

The Second Adventure THE NINE DOCTRINES OF DARKNESS

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An adventure for use with Dungeons and Dragons®

BY RANDY FRASER



Dimension Six, Inc.

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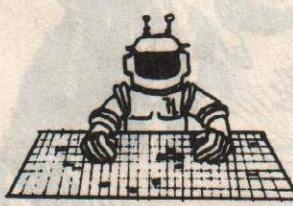
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THE BECCON ADVISORIES
THE NINE DOCTRINES
OF DARKNESS

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THE NINE DOCTRINES OF DARKNESS
THE SECOND ADVENTURE

BY
RANDY FRASER

DUNGEON MASTER'S NOTES

The Doctrine missions are extremely flexible. DM's should use their imaginations and skills to add to the text and to adapt it to their own playing styles. Even with a detailed mission like the second adventure, there is plenty of room for a personal touch. So that any changes you make will be consistent with the history of the Nine Doctrines, brief histories of the main characters are provided; using these will help maintain continuity from one adventure to the next. Many of these characters may turn up in a later mission, of course, if they have not met their demise in an earlier one. Also included is a brief history of Opar the Crystal Weaver. He is introduced to provide a basis for further adventuring between Doctrine missions.

More experienced DM's may wish to build an adventure around the history of Opar. Chalamar the Unicorn can be used to impart the details of Opar's history, as he was captured by Malis' followers while searching for the Crystal Weaver's caves. If the material is presented carefully, the players can be introduced to the next adventure before they realize what's happening. All details concerning the search for the caves of Opar the Crystal Weaver, besides those in the history, are left for the DM to create.

Player characters should be at least 10th level, because they will be up against some pretty formidable opponents. Also, be sure to give the group four items from the list of Magic Items provided.

This mission can be played by groups of any alignment, since all inhabitants of the land would have some interest in the Doctrine of Darkness. Evil characters will be especially interesting to run because they will have no reliable allies; any evil characters they meet will be competitors seeking the Doctrine for themselves, and any good characters will try to prevent them from getting it. Of course, treachery would be very likely even among members of the party since greed would be the main motive of most evil characters. The DM should try to discourage such things, at least until the Doctrine is secured, to avoid the headache of running a split party. One way to discourage treachery early is to warn the group that they will need a cooperative effort to survive.

The DM may begin the party at the outer gates of the temple. If they prefer, they may journey from the Inn of the Silver Chalice, using the following wilderness adventure rules.

The DM may photocopy character sheets, maps, etc. for ease of play. Monsters not specifically described in the text or the character sheets can be found in the ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL™.

Have fun!

MAGIC ITEMS LIST

The DM should choose four of the following Magic Items and give them to the party for distribution among themselves before they begin the mission.

1. Potion of Invisibility (one use)
2. +1 Bracers of Defense
3. Ring of Feather Falling
4. +2 Hand Axe
5. +2 Two-handed Sword
6. Gem of Fireballs (3 per day, 5D6 damage)
7. Ring of Resurrection (one use per week)
8. Potion of Healing (3 doses, 1D8 each)
9. +2 Shield
10. Staff of Deflection (-3 to any physical attacks, +3 to all Saving Throws vs. Magic)

LAND GAME

The land game begins in the plains town of Gort in the Eastern Reach. The party will set out from the Inn of the Silver Chalice. In this Doctrine adventure, the Land Game is of secondary importance: the majority of the play time will be spent in the temple. If the party is going to travel to the temple, then there are some facts the DM should know about the weather and terrain. The area between Gort and the Uri Mountains is mostly grassy plains with a few small interspersed wooded areas. The Uri Mountains rise dramatically from the plains, with peaks of over 14,000 feet. When the party arrives, it will be winter and the peaks will be snow-covered; travel in the passes will be slow and treacherous.

There are several interesting encounters possible in the mountains, but only one of any significance to the Doctrine adventure. If the party is fortunate enough to meet Enoch the Albino Wizard, he will tell them of the specific location of the temple they are seeking. He will also stress the fact that the temple radiates great evil and discourage the party from going there. He will warn them about the white dragon wandering the gorge near the temple. He is extremely reclusive, and will refuse to accompany them on their quest. If the party is very friendly, he may decide to send his white falcon to guide them to the temple (it will return to him as soon as the temple is in sight).

ENOCH: 30th L LN MU AC -6 HP 99

ST 15 IN 18 WI 17 CN 18 DX 18 CH 18

NOTE: Enoch carries a white Staff of Power, and is wearing a white Cloak of Blending, a +5 Ring of Protection and a special Ring of Cold Resistance and resistance to the possible harmful effects of the sun. His familiar is the white falcon, Snowblade.

FALCON: AC 5 HD 3 HP 20 No. of Attacks, 3 DAMAGE 1D4, 1D4, 1D6

Roll on the Weather and Encounter tables for the Land Game as indicated.

WEATHER CHARTS

PLAINS: Roll a D8 each morning of the journey to determine the day's weather.

1. Very cold (10°F), windy (30MPH+), heavy snow, visibility impaired.
2. Cold (30°F), slight wind, light snow.
3. Cold (40°F), slight wind, no snow.
4. Cool (45°F), no wind or snow.
5. Good conditions (50°F), no wind or snow.
6. Cold (40°F), slight drizzle, no wind.
7. Cold (40°F), sleet, moderate wind.
8. Very cold (below 0°F), heavy wind (50MPH+), heavy snow, zero visibility. No travel possible. Recheck every four hours; party may not move until 1, 2 or 3 is rolled.

MOUNTAINS: Roll a D6 each morning to determine that day's weather.

1. Extremely cold (below -30°F), very windy (40MPH+), heavy snow, zero visibility. No travel possible.
2. Very cold (10°F), windy (30MPH+), heavy snow, poor visibility (5% chance of party member falling and sustaining 1D8 damage).
3. Cold (30°F), slight wind, light snow.
4. Cold (35°F), no wind or snow.
5. Cold (40°F), sleet, slight wind.
6. Very cold (0°F), heavy snow, no wind, zero visibility. No travel possible.

If 1 or 6 is rolled, party must stop and find or make shelter. Roll again every six hours; party may not move until 3, 4 or 5 is rolled.

ENCOUNTER TABLES

Roll 1D6. If the roll is a "1", roll a D10 to determine which monster from the appropriate table is encountered.

PLAINS: Roll every eight hours.

1. 4 ORCS. AC6, HD1, HP 3, 7, 6, 5. DAMAGE as per weapon.
2. 10 GNOLLS. AC5, HD2, HP 13, 11, 14, 9, 11, 12, 13, 11, 10, 10. DAMAGE 2D4 or per weapon type.
3. 20 HOBOGLBLINS. AC5, HD1 + 1, HP 5, 7, 6, 5, 8, 8, 9, 7, 5, 6, 2, 5, 8, 9, 6, 5, 7, 7, 9, 9. DAMAGE 1D8 or per weapon type.
4. 2 JACKALWERES. AC4, HD4, HP 23, 30. DAMAGE 2D4 plus gaze causes sleep.
5. 3 BARBARIANS. AC6, HD3+1, HP 11, 19, 4. DAMAGE per weapon type.
6. 15 BERSERKERS. AC4, HD2+1, HP 9, 11, 13, 8, 5, 3, 1, 14, 12, 2, 17, 8, 7, 9, 6. DAMAGE per weapon type.
7. 10 ORCS. AC6, HD1, HP 8, 8, 6, 7, 4, 4, 5, 7, 6, 3. DAMAGE per weapon type.
8. LARGE BLACK BEAR. AC7, HD3+3, HP 23. DAMAGE 1D3, 1D3, 1D6 (CLAW, CLAW, BITE).
9. 2 TROLLS. AC4, HD6+6, HP 37, 49. DAMAGE 1D4+1, 1D4+1, 2D4 (CLAW, CLAW, BITE).

10. BEZDEN.

AC2, HD9, HP 70. DAMAGE 1D8, 1D8 (CLAWS), 1D8, 1D8 (HORNS), 2D6 (BITE), 2D10 (STING, SAVE VS. POISON OR 1D4 PER ROUND UNTIL COUNTERACTED). The Bezden, mentioned in NINE DOCTRINES, PART I, is a large creature with the body of a bear, the head of a bull, bat-like wings, a tail like a scorpion's, and the disposition of a wolverine with his tail in a sling.

MOUNTAINS: Roll every four hours.

1. 6 YETI. AC6, HD4+4, HP 30, 32, 27, 30, 24, 29. DAMAGE 1D6, 1D6, 2D8, (CLAW, CLAW, SQUEEZE).
2. 2 SNOW LEOPARDS. AC7, HD1+1, HP 5, 9. DAMAGE 1D4, 1D4, 1D8 (CLAW, CLAW, BITE).
3. 20 ORCS. AC6, HD1, HP 7, 8, 7, 6, 5, 8, 7, 6, 8, 5, 4, 1, 1, 8, 7, 5, 8, 4, 3, 7. DAMAGE per weapon type.
4. 5 ORCS. AC4, HD15 (HIGH LEVEL ORCS), HP 72, 111, 97, 89, 109. DAMAGE per weapon type.
5. ENOCH THE ALBINO WIZARD. Description Land Game text above.
6. ENOCH THE ALBINO WIZARD (see above).
7. 11 ORCS. FROM NO. 3 ABOVE, ATTACKING ENOCH.
8. FROST GIANT WITH 3 WINTER WOLVES:
FROST GIANT. AC-4, HD10+3, HP 71. DAMAGE 4D8.
WINTER WOLVES. AC5, HD6, HP 33, 41, 29. DAMAGE 2D4 + FROST BREATH 6D4.
9. 4 BLUE BEARS. AC3, HD6, HP 47, 37, 19, 17. DAMAGE 1D8, 1D8, 2D6, 4D8 (CLAW, CLAW, BITE, HUG). The Blue Bears are a variety of polar bear with bluish silver fur. Because of their adaptation to their environment, they are +2 vs. cold spells, -2 vs. heat spells.
10. ICE WIZARD. 10TH L CE MAGIC USER. AC8, HP 40. He has gone insane and lives like a hermit in the mountains, attacking anyone he encounters. He is dressed in white robes and carries a wand he devised himself, charged with a double damage Cone of Cold and a 10D6 Ice Ball. The DM may assign him further appropriate spells. His Saving Throws vs. Cold attacks are at +4; vs. Heat attacks, -4.

THE NINE DOCTRINES OF DARKNESS

HISTORY

In the times before Men, Elves or creatures of any kind, there were created the Three Caves of Power. Although their origin has been lost in antiquity, the caves have retained the terrible force with which they were originally endowed. Each cave contains a pattern of arcane inscriptions upon its smooth-faced floor. In order to maintain the balance of the universe, one cave was created of each alignment (good, evil, and neutral), and within each were recorded all the laws pertaining to that alignment. Throughout history, the caves had been mentioned in legend, but none had ever been found. Mages and mystics gained brief glimpses of the caves through their meditations, but such visions were always obscured by the force of the power within each cave. Thus, the locations of the caves remained a mystery until Lord Erlich, an Evil Arch Mage, found the evil Cave of Darkness after three decades of searching.

