


THE ROD OF SERAILLIAN

The background of the cover is a photograph of a massive, ancient stone doorway. The door itself is made of a dark, blue-tinted metal, possibly bronze or iron, and is covered in a dense grid of circular studs or rivets. The door is set within a thick stone frame that is heavily carved with intricate, repeating patterns. The lighting is dramatic, with the door and its frame being the primary focus, while the surrounding stone walls are in deep shadow.

BY CARL SARGENT



The Rod of Seraillian is an adventure for use with the 1st edition AD&D game system. It is designed for a party of 6-9 characters of levels 7-9, with a combined total of about 60-65 experience levels. A well-balanced party is as important for this adventure as for any other, but the presence of two clerics is strongly advised. The adventure has been set in the Pelinore campaign world, and notes are provided in the appendix to allow it to be integrated into this campaign. However, it is quite suitable for use as a one-off adventure, or for incorporation into a well-established campaign elsewhere.

If you intend to be a player in this adventure, please read no further; the rest of the Information is for your DM only. DMs should note that this adventure is tricky and hazardous, and fairly complex! You will have to run several dangerous and smart NPCs. Within this module, you will find descriptions of these NPCs which you may wish to photocopy, since the characters are highly

mobile. Likewise, an appendix at the end of this adventure lists the original 8 PCs who took part in this dungeon. Players could use these characters, but they are chiefly there to show the strength of the original, successful PC party. In particular, the number and power of magical items they possessed is a guide to what will be needed here. If your players have lesser resources than those listed, you might wish to introduce extra magical treasures, either in a separate adventure before this one commences, or in the very early stages of this one (locations on level 2 are suggested for this).

This module contains much material on the strategies, aims and resources of the major NPCs to assist you in determining their actions. You will need to be familiar with this material, and with plot lines, to run the adventure.

BEGINNING THE ADVENTURE

PLAYER'S INTRODUCTION

You know this feeling only too well. it's been a little while since last you adventured, and now you're getting restless. When you heard that a ranger had been making discreet enquiries about adventurers dedicated to combat with evil, you couldn't resist finding out more. Soon you meet him face to face. He introduces himself as Sarien, and he gets straight down to business...

THE RANGER'S STORY

A week ago, while waiting for a ship home from Argos in the Barony of Poritas, Sarien's attention was captured by a middle aged man, dressed like a merchant, but very nervous, who was drinking in the inn at which the ranger had been staying. The merchant's agitation showed in every gesture, in his posture, and in the way he looked about him. On impulse, Sarien went over and expressed concern. The man was very diffident, but asked Sarien if he felt any evil around him. Sarien was surprised, and could only reply that he didn't feel anything, but that didn't mean there wasn't any - and what did he mean? The man asked what Sarien would do if he knew evil was abroad; Sarien stated his profession. With that, the man relaxed.

He introduced himself as Marius de Vries, a cleric of a good deity, fearful of his life. Sarien asked what the threat was, and offered his protection. De Vries hesitated, and then said that there was little to lose, and that he felt he could trust a ranger, so he would tell all.

He stated that he was a cleric of the good goddess Seraillian (of whom Sarien hadn't heard, though he travelled widely) and that he possessed important information which servants of evil were trying to suppress. Specifically, he possessed a map

showing the location of a temple north of Caer Darus dedicated to the evil deity Mandrazaal (also unknown to Sarien). In this temple an artifact sacred to his goddess - the Rod of Seraillian - was hidden. He feared that the Rod might be used by clerics of Mandrazaal and its powers warped for evil's ends. The Rod was of potentially great power, and its return to a Church of Good (preferably Seraillian's, though that might be impossible) was of the highest importance to all good people. He had checked the map details, trekking to the vicinity of the temple, and that had been his downfall.

He had been spotted and pursued, and had looked to escape through using a **potion of flying**. But he was still being hunted. Yesterday, his food had been poisoned, and that was why he was eating here, and not at his own hostel. He was at his wits end, and did not know how he might escape. Sarien assured de Vries he could help, but begged him to tell more about the deities he mentioned.

De Vries waxed lyrical about Seraillian; a compassionate and merciful goddess, patron deity to good MUs and illusionists - in fact, many of her clerics were split-classed cleric-MUs. There were few left now, but in better days she was celebrated at great festivals where specially crafted candles burned with all the colours of the rainbow, and spells such as *dancing lights* and *rainbow pattern* created fields of light over the towns wherein her temples were situated. She was known throughout Poritas as the Unseen Rainbow, and would manifest herself on momentous occasions as a rainbow across the nighttime sky. Always, her radiance was with her clerics, and she encouraged them to outwit evil through craft and guile in magic.

Mandrazaal was another matter. A deity of unmitigated evil, he was consumed with a hatred of all living things - of

existence itself! Most of all, he hated Seraillian's joyous use of light as the symbol of high wisdom and intellect. There was great enmity between them. About 70 years ago, Seraillian's clerics had decimated Mandrazaal's temple to the north-east of Argos.

However, in the battle the great Rod, which had been wielded by the chief cleric, was lost and never recovered. Thereafter, the surviving good clerics began to meet with odd deaths; some were assassinated, others suffered wasting diseases, others merely disappeared. People began to turn from the 'unlucky goddess' - the peoples of Poritas were ever fickle. De Vries believed he was now the last living man to have seen the Nighttime Rainbow. Sarien offered his help to the despairing man. Great Tarmanel, who took the sky as his dominion, would surely wish to see such a fellow deity aided. The ranger would take de Vries back to Cerwyn, to some sanctuary. The cleric could spend the night in Sarien's room, and they would take ship the next day. Finally, de Vries was persuaded. He said he would fetch his things from his hostel, and made a copy of the map he bore, so that each of them had the means to continue should one fall. Sarien went to book passage for them both, and to complete his own preparations. But, as night fell, de Vries did not come back.

Troubled, Sarien went to the hostel, the Red Horse near the main market square, and found it in uproar. De Vries had been stabbed to death in his room; by morbid coincidence, the local undertaker, Mitch, had been passing with his dismal hearse and had taken the body away.

At first light, before he had to set sail, Sarien visited Mitch and roused him from sleep. The irate man waved the certificate the town guard had given him (which he required to claim a paltry burial fee from the Argos authorities), and said he had buried

the bloodied and horrible body promptly. Sarien had little time to check the story. The landlord of the hostel, Dargan, had examined the body with Mitch and there was no doubt that de Vries was dead. Sarien had not time to check on the truth of any of the rest of the story, nor could he prove any right either to check or remove the cleric's belongings, nor to reclaim the body that it might be brought back to a temple of Tarmanel. So, when he left, all he had was the map.

Back in Cerwyn, Sarien had hoped to gather resources to return to Argos, to solve the mystery and purge the evil he had heard of. Instead, his liege-lord had requested him to undertake a lengthy mission in Korrath, where trouble was brewing over some misunderstanding with the Theocratic Principalities. With no likelihood of finding any clerics of Seraillian, Sarien can only hope to find someone to whom the adventure alone would be sufficient goal, and thus he had quickly put the word about the Adventurers' Fraternities of the City. Surely someone will avenge de Vries, and recover the Rod?



THE EVIL PLOT

DM's INTRODUCTION

Sarien, who is a 5th-level NG ranger of unimpeachable character, has been absolutely honest with the party, and told them all he knows. It is Marius de Vries who is not all he seems. He is, in fact, a senior cleric of Mandrazaal. He picked his target carefully, with a concealed casting of *know alignment*, and sold poor young Sarien his story perfectly. His 'death' was faked with the aid of *feign death*, an acolyte, and the paid assistance of Mitch. His 'coffin' is empty, and he returned to his temple with a *word of recall*.

The map Sarien received is absolutely accurate. Further, the Rod of Seraillian is indeed hidden in the temple to Mandrazaal there. But it was not lost; it was placed there to guard a portal. Seraillian's clerics, those 70 years ago, had only resorted to a physical attack on a temple of Mandrazaal when they discovered that his clerics had discovered the potential to gate into the *Prime Material Plane* beings of great destruction from the *Plane of Concordant Opposition*. The chief cleric of Seraillian left the Rod there to seal the half-completed portal; its power is so great that Mandrazaal's minions cannot even approach it (see page 45).

The Rod has thus been a source of great frustration to the evil clerics, but now the matter is even worse, for they have rediscovered how to open the portal. If the Rod were removed, they could complete their work. So, de Vries hit upon this ingenious solution; dupe a bunch of good-aligned people into removing the Rod for him.

There is one further complication the GM should be aware of at this stage. There is a schism in the ranks of Mandrazaal's greatest servants, the terrible Dark Angel (see page 48). It was a relatively junior Dark

Angel, Satimus, who discovered how to complete the portal to the *Plane of Concordant Opposition*, and this has greatly endeared him to Mandrazaal, who has given him more power and lackeys. It has not endeared him to the established leader of the Dark Angels, Valnakestra. She fears that if Satimus brings off this coup, her position as leader will be in jeopardy. So, she has her own spy within the Temple, Malaan. The senior clerics believe Malaan is just another junior, a cleric with minor MU powers and alchemical abilities. He is also popular with the bugbears in the temple, and keeps that humanoid rabble in order, for which the senior clerics are grateful.

In fact, Malaan is more powerful than de Vries or any of the other clerics know. His popularity has less to do with his charisma than with the judicious use of *charm* spells. Obeying Valnakestra's orders, he has no intention of letting anyone remove the Rod. Thus, we have a triangular contest. The senior evil clerics, known as the Proximate Circle (see pages 49-50), want the PCs to have the rod, though they will offer them a plausible enough fight along the way, having ordered their minions to harrying the PCs without mercy - they could hardly order them to throw away their lives for a pretence of a fight. After the PCs have removed the Rod from the portal, the Circle believe Satimus will be able to recover it and deal with the PCs. Malaan and his aides, on the other hand, will be all out to destroy the PCs, and since the Proximate Circle has given them orders which say they are to do just that (while organising them in such a way that minimises their chance of doing so), Malaan has every chance of carrying out the wishes of his true mistress without his immediate superiors suspecting his dual allegiance. The resultant complexities should be great fun, but it is essential that you are fully familiar with the adventure before running it! As noted, strategy suggestions for

major NPCs are provided. There are also regular notes on clues which should help players figure out that all is not as straightforward as it seems - some odd things happen, and some useful finds can be made.

One last pointer for the GM. As noted, one appendix at the end of the adventure gives the original PC roster, and lists their magical items. An essential factor in the success of this group was the possession of a **ring of free action** by a powerful fighter. There is a wealth of clerical magic in this module, and the *hold person* spell, frequently encountered, can be highly dangerous for PCs. If none of the characters in your player's party has such a resistance to hold spells, you should consider adding such a ring to the items worn and used by a low-level evil cleric relatively early in this adventure.

ABBREVIATIONS & FORMS

DM's REFERENCE SECTION

Statistics for monsters are given thus:

AC = Armour Class; Mv = Movement Rate; HD = Hit Dice; hp = hit points; #AT = number of attacks; Dmg = Damage; SA = Special Attacks; SD = Special Defences; AL = Alignment; MR = general magic resistance (omitted if standard); Int = Intelligence; Sz = Size; THACO = Minimum roll required 'to hit'; XP = experience awards for defeating monster.

For NPCs, stats are as follows;

Name, level, class, characteristic scores (S, I, W, D, C, Ch), AC, Alignment, hp, weapons used and damage done; THACO, details of spells, magical items, treasure carried, etc.

Note that all Mandrazaal's clerics are male unless otherwise stated. The THACO score does include all bonuses due to strength and magical weapons (if any) but not any which might be due to spells (such

as bless), and does not include adjustments for weapon type vs. variable AC. Bonus spells due to exceptional wisdom (16+; AD&D only) are included in spell listings where applicable. AC values given for clerics usually include the use of a shield (check the equipment for each NPC cleric), but a shield cannot, of course, be used by a spellcasting cleric. If a spellcasting cleric is involved in melee, don't forget to make the appropriate AC adjustment.

The term 'dex check' is used in places. This means the PC must roll his/her dexterity or lower on 2d10 to avoid some misfortune.

The term EV is used for the Encumbrance Value of certain treasures located in the dungeon. The terms MM, MM2, etc. are used for the AD&D rulebooks.

Certain spells and magical items from **Unearthed Arcana** are used in the adventure, but major UA revisions should not be used. This dungeon cannot accommodate 150hp barbarians and svirfnebli conjuring up 24HD earth elementals....

Finally, a table of suggested xp awards for NPCs can be found at the end of the module together with a brief rationale for computing them.

COMMENCING THE ADVENTURE

MAKING ENQUIRIES

Players may decide that the intelligent thing to do is to find out more about the two deities before setting out for Argos. In the Domains, no temple of any religion will have any information about them, although an approach to a sage specialising in foreign religions, or to the Capitol Library will bear fruit. If the PCs are prepared to pay the fee, the Lorists and Sages Guild of the City League can provide information about Seraillian and/or Mandrazaal's cults in general terms (history, practices, but not any

details about the Rod). This will bear out what they were told by Sarien.

The Capitol has far less useful information about the two cults, although it does refer to them as part of the pantheon of Poritas.

More importantly, the museum can dispense a vital clue; the last recorded manifestation of Seraillian as a nighttime rainbow was 76 years ago in Xir. This was de Vries' one mistake; no cleric of Seraillian could be mistaken on this score, and yet Sarien described him as middle-aged. Even given de Vries' account of later history, it is highly unlikely that the goddess could have manifested somewhere after this time (which, indeed, she did not). So, either the Capitol's information is wrong, or.... If your players aren't the sort to do detective work for themselves, make an Intelligence check for the researcher. If successful, the character makes the connection, and realises that only one of these alternatives is possible.

Don't allow the PCs to tarry too long over this task. If they attempt to go back to the sage they first visited, or to delve deeper into the Capitol libraries, have the sage, or an archivist at the Capitol found murdered. Other men of knowledge will become very wary of talking to the PCs once the rumours start to spread. A similar sequence of events will follow if the PCs hire a sage in Poritas.

Use of a spell such as *commune* or *contact other planes* will give players an unpleasant surprise. Extraplanar creatures and deities will be very elusive and vague (a deity can always say 'no', even to a *communing* cleric). The struggle between Seraillian and Mandrazaal is every bit as bitter as that between Tarmanel and Pharastus. Many fear that all that can come of having followers of Domain deities involved in this struggle is an escalation of the conflict.

FURTHER ENQUIRIES

THE JOURNEY TO ARGOS

Travel to Argos from Borth on a trading vessel is easily arranged, and will take XX days, although the PCs may have many quicker methods of making the journey. Once there, they may decide to make some additional enquiries. The Red Horse is easily found. The landlord, Dargan, will simply confirm the story the PCs already have. When they try to track down Mitch, however, they will reach a suspicious dead end. Mitch 'died in his sleep' three days before. If *Speak with Dead* is used to communicate with Mitch, his account of events will match that given by Sarien - and the PCs can't look into his eyes to verify that Mitch is telling the truth. Of course, if a PC is shrewd enough to cast *Speak with Dead* at the grave of de Vries, there may be a surprise. The DM shouldn't allow the PCs to leave such an encounter convinced they know that de Vries isn't dead; his grave is unmarked, tucked away in the paupers' section, and the new undertaker can only narrow the possible graves down to three (you can have fun inventing the occupants of the other two). Exhumation of the grave is wholly contrary to local law, of course.

Supplies can be purchased in Argos at normal prices, as can mounts. The map shows the distance to the village of Caer Darus to be about 35-40 miles away, and the temple to be over 50 miles further through rough terrain. It is impossible to get horses through the terrain above the 300 foot contour line, although the PCs will not know this until they try, or unless they ask the locals. The undulating uplands are fairly sparsely covered with vegetation but there is isolated cover from rock outcrops in some areas. The Ravenhead peak stands at 644 feet, and is readily visible for several miles around. The map pinpoints the temple to

within 100 yards; it lies one half-mile due east of the peak.

Locals in the village of Caer Darus can advise the PCs that the uplands to the north are wild borderlands, since they abut onto wilderness areas and are populated by hostile humanoids, although these are not encountered very frequently. You should use the following encounters for the PC party, having these occur at suitable times on the journey, which will take three or four days at least.

TEMPLE TREK ENCOUNTERS

1. Trappers: Three men (F0 humans - Fr1, if you are using the Freeman character class) clad in stout garments (treat as leather, AC7) armed with knives, are encountered with two mules carrying furs and pelts - wolf, bear, weasel, etc. They do not approach the PCs, but if they are approached themselves, prove to be gruff, but friendly. Geraine, Darreten and Zander are trappers from Caer Darus who work in the woods and low hills.

They can inform the PCs - if offered wine or stronger incentive - that they saw a group of ogres a couple of days before. Otherwise, their two-week sojourn has passed uneventfully.

2. Spy in the Sky: To the north, the PCs can spy a figure hovering in the sky, well out of missile/spell range. The figure - standing on some kind of aerial platform, it seems - remains in the same place for a few minutes, then flies off in the direction of the temple. This is Sarman (see encounter 5), but the PCs won't know this, at least until and unless they talk to her about it.

3. Ogres: Three ogres. two of them with worg pets, ambush the party's camp during the night. The ogres are vicious and cunning, and will seek to drag off a party member to supplement their diet.

Ogres (3): AC 5; Mv 90'; HD 4+1; hp 23, 25, 27; #AT 1; Dmg 1-10, AL CE; Int Low; Sz L; THACO 15; XP 205, 205, 225; (MM).

One has the Standard issue Ogre sack with 400sp, 250cp and 65gp, two silver bangles (2 x 50gp value; EV 15 each) and a roast dwarf joint wrapped in cloth.

Worgs (2): AC 6; MV 180'; HD 4+4; hp 19, 26; #AT 1; Dmg 2-8; AL NE; Int Low; Sz L; THACO 15; XP 185, 220; (MM).

4. Fighting Manticores: Ahead on the road, the PCs will see two manticores lighting over the prone figure of an elf. If the PCs venture closer, the beasts will see them, and will attack, bloodcrazed as they are. They are not totally stupid - even though they have injured themselves through fighting each other - and can reason that the edibles not wearing shiny stuff (armour, that is) are easier than those which are. Thus, they will spend one round getting airborne, and will then fire spikes at thieves or MUs.

Manticores (2): AC 4; MV 120' (180'); HD 6+3; hp 52, 34; AT 3; D 1-3/1-3/1-8; SA Tail Spikes dmg 1-6 each; AL LE; Int Low; SZ L; THACO 13; XP 781, 797; (MM).

If the elf is checked for signs of life, the party will discover he is well beyond saving (being part-eaten....). He is wearing a gold and topaz signer ring (worth 200gp) and carries a pouch containing 55gp, 18pp and a bloodstained, torn note. All that can be deciphered of the delicate, flowing handwriting (assuming one can manage the Gray Elf language) is adventure... five of us for this sacred.... very dangerous.... greatest evil, in my vision.... you then. Your loving Valde...." The elf cannot be raised, since so little of his body remains intact.

DM's Note: Bearing in mind the points made in the introduction, the GM might decide that the ring on the elf's body is a ring of free action.

5. The Ranger: At some time, the party will turn a corner to come face-to-face with a young woman, in plate mail and with a large bastard sword at her side, sitting 5' off

the ground of a flying carpet and spooning dried peaches into her mouth from a bowl. Beneath her, watching the leading party member out of one eye, is a huge dog.

Sarman 'Sam' Skywise; R6; CG; hp 56;
AC -3 (**plate mail +1, ring of protection +2**)

bastard sword +2, longbow

Human Female

S	17	▪ Bounty hunter, currently in the pay of the village of Caer Darus for culling giants and related evil creatures. ▪ Highly individualistic, responds well to polite greetings from female PCs, and badly to ungentlemanly comments from boorish males. Otherwise she is merely indulging her curiosity by getting a closer look at the PCs she observed earlier.
I	13	
W	14	
D	16	
C	16	
Ch	14	

Shuki, her pet Cooshee: AC 5; Mv 150' (210' sprint); HD 3+3; hp 25; #AT 1; Dmg 7-10; SA Overbearing; SD Camouflage; AL N; Int Low (though exceptionally smart for a cooshee); Sz M; THACO 15; (MM2).

may have captured some other adventurers she saw, since she has lost track of them, and found some blood on the ground where their trail was intercepted by that of the bugbears. She can also help the PCs by *predicting weather* (as the 6th-level druid spell), an old skill of hers - hence the adopted second name.

She will not join the PCs, being far too chaotic and freedom-loving for this. She prefers the cooshee bitch for company. She only stopped to warn the adventurers about the bugbears, and to find out which way they were heading - they were making enough noise to scare away all the game for 30 miles....



Not only can she offer a ready supply of dried peaches, but she knows the vicinity of the peak, and has been killing bugbears there. She doesn't know of any Temple, but believes there must be a bugbear lair very close by, since she was pursuing some who just disappeared. She thinks the bugbears

THE TEMPLE OF MANDRAZAAL

NOTES FOR THE DM

After a few days, the party will reach the area of the Temple, and the DM will need to refer to the encounter descriptions for the Temple. Certain general points need to be made, then, which apply to all of the Temple area encounters.

Dungeon corridors and chambers are shown to scale on all maps; corridors are at least 10' wide in all cases. The Temple was cut by human/humanoid miners and magic from natural limestone caverns, so the air is generally damp. Whilst there are irregularities in contours of corridors and chambers, the diagrams show 'smoothed' contours to facilitate easy description and mapping. Ceiling heights vary between 14-18 feet; important exceptions are noted.

Major items in rooms (tables, altars, beds, idols, etc.) are shown in the large majority of locations except where this would badly clutter the room (e.g., in bugbear dorms). No item is shown on the maps which is not described in the relevant text description. All rooms occupied by humans and all corridors will be lit with torches (corridors) and oil-burning lamps/lanterns (rooms). Rooms used by humanoids with infravision do not have such light sources. Doors will be locked in most cases, particularly at night or after the PCs have made their first serious incursion into the Temple. Normally, the exceptions will be noted. Note particularly that - with the exception of major locations - the descriptions of chambers are less detailed for **levels 5-4** than for **levels 1-2**. No essential description is omitted, but incidental detail is a little thinner to save space; reference should be made to certain areas having the 'same kind of furnishings and trappings' and the players should have

become used to what these are after exploring the upper levels.

The Black Clerics: Mandrazaal's clerics wear plain, black, cotton robes over their armour (specified individually: chain, plate, etc.), but some have lined or trimmed robes which may be valuable if not shredded or fireballed. In many locations, brief descriptions of minor treasures (personal effects, etc.) are given. Remember that the clerics live in this Temple; not all their treasure is in gems and gp. You should determine the time needed to find these (with the exception of those which are obvious or well-hidden), according to the needs of the play sessions.

For all dungeon levels strategy notes are provided which will help you to modify NPC actions as the overall position changes. Keep in mind that the clerics are mobile, can regroup, have different and sometimes conflicting aims, variable resources and information sources. While battle tactics are often suggested, do not forget that junior NE clerics and humanoids may construct traps and defences with mundane materials - oil as a missile weapon, trip-wires, etc. These tactics are not included among the suggestions, but are something the GM should consider (assume, for example, that any area with oil-burning lamps will have plenty of spare oil). Senior NPC enemies will eschew such tactics; they have guards and strong spell use.

For all these reasons, this dungeon may be best suited to several, short play sessions, so that you can regroup the NE forces, plan defences and consider off-stage action. And remember: until the PCs reach the Rod, the senior clerics of the Temple will plan their strategy to allow the PCs to get through, even though their minions will be trying their all to stop them in each individual encounter. Malaan and his allies have no such contradiction - if he can do so

without disobeying his seniors, Malaan will try to use his resources in the most intelligent fashion to stop the PCs. And after the PCs have the Rod, then all restrictions are off....

DUNGEON LEVEL 1

STRATEGY NOTES

Even if the guards here receive some warning of the PCs' arrival, they will not immediately alert further guards. Only if they see that the PCs are powerful - as a ranger kills a bugbear with one blow, or an MU fires off a whole fistful of magic missiles - will they try to get to area **17** to alert the guards on level two (through area **18**). In such circumstances, they will abandon the upper level, and try to make their way down to level 2 to bulk up the guard there. These are not 'to-the-death' types, and if prevented from escaping from a powerful party, will surrender after an initial scrap.

