30. To show his thanks to Vrak'errtu for leading the successful siege of an outpost in Hell belonging to his rival Asmodeus, Baalzebul had this great hall, along with the shrine proper, erected to be second only to his own in grandeur.

The GM will note that of all the demons enshrined in this temple, it is only Vrak'errtu that has such a hall of statuary preceding his or her shrine, an indication of his high standing with Baalzebul, even though he is not the most powerful of the arch devil's officers.

Apart from indicating to the PCs that a being of great power probably lies behind the double-doors, this chamber poses no threat to them. Breaking through the double-doors, however, will prove to be quite a challenge for the PCs. The solid bronze doors are 3 inches thick and locked, and all die rolls to open such suffer a +1 penalty on account of their sturdy construction.

21. ROOM OF INESCAPABLE DOOM:

The walls of this immense room are lined with columns of red-veined black marble that rise to join the ceiling 30 feet overhead. A pair of ivory-colored statues stand between the columns on both the west and east walls; two more stand on the south wall. The statues take the shape of muscular humans with pelts draped over their shoulders, chain skirts about their waists, and mighty horned helms upon their heads.

They are arresting renderings, indeed. A 10-foot-long corridor branches off from the middle of the north wall, terminating in a pair of stone double-doors.

This trap room was designed to bar access to the Chapel of Baalzebul and to the Throne Room of Asalon (areas 31 and 34, respectively). One round after the PCs enter, a stone door 4 inches thick drops from the top of the entranceway. At the same time, the Trap activates. Two rounds after that, the menacing statues seen by the PCs animate and attack. The six statues are, in actuality, frost giants lying in magical stasis.

After the frost giants animate, they attempt to execute a hold on the PCs with the intent of casting them into the now fully open Trap. (This tactic succeeds with a successful “to hit” roll). Thrown PCs must make a successful Dexterity check at a –3 penalty or fall into the Trap.

Trap: The entire floor contains the trap except for the 10-foot-wide statue-and-column-lined walkway that spans the room’s perimeter. The trap is, in essence, a huge spiked pit covered by two stone trapdoors. The trapdoors sink a full foot before they begin to slowly move towards the west and the east walls. Once the trapdoors have fully recessed into their niches beneath the chamber, which takes two rounds, the PCs are presented with an obstacle in the form of a 100-foot-deep gaping hole 30 feet wide and 50 feet long! Those falling into the pit suffer 6-36 points of falling damage and land on 1-4 spikes. Each spike inflicts 6-9 points of damage.

Apart from possibly being cast into the open pit by the giants themselves, the PCs also run the risk of losing their footing whenever they launch an attack at their opponents or attempt to run from them. In both instances, have the PCs make a Dexterity check at a –3 penalty, with failure indicating that they have fallen into the spiked pit. Should all of the PCs be cast into the pit, the giants push on a loose stone on the west wall, which causes the trapdoors to close shut 2 rounds later. Regardless of whether or not the loose stone is depressed, the trapdoors automatically close 1.5 turns after the PCs exit the room. The trapdoors, owing to their massive size, cannot be forced open.

Frost Giants (6) (AC 4; MV 120 ft.; HD 10+1-4; hp 70 each; #AT 1; D 4-24; SA Hurling rocks for 2-20 hit points; SD Impervious to cold; AL CE).

22. WORKMEN ENTRANCE HALL:

This circular chamber is 40 feet in diameter, with tunnels branching off from it to the north, east, and south. Situated about the room’s perimeter are four 20-foot-tall slate-gray statues of emaciated dwarves with shaven heads and long beards, their countenances truly horrifying to look upon. They all hold mithral pickaxes in their right hands and golden warhammers in their left hands. The implements themselves measure over 5 feet in length!

By far the strangest feature of this room is the oval pool at its center. Bobbing atop the pool’s calm, dark waters is a large barrel-shaped metallic object. It is anchored to the east edge of the pool by a large, rusted chain. The object itself, however, appears to be completely free of corrosion.

In the heyday of the temple, this room served as the gray dwarf workers’ entranceway from their home in the lightless caverns that run for miles beneath the earth. Two workers at a time would get inside the barrel-shaped object, actually an **apparatus of the crab**, descend from the underground pool in area 23, and then travel west several feet via a water tube to finally emerge at the pool in this room (see map for a schematic). Though the **apparatus of the crab** (see Treasure) hasn’t been used for many centuries, it still functions perfectly, owing to its magical nature.

The exact depth of the pool in this room, as well as that of the other one in area 23, is 50 feet. Connecting both pools is a 100-foot-long tube leading off from their absolute bottoms. This tube travels in a fairly straight line from east to west. Should the PCs choose to reach the other pool using the **apparatus of the crab**, they find the waters to be very calm and easy to navigate. Should they, instead, opt to swim down to the bottom of either pool, they face both extreme pressure and extreme cold. For every minute the PCs spend at the bottom of either pool or within the connecting water tube, have them make a save vs. rod. Those PCs failing their saves suffer 1-3 points of pressure damage. The PCs also suffer 1-6 points of cold damage per round of exposure to the icy water (no save).

Treasure: Though far too large for the PCs to haul out of the temple as bounty without magic, the **apparatus of the crab** provides a convenient means of exploring the deep pools. PCs wishing to operate the **apparatus of the crab** must first discover the secret opening hatch. Once the PCs have entered the device, they can operate it by manipulating the ten levers they find inside.

23. THE LAKESHORE: After descending 40 feet down to the bottom of the pool in area 22 and then traveling 100 feet east through a natural water tube, the party ascends to the top of yet another pool, this one circular shaped. To the east can be seen the shoreline, which narrows into a 10-foot-wide rough-hewn corridor illuminated by the strange phosphorescent fungi growing on its walls.

This pool served as the gray dwarf workers' access point to the temple (see area 22 for additional information). The corridor runs east for 40 feet before connecting to area 24.

24. GUARDIANS OF THE LIGHTLESS CAVERNS:

This immense natural cavern is positively awash in light coming from the very walls themselves. Imposing 40-foot-tall iron statues stand at all four corners. They are cast in the image of wasted, bald-headed humanoids with long beards. They all stare down at the floor menacingly, with mighty hammers held aloft as if ready to cleave the very cavern floor and with mouths agape as if to utter powerful battle cries. Bronze double-doors, reaching a height of over 20 feet, stand on the east wall. They are engraved with a standard in the shape of a crossed hammer and pickaxe.

Gray dwarf laborers constructed this chamber and the temple of their employers at the same time. They built this mighty shrine, along with the adjoining chambers, to commemorate their great toil as well as to pay homage to their god.

In order to protect the secret areas off the northern and southern walls of this cavern, and to bar access to their home beyond the bronze double-doors, the gray dwarf laborers designed a powerful trap. As soon as a PC crosses over the spot marked "x" on the map, the Trap activates.

Trap: Triggering this trap causes all four statues to partially animate and attempt to smash anyone standing on the spot marked "x" on the map with a single blow of their mauls. In addition, the statues billow poisonous gas into the chamber, completely filling it in 2 rounds, though the PCs must make immediate saves vs. poison to negate its effects. The trap resets itself 1 turn after being triggered.

The four gigantic hammers attack as 15 HD monsters and cause 8-48 points of damage per hit plus poison. (Save vs. poison or die from the gas).

The locked bronze double-doors in this room are 4 in. thick, and all die rolls to open such suffer a +1 penalty on account of their sturdy construction.

25. LIGHTLESS CAVERNS ACCESS POINT:

After traveling down a short corridor, you enter a chilly cavern almost as large as the one you just came from. Standing majestically at all four corners of this natural cavern are 40-foot-tall columns decorated with bas-relief engravings of the wicked-looking dwarven figures seen earlier. Completely blocking off most of the east wall is a mound of boulders, the height of which rises 20 feet towards the cavern roof 50 feet overhead.

This chamber marks the temple access point to the lightless caverns that lie east beyond the mound of boulders. The opening in the east wall was completely blocked off shortly after the temple was completed. This was to ensure that the various and sundry denizens of the extensive network of underground caverns that run for miles beneath the earth would be barred access to the temple once it was in operation. The gray dwarf workers abided by this stricture because it also protected their king's tomb in area 27 from looters, ensuring that he would rest undisturbed for all time.

PCs wishing to clear away the mound of boulders find it to be no easy task. Many of the boulders weigh over two tons, and all of them are fused together with mortar. Short of a **stone to flesh**, **teleport**, **phase door**, or **wish** spell, the PCs find it near impossible to gain entrance to the tunnel beyond the boulders without a sizeable workforce to assist them in that task. The GM should try to discourage the PCs from attempting such an undertaking, for the network

of tunnels beyond the mound of boulders is also beyond the scope of this adventure.

26. TOMBS OF THE GRAY DWARF WORKERS:

Directly beyond the secret doors is a covered pit, which spans the first 20 feet of a long hallway. It opens whenever an object or person in excess of 100 pounds comes in contact with it. Once the PCs have either bypassed the trap or climbed out of it, read them the following:

A long, dark hall of stone that has been polished perfectly smooth lies before you. Stone doors inscribed with yet more dwarven motifs line both walls. The corridor ends in a rune-covered door.

The plain 10-foot-square chambers beyond the stone doors along this hall serve as tombs for the gray dwarves that built this temple. All contain a stone sarcophagus carved with a likeness of the interred. Furthermore, at the foot of each sarcophagus is a small plaque bearing the name of the deceased worker in Dwarvish. (The GM is free to invent names for the deceased gray dwarfs as he sees fit). PCs wishing to pry open the sarcophagi must succeed at lift gates rolls to do so. All of the sarcophagi contain only the old bones of the deceased, save for those keyed to areas 26a and 26b.

Trap: The first PC, or PCs should the party be marching two-abreast, to step beyond the secret door along the north wall in area 24 falls into a 40-foot-deep pit filled with yellow mold (marked with a trapdoor symbol on the map). Those doing so suffer 4-24 points of falling damage and trigger an attack by the yellow mold lurking below. Player characters who triggered the trapdoor can avoid falling into the pit with a successful Dexterity check at a -2 penalty.

Yellow Mold (AC 9; MV 0 ft.; HD -; hp -; #AT 1; D 1-8; SA Poison spores; SD Affected only by fire based attacks; AL N).

26A. TOMB OF STONE-CLEAVER THE IMMORTAL:

The work gang leader from area 18d, Stone-Cleaver, was so cruel to his workers in life that he earned undead status in death. Almost immediately after his death resulting from a cave-in that occurred during the final construction phase of the temple, he was interred herein. He arose again, three days later, as a powerful specter infused with absolute evil. He has remained within his sarcophagus ever since, waiting to

punish those who would dare disturb his undead sleep. PCs encountering him see that he still appears to be wearing the ancient, jewel-encrusted plate mail armor he possessed in life.

The specter vigorously attacks any PCs disturbing his rest, even to the point of pursuing them beyond this room. Once the PCs eliminate Stone-Cleaver, they may search his sarcophagus for the Treasure.

Stone-Cleaver, Specter (AC 2; MV 150 ft./300 ft.; HD 7+3; hp 48; #AT 1; D 1-8; SA Energy drain; SD +1 or better weapon to hit; AL LE).

Treasure: Cleverly concealed behind a panel (treat as a secret door) on the bottom of the sarcophagus is a **cloak of command +2** (15 charges)*. Stone-Cleaver always wore this cloak in life so that commands given to his workers would have more weight.

*Apart from affording its wearer a +2 bonus to armor class, it also functions as a **staff of command**. Each use of the latter power expends a charge.

26B. TOMB OF STONE-HEART, LOYAL ASSISTANT OF STONE-CLEAVER:

Accompanying the bones of Stone-Heart within the sarcophagus is the Treasure, which is protected by the Trap.

Trap: The moment that the lid of the sarcophagus is opened, any PCs standing within 5 feet of it are burned by a **fire trap** spell set at caster level 20. Victims suffer 1-4+20 points of damage. (Save for 1/2 damage).

Treasure: Lying within the sarcophagus is Stone-Heart's **battle axe +4, defender** (functions as the sword of the same name), which is still clutched by his skeletal hands. This mighty weapon was bestowed upon Stone-Heart by his gray dwarf liege, earning him the undying respect of his immediate master, Stone-Cleaver, as well as the workers under him. He was, understandably, extremely attached to the weapon, wanting no one to possess it but he, hence the powerful ward placed on his sarcophagus. Unlike his master, though, Stone-Heart dealt with his workers with kindness, not cruelty.

27. TOMB OF BOULDER-CRUSHER, KING OF THE DURGANDON CLAN:

In order to enter the tomb proper, the PCs must contend with Trap #1, which covers the entire length of the entrance corridor.

This rectangular room is quite different from others seen in this cavern complex. The walls are composed of gleaming white marble streaked with gray. Lines of four 10-foot-high columns stand against the west and east walls. They too are of white marble, devoid of any engravings whatsoever. A cyclopean red granite sarcophagus lies against the south wall. Carved in bas-relief on the lid of the sarcophagus is the likeness of an extremely sinister-looking humanoid with a long, sloping forehead and a beard stretching nearly to its feet. Lying crossed against its chest is the rendering of a large-headed dwarven hammer and a cruel-looking pickaxe. Rune-like carvings seem to cover almost every other visible surface of the stone coffin.

This chamber serves as the final resting place for the great gray dwarf king Boulder-Crusher. He died of senescence midway during the temple's construction. Sadly, the much-larger tomb that the gray dwarf king had commissioned the construction of was only in its beginning phases at the time of his death. His loyal subjects were thus forced to hastily erect a temporary crypt for him, the end result being this chamber.

Shortly after the king's death, his brother, Blasted-Needlerock, a bitter rival, continued the construction of the intended funerary vault but ordered his own body to be eventually interred within. Due to this act of treachery, the memory of the king slowly faded from the minds of his people while that of his brother became forever immortalized in stone. The intended tomb of King Boulder-Crusher did, after all, become one of the grandest gray dwarf structures ever erected.

In addition to Trap #1, the PCs must contend with the powerful ward placed on the king's sarcophagus (Trap #2). Once both traps have been either triggered or bypassed, the PCs find the Treasure lying inside of the sarcophagus.

Trap #1: Any PCs wishing to explore the tomb proper must first contend with the 60-foot-deep spiked pit trap that covers the first 30 feet of the entrance corridor. In order to make the trap even deadlier, its gray dwarven constructors had the spikes at the bottom of it coated with Type D Insinuating Poison. The GM should note the marching order of the party in order to determine who falls into the pit first. Note:

Each 10-foot by 10-foot section on the map covered by the trapdoor symbol is a separate but identical pit trap, requiring separate find and remove traps rolls, as well as separate Dexterity checks at a –2 penalty to avoid if triggered.

Those affected by the trap suffer 6-36 points of falling damage plus poison (save vs. poison or die in 1 segment). PCs making a successful save suffer no poison damage.

Trap #2: Opening the sarcophagus lid triggers a **glyph of warding** that manifests as a column of roaring flames, causing 30 points of damage. (Save for half damage).

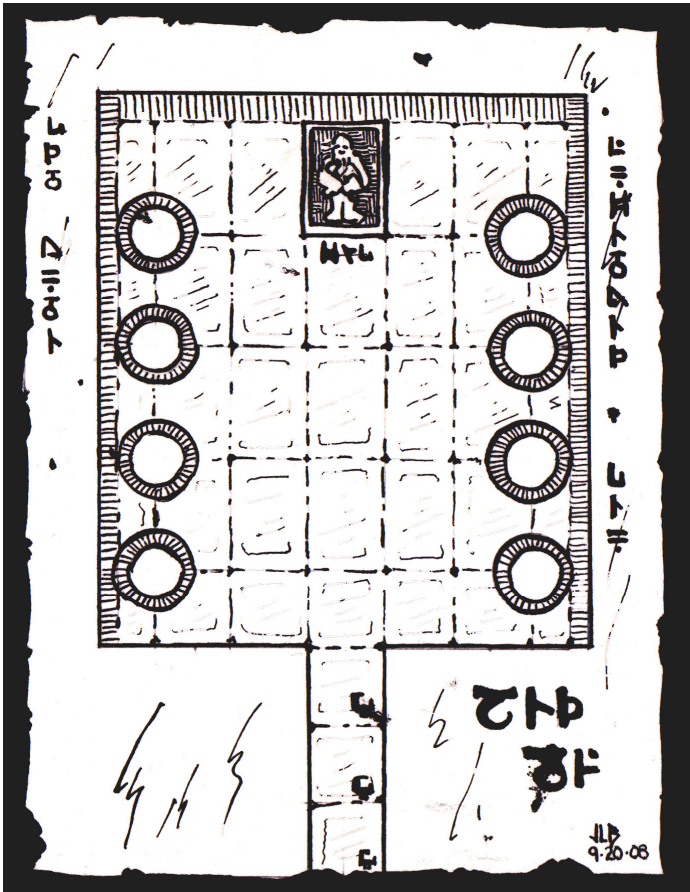
Treasure: Lying within the sarcophagus, still clutched in the fallen king's bony hands, is a magical dwarven weapon of great renown: a **hammer +3, dwarven thrower**. It is said that the gray dwarf god crafted this mighty warhammer—a wondrous find, indeed, for the PCs. The PCs also notice that the skeletal figure still wears rune-inscribed gauntlets and a thick leather belt studded with iron—**gauntlets of ogre power** and a **girdle of giant strength**, respectively.

28. GRAY DWARF WORKROOM:

This immense square chamber is lined with tables that nearly stretch from one end of it to the other—four are oriented east-to-west with another oriented north-to-south. The tables are of exquisite workmanship, decorated with engravings of pickaxes and warhammers as well as unusual rune-like characters. Atop them are found various and sundry stone-working implements as well as numerous documents riddled with all sorts of esoteric diagrams. Four marble columns support the weight of the roof 30 feet overhead.

Magnificent frescoes cover all of the walls save for the one that you entered by. They depict gray-skinned humanoids with bald pates and long beards busily constructing various corridors and chambers. This they do via the use of gleaming pickaxes and hammers. These workers are led by a similar-looking yet much taller individual armed with a wicked whip, from which trail sparks of brilliant energy.

This chamber served as the workroom of the gray dwarf laborers while the temple was under construction. The temple bishop commemorated the



labors of the gray dwarves by commissioning the frescoes seen here.

The various documents on the tables are engineering schematics that were used by the gray dwarf workers to outline the various stages of the temple's construction. Any PCs able to read dwarvish may attempt Intelligence (Int) checks to decipher the documents, which, owing to their technical nature, are harder to read than ordinary dwarvish writings. Thief PCs may also attempt a Read Languages (RL) check. The penalties for these checks follow the individual document messages. (Make a separate check for each message that the PCs attempt to decipher).

- *The sudden death of our great ruler has forced us to construct for him a makeshift crypt. The dimensions of it are to be 30 by 40 feet. It will be lined on both sides with tall marble columns. A majestic red granite sarcophagus will house our fallen leader's remains as well as his majestic weapon.* Show PCs Handout 2 from Appendix B, a schematic of area 27. (-2 Int/-10% RL penalty).
- *Construction on the upper treasury chamber has proven to be long and tedious. The rotational mechanism beneath the chamber's floor is proving to*

be much more difficult to design than first thought. To think, the temple priests wish for us to construct a similar chamber on the second level—confound it! Show PCs Handout 3 from Appendix B, a schematic of area 2. (-3 Int/-15% RL penalty).

- *For what queer reason the temple priests wish us to construct the chamber with the large pool and the chamber with the flaming pit, I cannot fathom. They have mentioned that dark magicks may be involved. I say, building them is a monumental waste of effort and monies, but who can truly know what goes on in the heads of those secretive priests of Baalzebul.* (-1 Int/-5% RL penalty).

Those PCs able to read dwarvish may automatically decipher the strange rune-like characters engraved onto the wooden tables. Thief PCs must attempt separate Read Languages checks for each piece of information below.

- *All praise He Who Watches Over the Sunless Ones.*
- *Boulder-Crusher rewards those who honor him with their works.*
- *Blessed be he who sings the praises of stone.*

29. INITIATE BARRACKS:

The hallway ahead continues for several feet before ending in a set of bronze double-doors. Seven additional bronze doors span the entire length of the hall to either hand.

The small chambers beyond the bronze doors served as sleeping quarters for the Initiate clerics, and most were simply appointed. While many of the bedchambers were originally decorated with paintings and other mementos of their former occupants, most of these items have long since fallen victim to rot. All such chambers now contain only a couple of moth-eaten mattresses and a single rotted-out dresser, except for those marked a - c.

29A. BEDROOM OF AERDOLPH, SECOND IN COMMAND TO BISHOP ASALON:

A rotted bed lies against the west wall and a wooden chest lies against the north wall of this 10-foot-square room. Faded frescoes cover all four walls, depicting a tall black-robed figure lecturing to a crowd of similarly clothed supine figures. A large golden throne is shown

behind the lecturer, upon which sits another ebony-robed figure with arms crossed.

This chamber served as the bedroom for Aerdolph, chief advisor to Asalon, the former bishop of this facility. The locked chest still contains many of the personal belongings that Aerdolph treasured before joining the ranks of the undead (see Treasure). He still haunts this temple as a mighty vampire (see area 34).

Treasure: Lying amongst the various mundane items in the locked chest—rotted robes, slippers, belts, combs, all now worthless—is a furred vellum. The PC unrolling the vellum discovers a message penned by Aerdolph shortly before his undeath. It is written in Common and says: *I feel that I must now rid myself of this aging body if I am to proceed with my dark inquiries. Though my hunger for knowledge sustains me, I fear that I may not survive my nearing transformation, my awakening. Asalon assures me that by doing this, our sect may yet survive.*

Hidden beneath the chest's false bottom (treat as a secret door) are two potions of **cure critical wounds**. The former high priest no longer has use for these potions, his current undead status preventing him from deriving any benefit from them.

29B. BEDROOM OF SORCERELL, LOYAL ASSISTANT TO AERDOLPH: This room contains a bed and a large dresser. The walls are covered with heavily faded tapestries, the once impressive images thereon almost completely obliterated by the ravages of many centuries. Still secreted away in one of the drawers is the Treasure, long since forgotten by its owner.

This room belonged to Sorcerell, the third highest-ranking high priest of the temple. As a reward for his long years of service to the bishop, he was chosen as one of the few to be transformed into a powerful undead being (see area 55 for details on this transformation).

Treasure: Lying beneath some rotted clothes in the second of the three drawers of the dresser is a block of **incense of meditation**.