Beneath the great roots of a giant oak, deep within the old forest, he located a small hollow which proved to be the cave entrance. Within the low-vaulted chamber, Erlich was dazzled by the sight of a golden pattern flawlessly etched upon the smooth ebony floor. Entranced by the pattern's promise of great power, he began to slowly walk the pattern. A full nine days later, he had walked the pattern in its entirety, and thus comprehended the nine principles that are the source and base of all evil. The weight of this knowledge was so fearful, it tore at Erlich's soul like a mortal wound. Overwhelmed with despair, Lord Erlich, sole possessor of the nine principles arcane, began to fade from material existence.

Hoping still that he might seize control of his fate and possess the power of the nine principles, Erlich began to conjure. With his arts he formed nine blackbound texts and upon each he wrote, "The Nine Doctrines of Darkness". Tirelessly he inscribed in each text one of the nine principles of evil. The task was arduous, the labor tremendous, but within two days' time the texts were perfect and complete down to the last detail.

Working his magic once more, Erlich polymorphed each volume into a commonplace object, and then instructed his homunculus to hide them carefully throughout the world. When his servant had departed, Lord Erlich created a scroll with a Spell of Summoning to gather the Doctrines at will. Having completed this task, he sat on the cave's smooth ebony floor and summoned all his will in a final attempt to control the

terrible forces surging within him. The struggle was titanic, but Lord Erlich had no choice. Numbness spread slowly throughout his limbs, preventing his escape, though still his soul and will endured. The battle to ward off his doom raged for three months, consuming all his power and knowledge. Finally, his soul wracked with pain and his body numb and lifeless, Erlich gave a great cry of despair and collapsed on the cave floor. The knowledge of perfected evil had brought the Arch Mage to utter and final destruction.

Though they appeared to be common objects, the Doctrines retained their inherently high charisma and were eventually discovered and carried away to different parts of the land. Time passed, and the Doctrines changed hands many times, usually under very odd circumstances. Nearly four centuries passed before the polymorph spell began to lose its hold on the Doctrines. The first text was reported to be in the hands of Locklomin, King of the Elves in the forest Gelden Minor and holder of the Sceptre of Lawful Good.

It was late afternoon in the month of July when the King's antique wine flask suddenly resumed its original form, a large, black, leatherbound book. The news spread quickly through the land and adventurers of both good and evil natures became extremely interested in the discovery. Folk of good nature began gathering in Gelden Minor either to guard or destroy the Doctrines. Evil creatures of every description set out for the forest of the Elves with their own motives. News of the discovery reached even the underworld, provoking great interest among the Arch Devils. Asmodeus himself was not the least interested of the princes of darkness when the opportunity arose to obtain the Doctrine for his own use. Fortunately, the great artifact, the Sceptre of Lawful Good, turned aside all attempts by creatures of the underworld to enter Locklomin's Castle of the Seven Towers. Unable to personally secure the Doctrine, the Arch Devils began enlisting the aid of mortals, promising them great treasure and giving them what aid they could. Thus began the War of the Doctrine, a great conflict centered around the small forest of Gelden Minor but engaging people all over the land and involving many holders of power.

As the great war of Gelden Minor continued, rumors of its progress moved throughout the land. Accurate accounts were difficult to obtain, and minor encounters were often exaggerated to epic proportions. Although the Elvin forest had been under seige almost constantly, the people of the land felt secure; many powerful leaders guarded the Doctrines. Less than a year after the appearance of the first Doctrine of Darkness, a new, troubling rumor surfaced.

News of a second Doctrine reached the Blackthorn Inn early in summer. The rumor centered on Mortis, a small village in the Uri Mountains. There a good mage, Chalis Starfinder, had a fearsome vision, standing one night with his instruments. As he stood transfixed, he saw a gigantic statue of a cobra come to life. Then, in a room filled with darkness but somehow visible, he saw an altar of finely-worked gold and on the altar, a large, blackbound text--one of the nine. Burdened with his vision and its meaning, Chalis began the long journey to the Castle of the Seven Towers, borne on his travels by his familiar, a great golden eagle. He wished to seek the council of Cebragon the Wise. Day and night they travelled. He and the eagle were both exhausted, at last, and sought rest and shelter in the plains town of Gort. Low over the forest a mile from the little town, Chalis suddenly lost consciousness. When he woke, aching from his fall, it was dawn of a new day. Beside him on the ground was the body of Talix, his eagle. The eagle was dead but unmarked, killed, no doubt, by magic, some magic greater than Chalis' wards. Fearful that his mission was discovered, he resumed his journey with even more urgency.

It was late summer when he arrived at the great forest of the Elves. He found that he was expected; it came as no surprise, but he wondered who else knew of his journey. If news of his journey had preceded him, to what ill corners might that news have gone? When he met with Cebragon, he learned that a new army was being organized. But the journey to the Uri Mountains would take at least five months for so large a force, and they would arrive in the dead of winter. Perhaps some other seeker of the Doctrine would obtain it before they arrived.

So began the quest for the second Doctrine of Darkness. Once again the people of the land trembled at night. For the first time since the discovery of the text in Gelden Minor, they feared the evil forces that moved upon the land. At night, Blackthorn Inn stood empty; no one sought news of the search for the Doctrines, because all feared the worst. In the Eastern Reach, holders of power, both good and evil, approached the Uri Mountains and the tiny village of Mortis.

THE HISTORY OF MALIS OF PASADE

Malis was born centuries ago in Pasade, a small village near the Uri Mountains of the Eastern Reach. His parents were poor shepherds, proud and strong of mind. At the age of eleven, Malis was apprenticed to the cleric Bask in the nearby village of Rabar. The boy was quick to learn and dedicated to his studies. As the years passed, he distinguished himself as a student, growing in understanding and expertise.

By the age of fourteen, Malis was acknowledged as the best of the students at the temple of Rabar. By sixteen, the young apprentice craved even greater power and influence; he was always quick to accept any task that promised acquisition of more.

It was in the summer of his seventeenth year that he learned of his parents' death. Pasade had been raided and destroyed; his entire family had been wiped out by seafaring barbarians. Obsessed with the desire for revenge, Malis left the temple and began to search for the raiders. Long was the search before he found any knowledge of the barbarians from across the Melbian Sea. He found, at last, the very coastal site where they had beached their ships, on the shore of the great sea. With this information, he summoned his magic augury to determine their origin and was successful. They had come from the little island of Sandrin.

Malis obtained a seaworthy vessel and set out upon the dark sea. After a fortnight of sailing into the dawns, he saw the island on the horizon. Beaching his craft on a secluded shore, he proceeded inland unseen. In the months that followed, horror stalked the island. Plagues eliminated whole villages. Poisoning became so common that the islanders were afraid to eat or drink. Mothers mourned their children; men gathered their families and fled the island--some left wife and children to their pitiless fate. Friend suspected friend; villages fought each other, neighbor killed neighbor on the merest provocation. Ships sank leaving or entering the quiet bay of the only harbor, and trade ceased. Returning raiders' ships broke up on rocks every pilot knew to avoid. One ship returned empty, unmanned, covered with slime.

Six months passed, and the cleric Malis sailed from Sandrin in his little boat, following the sun west to the great continent. Behind him, the island was quiet. Bodies rotted unburied in the villages; ships listed at the shore. Malis was pleased, and tired, uncertain what to do next. He could not return to the temple at Rabar, and he felt no ties to the land around Pasade, and no interest in helping rebuild the little village where his family had died.

He wandered in the Uri Mountains meditating upon the events of this great year, obsessed with the proofs of his matured power. He fed his hatred and contempt for humankind in the cold and dark of the mountains. Despair gave way to a strong sense of separation from all things good. It was in the evening of one of his dark days, deep in the mountains, that he decided that he should build a new temple and become its high priest. Malis prayed to the god Set for guidance along the dark path. The Evil Lord appeared to him, gigantic in the darkness, his

head dark and doglike but the eyes bright with superhuman intelligence and evil. He commanded Malis to build a great temple hidden in the Oldisan Gorge. He raised his left hand, in which he held two young cobras, Antar and Seltus. The God of Darkness spoke to his priest: "Take these; worship them as you do me, for they are the bringers of death."

THE TEMPLE OF SET

The evil cleric Malis, with a workforce of twenty followers, began construction on the Temple of Set four hundred years ago. Over the years, as the cult grew, the surrounding natural resources were eventually used up, and Malis spread his grasp further into the mountains. Many artists and craftsmen were captured and forced to use their talents to glorify Set. Their work completed, they were executed. The temple grew to encompass three levels, the last one completed only fifty years ago. For four hundred years the Temple of Set remained hidden, virtually unknown to the outside world. No outsider who saw the temple ever lived to tell of it. Then seekers of the great Doctrine of Darkness began to search in the Uri Mountains.

CHALAMAR AND THE WONDERS OF OPAR CRYSTAL WEAVER

Chalamar is a unicorn from the Old Wood Forest in Celt of the Eastern Reach. Descendant of a distinguished line of loremasters, Chalamar is himself respected as both master and scholar. His early years were spent in study with his sire, Tasmin. After the death of Tasmin, Chalamar broadened his studies to include languages. Today he can speak most languages fluently and interpret most kinds of rune. His exact age is unknown to any but himself, but he is considered old even for a unicorn. Most of his life he has spent in the old wood as teacher, advisor and interpreter for the Elves.

Last summer Chalamar discovered a small cave opening in a dell north of his home. He explored the cave, curious that it could have escaped his notice these many years. In the cave was a dusty urn containing an ancient parchment scroll, its runes so archaic even he was unfamiliar with them. He devoted months to deciphering the ancient text, consulting fruitlessly with fellow scholars and runeweavers.

At last the runes became clear; the scroll was the history of Opar Crystal Weaver, a great mage who lived two thousand years before. Opar, according to the lore of the forest, was one of the three mortals

in all time who had mastered the art of crystal weaving, the ability to magically weave crystal into three-dimensional forms. The legends mentioned a magical loom upon which Opar had created some of the most powerful artifacts ever known, among them the Great Pyramid of Opar and the magnificent crystal Hunting Horn of Light. What magic they possessed, no one knew. The scroll confirmed their existence, and gave many clues to the location of Opar's caves in the Uri Mountains. Deep in the northeastern wilds of the mountains was the domain of Opar in centuries past. Chalamar left the old wood, intending to find some of the greatest magical treasures of all time. But he was captured near the Temple of Set a little more than a month ago and placed in a cell to await the next full moon.