For the tactics of the occupants of individual areas, see the relevant italicised notes below.

LEVEL 1 KEY

1. Entrance Doors: De Vries' map pinpoints the entrance to the Temple to within 100 yards. There is very little visible of the Temple above ground; merely some carvings in the rocks at the head of the trail, and the entrance doors themselves, which are set in a vertical rock face, concealed with a *hallucinatory terrain*. This disguise is largely negated by the well-worn trail up to the rock, worn by humanoid feet. Rangers (100%) and others (40%) will easily find these tracks.

Tactile checking reveals the doors; they are of a dark, heavy wood with iron fittings and bear carved, non-magical sigils of Mandrazaal's cult. A successful *Open Locks*, *knock* spell, or the efforts of PCs with a combined strength of 45 will open them.

Either of the last two options, unless covered by *silence*, will alert the bugbear guards in (2). The main steps lead down 40 feet over a 180 feet distance, and are without light (as are all corridors on this level), though there are unlit torches in brackets at regular intervals along the walls.

2. Bugbear Guards: A seedy chamber, with unremarkable furnishings (crude table, chairs, bunks, a medium-sized unlocked chest with dirty clothes and personal effects). A serjeant and six bored guards sleep, dice and bicker in here. Only if alerted by noise will they not be easily surprised.

Bugbear Serjeant: AC 4; Mv 90'; HD 4+2; hp 26; #AT 1; Dmg 4-10; SA +2 to-hit/damage; AL CE; Int Low; Sz L; THACO 13; Xp 300;(MM).

Uses a morning-star, wears a silver/bloodstone ring (80gp value) and a heavy belt-pouch with the others' wages - 5gp, 120sp, 140cp.

Bugbears (6): AC 5; Mv 90'; HD 3+1; hp 11, 17, 17, 9, 22, 15; #AT 1; Dmg 2-8; AL CE; Int Low; Sz L; THACO 16; XP 179, 205, 203, 171, 223, 195; (MM).

Armed with crude clubs.



3. Ogre Guards: Another unremarkable chamber, with straw bedding, two tatty and worthless wolf skins, two pottery flagons of vile-tasting raw spirit, a table with scraps and the wolf's bowl. The ogres are fiercely attentive guards at night, but tend to be drunk and asleep all day, leaving the wolf on guard.

Ogres (2): AC 5; Mv 90'; HD 4+1; hp 22,25; #AT 1; Dmg 1-10; AL CE; Int Low; SZ L; THACO 15; XP 200, 215; (MM). Armed with clubs

Worg: AC 6; Mv 180'; HD4+4; hp 27; #AT 1; Dmg 2-8; AL NE; THACO 15; XP 225; (MM).

4. Junior Acolytes: The day-room of the acolytes is cleaner and better-furnished, with a bearskin rug (100gp value, EV 150), solid wooden tables with drawers, chairs. two oil-burning lanterns, a wall-shelf with 4 vials of unholy water and three unholy prayer books, a small icon of Mandrazaal and a bracketed brass container with a dozen evil-smelling incense blocks. During the day, Malynt and Zadynir will be in here engaged in studies or rituals. it will be empty at night.

Malynt; C4; NE; hp 23; AC 2 (plate mail)

footman's flail (2-7); THACO 18

Human Male

S	14	▪ Has 8gp & 20sp in pouch and a plain gold ring (40gp)
I	12	▪ Curate of Mandrazaal
W	16	Spells Available:
D	15	1: <i>bless, cause light wounds, darkness x2, sanctuary</i>
C	15	2: <i>hold person, resist fire, silence 15' x2</i>
Ch	10	

Zadynir; C3; NE; hp 19; AC 5 (chainmail)

footman's flail (2-7); THACO 20

Human Male

S	13	▪ Has a gold & zircon ring (40gp)
I	9	▪ Priest of Mandrazaal
W	15	Spells Available:
D	11	1: <i>darkness x2, sanctuary</i>
C	12	2: <i>aid, hold Person</i>
Ch	13	

5. Junior Acolytes: Their sleeping area. There are two pallet beds, two oil-burning lanterns, prayer mats and footstools, another icon of Mandrazaal, two spare sets of robes, a table with locked drawers (keys in one of the spare robes) and another table with porcelain washing bowls, urns of water and two slightly valuable knickknacks - an ivory comb (25gp value, no EV) and an ornate silver mirror (50gp value, EV 10). The table contains two pouches with mixed coins to the value of 20sp and 15gp.

6. Reading Room: This room contains two large desks with scattered vellum and inks (worth 150gp, EV 50) and quills. The clerics have been copying three Mandrazaal texts and illuminated sketches of *protection from good* circles, etc. The room is lit by lanterns, and the doors to the east bear more of the same sigils seen outside the Temple and upon its entrance doors.

7. Acolyte Leader: Coromir oversees the Junior's devotions and commands the humanoids, receiving his orders in turn from Gramman (area **28**). He is very bored and spends his time executing very bad oil paintings. This lantern-lit room contains his pallet-bed, a wardrobe with two spare robes, two excellent pairs of boots and some fine leather belts (45gp total value), an empty desk, a chair, an easel, 10 pots of oil paints (20gp value each), a stack of poor animal-hide canvasses and three excruciating paintings (an unrecognisable one of himself,

a ghoul arising from a tomb, and a girl expiring from poisoned drink).

8. Glyphed Doors: A careful check will show that the hinges of these doors are clearly rusty. An even more careful check will show that an electrical *glyph of warding* has been placed upon them, hidden among the many other non-magical sigils on these locked, heavy, wooden doors. Anyone touching the doors must make a Save vs. Spells or take 16 points of damage (half if saved; note that the detonation will make a lot of noise).

The area beyond has not yet been renovated and the corridor is very dusty. The air is dank. The corridor is unlit although burned-out torches can be found in wall brackets. Areas **9-12** are obviously unused by Mandrazaal's clerics.

9. Store: This originally held unholy paraphernalia - incense, foetid grasses and herbs, unholy water, etc. The surviving brass bowls and chalices have no value, though six empty crystal vials (40gp value each) can be found among the debris if checked.



10. Enrobing Chamber: In the past, junior clerics donned their ceremonial robes here, but only the rotted remains of 30 robes on pegs are left here now. The east wall bears the faint outline of an 8' painted circle, depicting further signs and sigils. There is a 12' wide depression in the floor at the south end, and the base of the wall itself has been destroyed; a pit leading to an underground chamber has been constructed by the monster now in residence. Noise in the room will cause it to attack.

Umber Hulk: AC 2; Mv 60'; HD 8+8; hps 41; #AT 3; Dmg 5-12/5-12/2-10; SA Confusion gaze; AL CE; Int Avg; SZ L; THACO 12; XP 1,792; (MM).

The hulk isn't dumb, and if reduced to 10hps or less, will retreat back down the tunnel, which descends with a 1-in-3 gradient to a 20' wide, rock-strewn hemispherical chamber 80' below. Movement in the tunnel is half normal, or else a Dex check must be made to avoid slipping and falling (1-4hps damage per 10' fallen - roll a d8 to decide how far the character falls).

The lair contains two garnets worth 100gp each.

11. Ceremonial Chamber: This was once a place for acolytes' devotions. The stone altar remains, but not the wooden pews, which are crumbled on the floor. Two huge brass incense burners decorate the west wall, an icon of Mandrazaal is set in an alcove in the north wall, and the east wall has many robes hanging on pegs. A table bears the mildewed remains of unholy prayer books and some decomposed silk hangings. The altar bears no trappings, only some ominous old stains, and is made of plain stone with carved arabesques and sigils.

12. Priests' Rooms: Senior clerics officiating at ceremonies dressed here, and the undead remains of one priest - slain by a jealous colleague when the Temple was abandoned - are still here. Simple furnishings (benches, table, chairs, cloths)

are rotted through, though there are some items of value: a ceremonial silver bowl (300gp value, EV 100), two silver incense burners (200gp value each, EV 75), and a gold-handled knife with two bloodstones and a citrine set in the handle (700gp, EV 20).

Spectre: AC 2; MV 150' (300'); HD 7+3; hp 30; #AT 1; Dmg 1-8; SA 2 level energy drain; SD magical weapons to-hit, immune to mind-affecting spells, cold, poison and paralysis; AL LE; Int High; Sz M; THACO 13; XP 1,950; (MM).

The Spectre will only attack the PCs if they are wearing the ceremonial robes as a disguise, or if they attack (or seek to turn it), or remove items of value. Should true clerics of Mandrazaal be brought into this room, the result would be carnage.

13. Preparation Chamber: The solid wooden doors (bearing more sigils) are unlocked. The room is unlit, though there are bracketed torches on both the east and west walls. Cotton hangings depict Mandrazaal's clerics on the north wall. Two rows of pews and several rows of chairs face a raised dais, on which are two copper bowls of unholy water, a morning-star, prayer books, a large unholy text, two silver candlesticks (100gp value, EV 35 each), 12 grey candles, 12 flasks of oil (perfumed with a sickly scent), an ornamental lanthorn with gold filigree work (250gp value, EV 80), three small cotton towels, and a bronze rod with a skull motif and bloodstones in the eye sockets (radiates a faint evil but is harmless, 250gp value, EV 70).

The chamber is for rare (and carefully screened) visitors to the temple. They are ritually prepared for entry into the rest of the complex. There is a 25% chance that one or more acolytes (from areas **39** or **40**) will be here, tidying up and bringing in fresh supplies. If so, the chamber will be lit. The acolyte(s) will fight as best they can, but if threatened with capture will suddenly renounce their god. The reasoning behind

this is simple; rather than be captured and reveal the defences of this place, the acolytes will be sacrificing their lives to the undead defenders of this chamber, who appear behind the dais when unbelievers are revealed.

Ghasts (5): AC 4; MV 150'; HD 4; hps 9, 29, 17, 17, 20; #AT 3; D 1-4/1-4/2-8; SA Paralyse, stench; SD immune to *sleep*, *charm*, etc.; AL CE; Int Very; Sz M; THACO 15; XP 226, 306, 258, 258, 270; (MM).

The creatures will look to kill the Mandrazaal clerics first, and defend themselves last. They will not otherwise reveal themselves unless the PCs start tampering with the material on the dais.

14. Meditatorium: Tidy, even though little used, this spartan chamber is dominated by an obsidian idol of Mandrazaal. The room otherwise has only pews, footstools, prayer mats and a large collection of unholy texts. The doors are unlocked.

15. Glyphed Doors: The trap here is identical to that on the doors to area **8**. Again, the unused state of the doors and the passage beyond is obvious is a visual check is made. At the point marked by the small 'x', there is a 7' wide open pit in the floor, obviously made by a burrowing creature of some size and power. A tunnel twists and turns some distance away from the bottom of the pit. Fill it with a purple worm if the PCs turn out to be dumb enough to wander along it; the idea is that it should warn them that this is an area occupied by creatures one shouldn't wish to meet.

16. Commemorative Chamber: This unlit chamber houses the ceremonially interred remains of some juniors slain in the service of Mandrazaal. The dais bears rotted and unidentifiable leather and cloth items, two worthless empty brass bowls, two iron mitres and an unholy symbol of Mandrazaal. Most of the bodies were cremated and stored in wall urns, but some were buried, and two

of these six tombs (marked with arrows on the map) contain undead.

Wights (2): AC 5; Mv120'; HD 4+3; hp 20, 17; #AT 1; Dmg 1-6; SA Energy drain; SD Silver or magic to-hit, immune to mind-influencing spells or cold; AL LE; Int Avg; Sz M; THACO 15; XP 640, 625; (MM).

17. Guards, Level 2 Entrance:

There is a simple concealed pit trap, 7' wide, 20' deep (3-18hp damage) and 10' long, in the 10' corridor. Anyone with legitimate business is guided past it. Falling into it will certainly create enough noise to alarm the guards on duty in room **17**. They will take appropriate action (see below). Neither set of doors is normally locked.

The chamber is an office. Behind the desk sits an acolyte who greets visitors. He sits with a worg at his side, and bugbears flanking the north door, maintaining a record book of arrivals and departures, past and expected, from the Temple. As a precaution, the first page of the book is trapped with a *glyph* which, if looked at by anyone with an alignment other than NE, inflicts 16 points of fire damage (no save). To add insult to injury, the book will then be consumed by flame in a single round. There is little of interest in the book anyway, except the frequent reference to the comings and goings of 'DV'. Naturally, the reference is to de Vries.

Also on the desk top are some sheaves of virgin parchment, quills and inks (total value 30gp) and a marble paperweight (40gp, EV 50). There are several sheets of unsavoury doodles. The desk has two locked drawers (the acolyte has the keys) which contain the valuables of a duped visitor who was involuntarily detained and politely executed. The top drawer contains a pouch with 85gp, 7pp and two base 100gp gems.

Albiston; C4; NE; hp 29; AC 2 (banded mail)

footman's flail (2-7); THACO 17

Human Male

S	17	▪ Has two belt pouches, one with rank herbal tobacco and a good, wooden pipe with gold bands (50gp, EV 8) and the other with 27gp; also has a platinum bracelet worth 180gp (EV 20)
I	11	
W	15	
D	16	
C	16	▪ Curate of Mandrazaal
Ch	9	

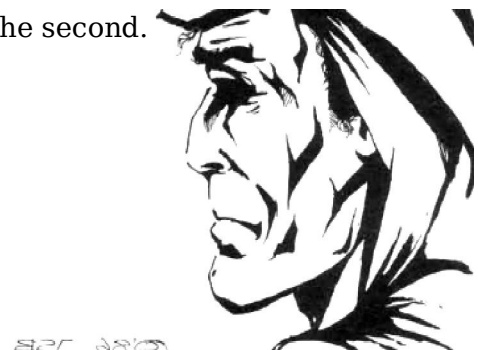
Spells Available:
1: *command*, *darkness* x3, *fear*
2: *hold person*, *silence* 15'

Bugbears (2): AC 5; Mv 90'; HD 3+1; hp 17, 16; #AT 1; Dmg 3-9/2-8; SA 50% surprise; AL CE; Int Low; SZ L; THACO 16; XP 203, 199; (MM). Use crude clubs.

Worg: AC 6; Mv 180'; HD 4+4; hp 17; #AT 1; Dmg 2-8; AL NE; Int Low; Sz L; THACO 15; XP 175; (MM).

If warning is given by the party, Albiston will leave at once to alert the guards in area **18**. If surprised, the bugbears will try to block the PCs' path while the cleric casts *hold person* and *darkness* on those behind the front rank, and then escapes. If the party get into the room in disguise and are then revealed, Albiston will make a gesture behind him, as if reaching for something (don't over-emphasise this). If the PCs check what he trying to do, they will find he has a fragment of a bell-pull in his hand - a minute hole in the ceiling shows where the cord passed.

The rope looks cut. Though they cannot know it, this is one small 'aid' given them by de Vries who has sabotaged the alarm system. This one act ought to allow them to take out the first level without disturbing the second.



DUNGEON LEVEL 2

STRATEGY NOTES

NPC strategy here will depend on whether the cleric from area **17** escaped and raised the alarm, or possibly on the timescale of the PCs' actions.

If Albiston, the cleric from area **17**, escaped, there will be time for the hill giant, bugbears (areas **19-21**) and junior acolytes (area **18** and survivors from level 1) to be assembled, blessed and to take up battle stations. The giant, clerics and eight of the bugbears will be stationed in and around area **18**, and the remaining bugbears will file into the passages whose secret doors abut onto the entrance landing to cut off the intruders from the rear. Albiston's task, following his raising of the alarm in area **18**, is to run to area **28** and alert Gramman, the senior cleric on this level. En route, he is to warn Tara (area **27**) and Grubblin (area **26**), who will cast additional spells for the defence of the level.

Tara will then retire to **level 5**, conveying information about the raid which will ultimately find its way to de Vries. Albiston and Grubblin will lead the Mandrazaal forces in defence of the level, while Gramman summons his bodyguard, Blackmaer, to his chambers.

In the circumstances, it is difficult to see how the PCs can succeed with the defences of the Temple thus readied. However, much depends on how quickly the PCs pursue Albiston after he leaves area **17**. If they come down to **level 2** less than thirty minutes after he leaves, there will be an ambush along the lines of the above (although the *bless* will only be in place if the PCs rush the area during the six minutes which follow the organisation of the defence). If they have delayed that long, however, de Vries' plans of subtle sabotage will have altered the defence; Gramman will

be instructed to hold area **18** with all his forces, and not to send the four bugbears to attack the rear. He will interpret this in such a way that he will not himself be there... nor will his bodyguard... or the zombies. This may be enough to save the PCs' skins. Their lives, in other words, depend upon either their subtlety in by-passing the defences, their speed in pursuit of Albiston, or on a lengthy delay.

If Albiston did not raise the alarm, but the party alerts the guards anyway, the humanoids will prove that they are well drilled and will move to their posts quickly. If they have been alerted by noise on the stairs, there will be time for a *bless* from Pharkaan (area **18**); if the noise is close to the entrance door to area **18**, there will not be. The sequence of actions for the NPCs is as detailed above; the noise of combat will alert Tara and Grubblin (areas **26/27**) and Tara will alert Gramman (**28**).

If the party gains surprise, the Bugbears in areas **19/21** will still make every effort to gain surprise attacks. Those in area **21** will need to pass through area **20** to do this, however, and they will attack the PCs directly if they are observed. Again, the noise of combat will alert the juniors in areas **26/27**; their actions as above.

If the PCs make incursion into this level, Gramman will abandon his rooms (taking useful magic, etc.), but he will be ordered back to them by De Vries. Bewildered, he will comply, and will mount an attack on the PCs using all the acolytes remaining on this level and the zombies from area **43**. If Gramman is killed, any surviving acolytes will take refuge in area **38**.

Malaan will be alerted by the Bugbears when the PCs invade. At this stage, he will not attack them directly, but will use all his detection spells and devices (he is thoroughly familiar with all locations in **levels 2~5**) to observe them and find out

about them. If it seems at all possible, he might try to pick off one PC, *charm* him/her, and learn the names of the other PCs (see area **64** for the rationale). However, he will begin evacuating his magical items and other belongings to his rooms on **level 3**, taking along his henchmen (the Bugbears; the MU Elindra (area **37**); the charmed acolyte Ganneret (area **39**), if it looks safe to reach him; and his snakes - see this level). His eventual plan will be to kill the PCs on **level 5**, if his quarters are directly attacked, he will certainly flee to **level 3** and his protectors should hold the PCs up while he does this.

LEVEL 2 KEY

The steps from **level 1** descend 15 feet over a 70 foot distance; metal armour clanking on the stairs gives 2 rounds warning unless magical *silence* or somesuch is used.

18. Junior Acolyte and Guards: Another 'office'. The acolyte is seated at a desk, which has 2 locked drawers (the acolyte has the keys; the top drawer contains a prayer book, 4 vials of unholy waters, a rota for Bugbear watches written in Bugbear, which shows that there are 4 on guard here at any one time, in 6-hour shifts; the lower drawer contains 2 pouches, one with 220sp and 45gp and one with 2 100gp gems), valueless wall hangings depicting elves being dismembered hang limply on the walls, and the only other furniture is some scattered chairs, a small keg of poor beer and valueless pewter tankards on a small table, and a brass bell on the wall (which was connected to the pull in area **17**). The area is lit with oil-burning lamps.

Bugbears (4): AC 5; MV 90'; HD 3+1, hp 8, 5, 17, 17; #AT 1; Dmg 3-9/2-8; SA 50% surprise; AL CE; Int Low; SZ L; THACO 16; XP 167, 155, 203, 203; (MM). Armed with studded clubs.

Pharkaan; C3; NE; hp 29; AC 0 (plate mail)

staff (1-6); THACO 20

Human Male

S	11	▪ Has a gold & jasper ring (125gp), also has a scroll with <i>hold person</i>
I	11	▪ Priest of Mandrazaal
W	18	Spells Available:
D	16	1: <i>bless, command, darkness</i> x2
C	11	2: <i>hold person, know alignment,</i>
Ch	8	<i>silence</i> 15'

19. Bugbears: There are normally 8 Bugbears stationed in this room, although the room contains bedding (pallet-bunks, straw, etc.) for **15**. Crude furnishings, 12 spare clubs, two shrunken elves' heads, a pile of very tatty and lice-infested wolfskins, and a crudely constructed and locked (the Bugbear leader has the key) wooden coffer completes the furnishings. The latter contains 620cp and 450sp. The room is unlit.

Bugbears (7): AC 5; MV 90'; HD 3+1; hp 20, 13, 16, 11, 11, 16, 7; #AT 1; D 3-9/2-8; SA 50% surprise; AL CE; Int Low; Sz L; THACO 16; XP 215, 187, 199, 179, 179, 199, 163; armed with studded clubs; (MM).

Bugbear Leader: AC 4; Mv 90'; HD 4+2; hp 19; #AT 1; Dmg 4-10/3-12; SA surprise, +2 hit/damage; AL CE; Int Low; Sz L; THACO 13; XP 3,000; uses a halberd, wears a silver skull-shape brooch with carnelians (200gp, EV 10) on his wolfskin 'tunic' and wears a very solid and discoloured silver bracelet (40gp, EV 50).

20. Hill Giant: This vicious brute bullies the Bugbears and is used by the clerics to track outside. The Giant and his chamber smell awful. Sprawled in one corner of the room are a pile of straw and valueless furs, and a large barrel of appalling beer, a giant-size iron tankard and two spare clubs have been left in various places. A collection of humanoid bones and an unlocked wooden crate in which the giant has stored treasures it has collected from victims are hidden beneath a pile of rank furs: 1,150cp, 810sp, 420gp, 22pp, and 2 100gp gems are stored here in cloth bags.

Hill Giant: AC 4; Mv 120'; HD 8+2; hp 42; #AT 1; Dmg 2-16; SA hurls rocks (but not here); SD none; AL CE; Int Low; SZ L; THACO 12; XP 1928; (MM).

21. Bugbears: Again, there are beds for 15 Bugbears, but in this chamber there are only 6 (3 are on watch in area **18**, 6 are with Malaan). The room details are the same as for area **19**, save that only the treasure is a sack with 1,480cp.

Bugbears (6): AC 5; Mv 90'; HD 5+1; hp 18, 25, 18, 11, 13, 13; #AT 1; Dmg 5-9/2-8; SA 50% surprise; AL CE; Int Low; Sz L; THACO 16; XP 197, 135, 197, 179, 187, 187; armed with studded clubs; (MM).

22. Food Store: Dried meats, cheeses, tubers, fungi, beer, flagons of vegetable oils, and a little store of wine and spirits are kept locked in here. The keys are kept in area **27**.

23. Linen Store: This room is unlocked. It is used as a store for towels, sheets, spare robes, etc. There is nothing of any real value.

24. Oils and Lamps: There are some 400 flasks of oil here and about 40 oil lamps of various kinds, stacked on shelves. One of the lamps (a decorated lanthorn with tiger eye/rhodocrosite gems) is worth 180gp (EV 40) but will take some finding.

25. Weapon Store: The very stout door to this chamber has two strong locks (the keys are kept in area **28**) and needs two successful *Open Locks* rolls (-5% to normal chances) to open it (but one knock or some very determined and very noisy demolition work will do). There are 14 maces, 5 quarterstaves, 8 slings and 8 clubs here, plus 6 50' ropes and 5 ornamental/sacrificial knives (nonmagical but radiate a faint evil).

26. Acolyte: Grubblin is very strong and incredibly stupid, but he has a terrific affinity with zombies and oversees their menial duties in this level (see area **43**). His chamber is disgusting - it smells very unpleasant and is littered with debris (a pallet-bed, poor quality furs, a collection of

13 humanoid skulls and numerous femurs, tibias etc., 2 morning stars and some copper bowls and dishes of no value, one of which contains a doubtful yellow liquid). However, the poor wretch has designs on Tara (area **27**) and a vial of ambergris (140gp, EV 50) can be found after some searching; also, one of the skulls comes apart neatly at the level of the eye sockets (needs careful checking to see the join) and contains Grubblin's carefully hoarded treasure: 4 tiger eye gems (10gp each), 3 bloodstones (50gp each) and a gold ring set with a fine aquamarine (800gp).