29C. BEDROOM OF ASALON, BISHOP OF THE TEMPLE:

This largish rectangular chamber is quite opulent indeed, its floor entirely covered with a thick purple

carpet embroidered in silver with a plethora of strange symbols. Wall-to-wall frescoes cover the left and right walls. They depict a tall, cowed, black-robed figure standing atop a large black pentacle. He appears to be conversing with an immense, dark-skinned humanoid with the head of a horned fly. A swarm of insects hover above the grotesque creature's head. Standing against the left and right fresco-covered walls, respectively, is a heavily bloodstained altar of the deepest black basalt and a large rectangular pool of red-veined green marble. Concealing what lies beyond the northern part of the room is a heavy black curtain of rich velvet.

This room served as bishop Asalon's sleeping quarters. He would spend a large amount of his time in this room either relaxing in the large bathing pool or sacrificing small animals to Baalzebul at the black altar. When Asalon wished to retire for the evening, he would seek out the large bed—now rotted, of course—lying within the small semi-circular antechamber beyond the black curtain.

Though most of Asalon's personal effects have long since been removed from his bedroom, he has forgotten about the Treasure hidden within the altar, still protected by a magical Trap. The bathing pool along the right wall was imbued with mighty magicks by the Initiate clerics, and it functions still for those PCs wishing to come in contact with its waters. Any PC so much as touching the water in the bathing pool is affected thusly:

- If the PC is of lawful evil alignment, he permanently gains 2 points of Wisdom. Additional contact with the waters will bestow no further benefit.
- If the PC is of any of the good or neutral alignment combinations, he permanently gains 1 point of Strength but permanently loses 2 points of Wisdom. Additional contact with the waters will bestow no further benefit/penalty.

Such is the price for those pure of heart PCs corrupting themselves with the evil magicks of the dark lord Baalzebul.

Trap: The lid of the altar is protected by a **cone of cold** spell. Should the PCs fail to disarm this trap, any of them standing in front of the altar suffer 10d4+10 points of damage. (Save for half damage).

Treasure: Beneath the heavy altar lid (lift gates roll to raise) is a **lens of ultravision**, once used by Asalon in his exploration of the natural caverns beyond the temple.

30. SHRINE OF VRAK'ERRTU: Those PCs breaking through the huge bronze double-doors must immediately contend with Trap #1.

This diamond-shaped room is dominated by the 20-foot-diameter pentacle that has been etched into the floor. Arcane symbols and patterns form a ring around the magic circle. To either side of it stand statues of a horrifying 15-foot-tall ape-like creature with small, feathered wings sprouting from its back. A heavily stained black altar stands along the far wall, measuring some 15 feet across and 4 feet high. It is flanked by two braziers lit with an unearthly green flame. The entire chamber positively radiates evil!

This room along with similar rooms located on level 2 served as shrines, each being dedicated to a different demon officer of Lord Baalzebul.

In the heyday of the temple, a group of three Initiate clerics would stand outside the summoning circle and recite the formulae needed to summon the respective demon. What separated this group of summoners from others throughout the Prime was that they possessed the personal amulets of each of the demons at their beck and call. Baalzebul himself forced his demon officers, much against their will, to surrender their **demon's amulets** to the Initiate clerics so that they could be more easily summoned and controlled. These amulets were, and still are, housed within the shrine altars. The cleric elders, of course, placed powerful wards upon the shrine altars to stop those who would seek to gain the mighty prizes contained within.

While the temple was in operation, the type IV demon Vrak'errtu was summoned in this chamber by the Initiate clerics almost on a daily basis to discuss strategy relating to their planned siege on the Prime. The Initiate clerics focused their consultations with this particular demon because they knew that he was Baalzebul's favorite, making the demon officer a good intermediary between them and the arch devil.

The Initiate elders decided to largely dissolve their order after the portions of the temple destroyed by

the Tyr raiders were repaired. Their final act was to reset all of the traps set off by the invaders as well as to construct some entirely new ones, so as to protect their temple from further intrusion. The most ingenious of these new traps involved the demon shrines.

Trap #1: The first 30 feet of entrance corridor is one huge trapdoor that swings open when an object or person in excess of 100 pounds comes in contact with it. The PC, or PCs should the party be marching two abreast, falling into the 40-foot-deep lava-filled pit are most likely snuffed out, for they suffer 2-12 points of falling damage, and 20-120 points of lava damage per round! (A successful Dexterity check at a -3 penalty indicates that the PC is able to jump to safety).

Trap #2: The summoning circle and the ward placed on the altar are both part of an elaborate trap. The magical circles within all of the shrines were purposely rendered ineffective by the Initiate clerics after the raid so that they would afford future summoners no protection against the demon called forth. (PCs investigating the circles can make an Intelligence check at a -3 penalty to notice that the outer ring of symbols has been broken in one spot). The shrine itself has a powerful **glyph of warding** placed on it that deals 30 points of damage if triggered. (Save for half damage).

The greatest hazard that the PCs face in this room lies not with the shrine glyph itself. While attempting to remove the heavy altar, which requires 4 rounds to accomplish (with a successful lift gates roll), the demon Vrak'errtu is instantly summoned forth, for he has been ordered by Baalzebul to forever protect this shrine from those individuals unworthy of his favor. Read the following to the PCs when this occurs:

A 20-foot-tall beast reeking of sulfur and rot materializes over the summoning circle behind you. This black-skinned monstrosity is a disgusting cross between a boar and an ape, with small, feathered wings sprouting from its back. It turns to meet your gaze with eyes that burn like fiery hot cinders. Its stare seems to penetrate your consciousness, filling your head with horrific images of torture and violent death. It then raises its hands as if preparing to cast a spell of some sort.



Vrak'errtu attempts to summon more demons right away (60% chance of success), hoping to use the type I-IV demons (dice for which sort) to hold off the PCs while he violently **telekineses** any obvious spellcasters in the party up towards the ceiling, the force of which causes 2-20 points of damage. He also casts **create illusion** to make it appear as if a type VI demon has been gated in. He happily rends PCs with his bite and claw attacks, if needed.

Vrak'errtu, Type IV Demon (AC -1; MV 90 ft./120 ft.; HD 11; hp 78; #AT 3; D 1-4/1-4/2-8; SA Bonus of +2 to hit, **darkness 10' radius** at will, **gate**, 1/round—**create illusion**, **cause fear**, **levitate**, **detect magic**, **read languages**, **dispel magic**, **polymorph self**, **telekinese** 5,000 gp weight, **project image**, **symbol of fear** or **discord**; SD +1 or better weapon to hit; MR 65%; AL CE).

Treasure: Housed within the altar is Vrak'errtu **demon's amulet**, a platinum disc 24 inches in diameter. Should the PCs secure this item while fighting

Vrak'errtu, they find that it will not aid them unless they speak the demon's true name, in which case he can be commanded to do as they wish.

31. CHAPEL OF BAALZEBUL:

Stone bleachers jut from the gently curving walls of this large chamber. A large pentacle enclosed in a ring of bizarre symbols has been etched into the middle of the floor. Standing against the far wall is a large basalt altar flanked by towering black marble statues of a muscular humanoid with the head of a horned fly. The statues' arms, which end in cruel-looking claws, are crossed against its chest. An unsettling buzzing sound emanates from the two eidilons.

In times past, the Initiate clerics would assemble in this chapel every night to hear the bishop's sermons on Baalzebul and his horde. They would gain instruction on how to spread the arch devil's doctrine as well as how to properly summon forth the four mighty demons enshrined in the temple. (See areas 30, 45, 50, and 51). The bishop would actually have his students

summon lesser demons and devils within this very chapel, having them stand outside the summoning circle on the floor as they recited the necessary incantations.

The chapel now serves another function: to alert the vampire Aerdolph residing in area 34 to the presence of intruders. When the PCs open the double-doors to this room, an **alarm** is set off, which gives Aerdolph time to prepare for their arrival (see area 34 for more details).

PCs making a successful search for secret doors discover the small button on the altar's lower left side. The hinged altar silently clicks open when the button is pressed, allowing the entire marble block to be easily pulled away from the wall and into the room, revealing the long hallway preceding area 34.

Should the PCs cast **detect magic** in the room, they find that the two statues of Baalzebul radiate strong Illusion magic. The buzzing sound heard coming from the statues is a result of the permanent **audible glamor** spell cast on them long ago by the Initiate clerics.

32. SANCTUARY: The moment that the door is opened, the PCs become absolutely awash in feelings of serenity and peace. The long and narrow room beyond the door is bare save for what can be seen at its far end: a black granite altar standing atop a gray marble dais. Placed upon the altar are three stone bowls. Words can be seen scratched on the far wall at eye level, a few feet above the altar.

This chamber and the one in area 43 originally served as prayer rooms for the Initiate clerics. They have since been consecrated in the name of Tyr. No monsters attack the PCs while they remain in either of these two chambers, making them an ideal place to get in a little rest.

When the assembled clerics of Tyr raided this temple, they established these two rooms as sanctuaries for themselves as well as for any future crusaders of good who might come after should the evil within surge yet again. In order to keep out evildoers, the clerics cast a permanent **protection from evil 10' radius** spell in both rooms. In addition, they enchanted the water contained in the three bowls sitting on the altar. Combined, the bowls hold the equivalent of six potions of **cure serious wounds**.

The message scratched onto the wall is in Common, and says:

Rest here, Crusaders of Good. You will find that the evil of this temple may never reach this sanctified room. Should you sample from the bowls, you will find the liquid therein quite fortifying. It will renew your vigor, allowing you to battle evil for yet another day.

-- All praise Tyr, God of War and Justice

33. LAKE OF THE ELDER AQUATIC WYRMS:

After negotiating a long tunnel, you find yourself standing on a black sandy beach lying at the foot of a vast underground lake. The entire surface of the lake is aglow in an eerie luminescence radiating from the rocky ceiling 20 feet overhead.

Within mere moments of your arrival, large ripples begin to form on the surface of the lake some 40 feet offshore. Your worst fears are confirmed when a silvery green form, almost 40 feet long and 30 feet wide, violently surfaces from the depths. The head of beast is vaguely draconic, crested by golden spines with dark green webbing connecting them, while its body is entirely covered by a rough, deep green shell. It advances towards you with a quickness that belies its massive bulk.

At one time, this vast underground lake provided the Initiate clerics with an everlasting supply of water, both for drinking and for bathing. A breed of strange white fish native to this lake was also harvested by the clerics to provide a sometimes alternative to their primary diet of wild mushrooms (see area 15 for more details on these mushrooms).

Various wide water tubes branch off from the lake, leading to an even larger freshwater lake overhead, some 70 miles away. The distant lake is the permanent home of a huge male dragon turtle and its mate, but both can occasionally be found swimming the waters of this lake in search of food, as the PCs have just discovered. The male aquatic wyrm was in the middle of pursuing a large school of fish when the PCs arrived. When the beast spotted the PCs standing on the black sandy beach with its keen eyesight, as described above, it elected to cease its pursuit of the fish and, instead, head towards them.

The dragon turtle advancing towards the PCs is well over 200 years old. It fights until reduced to three-quarter hit points, for it is extremely hungry and tires of feeding on the small cavefish that form the primary fauna of this lake. Should the PCs defeat the wyrm and its soon-to-arrive mate, they may swim to the bottom of the lake to find a portion of its treasure horde (see below), the rest of which is secreted away in its permanent home 70 miles away.

In the middle of the lake, at its very bottom, is found a 50-foot-deep shaft. Lairing in this shaft is the mate of the dragon turtle now attacking the PCs. Should the PCs engage the male dragon turtle in battle, its mate immediately takes notice and comes to investigate in 3 rounds, at which time she fights the PCs alongside her consort.

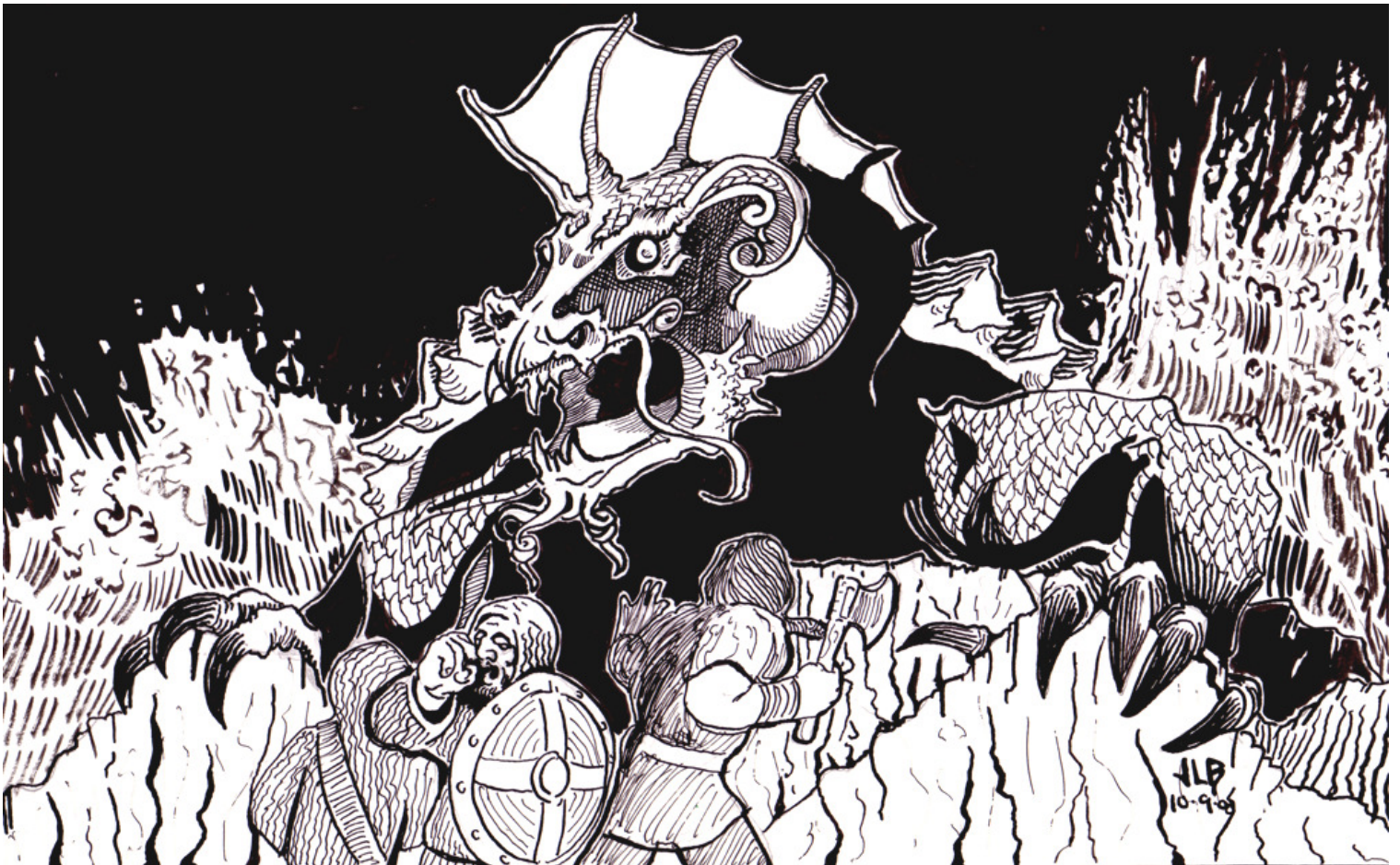
The male dragon turtle immediately uses its breath weapon on the PCs, attempting to incapacitate them. Afterwards, it tries to snatch one of the PCs with a successful bite attack. After the PC is seized, the dragon turtle throws the PC against the cavern ceiling 30 feet overhead for 6-36 points of damage, wishing to tenderize its prey. It repeats this attack routine until

all of the PCs have been killed and eaten, or until reduced to one-quarter hit points, in which case it swims to its permanent home via the long water tube branching off of the underground lake's eastern wall. (It lies some 40 feet below the surface of the lake).

As soon as she arrives on the scene, the female dragon turtle immediately lets loose with her breath weapon. On the succeeding rounds, she mimics the actions of her consort as detailed above.

Dragon Turtles (2) (AC 0; MV 30 ft./90 ft.; HD 14; hp 90 (female), 98 (male); #AT 3; D 2-12/2-12/4-32; SA Breath weapon; AL N).

Treasure: A successful search for secret doors reveals the large cave located on the lake's northernmost point. Should the PCs explore the cave, they may find the dragon turtle's horde, which is hidden beneath a sea of kelp. Its treasure consists of 1,000 gp in loose coins, three 1,000-gp star rubies, and one **staff of curing**.



34. THRONE ROOM:

The east and west walls of this immense chamber branch off at 45-degree angles to meet the wall to the north. Four tall statues of a repugnant humanoid beast with the head of a horned fly stand against the latter wall. Six stone benches, arranged in groups of two, can be seen just past the entrance tunnel. What most holds your interest is the tall, pale, opulently dressed figure seated on an ornate golden throne, behind which is seen a large black altar. He begins to rise from his throne, baring his long fangs as he does so.

This chamber originally served as the throne room for Asalon, the former bishop of the temple. He would meet advisors in this room to discuss tactical as well as more mundane matters. Now, this room serves as the guard-station for Asalon's most trusted advisor, Aerdolph, a former high priest of the temple. Aerdolph has been charged with the task of keeping trespassers from gaining access to the second level of the temple, which can be reached by opening the secret door keyed to the altar/throne. A successful secret doors roll reveals the small nodule on the right leg of the throne. Depressing the small protuberance causes the altar/throne to click open. The PCs may then pull the counter-balanced altar/throne into the room to access the 50-foot-long staircase that leads down to the second level of the temple.

Aerdolph was second in command to the bishop himself. When the order was dissolved some 500 years ago, the bishop elected to have himself and a group of his most trusted advisors transformed into various forms of the undead. The bishop became a lich and Aerdolph a vampire. However, Aerdolph's undead transformation did not rob him of the spellcasting ability he possessed in life, as is the case with most vampires.

Aerdolph attacks the PCs entering this chamber, having been alerted to their presence when they set off his **alarm** in area 31 (see that area for more details). He uses the tactics below in dealing with the PCs, fighting vigorously. If reduced to three-quarters hit points, he assumes **gaseous form** and flees to his crypt (see area 54).

On the first round, Aerdolph attempts to **charm** as many PCs as possible, ordering those under his control

to attack their fellow adventurers. On the second round of combat, Aerdolph casts **black tentacles** to occupy any PCs not under his hegemony. Immediately thereafter, he looses some **magic missiles** on the remaining unfriendly PCs. If his previous attacks have failed to seriously incapacitate the PCs, he then casts the most powerful spells in his arsenal: **disintegrate**, **death spell**, and **power word, stun**, in that order. Of course, he is not averse to draining the life force from his victims via his melee attacks should the need arise.

Should Aerdolph win the day, he orders those still under his mental control to bow before him. He then attempts a *coup de grace* on them.

Aerdolph, Vampire (AC 1; MV 120 ft./180 ft.; HD 8+3; hp 52; #AT 1; D 5-10; SA Energy drain; SD +1 or better weapon to hit; AL CE). He retains the spellcasting ability he possessed in life as a 14th level magic-user, and has the following spells memorized:

First (5): **detect magic, magic missile, read magic, shield, shocking grasp**

Second (5): **acid arrow, ray of enfeeblement, web**

Third (5): **dispel magic, fireball, haste, hold person, phantasmal force**

Fourth (4): **black tentacles, fear, polymorph self, polymorph other**

Fifth (4): **cone of cold, feeblemind, interposing hand, magic jar**

Sixth (2): **death spell, disintegrate**

Seventh (1): **power word, stun**

LEVEL 2: THE TEMPLE DUNGEON (AREAS 35-62)

On this level of the temple, the Initiates of Lord Baalzebul practiced their most foul rites of devil and demon worship. This level houses the majority of the demon summoning shrines. It also serves as the lair of the former bishop of this temple, now a lich. Lastly, it is here that the PCs encounter the Order of the Black Lotus clerics for the second time.

Special Note: Clerics attempting to turn undead and evil creatures from the lower planes suffer a -6 penalty to their die rolls. This is on account of the intense aura of evil that pervades the entire temple.

35. ROOM OF JUDGMENT: After negotiating the secret door behind the throne in area 34, the party discovers a flight of stone steps burrowing deep into earth. The steps continue down for 100 feet, terminating in a large room with concave walls to the west and to the east. A large marble column stands in the exact center of the room, rising some 15 feet off the floor. Seated thereon is a winged lion with the face of a man. He stares down at the party with detached amusement for a few moments before saying: "I see that you have made it thus far, but what lies beyond is not intended for the unworthy to lay eyes upon. Only those of great wisdom may proceed through the great doorway behind me. Answer my riddle so that I, Crysanis, may judge you worthy to bathe in the unholy light of Lord Baalzebul."

Crysanis offers up the following riddle:

There is a town called Ashmere where all those citizens that live on the west end always speak the truth, while those on the east end always speak falsehood. Unfortunately, both the west-enders and the east-enders travel freely on both sides of town. Furthermore, the east-enders and the west-enders are indistinguishable from each other.

Assume that an adventurer has journeyed to Ashmere with the intent of meeting someone on the west end of town, and has become lost. Knowing the dubious reputation of Ashmere, what is the one question that he could ask to determine which side of town he is on?

The question to ask is: "Do you live in this end of town?" or something like that. If the adventurer is on the east end of town, the answer will always be "no," regardless of who he asks; the opposite will be true if he is on the west end of town.

The beast upon the marble pillar is an androsphinx. He was placed here by the Initiate clerics to guard the entranceway to the dungeon level of the temple. The Initiates discovered the magical beast quite by accident when they were exploring the pyramid tomb of Pharaoh Set-Ka, situated in the treacherous Desert of Despair. They convinced the powerful and wise beast to abandon his post as guardian of the pharaoh's tomb and instead serve herein by offering him great riches. This bounty can be found within a niche inside the very pillar atop which the androsphinx sits (see Treasure below).

Should the answer to the androsphinx's riddle be forthcoming in 5 rounds or less, he says: "You have proven yourselves worthy of Baalzebul's grace. Seek now that which lies beyond the portal." He then utters some arcane words, and the huge bronze double-doors to the north of the pillar swing silently inward, revealing a short hallway branching off to the left and right. Should the correct answer not be given by the PCs in the allotted time, the androsphinx immediately attacks, showing them no quarter. One round later, two iron golems emerge from their secret niches off the north wall. They are under the command of the androsphinx, and fight alongside him until slain. The golems and the androsphinx even pursue PCs taking flight up the steps to Level 1. Crysanis is immune to the breath weapon of the iron golems, having built up his immunity to the toxin over the years, allowing the two golems to freely fill the room with the deadly gas without fear of harming their master.