THE HISTORY OF OPAR THE WHITE

When Opar was born, during the Dragon Wars, it was in the village of Emath, which stood on the site of present-day Talin. His talent as a magician surfaced in his earliest childhood. Even during his apprenticeship to the legendary Renzo he accomplished feats unparalleled in later time. At the age of seventeen, he left his home and set out for a period of seclusion in the Uri Mountains. He disappeared from history then, till his fiftieth year, when he invited two great wizards to his caves, where he shared with them the fruits of his years of labor. Their names are not remembered, but their reports were passed down through generations.

Three artifacts were there in the caves; the first, the Hunting Horn of Light; the second, the Great Pyramid, scarcely larger than an apple; and the third, a crystal ring. Though Opar revealed little of the powers of his devices, they were clearly artifacts of great worth and power. People still entertain their children with stories of the night in deepest winter when a collage of rippling colors spread in the sky over the entire range of the Uris. They say to the children that Opar, weaver of crystal, was testing his treasures.

A NOTE ON CRYSTAL WEAVING

There have been only three crystal weavers in all of time; Opar was the greatest of these. The first was Dolomere, who lived eons before the first unification of the Great Realm. No record, beyond the mere mention of Dolomere, and of his singular accomplishment, remains in scholastic works to confirm his existence. Not even his birthplace is known. The second weaver, Atasia of Volumin, was commonly believed to

have lived during the reign of Salbain, more than sixty centuries past. Of her life and works, little is known; though she lived in a great city, the date and manner of her death were not recorded.

Neither the histories of Malis and Chalamar nor that of the temple should be known to any member of the party when they arrive at the temple unless they gained that information during their journey.

GENERAL NOTES TO THE DM CONCERNING THE TEMPLE OF SET

Specific descriptions are given in the text for any special doors or hallways. Here are the rules for describing any others.

1. All doors on the first and second level are made of teakwood, 6 feet tall, 3 feet wide, and 4 inches thick. On the third level, the doors are made of stone, 10 feet tall, 6 feet wide, and 8 inches thick. This applies only to doors not otherwise described in the text.

2. Unless otherwise mentioned, all doors are locked, have brass rings for handles, and open into the room.

3. Hallway dimensions are indicated on the maps (each square is 5x5 feet). Unless otherwise described, all halls are made of stone, unadorned, and have twenty-foot ceilings.

4. Unless otherwise indicated, assume an area to be lit by torches.

5. Unless otherwise indicated, all floors are stone.

6. Not all members of the temple are always present in the temple; hence, the empty sleeping quarters, etc. This also explains any returning followers who might sneak up behind the party.

AREA A: The outer doors of the temple are set about 5 feet into the cliff wall. They are double doors, 12 feet tall, 10 feet wide, and 6 inches thick. These doors are plain, composed of an unknown type of metal, painted grey to match the cliff walls. On each door a rune 1 foot high has been engraved. The rune on the players' left as they face the doors represents Death, and the rune on the other door represents Darkness. These are common runes any magic user can read.

ROOM 1: This hall comes into view when the outer doors are opened. A strong feeling of evil presence radiates throughout the room. The floor is black marble. In the south wall of the room is another set of double doors, made of whalebone. Carved on each door is a set of magical runes which, if interpreted, read

"Worship these as you do me, for they are the bringers of death."

In the east wall there is also an ordinary door. None of these doors are locked. Spaced 15 feet apart in the room are six whalebone pillars, exquisitely carved. Each pillar shows figures in hooded robes bowing to a huge cobra. The cobra towers over them, its hood flared, but it appears to be looking at the door, above and behind the party.

Upon close inspection, the cobras on the easternmost row of pillars are somewhat larger than those in the other row. (DM NOTE: The snakes represent Antar, 28 feet long, and Seltus, 26 feet; Set gave these two serpents to Malis centuries ago.)

AREA B: Regarding the area of Rooms 2 to 6: if the party proceeds directly through the double doors leading to the main part of the temple, they will probably not be noticed by the guards in this area, unless they were extremely noisy and careless, in which case the guards and the two Umber Hulks in Room 2 will investigate. If the party is noisy, roll a D6, and a guard will hear them on a "1" or "2". The guards will enter through the hall door and the Umber Hulks will come through the secret door in Room 2.

ROOM 2: The room is empty except for the two Umber Hulks who help the guards defend this area of the temple. These creatures are always in this room unless they are needed elsewhere. Then the guards will release them; they will obey the orders of the guards but not of strangers. On the floor of the room is a pit where the Umber Hulks are fed and confined on certain occasions. The floor of the pit is covered with bones, most of them broken. There are enough large pieces--most of a skull, a femur, half of a pelvis with a little gristle still attached--so that a person looking carefully would be reasonably sure that the

food supply was human or humanoid. But most of the evidence is shards and fragments, and the visible flooring is covered by a kind of grayish mud--bone dust, blood, etc.

UMBER HULKS AC 2 HD 8+8 HP 48, 59 No. of Attacks, 3
DAMAGE 3D4, 3D4, 1D10

NOTE: Can cause Confusion in adversary making eye contact.

ROOM 3: The door to this room is wooden and has a face-high port with iron bars. The floor is covered with straw. The room is bare, except for three sets of iron shackles embedded in the stones of the floor at six-foot intervals along the east wall. There is a torturer's rack mounted against the west wall.

ROOM 4: This is a guard room, very spare and plain. Its only furnishings are a large wooden table and six simple chairs near the south wall. There is a large flask of wine on the table, and six mugs. This is the station of six guards, who will be here unless they have been summoned elsewhere. These characters are fighter/assassins--like Ninja.

GUARDS 9th L Fighters/4th L Assassins
AC 3 HP 70, 68, 71, 66, 61, 70

WEAPONS: Each is armed with a +1 broadsword, 2 daggers, 2 +2 throwing stars, a crossbow with 10 +1 quarrels. Their armor is leather and shield. They wear black robes with silver trim.

ROOMS 5 and 6: These two rooms are the guards' sleeping quarters. Like the guard room, they are very plain. Each room contains five beds and five trunks. The trunks contain some clothing and worthless personal items. Each of the guards has savings of about 50 gold pieces stored in his trunk.

ROOM 7: This is the armory. It contains nothing of any interest except the weapons stored there. On the west wall are three racks containing swords:

Rack 1 10 broadswords
Rack 2 8 scimitars
Rack 3 5 two-handed swords

On the east wall are racks of various weapons:

Rack 1 10 daggers
Rack 2 10 daggers
Rack 3 10 long bows with quivers (10 arrows each)
Rack 4 8 crossbows with quivers (10 bolts each)

On the south wall are two small racks containing 5 javelins each, and one rack containing 12 maces, and a rack with 5 footman's flails. On the north wall is a shelf with 10 throwing stars and a row of hooks for shields. There are 5 light shields and 3 medium shields hanging on the hooks.

ROOM 8: This is the alchemist's laboratory. On the walls are a couple of murals depicting devils and demons and other underworld servants. Scattered like graffiti on the rest of the wall space are scribbles and notes in some odd script; if the writings are interpreted, they will be found to be symbols for conjuration. There are two large tables (5x10 feet) set parallel to each other in the center of the room. In addition to the usual equipment on the tables and in a cabinet on one wall, there are ten vials of liquid on each table. Those on the south bench, nearest the door, are various shades of blue; those on the other table are shades of red. When the entire contents of one blue vial are added to the entire contents of a red one, a creature is summoned and appears immediately next to the door. To determine the nature of the creature and its reaction, roll on the tables below.

SUMMONED CREATURE

1. Fire Skeleton*	6. Wight
2. Manes	7. D'jinni
3. Bone Devil	8. Type III Demon
4. Skeleton	9. Ghost
5. Hell Hound	10. Witch**

*FIRE SKELETON AC 0 HD 5 No. of Attacks, 2 DAMAGE as per weapon type, plus 1D6 fire damage.

NOTE: Edged weapons do 1/2 damage, and they are resistant to fire.

**WITCH: AC 7 HD 8 HP 40 Attacks Magical; DM may select.

NOTE: She is wearing a black robe and witch's hat, and carrying a Broom of Animated Attack.

REACTION

1. Very hostile--attacks without hesitation.
2. It is very displeased at being summoned and will not cooperate in any way. This creature will not attack unless provoked.
3. It is very curious about the party and its mission, but it will not aid them in any way. It will only attack to defend itself.
4. It will be interested in helping the party gain its goal.

NOTE: The summoned creature can only stay on this material plane for one hour or until its hit points are gone.

ROOM 9: This is the private room of Balax, a very large fighter (10 feet tall, 390 lbs.). There is a 50% chance that he is in his room; if he isn't, then the DM should make a note as to where he is. In the center of the room is an oversized table with one chair and a large flask of wine. There is a huge wooden bed in the southwest corner and a small chest in the southeast corner. The chest is not locked; it contains 1,000 gold pieces and a ruby worth 400 gold pieces.

BALAX 12th L N Fighter AC 2 HP 93

ST 18/00 IN 8 W 16 CN 18 DX 15 CH 6

WEAPONS: Huge axe, 2D8 damage. He wears +1 chain and shield.

ROOM 10: This room radiates neutral magic powerfully enough that almost any cleric or magic user will notice it. The walls and floor are stone, and two black marble pillars extend from the floor to the ceiling in the approximate center of the room, a space about a foot wide between them.

The pillars are a protective device. They will discharge 6D10 worth of electricity (unlimited number of charges available) at anyone who attempts to pass on either side of the pillars. This magic can only be dispelled by a magic user or cleric of at least 15th level. On the south wall, embedded in the stones, is a mirror with a gold rim. This mirror cannot be removed without being shattered. When anyone looks into the mirror, they will see changing views of the area around the temple, up to a range of three miles (the immediate area around the temple is not relevant to the adventure; DM's may merely describe the landscape or add whatever details they wish). The mirror can speak, but must be addressed from a distance of three feet or less or it will not hear or respond. It knows the histories of both Malis and the temple.

ROOM 11: This is the private quarters of Talin the Alchemist. He will almost certainly be here. The room contains the usual personal items--bed, table, a few chairs, a chest for clothing and so forth. Talin is extremely old. He has studied alchemical arts for most of his adult life. He carries a walking stick and wears light yellow robes. He is wearing a ring on his left hand, a Ring of Alchemy which improves the ability of any alchemist by 30%. Talin has no spells. He is a 14th level alchemist. If forced to explain the red and blue vials from his laboratory, he will do so, but reluctantly. He can predict the creature summoned, but not its reaction. In this room, stored under his bed, are several vials containing various strange-looking liquids. He can make the following potions with materials on hand in his lab:

1. Up to 4 Potions of Healing (1D8 HP each).
2. Up to 2 Potions of Fire Giant Strength.
3. One Potion of Etherealness.
4. One Potion of Invisibility--which he will immediately drink, if he gets a chance, so he can escape.