If the PCs have delayed entering here for long enough for de Vries' orders to have filtered back, there will be an extra item prominently displayed; an unlocked wooden 'case' with 4 light blue **potions of healing**, marked with the helpful note (in Common) "*for healing anyone injured in combats*". Grubblin can't read, of course, and - having been told simply to retain this item - will do so (this is another of de Vries' aids...)

Grubblin; C4; NE; hp 30; AC 0 (plate mail)

footman's flail (4-9); THACO 17

Human Male

S	18	▪ Has a belt pouch (16gp/80sp), a crystal vial of horrendous perfume (an intended gift), and a neckchain of humanoid teeth strung along fine silver wire (the wire is worth 10gp, EV 10)
I	4	
W	13	
D	17	
C	16	▪ Curate of Mandrazaal
Ch	5	Spells Available: 1: <i>bless, darkness x2, fear</i> 2: <i>hold person x2</i>



27. Acolyte: This are the quarters of the acolyte, Tara. She is well aware of Grubblin's lechery and loathes the man; she has her eyes set on Gramman (area **28**), and has impressed him favourably with her evil zeal. Her fastidious nature is reflected in her room - there is a polished desk (one locked drawer, to which she has the keys, containing a **potion of healing** (light blue) and a **vial of poison** (clear), also a leather pouch with 2 silver rings (50gp each) and 3 base 50gp gems). Atop the desk is a silver nail file, ornate silver mirror, silvered paper cutter (100gp the lot, EV 25). Her bed has immaculately starched, clean cotton covers and a spare robe is draped across it. The chairs are polished; there are 3 wall-mounted maces, an icon of Mandrazaal with votive lights and an open unholy text, and a fine bearskin rug (200gp, EV 100). Lit with lamps.

Tara; C5; NE; hp 29; AC 2 (plate mail)	
footman's mace +1 (3-8); THACO 17	
Human Female	
S 14	▪ Always carries her yellow potion of invisibility and has a silver brooch set with a small pearl (550gp, EV 15), silver bracelets (200gp, EV 30) and silver ear-ring set with mother-of-pearl (60gp the pair, EV 8)
I 10	
W 16	
D 10	
C 15	▪ Curate of Mandrazaal
Ch 15	Spells Available:
	1: <i>command</i> x2, <i>darkness</i> x2, <i>sanctuary</i>
	2: <i>aid</i> , <i>hold person</i> x2, <i>silence</i> 15'
	3: <i>continual darkness</i>

If de Vries' orders have filtered back, Tara will flee to area **28** for protection. Gramman will be disturbed and puzzled by his orders and will admit her - she will take her valuables and magical potions with her.



28. Gramman: The 'senior junior, Gramman oversees all activities in this part of the Temple, and is responsible to Bamela (area **57**). His room is opulent, with three fine bear/wolf-skin rugs (300gp, EV 100 each), a rosewood table and chairs, a silk/cotton wall hanging showing a succubus gamboling in *Pandemonium* (150gp, EV 75), an icon of his deity beside which lies an ornamental silvered mace (faintly evil but nonmagical and harmless: 180gp, EV 50), ornate and heavy bracketed oil lamps, and wall shelves with fine wines and brandies, and 6 crystal and 5 silvered goblets (6x 50gp, 5x 100gp, EV 40 each). His bodyguard (area **30**) will be here within 3 rounds of Gramman learning of the PCs invading this level. In addition to his bodyguard he has a gargoyle servant.

Gramman; C7; NE; hp 53; AC -2 (plate mail)
footman's mace +2/+3 vs. good (4-9); THACO 14
 Human Male

S	15	▪ Has a ring of protection +1 , wears a fine gold bracelet/neckchain set (380gp, EV 60). He will have with him scrolls normally kept in area 29 and listed below. He also has a green, syrupy potion of levitation , a wand of magic missiles with 18 charges and an amulet of proof against poison +2 .
I	14	
W	17	
D	17	
C	16	
Ch	14	▪ Lama of Mandrazaal
Spells Available:		
1: <i>bless, command, detect magic, darkness, sanctuary</i>		
2: <i>aid, detect life, hold person, resist fire, silence 15'</i>		
3: <i>continual darkness, dispel magic, glyph of warding</i>		
4: <i>spell immunity (use vs. Magic Missiles)</i>		

Gargoyle: AC 5, Mv 90'/115'; HD 4+4; hp 28; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD magic to hit; AL CE; Int Low; Sz M; THACO 15; XP 505; (MM).

29. Bedchamber: Part shrine, part bedroom; Gramman enjoys sleeping in this devotional room. A wall-alcove shrine to Mandrazaal against one wall is decorated with neatly splintered humanoid skulls, and the room is otherwise decorated with black cotton wall hangings and trappings (no real value) which match the covers on his bed. Spare black robes hang on a cloak stand, and on a small table there are silver plates, cutlery, and a silver goblet and decanter of port (400gp total, EV 140). Under his bed (behind the chamber pot) is a small, locked dark wooden coffer with brass fittings. There is a *glyph of warding* placed upon it; anyone opening it takes 14 points of chill damage (½ damage if save made; Gramman has the keys to this). It contains 5 pouches: one has 255gp, one 80pp, one a pair of keys (to area **25**), one a block of **incense of meditation**, and one has a collection of 8 gems (total value 550gp). Finally, there are 3 **scrolls**: *dispel magic + cure critical wounds, true*

seeing, continual darkness + prayer. All spells are cast at 11th level where appropriate).

30. Bodyguard: This chamber is spartan and contains only his bed. a rough table with a large pottery bowl for ablutions, pottery jugs of water and one of beer, some plain food on plates, eating utensils, and one mediocre wolfskin covering the bed.

Blackmaer has no treasure, having given his service gratis. He owes his life to Gramman, an old debt, and will fight to the death to protect the cleric.

Blackmaer; F6; LE; hp 54; AC 0 (plate mail)
bastard sword +2 (6-13); THACO 12
 Human Male

S	18 ⁶⁶	▪ Bodyguard of Gramman
I	10	
W	9	
D	16	
C	17	
Ch	11	

31-37 MALAAN'S CHAMBERS

31. Magic Items: This room contains 40 empty crystal used for potions (20gp each, EV 25 each), four large glass flasks full of clear liquid (unholy water) and 7 finished potions (2 deep blue **extra-healing**; 4 light blue **healing**, and one purple **flying**). Malaan has figured out why de Vries has requested so many healing potions lately, but can hardly destroy them and may take them with him (50% chance; otherwise, de Vries sends a messenger, successfully, to commandeer them and they will not be here). These items are carefully placed on solid-topped tables around the unlit room.

32. Alchemical Laboratory: This is where Malaan prepares potions, but there are few useful ingredients here (they are in area **33**). There is a vast quantity of fragile

glass-ware, mostly full of liquids of diverse colour, but none are yet completed potions.

There are three tables of such material, delicate oil burners for warming liquids, wall hangings with obscure formulae and sigils, *read magic* is needed to ascertain that they are formulae for making potions, and an alchemist would pay 750gp for them; EV 100), brass pestle and mortar sets, a fine silvered balance and set of weights (150gp, EV 70) and similar accoutrements. Note that his room is lit by a *continual light* spell cast upon a metal sphere bolted to the ceiling; this spell is anathema to Mandrazaal's clerics, but Malaan has a special dispensation for it - any naked flames would be highly dangerous in here while preparations are in progress (the oil burners are another matter, being carefully constructed, but they shed virtually no light). The spell also keeps other Mandrazaal clerics out, which is fine by Malaan.

33. Stores: Ingredients for potions/ointments are kept in here. There are vast jars on shelves labelled 'Basilisk eyes', 'Cockatrice feathers', 'Elf liver oil' and the like, and large bundles of herbs, grasses, feathers, etc. Permit PCs to locate spell components (other than very rare/expensive) here and some items of value (up to 200gp worth per hour, up to a maximum of 1000gp) after a reasonable search time.

34. Living Quarters: Humbly decorated, with a plain topped table bearing plates, crockery, cutlery, jugs, etc. There is nothing of much value - 2 chairs, 2 spare cotton robes hanging up, a mediocre wolfskin rug (80gp, EV 80), a collection of sea-shells on a wall shelf (no value), 2 50' ropes, 3 ordinary maces on wall fastenings, etc.

Malaan's *charmed* bugbear protectors are here at all times.

Bugbears (6): AC 5; Mv 90'; HD 3+1; hp 15; 12, 9, 24, 17, 11; #AT 1; Dmg 3-9/2-8; SA 50% surprise; AL CE; Int Low; Sz L; THACO 16; XP 195, 183, 171, 231, 203, 179; armed with studded clubs; (MM).

35. Archival Room: There is an electrical glyph on the entrance door; anyone touching it takes 18 points of damage (save for ½). The room is full of books and papers, with a reading desk and chair. The books are mostly valueless tomes on mountaineering, geology, habitats of humanoids, etc., but there are some worth filching: three volumes on daemons (400gp each, EV 80 each), a short monograph on Mandrazaal's cult (500gp, EV 50) and four volumes on the preparation of organic poisons (150gp each, EVs 40, 40, 50, 70). Finally, there is a slim volume with two scrolls bound into it of the spells *dispel magic* and *continual darkness* (Malaan has forgotten about this and will not take it with him if he evacuates this level).

Again, a prolonged search will be needed to find this valuable material.

36. Snake Chamber: Malaan has a fondness for snakes and has tamed this group with a *snake charm*, *speak with animals* and his high-charisma forked tongue. They act as guards, and also serve the purpose of protecting the important magical item hidden in the small secret wall alcove in the N wall, 6' from the E wall, 5' above floor height and 18" square.

Constrictor Snake: AC 5; HD 6+1; hp 32; #AT 2; D 1-4; SA automatic 2-8 damage per round constriction after first bite; AL N; Int Animal; Sz L; THACO 13; XP 481; (MM).

Spitting Snake: AC 5; HD 4+2; hp 16; #AT 1; Dmg 1-3 (bite only); SA poison, spitting; AL N; Int Animal; Sz M; THACO 15; Xp 470; (MM).

Poisonous Snakes (5): AC 6; HD 2+1; hp 16, 12, 11, 8, 5, 17; #AT 1; D 3-12 from poison (save at +1 for half damage); SA poison; AL N; Int Animal; SZ M; THACO 16; XP 305, 291, 279, 270, 223; (MM2).

This chamber is unlit and there is a 50% chance that the snakes will be torpid

and take 1-4 rounds to rouse and attack, save for the constrictor which coils above the door and will drop as soon as it is opened (it is actually capable of recognising Malaan), gaining a + 2 to-hit bonus and negating shield/dexterity bonuses.

The wall alcove is *glyph*-ed for 16 points of electrical damage (save for ½). Inside, is a small (6" diameter) skull sculpted from obsidian, which has a band of runes around the top. If examined carefully, it will be seen that while most of the runes have been seen before, there is one large central rune which has not (this is Valnakestra's rune). *Read magic* will indicate a strong evil, slightly different from any sensed before, and the spellcaster will gain the impression that this device is divinational in some way. However, any PC of Good alignment touching the skull takes 5-20 points of chill damage and will be stunned for 5-20 rounds (a successful Save vs. Spells halves damage and duration of the stun); neutrals take half this damage and half the stun duration (saving throw applies here also). The skull is used by Malaan for the purpose of limited *communing* with Valnakestra. Once every 12 hours, he may ask one question of any human/humanoid creature's present state, if that creature is within the temple, and receive a correct reply (these can be interpreted by the GM from ability scores, level, hp total, etc.) The device will not reveal such things as true names and the like - in fact, these must be known for the item to be used.

37. Charmed MU: This is a well-furnished chamber, with a silk-covered bed (covers worth 400gp, EV 100), table and chairs, spun woollen rugs (no real value), spare blue cotton and turquoise silk robes (50, 300gp, EV 40, 60), washing bowls and urns of water, soap and towels etc.

The occupant was *charm*-ed by Malaan after wisely surrendering to the hill giant (area **18**) when caught near the temple. Malaan has 'borrowed' her spell books (allegedly for copying purposes). but has not killed her; she is well *charm*-ed and somewhat infatuated with him. He sees her as another useful ally.

Elindra; MU5; CN; hp 18; AC 8

dagger (1-4); THACO 20

Human Female

S	9	▪ Has a belt pouch (16gp/80sp), a crystal vial of horrendous perfume (an intended gift), and a neckchain of humanoid teeth strung along fine silver wire (the wire is worth 10gp, EV 10)
I	17	
W	16	
D	16	
C	15	▪ Thaumaturgist
Ch	13	Spells Available: 1: <i>burning hands*</i> , <i>magic missile*</i> , <i>read magic</i> 2: <i>mirror image</i> , <i>stinking cloud*</i> , <i>hold person</i>

Spells marked with an asterisk have been used and not re-memorized; a full list is given so the GM will know what is in her spellbooks (see area **68**).

Elindra will not attack the PCs, but - apart from the details of her capture and her character (she is simply an opportunistic adventurer) - she can tell little of value. She thinks Malaan is simply an alchemist, although cultured and amusing. If queried closely, gaps appear in her memory for her time in the temple (2 months); Malaan has used forget spells at any time when he has ever let anything slip (only a dispel magic or cure will restore). If these memories are restored, she will recall disjointed scraps of information about Malaan keeping an eye on senior clerics, his wondering aloud why so many healing potions were being asked for, and his recent capture of an elf, now being tortured. Do not let the name 'de Vries' slip! If the charm is dispelled, Elindra might join the PCs in the hope of getting her spellbooks back, but she is totally unreliable and will

defect at the slightest sign of danger. Lifting a spellbook from any PC MU would do nicely, of course.



38. Great Chapel: This is an area of intense evil. All saving throws by characters of good alignment are at a -1 penalty here, and clerics turn undead one place higher than normal (skeletons turn as zombies, etc.). Ominous black cotton wall hangings with silver and gold threading portray the worst ceremonies of the Mandrazaal cult. A 7' tall idol of the deity dominates the chapel, and a huge (nonmagical) bronze gong inscribed with symbols is used to summon the 'faithful'. Two great (nonmagical)

pentagrams lie either side of the large stone altar, and upon it stand two huge silver chalices (1,000gp each, EV 350 each), one filled with unholy water and the other empty (both radiate evil if checked magically, but are not magical or harmful). A brass rod, topped with a skull motif and decorated with jaspers, bloodstones and a ruby (1,800gp, EV 150), lies atop a pile of altar cloths, beside three (valueless) plain sacrificial knives. together with 18 vials of unholy water and a pile of 50 black candles. As noted, junior acolytes may be taking refuge here - if they do, they will fight to the end. If there is anyone present in here, the two huge oil-burning wall braziers will be lit. Otherwise, the chapel will be dark. In any event it is occupied by its undead guardians:

Zombies (12): AC 8; MV 60'; HD 2; hp 4x 12, 4x 8, 4x 7; #AT 1; Dmg 1-8; SD immune to mind-affecting spells; AL N; Int Nil; Sz M; THACO 16; XP 4x44, 4x56, 4x34; (MM).

Wraiths (5): AC 4; Mv 120'; HD 5+5; hp 17, 20, 24; #AT 1; Dmg 1-6; SA Energy Drain. SD Silver or magic to hit, immune to mind affecting spells; AL LE; THACO 15; XP 719, 761, 719; (MM).

39. Acolyte: This is the humble chamber of another junior, with standard trappings (including a pallet-bed, small desk and chair, and a small icon of Mandrazaal), and nothing of real interest or value.

Ganneret; C3; NE; hp 20; AC 1 (chainmail)

footman's flail (3-8); THACO 20

Human Male

S	16	▪ Has a belt pouch containing just 80sp, 80cp and 12gp.
I	18	▪ Priest of Mandrazaal
W	13	Spells Available:
D	17	1: <i>sanctuary, darkness</i>
C	11	2: <i>hold person</i> x2
Ch	8	

Note that this acolyte has been charmed by Malaan and will try to get to his 'friend' to check on his safety. Malaan will

inform him that his orders are to stay with, and protect, him (Malaan) and Ganneret will do just that.

40. Acolyte: Humbly appointed - in the same manner as area **39** - save that this acolyte has a promising collection of preserved humanoid feet, mummified and strung up on ropes along the N wall (three humans, two gnomes, a dwarf and an elf so far). Inside one of the elves' feet is a peridot worth 500gp.

Whysade; C4; NE; hp 27; AC 3 (plate mail)

footman's flail (2-7); THACO 18

Human Male

S	12	▪ Has a belt with a fine, silvered buckle (40gp, EV 10) and his belt pouch contains 2pp, 17gp and 80sp, also has a plain gold signet ring worth 70gp.
I	12	
W	17	
D	11	▪ Curate of Mandrazaal
C	16	Spells Available:
Ch	9	1: <i>bless, command, curse, darkness, sanctuary</i>
		2: <i>hold person x2, resist fire, silence 15'</i>

41. Well: This unlocked chamber contains a well, a circular aperture some 8' across; an underground stream runs some 12' below and there is the usual apparatus involving ropes and wooden buckets. This is exactly what it appears to be and there is nothing unusual about this well whatsoever. Direction of flow of the stream is N to S (on the map).

42. Bathing Area: On simple wooden tables in here there are towels, spare black cotton robes, three silvered mirrors and bone combs. Steps lead down to sunken baths sculpted from the stone, into which the stream pours and then flows away south. To the extreme south, below the baths, are latrines. There is nothing of value or interest.

43. Zombie Servants: This unlit chamber is bare of furnishings, and is occupied only by these menial servants who perform the jobs of cleaning, carrying heavy objects, and the like.

Zombies (18): AC 8; Mv 60'; HD 2; hp 4x 11, 5x 10, 5x 7, 4x 6; #AT 1; Dmg 1-8; SD immune to mind-affecting spells; AL N; Int Nil; Sz M; THACO 16; XP 4x 42, 5x 40, 5x 34, 4x 52; (MM).



DUNGEON LEVEL 3

STRATEGY NOTES

This level is highly dangerous. There are three groups of NPCs here: the junior acolytes, the two clerics of the Outer Circle, and Malaan and his cohorts. Here are their suggested actions:

THE OUTER CIRCLE (AND MINIONS)

By the time the PCs have decimated **level 2**, De Vries will not be able to conceal the fact that they are powerful. Nor can he give Bamela and Vysshus simple orders to do little about it; they are not so stupid and so junior that he can get away with this, even with Shahannon's support. However, he and Shahannon can assert that they are under great time pressure to achieve a crucial feat for evil in the secret 5th dungeon level, and plausibly absent themselves from helping the Outer Circle clerics. Bamela and Vysshus have to accept this, but they do not have to accept the consequences, and therefore they are prepared to play a mean trick and sacrifice the remaining acolytes.

They tell them that the PC party is weakened, that one or more is dead, and order that the guard in and around area **44** should consist only of acolytes and the Undead from area **50**. All the surviving acolytes are thus to be used as cannon fodder by the Outer Circle clerics, who hope - in turn - to weaken the PCs, and strike by surprise at a depleted party. They will lurk outside their quarters, and - when they hear combat - prepare with detection/protection spells, attacking when the sounds of combat have subsided. If they get into serious trouble, they will retreat into area **60**. They always have the stone giant with them (he's expendable too). They will be happy, on a first raid, with a single kill; attrition tactics are the order of the day. They will use these tactics no matter what the circumstances are

in which they hear combat break out on this level - if they hear sounds of combat with the fire giant shaman (area **53**) or the dire spectre (area **54**), they will still move their magical treasures and coffers to area **60**.

MALAAAN (AND MINIONS)

Malaan is also out to kill the PCs using hit-and-run tactics. He will use his detection spells to best advantage and strikes at the best possible time. He is no more caring of his subordinates than Bamela and Vysshus - he will use his associates as a strike force, accompanying them invisibly, and only entering the fray if it appears that the PCs can be wiped out or severely weakened.

Note that there is no direct route from Malaan's quarters on this level to any other **level 3** locations - he must attack via **level 2**. Further, it is essential that the PCs find Valderesse, Malaan's elven prisoner on this level. if necessary, adjust the actions of Malaan and minions to betray the existence of Malaan's chambers on this level.

As on the upper levels, the machinations of de Vries will play a crucial part in the party's progress. Although de Vries is well aware that Bamela and Vysshus will be a real handful for the PCs, he does not know about Malaan, and will simply assume that he is dead. De Vries has arranged to leave helpful magic on this level, with almost plausible cover stories (almost, but not entirely; the wand in area **53** should give the players some misgivings).

Indeed, if the PCs get into serious trouble here, despite good play, you may leave extra magic (even, say, a **ring of 1 limited wish**) to bale them out, devising a 90% plausible cover story similar to those given elsewhere. Don't do this if trouble is caused by reckless or foolish play.

LEVEL 3 KEY - AREAS 44-60

Steps down to this level descend 100' over a 500' distance, twisting and turning. The entrance doors to area **44** are inscribed with a *glyph of warding*, which explodes for 22 points of fire damage in contact (save for ½) and paralyzes the victim for 15 rounds (a second save negates). The door is locked and firmly bolted; *Open Locks* will not be sufficient, a *knock* or some serious and very noisy demolition work are needed, which will take 2 turns and rouse everyone on this level (unless *silence* is used - and, even then, the cleric in **44** may be alerted since he sits within 5' of the door (check the limit of the spell effect) and can, of course, see crowbars and hammers destroying it. Metal armour clanking within 60' of the door will also alert him. The clerics from **46** will be here also, if the alert is sounded, although one of their number will have been sent to area **56/7**; the Outer Circle clerics will send him/her back to guard and fight.

44. Guard: This room has been evacuated of anything useful or valuable. It is occupied by just the acolyte and the gargoyle guards; if the alert has been sounded, the other acolytes will be outside in the corridors together with the Undead from area **50**.

Gargoyles (2): AC 5, Mv 90'; HD 4+4; hp 25 each; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD Magic to hit; AL CE; Int Low; Sz M; THACO 15; XP 280 each; (MM).



Chakezan; C5; NE; hp 30; AC 1 (plate mail)

footman's flail (3-8); THACO 17

Human Male

S	17	▪ Carries all his treasure in a belt pouch: 80gp,40sp and 4 base 50gp gems, also has a potion of healing (light blue) in a pouch-like holder at his belt, which also contains a crumpled note (in Common) addressed to him, stating that ' <i>the case is booby-trapped; leave it somewhere prominent</i> '.
I	18	
W	14	
D	15	
C	15	
Ch	7	

▪ Curate of Mandrazaal

Spells Available: k

1: *command* x2, *darkness* x2, *sanctuary*

2: *hold Person*, *know alignment*, *resist fire*, *silence* 15'

3: *bestow curse*

The mysterious note is unsigned. it is - in fact - from de Vries, and provides a cover story for the case in area **45**. The reference to a trap is quite false.

45. Acolyte's Chamber: This is Chazekan's room; it is obvious that things have been removed lately, although the main furnishings (a bed, an emptied wardrobe, chairs, table) remain. Inside the single (unlocked) table drawer, there is a wooden case containing 4 deep blue **potions of extra healing** and 2 **scrolls of MU spells** (*ice storm* + *invisibility* + *magic missile*, *dispel magic* + *fireball* + *mirror image*). The scrolls have been created by a 7th level MU.

46. Communal Acolyte Room: One of the three acolytes who live here is the acolyte from area **18**. Unless he has escaped, only the other two will be here. This is a large, lamp-lit study/common room, with several chairs, two large tables for studying and a smaller one with 6 glass goblets (no real value), 2 bottles of mediocre red wine, the remains of a meal, ordinary cutlery, crockery and a silver cakestand (15gp, EV 80). Wall charts and hangings illustrate various techniques of torture, and a variety of interesting and psycopathic extra-planar

creatures of evil alignment. There are numerous shelves, containing various items of bric-a-brac with no value (pipes, pottery jars of tobacco and herbal smoking mixtures, snuff, a small collection of rocks, etc.).