Once goaded into action, Crysanis immediately roars from high atop his pedestal in an attempt to terrify the foolish PCs. On the second round of combat, the two iron golems, as noted above, emerge from their niches and head straight towards the PCs. On the third round of combat, Crysanis casts **hold person** on any obvious spellcasters in the party. On the following rounds, the androsphinx uses the golems to occupy the PCs while he casts **resist fire** (should the PCs be employing fire-based attacks) and **prayer**. Afterwards,

he leaps onto the floor and enters into melee with the PCs.

If reduced to half hit points, Crysanis immediately casts **cure light wounds** on himself. He again enters into melee with the PCs, fighting until slain.

Trap: The bronze double-doors against the north wall are locked* and trapped with a powerful **symbol of death**. If the doors are touched by the PCs before Crysanis magically disarms them by speaking the password, one or more PCs whose total hit points do not exceed 80 are snuffed out.

The password *shzzera binderum infernios* translates from the infernal tongue into Common as “beyond the gates, Hell awaits.”

*All die rolls to open the doors suffer a +1 penalty on account of their sturdy construction.

Crysanis, Androsphinx (AC -2; MV 180 ft./300 ft.; HD 12; hp 76; #AT 2; D 2-12/2-12; SA Spells, Roar; AL LE). He has been granted the following spells:

First Level (3): **cause fear, command, cure light wounds**

Second Level (3): **augury, hold person, resist fire**

Third Level (2): **dispel magic, prayer**

Iron Golems (2) (AC 3; MV 60 ft.; HD 17; hp 80 each; #AT 1; D 4-40; SA Poisonous gas; SD +3 or better weapons to hit, immune to all magical attacks save electrical ones; AL N).

Treasure: Depressing the small nodule found at the base of the marble pillar’s easternmost side causes a 5-foot-by-5-foot panel to swing open. (Treat the nodule as a secret door). The panel opens onto a small niche containing the following: 1,500 gp in loose coins, one ruby-encrusted gold statue of a humanoid creature with the head of a horned fly (Baalzebul) valued at 2,000 gp, and one **figurine of wondrous power (ebony fly)**.

36. I AGAINST I:

The door opens onto a large triangular room, the base of which lies 40 feet away. A mirror of truly epic proportions spans the entire length of the back wall—some 70 feet! Three stone chests, spaced 5 feet away from each other, are placed in front of the mirror. A smoky quartz pedestal is located 10 feet

away from the reflective wall. The top of this pedestal is beveled in the direction of the door, with strange writings engraved thereon.

It was in this chamber where those Initiate clerics seeking full indoctrination in the mystery religion of Baalzebul received one of their final tests of judgment. Any cleric upon reaching 9th level was forced to do battle with none other than himself in this room before being allowed to assume the duties of his rightful station in the clerical order, that of high priest.

The huge mirror spanning the entire east wall is a most awe-inspiring magick, a **mirror of opposition**. When the aspirant was ready, he would repeat the command words engraved upon the pedestal, thereby activating the mirror. His exact duplicate would spring up, and a battle to the death would then ensue. Unfortunately for the PCs, though, before the clerical order was dissolved, the remaining high priests altered the magic in the mirror, transforming it into a Trap for would-be defilers of the temple.

Trap: Should a PC come within 10 feet of the mirror, an exact duplicate of her steps out of it. The duplicate has all of the abilities of the PC setting off the trap, right down to spells memorized and items carried. The duplicate vigorously attacks the PC, fighting until either it or the PC is destroyed. Four such duplicates can be created per day.

The chests are, of course, illusions placed here to lure would-be victims within range of the **mirror of opposition’s** magic. Should any PC elect to read the inscription on the pedestal, which says in Common, “Before you may know your lord, you must first know yourself,” nothing results from that action alone, for the original trigger of the mirror was altered by the Initiate clerics. (The PCs can still set off the **mirror of opposition** by stepping beyond the pedestal, of course, which lies just on the border of the mighty magical item’s area of effect.)

37. DEATH COMES ON EIGHT LEGS:

This ovoid chamber some 50 feet long and 30 feet wide is absolutely bare. Suddenly, seven bloated, spotted, spider-like creatures materialize directly in front of you.

This chamber originally housed three huge undead spiders, placed here by the Initiate clerics to deter unwanted visitors from exploring further. Eventually, however, seven phase spiders discovered this room quite by accident when they phased inside looking for their next meal. After consuming the undead spiders, the phase spiders elected to make this chamber their permanent residence on the Prime. (Being as the room is in the general shape of an arachnid abdomen, the phase spiders find it quite to their liking).

The phase spiders automatically surprise the PCs, granting them a round of free attacks. On each successive round, the phase spiders phase in, attempt to bite the PCs, and then phase out again. Since they are voracious, not having eaten for quite a long time, they fight to the death, even going so far as to pursue fleeing PCs.

Phase Spiders (7) (AC 7; MV 60ft*150 ft.; HD 5+5; hp 30 each; #AT 1; D 1-6; SA Phasing; SD Phasing; AL N).

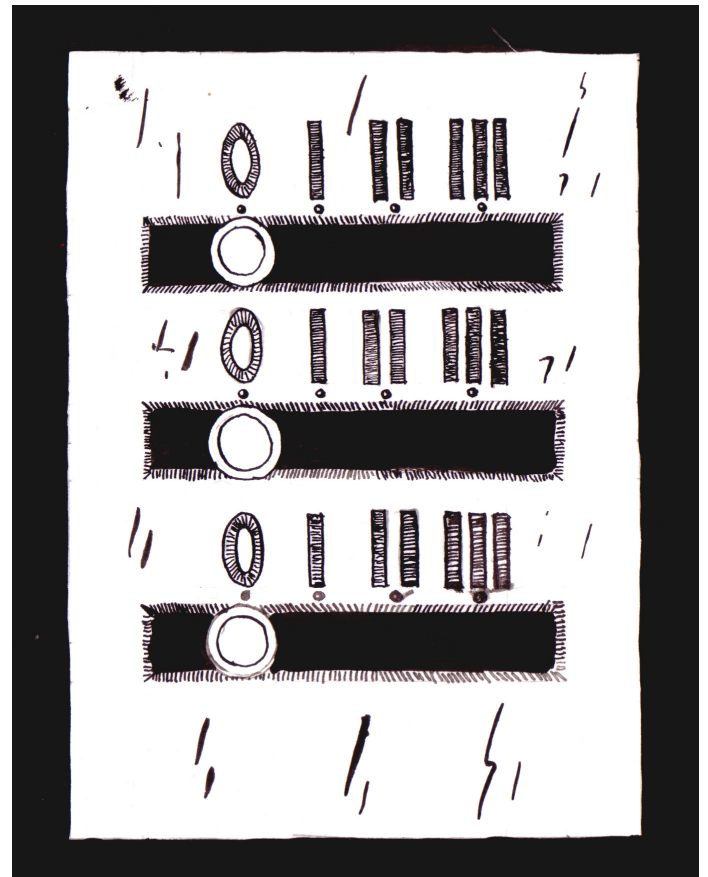
38. LOWER TREASURY:

This spherical vault is 30 feet in diameter. Standing 10 feet from the entrance corridor is a white marble pedestal with three rod-like projections on its top. Large carvings of numbers can be barely made out on the north and south walls, situated 10 feet off the floor. The dust-choked air here makes breathing difficult at best.

This chamber served as the depository for all of the major magical items that the Initiate clerics had amassed over the years. Unlike the partially plundered Upper Treasury on level 1, this area has remained untouched for hundreds of years.

Like the Upper Treasury, the antechambers along the perimeter of the entrance vault have been secured with powerful wards and guardians. In order to gain entrance to the two antechambers (areas 39 and 40), the PCs must manipulate the three rods atop the marble pedestal (see Trap below).

Trap: This huge chamber is a hollow stone cylinder that can be rotated a full 360 degrees along its horizontal axis. PCs examining the pedestal notice that there is a sequence of numbers ranging from 0-9 carved above each of the three rods (show PCs *Handout 4*, Appendix B). When the three rods, which slide to the left and to the right, are manipulated so



that they correspond to the next correct number in one of the numerical sequences carved onto the wall, the entire room begins to revolve, with the entranceway that the PCs originally came through becoming aligned with one of the perimeter vaults (area 39 or 40; see map for a schematic). When the PCs first examine the pedestal, the three rods are positioned at zero; they can exit the main chamber at any time by returning the rods to this default setting.

Should the incorrect number be selected, then the PC manipulating the rods triggers the **power word, kill** spell cast into the pedestal. Victims with 60 or fewer hit points are slain. The trap can be set off a maximum of five times before it must be recharged by the former bishop of this temple, Asalon (see area 62 for details). Each time the PCs derive the next correct number in one of the sequences detailed in areas 39 and 40, they hear a thunderous rumbling from below followed by a disheartening grinding sound coming from all around them as the entire chamber begins to rotate. The open doorway by which they first entered becomes aligned with one of the numerical sequences carved onto the surrounding wall. A short hallway can then be seen leading off into the respective vault.

39. MAJOR SCROLL REPOSITORY: The sequence of numbers carved on the wall of area 38 corresponding to this room is 1, 4, and 27. The next number in the sequence is 256. Solution: All of the above numbers are generated by raising each number along the interval 1-3 by itself. Hence, $1^1 = 1$, $2^2 = 4$, $3^3 = 27$, and $4^4 = 256$.

Beyond the short hallway lies a small chamber with tall shelves on three of its walls. These shelves hold a vast collection of dusty furred vellums. An ornate rug depicting a series of black-robed figures kneeling before a much taller crimson-skinned humanoid covers most of the floor. Apart from its muscular legs ending in cloven hoofs and the inwardly curving horns sprouting from its forehead, the tall creature depicted on the rug resembles an extremely handsome man with ruddy skin tones.

Though much of this vault's cache of magical scrolls was later removed by the bishop and his cadre of undead associates when the order was finally dissolved, much Treasure still awaits those who defeat the guardians placed here long ago. The guardians materialize out of thin air the second that one of the PCs comes in contact with the carpet or touches any of the scrolls on the shelves.

One of the guardians of this chamber is a large bodak of considerable power. In its former life, the bodak was a planetar named Ersimon enlisted by the clerics of Tyr to raid this very temple. He managed to lead the clerics of Tyr to many victories during the raid before being slain by Baalert and Blaazephont, mighty horned devils under the command of Maleficarus, marshal of all of Baalzebul's forces. (See area 66 for details concerning Maleficarus). The battle between the two devil brothers and Ersimon was hard fought, with Ersimon inflicting many a grievous wound upon the two brothers before succumbing to their collectively superior strength. Due to Ersimon's fall at the hands of such evil beings as the horned devils, his remaining life force, or spirit, eventually took the form of a bodak. He haunted the room where he was slain for a short time before being coerced by the surviving Initiate clerics to guard this chamber, which he has done forever since. His permanent residence is now a small room in the fortress of Baalzebul in Hell, but he, along with his slayers, magically **teleport** to this room whenever its sanctity has been violated (see above).

Ersimon, as a bodak, still appears largely as he did in life, resembling a muscular human with smooth gray skin, a hairless head, and feathered wings. The most visible sign of his transformation into a bodak can be seen in his eyes and face: The former are empty and white, and the latter bears an expression of mingled madness and horror. In his current state, Ersimon has no recollection of his former life.

The Initiate clerics thought it would be cruel irony, indeed, to have Ersimon's slayers, Baalert and Blaazephont, to serve alongside him as the guardians of this room. Baalert and Blaazephont, in their wickedness, relish the opportunity to command the former exemplar of goodness, now reduced to a near mindless husk of his former self. As the situation now stands, the horned devil brothers have been placed on permanent retainer as the chief guardians of this vault, instantly teleporting here from their grand bedchamber in the fortress of Baalzebul whenever someone compromises its integrity.

When inadvertently summoned here by the PCs, Ersimon immediately attacks, employing his **death gaze** ability to good effect, fighting to the death. He even pursues PCs taking flight into the circular entrance chamber (area 38), but will not venture out any further.

All the while, Baalert and Blaazephont gleefully fight alongside Ersimon, meting out punishment on the PCs with their pitchforks and tails. Should their melee attacks fail to subdue most of the PCs within 3 rounds, they create a **wall of fire** and then let loose with **pyrotechnics** and **produce flame** on the following rounds. Afterwards, they switch back to their pitchfork and tail attacks. Like Ersimon, the horned devil brothers fight to the death, never having backed down from a fight in their lives.

Ersimon, Bodak (AC 5; MV 60 ft.; HD 9+9; hp 50; #AT 1; D 2-11; SA Death gaze, +1 "to hit"; SD +1 or better/cold-wrought iron weapons to hit, immune to **charm**, **hold**, **sleep**, **slow**, poison; AL CE). Possessions: **two-handed sword +1**.

Baalert and Blaazephont, Horned Devils (2) (AC -5; MV 90 ft./180 ft.; HD 5+5; hp 39 and 42; #AT 4 or 1+weapon; D 1-4/1-4/2-5/1-3 or 1-3 and 2-12; SA At will—**pyrotechnics**, **produce flame**, **ESP**, **detect magic**, **illusion**, **summon** horned devil (50% chance of



success), 1/day—triple strength **wall of fire**; SD +1 or better weapon to hit; AL LE).

Treasure: Lying on the three shelves is a wide assortment of scrolls: **anti-magic shell**, **blade barrier**, **commune**, **resurrection**, **reverse gravity**, **word of recall**, **maze**, **monster summoning VI**, **time stop**, and **true seeing**.

40. MAJOR RELIQUARY: The sequence of numbers carved on the wall of area 38 corresponding to this room is 2, 8, and 54. The next number in the sequence is 512. Solution: All of the above numbers are generated by raising each successive number along the interval 1-3 by itself and then by multiplying each result by 2. Hence, $2 \times 1^1 = 2$, $2 \times 2^2 = 8$, $2 \times 3^3 = 54$, and $2 \times 4^4 = 512$.

Steel double-doors stand to either hand in this 10-foot-square chamber. An incredibly lifelike tapestry entirely

covers the opposite wall. It depicts a blue-skinned insect-like humanoid with wickedly clawed hands and robust mandibles chasing a group of adventurers through a rocky chamber. The beast is made even more revolting by the long, thick, spike-studded tail that is coiled above its head like that of a scorpion.

This vault was constructed to house the Initiates' collection of rare and wondrous magical devices. In order to keep these devices from the hands of the unworthy, the Initiates placed wards on the double-doors along the west and east walls (see Traps #1 and #2, respectively). Regardless of whether or not the door traps are disarmed, the mere act of touching them causes the beast detailed below to step forth from the tapestry. (Touching the tapestry itself has the same effect).

The being magically imprisoned in the tapestry is an ice devil. It was captured by the Initiate clerics centuries ago during one of their forays into the lightless caverns branching off from the temple, where the devil had been searching, at the behest of its infernal lord, Geryon, for a rumored dark elf outpost. They accomplished this great feat by first tracking it for several days, using various scrying devices and spells to learn of the routes that it took throughout the underground caverns, and then by launching a coordinated attack on it. A group of five magically hedged archers distracted the ice devil while a group of cleric/thieves sneaked up on it from behind. Distracted by the onslaught of arrow attacks coming from the archers, the devil was unprepared when the cleric/thieves cast **trap the soul**, thereby trapping its life force in a large ruby. Afterwards, the clerics transferred the ice devil's soul, through a process now long lost, into the tapestry.

Due to its centuries' long imprisonment in the tapestry, the ice devil flies into a rage when released into the room by the PCs. The ice devil opens combat by casting **fly**. It then tries to dispose of its enemies by encasing them in a **wall of ice**. If the fight appears to be going against the devil, it tries to **summon** additional devils to come to its defense. (Should the summoning fail, it then creates the **illusion** of such). If any PCs are left standing after this magical assault, the fiend resorts to his body weaponry. Needless to say, it continues to fight until slain.

Trap #1: Anyone touching the west doors triggers a **glyph of warding**. The foolish PC is electrocuted for 36 points of damage. (Save for half damage).

Trap #2: Anyone touching the east doors triggers a **cone of cold**. Should the PCs fail to disarm this trap, any of them standing in front of it suffer 10d4+10 points of damage. (Save for half damage).

Ice Devil (AC -5; MV 60 ft.; HD 11; hp 75, #AT 4; D 1-4/1-4/2-8/3-12; SA +2 or better weapon to hit, at will – **fly, wall of ice, detect magic, detect invisible, polymorph self, gate** 2 bone devils (70%) or 1 ice devil (30%) (60% chance of success), ultravision 60 ft.; SD regenerate 1 hp/round, radiate **fear 10' radius**; AL LE). Equipment: **+1 ring of protection**.

Treasure: Beyond the western double-doors lies a small niche containing a **rod of cancellation** and a **staff of power**. The small niche beyond the eastern double-doors holds the following: a **chime of opening** and a **necklace of adaptation**.

41. SINISTER WATERS:

The corridor opens onto a 30-foot-wide-by-60-foot-long room. A pool with still waters spans almost its entire length, with a series of stone benches to either side of it. Surely, this bathhouse could have accommodated well over sixty people in the temple's heyday. What is most eerie about this place would have to be its source of illumination: In seeming defiance of the laws of nature, small jets of green flame, spaced at regular intervals, erupt from the pool's bottom. They bathe the entire chamber in unholy light.

While the temple was in operation, this chamber served as the communal bathing facility for the Initiate clerics. They would come here both to socialize as well as to commune with their patron "deity" Baalzebul through mediation. The green flames were endweomered to replicate the effects of **incense of meditation**, thereby maximizing the spells of those bathing in the pool for 8 hours or more. Unfortunately for the PCs, though, the pool's beneficial effects can only be reaped by lawful evil clerical spellcasters.

Trap: Should a non-lawful evil PC, cleric or otherwise, come in contact with the water in the pool, he must save vs. spells or feel an overwhelming compulsion to jump in and drown himself. The enchanted PC savagely attacks anyone attempting to either pull him

out of the water or to keep him from jumping into the water in the first place. A **remove curse** spell must be cast on the PC to remove the enchantment.

42. SHRINE CAUSEWAY OF ZARRK'ARTHUK:

The two tunnels branching off from the northeast and northwest corners of this room are warded with an **alarm** spell, centered on the places marked "x" on the map. These two spells, whose radius of effects extends for 40 feet in all directions, were placed by an Order of the Black Lotus magic-user before he was grabbed by a translucent wormlike entity that suddenly blinked into existence and then promptly returned to its native astral plane with its screaming victim. Needless to say, the mage was never heard from again.

The corridor empties into a rectangular chapel some 50 feet wide and 60 feet long. Double rows of green-veined marble columns along the left and right walls rise to meet the ceiling 30 feet overhead. Standing against the far wall is a large basalt altar entirely caked in dried blood, which is immediately flanked by tall braziers lit with shimmering green flames. Towering statues peek out between the double rows of columns on either side of the unholy altar. They take the form of well-muscled humanoids with four arms—two ending in clawed hands and two ending in powerful pincers. The heads of the beasts are vaguely canine. Why anyone would wish to render such loathsome creatures in stone, one can only speculate.

This room was where the faithful of Baalzebul would come to honor one of his favorite officers, Zarrk'arthuk, before entering the shrine in area 45. Zarrk'arthuk, being the cruelest of Baalzebul's officers, required a human to be sacrificed at the altar in this room before even deigning to grant any of the Initiate clerics an audience, up to and including the bishop himself. Furthermore, the fell demon was even known to rend apart the occasional Initiate cleric when summoned. It was for these reasons that Zarrk'arthuk's council was sought out by the Initiate clerics only for matters of dire importance.

Hiding behind the pillars at the far end of the shrine (assuming that the PCs had tripped their **alarm**) are three high-ranking Order of the Black Lotus clerics—Sulex, Somulus, and Medum. (If the **alarm** was

bypassed by the PCs, then the clerics are encountered examining the altar at the back of the room with their backs turned to the PCs.) They have decided to make this room their base of operations while in the temple, due to its obvious defensibility. As of late, however, Sulex, the leader of the expedition into the Temple of Baalzebul, has become convinced that a secret chamber of some kind leads off from this shrine. Further, he strongly suspects that the means to access the secret area involves the altar in some way—he is absolutely correct.

Assuming that the three clerics were alerted to the PCs' presence by the **alarm**, they will be waiting for them behind the pillars at the south end of the room. Each of the three clerics is afforded 75% cover by the pillars, granting them a +7 bonus to AC. Sulex is hiding behind the southwestern-most pillar; Somulus and Medum are hiding behind the two southeastern-most pillars. The clerics surprise the PCs 5 times in 6. If one of their **alarms** were tripped, the three clerics have the following spells in effect on themselves when encountered, regardless of whether or not they achieved surprise:

- Sulex—**protection from good** and **resist fire**. These spells confer the following benefits: Any attacks launched by good creatures suffer a –2 penalty from dice rolls “to hit,” and any saving throws caused by such attacks are made at +2. Also, Sulex gains a +3 bonus to saving throws vs. very hot or magical fires, and all damage sustained is reduced by 50%.
- Somulus—**protection from good** and **resist fire**. These spells confer the following benefits: Any attacks launched by good creatures suffer a –2 penalty from dice rolls “to hit,” and any saving throws caused by such attacks are made at +2. Also, Somulus gains a +3 bonus to saving throws vs. very hot or magical fires, and all damage sustained is reduced by 50%.
- Medum—**protection from good**, **resist fire**, and **sanctuary**. These spells confer the following benefits: Any attacks launched by good creatures suffer a –2 penalty from dice rolls “to hit,” and any saving throws caused by such attacks are made at +2. Also, Medum gains a +3 bonus to saving throws vs. very hot or magical fires, and all damage sustained is reduced by 50%. Lastly, any opponent must make a saving throw

vs. spells in order to strike or otherwise attack Medum.

For their initial attack, the three clerics attempt to subdue the PCs: The clerics all cast **command** spells, ordering those who fail their saves to “Surrender.” They follow with their most powerful death spells should this first attack prove unsuccessful in subduing most of the PCs.

The clerics remain positioned behind the pillars until their supply of offensive spells and effects has been exhausted, at which time they enter into melee with the PCs. If reduced to one-quarter hit points, they surrender, offering to inform the PCs of some of the dangers present on this level. (They specifically know about the mimics in area 10, the elemental guardians in areas 48 and 49, and the pool in area 41).