TALIN 14th L N Alchemist AC 10 HP 35
 ST 12 IN 17 WI 16 CN 12 DX 14 CH 17

ROOMS 12 and 13: These two interconnected rooms are the quarters of the guards who patrol this area. These guards are "Weaponists", fighters who have trained from childhood in the use of several weapons. There are four Weaponists here, two in each room. They keep their doors open, and they always sit facing the hall. Every fifteen minutes, two of them make a five-minute patrol of the hall.

WEAPONISTS 7th L NE Fighters AC 0 HP 56, 53, 47, 57

WEAPONS: Each is armed with a +2 hand axe and a +2 broad sword, and carries two +1 daggers. They are wearing chain mail and shield. Each has two attacks per round.

ROOM 14: Another cell like Room 15, but now empty. The room is lit by a torch, and two sets of shackles hang on the north wall. Any elf in the party may notice a very faint "woody" odor in the room. If the party inquires, Chalamar can tell them about Glaurehdel, the great Elvin warrior who was sacrificed under the last full moon.

ROOM 15: The outside of the door to this room has heavy bars and a strong lock on it. The room is lit by a torch in the wall near the door. There are two sets of shackles hanging on the north wall. Inside, chained to a strange metallic platform (anti-magic) in the center of the room, unable to reach any wall, is a unicorn. He is Chalamar, a captive of the temple and next in line as a sacrificial offering. He is a loremaster and scholar highly reknowned in his homeland, Celt (see his history for details).

CHALAMAR AC 2 HD 4+4 HP 33 No. of Attacks, 3
 DAMAGE 1D6, 1D6, 1D12

NOTE: Chalamar is a typical unicorn, except for his extremely high intelligence and mastery of lore.

ROOM 16: There is a torch in each corner of this room; otherwise, the room is empty. In the south wall is a metal door with a bas relief on it (show party picture of door with Set on it). Do not tell them that the image is Set. If they investigate, they may discover that the door

is made of mithril but there is no way to remove it from this side. This door is locked by extremely high level magic, and cannot be opened by Countermagic, Dispel Magic, etc. The only way the door can be opened is by pouring cobra venom in the cup at the feet of the figure of Set. Only priests of Set would know this. Only the High Priest of the temple is allowed to carry cobra venom in this area.

NOTE: Players may recognize the figure of Set from the illustration. If they do not, they should not be told who he is.

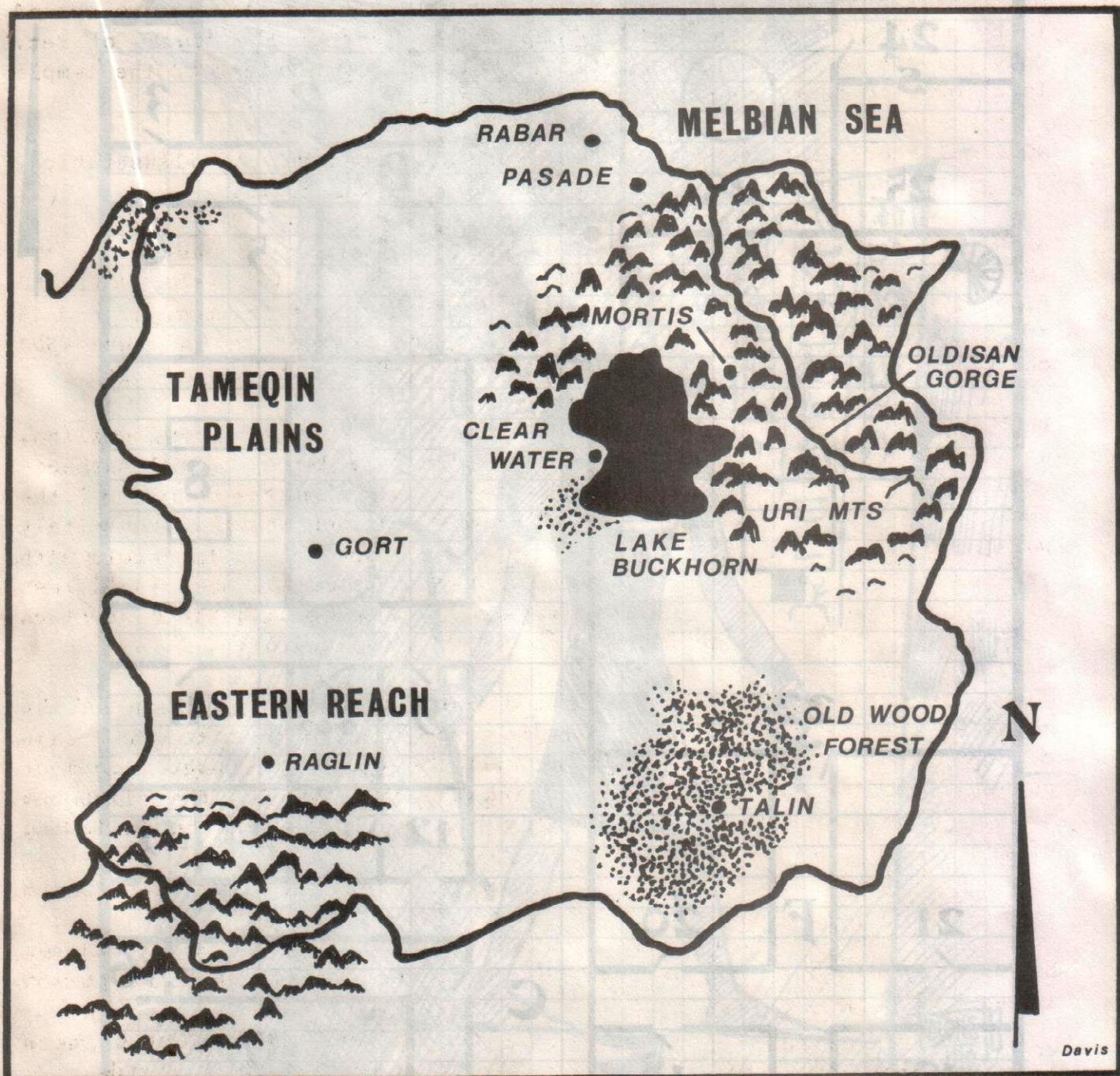
AREA C: If the party proceeds down the main hall past both "T" intersections, then when they encounter the Eye on the south wall and fight the sword and axe (see Area D), both the guards in Rooms 12 and 13 and Balax, the fighter in Room 9 (check for whether he is there--50% chance he is out somewhere), will hear the fighting and investigate.

ROOM 17: The Throne Room of Set. The entire room--floor, ceiling, walls--is made of obsidian. The room is lit by a large crystal suspended in mid-air about two feet below the ceiling, in the center of the room. Directly beneath the crystal stands a golden throne, exquisitely worked, 7 feet tall, 3 feet wide at the base. The throne is inlaid with jewels, in a circular pattern, above the area where the head would rest (1 diamond, 1 emerald, 1 ruby, 1 sapphire, 1 fire opal, 1 piece of black jade: all large). The throne is priceless, and immovable.

In the southeast corner of the room is a large fountain in the shape of a cobra with blood flowing from its mouth into the basin below. Anyone touching this blood will undergo a permanent alignment change, becoming Lawful Evil (NO saving throw). Besides the alignment change, human characters touching the blood will suffer the following effects if they do not make their saving throws:

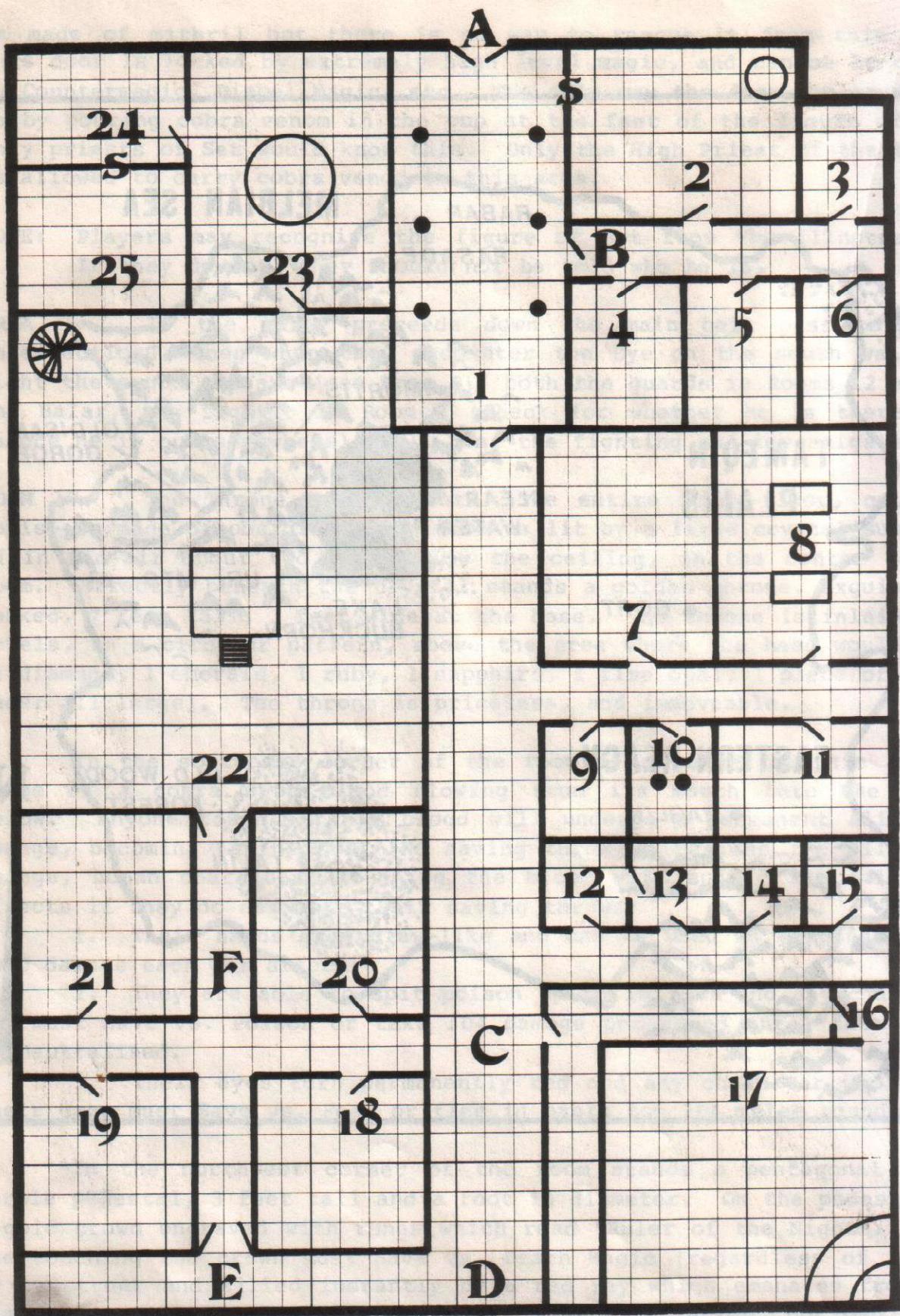
1. Their hands grow claw-like and can be used as weapons, doing 1D10 damage each per attack.
2. They are able to spit poison up to 10 feet and any character hit must Save vs. Poison or take 1D4 damage per round until the poison is neutralized.
3. Their eyes turn permanently red and any character who meets their gaze must Save vs. Fear or flee in panic for 1D4 melee rounds.

