

Advanced
Dungeons & Dragons[®]

TOMES

THE **ROD** OF SEVEN PARTS

THE WAR AGAINST CHAOS



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Advanced Dungeons & Dragons®



Book II

THE WAR AGAINST CHAOS

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HOSPITALITY

The *Rod's* fourth and fifth segments have been joined. The jackalwere Asaph abdul Anat, the current owner of the segments, never had the opportunity to learn anything about the *Rod* before becoming petrified by a medusa. Asaph makes a good statue, and he now graces a room in the abandoned caravanserai that is home to a band of evil jann and medusae led by a pair of efreet.

The two efreet, Ibbitsaad al Puhr and Naala bint Tekkne, have come to the Prime Material Plane to gather slaves for sale in the City of Brass. They have assembled an impressive array of servants, including the medusae and jann, plus an imp and several mephits. The efreet live in reasonable comfort while the jann fan out over the countryside scouting for victims. When the jann find a target, the efreet join them in an attack, using their powers to create a diversionary illusion.

The band's base is a caravanserai they seized early in their career. The occasional unlucky traveler who stumbles upon the place finds himself under assault by medusae, mephits, and genies. So far, no one has seen their lair and escaped. The occasional survivor of one of their raids reports seeing a band of howling spirits. The tales are so fanciful that few would give them credit if whole caravans did not occasionally disappear.

If the PCs have the third segment of the *Rod*, it guides them into the caravanserai adventure. If they do not have the third segment, there is no simple way to get them involved in this adventure (no one is using the *Rod*). Arquestan has no clues about where it might be. A *legend lore* spell and consultation with a sage will eventually put the PCs on the right track; see the next section for details.

Searching for the Caravanserai

The caravanserai is located in a rocky valley about 900 miles from the cloud giants' castle; there is no map of the surrounding desert. No matter where the PCs are when they start the trip to find the next segment, at least one third of their route passes through sand. The valley lies along one of several trade routes that cross the desert. The nearest city is about 180 miles away.

For part of the year, the valley is lush and green, making it a prime choice for travelers seeking good grazing for their mounts. The rest of the year, it is so hot and dry that caravans usually bypass it. The DM can decide whether the party arrives during the brief wet season or the dry season, or he can roll randomly.

If a random determination is necessary, there is a 75% chance the party arrives in the dry season.

A *legend lore* spell gives the following clue to the next segment's whereabouts:

*What you seek is not alone,
Two companions sheathed in stone.
To a vale of fear and delusion you must ride
where spirits not of the dead abide.*

If the party visits a sage or other knowledgeable NPC from your campaign and asks about the clue, the sage can direct the characters to the Vale of Spirits as the probable locale described in the rhyme. Unless the NPC is well versed in the folklore of the region surrounding the caravanserai, he can tell the party nothing else. A sage who knows the local folklore can essentially tell the party the same tale the goatherds do (see below).

Travel in the desert requires some special preparations to which most parties are not accustomed. First, each PC must consume at least a gallon of water a day; mounts must consume four gallons a day. Creatures that are encumbered or that perform a forced march must consume double the normal requirement. Characters who don't get enough water lose 1d4 points of Constitution each day until they die of dehydration or get enough water. Lost Constitution returns at the rate of one point for each day of rest (and proper water intake). Mounts are assumed to have a Constitution score of 18 for purposes of dehydration. During the wet season, the party can find plenty of water to drink in temporary pools, rivers, and the like. Water is almost impossible to find during the dry season.

Second, armor is very uncomfortable in the desert heat. During the day, heavy armor causes a character to suffer a penalty to his attack rolls, proficiency checks, and ability checks. Subtract the character's basic armor class from 7; the result is the penalty. Basic armor class is defined as armor class before adjustments for a shield, magic, or Dexterity. For example, a character with *chain mail* +2, a *shield* +1, and a Dexterity score of 16 has an armor class of -1. The character's basic armor class, however, is only 5, and the armor penalty is -2. If the character's base armor class is 7 or higher, there is no adjustment; a character wearing no armor does not get a +3 bonus.

DM Note: If you have access to the more detailed rules for dehydration and armor from the AL-QADIM® or DARK SUN® settings, feel free to use them instead.



Hospitality

Tracking the *Rod*

The third segment of the *Rod* points steadily toward the caravanserai while the PCs are moving cross country.

Map C1 shows the caravanserai. Because the compound is so large, the third segment continues to indicate northwest (toward area 20, on the upper floor of the house above area 17) as long as they remain south of area 3. Once the characters move north of area 3, they get no indication because they are too close.

The Goatherds

Sometime after the PCs enter the valley, they encounter some locals tending their goats:

The canyon you have entered is rugged going, but certainly no worse than the sea of sand you have left behind. Wild as the area might be, it is not deserted. Ahead, a lone sentry looks down on you from his perch atop a bluff. The figure seems to be a human dressed in a turban and a flowing robe. He carries a bow, but does not seem hostile. He regards you calmly, then gives a friendly wave, though you note that he maintains a firm grip on his weapon.

From somewhere in the rocks below, you can hear another man's voice asking the sentry what he sees. The shout brings forth a chorus of bleating from an unseen herd of goats.

The sentry is one of several goat herders who have brought their flocks to one of the valley's few springs. The man is on the lookout for predators and is not too worried about the party. If the PCs are invisible, they see the sentry before he sees them, and the party can bypass this encounter. Flying characters see the goats at the waterhole and the other goat herders when they see the sentry.

If the PCs attack, the sentry scrambles out of sight (assuming he survives). On the following round, the goats stampede away from the spring and toward the party. The PCs have one round to stop the goats. A display of flashy magic turns them back; otherwise, the characters must successfully save vs. breath weapon or be knocked off their feet and trampled for 2d4 points of damage. Mounted characters who are not proficient riders automatically fall off their mounts and are trampled; if they are proficient, a successful riding check allows them to keep their seats

and avoid damage. The goat herders use the distraction to escape. They have no desire to fight.

Assuming the PCs don't attack, they find a pleasant little grotto filled with thirsty goats. The goatherds gladly hustle their animals out of the way so the PCs and their mounts can drink. The water tastes a little funny, but it doesn't pay to be too fussy about the drink one finds in the desert.

The goat herders are friendly and offer the party goat cheese and warm goat milk. They can relate the following:

- The goat herders are nomads who visit this place to find water and forage for their goats. There are six herders here today.
- Yes, the valley is haunted, but the spirits are kind to poor and honest men.
- The spirits take the form of a thundering herd of horsemen who gallop through the air raining arrows and fire down upon those who displease them. Once the spirits become angry, they cannot be stopped.
- The spirits are the ghosts of a band of thieves whose lair remained hidden even after they had been captured. They awoke a few years ago when a traveler broke in and stole the tiniest bauble. Now, the ghosts range up and down the valley looking for their lost jewel. Searching for the ghosts' remaining treasure would be most unwise and would bring more than just bad luck.
- The party should avoid camping in the open. There are plenty of caves, and an abandoned caravanserai lies deep in the valley's midst. There, the spirits are benign, if they deign to show themselves. Some very lucky travelers are entertained with music and dance while staying there.
- The herders cannot afford to accompany the characters on their trip. Herding goats in the desert is a full time job.

Most of the herders are exactly what they seem, level 0 humans who are tending their goats. One of them, however, is actually a jann allied with the efreet from the caravanserai. The jann doesn't attack, but unless the PCs can fly directly to the caravanserai at a speed faster than a jann's (30), the efreet know about their presence in the valley.



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The herders believe what they have told the PCs. The efreet planted the story years ago. Their tale of horsemen galloping through the air is an accurate account of one of the genies' attacks on a passing caravan. Their warning about not sleeping in the open is a local folktale. The efreet don't attack everyone who enters the valley because that would scare people away; instead, they pick on weak or unwary groups. The efreet do not regard the PCs as such a group.

At the Caravanserai

The caravanserai sits atop a low bluff a few hundred yards from the valley floor and the main caravan trail. On a dark night, it is possible to pass by oblivious to the caravanserai, but it is clearly visible in sunlight or moonlight.

A winding trail about 10 feet wide weaves up the front of the bluff to the main gate, with a narrower trail branching off to snake down to the back gate. The whole place is surrounded by a mud-brick wall 6 feet high. The wall is crumbling and the characters can easily find a place where they can scramble over the top. However, there is not much room on the bluff outside the wall, and groups who try to circle the caravanserai to triangulate the next segment's location are in for a difficult time; the bluff is only about 85 yards wide and 130 yards long. Unless the PCs can fly, it is impossible to accurately pinpoint the *Rod's* location.

Inside the compound an air of neglect and slow decay reigns. Opportunistic desert plants grow in every crevice where dirt and moisture can be found, walls are cracked and faded, and the ground is littered with whatever form of debris is most appropriate for the immediate area—fronds and leaves near the gardens, broken roof tiles near the buildings, and the occasional gnawed bone just about everywhere. (The bones are from the giant rats that the resident mephits occasionally catch and eat.)

The genies living in the compound keep a constant lookout for intruders and are difficult to catch unawares. Two jann lookouts are posted on top of the house (near area 13), and one jann watches each gate (areas 1 and 1a). These four jann see visitors approaching long before they arrive at the compound, unless they are invisible. Even invisible creatures are noticeable when they converse with one another, scale a wall, open a door or gate, or just walk around the littered compound. If the goatherds saw the party, the genies know they are coming, even if they are invisible when they enter the compound.

The genies do not attack immediately when they note the party; instead, they try to maintain the illusion of an abandoned compound occupied by spirits, until they are ready to launch one mass attack.

DM Note: This chapter is divided into two parts: the first part describes the areas of the caravanserai, and the second section explains the how the denizens react to the party's intrusion. As soon as the party approaches areas 10, 11, 12, or 13, the genies respond with the **Come into my Parlor** event (see page 15).

1. Main Gate

The dusty trail leading up the bluff broadens into a path covered in crushed marble that crunches under your feet. The outer wall, which has seen better days, is doubly high where the path passes through, forming a rounded arch over a gate made of horizontal iron bars and heavy, vertical timbers. The gateway is large enough for two or three mounted men to ride through at once.

One of the gate's two halves is slightly ajar, but it slams shut with a creak and a thud as you approach. There doesn't seem to be anyone around. Perhaps a freak gust of wind closed the gate; there does seem to be a pretty good breeze blowing. Or perhaps it was your own footfalls that set the gate to swinging.

An invisible jann posted here pulled the gate closed. The gate is not locked, and the party can easily pull it open again. The jann does nothing except eavesdrop on the party. He is all but silent as he flies about. The party can spot him with a *detect invisibility* or *true seeing* spell, but he is too wary to be detected by nonmagical means.

If the party spots him and reveals their perception (either by talking or pointing), he becomes ethereal and retreats to the house. Characters viewing him with *detect magic* or *true seeing* see a ghostly image walking away to the north, passing through tree trunks in area 2 before disappearing through the stable walls (area 4). Unless the PCs can become ethereal, too, they cannot follow the jann, even if they can see him.