Hickman; C5; NE; hp 29; AC 1 (plate mail)

staff (3-8); THACO 18

Human Male

S	16	▪ Has a silver bracelet set with 3 citrines (250gp, EV 15), a pouch with 5 tiger eye gems (10gp each), 15pp, 70gp and 20sp, and a bone scroll-holding tube fixed to the left side of his belt buckle, containing a scroll of the spells detect magic and <i>dispel magic</i> cast at level 10.
I	9	
W	14	
D	15	
C	17	
Ch	7	▪ Curate of Mandrazaal

Spells Available:

1: *darkness* x2, *fear*, *sanctuary*

2: *aid*, *augury*, *hold person*

3: *continual darkness*



Anghara; C6; NE; hp 28; AC -1 (**plate mail+1**)

vicious double-headed **flail+2** with jagged chunks of iron bound into the thongs and an ornately carved bone handle; THACO 16/15 vs. good

Human Female

S	12	▪ Has a gold necklet set with topaz (350gp, EV 15), and a small cache of diamond dust in the heel of her boot
I	13	
W	17	▪ Canon of Mandrazaal
D	16	Spells Available:
C	11	1: <i>bless</i> , <i>command</i> , <i>darkness</i> , <i>fear</i> x2, <i>protection from good</i>
Ch	12	2: <i>aid</i> , <i>hold person</i> , <i>resist fire</i> , <i>silence</i> 15', <i>spiritual hammer</i>
		3: <i>continual darkness</i> , <i>dispel magic</i> , <i>bestow curse</i>

Anghara's weapon effectively allows her to strike twice per round for 4-9 damage on each hit. Against any character of Good alignment, the weapon is +3 for to hit and damage purposes. It radiates Evil if magically checked, and anyone of Good alignment picking it up must Save vs. Wands or be paralysed for 4-14 rounds.

47-49. Acolyte Bedchambers:

Private study/bedrooms for the three acolytes, leading from the above. Each contains the usual trappings and furnishings (bed, table, chair, pottery jugs and vessels, spare robes and clothes, minor ornaments, lamps - nothing of real value or interest). Room **49** (Anghara's) is the interesting one, since the acolytes have cached everything of real value in here in a *glyphed* coffer, hidden under a pile of average quality wolf furs (200gp, EV 150 - the *glyph* inflicts 14 points of chill damage, save for ½). The coffer, unlocked, contains only nonmagical treasure: a pair of ivory-handled knives (100gp each, EV 20 each), a boxed set of ivory dice (80gp, EV 20), a bullwhip with a leather handle bound with coils of silver (70gp, EV 40) and a small silver dish with chalcedony settings (400gp, EV 40) and pouches with 500sp and 410gp.



50. Undead Shrine: This unlit chamber has doors bearing many sigils and symbols and is strongly evil; penalties to saving and turning rolls apply as in area **38**.

A stone idol of Mandrazaal dominates the largely bare chamber. There is also a stone plinth, atop which is a wooden-framed table with a marble top; there are grooves in the marble in which old, dried blood can be found. Finally, contained within a wall-bracketed, ribbed iron vessel - fixed to the N wall 9' above ground level - is a glowing yellow-green stone which radiates effects baneful to all characters of good alignment. if a successful Save vs. Spells is made, a curse effect will influence the PC for 2-5 rounds only. If the save is failed, the effect persists for 2-5 turns, and if the save is failed by a margin of -4 or worse (e.g., the PC needs 12 to save and rolls 8 or below), the effect lasts for 2-5 hours and the PC takes 2-9 points of chill damage as well.

The stone is obviously evil and can only be destroyed by *dispel magic* and *remove curse* (the combination of these spells also removes the *curse*), no touch being required for the latter spell. Good clerics or paladins who attempt to destroy

the stone receive an xp bonus; 100xp for the cleric who first suggests dealing with it, 50xp for any others assisting, double this if the stone is destroyed (paladins below 17th level cannot possibly destroy it alone - but award XPs for trying). Deduct 200xps from good clerics and paladins who make no effort to deal with the stone.

The Undead normally resident among the bone-strewn debris of this infernal place are:

Spectre: AC 2; Mv 150'; HD 7+3; hp 40; #AT 1; D 1-8; SA 2 level energy drain, SD magic to hit, immune to mind-affecting spells, cold, poison, paralysis), AL LE; Int High; Sz M; THACO 13; XP 1,960; (MM).

Wights (5): AC 5, MV 120'; HD 4+3; hp 20, 18, 29, 22, 30; #AT 1; D 1-4; SA Energy drain, SD Silver or magic to-hit, immune to mind-affecting spells, cold); AL LE; Int Avg; Sz M; THACO 15; XP 640, 630, 685, 640, 690; (MM).

51. Construct Chamber: This unlit chamber contains 4 large plain wooden tables and, scattered around upon them and in carefully stacked bundles by the walls, collections of rope, humanoid bones, bales of slightly damp straw, strips and patches of leather, and billets of wood. Bamela has stored materials here for her *golem* spell. There is nothing here of real value, but there is a margoyle which will attack anyone not wearing the black robes of a cleric of Mandrazaal. The doors are locked.

Margoyle: AC 2; MV 60'; HD 6; hp 32; #AT 4; 1-6/1-6/2-8/2-8; SA 80% surprise; SD magic to hit; AL CE; Int Low; Sz M; THACO 13; XP 542; (MM2).

Bamela has neglected her work here for some time, and cannot be certain that the margoyle has not become untrustworthy and unpredictable. Under normal circumstances, this would not be a major worry, but Bamela will not risk any damage from an out-of-control margoyle at the present time, and the creature will therefore remain here.

52. Library/Archival: This unlit chamber is dominated by 3 large sets of

bookshelves traversing the room E-W. There are a large number of volumes on many subjects (anthropological, cultural, religious, extraplanar, etc.) and it will take a very long time to check them. Even then, only knowledgeable PCs could sort valuable wheat from mundane chaff. You may determine what value of books (max 2,000gp) can be obtained in what time period; the books all have high EVs. Tucked away in the astrology section is a book helpfully added by de Vries which radiates magic if checked for; it is a spell book with the spells *detect magic*, *magic missile*, *detect invisibility*, *knock*, *levitate*, *mirror image*, *fly* and *minor globe of invulnerability*. Should any of these spells be read as scrolls, they should be considered as if cast at level 9.

53. Ceremonial Torture Chamber:

Not just an ordinary torture chamber: remember that this art is intrinsic to the worship of Mandrazaal and therefore this is a shrine also. The torturer will be here; he will not be recruited by the Outer Circle clerics, since he takes orders only from de Vries (which are to stay here) and Bamela and Vysshus don't trust him an inch. This young fire giant was a promising tribal shaman and found the evils of Mandrazaals cult irresistible; consequently his alignment is NE, and he has the abilities of a 7th level cleric.

The usual apparatus of torture decorates the room, surrounded by semi-circular rows of seats with slightly descending steps bisecting them. A small, permanent *wall of fire* provides the only illumination here. A great (9') idol of Mandrazaal, immaculately sculpted from black obsidian and decorated with brass and bronze bracers, gauntlets and helm holds the sides of an iron maiden on a centrally located stone plinth, and large brass wall braziers are filled with a strong incense which has hypnotic/narcotic effects if lit.

Fire Giant Shaman/Torturer: AC 3; Mv 120'; HD 11+2; hp 55; #AT 1; Dmg 5-30; SA spells; SD immune to fire, missile catching); AL NE; Int Avg; Sz L; THACO 10; XP 430; (MM); has massive bronze arm bracers set with bloodstones (1,000gp the pair, EV 400), a gold bracelet worn as a ring (200gp, EV 30), a stout pouch containing two vials of poison (not lethal, but which leave the victim racked with agonising pains for 5-8 turns: +4 AC penalty, -4 to all hit/damage rolls, ½ normal move rate, no spellcasting), and - strapped to his belt - a hollowed-out and stoppered ivory tusk with silver bands (250gp, EV 70) which contains the equivalent of 8 flasks of oil.

Spells Available: Curse, darkness, fear, hold person x2, spiritual hammer, cause blindness, bestow curse, cause serious wounds

Note: the cause wounds spells are for torture, not combat.

If the torture apparatus is searched, the iron maiden will be found to contain a small sack (which de Vries has placed here - he told the giant not to touch it, and he has not done so). This contains a jar of **Keoghtem's ointment**, a **wand of negation** with 12 charges and the command word (negate) on the handle (readable with *read magic*) and a **scroll of 3 clerical spells** (*cure blindness*, *cure critical wounds* and *dispel magic*; cast at level 14), together with a note in Common; "*The next ceremony should be lengthy. It will be necessary for the celebrant to be revived repeatedly for an extended ceremonial. These items should suffice.*"

54. Grand Chapel of the Outer Circle: Bamela, Vysshus and Rhasanni (area 76-79) alone use this chapel, a grand place. A great red-dyed spun woollen carpet (1,000gp, EV 800) leads in from the entrance doors, warded by a *glyph* (22 points of chill damage, save for ½, and paralysis for 15 rounds, save negates). There are three throne-like chairs, before each of which is a footstool and an ornate prayer mat. The walls are decorated with black cotton hangings and brass urns which contain incense, bundles of dried rushes, and such items as bullwhips, branding irons and the

like (trivial value). Atop the central plinth is a throne-like stone seat decorated with chalcedony and bloodstones (50 of these, 50gp each) and, by the time the PCs have reached here, Bamela will have summoned an appalling creature which will be on this throne - a Dire Spectre.

Nonetheless, Bamela and Vysshus will not take refuge here since their stone giant ally will not enter the place and they quite fear this Undead creature themselves. Bamela hopes it will weaken the PCs so that the clerics can attack later.

Dire Spectre: AC 0; Mv 150'; HD 7+14; hp 44; #AT 1 + specials; D 2-12/4-14; SA 2 level energy drain (but Save vs. Death Ray applies for each, save negates); can breath 10' cube of freezing ice crystals for 3-18/4-24, Save vs. Breath for ½, once per day - also spell use (see below); SD magic to hit, immune to mind-affecting spells, cold, paralysis, poison, petrification, all gas attacks, max ½ damage from electrical attacks; MR 25%; AL NE; Int High; Sz M; THACO 12; xps 2,915; Spell use; *cause serious wounds* 3 per day, by gaze (save for ½), *fear* as wand once per day, *freezing hands* (like *burning hands*) once per day for 8hp; (New monster).

This creature is normally encountered only in *Hades* and on the *Plane of Shadow*, but has been summoned by Bamela. It will not leave the chapel, but will attack any who enter other than its summoner. It focuses its attacks on good clerics if possible (it automatically detects them within its vision up to 90' away). It appears much as an ordinary Spectre save that its spectral form is yellow-green. Clerics turn it as a spirit.

Finally, in this chamber there is a small wooden table with four jars of creamy (corpse) fat. If the slight coating of dust on the dust table is checked, it will be seen that about 12 other jars have recently been removed, as has an object with a circular base some 12" in diameter. This is Bamela's shadow lanthorn and the fuel she needs to operate it (see area 57).

55. Bloodlusting Hall: This empty, unlit chamber is decorated with wall frescoes and plain cotton tapestries depicting clerics of Mandrazaal and their humanoid servants in states of battle frenzy, fighting and overcoming good clerics, elves, fighters etc. There are many ominous stains of the floors and along the walls and some remnants of diverse body tissues. Along the walls, in racks, are cruelly barbed tongs, bloodied spears, cleavers and the like. Rites are enacted in this chamber, in which devotees become literally insane with bloodlust, and tear sacrificial victims limb from limb (there are no fresh stains, however). The sense of evil is palpable to almost anyone, but there are no baneful magical effects - and nothing of real value or interest.

56. Quarters of the Outer Circle Clerics - Vysshus: A well-appointed room with the usual trappings, including fine goat's-hair spun carpet (350gp, EV 150), a wooden drinks cabinet with silvered goblets (6 x 80gp, EV 25 each) and decanter (200gp, EV 60), a large (non-magical) wall mirror (gilt frame can be stripped away, 150gp value, EV 50), mounted ornamental maces and, on a large wall shelf a row of glass vessels containing Vysshus' horrid trophies of combat - nearly 300 eyes from humanoid victims of various kinds floating in clear alcoholic preserving liquid. The bedchamber (56A) contains Vysshus' bed, with fine silk and fur covers (800gp, EV 200), numerous spate clothes and a suit of normal human-size plate mail, two spare maces, spare robes, and an obvious disturbance in the dust on the top of a plain-topped table indicating the absence of a recently removed chest (area 60).

Vysshus; C10; NE; hp 49; AC 0 (**plate mail+1**)

footman's flail +2 (5-10) THACO 12

Human Male

S	16	▪ Wears a Mandrazaal ring +1 , a ring of fire resistance (plain gold) and has potions of ESP and stone giant control , he also has 2 scrolls each of 2 spells; heal + continual darkness, dispel magic + continual darkness - cast at 13 th level. His valuables are in area 60.
I	15	
W	17	
D	11	
C	15	
Ch	15	▪ Cleric of the Outer Circle of Shadow
Spells Available:		
1: <i>bless, curse, command, darkness, fear, resist cold</i>		
2: <i>aid x2, hold person, know alignment, silence 15' x2</i>		
3: <i>animate dead, continual darkness, dispel magic x2</i>		
4: <i>cloak of fear, poison, spell immunity (magic missile)</i>		
5: <i>flamestrike, slay living</i>		



Vysshus' **ring of Mandrazaal** is a ring ceremonially awarded to clerics upon attaining the exalted status of Outer Circle member. It is a plain gold ring with a black globe set in it; this contains spectre dust and the cremated residue of the heart of a NG cleric. It acts as a **ring of protection +1** for any Evil character, and for a cleric of Mandrazaal permits *regeneration* at the rate of 2hp per round for one full turn, this power being useable once per day (it does not function at 0hp or below). It is highly Evil,

and any Good aligned character putting it on will lose 2-8,000xp, no save.

57. Quarters of the Outer Circle Clerics - Bamela: The furnishings and trappings in this room are similar to those in area **56**; there is a small lectern with an unholy text in addition, but no bottles of eyes. Valuable items are the bearskin rug (250gp, EV 100) and an ornate silver candelabra with azurite, zircon and lapis lazuli settings in the base (750gp, EV 125).

When the PCs enter, the **shadow lantern** will be burning - its dim light palpably evil. The lantern must be destroyed (smashing it will do) or good characters share a loss of 750xp.

The shadows it generates will attack at once. Bamela hopes to weaken the PCs with strength drains before they reach area **60**.

Shadows (5); AC 7; Mv 120'; HD 5+3; hp 17, 22, 11, 11, 16; #AT 1; Dmg 2-5, SA Strength drain; SD Magic to hit, immune to cold and mind-affecting spells; AL CE; Int Low; Sz M; THACO 16; XP 323, 349, 299. 299, 519; (MM).

Bamela; C12; NE; hp 28; AC -1 (**plate, Mandrazaal ring**)

staff of striking +3 (16 charges, 5-10/8-15/11-16); THACO 10

Human Female

S	17	<ul style="list-style-type: none"> Has a ring of shocking grasp, potions of extra healing (deep blue; x2) and levitation (brown), and 5 scrolls: <i>darkness/bestow curse + glyph of warding, neutralise poison + dispel magic</i> and <i>protection from magical edged weapons</i>, all cast at 11th level, she also wears a gold/emerald neck pendant (1,200gp, EV 20) and plain gold earring (50gp, EV 10). Cleric of the Outer Circle of Shadow
I	15	
W	18	
D	16	
C	16	
Ch	14	<p>Spells Available:</p> <p>1: <i>command</i> x2, <i>darkness</i> x2, <i>detect good</i>, <i>detect magic</i>, <i>sanctuary</i></p> <p>2: <i>aid</i>, <i>resist fire</i>, <i>silence</i> 15'</p> <p>3: <i>cause blindness</i>, <i>continual darkness</i> x2, <i>dispel magic</i>, <i>glyph of warding</i></p> <p>4: <i>obscure tongues</i>, <i>poison touch</i> x2, <i>spell immunity</i> (hold person)</p> <p>5: <i>golem</i>, <i>true seeing</i></p> <p>6: <i>conjure animals</i></p>

58. Enrobing Chamber: This room contains three sets of ermine trimmed black cotton robes (worth 750gp, EV 80) on pegs. Otherwise, it is bare.

59. Bamela's Bedchamber: This is very similar to area **56A**, with bed covers of similar value and encumbrance. It is slightly more feminine, however.

60. Stone Giant's Chamber: This will be the final retreat for the Outer Circle clerics. It is the lair of a giant used for moving heavy objects, etc., around the temple:

Stone Giant: AC 0; Mv 120'; HD 9+2; hp 49; #AT 1; Dmg 5-20; AL N; Int Avg; Sz L; THACO 12; XP 2,486; (MM).

The chamber has a ceiling height of some 22', and a feature of importance is a ledge along the E wall, some 12' above ground level, where the giant has stored

some furs (600gp, EV 150) and empty sacks. Bamela will use her **potion of levitation** here, if the battle goes badly for the Outer Circle clerics; the giant can lift her on to the ledge and she will spellcast, floating down to melee, if necessary. The party will find it hard to get to Bamela since they will be faced by the giant, Vysshus, and by four carnivorous apes she will create using her 6th level *conjure animals* spell.

Carnivorous Apes (4): AC 6; Mv 120'; HD 5; hp 15, 25, 22, 16; #AT 3; Dmg 1-3/1-3/1-4; SA 1-8 extra damage if both paws hit; SD Surprised only on a 1; AL N; Sz L; THACO 15; XP 230, 285, 280, 250; (MM).

The room is littered with poor. valueless furs and a large collection of clubs (the one the giant favours is a solid wooden job with shards of metal hammered into the surface, hence the + 2 damage bonus) and a sack in the NE corner contains 3,200cp, 1,890sp, 196gp and 8 base 50gp value gems. The W wall bears a collection of humanoid heads in various stages of decomposition, badly mounted on crude wooden boards. The ledge bears the coffers of the clerics, from which they have removed all magic potentially useful to them in combat. Bamela's coffer not only has a lock, but it also has 3 inlaid strips of metal in the top; before opening the lock, these must be pressed in the correct order (left to right) to deactivate a poison needle trap (save at -2; save negates, failure means death in 2-5 rounds). The coffer contains 200pp and 460gp in bags, a polished silver tiara set with jaspers (850gp, EV 70), 6 fine silk scarves (75gp, EV 4 each) and a helpful **magical slate** to which a self-replenishing chalk is attached with string. If commanded with the word 'identify', and given a magical item to identify, it will do just that, the chalk scribbling a description on the slate. It will function once per day. However, it cannot identify singular or exceptionally powerful magical items and always identifies cursed items as something especially desirable. If

the person holding the slate is wearing a magical ring, it is 50% likely to identify that rather than the item desired. If asked to identify anything non-magical, the chalk scribbles a message implying that the requester is both of low IQ and doubtful parentage (exception: poison is always identified as healing). If the chalk is used by a character to write upon the slate, the writing disappears after 2-5 rounds and the chalk decreases by 20%; if this mistake is made five times, the chalk vanishes and the slate loses its magical powers forever. It may be used by any character with 12 intelligence or higher.

Vysshus' coffer is simply locked, with no traps, and contains 160pp, 155gp, a collection of chrysoprase and garnet rings (1000gp, EV 50), a fine silver flute (280gp, EV 55), a small silver balance and weights (250gp, EV 60), two pouches of doubtful gray-white powder (strong narcotic drugs), and - of all things - a pair of rare spotted Xirian marsh warblers which are slightly tatty (100gp each to a collector, EV 30 each). Vysshush once took an interest in such things. Finally, an opened ivory scroll tube from which Vysshush has extracted the contents, which is valuable (220gp, EV 40).

AREAS 61-68: MALAAN'S QUARTERS

61. Ogre Guard: This chamber, devoid of furnishing save for a trestle table with a few dishes, a pewter tankard, etc., and a pile of bad furs for bedding, is occupied by a *charmed* ogre guard. Malaan will move 3 of the bugbears from area **34** here, if he evacuates **level 2**.

Ogre: AC 5; MV 90'; HD 4+1; hp 25; #AT 1; Dmg 1-10; AL CE; Int Low; Sz L; THACO 15; XP 215; (MM).

The secret door is only 4' wide, and thus only permits entry in single file.

62. Rest Room: This room is decorated with black wall hangings (no real value) and contains 2 easy chairs, a plain-

topped table with silvered tray (50gp, EV 80), some glass goblets (no value), two ugly pewter tankards with dried rushes for ornamentation, and a shelved 'wall unit' with valueless bric-a-brac.

63. Snakes: The room beyond contains some important books and magical items, which are guarded by unusual, poisonous snakes. The effects of their venom will be very useful to Malaan, if he has to face the PCs in combat.

Poisonous Snakes (4): AC 4; Mv 120'; HD 3+3; hp 17, 22, 10, 15; #AT 1; Dmg 1-4; SA Poison; AL N; Int Animal; THACO 16; XP 398, 418, 370, 390; (New (variant)).

The snakes' poison paralyzes anyone failing their saving throw for 4-14 rounds, and - if the save is not made by 4 or more above the required figure - the character is slowed for that duration (e.g. a PC who needs 10 to save avoids the slowed effect on a roll of 14 or better, including adjustments for magic, if any).

Note that Malaan can use speak "with animals to instruct the snakes to attack the PCs - and only the PCs - in melee.

64. Magic Items: Malaan stores the books and magic items he doesn't normally carry about here; he is, after all, notionally a junior, and who knows when a *detect magic* might be running? The entrance door is *glyphed* for 18 points of chill damage and paralysis for 13 rounds (save for ½, negates the paralysis).

There are 24 volumes (EV S0-125 each) almost all of which are standard, mundane works about various evil cults, of no real value. The exception is Malaan's **book of names**. If the true name of any creature (save those protected by magic resistance or devices, and certain powerful extraplanar creatures) is inscribed in the book (one per page), ten facts about that creature of a basic nature (e.g., for a PC, class, level, race, spells memorized, alignment, magic items (1 item per 'fact'), etc.) will appear, magically inscribed, at the rate of one fact per 4 hours. The book's owner, when inscribing the name, must

specify the desired facts. The book can only work on one creature at a time.

There are only 5 blank pages left in the book; filled pages disappear 1 week after writing is completed, and are not re-useable. Malaan has learned about Shabannon and the Outer Circle clerics with this book, but de Vries is beyond him, given his **protective amulet** (see NPC section). Malaan will seek to discover the PCs' names for this book, if there is any danger of them defeating the temple's defences...

The following other items are normally kept here in a *glyphed* chest (it is locked - Malaan has the keys; the effects of the *glyph* are the same as that on the entrance door). There is a **wand of illusion** (12 charges), a small vial with 5 pinches of **dust of appearance**, 2 **scrolls of clerical spells** (*aid + commune*, *dispel magic + negative plane protection* x2 in an ornate silver tube (220gp, EV 45). Likewise, in an ivory cylinder with gold banding (500gp, EV 60) are 2 **scrolls of MU spells**. These *unseen servant + Melfs minute meteors*, *magic mirror* x2 + *wizard eye*. Finally, there are two deep-blue **potions of extra-healing**.

65. Bedroom: Malaan's bed has opulent silk covers (700gp, EV 200), fine down pillows. Other furnishings include an easy chair and footstool, a good polished table with silver plated, cutlery, servers and tureen (800gp total, EV 200). The spun goat's hair carpets are worth 500gp the pair (EV 75 each). There are several sets of spare cotton clothing in a wardrobe and, by Malaan's bed, a fine quilted silk dressing gown (400gp, EV 120) and a pair of (faintly magical) **slippers of contentment** (no truly useful properties but they make the wearer feel really good just before going to sleep).