In the northwest corner of the room stands a pentagonal white marble pedestal, 3 feet tall and a foot in diameter. On the pedestal is a gold crown engraved with runes which read "Ruler of the Night". Anyone touching the crown must Save vs. Death Magic (regardless of level) or be struck and killed instantly by a red ray which emanates from the stand. Anyone killed in this manner may be resurrected, but can never



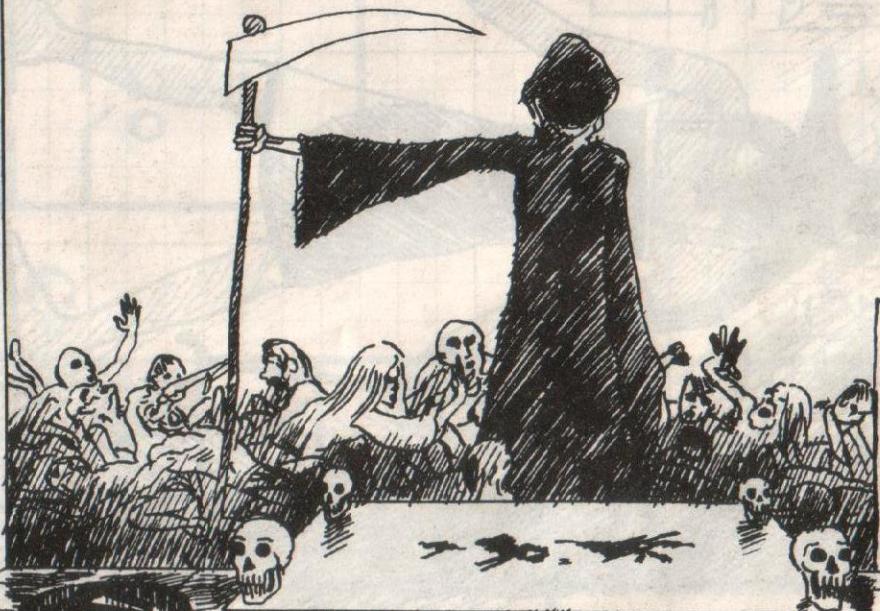
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Level One



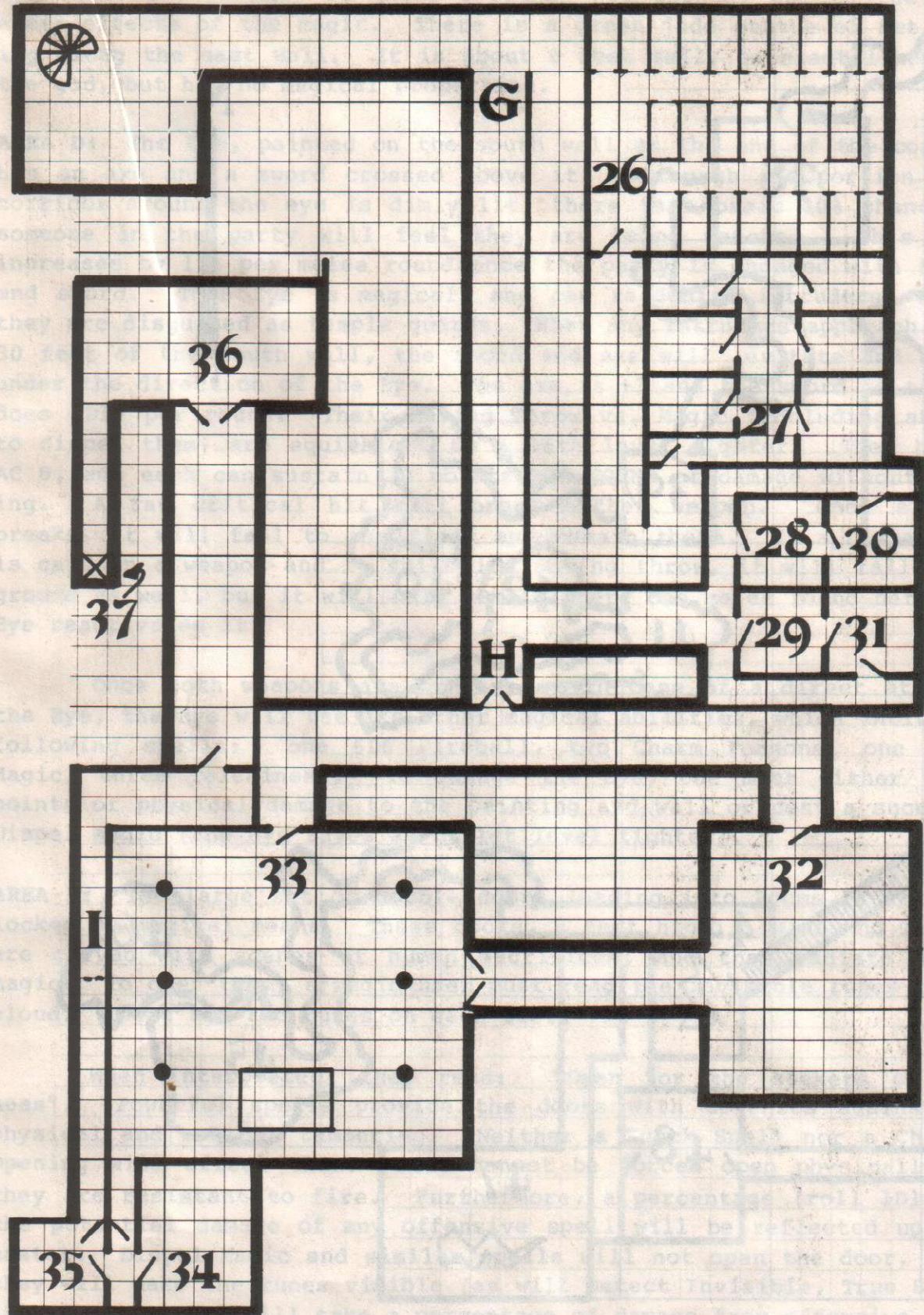
Level One





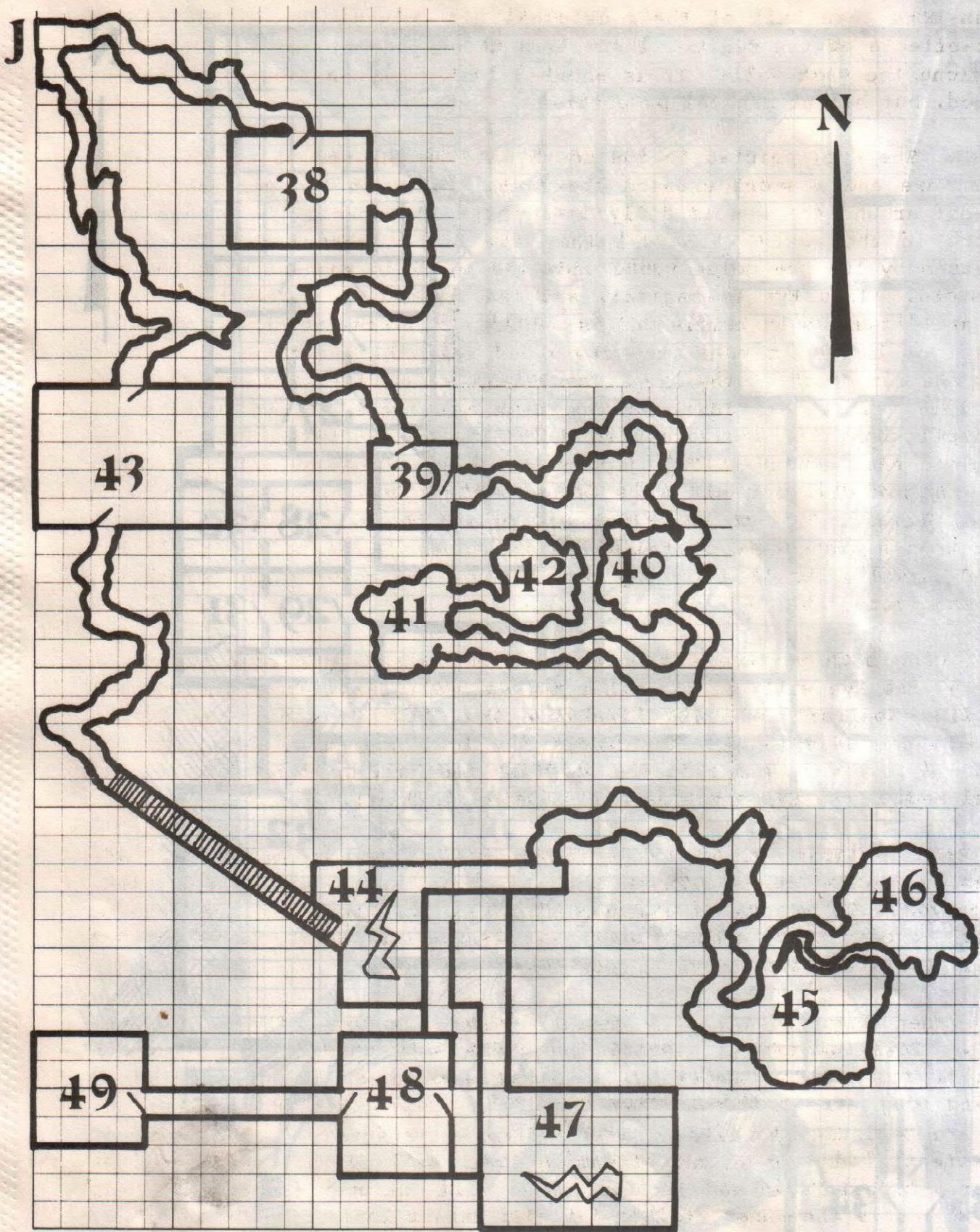






Level Two

N



Level Three

regain more than half of their original hit points, due to the strong after-effects of the magic. There is a green jade statue of Set standing along the east wall. It is about 8 feet tall, an exact likeness of the god, but has no magical properties.