If not detected, the jann follows the party around, noting who does what, and periodically flying to area 20 to tell the efreet what he has learned.

Jann (Genie): AC 5 (1 when invisible); MV 12, Fl 30 (A); HD 6+2; hp 32; THAC0 15 (14 with Strength



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Smoke Mephit (Imp, Mephit): AC 4; MV 12, Fl 24 (B); HD 3; hp 13; THAC0 17; #AT 2; Dmg 1d2/1d2 (claw/claw); SA breath weapon, spell-like abilities; SZ M (6' tall); ML average (8); Int average (8); AL LE; XP 420; MM/202.

Notes: Breath weapon can be used every other round without limit; it is a ball of smoke that automatically strikes one creature within 20 feet, causing 1d4 points of damage and blinding the victim for 1d2 rounds (no saving throw). A blinded character suffers a -4 penalty to his attack rolls and his opponents attack with a +4 bonus.

Can cast *invisibility* and *dancing lights* once a day as a 3rd level caster.

If killed, a smoke mephit disappears in a flash that inflicts one point of damage to all creatures within 10 feet (no saving throw).

3. Inner Gate

These portals are similar to the main gate. The two northern gates are smaller and have only one valve. The party can easily open them, but they creak loudly. The gates are not guarded, but the lookouts atop the house notice if they open.

4. Stables

These areas are part of a long, low brick building with a leaky tile roof. The outer doors are split into upper halves and lower halves. They are closed when the PCs arrive, but not locked. The inner doors are narrower and are latched shut. They can be broken down (with normal open doors rolls) or unlatched from the hallways running from area 5. Each 10-foot stall has a manger filled with rotting hay, an empty water trough, and rotting straw on the floor.

Near the southwest corner, three stalls (marked with Xs) each contain a pair of neglected mules. The animals are hungry and thirsty. If they hear anyone speaking or moving outside their stalls or opening doors nearby, they bray loudly. The mules have been here about a week; the genies captured them in a raid and plan to sell them as soon as they can spare a jann to take them to a city. The mephits from area 7 are supposed to feed and water them, but they don't do so very often. The mules hate mephits and kick or bite anything that even vaguely resembles them. (Most PCs don't have to worry.) Unfortunately, they associate the smell of wine with mephits, and will kick or bite a character who was splashed in area 2.

The party can quiet the mules by giving them water and feeding them. There is water in the pool in area 6 and grain and fodder in the granaries (area 5). If fed and watered, the mules become friendly (except toward characters who remind them of mephits). A *speak with animals* spell reveals the following:

- "We were walking through the rocks and carrying a lot of heavy stuff when flying things attacked. We couldn't smell anything, but we saw horses running through the air and things falling. There was a lot of noise—hoofbeats, shouting, and thunder."
- "The tall men on the air horses put halters on our humans and led them away."
- "We ran away, but a mean red horse herded us here."
- "Some awful bird men sometimes feed us, but not very often. Once in a while one of the tall men feeds us and talks to us. They told us that they own us now, and we should tell them if the bird men hurt us."

The mules are describing an attack by the jann and efreet. The "tall men" were jann, who can speak with animals naturally. The "mean red horse" was a *polymorphed* efreeti who rounded them up and brought them here. The "awful bird men" are the mephits. The mules call them that because they have big noses, like beaks, and wings. If the PCs ask, the mules tell them the bird men don't have feathers.

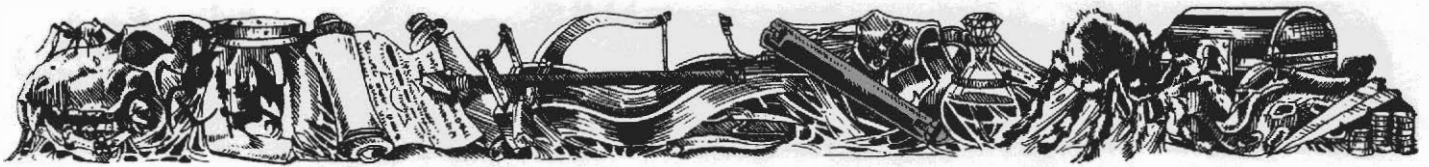
Mule (Horse) (6): AC 7; MV 12; HD 3; hp 13 each; THAC0 17; #AT 1 or 2; Dmg 1d2/1s6 (bite/kick); SZ M (6' tall); ML unsteady (5); Int animal (1); AL N; XP 65 each; MM/194.

Notes: Only attacks mephits, individuals similar in appearance to mephits, or those reeking of wine.

5. Granaries

These areas are half a story higher than the rest of the stables. Lofts about 6 feet high occupy the extra space; these contain old straw. The ground floors harbor untidy collections of hay, more straw, clay pots of grain, odd bits of tack and harness, and assorted agricultural implements. The west granary is less disordered than the east one, but only because the efreet force the mephits to maintain it.

The east granary is home to a colony of giant rats, led by the wererat Finnek. For years the wererat has



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lived here with the genies unaware. The wererat views the party's arrival as an opportunity to seize control of the caravanserai. When the PCs enter the granary, they observe that they are being watched by dozens of tiny rat eyes. If they don't attack, Finnek reveals himself and takes human form.

Finnek is a conniving and untrustworthy character, but he does know a good bit about the caravanserai's owners. He can tell the party that the veiled women are medusae, and that the rest are genies of one kind or another (Finnek is unsure). He knows about the prisoners in area 10a. He can give the party the basic layout of the house, including the upstairs.

Finnek wants little in return for his information. He wants the PCs to get rid of the genies for him, something he could never do. He refuses to join in any fight, and disappears into the burrows under the stalls if confronted. For his information, he wants the party's promise to leave the caravanserai, and not to harm him or his pets.

Giant Rats (Rat) (20): AC 7; MV 12, Sw 6; HD 1/2; hp 2 each; THAC0 20; #AT 1; Dmg 1d3 (bite); SA disease; SZ T (2' long); ML unsteady (5); Int semi (2); AL N (E); XP 15 each; MM/300.

Notes: Bites cause a 5% chance (cumulative) of inflicting a debilitating disease unless the opponent saves vs. poison. Check once for each character when the fight is over. If the save fails, the disease takes effect in 1d6 turns. The victim loses 1 point of Strength (or 10% of exceptional Strength) immediately and one additional point each hour until Strength is reduced to 2. At that point, the character is helpless and cannot move, cast spells, or fight. Recovery requires 1d3 weeks of rest. A *cure disease* spell applied before the disease takes effect prevents Strength loss.

Finnek (Lycanthrope, Wererat): AC 6; MV 12; HD 3+1; hp 16; THAC0 17 (15 with *long sword* +2); #AT 1; Dmg 1d8+2 (*long sword* +2); SA lycanthropy; SD harmed only by silver or +1 or better magical weapons; SZ M (4' tall); ML steady (12); Int very (11); AL LE; XP 270; MM/237.

Notes: Anyone damaged by a wererat has a 1% chance per point of damage of contracting lycanthropy and becoming a wererat. Check once for each character at the end of the encounter. Damage from both weapons and bites can infect an opponent with lycanthropy.

30-foot infravision.

Special Equipment: Long sword +2.

6. Garden

The medusae from area 16 make an effort to keep the flowers, shrubs, and trees here watered and free of weeds. The central pond is only about six inches deep, and the water is tepid and scummy.

There is nothing of value here, but if the PCs enter the compound unnoticed and are not expected (by bypassing the goatherds), one or two medusae are here tending the plants (use the statistics from area 17). The medusae are heavily veiled and act shy. They claim to be slaves and offer to conduct the party to their lord. If the PCs comply, the medusae take the party to area 13.

If the party attacks the medusae, they use their gaze weapons and try to retreat to area 13. In any case, the lookouts at the house note the goings on and quickly inform the efreet.

7. Smithy

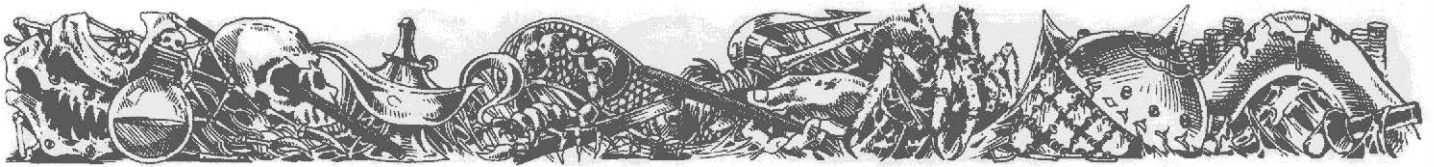
This open area has a packed clay floor, a smoking forge, and a battered anvil. A white-hot lump of matter from the Plane of Elemental Fire keeps the forge burning continuously. The efreet replenish it every few weeks. The smith is a salamander that lives in the forge. The room sees some use, but mainly serves as living quarters for the mephits, who enjoy the heat and smoke.

The mephits spend most of their days sitting on or near the forge swapping tall tales, insulting each other, and trying to think up pranks they can play on the medusae without getting petrified. The mephits don't always get away with their pranks, and there is a statue in area 16 to attest to that fact. The salamander usually stays in the forge unless there is work to do or somebody to fight.

If the efreet know the party is in the compound, the mephits have orders to stay hidden and leave the PCs alone. However, the mephits aren't good at obeying orders, and they can't resist needling the party just a bit if they get the chance.

When the PCs approach the smithy, the mephits stick their heads out the doorways and greet the PCs:

There seems to be some sort of patio or arcade in the corner of the building you are approaching. You catch a whiff of sulphurous smoke in the air, along with a more resinous scent that stings your nostrils. Upon a brief study of the shadowy inte-



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rior, you conclude that it must be a smith's shop. There is an anvil and a forge with a fire roaring inside. Three outrageously dressed humanoids squat on the floor, looking quite out of place. They quickly spring to their feet and swagger to the edge of the arcade. All three creatures wear bright green turbans and loose robes with flowing sleeves—one caftan is orange, one red, and one has red and blue stripes. The robes are sooty and threadbare, and their open collars reveal sunken, hairless chests with mottled gray skin. Slits in the back of each creature's robes accommodate a pair of small, leathery wings. The creatures have enormous, pointed ears and long, hooked noses. One of them bows with a flourish.

"Welcome, travelers, to the province's only haunted caravanseai." The other two nod in agreement. "Say, is that a dagger in your armor or are you just glad to be here?" The joke causes the speaker's two companions to giggle. "Don't worry, the only spirits you have to worry about, other than the ones they serve in the dining hall, are the ones that glow in the dark. Yep, those are mean!"

Just at that moment, two faintly glowing figures rise from the forge. They are vaguely humanoid, but look to be composed of dancing flames. The creatures, who have been nodding, glance behind them and give startled gasps.