Should the entire party be subdued by the clerics, they question them as to their knowledge of the summoning circles. (Have Sulex cast **detect lie** in order to divine the PCs' truthfulness).

Regardless of whether the PCs are bound and delivered to this room by the group of clerics in area 19 or are subdued by the clerics herein, they are summarily executed immediately after being pumped for information. A kind GM may decide that the clerics merely tie-up or magically **hold** the PCs for a while after questioning them, thereby giving the hapless PCs some chance of escape. Should the PCs be eliminated here by the Order of the Black Lotus clerics, the GM should consult the heading in the Conclusions section of the module entitled *The Armies of Hell Advance on the Prime*.

Sulex, Human High Priest (Order of the Black Lotus) (AC -2; MV 120 ft.; C 16; hp 118; #AT 1 or 1 or 1; D 5-11 or 2-5 or 1-4; SA +3 to hit with **morningstar +3**, +1 to hit with **bolt +1**, spells; SD +3 to saves vs. mind-influencing magic; S 13, I 12, W 17, D 12, C 11, Ch 16; AL LE). Possessions: **plate mail +2**, **shield +2**, **morningstar +3**, light crossbow, six normal bolts, four **bolts +1**, **pearl of Wisdom**, **wand of illusion** (20 charges), scrolls of **gate** and **resurrection**, potion of **flying**. Languages Known: Common, lawful evil, elvish, demon, devil. He has been granted the following spells:

First (9): **cause fear, command (x2), curse, detect magic, light, protection from good (already cast), putrefy food and water, resist cold**

Second (9): **augury, know alignment, hold person (x3), obscure alignment, resist fire (already cast), silence 15' radius (x2)**

Third (8): **animate dead, cause blindness (x2), cause disease, dispel magic (x2), prayer, speak with dead**

Fourth (7): **detect lie, inflict serious wounds (x2), poison (x2), protection from good 10' radius, tongues**

Fifth (5): **commune, dispel good, flame strike (x2), true seeing**

Sixth (3): **harm, heal, word of recall**

Seventh (1): **unholy word**

Somulus, Human High Priest (Order of the Black Lotus) (AC -2; MV 120 ft.; C 12; hp 78; #AT 1 or 1; D 4-10 or 1-4; SA +2 to hit with **morningstar +2**, spells; SD +4 to saves vs. mind-influencing magic; S 13, I 12, W 18, D 9, C 14, Ch 10; AL LE). Possessions: **plate mail +2, shield +2, morningstar +2**, light crossbow, ten normal bolts, **wand of magic missile** (15 charges), scrolls of **flame strike** and **word of recall**, potions of **heroism** and **healing**. Languages Known: Common, chaotic evil, elvish, demon, devil. He has been granted the following spells:

First (8): **cause fear, command, curse, detect magic, light, protection from good (already cast), putrefy food and water, resist cold**

Second (7): **augury, find traps, hold person (x2), obscure alignment, resist fire (already cast), spiritual hammer**

Third (6): **animate dead, cause blindness, cause disease, dispel magic (x2), prayer**

Fourth (4): **cure serious wounds, inflict serious wounds (x2), protection from good 10'radius**

Fifth (2): **cure critical wounds, flame strike**

Sixth (2): **harm, heal**

Medum, Male High Priest (Order of the Black Lotus) (AC 0; MV 120 ft.; C 11; hp 74; #AT 1 or 1; D 3-9 or 1-4; SA +2 to hit with **morningstar +1**, spells; SD +2 to saves vs. mind-influencing magic; S 16, I 14, W 16, D 9, C 10, Ch 11; AL LE). Possessions: **plate mail +1, shield +1, morningstar +1**, light crossbow, ten normal bolts, **wand of lightning** (21 charges), scroll of **blade barrier**, potions of **giant strength** and **polymorph self**. Languages

Known: Common, lawful evil, orcish, demon, devil. He has been granted the following spells:

First (7): **curse (x2), command (x2), detect magic, light, protection from good (already cast), sanctuary (already cast)**

Second (6): **augury, hold person (x2), know alignment, resist fire (already cast), silence 15' radius**

Third (4): **animate dead, cause blindness (x2), dispel magic**

Fourth (3): **inflict serious wounds, poison (x2)**

Fifth (2): **inflict critical wounds, cure critical wounds**

43. SANCTUARY: This room is exact in every detail to area 32 except that the bowls herein contain the equivalent of eight potions of **cure serious wounds**.

44. KEEPER OF KNOWLEDGE:

The sight that greets your eyes beyond the door is most puzzling indeed. Three wide shafts of light that extend from the floor all the way to the ceiling 40 feet overhead dominate the center of this cyst-like chamber some 30 feet in diameter. All of a sudden, a booming voice reverberates off the walls: "I am Sundar, Keeper of the Infernal Secrets. Solve for me two riddles and gain ye the prize. Know this: Those deemed lacking in intellect shall perish most horribly."

Sundar offers up the following two riddles, giving the PCs 3 rounds to solve each:

- *I burn with great heat, yet I cast no shadow.*
- *I am form without substance, yet none can escape my constant companionship.*

The solution to the first riddle is a "hooded lantern," but any like answer alluding to a shielded light source satisfies Sundar. The solution to the second riddle is, of course, a "shadow." If the PCs can solve both riddles in the allotted time, then the disembodied voice congratulates them by saying: "You have proven yourselves to be most wise, indeed. Feast now your eyes upon the lore of the ancients." The three shafts of light then go out, revealing a stone pedestal, upon which rests a large, dusty leather-bound tome entirely covered in esoteric diagrams.

Should the PCs fail to solve both riddles in time, then Sundar says: "The House of Baalzebul is no place for those not versed in the wisdom of the ancients."

Afterwards, the outer beams of light move towards the central one to form a single, wider beam of light. Shortly thereafter, the column melds into the image of a wizened old man. Most distressing of all, the spectral image begins to move towards the party.

In times long past, this chamber was where prospective high priests would come to take one of several tests before entering into full union with the Temple of Baalzebul. Sundar would test the prospect's intellect by asking him to correctly solve two riddles. The riddles were different for each aspirant tested here. Those failing to solve the riddles would be judged by Sundar. It was well known by all the Initiate clerics what fate befell those being judged—grievous pain at the hands of their cruel instructor. Those who solved the two riddles offered to them would be allowed to study from the grimoire (see Treasure).

Prior to his transformation into a ghost, Sundar was a wizard of great renown. Rather late in his career, he was visited by the bishop of the Temple of Baalzebul, and asked to join his clerical order. Sundar was hesitant to join until offered a chance to look upon one of the artifacts in the bishop's possession: the legendary **Book of Baalzebul** (see page 21 for details on the tome). Being given the opportunity to fathom the untold secrets contained within such a rare tome was just too hard for Sundar to resist.

During his tenure in the temple, Sundar was often at odds with the evil practices of its inhabitants, but tolerated them so long as he was given continued access to the temple's vast store of arcane lore. To facilitate such, he accepted a permanent position as an instructor at the temple.

Over time, the corrupting influence of the clerics and their evil edifice began to exert its hold on the originally neutral-aligned Sundar. Whereas before he was only slightly wounding those students failing their tests, he was now inflicting grievous harm upon them, in some instances killing them outright with his extensive arsenal of offensive spells. The bishop, at first, tolerated Sundar's increasing depravity. But when Sundar began killing his students outright, the bishop decided that drastic measures would have to be taken. He ordered a group of his most powerful cleric/assassins to assassinate the troublesome

instructor; this they did whilst he slept. Shortly after his death, Sundar's tortured spirit took the form of a ghost. He has haunted his former classroom ever since, still giving any who should enter here the opportunity to be judged by him.

Should the PCs fail to offer up a solution to Sundar's riddles, he immediately attacks. On the first round, Sundar targets the most powerful-looking spellcaster in the group with his **magic jar** attack. Should this attack prove successful, he uses the possessed body to attack the other PCs. If, however, Sundar fails in this tactic, he semi-materializes in order to weaken the PCs with his aging touch. He continues to fight until slain, even going so far as to pursue fleeing PCs.

Sundar, Ghost: (AC 0, or 8 when semi-material; MV 90 ft.; HD 10; hp 60; #AT 1; D age 10-40 years; SA **Magic Jar**; SD Silver or magical weapons to hit; AL LE).

Treasure: The pedestal holding the magical tome will materialize only after the PCs offer up a solution to Sundar's two riddles. Upon the pedestal will sit a **tome of understanding**.

Originally, those Initiates awarded the **tome of understanding** would be allowed to take it from the room and study from it in private for eighteen days, afterwards returning it to Sundar so that it could be "recharged." The PCs may also take the book with them, but it must be returned to this room within eighteen days or Sundar's ghost will track them down and demand its return. If the book is not immediately surrendered to the ghost, it attacks the PCs on the spot, as detailed above.

45. SHRINE OF ZARRK'ARTHUK: PCs breaching the secret door in area 42 must immediately contend with Trap #1.

Beyond the trapped hallway is a large diamond-shaped chamber. A cyclopean pentagram has been etched into the floor a few feet from the entrance. It is entirely enclosed in a ring of cryptic symbols. Flanking the quite obvious summoning circle are two basalt eidilons of the same creature seen rendered in stone in the previous room. Some 50 feet away can be seen a large black altar generously caked in dried blood. More of the dried blood can be seen all about the floor of this place, as well as on many of its walls. What god would allow such bloodshed within his fane?

As previously stated in the description of area 30, each of the shrines found in the temple were originally used by the Initiate clerics to summon a specific demon officer of Baalzebul. This particular shrine is dedicated to Zarrk'arthuk, said to be the cruelest of the arch devil's officers.

Even while the temple was in operation, the type III demon Zarrk'arthuk was called by the Initiate clerics only on rare occasions, for he was, and still is, a demon of uncontrolled cruelty and ferocity. He demanded a human to be sacrificed at the altar in area 42 (the Shrine Causeway) before even bothering to answer his summoning. As further testament to his evil, he would often demand an additional sacrifice to be made after the consultation with him was finished.

Special Note: The summoning circle etched onto the floor was purposely rendered ineffective long ago by the Initiate clerics (see area 30 for more details). PCs investigating the summoning circle can make an Intelligence check at a -3 penalty to notice that the outer ring of symbols is broken in one spot. (For every previously flawed circle discovered by the PCs, reduce the penalty by 1; however, the PCs, cannot gain a bonus to the check).

Trap #1: The short hallway directly preceding the shrine contains a 10-foot-square trapdoor that swings open when an object or person in excess of 100 pounds comes in contact with it. The first PC, or PCs should the party be marching two-abreast, falling into the 40-foot-deep acid-filled pit suffer 2-12 points of falling damage, and 10-60 points of acid damage per round. (A successful Dexterity check at a -3 penalty indicates that the PC is able to jump to safety).

Trap #2: The contents of the altar are protected by a **prismatic spray** spell that activates whenever someone attempts to lift the altar lid. If activated, all PCs (up to 7) standing in the shrine are subject to the effects of the powerful dweomer. While attempting to lift the heavy altar lid, which requires 4 rounds to accomplish with a successful lift gates roll, the demon Zarrk'arthuk is instantly summoned forth, for he is the owner and guardian of the **demon's amulet** housed within. Read the following to the PCs when this occurs:

A large form materializes over the summoning circle behind you. Its vaguely canine head sports incredibly

long and sharp fangs as well as penetrating violet eyes that seem to burn into your mind. The 15-foot-tall body of the clearly demonic beast is well muscled, with four arms, two terminating in clawed hands and two in insect-like pincers. Its skin is of a blood red hue. It turns to face you, saying: "I smell the taint of goodness on you and it sickens me. How dare you desecrate the fane of my dark lord, Baalzebul! I will now instruct you on the ways of unending torment, as only a great demon can." The foul beast then cloaks the room in preternatural darkness.

Zarrk'arthuk casts **darkness 10' radius** right away, following with **cause pyrotechnics** on the following round. On the third round, if able, he violently **telekineses** any obvious spellcasters in the party up towards the ceiling, the force of which causes 2-20 points of damage. He gleefully rends the PCs with his pincer and claw attacks following his initial magical assault on them. Owing to his feelings of superiority over all other abyssal or infernal beings save his lord, Baalzebul, Zarrk'arthuk is loath to use his **gate** ability; he only does so if reduced to half hit points.

Zarrk'arthuk, Type III Demon (AC -4; MV 90 ft.; HD 10; hp 70; #AT 5; D 2-12/2-12/1-3/1-3/2-5; SA At will—**darkness 10' radius, fear, levitate, cause pyrotechnics, polymorph self, telekinese** 4,000 gp weight, **gate**; MR 60%; AL CE).

Treasure: Housed within the altar lies Zarrk'arthuk's **demon's amulet**, an ornately engraved platinum disk 24 inches in diameter. As stated previously, should the PCs attain this item while fighting Zarrk'arthuk, they discover that it will not aid them unless the demon's true name is spoken aloud, in which case he can be commanded to do as they wish.

46. CHAPEL OF PREPARATION:

The hallway opens onto a 30-foot-wide-by-50-foot-long chapel of some sort, with rows of man-sized basalt statues to either hand. These fearsome eidilons are of a muscular humanoid topped with the oversized head of a horned fly. The arms of the statues are outstretched, supporting the weight of large red granite bowls filled to the brim with a viscous red fluid—blood perhaps? Black robes depend from hooks mounted to the walls between each of the statues; there must be over 20 in all! A message is engraved on the floor a few feet from the entrance.

Thief PCs must make a successful Read Languages roll with a –10% penalty in order to read the engraving, which is penned in the tongue of the lower planes. It says the following:

Anoint thyself with the Blood of the Innocent before seeking audience with your Lord and Master, Sovereign of Hell, Arch Devil most cunning, Baalzebul.

This chapel originally served as the place where the Initiate clerics would come in order to ritually prepare themselves before making their way to the Shrine of Baalzebul located on Level 3 (area 66). They would drink the blood in the bowls before donning the ceremonial robes hanging from the walls. Afterwards, they would chant for several minutes, calling on the guidance of their lord, before leaving this chapel. By performing the ritual, the worshipper would be rendered immune to the otherwise overwhelming aura of fear emanating from Baalzebul when he was summoned in area 66. Non-lawful evil-aligned PCs are in for a rude surprise should they attempt to follow in the footsteps of the Initiate clerics (see Trap #1).

Trap #1: The robes act as **cloaks of poisonousness** for any non-lawful evil-aligned individual. Any PC not of this alignment so foolish as to don one of the robes dies instantly, no save. The robes strongly radiate both evil and death magic if detected for.

Trap #2: The bowls act as **decanters of endless water**, except that instead of water they produce human blood. It is said that the slain enemies of Baalzebul provide the blood for these magical bowls. Any non-lawful evil-aligned individual so much as touching the blood in these bowls is subject to the effects of a **fear** spell unless a save is made.

47. TELEPORTATION CHAMBER:

The domed roof of this huge octagonal chamber is supported by a series of tall pillars that stand along its perimeter. A short diamond-shaped pedestal rises from the middle of the floor. Its upper surface is a swirling vortex of multi-colored lights. A faint hum emanates therefrom.

This chamber was where the Initiate clerics came to be tested in the art of melee combat. Up to three clerics at a time would step onto the diamond-shaped platform and be teleported away to another room existing within an extra-dimensional space (area 47a).

There the clerics would do battle with the Demonic Masters of Mortal Combat, chosen by Baalzebul himself for their extreme viciousness.

The teleporter still operates perfectly should the PCs wish to employ it. Three PCs at a time may step onto the teleporter to be whisked away to area 47a 1 segment later, at which time a brilliant burst of static electricity shoots outward a distance of 10 feet in all directions. Those standing within the blast radius feel all the hair on their head stand on end. The teleporter allows a maximum of three people to use it per day. Should all four PCs stand upon the teleporter at once, one of them, chosen at random by the GM, is left behind.

47A. THE DEMONIC MASTERS OF MORTAL COMBAT:

You find yourself standing on a semicircular pedestal spanning the southern curve of a massive chamber. Rich curtains of red velvet cover the remaining four walls. Mere seconds later, all four curtains begin to slowly rise into the ceiling. Three additional platforms, similar to the one you are standing upon, come into view as the curtains are being raised. Crouching on the raised areas are three hideous creatures resembling a cross between a vulture and an extremely tall human. They turn their vulture-like heads to look at each other, confused expressions on their faces. Afterwards, they babble words to each other in some peculiar language before turning to face you, raising their wickedly long and sharp claws in the process. All three then launch at you from their platforms.

Once the PCs have teleported into this room, they may return to area 47 only after defeating the three creatures detailed below, at which time the pedestal that they arrived on will begin to pulsate with light. The PCs may then teleport back to area 47 by stepping onto the platform. As a reward for defeating the three beasts, two adjacent 5-foot-by-5-foot sections of floor in the center of the room will swing outward, and a chest will slowly rise out of the floor. Within the unlocked chest is found the Treasure.

The three beasts on the pedestals are type I demons. Baalzebul himself chose them to serve as combatants to test the mettle of those Initiate clerics aspiring to the rank of high priest. As mentioned in area 47's

room description, up to three clerics at a time would do battle with the three demons. Each of the demons would fight until its hit point total was reduced by three-quarters, at which time it would be teleported back to Hell to recover. If all three of the demons were reduced to one-quarter hit points, then the surviving clerics would be declared the winners of the battle, thereby passing their tests. Unfortunately for the clerics being tested here, they were forced to fight until slain.

Sadly for the type I demons, the Initiate clerics forgot about this room when the temple was later closed. As indicated above, the demons are still beholden to appear whenever the teleporter is activated. When the PCs teleport here, the demons assume that they are Initiate clerics and attack after getting over their momentary confusion. (The demons are somewhat befuddled because they haven't been forced to do battle here for many, many centuries). The demons have rarely been bettered in combat in the past, so they are not expecting as strong a force as the PCs represent—they may be in for a rude awakening.

All three type I demons immediately cloak the room in **darkness 10' radius** in an attempt to disorient their opponents. From that point onwards, they gleefully rend the PCs with their claw, bite, and rake attacks, casting **gate** to summon another type I demon if need be. For added fun, the type I demons violently **telekinese** any obvious spellcasters in the party up towards the ceiling, the force of which causes 2-20 points of damage.

Special Note: The demons still teleport away if reduced to one-quarter hit points. Also, the PCs should be awarded full experience points for each demon reduced to one-quarter hit points.

Type I Demons (3) (AC 0; MV 120 ft./180 ft.; HD 8; hp 48, 50, 63; #AT 5; D 1-4/1-4/1-8/1-8/1-6; SA At will—**darkness, detect invisible objects, telekinese** 2,000 gp weight, **gate** (10% chance of success); MR 50%; AL CE)

Treasure: The chest will contain a **+1 sword of wounding** for each PC left standing after the battle, should the three type I demons be defeated.



48. ELEMENTAL MASTERS OF WATERY DOOM:

Beyond the pale blue door lies an immense rectangular chamber. The walls are entirely covered in murals depicting huge wavelike creatures laying waste to ships of all sizes. A stone-lipped pool takes up almost all of the available floor space, leaving only a circular 10-foot-wide walkway. A large altar of coral sits along the far wall.

As soon as the PCs either fly or step past the pool's northern edge, read them the following:

The water in the pool becomes highly agitated. Three huge vortices of water begin to form along the pool's northern end, massive sprays of water soaking you entirely in the process. Soon afterwards, the vortices are transformed into 40-foot-tall crested waves with smaller waves for arms. Huge orbs of deep green, not unlike eyes, peer out from each of the unnatural formations. Horror of horrors, they begin to cry out in a watery voice sounding like the howl of some mighty ocean gale. They then lash out at you with

their “arms” in an attempt to smother you in their watery embrace.

The coral altar in this room serves as a kind of secret door. A successful search for secret doors reveals the small button on the altar’s lower right side. Depressing the button causes the hinged altar to click open; it can then be swung outward into the room. A short 10-foot-long corridor leads off from the secret door into area a diamond-shaped shrine (area 50).

The three wavelike forms in the room are water elementals. They were summoned here by the PCs when they stepped beyond the northern edge of the pool. These elementals have been in the service of the Temple of Baalzebul for many centuries, contracted by the Initiates to guard the entranceway to the Shrine of Brazz’zert (area 50). The water elementals immediately attack the PCs, showing them no mercy. They continue to fight until slain.

Water Elementals (3) (AC 2; MV 60 ft./180 ft.; HD 16; hp 85, 96, 120; #AT 1; D 5-30; SA Slow or stop craft; SD +2 or better weapon to hit; AL N).

49. ELEMENTAL MASTERS OF FIERY DEATH:

A 20-foot-diameter pit dominates the center of this enormous rectangular chamber. Roaring flames erupt from the pit to a height of 6 feet in places, making the entire room almost unbearably hot. All of the walls are covered with immense murals depicting roaring sheets of flame with arm-like appendages laying waste to a small village. The fire creatures tower over the roofs of the houses in the village. Villagers whose entire bodies are aflame can be seen running from their smoldering homes. The entire scene is truly hellish, well in keeping with the overall theme of this accursed fane. Along the far wall stands a cyclopean altar of volcanic rock.

As soon as the PCs either fly or walk past the boundary of the flaming pit, read them the following:

Three towering walls of flame erupt from the pit to a height of nearly 40 feet. Arm-like appendages extend from each of the fiery horrors. Two patches of brilliant blue flame seem to serve as eyes for the eldritch creatures. All three turns towards you and begin to bellow out in some foreign tongue, their voices reminiscent of the crackle and hiss of a large campfire. When all is said and done, it is as if the murals on the walls have come to life.

The secret door keyed to the altar in this room functions like the one in area 48 with one exception: the button is located on the right face of the altar, along the face’s lower left side. Beyond the secret door is a short hallway leading to a diamond-shaped room (area 51).

The three roaring sheets of flame are fire elementals, guardians of the entranceway to the Shrine of Vandrith (area 51). They were summoned here from the Elemental Plane of Fire when the PCs stepped beyond the boundary of the flaming pit. These elementals are centuries’ old, and gleefully vent their hatred towards the denizens of the Prime Material Plane out on the PCs. They savagely attack until slain.