AREA D: The Eye, painted on the south wall at the end of the corridor, has an axe and a sword crossed above it. Although the portion of the corridor around the eye is dimly lit, there is a basic 10% chance that someone in the party will feel they are being watched. This chance increases by 10% per melee round once the party is engaged with the axe and sword. This Eye is magical, and can recognize intruders, even if they are disguised as temple guards. When any intruders approach within 30 feet of the south wall, the sword and axe will levitate and attack, under the direction of the Eye. The axe is +3 and the sword is +4; each does 1D10 per round. Their Saving Throw vs. Magic (including attempts to dispel them) are equivalent to a 16th level fighter. They have an AC 0, and each can sustain 30 points PER ROUND of damage without breaking. A raw critical hit will break either weapon. Once a weapon breaks, it will fall to the floor and remain there. If a Dispel Magic is cast on a weapon and it fails its saving throw, it will fall to the ground as well, but it will only remain there one melee round before the Eye reactivates it.

Once both weapons are broken, or in case of a direct attack on the Eye, the Eye will use its other magical abilities, which include the following spells: one 6D6 Fireball, two Charm Persons, one Dispel Magic, three Telekinese. To damage the Eye, one must either do 100 points of physical damage to the painting and wall or cast a successful Dispel Magic (the Eye saves as a 21st level fighter).

AREA E: The large set of double doors leading into Rooms 18 to 25 are locked by magical means. These doors, 8 feet high, 5 wide and 1 thick, are carved with scenes of human sacrifices, and they radiate neutral magic. To open them, a magic user must read the invisible runes on them aloud. There are two runes on each door.

When interpreted, they read: "Open for the seekers of darkness". Powerful spells provide the doors with defenses against both physical and magical tampering. Neither a Knock Spell nor a Chime of Opening will affect them. They cannot be forced open physically, and they are resistant to fire. Furthermore, a percentage (roll 1D100) of the potential damage of any offensive spell will be reflected upon the caster. Dispel Magic and similar spells will not open the door, though they will make the runes visible (as will Detect Invisible, True Seeing, etc.). The doors will take a percentage of damage from offensive spells

(whatever was not reflected to caster). They have, collectively, 100 hit points. They will not open until all these hit points are gone, at which time all their magical warding spells cease.

ROOM 18: This room reeks of evil, and anyone entering the room must make a Saving Throw vs. Fear or will refuse to stay in the room. The floor is red marble, but there is a large black pentagram (6 feet in diameter) in the center. Large runes on the south wall say, "We summon you, Servant of the Lower Planes; come forth through the portals of Hell and hear our bidding."

The room is lit by torchlight but the glow is green, unnatural, almost phosphorescent. This room is used only by Malis. When the runes on the wall are read aloud, Balor appears. It is usually used by Malis as a messenger linking him to the underworld, but if anyone is foolish enough to read the runes aloud, it will attack them if it can.

ROOM 19: This room is a private sanctuary. The walls are painted black; the floor is obsidian. There is a thick velvet kneeling pad against the south wall. On each side of the pad is a golden candlestick, 3 feet tall, with a black candle. On the floor beside the candlestick on the east side of the pad is a clear vial containing a thick, creamy-grey liquid--cobra venom.

ROOM 20: The walls are covered with rich and colorful tapestries. They offer no significant information, but they are finely woven and worth 500 gold pieces each. They depict various sacrificial scenes. In the center of the room is a finely carved teakwood table; on top of the table is a knife-shaped piece of obsidian, the sacred knife used in the sacrificial rites. The knife radiates evil. Any character of either good or neutral alignment who touches the knife will take 3D10 of damage, unless they make their saving throw. There are four gold-colored robes hanging on pegs in the east wall. In the northeast corner of the room stands a black marble pedestal 3 feet high and 2 feet in diameter, with a golden basin fitted into its top. The bowl is filled with blood.

ROOM 21: The furnishings of the room suggest a study. The north wall is lined with books on oaken bookshelves. There is a rough-carved oaken table in the center of the room, with three chairs around it. There is a small chest in the southeast corner, filled with black, non-magical candles.

Most of the books are historical, about the first wars of the realm, etc. There are three magical texts, each with its title printed in gold on the cover.

CLERICAL MAGIC With one week of continual, uninterrupted study, a cleric of any alignment will gain one experience level. This procedure may be repeated for a gain of up to three levels.

FLAMES OF POWER This text will allow an MU reader to learn a method which will double the strength of any spell using fire. Because of the difficulty of the technique involved, the MU must make a success roll each time he uses the technique (30% or less).

WARRIORS MAGIC With this book, a fighter (pure fighter, not multi-class) may learn to increase his number of attacks by one per melee round if he understands the concept. He must make a success roll to learn the technique (30% or less), but only at the time of learning the concept.

AREA F: These doors are ornamented with carvings showing sacrificial scenes. They are not locked and open into the altar room (22).

ROOM 22: It is here that a sacrificial offering is made to Set every full moon at midnight. The entire floor is whalebone finely carved with scenes of sacrifice or worship. The walls are painted black and have many colorful scenes superimposed on them. In the center of the east wall are lifesize likenesses of the two large cobras, Antar and Seltus, side by side, in striking pose. On the west wall is a 10-foot tall likeness of the god Set. On the north wall is a likeness of a dark hooded figure (The Grim Reaper), 10 feet tall, with its arms outstretched as if to receive someone. Painted around its feet are depictions of people in great suffering.

In the center of the room is an obsidian altar with a stair on the south side. The altar is 3 feet high, 15 feet square. There is an Elvin skull at each corner of the top surface. It is deeply stained with old blood and radiates extremely intense evil (the most intense evil yet encountered). On the altar's west side are found a set of runes which, if interpreted, read as follows:

Dark the Altar, black the Knife,
Sharp the Fang to take this life.
On the stones the heart will beat;
Soon the King this soul will greet.

Hear us, Slayer of the Light,
Founder of the Darkest Rite,
Thus, Great Master of Death's Hall,
We, thy minions, raise our call.

Unsleeping Lord of deepest night,
Great devourer of all sight,
Favor this our offering,
Listen as they, dying, sing.

Rule eternal Your Domain,
God of Full Moon, Lord of Pain,
Ruler of the Silver Sky;
Accept our gift, till all life die.

After the party reads the runes on the altar, the area around the altar becomes dark for an instant, and then a figure appears. This is an illusion of Malis, which points his finger at the party and says, "Desecrators of the Dark Rite, beware! Soon your bodies will lie mute upon the great altar and your souls will descend to the Lord of Darkness." The party may be shown the picture of Malis at this time. After the image of Malis completes its speech, it disappears.

In the northwest corner of the floor is a crystal stairway leading down. There is a door in the north wall.

ROOM 23: The room is empty, except that in the center is a pool of clear liquid 15 feet in diameter, 1 foot deep. Its base is constructed of ancient stone. This is one of the Seven Pools of Arcane. If anyone gazes into the pool, they will notice that the surface is smooth and glasslike. The pool will repel any attempt to touch its contents. If a magic user passes a hand over the surface and mentions a particular place, a vision of the place will appear in the pool, visible only to the questioner. This vision will show the questioner what is happening at the place at that moment. This artifact can show any scale, from general to detailed, and locations on virtually every plane of existence. If the pool is instructed to "tune in" on a plane inhabited by gods or demons, there is a very high chance that some entity will notice the eavesdroppers and act accordingly. The liquid cannot be removed from the pool except with a magic vial currently in the possession of Set.

THE HISTORY OF THE SEVEN POOLS OF ARCANE

The pools were carried in magic vials from across the Melbian Sea about 4,000 years ago. They were created by the great magician, Chorna, on the island of Arcanae. He devised seven of these pools, intending them as gifts for the great leaders in the land. Over the centuries, the pools changed hands, until their whereabouts were uncertain and many believed them mere legends. Two hundred years ago, Set discovered one of the pools and gave it to Malis for the temple.

ROOM 24: In the center of the room stands a large Black Bear with a 15-foot whip made of dragon skin. This rare species of bear, 10 feet tall, from the island of Selis, is called a "Tubor". It will fight to the death.

TUBOR AC 2 HD 25 HP 148 No. of Attacks, 4

DAMAGE 1D8, 1D8, 2D6 (Whip) 1D10

NOTE: The Tubor is 75% Magic Resistant. His whip can only be wielded effectively by someone with a DX of 18 or better; a hit of 19 or 20 disarms the opponent.

The rest of the room is empty. However, there is a secret door in the south wall, warded by a very strong magic. An obscurement spell makes this secret door very hard to find. Use the following table to determine if the door is found:

Magic User: 3% per level, modified by using appropriate magic.

Thieves: 3% per level.

All Others: 1% per level.

Add 1% per level for Elves and dwarves.

ROOM 25: This room is very impressively decorated; the walls and floors are elaborately carved and painted. Their sculpted surfaces are covered with finely-painted details. On the south wall is a 10-foot likeness resembling that on the floor to Room 16, the image of Set, surrounded by faithful fighters. On the east and west walls are almost identical images of huge cobras, both black and gold, both posed as if about to strike. The only difference in the two cobras is that close examination will reveal that the one on the west wall is smaller. There is a beautiful teakwood chest in the southwest corner of the room; it radiates intense evil magic. It does not have a visible lock, and can be opened easily. Inside the chest is a roughly spherical object made of a material unrecognizable by the party. If they attempt to reach into the chest, they will discover that the chest is trapped. If the contents are touched, the chest will slam its lid shut with a repeated chattering movement, doing 1D6 per melee round to the hand inside. If the lid is

somehow forced open and held in that position, a poisonous gas is released in a 10-foot radius around the chest, and all characters affected must make a Saving Throw vs. Poison or become feebleminded.

The spherical object in the chest is not quite smooth to the touch. It is called a quill, from the Melbian Sea, a type of sponge which when removed from water instantly shrinks around a hollow center and becomes harder than any known metal. This material is completely resistant to magic, regardless of the caster's level, and is often used by gods as a place of safekeeping for valuable artifacts. Quill has a powerful obscuring influence on any viewer; even someone owning a quill will not recognize another one. Only a god can recognize a quill he does not own. The only way to remove the contents of a quill is to pour water on it, which will instantly enlarge it to its original size (in this case, 12 feet in diameter). As it enlarges, holes in its surface enlarge at three times the rate of the surface, reaching a size of 6 inches in diameter. The hollow area inside remains the same size, 6 inches in diameter, and the contents of the quill can be shaken out once the quill is at full expansion. When the quill is shrunk, the holes are so small that they can only be seen by magical means. Even if a quill contains an artifact of great magical power, the quill itself will not radiate magic, because its resistance holds the magical aura inside.