The two mephits who aren't talking created the glowing figures with their *dancing lights* abilities. If the PCs don't fall for the ruse, the mephits use their breath weapons and fly away, shouting insults. If the party seems in the least bit concerned, the mephits scream, "Don't look, you'll go blind!" Immediately thereafter, they shout "too late" and breathe on the characters who are looking away; if no one is, they breathe on the characters closest to them and fly away to area 8. If the mephit from area 2 is here, it lurks behind its fellows and creates a third glowing figure.

The salamander stays quiet through all of this and remains hidden in the forge. If the PCs begin messing around with its forge, it attacks.

Salamander (Elemental, Fire-Kin): AC 5/3 (head and torso/snake body); MV 9; HD 7+7; hp 42; THAC0 13; #AT 2; Dmg 2d6/3d6 (spear + heat/tail + heat); SA constriction; SD immune to fire, *sleep*, *charm*, and *hold*, harmed only by +1 or better magical weapons; SW cold-based attacks inflict an extra hit

point per die of damage; SZ M (7' long); ML elite (13); Int high (13); AL CE; XP 2,000; MM/103.

Notes: Fire resistance negates heat damage, reducing spear damage to 1d6 points and constriction damage to 2d6 points.

Smoke Mephits (Imp, Mephit) (3): AC 4; MV 12, Fl 24 (B); HD 3; hp 13 each; THAC0 17; #AT 2; Dmg 1d2/1d2 (claw/claw); SA breath weapon, spell-like abilities; SZ M (6' tall); ML average (8); Int average (8); AL LE; XP 420 each; MM/202.

Notes: Breath weapon every other round without limit; it is a ball of smoke that automatically strikes one creature within 20 feet, causing 1d4 points of damage and blinding the victim for 1d2 rounds (no saving throw). Blinded characters suffers a -4 penalty to their attack rolls and their opponents attack with a +4 bonus.

Can cast *invisibility* and *dancing lights* once a day as a 3rd level caster.

If killed, a smoke mephit disappears in a flash that inflicts one point of damage to all creatures within 10 feet (no saving throw).

8. Kitchen

This area has a fireplace, a table, and a washtub full of dirty water and even dirtier dishes. Three mephits are supposed to be at work here, but one is playing hooky in area 2. The mephits do all the cooking and cleaning. They try to avoid doing the dishes for as long as they can, and sometimes get away with just throwing away the dirty ones if a caravan the genies loot happens to be carrying crockery. These mephits have no stomach for fighting and flee out one of the other doors when the PCs burst in. If pursued, they use their breath weapons.

The three rooms to the west hold supplies. The southernmost room holds three cask-sized ceramic jars of dates gathered from area 2. The center room holds beverages, including several pots of sweet wine like the one that the mephit in area 2 has. The north room holds dry goods such as flour.

Smoke Mephits (Imp, Mephit) (2): AC 4; MV 12, Fl 24 (B); HD 3; hp 13 each; THAC0 17; #AT 2; Dmg 1d2/1d2 (claw/claw); SA breath weapon, spell-like abilities; SZ M (6' tall); ML average (8); Int average (8); AL LE; XP 420 each; MM/202.

Notes: Breath weapon every other round without limit; it is a ball of smoke that automatically strikes



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one creature within 20 feet, causing 1d4 points of damage and blinding the victim for 1d2 rounds (no saving throw). A blinded character suffers a -4 penalty to his attack rolls and his opponents attack with a +4 bonus.

Can cast *invisibility* and *dancing lights* once a day as a 3rd level caster.

If killed, a smoke mephit disappears in a flash that inflicts one point of damage to all creatures within 10 feet (no saving throw).

9. Dining Hall

This room originally served the caravanserai's poorer (or thriftier) guests. Now, the mephits use it for dining and carousing. They have broken all the chairs and are well on their way to destroying the tables. The mephits' leavings provide good pickings for the compound's bolder giant rats. Of course, the mephits like to eat the rats. Several rats are scavenging in here; they rush the characters as they enter, hoping to drive them off. If the PCs stand their ground, the rats scatter and scurry away.

Giant Rats (Rat) (7): AC 7; MV 12, Sw 6; HD 1 1/2; hp 2 each; THAC0 20; #AT 1; Dmg 1d3 (bite); SA disease; SZ T (2' long); ML unsteady (5); Int semi (2); AL N (E); XP 15 each; MM/300.

Notes: Bites cause a 5% chance (cumulative) of inflicting a debilitating disease unless the opponent saves vs. poison. Check once for each character when the fight is over. If the save fails, the disease takes effect in 1d6 turns. The victim loses 1 point of Strength (or 10% of exceptional Strength) immediately and one additional point each hour until Strength is reduced to 2. At that point, the character is helpless and cannot move, cast spells, or fight. Recovery requires 1d3 weeks of rest. A *cure disease* spell applied before the disease takes effect prevents Strength loss.

10. Sleeping Rooms

The caravanserai's guests stayed in these chambers. Each room has a table, a rug, and three beds. Once these were snug and comfortable; now they are squalid, smelly, and infested with fleas and other crawling horrors. The furniture is rotten and worthless. The windows have shutters, but no glass. Currently, all the shutters are closed and latched from the inside.

Alert: The jann from area 13 comes out to greet the

PCs when they approach this area; see the **Events** section for details.

10a. Prisoners

These two rooms have padlocked doors. Inside are six level 0 humans, chained together. The genies captured them, but have yet to transport them to the City of Brass. The prisoners are weak from two weeks of neglect and abuse and are not capable of fighting. They know very little about the compound, but reveal the following if the PCs ask the right questions.

- "Our silk caravan was attacked by a horde of screeching bowmen who rode mounts that galloped through the air. They rained arrows down upon us and scattered our beasts like chaff on the wind. Our spellcasters and guards found themselves surrounded by flame and cut off. Our archers were beginning to drive off the flying bowmen when a score of assassins appeared among us and killed our leaders. We were forced to surrender."

- "Several of the assassins—about five—threw chains around our necks and led us here. We haven't seen them since they chained us up. The tall, skinny imps bring us food and water when they feel like doing so, which isn't very often."

- "We occasionally hear people talking out in the courtyard, and sometimes women's voices, but no one has ever answered our cries."

11. Well and Garden

The flowers and shrubs here are beautiful and well cultivated; the dirt between the plants has been freshly turned, as if the garden had been weeded recently. Even in the dry season, a visitor can enjoy a variety of subtle fragrances from the blossoms.

The well is a simple hole in the ground with a stone cover. The PCs can open it easily. A large bucket anchored to the ground with a wooden stake and a 40-foot chain allows water to be drawn from the well. Hauling enough water up to keep the two gardens green and the bath filled (area 12) is a backbreaking job, but well within the capabilities of the current residents.

A statue west of the well depicts a veiled woman dancing. The figure is well made, but clearly artificial; it is not lifelike and it has a low pedestal. Years of

desert sun and wind have blurred fine details such as the eyes and the folds of its robe and veil.

Halfway between the well and the statue, the genies have buried a chest containing some of the loot taken from caravans. The chest is not locked, but it is buried under 4 feet of earth. The only way the party can find it is by digging in just the right spot or with a *ring of x-ray vision*. The chest contains 10 base 10 gp gems, 9 base 50 gp gems, 9 base 100 gp gems, 7 base 500 gp gems, and 4 base 1,000 gp gems.

Alert: The jann from area 13 comes out to greet the PCs when they approach this area; see the **Events** section for details.

12. Baths

This building has a domed roof covered in pale white and green tiles that shine brilliantly in the sun. The jann use the building to relax during the day. Sunlight filtering through tiny panes of blue and green glass in the geometric on the dome illuminates the room softly.

Inside, reflections from the large central pool play over the dome in an ever-changing pattern, and every sound creates a faint echo, giving the place an atmosphere similar to an undersea grotto. The pool is about 3 feet deep and the water feels cool on the skin. It is a perfect place to relax after a day in the dust and dirt. If the PCs got this far without being detected, four jann are here, splashing about. (Use the statistics from their quarters in area 17.) To the PCs, the jann look just like tall, olive-skinned humans.

If the PCs barge in on the bathing jann, they happily invite the group to join them in the pool, then fade from sight as they become ethereal and retreat to the house to get clothing and weapons.

Alert: The jann from area 13 comes out to greet the PCs when they approach this area; see the **Events** section for details.

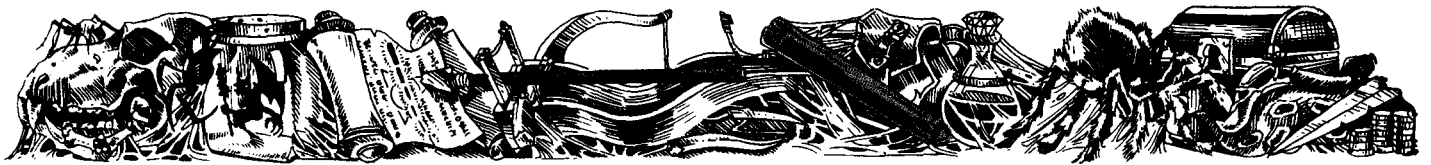
12a Private Baths

These areas are surrounded by wicker screens about 7 feet high. Each contains a stool and a round tub for taking hot baths.

12b. Disrobing Area

This area is also screened. It contains a bench and a rack for clothes. If there are jann using the pool, their clothing, armor, and weapons are here.





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The House

This building is made from fired brick. The interior is dim and cool, even during the day. The ceilings are 12 feet high. All the windows are covered with lacquered wood lattices that screen the interior from view unless a character has his nose pressed right up against the lattice. Creatures inside the house can see outside clearly during daylight. The openings in the lattice are too small to admit anything larger than a grasshopper. (Note that the minimum size for a character using a *polymorph self* spell is size of a wren.) The lattices are removable, but this is not readily evident, even to elves. The PCs can pry them loose with successful open doors rolls. The caravanserai residents know how the screens work and don't need to roll.

The house's ground floor is included on Map C1. The upper floor is shown on Map C2.

13. Courtyard

This area is open to the sky, except for the central section, which is covered by a tattered awning with beige and orange stripes. Two tables and eight chairs sit under the awning. A screen similar to the ones covering the windows stands just beyond the door leading in here, and a clever jann guards the door from behind it. The screen is about 10 feet high.

Meanwhile, two lookouts are posted on top of the house. If the lookouts see the party approaching the house, examining area 10, or entering areas 11 or 12, they pass word to the guard, who immediately comes out to greet the characters; see the **Events** section.

If the PCs enter this area without being seen, the jann notices when the door opens. He turns invisible and flies to area 16 via the trap doors in the ceilings. On the way, he alerts the efreet in area 20.

Jann (Genie) (3): AC 1; MV 12, Fl 30 (A); HD 6+2; hp 32 each; THAC0 15 (14 with Strength bonus); #AT 1 or 2; Dmg 2d8+3 (great scimitar + Strength bonus) or 1d6+3/1d6+3 (short composite bow + Strength bonus); SA spell-like abilities; SZ M (6' tall); ML champion (16); Int very (11) (lookouts), exceptional (16) (guard); AL N (LE); XP 3,000 each; MM/126.