Fire Elementals (3) (AC 2; MV 120 ft.; HD 16; hp 90, 100, 120; #AT 1; D 3-24; SA Set fire to inflammable material they touch; SD +2 or better weapon to hit; AL N)



50. SHRINE OF BRAZZ'ZERT: PCs breaching the secret door in area 48 must immediately contend with Trap #1.

After just narrowly escaping death in the trapped hallway, you find yourself in a diamond-shaped chamber of grand dimensions. A pentacle enclosed in a ring of mysterious symbols has been etched into the middle of the floor. It spans almost the entire width of the chamber! It is fairly obvious that this room was once used to summon fell creatures from either the Abyss or Hell. On either side of the summoning circle stand crimson-colored eidilons of incredible height and presence. They depict repulsive muscular humanoids with oversized hands ending in massive claws. Huge bat-like wings of black colored stone sprout from their backs. Both statues are wrapped in roaring crimson flames that emit no heat. A reddish-brown altar stands against the far wall some 50 feet away.

As indicated elsewhere in the module, all of the shrines found in this temple were originally designed by the Initiate clerics to summon a specific demon officer of Baalzebul. This particular shrine is dedicated to Brazz'zert, a mighty general in command of vast armies on Hell. He, along with the other general in area 51, reports directly to Maleficarus himself, the mightiest of Baalzebul's dukes (see area 66 for more details on Maleficarus).

The type VI demon Brazz'zert was often consulted by the Initiate clerics to discuss tactics concerning their frequent raids on the mortal realms for slaves and information. Brazz'zert does not feel it necessary to concern himself with the politics of Hell, and instead lives for the sheer thrill of combat. Even Asmodeus (overlord of Hell) himself both fears and respects this venerable general of Baalzebul's armies, for he once led a near successful assault on his palace in Hell.

Currently, Brazz'zert is more than pleased with his ongoing assignment as a guardian in the Temple of Baalzebul. Brazz'zert viciously attacks any PCs so stupid as to touch his unholy altar, fighting to the death (see below). He is not afraid to die, for he thinks that he will have to endure lemure status upon the loss of his corporeal form for a mere month. In reality, Baalzebul will see to it that the demon remains a

lemure for an entire year. The demon is far too valuable an asset to lose for any longer time than this, but Baalzebul feels that some amount of suffering and loss of pride is necessary to ensure that Brazz'zert never makes the same mistake again. (Most demons slain outside their home plane usually have to endure decades, not years, of life as a lowly lemure before being resurrected).

Special Note: Any attempt on the part of the PCs to use the summoning circle ends in failure, for it was purposely broken by the Initiate clerics long ago (see area 30 for more details). An investigation of the summoning circle reveals a small break in the outer ring of runes with a successful Intelligence check at a -3 penalty. (For every previously flawed circle discovered by PCs, the penalty is reduced by 1; however, the PCs, cannot gain a bonus to the check).

Trap #1: The first PC, or PCs should the party be marching two-abreast, to step beyond the secret door in area 48 are crushed under the weight of a huge block that falls from the ceiling. (This block spans the entire width and length of the hall). The only way to avoid the 8-38 points of damage the block inflicts is to make a successful Dexterity check at a -4 penalty.

Trap #2: The contents of the altar are protected by a **finger of death** spell that activates whenever someone attempts to lift the heavy altar lid. If the trap is set off, the victim's heart stops and he is instantly slain unless he makes his save. While attempting to lift the heavy altar lid, which requires 4 rounds to accomplish with a successful lift gates roll, the demon Brazz'zert is instantly summoned forth. Read the following to the PCs when this occurs:

A towering form starts to take shape over the pentacle. When it has fully formed, a 12-foot-tall crimson-skinned horror with muscular arms ending in massive, clawed hands stands before you. Huge bat-like wings sprout from its back. Most unnervingly, its entire body is wrapped in roaring flames. It emits a hearty laugh before cloaking the now almost unbearably hot room in deep darkness.

On the initial rounds, Brazz'zert cloaks the entire room in **darkness 10' radius** and implants a **suggestion** in the mind of the most powerful spellcaster in the party that it would be wise for him or her to defend



him against attack. Afterwards, he unleashes the full brunt of his melee attacks. PCs entangled by the demon's whip are pulled toward his flaming body to suffer 4-24 points of immolation damage. Brazz'zert is absolutely loath to use his **gate** ability, and does so only if reduced to half hit points.

Brazz'zert, Type VI Demon (AC -2; MV 60 ft./150 ft.; HD 8+8; hp 50; #AT 1; D 2-12; SA Whip & flame for 2-12/3-18/4-24, at will—**darkness 10' radius, cause fear, detect magic, read magic, read languages, detect invisible objects, cause pyrotechnics, dispel magic, suggestion, telekinese** 6,000 gp weight, **symbol of fear, discord, sleep, or stunning, gate** in demon of type III (80%) or type IV (20%) with a 70% chance of success; SD +1 or better weapon to hit, demon immunities; MR 75%; AL CE)

Treasure: Within the altar lies Brazz'zert's **demon's amulet**, an elaborately detailed platinum disk 24 inches in diameter. As noted previously, the amulet does not

confer upon the PCs the ability to control the demon unless his true name is spoken aloud, in which case he can be commanded to do as they wish.

51. SHRINE OF VANDRITH: PCs breaching the secret door in area 49 must immediately deal with Trap #1.

The hallway opens onto a diamond-shaped chamber of considerable size. A large pentacle has been engraved into the middle of the floor. A ring of mystical symbols entirely encloses it. 30-foot-tall slate gray statues stand to either side of the pentacle. Each has the body of a snake from the waist down and the body of an attractive female from the waist up, with one exception: Instead of having two arms, this fantastic beast has six, each of them wielding actual scimitars. A large black basalt altar stands against the far wall, flanked on either hand by iron braziers eerily alit with flickering purple flames.

This particular shrine is dedicated to Vandrith, one of Baalzebul's mighty generals. She and Brazz'zert (see area 50) serve under Maleficarus, the mightiest of Baalzebul's dukes of Hell.

Vandrith the type V demon is noted for her quick wit and even quicker sword. While leading sieges against the armies of her lord Baalzebul's rival, Asmodeus, she would often directly engage as many as six opponents at a time, having her soldiers deal with the rest. Understandably, her bravery in battle has earned her lord's respect. As noted above, she answers directly to Maleficarus in matters of military importance, but some say that she may be more than just his associate. Yes, it has been whispered that Vandrith is also Maleficarus's lover.

Vandrith is more than pleased with her ongoing assignment as a guardian in the Temple of Baalzebul. Meting out punishment on the defilers of her lord's fane provides a nice respite from the constant political struggles in Hell. She immediately attacks any PCs so much as touching the altar in this room, battling to the death (see below).

Special Note: It should be noted that the ring of runes enclosing the summoning circle was purposely rendered ineffective by the Initiate clerics long ago (see area 30 for more details). Close scrutiny of the circle by the PCs reveals a small break in the ring of magical runes with a successful Intelligence check at a -3 penalty. (For every flawed summoning circle previously discovered by the PCs, reduce the penalty by 1; however, PCs can never gain a bonus to the check).

Trap #1: PCs stepping anywhere on the floor of the hallway preceding Vandrith's shrine – denoted by the trapdoor symbol on the map – causes it to become electrically charged for a full hour. Victims standing thereon suffer 3-30 points of electricity damage per round unless a successful save vs. spells is made, in which case the damage is halved.

Trap #2: The contents of the altar are protected with a **flame strike** trap that activates whenever someone attempts to raise the heavy altar lid. If the trap is triggered, a 10-foot-tall column of flame, centered directly in front of the altar, falls downward. Any PCs caught within its radius of effect suffer 6-48 points of fire damage. (Save vs. spells for 3-24 points of damage).

While attempting to lift the heavy altar lid, which requires four rounds to accomplish with a successful lift gates roll, the demon Vandrith is instantly summoned forth. Read the following to the PCs when this happens:

A terrifying beast takes shape over the pentacle behind you. The creature almost exactly resembles the eidilons standing on either side of the altar. It uses its loathsome snakelike lower body to slither away from you, and then closes its eyes, as if trying to focus on a spell of some sort.

Vandrith attempts to summon more demons right away (80% chance of success), hoping to use them to hold off the PCs while she envelopes the room in **darkness 10' radius** and casts **project image**. From that point onwards, she uses her six scimitar attacks and one tail slap attack. Remember that if Vandrith hits with her tail attack, she constricts her victim for 2-8 points of damage.



Vandrith, Type V Demon (AC -7/-5; MV 120 ft.; HD 7+7; hp 45; #AT 7; D 2-8/1-8/1-8/1-8/1-8/1-8; SA at will—**cause darkness, charm person, levitate, read languages, detect invisible object, cause pyrotechnics, polymorph self, project image, gate**; SD +1 or better weapon to hit; MR 80%; AL CE).

Treasure: Within the altar lies Vandrith's **demon's amulet**, a platinum disk 24 inches in diameter. Should the PCs secure this item while still fighting the type V demon, they find that it will not aid them unless her true name is spoken aloud, in which case she can be commanded to do as they wish.

52. GREAT CRYPTS:

The hallway opens onto an eerily silent lozenge-shaped chamber of grand dimensions. Two long, stone-lipped rectangular pools jut from the middle of the floor. To either side of the pools stand three bronze doors. An additional bronze door stands along

the far wall. What is odd about these portals is that they don't appear to have any handles or knobs.

The seven doors leading off from this chamber house the undead remains of several high-ranking Initiate clerics. Most of the crypts beyond the doors are similarly adorned. Common crypt features include:

- A granite sarcophagus inscribed with the name of the interred on its lid, flanked by iron braziers alit with green **continual flames**; a small offering bowl lies before the sarcophagus.
- A few worn tapestries hang on the walls which depict the interred performing some function of his office.

PCs wishing to pry open the lids of the sarcophagi must succeed at lift gates rolls. Furthermore, each crypt door can only be opened by first pushing it inwards and then pushing it either upwards, downwards, or to the side. In any case, a successful Intelligence check at a -3 penalty reveals the correct method of opening the secret door.

Special Note: The two pools herein operate exactly like the one found in area 41.

53. CRYPT OF ASALON, BISHOP OF THE TEMPLE: The first door leading to this crypt opens like all of the others in this funerary complex. The second door, however, which lies at the end of a short hallway, is sealed by a **wizard lock** and a **hold portal** spell. Thus, two **knock** spells, two **dispel magic** spells, or one of each is required to open it.

This semi-circular crypt is eerily lit by the green luminescence coming from the two iron braziers that stand to either side of an enormous granite sarcophagus. A short distance away from either brazier sits a large iron chest whose entire surface is covered by intricate patterns and symbols. The curved walls of the room are adorned with tapestries depicting hordes of diabolic and demonic creatures advancing on a large city. Leading the loathsome army is a tall figure wearing a cowled black mantle. Its arms are upraised as if preparing to cast a spell of some sort.

This is the crypt of Asalon, the bishop of this entire temple. Asalon is found in his crypt only 25% of the time, resting inside his sarcophagus; the other 75% of the time he can be found in area 62. Ten feet beyond

the door opening into the crypt is found Trap #1 (marked with a "T" on the map). The westernmost and easternmost chests are also trapped—Traps #2 and #3, respectively. The braziers are lit with green **continual flames**. Apart from possibly containing the undead remains of Asalon, the sarcophagus is otherwise empty. Should Asalon be present, the GM should consult area 62 for possible tactics employed by him as well as for a listing of his statistics.

Trap #1: Any PC walking over the area on the map denoted by the trapdoor symbol causes an enormous hinged lid to swing open, depositing him in the vat of acid at the bottom of the 20-foot-deep pit. (A successful Dexterity check at a -3 penalty avoids). Victims of the trap suffer 10-60 points of acid damage per round.

Trap #2: The westernmost chest is protected by a **fire storm** spell. If triggered, all PCs suffer 2-16+18 points of damage when the entire room is shot through with sheets of flame. (Save for half damage).

Trap #3: The easternmost chest is protected with a **disintegrate** spell. If activated, the victim glows and vanishes, totally obliterated. A save vs. spells negates.

Treasure: The westernmost chest contains 1,200 gp in loose coins and a 2,000-gp golden statue of a fly-headed humanoid (Baalzebul). The easternmost chest contains a lone **candle of invocation**.

54. CRYPT OF AERDOLPH, SECOND IN COMMAND TO BISHOP ASALON: Aerdolph can be found recovering in his sarcophagus if he was previously battled by the PCs in area 34. Should the PCs pry open the lid of the sarcophagus, Aerdolph rises and attacks, giving them no quarter.

If Aerdolph was battled by the PCs in area 34 and reduced to one-quarter hit points, assume that his rest here has restored his hit point total to 60. See area 34 for details regarding possible tactics employed by Aerdolph, as well as for a listing of his statistics. Should Aerdolph again be reduced to one-quarter hit points by the PCs, he assumes **gaseous form** and flees to area 34 to make his final stand against them.

Treasure: Concealed under a loose floor stone (treat as a secret door) is a **scarab of protection**.

55. CRYPT OF SORCERELL, LOYAL ASSISTANT

OF ASALON: If the sarcophagus lid is pried open by the PCs, the fell undead being detailed below rises and attacks, showing them no mercy.

When the temple was abandoned, Asalon sought out several sages in his quest to unnaturally extend his life as well as that of his most trusted servants. Though he was reluctant at first, Asalon decided that a union with some part of the Negative Material Plane would best suit his needs. Thus, it was agreed upon that he and his most loyal servants would voluntarily join the ranks of the undead—Sorcerell was one such servant.

In order to convert Sorcerell into a lich, Asalon needed to slay him in a most violent manner while calling on his dark lord to curse the cleric. Sorcerell still bears great enmity towards Asalon for first gouging out his eyes and then plunging a ceremonial dagger into his heart.

Sorcerell, who now appears as a humanoid skeleton clothed in the tattered remains of his clerical robes, vigorously attacks anyone violating the sanctity of his sarcophagus, though he does not move beyond areas 52-59.

Should Sorcerell achieve surprise, he uses his first round action to cast **protection from good**. Regardless of whether or not he catches the PCs unawares, he focuses on killing them outright with his rather extensive arsenal of death spells. Specifically, on the following rounds he casts **harm** twice in a row, **flame strike**, **poison**, **destruction**, and **curse**, in that order. After his death spells have been exhausted, he switches to his **paralyzing** touch attack. Of course, he employs his **wand of negation** should the need arise.

Sorcerell, Lich (AC 0; MV 60 ft.; HD 11+; hp 85; #AT 1; D 1-10; SA Touch **paralyzes**, creatures less than 5th level (or HD 5) flee in **fear**, spells as C 19; SD +1 or better weapon to hit, immune to **charm**, **sleep**, **enfeeblement**, **polymorph**, cold, electricity, insanity, or death spells/symbols; AL N (E)).

Possessions: **wand of negation**. He has been bestowed the following spells as a 19th level cleric:

First (9): **curse** (x2), **command** (x2), **detect magic**, **light** (x2), **protection from good**, **sanctuary**

Second (9): **augury**, **detect alignment**, **hold person** (x3), **resist fire** (x2), **silence 15' radius** (x2)

Third (9): **animate dead**, **cause blindness** (x2), **cause disease**, **dispel magic** (x3), **glyph of warding**, **prayer**

Fourth (7): **cause serious wounds** (x2), **divination**, **poison** (x3), **protection from good 10' radius** (x2)

Fifth (6): **cause critical wounds** (x2), **commune**, **dispel good**, **flame strike** (x2)

Sixth (4): **harm** (x2), **word of recall** (x2)

Seventh (2): **destruction**, **gate**

56. CRYPT OF MALIGNAANT, INITIATE

GENERAL: If the lid of the sarcophagus is pried open by the PCs, the undead monstrosity detailed below rises and attacks with great ferocity.

Before joining with the Initiates, Malignaant was a paladin of Tyr, a bastion of righteousness. His change of heart occurred during a raid led by him against the clerics of Hel. Malignaant became wild with bloodlust when his favored lieutenant fell at the hands of one of the mounted clerics. Malignaant immediately broke away and viciously attacked his friend's slayer. He kept hacking away at the evil cleric well after he had died. After the general returned to his church, a group of his men, finding his act on the battlefield horrific, reported his actions to the bishop. The bishop, shortly thereafter, had the once-esteemed Malignaant excommunicated from the church.

Malignaant walked the land for many months after his forced departure from his church, dwelling on his actions that fateful day on the battlefield. He eventually met up with an Initiate of Lord Baalzebul who convinced him that not only were his actions on the battlefield understandable, they were praiseworthy, for what is man but an extension of nature's savagery. After dwelling on this for a while, Malignaant become convinced that the cleric was right. Moreover, he felt that his faith in the teachings of Tyr had been a sham, with their emphasis on the sublimation of man's inborn, savage instincts. Malignaant decided to join the evil cleric's order, abandoning his paladinhood for his new career—that of an Initiate cleric/soldier. In an environment such as the Temple of Baalzebul, Malignaant's increasing depravity on the battlefield was nurtured, eventually earning him the rank of general; the rest is history.

When Malignaant fell to Asalon's sacrificial knife, in much the same manner as Sorcerell before him, he became a lich almost instantly. He now haunts this crypt with almost no memory of his former existence as an Initiate cleric. He does still remember that he must always defend his crypt, along with the others in areas 52-59, from tomb robbers. Anyone opening the lid of Malignaant's sarcophagus forever earns his enmity, and he both attacks and pursues the tomb defilers all throughout the general crypt area until he is either killed or turned by them.

Malignaant prepares himself for the ensuing battle by immediately casting **protection from good**. Afterwards, he smites the PCs with his **energy drain**, **flame strike**, **cause serious wounds**, **poison**, **blindness**, and **cause disease** spells, cast in that order. Once his extensive retinue of offensive spells has been exhausted, he engages the PCs in melee with his **staff of striking**.

Malignaant, Lich (AC 0; MV 60 ft.; HD 11+; hp 85; #AT 1 or 1; D 1-10 plus **paralysis** or 4-9, 7-12, or 10-15, dependent on # of charges expended; SA Touch **paralyzes**, creatures less than 5th level (or HD 5) flee in **fear**, spells as C 18; SD +1 or better weapon to hit, immune to **charm**, **sleep**, **enfeeblement**, **polymorph**, cold, electricity, insanity, or death spells/symbols; AL N (E)).

Possessions: **staff of striking**. He has been bestowed the following spells as an 18th level cleric:

First (8): **command**, **curse**, **detect good**, **detect magic**, **light**, **protection from good**, **putrefy food and drink**, **read magic**

Second (8): **augury**, **know alignment**, **hold person** (x3), **resist fire**, **silence 15' radius** (x2)

Third (8): **animate dead**, **cause blindness** (x2), **cause disease**, **dispel magic** (x2), **prayer**, **speak with dead**

Fourth (7): **detect lie**, **cause serious wounds** (x2), **poison** (x2), **protection from good 10' radius**, **tongues**

Fifth (6): **commune**, **dispel good**, **flame strike** (x2), **plane shift**, **true seeing**

Sixth (4): **animate object**, **harm** (x2), **word of recall**

Seventh (1): **energy drain**

57. CRYPT OF SARMUX, INITIATE LIBRARIAN:

Should the sarcophagus be opened by the PCs, the

undead horror detailed below attacks with wild abandon.

Before his transformation into unlife, Sarmux was the Initiates' chief librarian. He would often travel near and far to research forgotten lore pertaining to his adopted "deity," Baalzebul. He is the one who originally convinced Sundar to join the order. (See area 44 for details on Sundar). When the time was at hand to dissolve the order, Asalon urged Sarmux to undergo lichdom, despite his strong protests. The proposition of merging with the Negative Material Plane mortified poor Sarmux. But, in the end, he relented, falling to the same sacrificial knife as Malignaant and Sorcerell before him. In his present undead state, Sarmux shuns all living things. He relentlessly pursues the defilers of his crypt all throughout areas 52-59.

Sarmux prepares himself for the ensuing battle by casting **protection from good**. Afterwards, he casts **hold person** on any obvious spellcasters in the party. From that point onwards, he focuses on killing the PCs outright with his vast array of death spells: **harm** twice in a row, **flame strike**, **cause critical wounds** twice in a row, **cause serious wounds** thrice in a row, and **cause blindness**, cast in that order. As he no longer values his life, or what can now be classified as such in his present undead state, Sarmux continues to fight until slain or turned.

Sarmux, Lich (AC 0; MV 60 ft.; HD 11+; hp 85; #AT 1; D 1-10; SA Touch **paralyzes**, creatures less than 5th level (or HD 5) flee in **fear**, spells as C 18; SD +1 or better weapon to hit, immune to **charm**, **sleep**, **enfeeblement**, **polymorph**, cold, electricity, insanity, or death spells/symbols; AL N (E)). Possessions: **wand of lightning**. He has been bestowed the following spells as an 18th level cleric:

First (8): **curse**, **command**, **detect magic**, **detect good**, **detect magic**, **light**, **protection from good**, **putrefy food and drink**

Second (8): **augury**, **chant**, **hold person** (x2), **know alignment**, **obscure alignment**, **silence 15' radius** (x2)

Third (8): **animate dead**, **cause blindness** (x2), **cause disease**, **dispel magic** (x2), **prayer**, **glyph of warding**

Fourth (7): **detect lie**, **divination**, **cause serious wounds** (x3), **protection from good 10' radius**, **tongues**

Fifth (6): **cause critical wounds** (x2), **dispel good**, **flame strike**, **insect plague**, **true seeing**

Sixth (4): **blade barrier**, **harm** (x2), **word of recall**

Seventh (1): **unholy word**

58. CRYPT OF CELRAX, CHIEF ADMINISTRATOR:

Within the sarcophagus lies the entity detailed below, which attacks anyone disturbing its place of rest.

When news reached him that the temple order was being dissolved, Celrax became visibly upset. His years of work to keep the temple's financial and other records in order was about to go to waste. He pleaded with Asalon to keep the temple in operation, saying that the assault by the clerics of Tyr was only a minor setback. Asalon failed to hear his pleas, insisting that the order, in its present incarnation, had failed in its mission to increase Lord Baalzebul's influence on the Prime.

When told of Asalon's plan to have himself along with his most loyal servants transformed into various forms of the undead, Celrax thought the bishop to be insane. As the time of his forced undead rebirth neared, Celrax became mad with worry. Before the sacrificial knife was to be plunged into his chest, Celrax opted to take his own life in a mad fit of despair. Now, because of his final act in life, Celrax haunts his beloved temple as a huecuva, an undead abomination composed of chaotic energy.