Inside the quill is a cobra statuette made of obsidian, 5 inches high, 2 inches wide, with eyes made of small rubies. The detailing on this sculpture is extremely fine. The statuette possesses many magical powers, the first of which is an automatic charm cast on anyone who sees it; anyone so affected must Save vs. Charm or desire to possess the little statue (regardless of alignment: make players rationalize their desire to fit their alignments). If the possessor learns to use the statue, continual use will cause the user to become intensely protective of it, finally becoming so paranoid that he is likely to attack any character showing the slightest interest in it. The statue possesses the following powers:

1. Teleport - once daily
2. Clairaudience - once daily
3. Plane Shift - once daily
4. Phantasmal Force - once daily
5. Polymorph Self - once daily
6. Fireball - 10D6, once daily
7. True Seeing - continual
8. Passwall - four times daily
9. Raise Dead - once a week

To use the artifact, a character must:

1. Be of evil alignment.
2. Be an MU or cleric of at least 14th level.
3. Have an IQ of 18 and a Wisdom of at least 16.

The statuette can be destroyed by simply smashing it on a hard surface, but it Saves vs. Magic as a 30th level MU.

AREA G: This hall has a very ominous atmosphere. The walls are painted black and there are pictures of different types of demons all along the walls, all of them torturing human victims.

ROOM 26: These are the living quarters of the temple followers. There are 25 rooms in all, and each contains basic living supplies--bed, desk, washbasin, storage chest. The DM may distribute a few "General Followers" in this area.

FOLLOWERS 7th L LE Fighters AC 2 HP 7D10 each (up to 25 fighters)

WEAPONS: Each is armed with broadsword and dagger, and wearing chainmail and shield.

ROOM 27: These rooms are for Temple Initiates; the DM may have a few of them present if desired. There are six rooms in all, each a little more elaborate than those for the followers. They are furnished essentially the same, except that each room contains a book of first and second level clerical spells.

INITIATES 9th L LE Clerics AC 1 HP 65, 39, 63, 54, 59, 48

WEAPONS: Each is armed with a +2 mace, and wearing chainmail under silver robes.

ROOMS 28, 29, 30, 31: These are the living quarters of the High Priests of the temple. Each room is opulently decorated. The beds are canopied and covered with burgundy bedding. A large gold-trimmed mirror will be found in each room; they are not magical. In each room are some texts of clerical spells (first to fifth level) on shelves at the desks. The DM should decide what spells are contained in each text and whether or not any cleric in the party will be able to learn them immediately.

HIGH PRIESTS 12th L LE Clerics AC 0 HP 90, 72, 89, 81

WEAPONS: Each carries a Staff of the Serpent, which can be used as if it were a +2 mace. They are wearing chainmail under gold robes, and will be carrying shields if not surprised by the party.

AREA H: These double doors are 3 feet wide and 10 feet high; they are made of teak. On the left door is the rune for Death and on the right the rune for Darkness, 2 feet high and 6 inches wide. There is a brass ring about a foot in diameter on each door for a handle. The doors are unlocked and open easily.

ROOM 32: In this room live the two cobras given to Malis by Lord Set many centuries ago. Their names are Antar (a male 28 feet long) and Seltus (female, 26 feet). When in striking pose, their heads are 7 feet above the floor. Although they behave as snakes, they are a type of demon and can be turned by a high-level cleric (see "Special" category on the Undead Chart in the AD&D® DM's guide).

COBRAS AC -2 HD 14 HP 106 (Antar), 82 (Seltus) No. of Attacks, 2
DAMAGE: 1D8 and Save vs. Poison or additional 1D4 per round.

NOTE: Both have the following spell abilities:

1. Knock 3 times daily
2. Telekinese 2 times daily
3. Teleport once daily
4. Charm Person 2 times daily

ROOM 33: This is a private chapel used only by Malis and other High Priests of Set. Six pillars of whalebone tower from the floor to the ceiling about 40 feet above. The pillars are finely carved and display various sacrificial scenes. The room is constructed of stone and there is an obsidian altar near the south wall. This altar is like the one in Room 22, except that it is smaller (3 feet high, 15 long and 10 wide). On the south wall is a very realistic painting of Set, 20 feet tall, holding a small cobra in each hand. There are two huge double doors in the east wall, each 6 feet wide and 10 high. There is also a single 4 x 6 foot door in the south wall.

ROOM 34: This room is Malis' living quarters. There is a canopied bed in the northeast corner; the sheets are of black silk. In the southeast corner of the room is a beautifully carved oaken desk cluttered with books and scrolls. There are three particular books: two of clerical magic, containing fourth to sixth level spells, and a third book of general magic with third to fifth level MU spells. There are three important scrolls: Cure Critical Wounds, Levitate and Clairaudience. There is a large, non-magical mirror on the south wall of the room, and a burgundy robe hangs from a hook in the southeast corner. The robe radiates evil magic, and any non-evil character touching it will sustain 4D10 of damage. If an evil character wears the robe, it will lower their AC by 3 steps and make the character 25% resistant to magic.

ROOM 35: This room is full of traps for the unwary. The room itself is very plain and empty except for a large wooden chest (3 x 2 x 2 feet) in the southwest corner. The chest is locked and completely empty. If the chest is opened even the slightest bit, large rocks will be released from the ceiling (7 rocks, causing 1D10 damage each). There is a door in the north wall which when opened triggers a pit trap (10 x 10 feet) in front of it. In the pit are four large scorpions capable of attacking twice per round, doing 1D8 of damage per sting. Anyone stung must make a Saving Throw vs. Poison or lose an additional 1D4 per round until the poison is neutralized.

AREA I: This corridor is lined on both sides with human skulls on pegs about 5 feet off the ground. Close inspection of the ceiling will reveal tiny perforations throughout the entire length of the corridor. When the party is about half way down the hall, an iron door will shut behind them, preventing their retreat. At the same instant, a trap door will open in front of them, apparently opening into a bottomless pit, and what appears to be an Iron Golem will turn the corner ahead, entering Area I and approaching the other side of the pit. The Iron Golem is actually an illusion which they may attempt to disbelieve if they think of it. Meanwhile, poison gas will have begun seeping in from the ceiling. All members of the party will take 1D4 damage per round from the gas if they fail their saving throws, and they will fall unconscious after five rounds. If a Neutralize or Slow Poison is not performed within one turn, anyone so affected will die. The pit is 400 feet deep and 10 feet wide. The illusion of the Iron Golem will stop at the edge of the pit.

ROOM 36: Standing in the middle of the room, which is otherwise empty, is a very rare monster from the elemental plane of fire, a Winged Fire Lion or Basal. It is 50% resistant to magic, and its roar, which it may use every other melee round, causes fear. Any character failing their Saving Throw vs. Fear will flee in panic for 1D6 melee rounds.

BASAL AC 0 HD 30 HP 144 No. of Attacks, 2
DAMAGE: 3D6 Fire

NOTE: The Basal can only be hit by +1 or better weapons. It can pass through walls and will pursue an enemy relentlessly. When it dies, its body vanishes immediately, returning to the Plane of Fire.

ROOM 37: In the room is a 100-foot shaft going straight down to the next level. The shaft's dimensions are 5 x 5 feet; the walls are smooth enough to give no hand or foot holds. Once the party has reached the bottom of the shaft, members of the temple staff will close them in with

a huge stone block that slips hydraulically from a section of wall above the shaft and covers the entire top.

AREA J: This is the bottom of the shaft from Room 37, and there are two tunnels leading away. There is an extremely foul odor coming down the tunnel from Room 43, the home of a seven-headed hydra with appalling eating habits. The entire third level is constructed in stone (including doors), unless otherwise indicated.

ROOM 38: A beautiful woman is hanging by her wrists from shackles on the west wall. She looks Elvish, and has been brutally beaten. There is a fire pit in the center of the room; there are half a dozen irons being heated in it. Against the south wall is a torturer's rack, and there are several sets of shackles on each wall.

The woman is an illusion; standing in her place is a seventh level assassin with a poisoned dagger, the master of the torture chamber. He is wearing grey robes with black trim.

THE MASTER 7th L LE Human Assassin AC 4 HP 42

ST 17 IN 16 WI 16 CN 17 DX 18 CH 15

WEAPONS: +3 dagger, poisoned; 1D4 damage (Save vs. Poison or take additional 1D4 per round) +2 longsword, 2 throwing stars, Rope of Strangulation

NOTE: He is wearing a +2 Ring of Protection

ROOM 39: In the center of the room is a stone statue of a cobra-headed man. On the figure's open left palm is a vial filled with a greyish, opaque liquid (cobra venom); in its right hand is an obsidian dagger. The statue's eyes are emeralds worth 20,000 gold pieces each. Entering the room will activate the statue, but this will cause no visible change in the figure. Once the entire party has entered the room, or someone has touched the door to Room 40, the statue will attack. Its eyes shoot a Ray of Paralyzation which has an effect for three melee rounds against any victim who fails their saving throw. The obsidian dagger does 2D10 of damage per attack and the statue attacks as a 15th level fighter with two attacks per round.

STATUE AC 5 HD 15 HP 100

ROOM 40: The walls of the room are decorated with paintings of the god Set. There are four chests in the room, each containing 10,000 gold pieces. There is a strong, distinct sense of some evil presence throughout the room and in the tunnel leading to Room 42. As the party approaches this next room, the feeling becomes more and more intense.

ROOM 41: In the center of the room is a table of pure crystal. On the table is a gold wand and a blackened, humanoid skull with rubies inset in the eyesockets. This is the skull of the late, lamented Gaxx, a formidable weapon in the hands of an evil magic user. Both the wand and the skull radiate evil; any Good or Neutral character touching them will automatically lose 30 hit points and drop the object. If either object is touched, Damian (see Room 42) will probably be alerted (30% chance for each touch). He may summon both items and they will return to him.

The wand can do six of the following things per day:

1. Fireball (10D6 damage)
2. Ray of Cold (10D6)
3. Teleport
4. Regeneration of hit points (6 per character per day)
5. Cause Serious Wounds (twice per day)
6. Resurrection (only ONCE per week)

Each function uses one charge; the wand has a capacity of six charges a day.

The skull has the following powers:

1. Two simultaneous Lightning Bolts, usable 3 times a day, from the eyes (10D6 damage each)
2. Two simultaneous Rays of Paralyzation from the eyes (save at -4)
3. A continuous Shield Spell in a 10-foot radius around the holder
4. Teleport
5. Power to travel on the ethereal plane
6. 30% magic resistance to the holder

To use the skull or wand, the player must be an Evil magic user of at least the 15th level, must have a Wisdom of 17 or more, and must have a Constitution of 15 or more. Any use has a 30% chance of attracting Damian's attention.