Notes: 18/50 Strength.

Spell-like abilities as 12th level caster—*enlarge* or *reduce* twice a day, and *invisibility* three times a day. Can *create food and water* once a day as a 7th level priest, and can become ethereal once a day for up to an hour.

If a jann enlarges itself, it becomes about 12 feet tall

(size L) and all its damage rolls are increased by 220% (multiply damage dice by 2.2, round up, and add Strength bonus).

14. Guard

A jann is always on guard in one of these four chambers (determine randomly). He watches area 13 through the shutters. Trap doors in the ceilings allow him to fly quickly to area 19 without being seen.

If the PCs start a fight before the genies are ready for their big attack, the jann avoids contact with the party. He waits until the PCs are engaged elsewhere, then attacks from behind.

Jann (Genie): AC 1; MV 12, Fl 30 (A); HD 6+2; hp 32; THAC0 15 (13 with Strength bonus); #AT 1 or 2; Dmg 2d8+5 (great scimitar + Strength bonus) or 1d6+5/1d6+5 (short composite bow + Strength bonus); SA spell-like abilities; SZ M (6' tall); ML champion (16); Int very (11); AL N (LE); XP 3,000; MM/126.

Notes: 18/95 Strength.

Spell-like abilities as 12th level caster—*enlarge* or *reduce* twice a day, and *invisibility* three times a day. Can *create food and water* once a day as a 7th level priest, and can become ethereal once a day for up to an hour.

If a jann enlarges itself, it becomes about 12 feet tall (size L) and all its damage rolls are increased by 220% (multiply damage dice by 2.2, round up, and add Strength bonus).

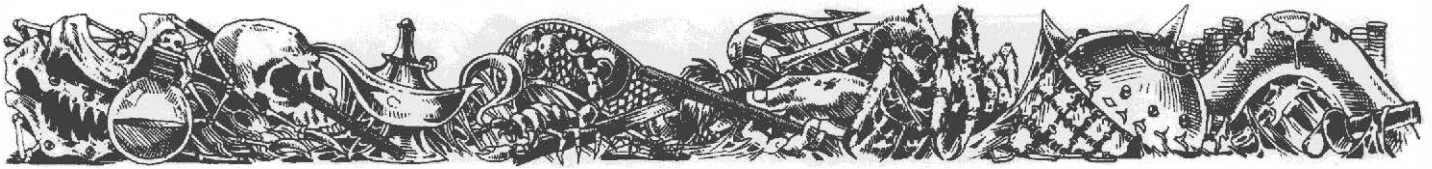
15. Entry Hall

This area is empty except for an exquisite carpet; it weighs about 75 pounds and is worth 550 gp intact. During the day, the hall is lit well enough for the PCs to see the screen, the door leading to area 16, and the curtain leading to area 17. The stairs are always visible unless the area is utterly dark.

16. Harem

The doors leading into this room open easily enough once the PCs locate the secret doors. The screen at the room's west end is similar to those covering the windows, but it is not removable. Still, the PCs can break through it with a successful open doors roll.

Unless the genies are completely unaware of the PCs, which is unlikely given how many guards and lookouts the party has to pass to get here, Naala, the



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female efreeti from area 20, stops the characters before they enter this room. She steps through the normal door to the west if the PCs approach from area 15, or opens the secret door to the east and steps into the doorway if they approach from area 14:

The portal before you opens to reveal a massive humanoid with a maw full of sharp teeth, ivory horns, and a mane of shaggy black hair. Despite its bulk, the voice is decidedly feminine.

"Hold, strangers," it says. "You approach the harem of my master, Ehudi ben Glim. Surely thou art not so rude as to enter such a place uninvited? If thou art guests and not bandits bent on savagery, I pray you retire to the courtyard, where my master will attend."

If the PCs comply with Naala's request, run the **Come into my Parlor** event. If not, Naala holds the doorway against the PCs while the medusae form up behind her and try to use their gaze weapons on the party's first rank.

Six medusae live here. If the PCs have killed or captured any medusae elsewhere in the compound, there are correspondingly less. The rooms contain divans and cushions upon which the medusae rest when not engaged in something important. There are carpets on the floor, but they aren't valuable.

There is also a statue of a leering mephit. The creature tried too hard to play a prank on the medusae and got petrified for its efforts. It is worth 200 gp if sold.

Medusae (6): AC 5; MV 9; HD 6; hp 30 each; THAC0 15; #AT 1; Dmg 1d4 (dagger); SA petrification, poison; SZ M (5' 6" tall); ML elite (13); Int very (12); AL LE; XP 2,000 each; MM/247.

Notes: A medusa's gaze causes a save vs. petrification or the victim is turned to stone; the range is 30 feet. Surprised characters and attackers in the front rank must save each round. If the character attempts to avoid looking into the medusa's gaze, there is only a 20% chance of meeting its gaze. Completely averting the eyes is effective, but incurs the standard penalties for fighting while blinded (-4 to hit, +4 to be hit). See the *DMG*, Chapter 9.

A medusa can strike at victims with its hair/snakes; a hit inflicts no damage, but the target must save vs. poison or die; onset time is immediate.

Special Equipment: 10d10x100 gp worth of silver and copper jewelry each.

16a. Bedchamber

This room once served as the bedchamber for the senior member of the caravanserai's harem. Now, it houses two medusae. They have comfortable beds salvaged from area 10a.

16b. Cubicles

One medusa sleeps in each of these areas. The only furnishings are thick mats woven of reeds, rugs, blankets, and pillows. None of these are valuable.

17. Jann Quarters

Fourteen jann call this chamber home, but no more than four are here at any given time. Four are always out scouting the valley for caravans to raid. Another six remain on duty somewhere else in the compound. When awake and off duty, the jann spend their time in the bath (area 12).

If the PCs are known to be in the complex, any jann not assigned elsewhere are here awaiting orders from the efreet.

The room's main area contains cushions and divans; the floor is bare. The alcove to the east contains a weapon rack filled with extra scimitars, short composite bows, and flight arrows. Any jann who have abandoned their equipment in the baths (see area 12) come here to get replacements.

The area behind the pillars and curtains is the sleeping area. It is piled high with rugs, pillows, and blankets. Three of the rugs are valuable, but it takes a turn of searching to dig them out. Each weighs 25 pounds and is worth 50 gp.

Jann (Genie) (4): AC 1; MV 12, Fl 30 (A); HD 6+2; hp 32 each; THAC0 15 (14 with Strength bonus); #AT 1 or 2; Dmg 2d8+3 (great scimitar + Strength bonus) or 1d6+3/1d6+3 (short composite bow + Strength bonus); SA spell-like abilities; SZ M (6' tall); ML champion (16); Int very (11); AL N (LE); XP 3,000 each; MM/126.

Notes: Strength 18/50.

Spell-like abilities as 12th level caster—*enlarge* or *reduce* twice a day, and *invisibility* three times a day. Can create food and water once a day as a 7th level priest, and can become ethereal once a day for up to an hour.

If a jann enlarges itself, it becomes about 12 feet tall (size L) and all its damage rolls are increased by 220%.



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(multiply damage dice by 2.2, round up, and add Strength bonus).

18. Foyer

This area has a bare wooden floor. In daylight, the PCs can see into areas 19 and 20 from here. There is no railing protecting the stairwell, and characters stumbling around in the dark could very well fall down the stairs. (Roll 1d6 for each character; a fall results on a roll of 1 or 2.) Though the drop is 12 feet at most, falling down the stairs results in 2d6 points of damage. A successful saving throw vs. breath weapon reduces the damage by half.

Three statues line the stairwell. All are level 0 human victims of the medusae (two wagon drivers and a porter). There are two clues that the statues are petrified creatures: first, they are extremely lifelike, and second, they have no pedestals.

If the genies are forced to defend the stairwell or the courtyard, they can push these statues down the stairs or out the windows and use their *enlarge* abilities to make them more massive. An *enlarged* statue that is pushed down the stairs breaks into pieces that tumble down, inflicting 3d8 points of damage to every character on the stair. A character struck by the fragments also must roll a successful saving throw vs. petrification or be knocked to the bottom of the stairwell.

It takes one round to position a statue at a window. Any character standing directly under the window must roll a successful saving throw vs. death or be crushed underneath the statue, suffering 10d10 points of damage. Creatures of huge size or larger and all creatures who succeed with their saving throws suffer 5d10 points of damage instead.

If a statue is not *enlarged*, it inflicts 2d4 points of damage if dropped down the stairs and 3d4 points of damage if dropped out a window.

19. Sitting Room

This chamber is dimly lit by sunlight from a window on the east wall and diffuse light coming from some screens on the south wall. Several tables and chairs are strewn about, suggesting that this might have been a family room at one time. Now, however, it is piled high with jars, boxes, canvas bags, rugs, and bolts of cloth.

Standing amid all the clutter is a wooden perch with a big, black crow sitting on it. The bird

regards you with a beady eye. "Hello," it says in a non-committal voice, calmly scratching its head with one claw.

The bird is an imp *polymorphed* into raven form. A *detect evil* spell reveals it to be an evil creature, and *true seeing* exposes its true form. If the party doesn't defeat it before searching the room, the imp uses its *suggestion* ability to convince a character that one of the rugs is a *carpet of flying* and that it would be a good idea to test it by jumping out the window. That's just what the character does if he fails his saving throw, assuming that the other PCs don't stop him.

If the party talks to the crow, it answers every question with a few short, cryptic words such as: "feed the mules, ingrate!" "welcome to my miserable home," and "would you like coffee?" It keeps up the domestic pet routine for as long as possible.

The caravansera's original residents used this area as a parlor. The genies have piled up all manner of loot taken from caravans here. There are bags of coffee, jars of honey and spices, bolts of cloth, and rugs. The coffee and honey have no little value; the party could sell the 40 pounds stored here for 2-10 gp. The spices are lightweight (8 pounds) and worth 400 gp. Most of the cloth is worthless, but there are 40 bolts of silk, each weighing 10 pounds and worth 100 gp. Twenty of the carpets have no real value; they weigh 10 pounds each and are worth 2 gp each. There are 15 more carpets, however, that each weigh 25 pounds and are worth 50 gp.

Imp: AC 2; MV 6, Fl 18 (A); HD 2+2; hp 12; THAC0 19; #AT 1; Dmg 1d4 (bite); SA spell-like abilities; SD harmed only by silver or +1 or better magical weapons, immune to fire, cold, and electricity, regeneration; SZ T (2' tall); ML average (8); Int average (10); AL LE; XP 1,400; MM/201.

Notes: Can *polymorph self* in to a raven or goat, can *detect good*, *detect magic*, or become invisible at will, and use *suggestion* once a day. All spell-like abilities function at 7th level, and the imp makes saving throws as a 7 HD monster.

Regenerates 1 hit point per round.

20. Bedchamber

This room is similar to area 17, but the two efreet live here. When not raiding caravans, they lounge on the furniture in the main area and sleep on the cushions behind the curtain.