66. Decoy Room: There are 3 stuffed black bears in here on plinths. If they are carefully checked, there is a pouch stuffed right at the back of the mouth of one which

contains 14 gems (8 x 10gp value, 4 x 50, 2 x 100). This is a decoy, to confuse those entering, to buy time, or to possibly dupe the dim-witted into thinking that this is an unusual way of hiding treasure and nothing more.

67. The Retreat: An iron cage in the NE quadrant dominates this chamber. The bars are spaced at 6" intervals (missile fire at a -4 penalty unless point-blank between the bars) and the 4' door in the E corner of the S face is locked (Malaan has the key). A *Bend Bars* roll permits entry or a *knock* or *Open Locks* (Malaan will focus spell attacks on any thief daft enough to try the latter option). Malaan will be inside this cage with all surviving protectors outside it (unless any spellcaster minions of Malaan are present - they too will be inside the cage with Malaan). Only if there are no other defenders left to protect Malaan, will such spellcaster minions be outside the cage. Surviving snakes will be outside the cage also. The door to area **68** will be open.

68. Malaan's Prisoner: Captured and brought to the temple, the elven Valderesse has fallen into Malaan's hands via the junior acolytes (they know parts of elves end up in potions). Malaan has not been able to charm her, and - being both sadistic and distrustful of this race - has been torturing her, intending to do away with her eventually.

He will not think that she is associated with the PCs and will thus not try to use her as a bargaining tool; he may stand close to her to prevent area attacks being used, however (in melee, allow a 40% chance that any blow aimed at him which misses hits her instead). She is AC 10, being clad only in rags and manacled to the wall (Dex bonus negated) and is clearly badly hurt already (make all this plain to PCs). However, Malaan will only retreat here if he thinks he can still kill the PCs after they have

breached the cage; otherwise he will escape using his *teleport* and be miles away, playing no further part in this adventure. If he has managed to discover anything about the PCs through using his **book of names**, he will doubtless return, later in their careers...



Valderesse (for details see NPC section) is a gray elven, split-class cleric/MU. After talking carefully with the PCs to reassure herself that they are not evil, she will tell her story. She still has many of her magical possessions within her **portable hole**, which is hidden inside pocket in the garments she has left, but all items she normally wears upon her person have been taken from her and placed in a locked and *glyphed* (18 points of chill damage, save for ½) secret compartment in the middle of the E wall, 2' square and 5' above ground level. Malaan has not had the chance to identify these items, given the intrusion of the PCs. Valderesse suspects the existence of a glyph since she has heard Malaan whisper something when opening this compartment. In addition to her items, the compartment contains Elindra's spell books (see area **37** for a listing of the spells these contain - they

are travelling spell books and contain none other than those she memorized).

Valderesse is hurt from torture and currently down to 12hp. She is utterly fatigued and needs healing, sleep, and time to re-memorize her spells. These facts should be obvious from her appearance and the depressing array of torture apparatus on stands before her (thumbscrews, small knives with hooks and barbs, platinum-handled scalpels (valuable: 80gp x2, EV 10 each), small oil burners, etc. She needs 24 hours to sleep, pray, relearn spells, thank her goddess, etc. This is important: if the party rests here (or in this complex) they will not be pursued or hassled by Mandrazaal's clerics on de Vries' orders. With Malaan gone, de Vries plan of limited and poorly-co-ordinated defence will meet with no further interference.

AREAS 69-72

69. Entrance Doors: The complex beyond these doors is largely unsafe, and no attempts at renovation have been made. The *glyph* on the doors has been dispelled by de Vries, and - if checked closely - there are signs that someone has used them recently (marks in the dust, etc.). The doors will creak loudly on being opened. The corridor beyond is dusty, and there is a 20% chance (for the whole group) of detecting 1-4 isolated human footprints and a 15% chance of detecting that tracks have been covered by brush-marks (you may increase these chances if the PCs announce their intention of making careful checks before entering the passage). De Vries has been here to cache some further aid for the party; fortunately for him, the monsters in area **70** have taken up residence since that time. The walls here are very damp, there is dust and small rocks on the floor, etc.; obviously disused.

70. Storage Area: This room was merely part of a storage area and contains nothing of obvious interest, only rotted

sacking, fragments of pottery, etc. But a monstrous presence has taken up residence in the corridor to the west.



Gibbering Mouthers (2): AC 1; MV 30'; HD 4+3; hp 16, 26; #AT 6+; Dmg 1 (x6) +1 per round; SA Blinding spit, babble causes special type of *confusion*; SD Controls ground density 5' radius; AL N; Int Semi-; Sz M; THACO 15; XP 290, 340; (MM2).

The monster(s) will attack when the PCs enter area 70.

What is of interest in this room is the secret wall alcove, 18" square, set into the middle of the E wall 5' above ground level. It is locked but untrapped. Careful visual inspection before opening shows that it has been opened recently (50% chance of

detecting). Inside, there are four tightly-stoppered potions; two deep blue (**extra-healing**), one green (**invulnerability**) and one purple and flecked (**wight control**), also a brass tube containing **2 scrolls**: *dispel magic* + *heal* cast at 14th level, and *mirror image* x2 + *wall of fire*, cast at 7th level. Lastly, there is a plain gold **ring** with a priceless effect: it is inert to any wearer save one who has suffered an energy drain; for such a wearer the ring negates the effects of the drain (one energy drain only). Even Mandrazaafs clerics possess a few such items - accidents can happen.

71. Bare Chamber: There really is nothing of interest at all here - save for the fact that the dust is clearly undisturbed.

72. Entrance Doors to Level 4: These are not trapped. De Vries fears that a strong *glyph* might kill a PC, and has therefore dispelled the one which was once here.

DUNGEON LEVEL 4

The steps leading down to this level descend 80' over a 200' distance; the entrance doors to area 73 are locked but not trapped.

73-74. Empty Guard Rooms: These two chambers are unlit and unoccupied, though there is a strong smell of Bugbear. De Vries and Shabannon have quietly disposed of the occupants, turning them into monster zombies which will be encountered later. There are standard furnishings but nothing of value.

75. Guest Chamber: The rare VIP visitors (usually high-level clerics of Mandraaal from other, lesser, temples) are given these quarters. There are fine spun woollen carpets (2 x 200gp, EV 100 each), a plain-topped table bearing silver trays (2 x 125gp, EV 60 each), 6 silvered goblets (80gp each, EV 40 each), bottles of wine, port,

brandies, etc., silver plates and cutlery (400gp total, EV 125) and candlesticks (200gp, EV 100). There are some minor treasure items scattered about (a polished hip-joint paperweight with a topaz set into it, vellum and inks, silvered mirrors, etc.) worth a total of 500gp ('EV 90). The small bedroom (**75A**) contains a double bed with fine silk covers (400gp, EV 100), two silk togas (100gp each, EV 40 each) and a small unlocked coffer containing three yellow and green potions which are potent aphrodisiacs (they do not radiate magic, being herbal preparations). The large ceiling mirror over the bed is a scrying device for de Vries (see area **96**), who will see the PCs enter this room.

AREAS 76-79: RHASANNI'S CHAMBERS

Rhasanni is a 12th level female cleric, the senior Outer Circle member of the temple; she is currently away on a mission so these chambers are only protected by the guardians she has left behind. All doors are locked and all rooms unlit.

76. Reception Room: This room is modestly appointed with fair quality tables, chairs, rugs and wall hangings (minor value only). It is also unoccupied.

77. Private Chapel: The brass altar rail is covered with black silk hangings with gold threading, and impaled humanoid skulls. Wall frescoes depict two Dark Angels swooping from the sky with a smoking volcano in the background (if Valderesse is with the PCs she will cry out with fear at the sight of these creatures).

Through the agency of a weapon with special powers she wields. Rhasanni has conjured a guardian for this place, which will ferociously attack any other than her who enter.

Invisible Stalker: AC 3; MV 12"; HD 8; hp 51; #AT 1; Dmg 4-16, SA Surprise 5 in 6, SD Opponents unable to detect invisible must attack at -4; AL N; MR 30%; Int High; Sz L; THACO 12; XP 1,600; (MM).

There are standard fittings in this room (incense burners, vials of Unholy water, etc.) but the altar (plain stone) and the chamber are not of major interest and there is nothing of value here.

78. Living Chamber: Rhasanni's living room/study is functionally fitted: wall shelving with books, bound manuscripts, etc.; long trestle tables and bench seats; a small table with 2 empty pitchers, 2 bottles of wine, plates, jugs, 4 silvered goblets (4 x 60gp, EV 55 each); and plain cotton wall hangings (no real value). There is a large and resplendent 'patchwork quilt' carpet made of great cat furs (lion, tiger, leopard - worth 1,200gp, EV 300). Vellums, inks and their ornate crystal containers, marble paperweights, etc., can be collected to the tune of 450gp (EV 125). The many books are on a variety of subjects (astronomy, demonology, energy draining, undead, extraplanar evil, etc.), though only a knowledgeable PC could sort wheat from chaff. EVs for tomes vary between 30-100; DM's can determine values for books and time needed to check them (1,000gp maximum).

79. Bedroom: Luxurious and decadent; Rhasanni is Shabannon's paramour. She has a large and luxurious bed with down-filled mattress, large soft pillows and cushions and fine embroidered silk/cotton covers (400gp, EV 125). A bedside table contains a silver tray with rhodocrosite settings (275gp, EV 90) with 2 silvered goblets with topaz settings (2 x 200gp, EV 70 each) and bottles of liqueurs, plus several volumes of a lurid and distressing nature. Rhasanni has left the book she was reading open (cover upwards) on her bed; it is the memoirs of the fabled half-orc torturer *Grolblog: A Dismemberer Remembers*, and with its wealth of detail it would be worth 800gp to a connoisseur (EV 80, but to sell it so would be an evil act).

Bric-a-brac about the room (silver candlestick, perfume vials and decorated silver mirrors, a small, empty jewelry casket with mother-of-pearl and velvet inlay, etc.) can be gathered to the tune of 500gp (EV 150).



AREAS 80-86: SHABANNON'S COMPLEX

STRATEGY NOTES

Shabannon knows almost everything de Vries knows, and he will try to give the PCs a plausibly tough fight without weakening them so badly that they are in no shape to press on to de Vries. He will fight to the death for two reasons. First, de Vries has ordered him to do so. Second, Mandrazaal himself, via a Dark Angel minion, has informed Shabannon that after the PCs are killed, he will be resurrected (actually, Mandrazaal won't bother, but Shabannon doesn't know that).

Shabannon, therefore, will fight to the end, and won't worry if he kills one PC or perhaps even two. He will concentrate his most dangerous attacks (*flame strike* and the like) on clerics, avoiding killing any MUs, since he knows that MUs will be needed to give de Vries a run for his money.

All areas here are lit unless otherwise noted, and all doors are locked.

80. Grand Chamber: Major meetings of the Outer and Proximate Circles take place in this chamber (ceiling height 25'). Three marbled throne-seats stand behind a large table, which bears glass jugs, glasses, etc. Two semi-circles of large wooden chairs

which can accommodate the Outer Circle and any other important visitors are laid out before the table and thrones (two of which are for de Vries and Shabannon, one for any visiting friend in low places). There are two huge cotton wall tapestries (no real value), one showing 5 Dark Angels banishing devas from the world and one showing Valnakestra in all her infernal glory (Valderesse will be terrified of this). Shabannon will deploy Undead guardians here, drawn from his collection of minions in area **84**.

Wraiths (4): AC 4; MV 120'; HD 5+3; hp 33, 19, 30, 25; #AT 1; Dmg 1-6; SA Energy drain; SD Silver or magic to hit, immune to mind-affecting spells; AL LE; THACO 15; XP 773, 689, 755, 725; (MM).

81. Games Room: Shabannon relaxes here, playing skittles and darts with de Vries and Rhasanni. There is a skittle alley with skittles and wooden balls, and a pair of dartboards, with the distances (7', 7' ½', 8') from which darts are thrown marked in chalk. Near the boards are 6 sets of darts (3 per set), one of these being a pack of 3 **darts +3** (Shabannon alone knows this - the others wonder why he always wins). There is also a firkin of superior ale and a set of pewter tankards of no real value.

82. Drinks Room: A relaxation area where Shabannon's friends and intimates relax after formal meetings. There are fine gold lamps (5 x 150gp, EV 60 each), superb bear-skin rugs (2 x 500gp, EV 100 each), easy chairs, a drinks cabinet with fine silvered goblets (12 x 125gp, EV 40 each), a platinum-plated silver drinks tray (600gp, EV100), lots of bottles of wine, brandy, etc., marbled ashtrays (3 x 40gp, EV 20 each), and pouches of herbal smoking mixtures and stimulant and narcotic drugs (if consumed see **DMG**, pp. 82-3).

There is a framed painting of Shabannon on the E wall (gilt frame worth 50gp, EV 125) and plain cotton wall hangings elsewhere.

85. Trophy Room: Shabannon keeps trophies of his many kills in here. The E wall bears mounted sets of wings from eagles, a roc - even a deva (this will horrify Valderesse). The N and W walls contain a marvelous collection of lovingly preserved and varnished human and elven heads, and the S wall contains mounted weapons unusable by Shabannon - there are 2 large lances, five spears, three daggers (one is a **dagger +3**) and four longswords (one of which is a **longsword +2, +4 vs. Undead**).

84. Undead Servants: This bare and unlit chamber houses the servants Shabannon uses for menial duties and the energy drainers who attend at ceremonies to Mandrazaal in the Chamber of the Proximate Circle (area **98**). After posting wraiths at area **80** and some Undead at area **85** the following remain:

Monster Zombies (Bugbears)(3): AC 6; Mv 90'; HD 6; hp 26, 17, 40; #AT 1; Dmg 4-16; SD immune to mind-affecting spells and cold, turn as wraiths/ghosts; AL N; Int Non-; THACO 15; XP 286, 232, 370; (MM2).

Ghouls (6): AC 6; Mv 90'; HD 2; hp 12, 4, 14, 7, 7, 9; #AT 3; Dmg 1-3/1-3/1-6; SA Paralysis; SD immune to sleep/charm; AL CE; Int Low; Sz M; THACO 16; XP 89, 73, 93, 79, 79, 83; (MM).

Spectre: AC 2; Mv 150'; HD 7+3; hp 38; #AT 1; Dmg 1-8; SA 2 level energy drain; SD Magic to hit, immune to mind-affecting spells, cold, poison, paralysis; AL LE; Int High; Sz M; THACO 13; XP 2,030; (MM).

Shabannon will be aware of the PCs' entrance into this level, either by means of de Vries' scrying device in area **75**, or from the sounds of combat in area **80**. If he is not, the door to area **84** is always open. The spectre (being immaterial) can move under the door into area **80** and the other Undead will file out, the zombies into the main S passage and the ghouls lurking in the unlit E/W side passages. Chamber **84** is sparse and contains only the crude tombs of the ghouls.

85. Shabannon's Great Hall: Lit with immense braziers on E/W walls, this

marble-columned hall (ceiling height 30') is dominated by two great statues of Dark Angels (Valderesse, seeing these, will cry out with fear). There are marbled mosaics (abstract geometrical patterns) on the floor and tiled steps leading up to the landing on which Shabannon (details in NPC section) will stand, prepared for combat, with the doors behind him ajar to facilitate any necessary retreat. Note that the steps leading up to the landing are covered in grease (50% chance detecting this by sight) and any PC mounting them must make a Dex check with a -2 penalty or slip and fall to the bottom (1-4 damage).

Shabannon's golem stands guard 8 feet beyond the entrance doors and his Undead guards are at the top (wights) and bottom (zombies) of the stairs, half on each side.

Monster Zombies (Bugbears) (4): AC 6; Mv 90'; HD 6; hp 19, 40, 22, 27; #AT 1; Dmg 4-16; SD Immune to mind-affecting spells, cold, turn as wraiths/ghosts; AL N; Int Non-; THACO 13; XP 264, 390, 282, 512; (MM2).

Wights (2): AC 5; Mv 120'; HD 4+3; hp 19 each; #AT 1; Dmg 1-4; SA Energy drain; SD Silver or magic to hit, immune to mind-affecting spells, cold; AL LE; Int Avg; Sz M; THACO 15; XP 635, 635; (MM).

Stone Golem: AC 5; Mv 60'; HD 14; hp 60; #AT 1; Dmg 5-24; SA Cast slow once every two rounds at one opponent within 1"; SD major spell immunity, +2 or better weapon to hit; AL N; Int Non-; Sz L; THACO 9; XP 8,950; (MM).

Note that the landing stands some 15' above ground level so that (save for *flying* or a *Climb Walls* success - the wights will attack anyone using such strategies if possible) the only way to get at Shabannon is up the stairs. The Undead block these at top and bottom. if reduced to a low hp total, Shabannon will retreat into his lair (area **86**), carry out what healing he can, and then return to the fray after (re)-casting any defensive spells which he has time for.

86. Shabannon's Lair: This is a bedroom/study. There is a writing desk with

vellums, parchments, inks and quills neatly stacked in a holder made from an ivory tusk (300gp total, EV 80), a plain-topped table with trays, cutlery and goblets of silver (550gp total, EV 200), a bed with plain cotton covers, 2 fine and very heavy marble busts of Shabannon and Rhasanni on plinths, an icon of Mandrazaal and a finely-wrought black obsidian statuette of a Dark Angel (Valderesse's usual reaction), a fine silver-framed wall mirror (too large to carry), easy chairs and a plain wooden chair by the writing desk, and a beautiful silver plate decorated with obsidian, sardonyx and aquamarines mounted in the middle of the E wall above Shabannon's bed (2,200gp, EV 180). Shabannon's magical treasures and jewelry are contained in small coffer in an 18" square secret alcove in the floor under his bed. A *glyph* has been placed upon it for 26 points of chill damage (save for 9%). It contains a splendid silver and emerald-pendant necklace (4,000gp, EV 40), a pouch with 180pp, two gold rings set with opals (2x 900gp) and a platinum statuette of a Dark Angel (1,000gp, EV 70) (Valderesse won't like this either).

There are 4 deep blue **potions of extra-healing**, a crystal vial containing a small quantity of fine green crystalline powder (2 pinches of **dust of appearance**, a leather pouch containing two blue-tinted lenses (**eyes of the eagle**), a **rod of resurrection** with sufficient charges to resurrect one - and only one - PC which is of bronze with jaspers set into it (700gp, EV 90), and two scroll-holding tubes. Inside a topaz-encrusted gold tube (1,000gp, EV 80) is a **scroll** of the spells *dispel magic* + *heal* cast at 13th level, and inside a plain silver tube (125gp, EV 80) are 2 **scrolls**: *tongues* + *continual darkness* and *flame strike* + *aid* + *negative plane protection* x2.

Finally, in a small pouch, there is a single plain gold **ring** which Shabannon has recently acquired, but he has not been able

to identify it and hasn't risked trying it on. If slipped on the ring increases the intelligence score of the wearer by 1 point permanently, and is then simply a non-magical gold ring worth 80gp.

AREAS 87-97: DE VRIES' QUARTERS

Note that there is a fairly vicious trap here (areas **89-91**), which de Vries has left activated because it would seem highly suspicious if no traps at all protected his lair. If the GM believes the PCs might have a very bad time with it, the trap should be ignored altogether, or at least the pivoting metal plate from the pit (area **89**) should be ignored, so that PCs can be hauled out on ropes more easily than would otherwise be the case.

STRATEGY NOTES

De Vries' intention is to give the PCs a plausibly tough fight and then exit, using his *plane shift* to *Hades* or a *word of recall* to a private sanctuary in a distant temple of Mandrazaal. However, if the PCs are good enough to kill him, they deserve the magic and treasure he has - it is not essential to the story line that he does get away. Nonetheless, de Vries will not be easy to kill: when reduced to 15hp or below, he will feign extreme distress and use an escape route (the *word of recall* will be tried first)

Note that in all locations marked X on the map, de Vries has posted *invisible eyes* using his **wand of eyes** (see NPC box) and can thus observe the PCs in detail. He will be fully prepared when they make their entry. These eyes can be seen with *truesight* or *detect invisibility* for what they are; *detect magic* will reveal some kind of magical effect in a 2' radius centering on each eye, but will not reveal their exact nature. *Find traps* reveals nothing. The eyes can be dispelled with *dispel magic*, as cast against the 8th level of magic use.

87. Blocked Entrance: De Vries has had zombie servants pile up rocks behind this secret door, and they are solidly packed for 10 feet behind it. It will require a *disintegrate* or similar spell or 30 man-hours physical effort to get rid of them and effect a passage. The passage beyond is unlit as are all passages leading to area **92**.

88. Guards: This chamber is bare and unlit and contains only the guards de Vries has posted here:

Monster Zombies (Bugbears)(4): AC 6; Mv 90'; hps 17, 32, 39, 28; #AT 1; Dmg 4-16; SD immune to mind-affecting spells, cold, turn as wraiths/ghosts; AL N; Int Non-; THACO 13; XP 252, 342, 384, 318; (MM2)

89. Pit Trap: The concealed pit here is 10 feet square. Anyone falling in drops 10 feet onto a metal plate filling the pit area which rotates on a central pivot. The plate will rotate, dumping the character a further 10 feet on to a stone floor (total fall damage is 1-4 + 1-6). Activated by the rotation of the plate, acid will spray forth from a vent in the E wall. It takes 1 round after the fall for the acid to affect any character(s) in the pit and after that automatic damage is 1-6 points per round. It is not possible to get out of the pit without magic such as *flying*, *levitation* or *somesuch*; Climb Walls will get the character away from the acid, but not out of the pit, since no-one could both maintain a hold on the wall and push up at the metal plate. After 5 turns, the pit will have filled to a 10' depth with acid and keep on filling; it takes 1 turn to dissolve the metal plate. Any PC in the pit will be dissolved or drowned, submerged under the metal plate, if still in the pit at this time. The acid stops gouting forth when the pit is totally full of the stuff.

90. Trapped Room: When the door to this chamber is opened, it will disturb the wedges which are holding in place an invisible 4' radius rock, 8' from the door. The rock radiates *fear* in a 5' radius, and will roll towards characters in the doorway; those

who fail a Save vs. Spells will run in fear (straight back into the acid pit). Those who save must make a Dex check or be crushed by the rock for 2-16 point of damage as it rolls down the corridor (if the check is made they are flattened against the side of the corridor but not harmed).

The rock will roll into the pit, and be wedged between the edge and the central metal pivot; this may actually help to get characters out since it will be easier to get ropes down. However, characters suffering from *fear* in the pit must make a Save vs. Spells every round to have the sense to grasp the rope and climb out, or else run around in the acid senselessly. Characters who make a successful save against fear as the rock rolls past will not have to save again if they go back to the pit to help others get out. Also, if more than two characters make their saves but fail the Dex check, the rock will come to a halt in the corridor, blocked by the PCs bodies.

91. Distance Distortion: As the rock might suggest, magic-users assisted in the original construction of the temple and more of their handiwork survives here. The corridor appears to extend for 120' E-W and be 20' wide but its dimensions are only half of this. *True seeing* will show this for what it is, together with the presence of a passive 12HD Earth Elemental (55hps) 50' (in real terms) along the corridor, lurking in the floor, which will not attack unless attacked first. *Detect magic* will reveal only some unspecified magical effect; find traps reveals nothing in the E-W section but will show a magical trap where the corridor turns south.

The twin doors at the end of the corridor actually open out 10' above the acid pit in the corridor, but the PCs will not realize this unless they have detected the distortion. When the doors are opened, a strong gust of wind effect will operate for a single round in the N~S corridor. Characters

must Save vs. Spells or fall into the pit (the DM may need to check depth of acid, whether the metal plate has been dissolved, etc., if the trap has been triggered already). Those in the second or later rank who fail their save can grab at PCs in front of them to avoid the drop (80% chance of success), but the grabbed character must make a Dex check or both will be blown down into the pit. if the front character has made both his/her saving throw and the Dex check, both characters will simply fall into a heap on the floor.