ROOM 42: This is the crypt of Damian the Arch Lich. His name is written in runes the characters can read on the outside of the door. They will recognize his name: he was a famous 20th level magic user killed in the Dragon Wars nearly 2,000 years ago. The only thing in the room is a large, ornate sarcophagus in the center of the floor. If the party disturbs the wand or skull in Room 41, there is a 30% chance that Damian will notice; if he does, he will appear in Room 42. If they enter the crypt and he is not already there, there is a 50% chance he will observe their intrusion.

DAMIAN 20th L MU, LE Lich AC 0 HP 95
ST 18 IN 18 WI 17 CN 18 DX 17 CH 17

NOTE: He wears a Robe of Power, which adds 25% to the wearer's magic resistance and adds 4 to all saving throws. Upon the wearer's command, it will emit a scintillating blast of colors that will blind any adversary failing to Save vs. Magic for 1D4 melee rounds. He may summon the wand and skull from Room 41 at will and they will return to him unless in the hands of a higher level MU.

ROOM 43: This room, which smells like the garbage cans in a badly-maintained butcher shop, is undecorated but the walls, floor and ceiling are smeared and spattered with blood, some fresh, some not. The floor is covered ankle-deep with wet, stinking straw. Also in the room is a seven-headed hydra. All seven heads are hungry.

HYDRA AC 5 HD 7 HP 43 No. of Attacks, 7 DAMAGE 1D8/head

NOTE: May attack many opponents simultaneously; up to four heads may attack one opponent at once.

ROOM 44: The stone walls of this room have been painted gold, and the floor is black. In the center of the floor is a representation of a lightning bolt, burgundy-colored and outlined in gold, 20 feet long and 7 feet wide at the south end. A strong aura of neutral magic seems to originate in the lightning bolt. Anyone walking from the south end to the northern point of the lightning bolt will be teleported to Room 47. The effect occurs the instant the character reaches the point of the bolt. There is a normal door in the east wall.

ROOM 45: This is a meditation cave used by the highest priests of the temple. The room is lit by a hundred black votive candles clustered along the walls: the candles give off a strong, syrupy incense (jimson weed or datura). There are a few silk pillows on the floor.

ROOM 46: Also a cave for meditation, and identical to Room 45 (candles, scent), but here there is only one silk pillow. This room is only used by Malis himself.

ROOM 47: This is one of the major treasure rooms of the temple. The walls are painted a deep burgundy red, and the floors are painted gold. There are ten large chests filled with gold, silver and jewels with a total value of 300,000 gold pieces. There is also a large diamond, worth 100,000 gold pieces, on a silver stand in the southeast corner of the room. In the northwest corner of the room is a teak door. In the center of the floor is a representation of a lightning bolt, gold-

colored and outlined in burgundy, 20 feet long and 7 feet wide at the east end. A strong aura of neutral magic seems to originate in the lightning bolt. Anyone walking from the east end to the western point of the lightning bolt will be teleported to Room 44 (see Room 44.)

ROOM 48: Another of the major treasure rooms. Painted exactly like Room 47, but with no lightning bolt on the floor, this room is filled with magical weapons and armor. Included among the goods are a Gem of Seeing, a Vorpal Blade, a Dancing Sword, and a complete set of +3 chain-mail armor. There are many +1 and +2 axes, daggers and swords. The DM may add other items.

ROOM 49: This is the last and best-guarded treasure room of the temple. The room has been painted gold and on the floor is a silver bas relief of an onkh. Here Lord Malis has summoned two of his best guards to assist him in protecting the Doctrine of Darkness. The Doctrine, a large, black, leatherbound volume, rests on an altar of gold. Malis is standing in the center of the room, facing the door, wearing the Cloak of Set and holding in his hand the Staff of Darkness (see illustration and front cover). He will begin the attack (if he gains the initiative) with his "Unholy Word" spell and his fighters will attack with their Swords of Lifestealing. After this initial attack, the DM may either select his own modes of attack, based on Malis' spells and abilities, or he may roll 1D8 and refer to the table below.

LORD MALIS 25th L LE Cleric AC 1 HP 100
ST 12 IN 18 WI 18 CN 17 DX 17 CH 17

LORD MALIS' ATTACKS

1. Flame Strike
2. Silence 15 foot radius (cast on party's MU)
3. Hold Person
4. Command
5. Flame Strike
6. Conjure Animals
7. Symbol of Pain
8. Spiritual Hammer

POWERS OF THE STAFF OF DARKNESS

1. Any enemy of Malis' must Save vs. Fear at -4 when he wields the Staff.
2. The Staff creates darkness for a 10-foot radius around the holder which only he can see clearly through. This makes all missile attacks suffer a -4 penalty to hit.

3. If the Staff touches a creature of Good or Neutral alignment, it will change them to Lawful Evil (saving throw allowed).
4. Twice a day it can fire a 20D6 Lightning Bolt from the jewel at the top of the Staff.
5. If touched by the Staff, any character of Good or Neutral alignment will automatically take 30 points of damage and there is a 10% chance their alignment will change to Lawful Evil.
6. The Staff also enables anyone possessing it to age at one-eighth their normal rate while they own it.

POWERS OF THE CLOAK OF SET

1. Gives wearer an effective AC of 1.
2. Has all the properties of both a Cloak of Blending and a Cloak of Displacement.
3. Makes the wearer 25% magic resistant.
4. Absorbs 30% of the potential damage of any magical missile attacks, including such as Fireball and Lightning Bolt. Thus, if a Fireball is cast at Malis and he fails his saving throw, he only takes 70% of the potential damage; if he makes his saving throw, he only takes 20%.

GUARDS 15th L LE Human Fighters AC -4 HP 120, 110
 ST 18 IN 16 WI 14 CN 17 DX 18 CH 13

WEAPONS: +5/+5 broadswords. Two attacks per round.

NOTE: They are dressed in light blue robes but with +2 chainmail underneath. Each is carrying a +2 shield and wearing a +2 Ring of Protection.

The room contains other treasures of great value, including a +3 Holy Sword, Wings of Flying, a Staff of Curing, and a Golden Sword of Dragon Slaying. (+6/+8 when fighting dragons, and a critical hit will kill any dragon of Evil alignment. This sword can only be wielded by someone with an 18 strength.)

DESCRIPTION OF THE DOCTRINES OF DARKNESS

The Doctrine is a blackbound text, about 2 feet long, 1 foot wide and 6 inches thick (see cover illustration, with the Doctrine on the altar). Inscribed in red runes on the cover are the words "Doctrine of Darkness" Beneath them is a large red pentagram, and beneath that the words "The Principle of Delusion".

NOTE: Without the use of Countermagic, these runes can only be read by a 15th level Evil MU. Any magic user can read them if they first cast a Dispell Magic on the book and then cast a Read Magic spell. The Dispel Magic negates the Obscurement placed on the runes by Erlich. Until the title is successfully read, the contents of the Doctrine cannot be interpreted.

No magical or physical attacks can harm the Doctrine in any way.

THE PRINCIPLE OF DELUSION

Knowledge of the Principle of Delusion allows the user a percentile chance of misleading almost any creature into performing a desired action as indicated on the following chart. Because of the inherent power of the Doctrine, any difference in Intelligence or Wisdom between the user and the victim is negated, although the user must have an Intelligence of at least 18 to use the Principle of Delusion.

A 15th to 18th level magic user must wait at least three days between attempts to use the Principle of Delusion (19th and above rest at least one day). Attempts to delude certain powerful entities require so much energy that the user will suffer a permanent loss of Constitution (see chart). This loss cannot be magically restored, and it occurs whether the attempt to delude is successful or not. If an attempt causes a loss of Constitution, the user must wait one week for each point of loss before another attempt to use the Principle.

Any attempt to beguile a creature of Good alignment entitles it to a Saving Throw vs. Magic (with a +5 penalty), and if the save is successful, that creature can never be successfully deluded by that user. An attempt to delude a creature of Neutral alignment entitles it to a Saving Throw vs. Magic (no adjustment required); Evil creatures have a saving throw with a -5 adjustment. Previously deluded creatures are entitled to another saving throw if another attempt to delude them is made.

A deluded creature will perform exactly the actions telepathically suggested by the user. There is no time limit on the duration of the effects on the victim's mind. However, there is a 5% base chance, increasing by 5% per day until the percentage chance is equal to the creature's Intelligence, that the creature will realize that it has been misled. If the user makes an emotional plea (for instance, "Don't kill me; I'm your father!"), there is a 30% chance that at that moment the creature will catch on that it is being deluded. If the user fails in the attempt to delude a god, demon or lich, etc., the victim will almost certainly seek revenge if they can find the user.

DELUSION CHART

Level	1 Hit Die Creature	2 Hit Die Creature	3 Hit Die Creature	4-6 Hit Die Creature	7 + Hit Die Creature	Dragon (except Tiamat or Bahamut)	Tiamat or Bahamut	Demon (any type)	Arch- Devil	Undead (except Lich)	Lich	God, Demi-God
15	1/Day 100% Chance	1/Day 90% Chance	3/week 70% Chance	1/week 50% Chance	1/month 20% Chance	1/month 20% Chance -1 CN	1/month 10% Chance -2 CN	1/month 10% Chance -1 CN	4/year 10% Chance -2 CN	1/month 20% Chance -1 CN	4/year 10% Chance -3 CN	4/year 10% Chance -3 CN
16	"	1/Day 100% Chance	3/week 80% Chance	1/week 60% Chance	1/month 30% Chance	1/month 30% Chance -1 CN	1/month 15% Chance -2 CN	1/month 15% Chance -1 CN	4/year 15% Chance -2 CN	1/month 25% Chance -1 CN	4/year 15% Chance -3 CN	4/year 15% Chance -3 CN
17	"	"	3/week 90% Chance	1/week 70% Chance	1/month 35% Chance	1/month 40% Chance -1 CN	1/month 20% Chance -2 CN	1/month 20% Chance -1 CN	4/year 20% Chance -2 CN	1/month 30% Chance -1 CN	4/year 20% Chance -2 CN	4/year 20% Chance -2 CN
18	"	"	3/week 100% Chance	1/week 80% Chance	1/month 40% Chance	1/month 50% Chance	1/month 25% Chance -2 CN	1/month 25% Chance	4/year 25% Chance -1 CN	1/month 35% Chance	4/year 25% Chance -2 CN	4/year 25% Chance -2 CN
19	"	"	"	1/week 90% Chance	1/month 50% Chance	1/month 60% Chance	1/month 30% Chance -1 CN	1/month 30% Chance	4/year 30% Chance	1/month 40% Chance	4/year 30% Chance -1 CN	4/year 30% Chance -1 CN
20+	"	"	"	1/week 100% Chance	1/month 75% Chance	1/month 70% Chance	1/month 30% Chance -1 CN	1/month 35% Chance	4/year 30% Chance	1/month 45% Chance	4/year 35% Chance -1 CN	4/year 35% Chance -1 CN

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