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The alcove behind the curtain also contains the petrified form of Asaph abdul Anat, the jackalwere mentioned in the introduction to this adventure. The genies can drop this statue on opponents below them as described in area 18. When the statue breaks, however, the *Rod* segments become separated from the stone and can be recovered easily. Asaph had the segments under his cloak when he was petrified, and it isn't apparent that he has the *Rod* at all.

Efreet (Genie) (2): AC 2; MV 9, Fl 24 (B); HD 10; hp 50 each; THAC0 11; #AT 1; Dmg 3d8 (fist); SA spell-like abilities; SD resistant to fire; SZ L (12' tall); ML champion (16); Int very (12); AL N (LE); XP 8,000 each; MM/126.

Notes: Spell-like abilities as 20th level caster—grant up to three *wishes*, *invisibility*, assume gaseous form, *detect magic*, *enlarge*, *polymorph self*, and *wall of fire*, all once a day. Also once a day can create an illusion with visual and aural components that will last without concentration until dispelled or touched. Can *produce flame* and use *pyrotechnics* at will.

Immune to all forms of nonmagical fire and to fiery breath weapons. Magical fire attacks inflict -1 hit point per die of damage (no minimum per die, a roll of 1 inflicts no damage). Fire-based attacks also suffer a -1 attack penalty.

If an efreeti enlarges itself, it becomes about 36 feet tall (size G) and all its damage rolls are tripled.

Special Equipment: *Ring of telekinesis* (25 lb capacity) (Ibbitsaad), *potion of diminution* (Naala). Each efreeti also carries a lock of the other's hair. If the PCs recover these, they can use them to make the glyphs required to join segments of the *Rod*. (*The hair was freely given, just not to the PCs.*)

Asaph abdul Anat (Jackalwere): AC 4; MV 12; HD 4; hp 19; THAC0 17; #AT 1; Dmg 2d4 (bite) or 1d8 (scimitar); SA sleep gaze; SD harmed only by iron or +1 or better magical weapons; SZ M (6' tall in human or hybrid form) or S (3' long in jackal form); ML steady (11); Int very (12); AL CE; XP 270; MM/210.

Notes: Unsuspecting creatures who meet the jackalwere's gaze must save vs. spells or fall asleep for 2 turns. The jackalwere can kill an undefended, sleeping victim in one round. The gaze works on all living creatures regardless of hit dice. Frightened, suspicious, or hostile creatures are not unsuspecting. Elven and half-elven resistance to sleep effects applies. The gaze's range is 3 to 10 yards, depending on the light available.



Special Equipment: Segments 4 and 5 of the *Rod of Seven Parts*.

Events

It is likely that the PCs will be observed from the moment they enter the compound. Even should they sneak in unnoticed, the guards and lookouts undoubtedly will note their activities (opening doors, tramping around the grounds, talking, fighting giant rats and mephits, startling bathing jann, etc.). When the genies become aware of the party, they stage an elaborate ruse to make the PCs think they're dealing with a group of friendly spirits, not hostile genies. Once the characters are taken in, the genies attack.

Come into my Parlor

As explained previously, when the PCs approach or enter areas 10, 11, 12, or 13, the jann guard at area 13 goes to greet the party. Using his ability to fly and to travel ethereally, the guard walks directly to where the PCs are standing, slowly materializing into view. Though he appears to be walking, he actually is flying, so his footsteps do not leave prints or make noise:



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A ghostly figure comes into view, seemingly walking out of the wall to your west. Your visitor is a towering man with a neatly trimmed beard and smiling eyes that drink you in. He is dressed in a turban and desert robes and wears a jeweled dagger in his belt. As he approaches, he seems to become more solid, but you notice that his sandaled feet make neither mark nor noise on the crushed marble pathway.

"Welcome to my miserable home!" says the man cheerfully. I am Ehudi ben Glim, unworthy keeper of stables, and provider of lodgings and entertainments for travelers such as yourselves." The man bows deeply, and you see the hilt of a dagger protruding from between his shoulder blades. "It was generous of you to come; we get so few visitors now that the vengeful spirits haunt the vale below. Alas, my servants have nothing prepared, but if you would kindly follow me to the courtyard of my lowly house, coffee shall be brought, music shall be played, and my slothful servants shall prepare rooms, draw baths, and tend to any steeds you may have." He bows again, the dagger hilt flashing in the sun.

The dagger between Ehudi's shoulder blades is real enough; it has been driven into a thick pad under his robe. If the PCs speak with Ehudi, he has the following responses:

- "This place is called al Ehudi, the house of Ehudi. It is the only waystation in the valley, and you are honored guests."
- If the party asks or complains about the mephits, Ehudi apologizes. He explains that after the arrival of the spirits, most of his human staff fled. When the "winged fellows" arrived, Ehudi pressed them into service.

If the mephits have offended the party deeply, Ehudi offers to summon them so that the PCs may beat them for their insolence. If the PCs accept, Ehudi whistles and all the mephits in the complex come running and flying. They all look exactly alike to the PCs. Ehudi produces a leather strap and suggests that the party beat them all to teach them manners. He offers to do it himself if the characters don't wish to exert themselves in the heat. The mephits squirm and howl if beaten with the strap, but are unharmed.

- If the party mentions the pathetic state of the mules in area 4, Ehudi flies into a rage, dances about, and shouts curses. He promises to beat his miserable servants until they beg for mercy.

If the party presses the issue, he explains that the mules were left in his care by some roguish-looking merchants who didn't know when they would return for them. If left long enough, they will become Ehudi's property.

- If the party mentions the prisoners in area 10a, Ehudi appears perplexed. He has no prisoners and no guests other than the PCs. If the characters have the prisoners with them, Ehudi says he assumed that they were the party's slaves.

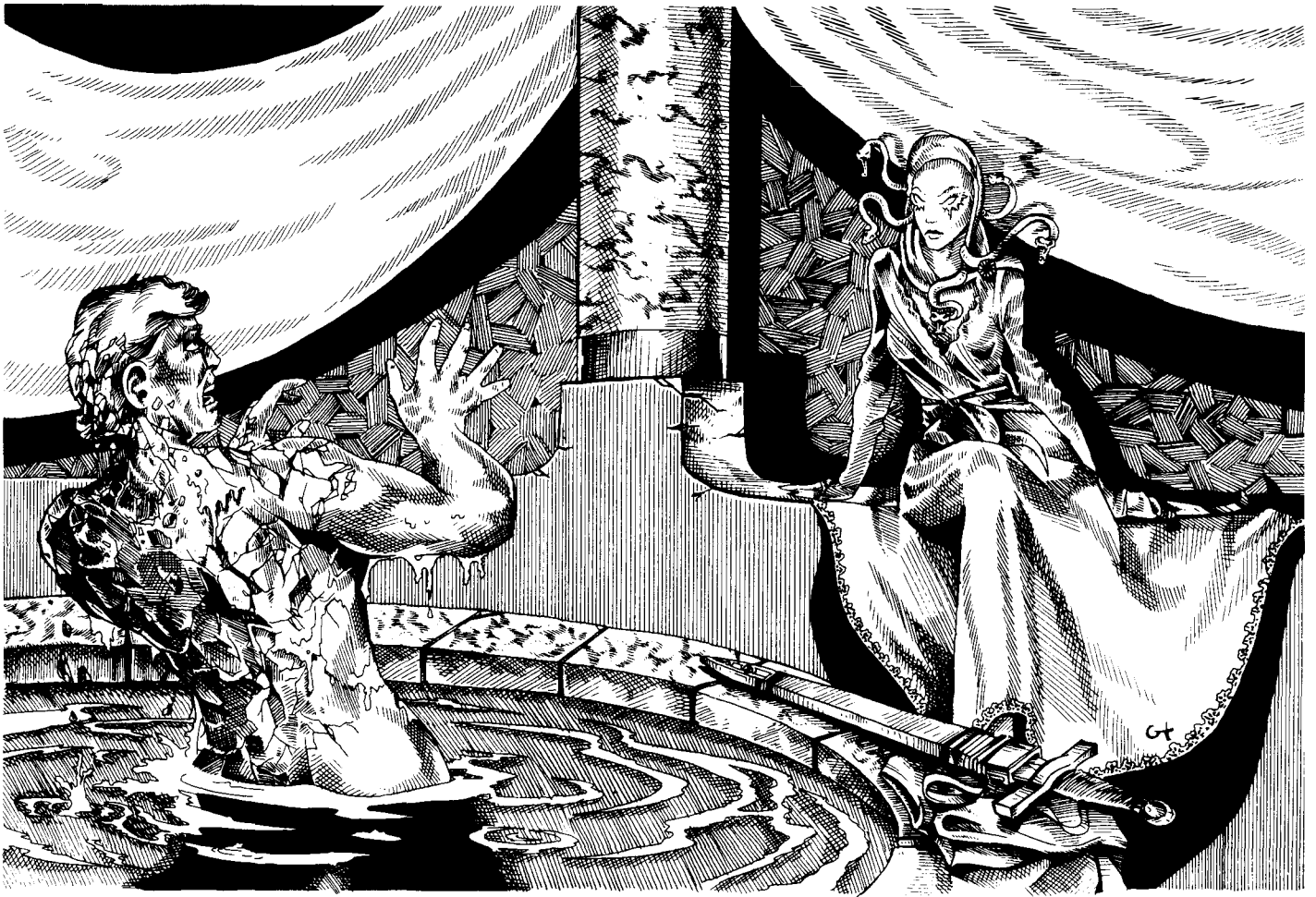
For their part, the slaves don't recognize Ehudi, but they say he looks a lot like one of the spirits who attacked them. When he hears that, Ehudi feigns confusion. He wonders aloud how people imprisoned by spirits could have come here. Then he turns invisible and flies away. The genies attack when he disappears (see below).

- If the PCs ask about the dagger in Ehudi's back, he looks puzzled. He explains that some bandits swept through the compound last week, but he stood them off. He passed out after being wounded in the back, and when he awoke, the bandits were gone and he and his guards were unharmed. The bandits occasionally return, but they always are driven off.

Ehudi is playing the role of an innkeeper who doesn't realize that he is a ghost. If the PCs insist on pulling the dagger out of his back, he allows them to do so. When they yank it out, they have a rusty dagger with an old blood stain on the point. Ehudi is amazed, but then laughs and congratulates the character on an amazing bit of sleight of hand. He doesn't allow the PCs to examine him.

Although he is evil, he is not evil enough to be detected with a *detect evil* spell, even when plotting the party's downfall. A successful *detect lie* spell eventually will catch him.

After a few minutes of conversation, Ehudi once again invites them to the courtyard for coffee. He is insulted if they refuse. He peevishly explains that the party's rooms cannot be made presentable for quite some time. Then he relaxes and asks the characters if they would like to bathe before joining him for coffee. If they again refuse, he signals his compatriots to attack (see below).



If the PCs accept Ehudi's invitation to coffee, proceed to the next event.