Celrax, Huecuva (AC 3; MV 90 ft.; HD 2; hp 14; #AT 1; D 1-6; SA Disease; SD silver or magical weapons to hit; AL CE)

Treasure: Lying beneath a hidden panel (treat as a secret door) inside the sarcophagus are two **beads of force**.

59. DEFILED CRYPT:

The door to this crypt stands open, revealing a grisly scene. A few feet inside you see the remains of three robed individuals. The bodies are rent with deep gouges. Blood splatters and gore cover large portions of the floor and walls. In the far corner of the room lie the remains of a large skeletal creature covered in places with bits of mummified flesh.

This crypt is a false one, designed to lure defilers away from the real crypts adjoining it. The door to this crypt was purposely designed to open easily. Within this empty room once laired a massive

zombie, an undead horror of great power. The Order of the Black Lotus clerics met up with this being in their search for powerful artifacts and forgotten lore. Three of the clerics died at the hands of the zombie before it was destroyed.

60. THE FIRST GUARDIAN OF THE GAUNTLET:

The door leading to this room is constructed of glistening bronze and locked.

What madness is this: The cold, dank interior of this house of evil has given way to a fiery realm extending as far as the eye can see. To your left, far off in the distance, can be seen tall volcanoes spewing fiery hot lava; to your right, also some distance away, can be seen a vast ocean of bubbling lava. The heat in this fiery landscape is unbearable, making breathing difficult at best. Have you been somehow transported to the Elemental Plane of Fire, or perhaps to Hell?

What demands your most immediate attention, however, stands directly before you: A gigantic, well-muscled, red-and-black-scaled serpentine beast. It turns its hawkish face to meet your gaze, raising its arms as it does so. Its powerful hands tightly grip a long metal spear, the tip of which burns with the intensity of hot coal. Great heat radiates from the eldritch horror.

The fiery landscape seen by the PCs is, in reality, a powerful **permanent illusion**. PCs so stating may attempt to disbelieve the illusion, and thereby be granted a saving throw against its effects. Those PCs that successfully disbelieve the illusion see the fiery landscape for what it really is: a small octagonal room of cold, black stone, with a tall bronze door standing against the far wall. The serpentine beast detailed below, however, is quite real, and vigorously attacks the PCs as soon as they step inside the room.

The majestic creature staring at the PCs is a gargantuan fire salamander named Immolatus. In addition to his increased size, he is endowed with an assortment of spell-like abilities. He was called into service by the bishop to serve as one of the final guardians of the Shrine of Baalzebul (see areas 61 and 62 for details on the other two guardians). Though the evil beast knows the illusion cloaking this room to be false, he still takes comfort in it, which is why he has remained here for so long. Immolatus does not leave

this chamber under any circumstances, and fights to the death, feeling it his duty to guard the shrine of his adopted “deity,” Baalzebul.

Immolatus, Gargantuan Salamander (AC 5/3; MV 90 ft.; HD 18+7; hp 130; #AT 2; D 2-12 + 2-12 fire/6-36; SA Heat, at will—**create illusion** (as wand), **fear**, **detect invisible**, **invisibility**, **flame strike**, **detect magic**, **wall of fire**; SD +2 or better weapon to hit; AL CE)

61. SECOND GUARDIAN OF THE GAUNTLET:

The walls of this octagonal room are covered by three ceiling-to-floor tapestries illustrating what life must be like in the Abyss. One tapestry depicts a handsome dark-skinned humanoid with glowing green eyes and pointed ears seated on an impossibly large throne heavily encrusted in precious gems. Five strange creatures with the upper bodies of beautiful six-armed women and the lower bodies of snakes are bowing before the handsome humanoid in supplication. Another of the paintings features a sprawling, gargoyle-encrusted palace entirely surrounded by a moat of fiery lava. Lines of ape and dog-faced demons march on the rocky floor toward the edifice. The final tapestry is of a tall man armored in blood-splattered full plate mail fending off a horde of the horrid demons from the other tapestry. Lastly, a tall bronze door stands along the south bend of the room.

The entrance door suddenly shuts, and a horrifying creature materializes in the middle of the room. The clearly demonic thing is almost 8 feet tall, wearing a suit of glistening ring mail and clutching a long sword with both hands. Its face and hands are entirely covered in vibrant green scales. Amber-colored eyes, small, pointed ears, and long, vicious fangs complete the Abyssal package. Its points at you with its sword and shouts: “My Abyssal lord shall feast upon your souls when you die.”

The being seen by the PCs, who goes by the name Infernius, is the result of an unholy mating between a high-ranking human cleric and a demon princess. He willingly volunteered to have his soul bound to one of the tapestries herein, to be released into the room whenever someone stepped through the entrance door. In another life, Infernius had achieved the rank of baron in the Abyss, serving directly under a powerful demon prince. Several centuries back, he

journeyed to the Prime Material Plane on a mission of destruction for his dark lord, but found in the depraved Initiates of Lord Baalzebul a kindred spirit. He volunteered to join their order, as he had grown tired of the ceaseless power struggles in the Abyss. With his manifold clerical and demonic powers, the Initiates enthusiastically welcomed him into their fold.

Infernius, now released into the room, has just one goal in mind: the complete destruction of the PCs. To this end, he fights to the death, even pursuing the PCs throughout the temple complex if need be. He focuses his initial attacks on the magic-using PCs in the party, first incapacitating them with such spells as **cause blindness** and **light** -- the latter directed at the eyes, of course -- and then hacking them apart with his **vorpal sword**. He continues his attacks on the magic-using PCs until they have all been killed, afterwards switching to the fighter-types in party. On this latter group, he unleashes the most destructive spells in his arsenal: **harm**, **flame strike**, and **cause disease**, cast in that order. Once the fighter-types have been eliminated, he tries to finish off the rest of the party with his **vorpal sword**. Of course, he cures himself with magic if need be. The PCs are in for quite a battle, for the cambion’s **ring of free action** and abnormally high magic resistance makes him a formidable opponent, indeed.

Special Note: The bronze doors leading into this room are 4 in. thick and locked, and all die rolls to open such suffer a +1 penalty on account of their sturdy construction.

Unless the PCs had cast **silence** at the onset of their encounter with Infernius, Asalon, the lich in area 62, will have heard the pitched sounds of battle and prepared himself for their arrival.

Baron Infernius, Cambion/Cleric 13 (AC -2; MV 150 ft.; HD 13; hp 85; #AT 2; D 11-20 + special; SA +6 “to hit,” **cause fear** by touch, clerical spells; SD +1 or better iron weapon to hit, unharmed by silvered weapons, immune to **web**, **hold**, or **slow** spells, infravision 60'; MR 90%; S 19, I 14, W 17, D 15, C 16, Ch 16; AL CE). Possessions: ring mail, **two-handed vorpal sword +3**, **ring of free action**. Infernius can cast the following spells:

First (8): **command, cure light wounds, detect good, detect magic, light, putrefy food and drink, resist cold, sanctuary**

Second (8): **augury, know alignment, hold person (x2), resist fire, silence 15' radius (x2), slow poison**

Third (7): **animate dead, create food and water, cause blindness (x2), cause disease, dispel magic (x2)**

Fourth (4): **cure serious wounds (x3), protection from good 10' radius**

Fifth (2): **flame strike, true seeing**

Sixth (2): **blade barrier, harm**

62. THE FINAL GUARDIAN OF THE GAUNTLET:

This small octagonal chamber is absolutely breathtaking in its opulence. All eight of its walls are plated in solid gold, with various scenes depicted thereon in bas-relief. All but one shows hordes of infernal monstrosities bowing before an immense figure seated on a cyclopean throne. The seated figure resembles a muscular human from the neck down and a horned fly from the neck up. The final bas-relief shows the fly-headed humanoid again seated upon a throne, with a lone figure clothed in a flowing, hooded robe kneeling before it. The same robed figure sits directly before you, in the flesh, on a magnificent gold throne generously encrusted with precious stones, behind which stands a tall door of gleaming bronze. It pulls the hood of its robe up, revealing a grinning skull entirely covered in tight-fitting withered flesh. Two pinpricks of crimson light stare out at you from empty sockets.

The figure seated on the throne is Asalon, the former bishop of this temple (see area 53 for more details), now serving as the final guardian of Level 3. He performed the necessary rites to transform himself into a powerful lich long ago. As stated in the description of area 61, unless the PCs had cloaked that room in **silence**, Asalon will have heard the sounds of battle coming from there and prepared himself for their arrival. If that is the case, he will have **protection from good** and **resist fire** in effect on himself when encountered. These spells bestow the following benefits: Any attacks launched by good creatures suffer a -2 penalty from dice rolls "to hit," and any saving throws caused by such attacks are made at +2. Also, Asalon gains a +3 bonus to saving throws vs.

very hot or magical fires, and all damage sustained is reduced by 50%.

Asalon first lets loose on any obvious spellcaster in the party with his **cause blindness** spell, preferring magic-users over clerics. Afterwards, he targets another of the party's spellcasters, if any, with his **destruction** spell. On the following rounds, he exhausts his extensive retinue of offensive death spells: **harm** twice in a row, **flame strike, cause critical wounds** four times, and **cause disease**, cast in that order. After these spells have been used up, he engages the PCs in melee, smiting them with his **wand of paralyzation**. Needless to say, Asalon fights to the death.

Trap: Prying off one of the eight jewels on the throne (see Treasure) triggers a powerful **glyph of warding**. Victims of the trap suffer 40 points of electrical damage. (Save for half damage).

Asalon, Lich (AC 0; MV 60 ft.; HD 11+; hp 87; #AT 1; D 1-10; SA Touch **paralyzes**, creatures less than 5th level (or HD 5) flee in **fear**, spells as C 20; SD +1 or better weapon to hit, immune to **charm, sleep, enfeeblement, polymorph**, cold, electricity, insanity, or death spells/symbols; AL N (E)).

Possessions: scroll of **destruction**, potion of **gaseous form, wand of paralyzation** (18 charges). He has been bestowed the following spells as a 20th level cleric:

First (9): **curse (x2), command (x2), detect magic, light (x2), protection from good, sanctuary**

Second (9): **augury, hold person (x2), know alignment, resist fire, silence 15' radius (x3), spiritual hammer**

Third (9): **animate dead, cause blindness (x2), cause disease, dispel magic (x3), glyph of warding, prayer**

Fourth (8): **detect lie, cause critical wounds (x4), protection from good 10' radius, sticks to snakes, tongues**

Fifth (7): **commune, dispel good (x2), flame strike, inflict critical wounds, insect plague, true seeing**

Sixth (5): **blade barrier, harm (x2), word of recall (x2)**

Seventh (2): **destruction, gate**

Treasure: The throne is encrusted with the following gems: two 500-gp violet garnets, two 600-gp deep blue spinels, two 1,000-gp black star sapphires, and two 1,500-gp diamonds (one pink and one canary).

LEVEL 3: THE SHRINE OF BAALZEBUL (AREAS 63-66)

Once the PCs have secured all four **demon's amulets**, they next want to make their way down to this level in order to come face to face with their final adversary, Maleficarus, Duke of Hell. Directly preceding the shrine proper are three trap-filled rooms that the PCs must somehow overcome. These rooms feature traps of both a magical and mechanical nature.

Level 3 Dungeon Features: All doors on this level are constructed of bronze and sealed with the spells **wizard lock** and **hold portal**. The only means of opening these doors, short of breaking them down with brute force, is to cast either two **knock** spells, two **dispel magic** spells, or one of each on them.

Special Note: Clerics attempting to turn undead and evil creatures from the lower planes suffer a -6 penalty to their die rolls. This is on account of the intense aura of evil that pervades the entire temple.

63. SCYTHES OF VENGEANCE: At the bottom of the long flight of stairs leading off from area 62 stands a bronze portal of immense size. An eerie-looking humanoid with the head of a horned fly is engraved on the door's surface in bas-relief. Its arms are crossed over its massive chest, and a swarm of flies is shown hovering about its head. After the bronze door is breached, read the PCs the following:

Before you looms a vast rectangular chamber with tapestries hanging on the walls to either hand. A sizeable portal of glistening bronze stands against the far wall. The tapestry on the left depicts a fiery landscape riddled with erupting volcanoes. A spired fortress of black stone, entirely encircled by a moat of molten lava, is shown off in the distance. The tapestry on the right depicts a cowed figure standing over a summoning circle that spans almost the entire width of a star-shaped chamber. A towering ebony-hued humanoid with an insectoid head stands before the hooded figure.

Trap*: Twelve huge scythes are positioned along the entire length this chamber's roof. An equal number of niches house these deadly blades, the locations of which are marked with a scythe symbol on the map.

(A successful Intelligence check at a -3 penalty reveals the niches). As soon as a PC crosses under one of the marked locations on the map, a scythe is released into the room. The blade begins to swing in a wide arc, attacking as a 10 HD monster and dealing 6-36 points of damage to those caught by it. The blade continues to swing back and forth for five rounds. The trap in question resets itself in ten turns, the blade rising again into its niche.

*Each trap is controlled by a separate mechanism located on the roof of the chamber 40 feet overhead; therefore, thief PCs must devise some means of reaching each of the twelve devices if they wish to find and remove the traps thereon.

64. TENTACLES OF SPIKED DEATH: After opening the massive bronze portal in area 63, the party finds itself in a 10-foot-wide-by-30-foot-long carpeted hallway. The carpet is embroidered with several images of leering demons and devils. Yet another of the bronze doors stands at the far end of the corridor. After it is opened, read the PCs the following:

Standing upright against the walls of this largish diamond-shaped room are several silver coffins spaced 10 feet apart from each other. Along the far wall, some 70 feet away, looms a colossal door of polished bronze. The entire chamber is bathed in the sinister blue light coming from the ceiling 30 feet overhead.

Trap: As soon as the PCs either step foot or fly 10 feet into the room, the lids of as many coffins as there are PCs swing open. Four **black tentacles** per coffin simultaneously lash out at the hapless adventurers. The tentacles in any given coffin focus their attacks on a single PC; therefore, only 6 coffin traps can be in play at one time. Any PC in range must make a saving throw vs. spell, with failure resulting in him suffering 2-8 hit points of damage on the first round. On every round thereafter, the victim loses 3-12 hit points and is pulled closer towards the open coffin. After the PC has been pulled into the coffin – this takes 3 rounds -- the lid, which is lined with poisoned spikes, swings shut. The coffin lid "attacks" as a 10 HD monster, with a successful "to hit" roll indicating that 1-10 spikes have pierced the victim's body for 1-4 points

of damage each plus Type D insinuating poison (save vs. poison or die in 1 segment).

Each tentacle is 20 feet long, and has AC 4 and 20 hit points. If an ensnared PC manages to sever all four **black tentacles**, another coffin opens and four more of the tentacles lash out at him. This process repeats until either all twelve of the traps have been immobilized or the PCs manage to escape from the room.

65. TOTAL ANNIHILATION:

After barely escaping with your life in the previous room, you find yourself in a 10-foot-wide-by-20-foot-long passageway. A thick rug covers the entire floor, which is embroidered with the image of a fly-headed humanoid tearing apart a robed figure with its bare hands. Yet another of the bronze portals stands at the far end of the corridor, with the same fly-headed humanoid embossed thereon.

The large square chamber beyond the bronze door is positively awash in a sickly yellow light coming off the walls.

Trap: When the PCs step foot of fly 10 feet past the entrance, the entire room becomes cloaked in magical **darkness**, as the spell. This is accompanied by a grinding sound coming from below, which is the result of three concealed trapdoors opening – two located at the spots marked “a” on the map and one located at the spot marked “b.” One round later, the **spheres of annihilation** located at points “a” rise from their niches in the floor. They move towards the PCs at an initial speed of 10 feet per round. The **sphere of annihilation** located at the spot marked “b” on the map, directly in front of the door exiting this chamber, remains stationary throughout the encounter until a PC attempts to move it with his mind, at which time the sentient wall behind it vies with the PC for control (see below).

Three of the four walls of this room are sentient, and each controls a separate **sphere of annihilation**. For game purposes, assume that each sentient wall has an Intelligence of 18 and functions at the 15th level of experience. Any magic-user in the party may vie for control of these artifacts. (Consult the appropriate game book for rules concerning the control of these artifacts). It should also be noted that *all* the walls of

this chamber are impervious to the effects of the **spheres of annihilation**.

66. SHRINE OF BAALZEBUL: Beyond area 65 lies a long carpeted hallway terminating in a set of unbelievably tall bronze doors. The plush red carpet is bare save for a small border of cryptic runes and symbols done in silver. From the entrance, the party can barely make out the image rendered in bas-relief on the bronze portals—that of the disembodied head of a horned fly. Upon closer inspection, an inscription penned in the infernal tongue can be made out beneath the bas-relief that reads:

Beyond these mighty portals lies the fane of the Sly One, Lord of Hell, Rival of Asmodeus. He shall consume the souls of the unworthy.

Those thief PCs unversed in the language of devilkind may read the inscription by making a successful Read Languages roll. Magic-using PCs can accomplish the same with a **read languages** spell.

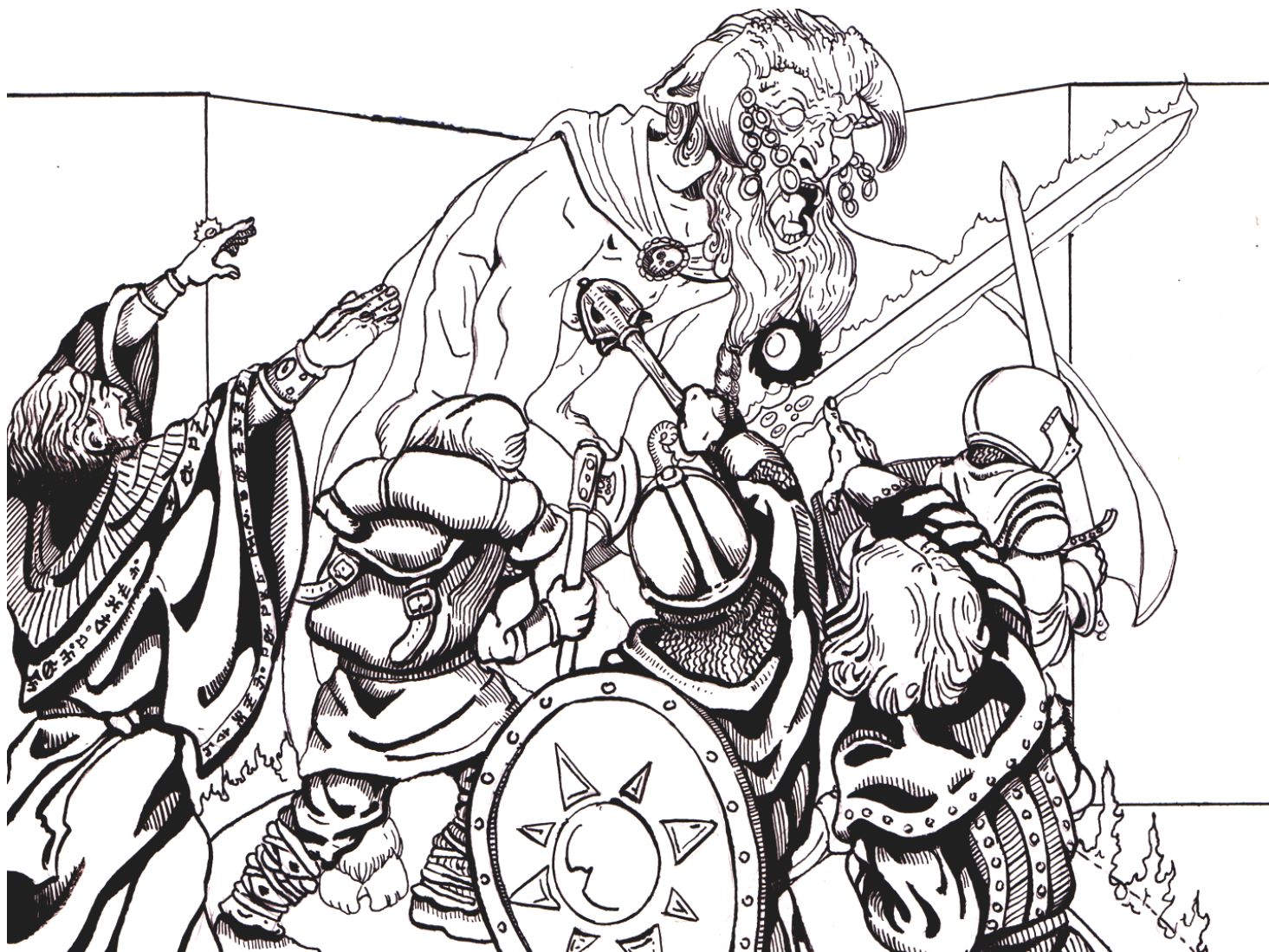
After the bronze doors at the end of the hallway are opened, read the PCs the following:

Before you lies an immense star-shaped chamber with towering golden statues of the now-familiar fly-headed humanoid standing at six of its vertices. Long rows of marble columns flank a huge pentacle that has been etched onto the floor. Like others seen in this temple, it too is enclosed in a ring of cabalistic characters. A black altar nearly 20 feet across and 4 feet high stands along the far wall. It is flanked by tall braziers alit with a bluish flame.

At this point, should there be any surviving Order of the Black Lotus clerics from areas 19 and 42, they are found examining the pentacle on the floor, having arrived here a short time before the PCs. If this is the case, the red-robed figures immediately motion for the PCs to come over.

As soon as the clerics spot the PCs, they attempt to cast a special detection spell that they recently learned whilst conducting research in the temple library (area 19). This new spell (see Appendix A) enables the caster to attune himself with the magical auras surrounding both a **demon's amulet** and a **devil's talisman**.

If the PCs are in possession of all four of the **amulets** belonging to Baalzebul's demon officers, the clerics



know this via the spell they just learned. Should this be the case, the clerics offer their help in defeating Baalzebul (see below) once he is summoned in exchange for one of the **demon's amulets** in their possession after he is defeated. If the PCs agree to this, then the clerics offer to disarm what they think is the one and only trap on the altar (see Trap #1) by speaking the command word, which they discovered via research conducted in the temple library. (The command word is *Zzaz'rith*, which means "Anointed One" in the tongue of the infernal planes). After this is done, the clerics ask the PCs to place all four **amulets** within the circular depressions on the altar. Unfortunately, the clerics do not know that the amulets must be placed on the altar in a specific sequence: Vrack'errtu's **demon's amulet** in the second depression from the right, Zarrk'arthuk's in the far right depression, Brazz'zert's in the far left depression, and

Vandrith's in the second depression from the left. Any deviation from this sequence sets off Trap #2.