92. De Vries' Hall: A vast chamber, similar in size to area **85**, with marbled wall frescoes, supporting pillars, and a pair of splendidly sculpted licentious-looking succubi at each end of a row of large comfortable chairs. The chamber is lit with large, hanging, oil-burning lamps, suspended on great iron chains from ceiling beams. and in one corner of the room stands the rod used to light them. Narrow (4' wide) steps ascend sharply (12' over a 30' distance) to the landing area and dominating this is a large iron-barred cage assembly of the sort found in Malaan's lair (area **67**).

De Vries has the keys to the single door in the centre of the N face of the cage and there are two locks on it (two *Open Locks* needed, but one *knock* or *Bend Bars*). De Vries will use spell attacks from the safety of his cage (-4 penalty to missile fire unless at point blank range) supporting his meleeing minions.

Note that once again the only route to the landing without fly, etc., is up the stairs. The chairs are not stable enough to use to climb up to the landing. The solid phalanx of zombies will crowd the central lower level and the juju zombies will stand at the bottom and top of the stairs (2 each side). The wraiths will initially be stationed on the landing, but will fly down to attack PCs behind the front rank.

De Vries will retreat if reduced to below 20hp, or if his minions are reduced below one-quarter of their original strength. if the PCs do not pursue de Vries within one turn of his retreat (he will close the doors within the cage behind him), he will assume that they may be in some trouble and so will dispatch his golem from area **94**; it will travel to room **92**, smash down the cage bars and topple over the landing, smashing on the ground below. This will allow the PCs entrance lo the cage area if they haven't achieved this already, and weaken de Vries' remaining support force.

Zombies (20): AC 8; MV 60'; HD 2; hp 6 (X5), 10 (x5), 11 (X5), 7 (x5); #AT 1; Dmg 1-8; SD Immune to mind-affecting spells, cold; AL N; Int Non-; THACO 16; XP 32 (x5), 40 (x5), 42 (x5), 34 (x5); (MM).

Juju Zombies (4): AC 6; Mv 90'; HD 3+12; hp 17, 19, 33, 25; #AT 1; Dmg 3-12; SD immune to mind-affecting spells, cold, poison, electricity, *magic missiles*, death magic, fire ½ damage, blunt and piercing weapons ½ damage, magic to-hit, turn as Spectres; AL NE; Int Low; THACO 15; XP 178, 186, 242, 210; (MM2).

Wraiths (2): AC 4; HD 5+5; hp 15, 27; #AT 1; Dmg 1-6; SA Energy drain; SD Silver or magic to hit, immune to mind-affecting spells; AL CE; THACO 15; XP 665, 737; (MM).



93. Corridor Pit Trap: PCs hotly in pursuit of de Vries, if they can see him, should be told casually that he runs along the right hand side of the corridor, close to the wall (the right hand side moving S from area **92**, that is). Following him in single file along the same side avoids a 5' wide, 20' long, 20' deep pit (3d6 for falling).

94. Antechamber: This chamber is bare, save for wall-mounted oil-burning lanterns and wall frescoes. De Vries will have a golem guard here to block the doorway if he is retreating but may dispatch it (see note for area **92** above).

Obsidian Golem: AC 3; Mv 120'; HD 6; hp 44; #AT 1; Dmg 4-10 (fist); SD immune to mind-affecting spells, gases; AL N; Int Non-; THACO 13; XP 489; (New monster).

95. Living Quarters: De Vries is not self-indulgent, and has furnished his rooms spartanly. There are reasonable wolf-skin rugs (2 x 150gp, EV 75 each), tables and chairs, and wall shelving with ornaments of brass and bronze (no value), a silver statuette of a piscodaemon worth 180gp, EV 40), pipes and tobacco, bric-a-brac. A plain table bears a silvered tray (125gp, EV 50) with 4 silver goblets (100gp each, EV 40 each) and a decanter of fiendishly good port (100gp, EV 50). De Vries also has a guardian here. If it is killed or he is reduced to 15hp or below, he will effect his escape.

Animated Statue: AC 3; Mv 90'; HD 7+7; hp 48; #AT 4; Dmg 1-3 x4; SD immune to mind-affecting spells, gases, cold, magic to hit; AL N; Int Non-; Sz L (8'); THACO 13; XP 1,418; (New). The statue is a four-armed figure made of stone which uses 4 longswords; it is golem-like.

95. Bedchamber: The chamber is decorated with cotton wall hangings showing the most horrific atrocities of the Mandrazaal cult. Over the bronzed bed-rail of de Vries' bed is a bronzed wall plaque of a Dark Angel (Valderesse's usual reaction) and a 12" square mirror which shows the current scene in area **75**, looking down from the ceiling (c.f., area description for area **75**)

There are spare cotton robes on wall pegs, one of which has ermine lining (800gp, EV 80); also, a plain table with glasses and pitchers of water, footstools, a small bookcase with 17 varieties of unholy text, lots of prayer books, etc., and 6 vials of unholy water on the top shelf.

Under de Vries' bed, there are two coffers, both unlocked and untrapped. One merely contains dirty clothes of an otherwise unexceptional nature. The other (from which all magic has been carefully removed with one exception) contains two large bags (760gp, 80pp + 550gp), a small pouch with 17 amethysts (100gp each), two solid silver ingots (100gp each, EV 2,000 each, and a silver-filigree embroidered jade statuette of a female daemon (1,100gp, EV 140) which radiates a faint evil but which is non-magical and harmless.

There is, moreover, a silver tube with topaz decorations (800gp, EV 90) with a **cursed scroll** (de Vries' last little joke); the reader will not remember seeing anything on the scroll and indeed the writing on it disappears within 5 seconds of being looked at. Over the course of the next 24 hours, at the rate of 1% inches per hour, the reader will grow a splendid scaly lizard-like tail, some 1" in thickness and forked at the end. *Remove curse* (against the 14th level of magic use) will remove this at any time before it is fully grown, but after 36 hours, only a *wish* will get rid of it.

Unfortunately, the final part of the curse is that the victim will become

extremely proud of his/her tail and seek to display it for public appreciation at all times, unaffected by negative reactions: this results in an effective Charisma loss of 3-6 points.

97. Bathchamber: There is a sumptuous sunken marbled bath set into the floor, which de Vries fills when needed with *create food and water* (the food goes elsewhere). A marble-topped table bears 4 vials of cloudy, viscous green liquid (pine-scented liquid soap), a fine silver mirror (100gp, EV 25) and a lacquered tortoise shell-backed brush set (100gp, EV 40). Two cotton bath robes hang on pegs, and a small wooden 'chest' (open) contains more dirty clothes.

DUNGEON LEVEL 5

STRATEGY NOTES

There is only one combat in this level. Strategy notes for this combat are detailed for area 100 below. The PCs will have to be at full strength for this combat; if, after overcoming de Vries, they intend to press on to level 5 in a weakened state, GMs may drop a hint through foreboding on Valderesse's part that this would not be a good idea. If they still press on, they deserve all they get.

The steps down to area **98** descend 60' over a 240' distance to the entrance doors. These doors are *glyphed* for 28 points of electrical damage (save for ½); a single *glyph* like this will not prevent the PC party getting the Rod, but it might weaken them for the combat with Satimus, so de Vries has left it here.

98. Proximate Circle Chamber: This massive chamber (ceiling height 24', unlit) contains a plain, black-marbled altar, on which varieties of sacrificial instruments, a massive brass chalice (empty, stained, radiates evil if checked for; inflicts 2-16 points of chill damage to any good-aligned PC who touches it, no save), and plain black

altar cloths are placed. Bolted to the surface, are manacles and chains, used to restrain sacrificial victims. There are two large throne-seats of heavy, dark wood, a large wooden table, and chairs of a less imposing kind. Marbled floor pentagrams will radiate magic if checked for, but their gate potential (for daemonic summoning) cannot be activated without the correct sacrifices and ceremonials. Wall frescoes and hangings (those on the E wall are heavy with gold and silver threadings, made of cotton-backed silk, and are valuable but heavy; 1,500gp each, EV 350 each) portray scenes of mass destruction presided over by Dark Angels; a palpable sense of evil permeates everything here.

99. Hall of Destruction: This place radiates both powerful Good and strong Evil, which will be discovered if checked for. The Proximate Circle do not enter this place; they do not know the exact limits of the Rod's power and are fearful of entering. At 10' intervals along the walls, there are smashed statues of Dark Angels, toppled and shattered by Seraillian's forces when they decimated the temple in the past.

Valderesse will be both joyful and highly apprehensive here. The mosaic-decorated floor shows Dark Angels banishing devas into Elysium, and Seraillian's clerics being overcome by Dark Angels and Daemons but these mosaics have also been broken up in large part.

100. Chamber of the Rod: This area radiates magic very strongly and Good also, if this is checked for. The chamber has a ceiling height of 40' and is walled with flecked marble; continual light spells radiate from W, N, and E walls to illuminate this place. The chamber is devoid of decoration, save for rainbow-light emitting Holy Symbols of Seraillian which have been placed on golden rods in the centre of the W, N and E walls. The steps within the room ascend 5' to

a central stone plinth, in the centre of which stands a stone helix some 9' in height. In the upper half of the helix, blackness fills the intervening space between the stone curves of the helix; this looks sinister but is not harmful.

The lower half of the helix is filled with a rainbow-coloured field of light and 'floating' in the centre of this is the Rod of Seraillian (see end of module). It cannot communicate with any PC while within the field, save for a cleric of Seraillian; if Valderesse is present, it can sense her presence and informs her telepathically that it now wishes to be removed from its present location, but that this will summon a powerful evil adversary with whom battle must be done. Upon being removed, its banishing function will cease and it will have no power to keep this adversary at bay.

The Rod's willingness to be moved is a function of certain extraplanar events, detailed below. If Valderesse is not with the party, the Rod can only communicate with a PC of Good alignment after it has been removed from the helix. In any event, the Rod can communicate the powers it possesses, telepathically or by empathy, in a single round. You should stress the imminence of the combat about to take place; PCs must make magical and other preparations for this combat.

Satimus will appear in this area within 4-7 (d4 + 5) rounds of the Rod being removed from the helix. When he does, he will appear normally, not with his *detection/protection* spells running, since removal of the Rod automatically summons him here and he has no time for magical preparations. However, he will use his skills to best advantage; he is a supra-genius, play him like one.

Satimus has 36 hours (i.e., the game day on which the PCs take the Rod, and the next one) in which to kill the PCs. Initially,

he may well be satisfied with a single kill, then seek to escape. Review his escape routes; he can fly at great speed and he can use *invisibility*, *shadow door*, his **eversmoking bottle**, etc. He knows both levels 4 and 5 of this dungeon in their entirety. After one kill, he will back off, carry out any healing he requires, prepare with appropriate spells (*invisibility*, *project image*, etc.) and re-attack. If in serious trouble, Satimus will seek a safe lair on an upper temple level to sleep and re-memorize his spells; these take him only 1/3 of normal memorization time and he needs no spell books. He also regains 1-8hp per hour of sleep, and will sleep for a normal duration (8 hours).

If combat proceeds to a second game day, PCs should be allowed time to sleep, and relearn spells, before Satimus attacks again. The key to Satimus' tactics is attrition. He will try to demoralize the PCs and make the coup de grace easier; in initial attacks he favours the use of one or two one-shot killers (cg, *disintegrate*, *slay living*, or *phantasmal killer*, always keeping one such attack form back so that he can return to the fray after a tactical retreat. Such attacks will be focused on PCs with the worst saving throws against the relevant attack forms. He may close to melee hoping to kill a fighter by sheer brute force, and then probably back off and re-prepare for combat later. These are guidelines only; his combat strategy will depend on circumstances. Always assume that Satimus knows PCs weaknesses (worst AC, saving throws, etc.).

Satimus will fight to the death on the second day. He could travel back to *Hades* but he could not hope to enlist aid, since other Dark Angels and daemons are already stretched to the limit with other duties. It would also result in a major loss of face and the end of his ambitions.

Two final points. First, the PCs may try to run away. If they do, the Rod will give them dire warning: their escape will only be temporary. Satimus is seeking to *gate* in creatures far more powerful and destructive than he is, and if the PCs flee, both they and everything else for scores of miles around will be utterly destroyed within hours. Second, it is inevitable that one or more PCs will be killed if Satimus is played reasonably well. Don't feel too bad about this. After all, the party will already know from Valderesse that the Rod can *resurrect*, and will do so on the first game day for one character (others may have to wait for a while - but see suggested ending below).

Finally you should also give players a minute or so to review all the powers of the Rod before Satimus appears!

ENDING

Just as the Rod can *resurrect*, its *restoration* function can also be used to the benefit of the party. Note, however, that since it can perform either function but once per month, and Valderesse will have much to do, the PCs may have to travel with her to restore all their losses. This may fit the possible storyline resulting from the following ending well in any event.

One turn after Satimus' death, an astral deva will appear in the chamber, *gated* from *Elysium*; the devas have escaped their banishment at last. This will have the important effect of preventing Mandrazaal from having the 'spare capacity' to send any of his infernal servants to persecute the PCs, since they will not be able to operate on the *Prime Material* with the relative impunity they have enjoyed in the past. Astral devas have an effective Charisma of 20 and the awe such creatures inspire should be kept in mind. Assuming the PCs are in trouble, the deva will explain that while it cannot itself *restore*, *resurrect*, or use magic to bring back *disintegrated* PCs, it can promise

greater magical assistance if - in principle - the PCs agree to some service for Seraillian. If they agree, the deva will disappear, to be followed by the appearance of Haaan (see below) in 5-8 rounds.

If the PCs are chary of the Deva's offer, it will turn from them and address itself to Valderesse, telling her that she is to re-establish the Church of Seraillian in Xir, and that the Church can now flourish given the recovery of the Rod and the absence of its former extraplanar persecutors. It will give her a **ring of teleportation**, and tell her to use this to travel to the old temple of Seraillian in the capital of the Xirian territories (no error involved). The deva will then disappear, after warning the PCs that Haaan, Seraillian's solar, will shortly appear and that they would do well not to be around when he does. Valderesse will be happy to use any available powers of the Rod to aid the PCs, but will leave quickly.

Haaan will appear 5-8 rounds after the deva has departed. If the PCs have not accepted the deva's offer and are just hanging about, Haaan will get them out of the way in the least irksome way he can (*mass charm* followed by an injunction to go forth and multiply is a good option). If the PCs accepted the deva's offer, Haaan will *resurrect* up to three dead characters each day, and cast one *restoration* in the same time. He can even use *wish* once each day to bring back PCs for whom no lesser spell will suffice. However, Haaan will require a service for his deity in return. In negotiating with Haaan, do not forget the literally awesome charisma (24) of this angel-like creature and his supra-genius intelligence and godlike wisdom. Haaan is effectively pan-telepathic and can detect all thoughts of PCs, automatically knows alignment, etc. He will be more impressed by PCs agreeing readily to serve his goddess than he will be bothered about alignment - providing that he is dealing with PCs of one of the three good

alignments. If aid is requested for a character of neutral alignment, he will exact a more demanding service.

You may determine the services Haaan requires to fit the circumstances of your campaign. if you wish to continue adventuring in Pelinore, you may have Haaan ask the PCs to travel with Valderesse to Xir, to aid in re-establishing the Church of Seraillian there (allow Haaan to use a *mass teleport* to dispatch them all). Alternatively, Haaan may ask the PCs to retrieve some Good artifact, or defeat some Evil PC(s) or monster(s) elsewhere, to suit the circumstances of your campaign. if you are undecided, you may simply extract a large sum of money from the PCs, plus one or two magic items, which will be given to Valderesse to enable her to pay for the reconstruction of the Xirian Church, etc. One ground rule is inflexible, however; if the *wish* is to be used, Haaan will require a major service; this will have to involve a later adventure which you can design to fit your own campaign. But it must be of the magnitude of a *geas/quest*.

Finally, Haaan will arrive in the temple in any event to destroy the portal (now possible) and, indeed, the whole place. His involvement gives you the opportunity to restore major losses for players whose characters have suffered them despite good or at least reasonable play. However, do not feel compelled to make Haaan's powerful magic available to a group of players who have suffered losses because of bad play!

NPC SECTION



SATIMUS, DARK ANGEL OF THE BLOOD HEART

Armour Class: -3

Move: 120' (240' flying)

Hit Dice: See below

Hit Points: 155

Attacks: 3/2

Special Attacks: See below

Special Defenses: See below

Magic Resistance: 25%

Intelligence: Supra-genius (20)

Alignment: Neutral Evil

Size: Large (7 ½')

THACO: 5

Satimus appears as a 7 ½' tall dark-winged humanoid. His face is dominated by his beak-like nose and his eyes, the pupils of which are jet black but the corneas of which are brilliant silver. His powerful wings carry him quickly through the air (maneuverability class B).

Satimus wears **chain mail +4**, although the magical plus of this armour decreases by one place for every week it is away from *Hades* (and likewise recovers 1 lost plus per uninterrupted week of sojourn on that plane). His low AC is otherwise determined by his Dexterity - he scorns the use of a shield. His characteristic scores are; S 18/00, I 20, W 20, D 18, C 19, Ch 18.

Satimus normally employs a **bastard sword + 2**, with which he strikes at the rates noted above, attacking as an 11th level fighter. Damage caused is 2-8+8. Alternatively, he may use a **footman's mace +2**, striking for 2-7+8. The mace has the additional power that any Good character struck by it must Save vs. Wands, or take an additional I4 points of damage.

Satimus has great defensive capabilities. He has 25% Magic Resistance. His exceptional intelligence renders him immune to all *illusion/phantasm* spells of 2nd level or below. Satimus is immune to poison, paralysis, any and all gaseous attacks, charm and hold spells, and he cannot be energy drained or affected by death magic howsoever this is attempted. Against any spell which normally has no saving throw. Satimus gets one, as an 11th level fighter with the appropriate wisdom/magical bonuses. Finally, Satimus is unaffected by *slow* or *haste* spells. Fortunately, he has no special immunities to attack forms save for acid (½ normal damage: ¼ if saved).

Satimus has extensive spell-casting abilities, be able to use any one of the following per round, at will; *darkness*, *detect good*, *detect magic*, *know alignment*. Three

times per day, he may use each of the following: *dispel magic*, *hypnotism*, *protection from good*, *wall of fog*. Twice per day, he may use each of the following: *hold person*, *magic missile*, *polymorph self*, *ray of enfeeblement*. Once per day, he may use each of the following: *disintegrate*, *invisibility 10'*, *maze*, *power word: stun*, *project image*, *shadow door*, *slay living*, *telekinesis*, *wizard eye*, *Melf's minute meteors*, *phantasmal killer*. For the purposes of determining spell range, duration, etc., Satimus' spell use is at the 14th level.

Satimus carries magical items in addition to his weapons. He always has 4 **potions of extra healing** and **potions of clairaudience** and **clairvoyance**. He has a **rod of cancellation**, which he may seek to use against any powerful magical weapon used against him (it will not affect the Rod of Seraillian, however). He has a **scroll of protection from elementals**, an **amulet of proof against detection and location** and an **eversmoking bottle**. The smoke from this bottle disappears one turn after the bottle is stoppered or leaves the area; it will return by a *dimension door* effect to Satimus' person if within 360' of him whenever Satimus wills, fully stoppered. Satimus will frequently use this together with his *shadow door* to effect an escape when he wishes.

Satimus has excellent personal jewelry. Around his forearms are coiled gold bracers set with rubies worth 6,000gp (EV 250), and around his powerfully-muscled neck he wears a platinum and gold neckchain set with a fire ruby (6,200gp, EV 180). Finally, he wears a resplendent star ruby ring (5,500gp, EV 30).

Marius de Vries; C14; NE; hp 71; AC -2 (**plate mail +1, Mandrazaal ring +1**)

staff of striking +2; THACO 9

Human Male

- | | | |
|-----------|----|--|
| S | 15 | ▪ De Vries is 54 years old, 5' 11" tall, weighs 162 lbs., and has an impressive mane of curly black hair. His slightly olive-skinned complexion is noteworthy in one who has spent almost his entire life in the gloom of subterranean evil temples. He is (or can be) charming, urbane, witty, cultured and a fine raconteur; he is also devious, ingenious and totally unscrupulous. There is no lie too tedious to tell and no wickedness too trivial to be worth bothering with. He did not rise to his present position within the Church of Mandrazaal without these qualities. |
| I | 16 | |
| W | 18 | |
| D | 16 | |
| C | 16 | |
| Ch | 17 | ▪ Boots of elvenkind, amulet of proof against detection and location, necklace of missiles (one 5HD and two 3HD missiles remaining), wand of eyes, potions of invisibility and polymorph self , and 2 scrolls of clerical spells , cast at 14 th level: <i>heal</i> , <i>animate dead</i> + <i>dispel magic</i> , <i>continual darkness</i> + <i>word of recall</i> . He wears a gold ring set with an Oriental Topaz (5,200gp, EV 30), a Fire Ruby pendant on a gold chain (5,100gp, EV 50) and moonstone-set signet rings (2x 150gp, EV 10 each). |
| | | ▪ High Priest of Mandrazaal |
| | | ▪ De Vries' goals, aims and resources are fully detailed in the module, but note that he has both spell and device escape routes. He will not take any real chances before effecting his getaway. If the PCs do manage to kill him, he has some fine treasure. |

Spells Available:

1: *bless*, *darkness* x2, *detect good*, *protection from good*, *resist cold*, *sanctuary*

2: *aid* x2, *augury*, *hold person* x2, *resist fire*, *silence* 15' x2,

3: *animate dead*, *continual darkness*, *cause blindness*, *cause paralysis*, *curse*, *dispel magic*, *glyph of warding*

4: *cloak of fear*, *cure serious wounds*, *poison touch* x2, *protection from good* 10', *spell immunity* (cast against *hold person*)

5: *commune*, *plane shift*, *true seeing*

6: *animate object*, *word of recall*

The splendid **wand of eyes**, which De Vries possesses, is a device which does not require charges. Upon command it will create an *invisible eye* (similar to a *wizard eye*), which remains in the location of its original production for a period of 5-8 hours. The wand can bring into existence up to 8 eyes at any one given time. The eyes act as extra, normal ocular devices (i.e., they do not have *infravision*, the ability to *detect invisible* or anything similar) and the wand user can look through any of them by simply visualizing the location of the appropriate eye for a few seconds and then staring into the crystal globe which tops the wand. The scene in the location up to 120' from the eye (which has 120 degree vision) will then be revealed. The following spells can be cast through the wand and eye, as it were: *read magic*, *clairaudience*, *detect invisible*. This wand has an xp value of 3,000 and a gp value of no less than 45,000 (powerful clerics and MUs would pay dearly for this potent defensive/informational device. It can be used by either class).