Coffee in the Courtyard

If the PCs accept the invitation to coffee, Ehudi leads them to a table in the courtyard, where he bids them to be seated. When he claps his hands, two heavily veiled women walk through the west door bearing a pot of strong, sweet coffee and a cup for each PC and one for Ehudi. The women are medusae. They set the coffee service in front of the PCs and withdraw. Ehudi serves the coffee himself, motioning the PCs to wait until he has sampled the brew. He drains his cup, smacks his lips, and then bids the PCs to drink. The coffee pot rises on its own and refills his cup. (Ibbitsaad accomplishes this from area 18 via his *ring of telekinesis*.)

Ehudi delays the PCs as long as he can. He asks what brings them here and invites them to relate the tale of their journey so far. If the PCs run out of small talk, he claps his hands and three dancing girls (medusae) enter the courtyard. They perform to music provided by a jann hiding in area 15; the jann is a proficient musician who uses a set of *pipes of sound-*

ing to make the music seem to come out of thin air in the courtyard. It sounds as though a whole group is playing.

If the PCs don't start a fight, Ehudi eventually (after about a half hour) announces that the party's rooms are ready and leads them to area 10. He offers the characters the two rooms at the south end. If the characters balk at staying in two rooms, they can stay in one, but Ehudi explains that they will have to sleep two to a bed. If the party members all want separate rooms, Ehudi explains that the lack of business has forced him to close the other rooms and these two are the only ones available. If the PCs are displeased, Ehudi apologizes profusely, beating his breast, tearing his hem, and eventually kneeling and throwing sand in his eyes. He keeps this up until the PCs relent.

When the PCs are settled, Ehudi once again offers them baths.

All Washed Up

If the PCs accept the offer of a bath at any point, Ehudi directs them to area 12. One veiled medusa for each bather awaits with towels, soap, and bathing



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garments. (There are only six medusae in the compound, however.) The characters are directed to leave their equipment in area 12b and get into one of the tubs in area 12a. (Two characters will have to share a tub if there are more than six.)

Once the characters are out of sight, two or three mephits snatch the PCs' equipment and drop it down the well. A single mephit can carry one person's equipment and drop it down the well each round. The PCs can hear someone moving around, and if they peek out the doors or over the screens they can see their belongings being taken.

As the mephits are carting away the last of the party's equipment, the medusae walk in on the PCs and unveil, hoping to petrify the characters. That done, the medusae and the rest of the mephits retreat to area 16, where the mephits use their breath weapons and the medusae use their gazes on the unblinded. While all this is going on, the genies attack.

Items dropped down the well fall 40 feet into a water-filled, circular cavern about 20 feet wide and 15 feet deep. There is a thick layer of mud covering the cavern floor, and the mephits weight the equipment to be sure it sinks.

The shaft is only about 2 feet across, and very smooth and slippery. It cannot be climbed and is too small for man-sized or larger creatures to fly or levitate down. The characters can get their things back if they can get down to the cavern, but it takes one character a full turn to locate all the items in the muck at the bottom. If a character is searching for a particular item, there is a 10% (cumulative) chance each round that it is included in whatever the character dredges up. A character using a *detect magic* spell can find all the magical items in the well in five rounds but still must spend another five rounds looking for the non-magical equipment.

Dancing the Night Away

If the PCs don't accept Ehudi's offer of a bath, he wrinkles his nose and excuses himself while he goes to see about preparations for a meal.

Soon after, a parade of servants arrives at the party's rooms carrying an array of platters and covered dishes. The party is being served a multi-course meal that will take hours to finish. If the PCs eat it, it will be dark by the time they finish eating and they will be too sleepy to do much. The food isn't drugged; the characters are just naturally tired after

eating so well. The PCs can post sentries if they wish, but they are so stuffed and tired they don't really care to do anything but sleep.

If the PCs refuse the food, the genies attack.

If the PCs eat and fall asleep, have each character roll a check vs. one half his Wisdom score. Characters who succeed awaken in the night and hear music in the courtyard; those who fail remain asleep. Characters who stayed awake for guard duty don't need to roll; they hear the music.

Any PCs who investigate the music see six women in filmy clothes and veils dancing in the garden (area 11). There are no musicians in sight. The dancers are medusae, and they unveil and try to petrify the PCs as soon as they come out to see the show. When the characters react, the genies attack.

The Attack

While Ehudi speaks to the PCs, all the genies and mephits in the compound gather at the house. The medusae remain in area 16 until called, and the genies and mephits gather in area 20. Everyone stays out of sight, and the PCs don't notice a thing unless they have some way of viewing the entire compound.

Two of the jann hurry to area 10 to prepare two rooms for the party. They bring fresh linens and rugs from area 19 and refurbish the two rooms at the south end of the compound. This takes about 20 minutes. Two more jann remain in area 15, eavesdropping on the group and creating food and drink for Ehudi's little party. The efreet are in area 18, also eavesdropping. They can view the party through the holes in the awning.

The mephits and the imp are in area 19, waiting for the signal to attack.

The five remaining jann fly behind the baths (area 12) and hide behind the dome, waiting for the signal to attack. The jann who are preparing the rooms join them when they are finished, as do the jann from area 15 if the party leaves the courtyard (area 13).

The genies attack when Ehudi signals, when the party attacks Ehudi, or when they just plain get tired of waiting. Their first targets are characters who are in area 13; they worry about flushing any PCs out of buildings when they finish with the ones outside.

When the attack begins, the efreet move to area 20, where they can see both area 13 and area 11. One efreet creates the illusion of 20 horse archers galloping through the air and raining arrows down on the



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party. They enter from the east, fire arrows, then turn south and come around for another pass. Ehudi, if he is with the party, pretends to be enraged and calls for his bow, which floats out of the house to him (carried by an invisible jann). During the illusory barrage of arrows, the real jann who are flying over area 12, invisibly, launch arrows of their own. The illusory horsemen ignore spell effects, but they respond to missile or melee attacks as long as the efreeti concentrates on the illusion. If a character actually touches one of the horsemen, they all disappear; attacks with weapons don't count as touching the illusion.

Characters who are looking at the flying horsemen won't notice the real arrows or the jann, even when the jann become visible, unless the players specifically state that the characters are looking around. Note that the jann have to move west to attack characters in area 13.

Any character who seems suspicious of the illusion becomes the target of the imp's *suggestion* ability. The imp suggests that the horsemen are a serious threat and *must* be eliminated. The suggestion carries a saving throw penalty of -4. If the character fails his saving throw, he must attack the illusion in the most effective way possible for 1d4+1 rounds. The other efreeti uses its *wall of fire* power to surround the party's spellcasters in a ring-shaped *wall of fire* with the hot side toward the inside.

On the archers' second pass, they feather Ehudi with arrows and he vanishes into thin air; Ehudi has turned invisible and flown up to join the jann archers. After "killing" Ehudi, the archers turn south as before, but disappear behind the bluff.

The next round, they return from the east again and make another firing pass, bringing another 20 horsemen. The second efreeti has created an illusion of more horsemen; the first has dropped the original illusion and is ready to drop a *wall of fire* on the PCs.

After the second *wall of fire* is used, the genies *enlarge* themselves and close in to melee. The illusory horsemen continue circling the compound and firing for the rest of the day, but they no longer react to any attacks. The surviving medusae and mephits circle around to the party's flank or rear and attack. They avoid melee, using their gaze attacks and breath weapons when possible.

The efreet fight to the death; the jann fight until the efreet are killed, then escape to the ethereal plane. The imps fly away when the genies flee, and the medusae do their best to withdraw. If Ehudi survives this long, he cannot escape with the other jann because he

already has made a trip to the ethereal today, so he surrenders instead.

Illusory Horsemen (40): AC 2; MV 10, Fl 48 (A) (illusory speed); HD 5; hp 20 each; THAC0 11 (illusory combat effectiveness); #AT 1; Dmg 1d6 (flight arrow); SD ignore spell attacks except *dispel magic*; SZ L (horse and rider); ML n/a; Int n/a; AL N (LE); XP nil.

Notes: When "killed," horse and rider fall out of the air. All damage inflicted is illusory. Illusory damage persists for a maximum of 1d3 turns. If a character is reduced to zero hit points or less by illusory damage, he falls unconscious and must pass a system shock roll. If the roll fails, the character dies; otherwise he falls unconscious and reawakens after 1d3 turns with all illusory damage healed.

Troubleshooting

If the PCs try to retreat from the compound, the genies pursue.

In any case, the genies abandon the compound after a major confrontation. They take the prisoners from area 10a with them but leave everything else behind. Finnek the wererat (area 5) is ecstatic.

Because the *Rod* is part of a statue, some groups might become frustrated when searching for it. If the party has captured Ehudi, the jann suggests that one of the statues might have what they want. Alternately, Arquestan or Qadeej could arrive and help them out. In any case, Ehudi tells the party where the gems in area 11 are buried, just to get into the party's good graces.

Nobody except Qadeej knows for sure what would happen to the *Rod* if Asaph's statue is broken. Arquestan is likely to suggest that the party restore all the statues. One of the wagon drivers has already failed his system shock roll and is dead, but assume the rest have succeeded (including Asaph). Asaph will gladly hand over the *Rod*. He believes it to be valuable, but has no idea what it does. He explains that he got it from a giant he killed. (This is not true, he actually got it from a wizard he killed.) He is very interested in learning more about the *Rod* and offers to join the PCs. If they refuse, he slinks off into the desert, muttering; if they accept, he bides his time, then attacks, using his gaze attack and trying to devour his victim on the spot.

THE FORGOTTEN TEMPLE

The *Rod's* sixth segment rests in a pocket dimension created by the baatezu Ulthut, a pit fiend. The *Rod* segment came to Ulthut's attention many years ago, when a supplicant brought it to a temple dedicated to evil. When the priests at the temple began experimenting with the segment, a horde of spyder-fiends swept over the area. The spyder-fiends would have seized the segment had Ulthut and a score of lesser baatezu not intervened.

The battle destroyed the temple, and Ulthut was left with dealing with the *Rod*. Ultimately, Ulthut and his associates decided it would be best to keep the segment somewhere safe, but not anywhere in Baator (the baatezu's home plane), as this would encourage the Queen of Chaos to invade Baator and contribute to the Blood War. The queen's quest for the *Rod* had long caused her to largely ignore this ancient feud between baatezu and tanar'ri, and Ulthut and his fellow pit fiends have no desire to change that situation.

The baatezu decided to create a pocket dimension for the *Rod* segment that was secure against intrusions from spyder-fiends and other tanar'ri. Ulthut himself and a handful of servants would watch over the segment. Ulthut knows how to use the segment's hold monster power, and has employed it over the years to secure an odd collection of denizens for the pocket dimension.

Ulthut and his servants defend the segment from mortals who are too stupid or too weak to prevent it from falling into the queen's hands, but the pit fiend will surrender it to any lawful group who seems capable of evading the queen. If such a group proves powerful enough to confront and slay Miska, one of the most powerful of the tanar'ri, the baatezu will have disposed of a powerful enemy.