Should the PCs decline the clerics' offer, they immediately attack, with the intent of securing the **amulets** by force. (See areas 19 and 42 for possible tactics employed by the clerics).

Once all four **amulets** are placed on the altar in the correct order, read the following to the PCs:

The summoning circle begins to glow a bright blue color. This is accompanied by a high-pitched hum coming from all six of the golden statues in the room. The buzz begins to increase in volume as a beam of brilliant blue light shoots off from the altar and strikes the door opposite it, which in turn is reflected off each of the remaining statues, eventually forming a pentacle of light centered 10 feet above your head. After a few seconds have transpired, a large form

starts to materialize over the summoning circle on the floor. When the process is complete, a bearded, horned man-like giant with crimson skin, black hooves, and a porcine tail stands before you. He is wrapped in a golden cloak. He flashes his blue eyes before saying in an authoritative, persuasive voice: "I assume that you wish for me to bear you off to Hell so that you may be judged by Lord Baalzebul. If this is so, then I must demand the proper sacrifice: Offer up to me one of your own, and your passage shall be granted."

If the Order of the Black Lotus clerics had previously struck a bargain with the PCs, one of them now turns to Maleficarus and says:

"These heretics—at which point he points to the PCs—mock your eminence and wish to destroy you and your kind. My brothers and I of the Order of the Black Lotus, on the other hand, wish to join with you and rise up against all the assembled clerics of Tyr. Together, we can enslave all the denizens of this world."

"An interesting proposition, human—at which point the devil makes a face of disgust—but you must first prove yourselves worthy of my favor. Do this by smiting those you call 'heretics.'"

The clerics then vigorously attack the PCs in the hopes of impressing Maleficarus with their might.

If the Order of the Black Lotus clerics were defeated prior to Maleficarus' summoning, eliminate the aforementioned conversation between them and Maleficarus, keeping everything else as is. In the event that the PCs then not agree to Maleficarus' offer, he immediately attacks, employing the tactics detailed below. On the other hand, should the PCs accept Maleficarus' offer, they are magically transported to Krakengard, Baalzebul's palace on Hell. Once there, Maleficarus and his host of advisors, the other dukes of Hell, question the PCs. The outcome of this tribunal is beyond the scope of this adventure, but clever GMs may use it as a hook to get his PCs involved in a campaign centering on the Hells.

Any display of aggression on the part of the PCs prompts Maleficarus to immediately cast **fly** so that he can hover above them, out of range of their melee attacks. Afterwards, he creates a **wall of fire** directly

in front of the altar, wishing to keep his **talisman** from their prying hands while he continues the battle. His next action is to target any obvious spellcasters in the party with his **fireball** attack. From that point onwards, he alternates between smiting the PCs with his **vorpal longsword +3** and immolating them with his remaining **fireballs**.

Trap #1: Touching the altar without first saying the command word *Zzaz'rith* triggers the **ice storm** dweomer placed thereon. Everyone in the room suffers 3-30 points of damage as a shower of giant hailstones pounds down on them.

Trap #2: After Trap #1 is either disarmed or triggered, the PCs must still contend with yet another trap that has been placed on the altar. If the **demon's amulets** are placed on the altar in the wrong order (see above), a powerful **gate** is opened. Victims are sucked through the **gate** and transported to a cell in the dungeon of Baalzebul's palace in Hell. The trap could serve as an interesting adventure hook should the GM wish to run a campaign centering on Hell. Otherwise, the GM should tell the PCs that a horde of devils carry them off from their cell to come before Baalzebul himself, who chastises them for their foolishness before personally tearing them apart, limb from limb.

Should the PCs emerge victorious, proceed to the section entitled *Evil is Dealt a Crippling Blow*. Should Maleficarus win the day with aid from the Order of the Black Lotus clerics, go directly to the section entitled *The Armies of Hell Advance on the Prime*. (The latter section should also be referenced if the Order of the Black Lotus clerics managed to slay the PCs before Maleficarus was summoned.) In the event that Maleficarus defeats the PCs without aid from the Order of the Black Lotus clerics, go the section entitled *A Walker in the Woods*.

Maleficarus, Duke of Hell (AC -3; MV 150 ft.; HD 27; hp 120; #AT 2; D 7-14; SA +3 "to hit" with **vorpal longsword +3**, **gate** (70% chance of success), at will—breathe **fear**, **pyrotechnics**, **produce flame**, **dispel magic**, **detect invisibility**, **detect lie**, **detect magic**, **charm person**, **fly**, **know alignment**, **tongues**, **animate dead**, **speak with dead**, **repulsion**, **suggestion**, **wall of fire**, **teleport**, and (fulfill another's limited) **wish**, 1/day—**symbol of stunning**, 6/day—4d6 **fireball**; SD

regenerates 2 hp/round; MR 75%; AL LE). Possessions: **vorpall longsword +3**.

Treasure: The altar can be opened only after both of the traps placed thereon have been disarmed. After this is done, the PCs may discover the cleverly concealed nodule (treat as a secret door) on the altar's rear face. The heavy altar lid clicks open after the nodule is depressed. A successful lift gates roll is then required to raise the heavy lid. Inside lies the **devil's talisman** of Maleficarus.

CONCLUSIONS

Below are offered up three possible resolutions of the adventure, as outlined in the description of area 66. If these resolutions are not in line with the GM's campaign world, he or she is free to invent new ones. Even if this is not the case, they may still need to be modified depending upon which adventure hook was selected at the beginning of the adventure.

EVIL IS DEALT A CRIPPLING BLOW

You have won the day, stalwart heroes. The possibility of the arch devil Baalzebul ever returning to your world has greatly diminished. Perhaps even the hierarchy of Hell has been upset as a result of your valiant efforts. Yes, you have succeeded where others had failed centuries before. Now is the time to proclaim your victory to the clerics of weal so that this temple can later be fully dismantled or destroyed. But first: What to do with the four **demon's amulets** and one **devil's talisman**, relics of obvious value to anyone interested in the arcane arts?

Now that Maleficarus has been defeated, he will have to endure countless decades of torment as a lowly lemure before regaining his original form. This is to be his punishment for failing to fulfill his sworn duty to protect this most mighty of fanes dedicated to his lord, Baalzebul. (The PCs may not immediately realize that the only way to kill a demon or devil permanently is to do it on their home plane). Later, the risen Maleficarus will most surely seek out the PCs for revenge. The PCs' most immediate problem is this: An arch devil of Hell does not take kindly to those who would defile his fane. The PCs may be caught unawares when later visited by a death squadron of devils under orders to destroy them. How this adventure hook is played out is up to the GM.

Little do the PCs realize, but their actions have earned them the respect of Baalzebul's lifelong rival, Asmodeus, another arch devil. Perhaps in later adventures, Asmodeus could dispatch to a city of the GM's choice a messenger bearing an offer for the PCs to join with him. This could provide a convenient means for good-aligned PCs to enter Hell without fear of immediate danger. They could then choose to further deal a blow to the power structure of Hell, this time from the inside out. In short, the possibilities for further adventures via this hook alone are limitless.

THE ARMIES OF HELL ADVANCE ON THE PRIME

Shortly after Maleficarus and his newfound allies defeat the PCs, they travel to the slain PCs' home city, in disguise, to meet with the leaders of the Order of the Black Lotus. Once there, Maleficarus instructs the clerics on how best to prepare for Baalzebul's return to the Prime. During the coming months, the Order of the Black Lotus, under the direction of Maleficarus, rises in prominence among the evil religious organizations in the city. Eventually, all of these organizations unify so that a planned siege on the noble city can be put into motion. Unless a new band of brave heroes can quickly quell this new affront to righteousness, then, this time, Baalzebul's followers will be successful in their eventual enslavement of the Prime.

Many interesting adventure hooks can be generated using the above material. Some suggestions are:

- A new group of PCs learn of Maleficarus's recent appearance on the Prime and seek him out for destruction. The Order of the Black Lotus clerics eventually learn of the PCs' plan to slay Maleficarus and dispatch an organized band of cleric/assassins to eliminate them before it can be carried out.
- The PCs are approached by an agent of Asmodeus, disguised as a cleric aligned with a deity of weal, and told of the recent appearance of Maleficarus in a city of the GM's choice. He asks them to seek out and destroy the duke of Hell, offering them a reward of several magic items and 10,000 gp apiece should they accept his assignment. He tells them that Maleficarus currently resides in a temple run by a secretive group of clerics known as the Order of the Black Lotus. This temple lies in the heart of the city.

A WALKER IN THE WOODS

After defeating the PCs single-handedly, Maleficarus immediately makes his departure from the temple. He is incredibly excited about his newfound liberty on the Prime. Here, he no longer has to concern himself with the incessant political struggles that take place in Hell.

For several years, Maleficarus walks the Prime in the guise of a human druid. He meets up with many interesting people along the way, including a sect of evil clerics wishing to free a dread god almost forgotten by the peoples of the Prime. These clerics invite Maleficarus to live with them in their temple. Maleficarus soon assumes the duties of high priest in the clerical order, shedding his former ties with Baalzebul, dedicating himself fully to his new god.

Eventually, through his agents, Baalzebul learns of Maleficarus's betrayal, and orders his assassination. The PCs, via the adventure hook below, are drawn into this plot:

A badly beaten man in heavily-dented platemail armor approaches the PCs one night. He tells them that mysterious men in purple robes, thought to be headquartered in the formerly-abandoned temple nearby, have been raiding his village and carting away its citizens for the past two months. He says that he is the sole survivor of a small band of warriors dispatched to the temple to gather intelligence on the ones behind the raids. He offers to give the PCs 15,000 gp now and another 10,000 gp later if they agree to journey to the temple and either eliminate or drive off the purple-robed men. Unbeknownst to the PCs, the wounded fighter is really a **polymorphed** devil. This horned devil by the name of Shzz'rok is an agent of Baalzebul sent down to the Prime to eliminate the fallen duke of Hell, Maleficarus, who now heads the purple-robed clerics.

APPENDIX A: ARCANA

THE WORSHIP OF BAALZEBUL, ARCH DEVIL

(SLY ONE, LORD OF THE FLIES, LORD OF LIES, DARK PRINCE)

Spheres of Influence: Death and war

Alignment: Lawful Evil

Symbol: Head of a horned fly

Divine Focus: Miniature heavy mace with stylized fly head on handle

Unholy Days: Occur on the sixth day of month.

Place of Worship: Monasteries and subterranean dungeon complexes

Colors: Black

Animal: Hellhound

Appearance: Sages most often depict Baalzebul as a 12-foot-tall ebony-skinned humanoid with the head of a horned fly. His powerful hands end in long, wickedly-sharp claws. Huge, corded muscles accentuate the frame of the fell devil. To say that his appearance is unsettling would be an arrant understatement.

Church: House of Lord Baalzebul

Clergy: Initiates of Lord Baalzebul

Raiment: Blackened full plate armor and a flowing cape of black velvet decorated with the stylized head of a horned fly.

Sacrifice & Frequency: On the sixth day of every month, victims are reduced to a bloody pulp through repeated blows of a heavy mace or maul. The blood is then collected in an urn and drunk by all those worshippers present at the sacrifice. An alternative form of sacrifice is to summon forth a demon or devil and then allow him or her to literally tear the victim asunder. Those worshippers in attendance consume the bloody remnants.

Advancement: Advancement is through mortal combat and number of sacrifices procured for his human followers and through possession of souls for his diabolical followers.

Clerics: The sole purpose of the human followers of Lord Baalzebul is to spread his corrupting influence all throughout the Prime Material Plane and even other worlds. They do this by constructing hidden away monasteries and labyrinthine underground complexes that serve primarily as centers of sacrifice.

Little do the followers of Baalzebul know, but their true power is derived from their unknowing worship of Hel, Goddess of Death. Eons ago Baalzebul forged an alliance with Hel in order to subjugate all of the goodly races of the Prime. It is because both entities have always shared the same fundamental philosophical aims in life – the pursuit of law and evil – that their alliance has remained strong to this very day. Hel has agreed to act as a conduit between Baalzebul and his worshippers. Whenever the followers of Baalzebul beseech their infernal lord for spells, it is Hel that grants them such.

Clerics of Lord Baalzebul spend most of their free time rounding up sacrificial victims and compiling Hermetic wisdom relating to the Hells.

Sayings: “As below, so shall it be above.” “The blood of the innocent has a most intoxicating bouquet.” “Without order, evil is as nothing.”

Brief History: Baalzebul is an arch devil with a small following of human devotees on the Prime and several other worlds. Centuries ago, his worshippers even went so far as to carve out a massive underground temple in his honor in the Green Glen Forest. On Hell he owns Krakengard Castle, which sprawls for many miles, its architecture accentuated by spired towers and tall ornamental gates. Here, he is attended by many spined and bearded devils. His infernal armies are headed by his marshal, Maleficarus, duke of Hell. His secret arch rival is Asmodeus, an arch devil viewed by most as the absolute ruler of the infernal regions. What separates the arch devil Baalzebul from his fellow overlords is that he has chosen to employ the services of demons - - yes demons -- to command some of his infernal troupes (see *Devils and Demons Working Together* capsule on page 6). He currently has fifteen powerful demons in his employ: three type VI demons, four type V demons, four type IV demons, and four type III demons. Four of these demons have shrines dedicated to them in the Temple of Baalzebul located in the Green Glen Forest, as detailed in this adventure module.

NEW SPELL

Detect Demon’s Amulet/Devil’s Talisman (Divination)

Level: 4

Components: V, S, M

Range: 30 ft. Casting

Time: 1 round

Duration: 1 turn Saving

Throw: None

Area of Effect: 10 ft. path, 30 ft. long

Explanation/Description: When the **detect demon’s amulet/devil’s talisman** spell is cast, the cleric detects magical radiations in a path 10 ft. wide, and up to 30 ft. long, in the direction that he or she is facing. Note that stone walls of 1 ft. or more thickness, solid metal of but 1/12 ft. thickness, or 3 ft. or more of solid wood will block the spell. The spell requires the use of the cleric’s holy (or unholy) symbol.

The amount of information revealed depends on how long the cleric studies a particular area or subject:

1st Round: Presence or absence of the aura surrounding either a **demon’s amulet** or a **devil’s talisman**.

2nd Round: Number of different auras surrounding either a **demon’s amulet** or a **devil’s talisman**, and the strength of the strongest aura.

3rd Round: The strength and location of each of the auras surrounding a **devil’s talisman** or a **demon’s amulet**.

The strength of the aura surrounding either a **demon’s amulet** or a **devil’s talisman** depends on the relative power/status of the demon or devil to whom it belongs.

Strength of Amulet/Talisman	Owner of Amulet/Talisman
Dim	lemure, manes, imp, quasit, succubus, bone devil, barbed devil, erinyes
Moderate	type I demon, type II demon, horned devil, ice devil
Strong	type III demon, type IV demon, type V demon, type VI demon, pit fiend
Overwhelming	Demon Prince, Arch Devil, Duke of Hell

NEW MONSTER

Maleficarus, Duke of Hell (Devil)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 150 ft.

HIT DICE: 120 hit points

% IN LAIR: 60%

TREASURE TYPE: *See below*

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +6*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 75%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful evil*

SIZE: L (12' tall)

PSIONIC ABILITY: 212

Attack/Defense Modes: *All/all*

Maleficarus is the marshal of an entire layer of Hell, responsible for all of the arch devil Baalzebul's armies thereon. His loyalty to his master is unquestioned by all in Hell even though he secretly harbors deep resentment towards Baalzebul for forcing him to always remain on the fetid plane when his true interests lie elsewhere, on the Prime. He finds the political structure of Hell stifling, being as it works on the caste system, where leaders rarely rise above their predestined station in life. His ultimate goal is to somehow travel to the Prime, building up an army of mortal spellcasters, and returning with them to Hell. Once back home on Hell with his cadre of mortal followers, he wishes to enslave, or even kill outright, his secret nemesis, Baalzebul. Such is mere fancy at this time for the pitiable Maleficarus, but what if the Order of the Black Lotus clerics were to restore the Temple of Baalzebul to its former darkling grandeur?

Maleficarus moves with blinding speed in combat, having two weapon attacks per round. He cares little for monetary wealth, but he greatly treasures enchanted weaponry, especially his **vorpal longsword +3**.

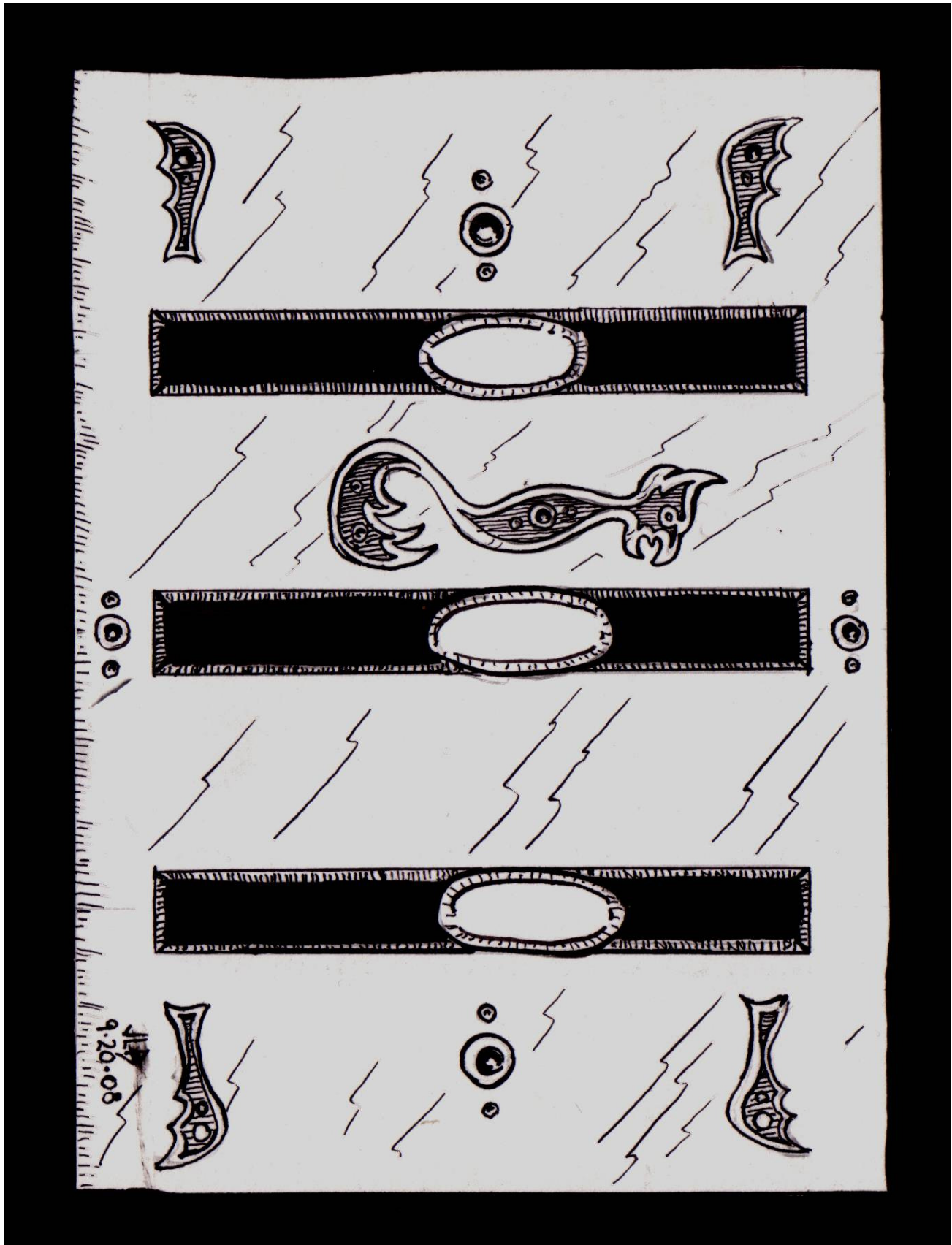
Maleficarus can at will use the following spell-like powers, one at a time and once per round: **pyrotechnics, produce flame, dispel magic, detect invisibility, detect lie, detect magic, charm person, fly,**

know alignment, tongues, animate dead, speak with dead, repulsion, suggestion, wall of fire, teleport, and (fulfill another's limited) wish. Once per day he can use a **symbol of stunning**, and six times per day he can cast a 4d6 **fireball**. Maleficarus spews **fear** in a cone up to 40 ft. distant, 20 ft. wide at its furthest extent (save vs. breath weapon to avoid). He can **summon** 1-4 horned devils with a 70% chance of success, and regenerates 2 hit points per round.