Shabannon; C13; NE; hp 70; AC -2 (**plate mail +1, Mandrazaal ring +1**)

staff of striking (1-6 +4/+7/+10, 11 charges);
THACO 8

Human Male

S	17	<ul style="list-style-type: none">▪ Shabannon is 44 years old (the phylactery), 6' 2" tall, weighs 174 lbs. and is of striking appearance - long flowing blond locks, dark blue-green eyes, striking cheekbones and a classical Roman nose. However his lips - full, rather red and girlish - betray his major weakness; he is a weak and vacillating man. He has reached his present position within the Church of Mandrazaal solely on de Vries' cloaktails, and is his devoted yes-man and lackey. He is actually rather irritable and childish when he doesn't get his own way. A boorish man, for whom De Vries finds it hard at times to conceal his contempt.▪ Jar of Keoghtem's ointment, ring of safety (one charge), potion of flying, ring of protection vs. poison +4 (adds +4 to Saving Throw vs. Poison only), scroll of protection from poison, phylactery of long years, 2 scrolls of clerical spells cast at 13th level: <i>dispel magic</i> + <i>bless</i>, <i>detect magic</i> + <i>animate dead/animate dead monsters</i> (See also area 86). He wears an aquamarine/silver neck pendant (800gp, EV 40), a large gold signet ring with a pearl (450gp, EV 15), a gold bracelet with a small diamond (550gp, EV 30) and a second, plain gold, bracelet which has nude female torso charms (Shabannon thinks this sort of thing gives him a bit of a reputation among the ladies in the temple; it does, but quite a different one from the one from the one he fondly imagines to be the case) worth 400gp (EV 50).▪ High Priest of Mandrazaal▪ Shabannon's goals, aims and resources are fully detailed in the module. Being vain, he has valuable jewelry, although most of it is aesthetically quite repellent, and rather flashy.
I	13	
W	18	
D	17	
C	15	
Ch	14	

Spells Available:

1: *command* x2, *darkness* x2, *detect good*, *detect magic*, *resist cold*, *sanctuary*

2: *aid* x2, *hold person* x2, *know alignment*, *resist fire*, *silence* 15' x2

3: *animate dead*, *cause blindness*, *continual darkness* x2, *dispel magic*, *prayer* x2

4: *divination*, *obscure tongues*, *poison touch* x2, *spell immunity* (cast against *lightning bolt*)

5: *flame strike*, *true seeing*

6: *animate object* x2

Malaan; C/MU 10/9; NE; hp 51; AC 1 (**bracers of defense AC4, ring of protection +1**)
footman's flail +2; (3-8) THACO 15
dagger +2/+3 vs. large creatures (3-6) THACO 14
 Human Male

S	13	<ul style="list-style-type: none"> ▪ Malaan is 40 years of age but only appears to be 30 due to the effects of a potion of longevity; hence he is a plausible 'junior'. He was recruited by Valnakestra some years ago, and has been within the temple for a year, having been actively spying on the higher-level clerics for a few months only. He is 5' 9" tall, weighs 152 lbs., and is of quite nondescript appearance (gray eyes, mousy hair); his high Charisma reflects his force of personality. He is unbelievably devious, sharp-witted and quick thinking. He listens to others a great deal, and has exceptionally acute vision and hearing. He is also intensely evil. He actually did murder his own grandmother. ▪ Ring of protection vs. poison + periapt of proof against poison +5, amulet of immunity to charm, 5 dark blue potions of extra-healing. ▪ High Priest of Mandraaal <p>Cleric Spells Available:</p> <p>1: <i>bless, darkness, detect magic, portent x2, sanctuary</i></p> <p>2: <i>augury, hold person, know alignment, slow poison, snake charm, speak with animals</i></p> <p>3: <i>continual darkness, dispel magic, glyph of warding, locate object</i></p> <p>4: <i>detect lie, divination</i></p> <p>5: <i>commune</i></p> <p>MU Spells Available:</p> <p>1: <i>alarm, charm person x2</i></p> <p>2: <i>detect invisibility, ESP, invisibility, shield</i></p> <p>3: <i>clairaudience, clairvoyance, phantasmal force</i></p> <p>4: <i>magic mirror, wizard eye</i></p> <p>5: <i>teleport</i></p>
I	17	
W	17	
D	16	
C	18	
Ch	17	

Note that many more magic items are noted within Malaan's complex of rooms on dungeon **levels 2-3**. Malaan's own spell books are in a **Leomund's secret chest**. PCs should not be allowed to get at them since they contain many MU spells of levels 1-4 and a few of level 5 and PCs having them would unbalance the game.

GMs should assume total familiarity on Malaan's part for dungeon **levels 1-3** for determining the possibilities for success of *magic mirror*, etc.

Valderesse; C/MU 7/7; NG; hp 42; AC -2 (**Elfin chain+4, ring of protection +2**)

Broadsword +3 (d1-8+3)

Staff of Striking +3 (17 charges) (4-9/7-12/10-15)

THACO 12/14

Grey Elf Female

S	11	<ul style="list-style-type: none">Valderesse is exactly 4%’ tall and weighs just six stones; her ash-fair hair frames her delicate features, dominated by her deep blue- violet eyes. She is demure, graceful, soft-spoken and rather shy and, all in all, the kind of elf any decent male (apart from a dwarf and they’re usually indecent anyway) would readily expire to protect.A black silk handkerchief (a portable hole) containing her spell books, Holy texts of Seraillian, and the following; a ring of life protection which can negate 4 energy drains, a potion of defence +3, a potion of antidote, a figurine of wondrous power - onyx dog, a chime of opening with but 5 charges remaining, and a silver-coated bone tube containing 3 scrolls, cast at 10th level. These are: <i>protection from evil 10’ + bless, dispel magic + true seeing, invisibility + magic missile x2</i>Cleric of Seraillian <p>Cleric Spells Available:</p> <p>1: <i>Bless, cure light wounds, detect evil, detect magic, light</i></p> <p>2: <i>aid, augury, find traps, hold person, know alignment, continual light, cure blindness, dispel magic</i></p> <p>3: <i>cure serious wounds, neutralise poison</i></p> <p>MU Spellbook:</p> <p>1: <i>alarm, charm person, detect magic, light, magic missile, read magic, sleep</i></p> <p>2: <i>continual light, detect invisibility, ESP, invisibility, web</i></p> <p>3: <i>clairvoyance, detect illusion, dispel magic, phantasmal force</i></p> <p>4: <i>minor globe of invulnerability, stoneskin, wall of fire, wizard eye</i></p>
I	19	
W	18	
D	18	
C	16	
Ch	18	

82 years ago, as a young MU, Valderesse and a group of friends were ambushed by some Bugbears and her life (no others, alas) was saved by a cleric-MU servant of Seraillian. Out of gratitude. she listened to his homily about the deity he served but - being young and flighty - she did nothing about it. Twelve years later the elf cleric-MU returned to her, clearly very ill (expiring from an incurable wasting disease), and implored her to take certain magical items he brought with him. They would be important to her in later years. He gave her the **portable hole**, the Holy texts, and - wonder of wonders - an immaculately-fitting suit of **elfin chainmail +4** (none other than Valderesse, not even an elf, can wear this). The elf left to die among his own family and friends and - feeling guilty and sad - Valderesse read through one of the texts. This time she took better heed of it; and, one starlit night, made obeisance to Seraillian as best she could. What she saw astonished her and filled her with dread; a yawning black void appeared in the heavens, and was driven down by a coruscating rainbow aurora. None other saw it. and she will not now speak of it. But she knew what it meant. Since that day she has been a devoted and faithful follower of Seraillian but has not revealed this to others; she knows from the texts that she is alone as a cleric of Seraillian and the time is not yet ripe for proselytising her faith.

Two weeks before the PCs reach the Temple environs, she received a vision in which the location of the Temple was given to her and the sense of something very precious to her deity, and a foreboding of great evil very close to it.

Cashing in some favours, she gathered a small party to take on the temple, but bugbears with paralyzing poison blowpipes took out their camp guards one night and captured all of them, save for an

elven fighter who got away (his corpse will have been met by the PCs in Planned Encounter 4). The bugbears took the other five of the band to the temple; all the other four have been ceremonially killed by the time Valderesse is found. She has resisted Malaan's torture with great fortitude.

Valderesse will join the PCs; she won't be stopped. She will at first state that she is a good cleric who has come to cleanse this evil place, and will only openly admit her religion when she feels surer of the PCs and their allegiances. If the Rod is mentioned, however, she will state her religion at once. Two final points of importance. First she knows for sure that she is the only cleric of Seraillian in the area for many, many miles around. Also, she is absolutely certain that recovery of the Rod is of the highest importance for her Church and for Good creatures generally. She is desperate to obtain it.



PC SECTION: ORIGINAL PCs

Wolfram; R8; NG; hp 74; AC -3 (**plate mail +2/ shield +1**)

bastard sword +2; light crossbow +1

Human Male

S	17	▪ ring of free action , potions of extra-healing , polymorph self , invisibility
I	14	
W	14	
D	15	
C	17	
Ch	11	

Wintergreen; F9; LN; hp 84; AC -2 (**ring of protection +1/ shield +3**)

Shortsword +1; dagger +2/+3 vs. large

Dwarf Male

S	18 ⁸⁸	▪ potions of invulnerability , fire resistance
I	7	
W	15	
D	11	
C	18	
Ch	8	

Kadivas Kallaran; T9; LN; hp 41; AC 1 (**leather armour +1, ring of protection +2**)

Shortsword +1; dagger +3

Half-Elf Male

S	15	▪ 2 pinches of dust of disappearance , bag of holding (5000cn), potions of extra-healing , invisibility , levitation
I	14	
W	11	
D	17	
C	16	
Ch	15	

Felice; C7; NG; hp 42; AC -2 (**shield +2/ ring of protection +2**)

footman's flail +2

Human Female

S	17	▪ periapt of health , necklace of adaptation , staff of curing (12 charges), potions of speed , clairaudience
I	11	
W	18	
D	9	Spells Available:
C	15	1: bless, command, cure light wounds x2, detect evil,
Ch	11	2: find traps, hold person, know alignment, slow poison, spiritual hammer
		3: cure blindness, dispel magic, prayer
		4: cure serious wounds, neutralize poison

Shand; C8; CG; hp 60; AC -2 (**plate mail+1 , ring of protection +1**)

footman's mace +1

Human Female

S	16	▪ brooch of shielding (37hps), scroll of 3 spells: <i>flame strike</i> , <i>neutralize poison</i> , <i>cure disease</i>
I	9	
W	17	Spells Available:
D	15	1: <i>bless</i> , <i>cure light wounds</i> x2, <i>detect magic</i> , <i>resist cold</i>
C	16	2: <i>augury</i> , <i>find traps</i> , <i>hold person</i> , <i>resist fire</i> , <i>silence</i> 15'
Ch	17	3: <i>continual light</i> , <i>dispel magic</i> , <i>prayer</i> , <i>remove curse</i>
		4: <i>cure serious wounds</i> , <i>protection from Evil</i> 10'

Jenistraal; MU8; NG; hp 31; AC 3

dagger +2/+3 vs. large

Human Male

S	9	▪ robe of the archmagi , ring of feather falling , wand of conjuration (7 charges), 2 potions of invisibility
I	18	
W	16	
D	16	Spells Available:
C	15	1: <i>charm person</i> , <i>magic missile</i> x2, <i>read magic</i>
Ch	15	2: <i>invisibility</i> , <i>knock</i> , <i>stinking cloud</i>
		3: <i>continual light</i> , <i>dispel magic</i> , <i>prayer</i> , <i>remove curse</i>
		4: <i>cure serious wounds</i> , <i>protection from Evil</i> 10'

Jallarial; MU7; NG; hp 37; AC 3 (**bracers of defence AC 5**), **ring of protection +2**

staff of striking (22 charges)

Human Male

S	10	▪ wand of frost (7 charges), potions of extra-healing (2), invisibility , fire resistance , scroll of 3 spells: <i>dispel magic</i> , <i>pyrotechnics</i> , <i>wall of force</i>
I	17	
W	17	
D	13	Spells Available:
C	17	1: <i>detect magic</i> , <i>magic missile</i> , <i>read magic</i> , <i>shield</i>
Ch	11	2: <i>detect invisibility</i> , <i>mirror image</i> , <i>web</i>
		3: <i>fireball</i> , <i>fly</i>
		4: <i>wall of fire</i>

DM's BACKGROUND INFORMATION

1. SERAILLIAN

Seraillian is a NG deity residing in Elysium; her title is the Unseen Rainbow and her symbol a gold-filigree rainbow-crescent with rainbow-hued gems. She accepts NG worshippers, or MUs or illusionists of any Good alignment (she is patron deity to many such). May of her clerics are (were) split or multi-class cleric/MUs. She is a benign and peaceful deity, who stresses the need for outwitting Evil through strategy and guile. Her MU devotees often specialise in illusions and detection spells rather than heaving fireballs about. Her worship was celebrated at semi-annual festivals as de Vries described (see Players' introduction).

For details of conducting this adventure in Pelinore, see the separate section below.

2. MANDRAZAAL

The Final One - whose symbol is a shattered skull - dwells in *Hades* and accepts worshippers of any Evil alignment (even some exceptionally cynical or nihilistic CN characters have descended to this). His major spheres of control and influence are disintegration and final destruction, complete dissolution, and energy draining

Undead. Assassins and very Evil fighters and MUs are often drawn to this terrible god.

The ceremonies of his worship are predictably unpleasant, inevitably involving (demi-)human sacrifice after extended torture and/or preliminary energy draining by Undead minions.

Mandrazaal is abjured even by other Evil sects and deities but he and his minions may deal with Outer Plane Evil creatures if mutually advantageous. His sect has always worked secretly in areas where a combination of natural and aeons-old magical forces from banes deep in the earth weaken the barriers between the planes; Mandrazaal has always wished to wreak mass destruction and he has always understood the potential power of inter-planar gates in this respect.



3. HISTORY

Some 75 years before the time of this adventure. Mandrazaal's senior clerics learned of the existence of certain 'beings', who were trapped by immensely strong magical wards on the *Plane of Concordant Opposition*; they knew them simply as the Spheres. These (supra-genius) entities, of absolute Neutral alignment, had great destructive potential, and for them the true aim of pure neutrality was a perfectly balanced, still Universe in which no life, struggle of energy disturbed the status quo

of a universe of lifeless air and dust. The exact limits of the Spheres' destructive powers are uncertain, but they could certainly wreak havoc on the Domains. Mandrazaal, given his predilections, commanded his clerics to work on developing a planar gate, while his Dark Angels were ordered to find the nature of the binding wards and destroy them.

Seraillian's clerics, learning of the Evil clerics' work, went to war against them. As detailed in the story above, they decimated them. However, Seraillian's Rainbow Matriarch, Jandor, did not lose the Rod - as the PCs will have been led to believe - but magically sealed it within the half-completed portal, preventing its completion (for details of the Rod see below). Valnakestra, commander of the Dark Angels, had been expecting Seraillian's celestial servants to attack the Dark Angels while they were trying to research the binding wards holding the Spheres, but she was outwitted by Seraillian.

The goddess's planetars were divided, one helping the earthly clerics and the other magically strengthening the binding wards; Seraillian already knew their nature. And Haaan, Seraillian's solar, had been working - fashioning the Rod. Valnakestra achieved victory against the devas alone, banishing them to *Elysium*.

There was a price to be paid for Seraillian's triumph. In his fury, Mandrazaal turned to her earthly clerics and destroyed them utterly; Seraillian, with no devas to act on the Prime Material, could not protect them. But the clerics knew their probable fate, and understood the crucial importance of dealing with the portal.

4. MANDRAZAAL'S SERVANTS

Seraillian's cult may be weak, but that of Mandrazaal has been re-gathering strength. As the diagram below shows, his

clerics are organised into four groups and their numbers are slowly growing; the position of major NPCs in this adventure is shown within the hierarchy.

The clerics, however, are as nothing compared with Mandrazaal's servants in Hades, the Dark Angels. These are divided into three groups: the Phalanx (powers similar to lesser devils/demons, the Steel Claw (powers similar to greater devils/demons right up to near-deva strength) and the elite Blood Heart (powers range right up to near-solar strength in Valnakestra's case). They have varying extra-planar travel abilities, but the most powerful can travel even unto the Outer Planes of Good. One Blood Heart member, Satimus, is encountered in this adventure and his stats are in the central NPC spread.

5. CURRENT ACTIVITY IN THE TEMPLE

The specific spur to action is this: Satimus, an ambitious Blood Heart junior, has fortuitously discovered a way both of destroying the wards binding the weakest of the Spheres in the Plane of Concordant Opposition and of completing the portal of the temple. He has already been promoted for this. Mandrazaal badly wants the Rod removed; the energies of senior Dark Angels are fully deployed in strengthening the fast-fading wards keeping Seraillian's devas in Elysium. If they become active on the Prime Material, the entire project may be jeopardised. So, once a bunch of good PC dupes has obtained the Rod, Satimus can polish them off (he will not risk this powerful good artifact staying in good hands) and the portal can be completed. For Satimus this means further promotion, lots more lackeys and very close to being number 1 Dark Angel. Satimus is a deeply happy monster right now.

De Vries and Shabannon, his senior aide, know all about the Rod and Satimus' role, but their juniors do not and they are to

be regarded as totally expendable. Liberating the weakest of the Spheres will decimate an area of a few hundred square miles or so but this is only a test run for a more ambitious gating of the really powerful Spheres (and the senior clerics will have plane shifted to *Hades* long before this). The juniors are of no concern and they will be used as cannon fodder.

De Vries has a variety of strategies for secretly aiding the PCs to get to the Rod, including leaving helpful magic with almost plausible cover stories; how quickly players pick up the hint from his may determine whether their characters get out alive or not.

The wild card is Malaan; De Vries and the others don't know about him. At the order of Valnakestra, he will be doing his very best to kill the PCs (strategy notes for the dungeon cover his actions). Valnakestra is far too busy to be able to provide help; any absence from her regular and heavy duties would at once arouse Mandrazaal's suspicions.

6. A FINAL NOTE ON MANDRAZAAL'S CULT

One of Mandrazaal's spheres of influence is energy drains and energy draining Undead, and logically quite a few of the latter are found in the Temple. You may wish to add this derail to the description Sarien had of Mandrazaal's cult from de Vries; after all, de Vries wishes the PCs to get to the Rod, so he might take care to warn Sarien of this. In this way, the need for clerics in the party is underscored for players. Many players find energy drains deeply depressing and they can lose morale if their PCs suffer with them - if this happens you might give the NPC Valderesse (see NPCs) the strong belief that the Rod might put things to rights in this regard.

CHURCH OF MANDRAZAAL:

CLERICAL ORDERS

ORDER (Lvl)	# Total	# in Temple
Acolytes (1-7)	@80	13
Outer Circle of Shadow (8-12)	23	3*
Proximate Circle of Twilight (13-15)	7	2
Inner Circle of Darkness (16-head, the Prime (22))	4	0

*One currently absent

THE ROD OF SERAILLIAN

The rod is 3' long, made of solid ivory bound with gold filigree crescents, into which are bound gems of rainbow hues. Its great powers of banishing extra-planar evil creatures only operate while it remains within the helix-portal (area **100**). However, it is a powerful weapon, even when removed.

The Rod can only be touched safely by those of Good alignment. Those of LN/CN will be stunned for 4-14 rounds, and then affected as by a *repulsion* spell. Absolute Neutrals will be subject to the same effect, but will receive an empathic warning of possible adverse effects in advance of touching the Rod. Evil creatures/characters who come within 50' of the Rod will be affected as by an *antipathy* spell (save at -4 every round). If any such are so foolish as to touch the Rod, they must Save vs. Death Magic (at -4) or be slain instantly. A successful save still leaves the character stunned for 4-14 turns and subsequently affected as by a *repulsion*. These effects do not apply to Satimus. The Rod is an artifact, and possesses the resistance to physical/magical attacks normal for such items.

In the hands of a Good character, the Rod is a **+2** weapon (1-8 +2 damage). If the character is of NG alignment, the Rod can further cure 10hp of damage once per day and inflict double damage (2-16 +4) on NE creatures once per day for 1 turn when so commanded. If the character is a NG cleric, the Rod acts as a **+ 3** weapon, automatically inflicting double damage on NE creatures and curing 10hp of damage twice per day. It can also cast the following spells once each per day in the hands of an NG cleric: *cure light wounds*, *cure serious wounds*, *bless* and *protection from Evil*, and once per week it may cast each of *cure blindness*, *cure disease*, *dispel magic* and *remove curse*, at the 16th level of magic use where appropriate. In the hands of a cleric of Seraillian, the Rod gains its full powers: it is a **+5** weapon with all the powers listed above and the following in addition. Once per day it can cast *colour spray*. Once per week, it can cast each of *rainbow*, *rainbow pattern* and *conjure animals*. Once per month, it can cast each of *heal*, *resurrection* and *restoration*. All friendly creatures within 20' of the cleric gain +1 to all saving throws, and take only one-half normal damage from magical fire and cold attacks when in combat with NE creatures. Lastly, the Rod bequeaths the cleric of Seraillian an effective Charisma of 19 when dealing with NG creatures, and a 10% bonus to normal conversion chances with such, unless the NG character is already an active worshipper of another deity, in which case the Rod will empathically detect this and warn the cleric to desist from conversion attempts.

The Rod communicates by empathy and telepathy; it has an Ego of 14 and an intelligence of 16.

XP VALUES FOR NPCs

NPCs are treated as 'monsters'. Exceptional ability bonuses are given to all clerics as a function of level, and the

increasing power and unpleasantness of their spells as experience level increases (1 EAXPA for levels 1-4, 1.5 for levels 5-8, 2 for levels 9-10, 2.5 for levels 10-14). Special ability bonuses are given for low AC (graded) and for high wisdom scores (which bequeath extra spells). A small bonus is given for high dexterity (in addition to AC bonus), because of the saving throw bonuses against certain spell attacks, and for high strength (greater bonus for fighters). Bonuses may be given for possessing one-shot, useful magic items the PCs will not be able to obtain for themselves. So, here are the suggested xp awards for NPCs, the clerics listed first.

Area	PC	Class /Lvl	XP Award
4-5	Malynt	C4	225
4-5	Zadynir	C4	175
7	Coromir	C6	1,228
17	Albiston	C5	613
18	Pharkaan	C4	225
26	Grubblin	C5	675
27	Tara	C5	550
28	Gramman	C7	2,450
39	Ganneret	C3	72
40	Whytsade	C5	550
44	Chakezan	C5	550
46	Hickman	C5	613
46	Anghara	C7	1,850
56	Vysshus	C11	5,500
57	Bamela	C12	6,700
80-86	Shabannon	C13	8,900
87-97	De Vries	C14	9,425
30	Blackmaer	F6	1,250
Many	Malaan	C10/MU9	5,800

Half XP should be awarded for overcoming an NPC; thus if de Vries gives the PCs a good fight and runs away, they receive 5,239 for this.

NOTES FOR THE PELINORE CAMPAIGN

The Rod of Seraillian has been set in Pelinore, and therefore requires no alterations as such to be run for that campaign. However, GMs will probably require some additional information about certain aspects of the campaign to run the adventure with full confidence.

PORITAS - GEOGRAPHY

The major part of the adventure is set in Poritas, one of the nations on the Xirian continent, north of the City League and Cerwyn. Some information about this part of the world appears in the Collected Pelinore document. Poritas is a small, independent state, in the south-eastern corner of the Xirian sub-continent, hemmed in by mountains, forests and the sea. The long, eastern frontier with the Cammarus See is marked by the Grey Hills, a region of infertile uplands, largely given over to herders and a few minor orcish clans. The Grey Hills are breached by many passes, the major one being the trade route from the capital, Poritas Magnae, to Dolterion in the See. Further north, the area known as the Wilderlands is a high plateau of mountains and forests, marked principally by a climatic pressure centre about 40 miles north-east of Caer Darus, which sends out swirls of rain-bearing cloud over most of the sub-continent. This generates powerful winds, which whip along the coast from Skenos to Zimloth and beyond, providing fast passage for ships on their way to the Tradecities of Xir.

There are nine towns of any note. Poritas Magnae is the capital and seat of Baron Iren Fredeas Poritas, with a small population of courtiers, magnates, servants and traders. Argos is a trade port, with 9,000 inhabitants, dominating the out-bound trade routes from Cerwyn to the Xirian cities. Camath and Poria are minor ports dealing in

localised trade within the Domains, while Skenos is a fishing and ship-building town with a generous reputation for war-galleys. Zimloth is a tributary town, nominally under the Baron's control, but operated by a Guild financed by Xirian city-states, and providing them with an advanced trading centre. Seahold is also semi-independent, from where the mercenary and privateering order of the Dagger Brotherhood operate their bloody trade. Barul is a farming centre. The total population of the Barony is about 35,000.

PORITAS - POLITICS AND SOCIETY

Poritas is the creation and fief on one man - the Endless Prince, Baron Iren Fredeas Poritas. 230 years ago, the young Baron became High Wizard and Lord of Poritas Magnae, a liege to the Cammarus See and a virtual slave to the commercial interests of the Tradecities. Within ten years, he had control of a corridor to the sea through war with the See, established Argos as a rival to the dominant Xir cities, and vanquished all his rivals in the area. And then, the Baron was granted a wish - and he claimed immortality. Sadly, he worded his wish poorly, and became doomed to unending life - but continuous aging.