Even if an attempt to slay Miska goes astray and the wolf spider is released, the baatezu would still be pleased. Miska would reopen the war between Law and Chaos on the Prime Material Plane, not on the lower planes, where the Blood War rages. The baatezu would welcome such a drain on tanar'ri resources.

Searching for the Pocket Dimension

The fifth segment of the *Rod* points to the gate into the pocket dimension. The gate is located in or near any city, possibly the city in which the *Golden Cockatrice* lies (see **Book I**).

The foundations to the temple still stand, surrounded by a small graveyard. The whole area has

been fenced in. The gate in the fence doubles as the portal to the pocket dimension.

If the PCs don't have the fifth piece of the *Rod*, Arquestan can direct them to the site. He does not know for sure if there is a part of the *Rod* here, but he knows the spyder-fiends attacked the place for some reason. He suspects that the ruins might house some kind of dimensional gate or portal that will lead the group to the sixth piece.

In either case, the group can easily pick up the story of the temple's demise when they reach the city where it is located. Any local can tell them the following:

- The temple and cemetery were dedicated to an evil deity. The worshippers and priests there were not well-liked, but everyone believed it was best to have someone around who could keep the deity happy.

- Fifty years ago, a horde of horrible fiends with spider bodies and wolf heads appeared out of nowhere and swarmed all over the place. They massacred everyone in the temple and tore the place apart, stone by stone. Then they left as quickly as they came.

- The fiends probably served a rival deity.

The first two points are accurate. The last is a local speculation. A particularly knowledgeable person, such as a sage, priest, or bard, would tell the PCs that the fiends were drawn by something the priests at the temple had discovered.

About the Pocket Dimension

The pocket dimension is a tiny universe similar in nature to the Prime Material Plane. Inside, characters find the temple and its grounds in pretty much the same condition they were before the spyder-fiends attacked, except that the area is perpetually cloaked in the dim, blue light of a waxing moon. The entire universe is a block 220 feet wide, 280 feet long, 250 feet high, and 250 feet deep. An iron fence about eight feet high marks the universe's boundary at ground level, but the barrier is invisible everywhere else. Characters trying to break through the fence, jump over it, or tunnel under it meet an invisible and unbreakable barrier. No amount of strength and no force of magic that the characters can summon can penetrate this barrier at a point other than at the gate. Trying to exit the universe at any other point produces a similar result.



The Forgotten Temple

Inside the pocket dimension, conditions are similar to an autumn night. The air feels cool and a little humid, but not uncomfortably so. The grass on the grounds is damp to the touch as if from morning dew. The air is clear and maximum visibility is about 100 feet (see *PHB*, table 62). However, these conditions are forever fixed; no sun will ever rise.

DM Note: The pocket dimension is not part of the Prime Material Plane, and the Queen of Chaos's *chaos gate* power (see **Book III**) does not work inside it.

About the Temple and Grounds

The original temple was dedicated to an evil deity; the DM is free to choose one appropriate to the campaign, but gods of death, war, disease, or blood fit the site best. If it all possible, the deity should be a notorious one, whose evil is well known to the players.

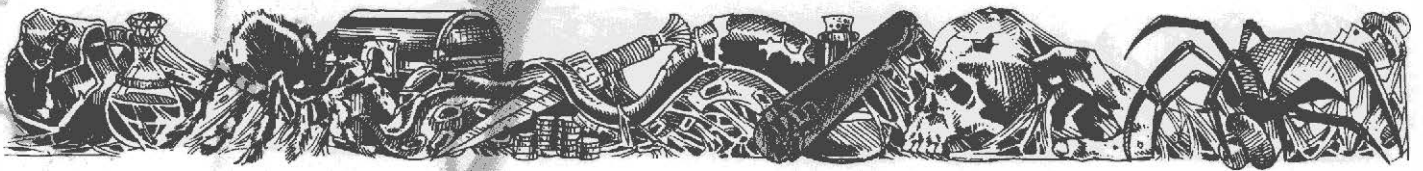
The temple ruins exist normally in the Prime Material Plane; characters standing outside the fence see only the graveyard and ruins. The characters can bypass the gate and examine the ruins if they wish, or they can pick the lock in the gate and just walk into the area. Nothing the characters do on the Prime

Material Plane affects the pocket dimension in any way. The reverse is also true; the pocket dimension is an artificially created reality, not a portal through time. Groups who explore the ruins on the Prime Material before proceeding into the pocket dimension might have an advantage, but they expose themselves to some dangers as well.

The DM maps (C3-C6) show the temple as it exists in the pocket dimension; the DM/player map (Card 3) shows the temple as it exists on the Prime Material Plane. The text for the adventure begins with complete information for the major encounter areas in the pocket dimension. Notes for the corresponding area on the Prime Material Plane follow in their own section at the end of the area description (if the area exists on the Prime Material Plane at all and has not been destroyed).

Alert: Two of the temple's residents undertake patrols. Anytime the party spends more than a few rounds in areas 3, 5, 15, or 19, there is a chance that the mummy Deitrich (see area 9) makes an appearance. With every turn that the party remains in one of these areas, there is a cumulative one in six chance he arrives to survey the area. Meanwhile, Ulthut the pit fiend





The Forgotten Temple

checks areas 4, 7, 11, 14, and 17 regularly, with the same chance of encountering the party (see area 10).

Tracking the Rod

While the PCs are on the Prime Material Plane, the fifth segment of the *Rod* always points to the gate; once they enter the pocket dimension, the fifth segment indicates direction in which the *Rod* lies, provided the segment isn't within the 70-yard minimum distance. Ulthut carries the sixth piece, and he is likely to be in area 10 or 14 when the PCs arrive, but as noted above, he travels throughout the temple. The characters quickly move into the minimum distance as they proceed inside.

Through the Portal!

Anyone carrying part of the *Rod of Seven Parts* (and any baatezu) who walks through the gate steps through the portal into the pocket dimension. A brief flash of energy proclaims the character's disappearance. Anyone who dashes through the opening while it is flashing enters the dimension, too. It does not make a difference which direction the *Rod* bearer is traveling. The *Rod* bearer and his friends can leave anytime just by walking through the gate again. If the *Rod* bearer stumbles through the gate without his party, he can step right back out and get them. Some sound carries through the gate, and shouting on one side can be heard as whisper on the other.

Read or paraphrase the following when the *Rod* bearer steps through the gate into the pocket dimension:

There is a brief flash and a faint tingle of energy, like a shock of static, as you pass through the gate. On the other side, things are . . . different. It is dark, but a nearly full moon illuminates the scene. Where only moments ago you saw the wrecked foundation of a great building, you now see a lofty edifice with looming towers and banks of stained glass windows. The flagstone path at your feet is spotless, new, and weedless. The dewy grass is neatly trimmed, and where once were headstones, there is now nothing but manicured lawn.

A look back through the gate reveals darkness beyond. If the *Rod* bearer pokes a finger or other appendage back through the gate, he opens the portal

and can get a brief glimpse of the Prime Material, but there is a 50% chance that he will be drawn back there. The PCs can repeat this process as many times as they wish. It might take several trips through the gate to get everybody into the pocket dimension, especially if skittish characters jump back from the portal when it flashes. If the party was marching through the gate and the *Rod* bearer was not in the first rank, the first characters in the first rank probably will be left behind unless they immediately turn around and jump through the portal before it closes.

If the characters go back and forth through the portal more than a few times, Jory (the disguised spyder-fiend from the next section) notes their antics.

On The Grounds

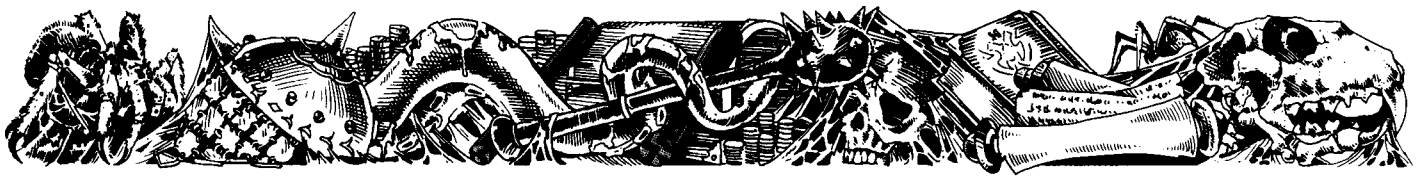
The grounds are quiet and bathed in moonlight when the party steps through the portal. The lawn appears well-kept, but nothing other than perfect blades of grass grows in the earth. Nothing lurks out here.

On the Prime: The grounds are a neglected cemetery. Grass and weeds grow profusely with an overfed, unhealthy look. The flagstone paths show through the weeds, but they are slowly succumbing to the encroaching vegetation. Headstones from numerous graves are lost in the tall grass, having fallen over or sunk into the turf.

Examining the grounds reveals very little. The headstones have unfamiliar names and cryptic, derogatory epitaphs such as: "Here lies Bertrand of Alantes, poorly rich and meanly superior." If the party actually goes to the trouble to dig up any of the old graves, they find bodies which are largely decomposed. Upon close examination, it becomes clear that the corpses suffered violent deaths.

At night, a pack of ghouls and ghouls prowl the area and attack almost anything living. (They have learned to avoid the spyder-fiends.) During the day, they retreat to area 19. When the ghouls see the party disturbing any of the graves, they attack the party to defend their food supply.

Ghouls (13): AC 6; MV 9; HD 2; hp 9 each; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA paralysis; SD immunities; SW blocked by *protection from evil*, subject to holy water and turning; SZ M (5'-6' tall); ML steady (11); Int low (5); AL CE; XP 175 each; MM/131.



The Forgotten Temple

Notes: Touch causes a save vs. paralysis or become paralyzed for 1d6+2 rounds. Elves are immune to the paralysis.

Immune to *sleep*, *charm*, *hold*, cold, poison, and paralysis. A hit with a vial of holy water inflicts 1d6+1 points of damage.

Ghasts (Ghoul) (2): AC 4; MV 15; HD 4; hp 18 each; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8 (claw/claw/bite); SA paralysis, stench; SW cold iron weapons inflict double damage; SD immunities; SW subject to holy water and turning; SZ M (5'-6' tall); ML elite (13); Int very (11); AL CE; XP 650 each; MM/131.