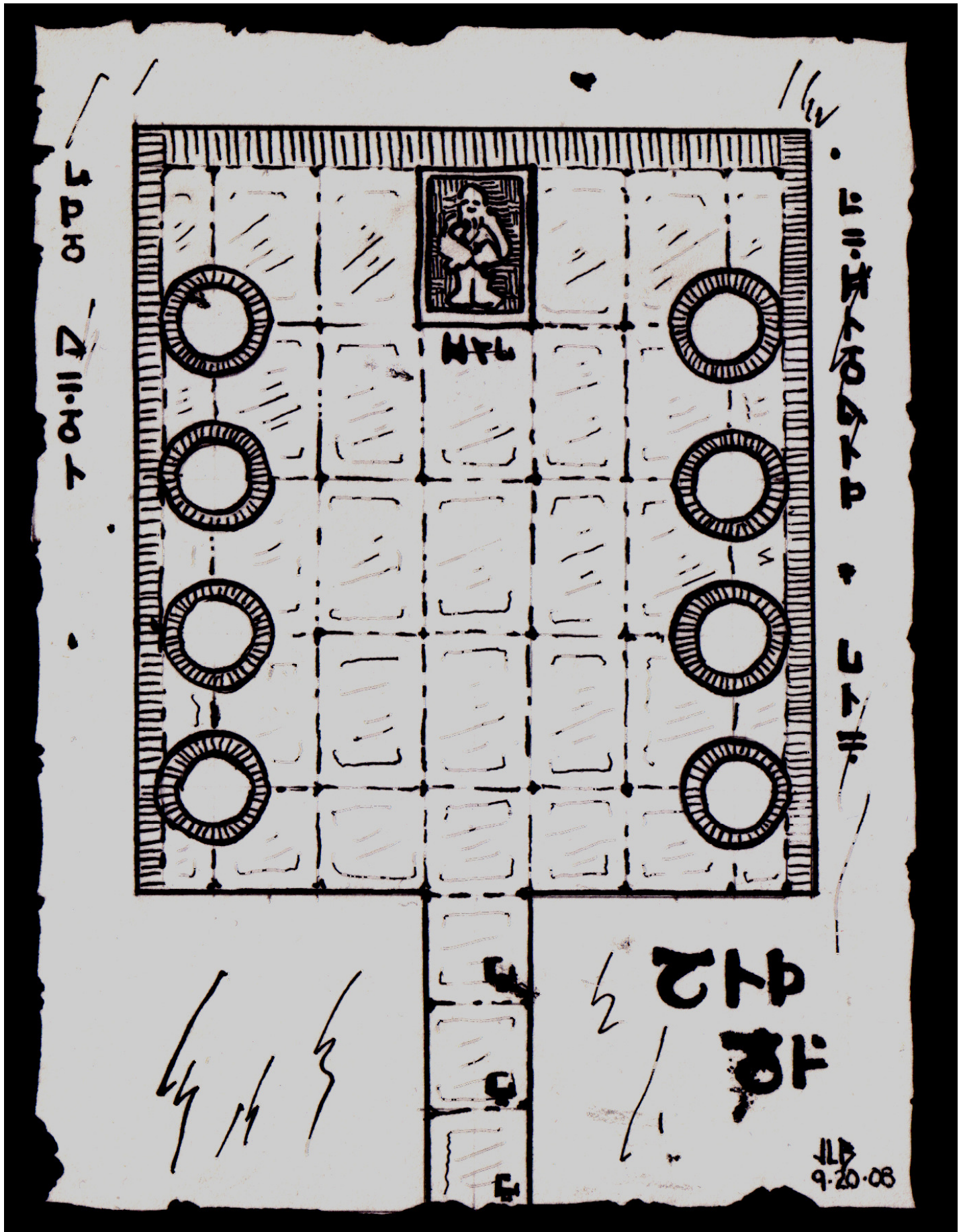
Description: Maleficarus appears as a bearded, horned anthropomorphic giant with fiery-red skin, ebony hooves, and a porcine tail. His eyes are of a cerulean hue, and he talks with an authoritative, compelling voice. He typically garbs himself in a cowled, aureate mantle chased with an assortment of arcane symbols done up in deepest carmine.

APPENDIX B: PLAYER HANDOUTS

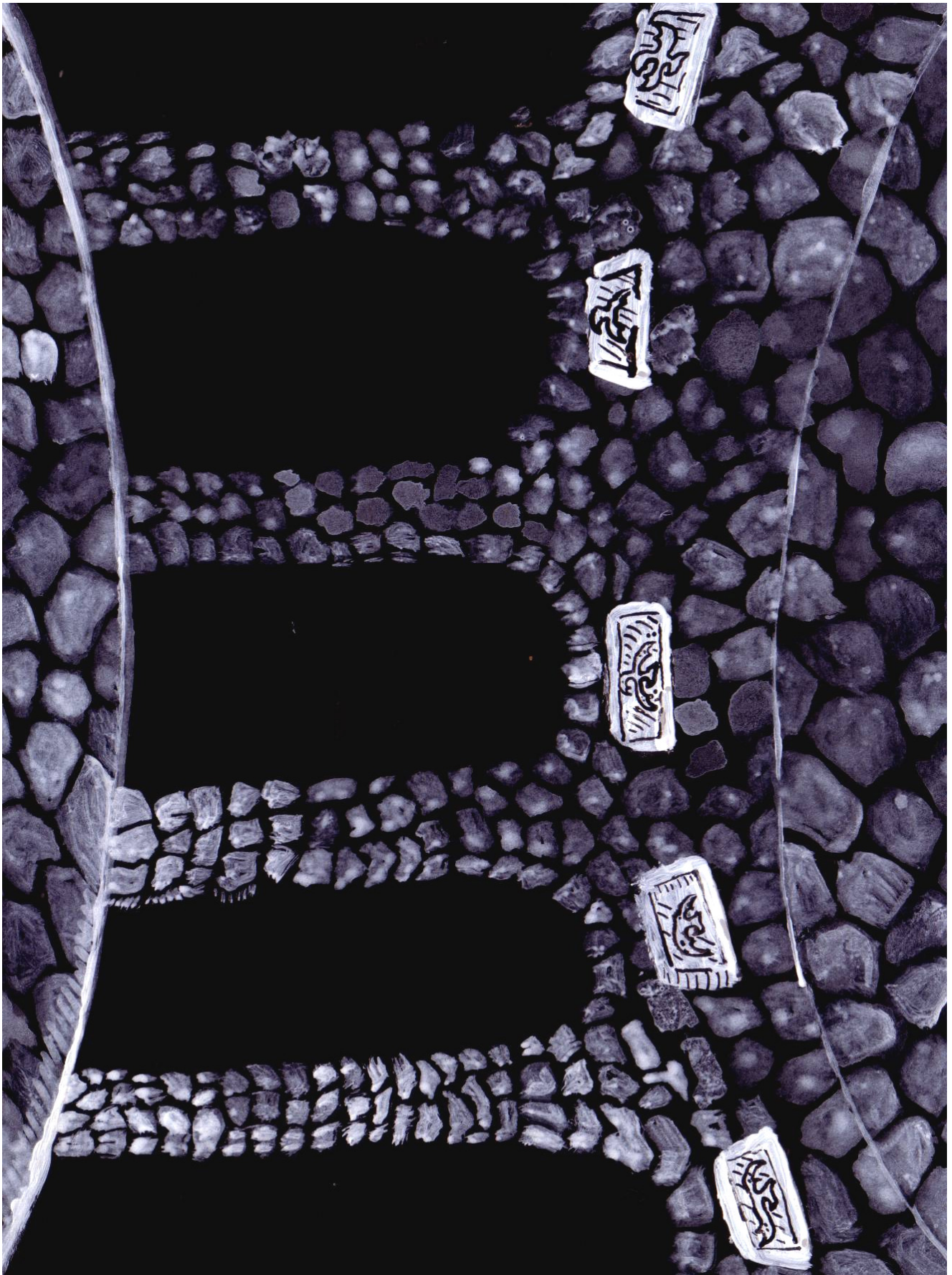
PLAYER'S HANDOUT 1



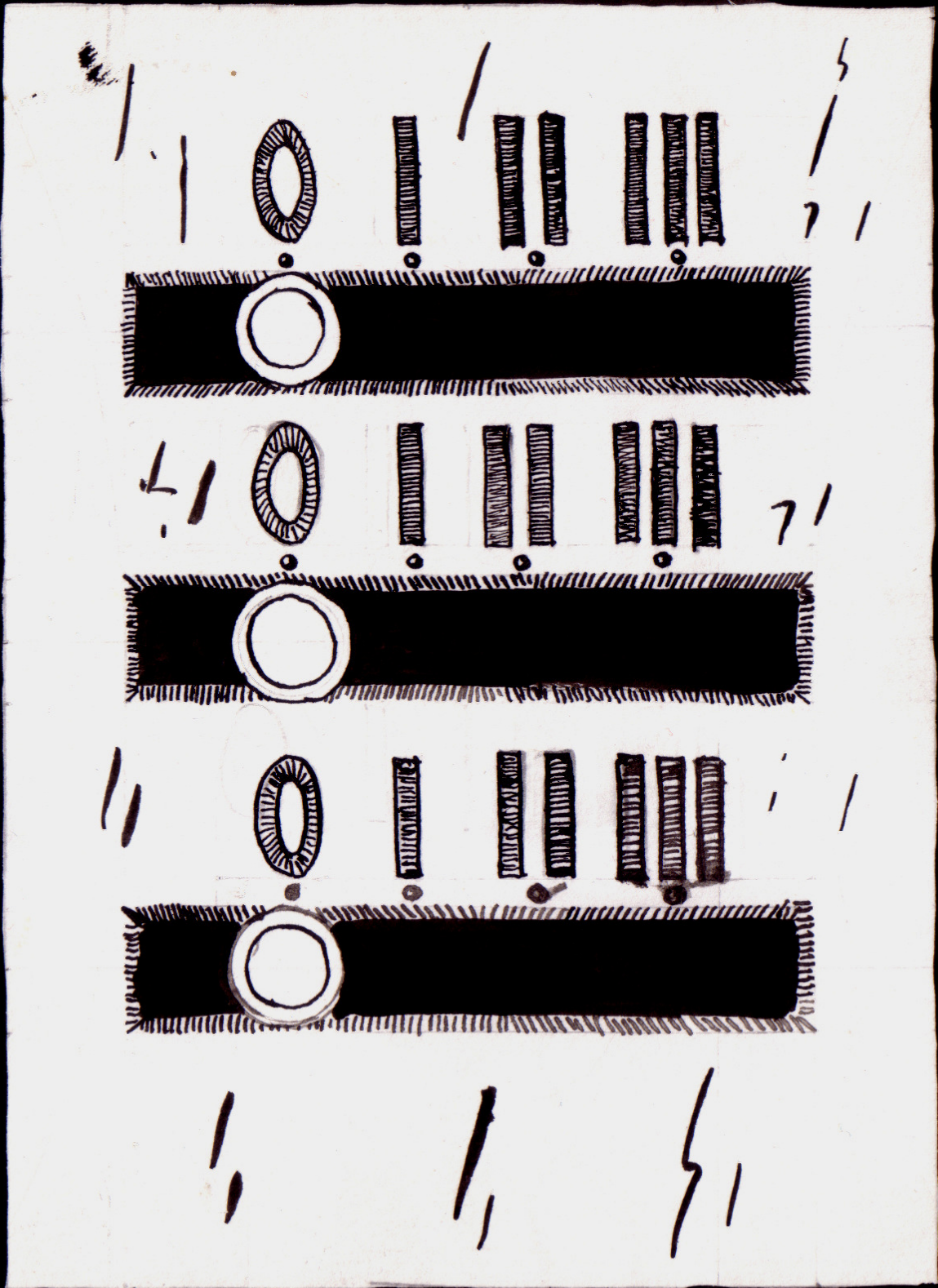
PLAYER'S HANDOUT 2



PLAYER'S HANDOUT 3

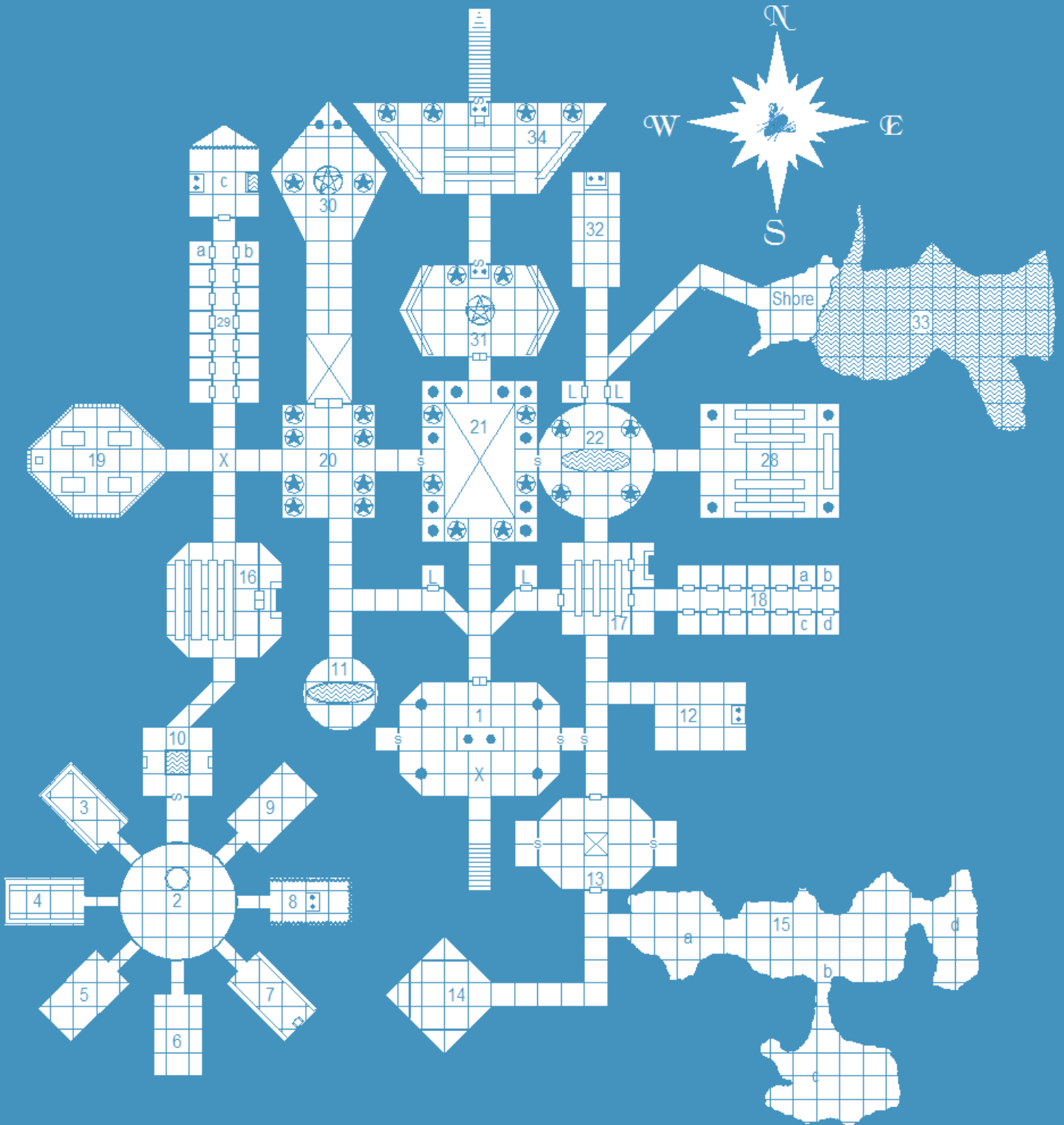


PLAYER'S HANDOUT 4



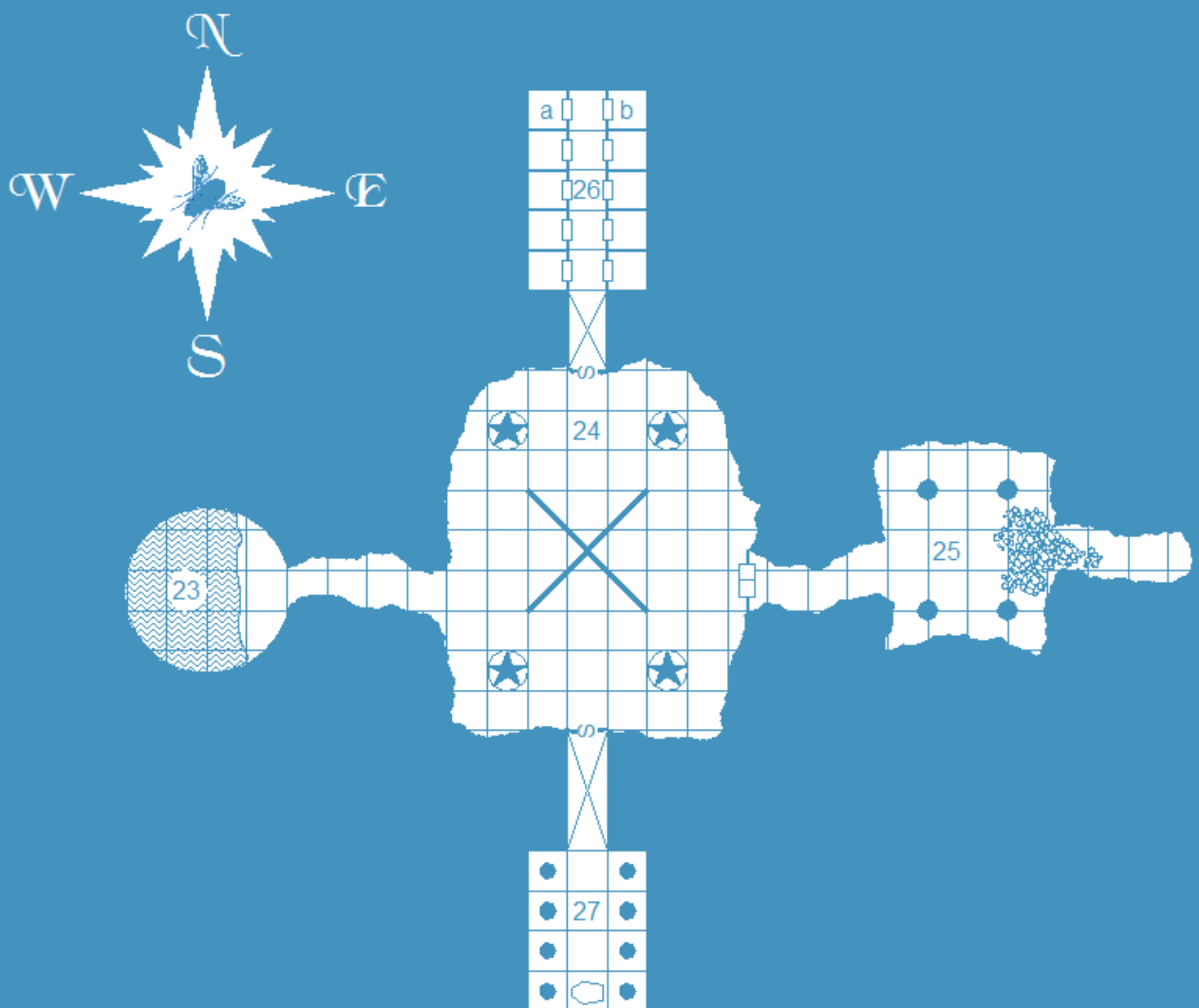
Level 1

The Underground Temple Proper Of Lord Baalzebul



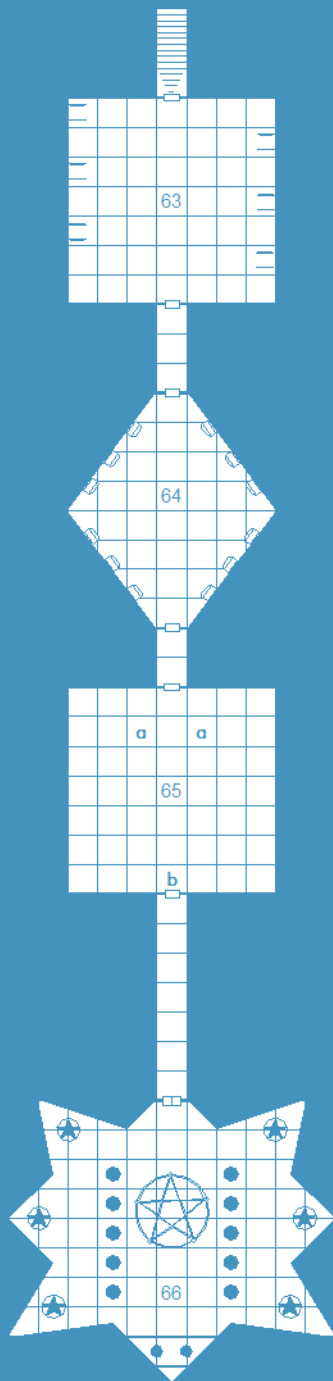
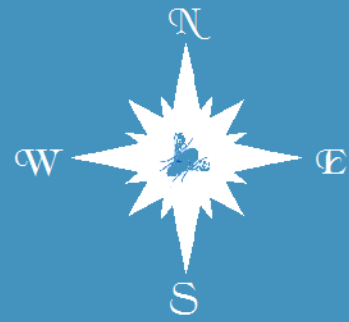
Level 1

The Gray Dwarf Funerary Complex



Level 3

The Shrine Of Baalzebul



Map Key

	Door		Water
	Double Door		Benches
	Secret Door		Pillar
	Statue		Pedestal
	Altar		Flames
	Throne		Rocks
	Pentagram		Stairs
	Pit Trap		Chest
	Curtain		Sarcophagus
	Coffin, upright		Brazier
	Columns of Light		Scything Blades

1 square = 10 feet

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;
- (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;
- (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date,

and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

OSRIC™ copyright 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Copyright 2008, Alphonso Warden.

Brave Halfling Publishing™ is a trademark of John Adams.

END OF LICENSE

Designation of Product Identity and Open Game Content:
The terms "OSRICTM," "Osrictm," and "O.S.R.I.C.TM" are Product Identity and trademarks; all artwork and formatting is Product Identity, the specific wording of the text of this work is Product Identity in its entirety, including the text of spell descriptions, but excluding spell names, summary spell data, and also excluding any text language derived from the SRD. Experience points required to achieve levels, monster experience point value calculations, and the random experience rule are all Product Identity to the extent permitted under the OGL and to the extent such material is subject to copyright. The remainder of this work is designated as Open Game Content to the extent permitted by the OGL. Open Game Content thus includes target numbers for all rolls requiring a target number, all means of generating such target numbers, numerical effects of meeting such target numbers, alignment descriptions, equipment costs and effects, and the numerical effects thereof, statistical summaries of a monster's capabilities in terms of game effect, and all other material not designated as Product Identity hereby.

All art and logos are product identity. All text in this document, with the exception of material specifically excluded in the declaration of product identity, is open game content.

MORITURI, TE SALUTO



Several centuries past, a shadowy sect sought to enslave the world in the name of their dark lord, Baalzebul, one of the arch devils of Hell. They carved out a massive subterranean temple deep in the heart of a dense, forbidding forest to base their operations. The clerics of Tyr, God of War and Darkness, were eventually able to assemble a host of holy warriors to raid the temple, and managed to destroy most of the wicked followers of Lord Baalzebul before their darksome ambitions could be fully realized. Or so they thought. Cut to the present: A company of clerics calling themselves the Order of the Black Lotus have journeyed to the evil fane with the intent of reviving the forgotten cult of Baalzebul. They are surprised to discover that many of the followers of the arch devil survived the raid, afterwards performing the necessary rites to merge with the Negative Material Plane so as to unnaturally extend their lifespans. It is up to you to see that they don't fully unite with the undead servants of Baalzebul, unleashing the arch devil's horde upon an unsuspecting world.

This product is designed for 4-6 player characters of levels 13-15, and contains a detailed key and maps to the sprawling three level underground Temple of Baalzebul. Also includes a new spell, a new monster, and rules for the worship of the arch devil Baalzebul.

Brave Halfling Publishing