At first it hardly mattered. The See was defeated in three more wars, Zimloth's haughty independence was shattered and the Dagger Brotherhood was formed to seek control of the sea-lanes. Iren married, had children, and grew wiser with the years, but as he aged, and became bed-ridden, the governance of the Barony began to suffer. His children died, and their children - but Iren the Undying lived on, and the tide turned against Poritas. The Dagger Brotherhood grew lawless and the Tradecities crept back to control Zimloth and dominate Argos. Politically, Poritas is sterile. Attempts have been made to slay the

Baron- even by some of his many dependents - but he survives them all.

Culturally - against all odds - Poritas has survived all this. The Barony has attracted men and women of culture, almost because it is so stable. Art, poetry and letters thrive in the realm of Iren the Undying. And so, occasionally, do adventurers, who can make for the Wilderlands, and find death or glory there.

THE OTHER PLANES

Up until now, Pelinore has always been considered in isolation, a world apart. If this adventure is to be played 'straight', then the GM will have to consider just how these other planes fit into the cosmology of the campaign. Those players who would find a complete guide to the Pelinore universe will have to wait, however - what follows is no more than a thumbnail guide.

SERAILLIAN AND MANDRAZAAL

The nature of the principle antagonists of this story doesn't entirely fit into the Pelinore mythos, and might cause a few problems if GMs have used the area north of Cerwyn before. In the first instance, there is the struggle between 'good' and 'evil' that is at the heart of this story. As has been discussed in previous articles and scenarios, the struggles of the Gods are at the heart of the Pelinore campaign. Pelinore is a world slowly taking onto itself the laws of nature and the universe as we understand them; it is slowly pulling itself into existence. The centre of this world - Worldheart - has become so far removed from the stuff of Chaos (or is it Law?) that slurps around the edges of Pelinore, that is a place of perfect Neutrality.

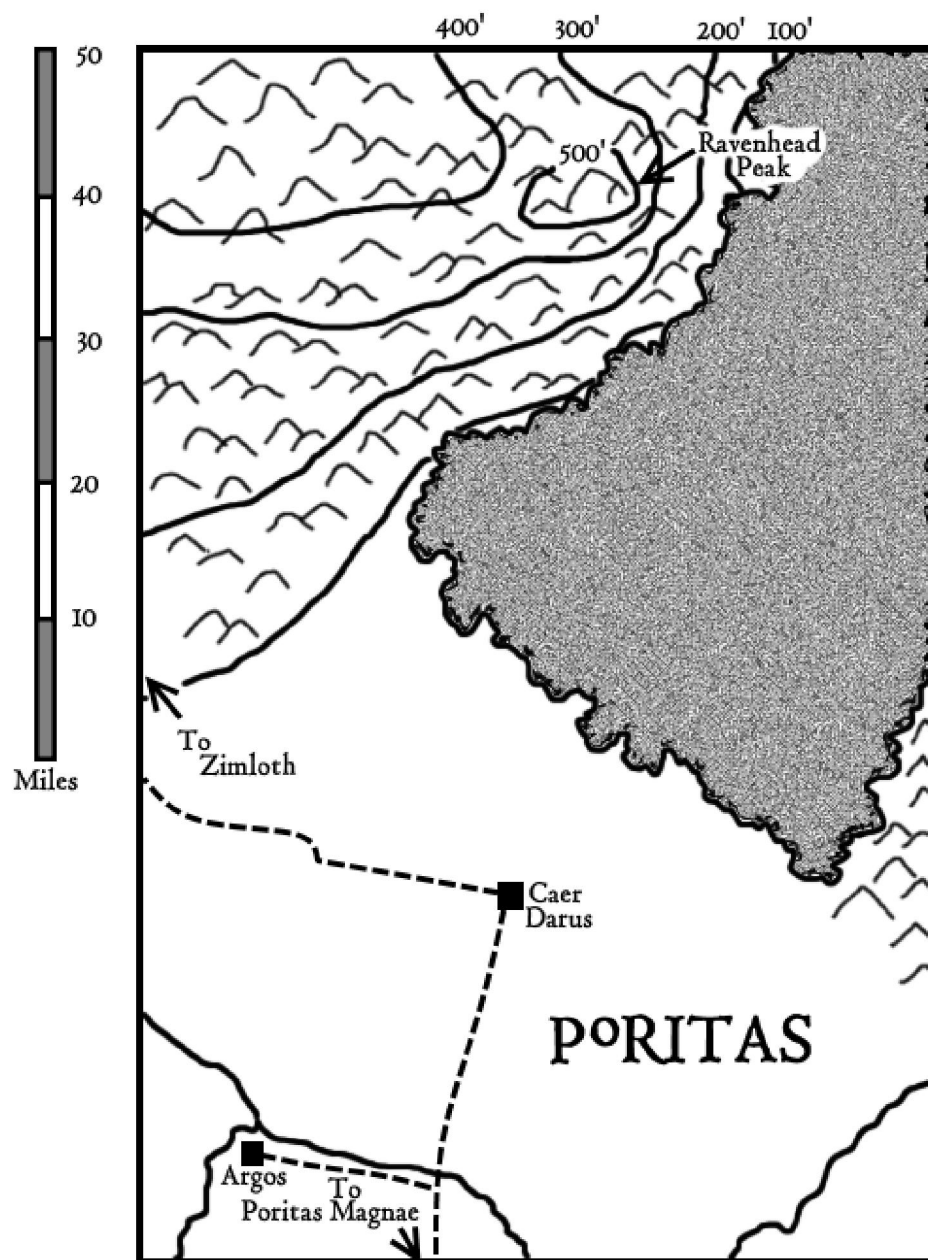
Nearly everywhere else, either one 'alignment' or way of life dominates, or there is a struggle between opposites. This can take many forms. In the Trading Cities of Xir,

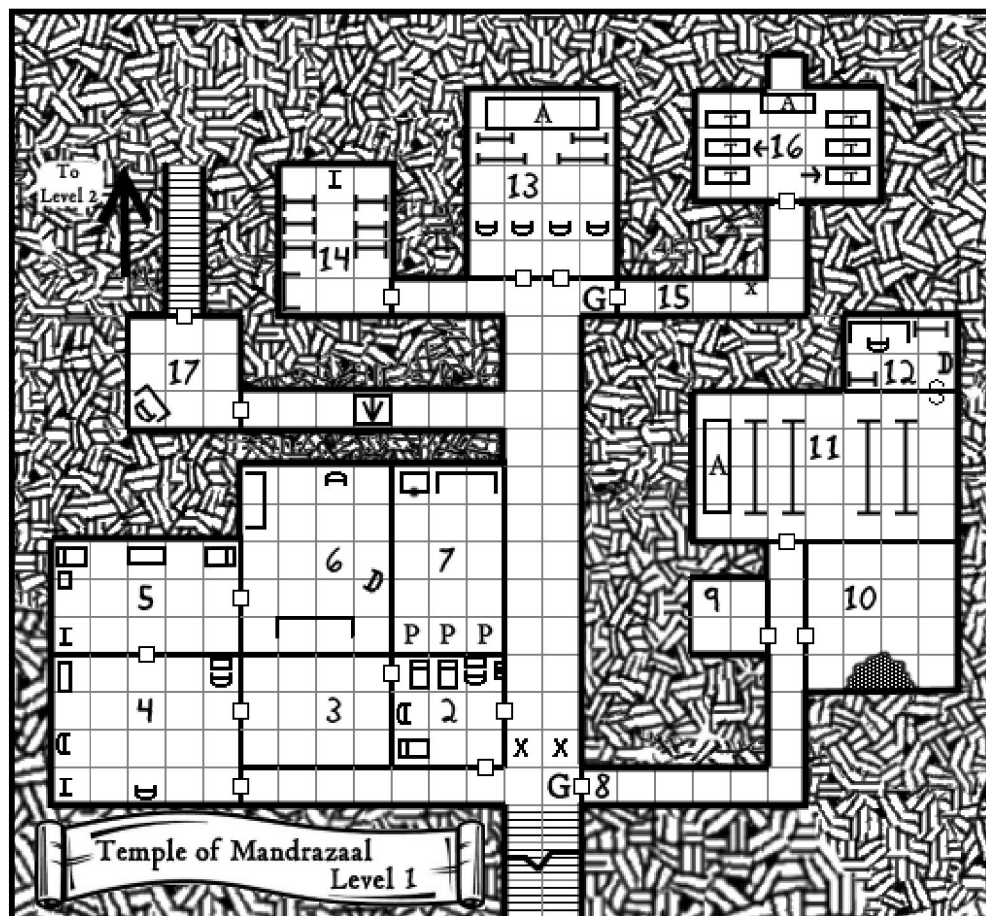
the opposites are represented most clearly as Profit and Loss, and the religious structure of that region is defined in terms of gods who believe in creation and others who believe in destruction.

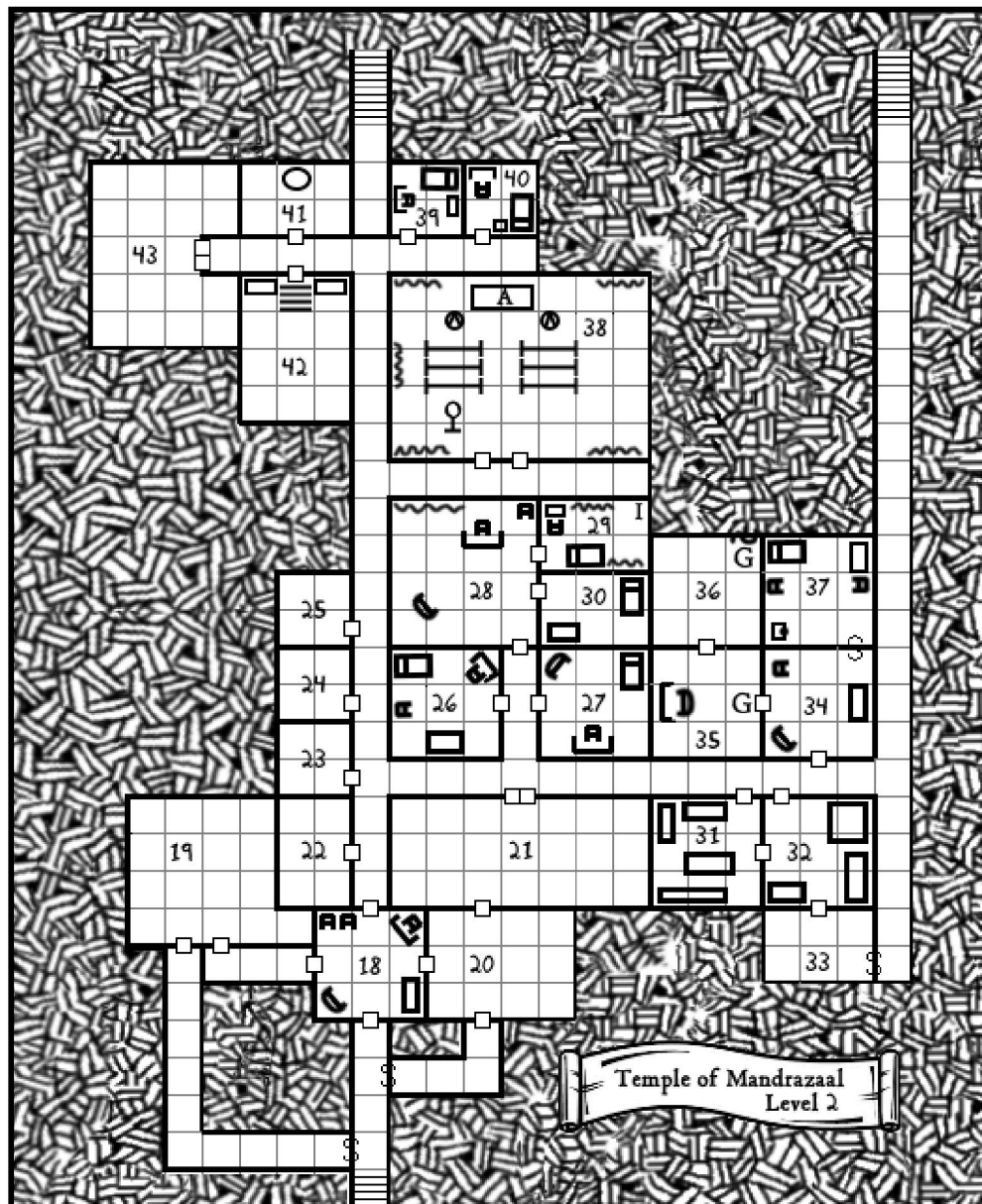
In the Domains, that struggle is between Tarmanel and Pharastus - who represent Life and Death. Many of the religious bodies of Cerwyn and the City League believe that means a struggle between Law and Chaos, although it really isn't as simple as that.

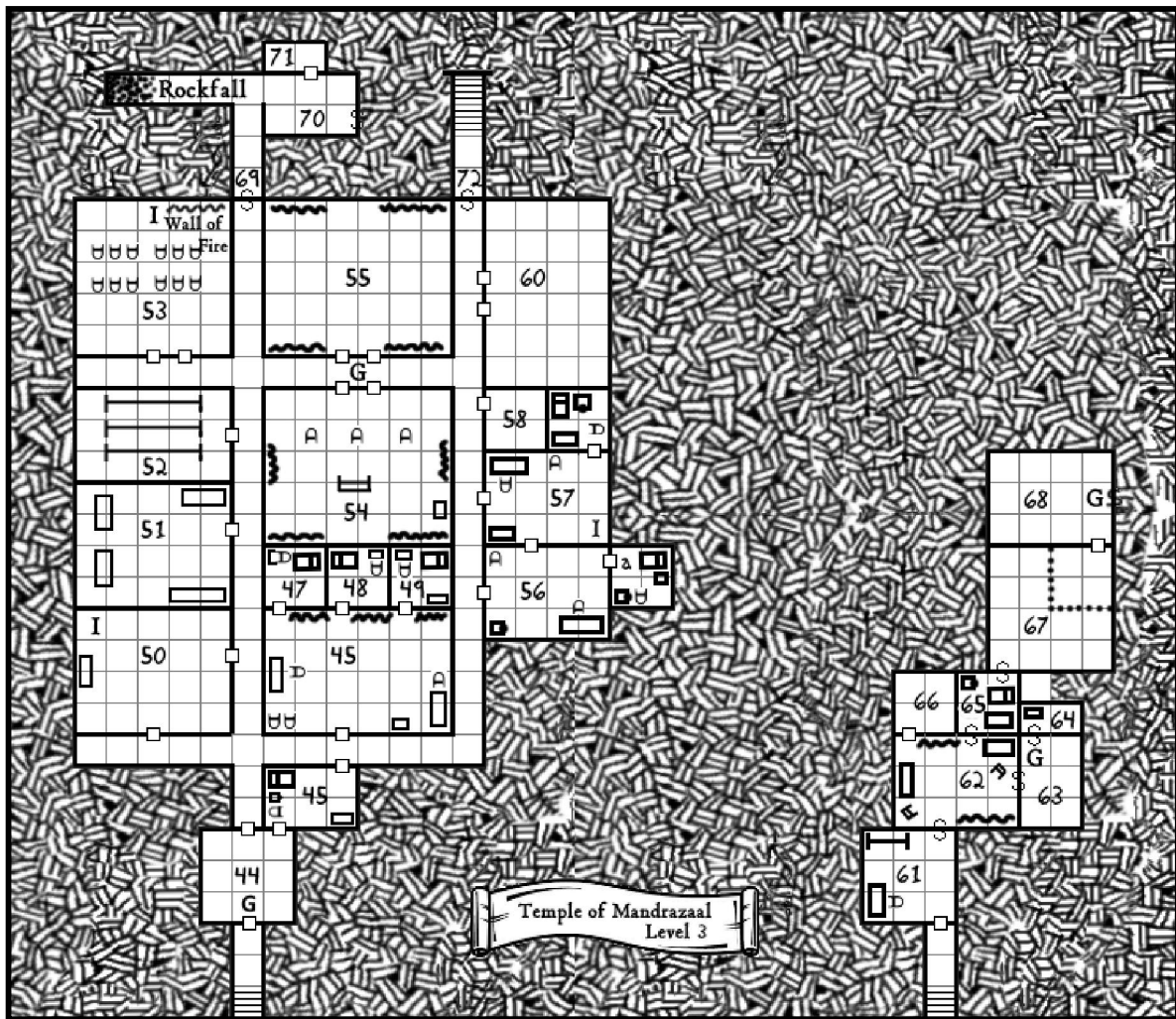
Although we intended that Poritas be considered as part of the Domains in religious terms, perhaps that journey across the water implies some changes. Historically, Poritas might have been a place where the struggle was a clear-cut case of Good vs. Evil. Perhaps the advent of the worship of Tarmanel and Pharastus is more recent, and that these older gods held sway here before (as the adventure makes clear, neither deity has much power any more - in Pelinore, gods are only powerful while they can feed on the devotional energies of believers). The history of Seraillian and Mandrazaal would then be acceptable as a religious history of Poritas, with the recent rise of the gods of the Domains.

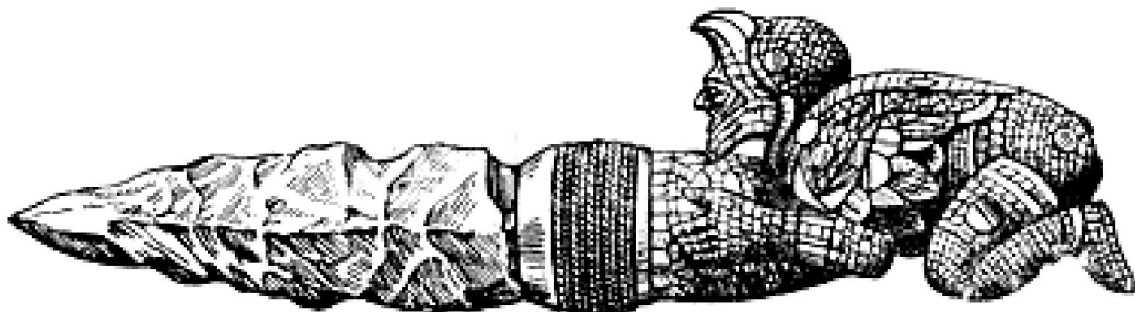
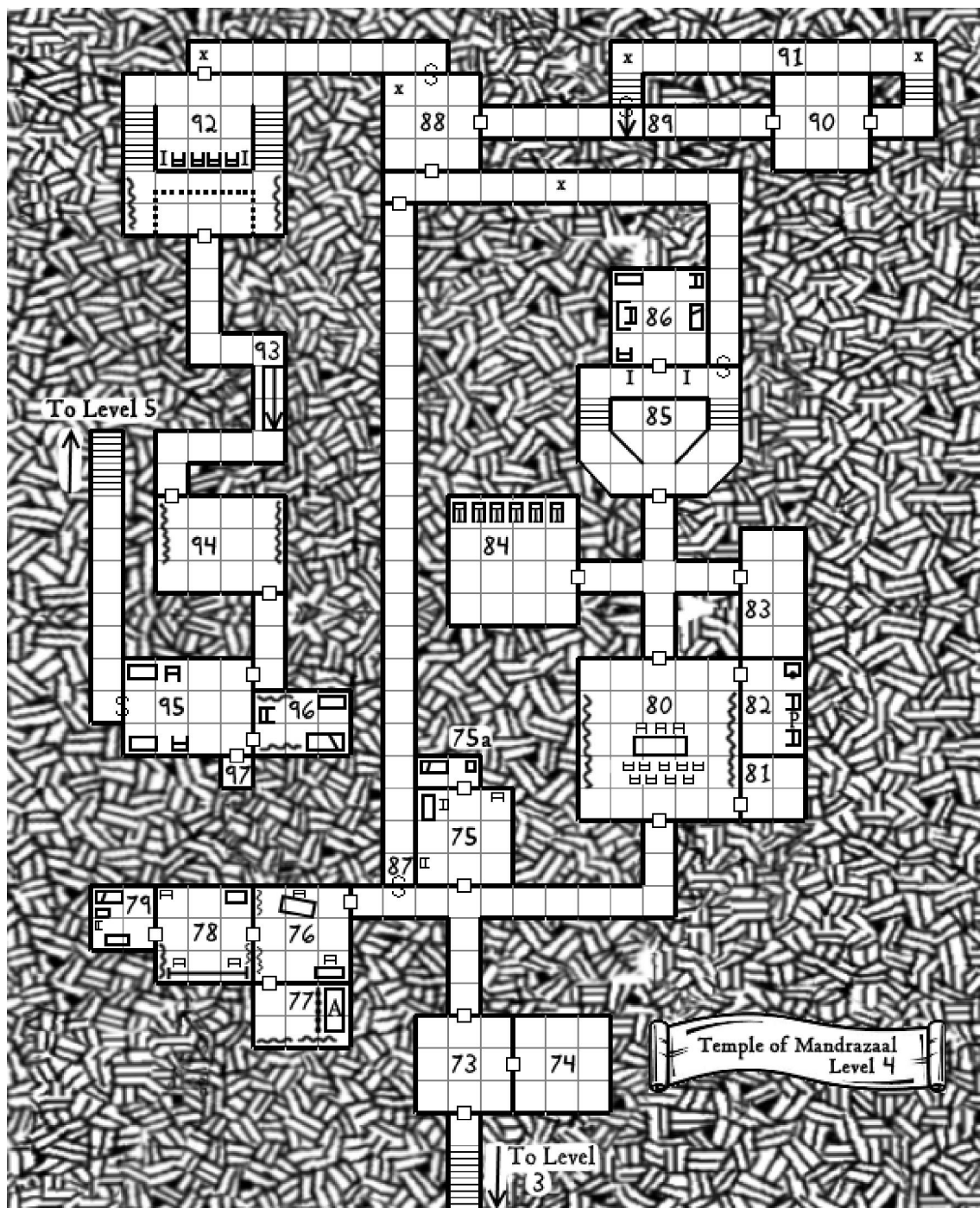
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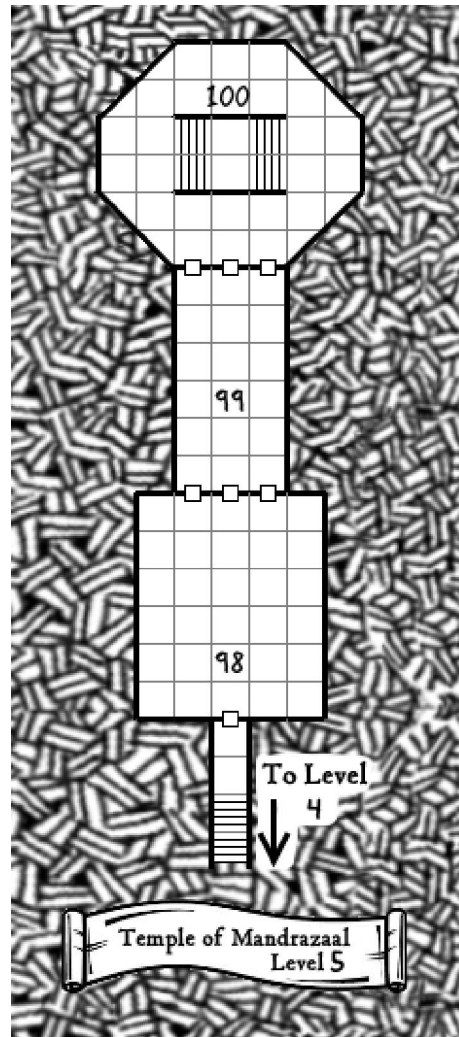












THE ROD OF SERAILLIAN

BY CARL SARGENT

Deep within a mountain range there lies a place where the final chapter in an aeons-old struggle was once played out. In that place the Warriors of Rainbow fought the minions of Dark Mandrazaal, and overthrew him. In so doing, the Warriors were themselves virtually destroyed, and they lost which was most precious to them - The Rod of Seraillian.

The Rod was taken to a most secret place, and lies there still. Though the struggle for which it was forged is long over, the Rod might still have powers to grant those who wield it; in the hands of Good it is an instrument of Light, in the hands of Evil, it will be the scourge of the world.