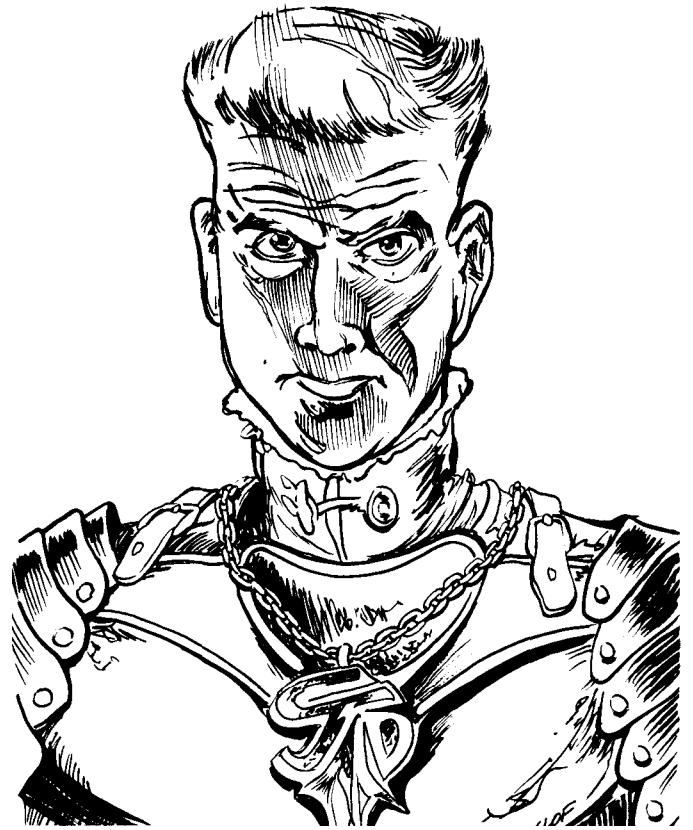
Notes: Touch causes a save vs. paralysis or become paralyzed for 1d6+4 rounds. Elves are *not* immune. Exudes a carrion stench in a 10-foot radius. Living creatures in the radius must save vs. poison or suffer a -2 attack penalty for the duration of the encounter.

Immune to *sleep*, *charm*, *hold*, cold, poison, and paralysis. A hit with a vial of holy water inflicts 1d6+1 points of damage.

Meanwhile, a lycosidilith *polymorphed* into human form observes the temple around the clock. It cannot use the portal, but instead it keeps an eye on the grounds. If it sees the party using the *Rod*, it returns to the Steaming Fen and gathers reinforcements, returning 2d4 rounds later via one of the Queen of Chaos's *chaos gates* (see the **Chaos Gate** adventure from **Book III**). If the PCs have passed through the portal in the interim, he waits near the gate for their reappearance.

Each turn the party spends exploring the site, there is a 10% chance that the PCs catch sight of the fiend peeking at them. Unless they attack, he calmly approaches the party and introduce himself as Jory Staable. He claims to be a vampire hunter here to investigate the area. If the PCs ask him about the site, he tells them what any other local would (see page 20). He says he is more interested in the site's rats and occasional reports of undead. He says he is sure there is a vampire hiding in this unhallowed place somewhere. After speaking with the PCs for a short time, he complains that the party is making too much noise for him to continue his investigation and walks away. Thereafter, he turns invisible and shadows the PCs.

Jory Staable (Tanar'ri, Spyder-Fiend, Lycosidilith): AC 10 (no armor in *polymorphed* form) or -4; MV 12 or 18, Wb 15, Cl 9; HD 10+6; hp 51; THAC0 9 (8 with *short sword* +1); #AT 2 or 3; Dmg 1d6+7/1d6+7 (*short sword* +1) or 2d4/1d6+7/1d6+7 (bite/*short*

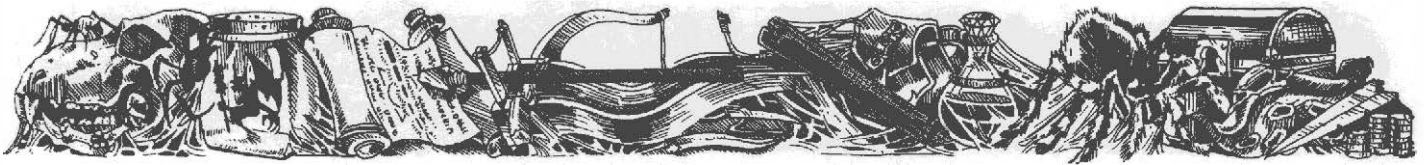


sword +1); SA spell-like abilities at 10th level, poison, gating, webs; SD webs, harmed only by +2 or better weapons, immunities, invisibility detection; SW suffer full damage from iron weapons and half damage from silver weapons; MR 60%; SZ M (5' 6" tall) or L (8' long); ML champion (15); Int exceptional (16); AL CE; XP 22,000; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness* 15' radius, *teleport without error*, *cause fear* (in a single creature by touch), *invisibility*, *telekinesis*; three times a day—*forget*, *mirror image*, *polymorph self*, always active—*infravision* (90-foot range).

Poison has an onset time of 1d3 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d6 hours to recover. Even if the save succeeds, the opponent develops a festering sore after 2d8 hours, losing one hit point and one additional hit point each day until he receives a *neutralize poison* spell. The opponent suffers a -3 penalty to Dexterity for 2d6 rounds.

Gate ability works three times a day with a 60% chance of success; it summons 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1 lycosidilith.



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Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures; *entangle* effect in a 10'x50'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards; every two rounds—*glitterdust* effect (range 40 yards); every three rounds—*web* effect (range 50 yards). All webs have only a 50% chance to burn if attacked with fire. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *nondetection* spells and effects that block divination magic (50-foot radius).

Personality: Nosy, reckless, focused.

Special Equipment: Short sword +1.

First Floor

This area has vaulted ceilings and lots of stained glass windows. The stonework is mostly marble and granite; the windows are *glassteel* and not terribly pleasant to look at, showing scenes of death, suffering, and carnage. They reminded worshippers what would await them if they offended their deity.

Moonlight filtering through the windows fills the interiors with thick masses of blue and brown shadows. Normal vision extends about 50 feet. Sound carries well on this floor; a normal conversation is audible 70 feet away, and combat can be heard anywhere in the building unless there is a closed door between the fight and the listener.

Teleporters: The colored ovals marked with Ts are teleporters. They look like thin brass plates set into the floors and are activated when a being steps on one, then turns to face west. If the user already is facing west he must turn all the way around (either direction). A teleporter functions once per round, transporting one creature and up to 200 pounds of additional weight, which can be equipment or other creatures. All the teleporters on this level lead to area 19a or 19b (50% chance for either, determined randomly).

On the Prime: There is nothing more than a foot high left on this level. The shifting debris and weakened floors make the place dangerous. Anyone walk-

ing within 15 feet of a sinkhole must roll a successful saving throw vs. petrification or start a collapse that dumps him and everyone within 10 feet into the lower level. The fall inflicts 4d6 points of damage. A *feather fall* spell reduces the damage to 1d6 points. A dwarf or other character skilled in locating unsafe stonework has the normal chance to spot the danger.

The rubble makes invisible characters fairly easy to notice; anyone within 50 feet gets a chance to detect the invisible creature when it moves. If Jory is invisibly shadowing the group, he avoids this area.

All the teleporters have been destroyed, though a careful search reveals their outlines (treat as secret doors). They are inoperative even if the outlines are found.

1. Main Entrance

A wide flight of steps leads up about 8 feet to a long stone wall with three doorways. The center entrance is 10 feet wide and 18 feet high; it has a pair of iron doors embossed with grinning skulls. The two side doors are similar in appearance but smaller, about 5 feet wide and 8 feet tall.

A frieze above the doorways depicts all sorts of carnivorous animals and monsters devouring their prey. Above the frieze, stone vultures leer down at the party.

None of the doors are locked. The huge center doors require an open doors roll to operate, but the side doors open easily. All the doors swing inward silently when opened.

On the Prime: All the party finds here is the flight of steps leading up to the platform.

2. Unholy Water Font

The hallway leads to a round chamber several paces across. An octagonal pool with a polished copper liner lies flush with floor and fills most of the room. The water in the pool is about six inches deep; both water and liner gleam in the moonlight. The floor around the pool is paved with smooth, black tiles. They seem to be dry but they have a slippery look to them. Three stained glass windows here show scenes of watery doom: a flood, a tidal wave, and a sinking ship.

Visitors are expected to prostrate themselves in front of the pool and anoint themselves with water taken from it. The water is unholy water, which harms



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goes against them, using their abilities to *change self*, *charm*, and create illusions. They run if endangered, using the teleporters at the west end of the nave or the teleporters near areas 2 and 3. Two abishai can use a single teleporter in the same round.

Alert: If alerted by the abishai, Ulthut casts *improved invisibility* and arrives on the scene to study the party. Moreover, each turn the party spends in this room there is a cumulative one in six chance that Ulthut just happens by. See area 10 for details.

Black Abishai (Baatezu, Abashai, Black) (5): AC 5; MV 9, Fl 12 (C); HD 4+1; hp 19 each; THAC0 17; #AT 3; Dmg 1d4/1d4/1d4+1 (claw/claw/tail); SA spell-like abilities, poison; SD harmed only by +1 or better weapons, gating, immunities, regeneration; SW suffers full damage from silver weapons, susceptible to holy water; MR 30%; SZ L (8' tall); ML average (10); Int average (9); AL LE; XP 7,000 each; MM/11.

Notes: Spell-like abilities: at will—*advanced illusion*, *animate dead*, *change self*, *charm person*, *produce flame*, *pyrotechnics*, *scare*, *suggestion*, *teleport without error*; always active—*know alignment*, *infravision* (90-foot range).

A successful tail hit requires the victim to save vs. poison or die (onset time is one round).

Dive attacks are +2 to hit and cause double damage, but no tail attack is possible.

Gating works once a day with either a 60% chance of summoning 2-12 lemures or a 30% chance of summoning 1-3 abishai.

Immune to fire and poison. Half damage from cold and gas. Regenerates 1 hit point a round. A vial of holy water inflicts 2d4 hit points per vial and such damage cannot be regenerated.

On the Prime: All that remains are jagged stumps of pillars and a few shards of broken glass, which has lost its *glassteel* enchantment. The sinkholes drop 20 feet to the floor of area 20. See page 24 for more details on the sinkholes.

5. High Altar

The priests of the temple addressed the congregation from this 15-foot-high dais. There is no access to the top except for the teleporter, which made for impressive entrances and departures. Characters can fly or climb to the dais.

This area is open to the roof of the central tower 200 feet overhead, though area 14 is only 25 feet above the dais.

The statue behind the altar is some 25 feet tall and very imposing, but otherwise unremarkable. If the players go through the extreme effort of removing it, it is worth approximately 10,000 gp. It shows the deity in its usual avatar form.

The altar is a little less than 3 feet high. It is made of alternating bands of black marble and red granite, and it is fitted with three sets of shackles to restrain small, man-sized, and large creatures. Grooves and drains lead down to area 18.

A secret trap door north of the altar opens into a chute that leads to area 18 as well. A stud on the altar's northeast corner opens the chute. The characters can find the secret door by successfully searching either the altar's north face (which reveals the stud), or the section of dais north of the altar (which reveals the door). Only a *knock* spell or pressing the stud opens the door, however. Characters standing north of the altar when the stud is pressed must roll successful saving throws vs. petrification or fall down the chute into a pit of green slime (refer to area 18 immediately).

Alert: The abishai from area 4 attack anyone poking around in this area. Each turn the party spends in this room there is a cumulative one in six chance that Deitrich checks in on his patrol. See area 9.

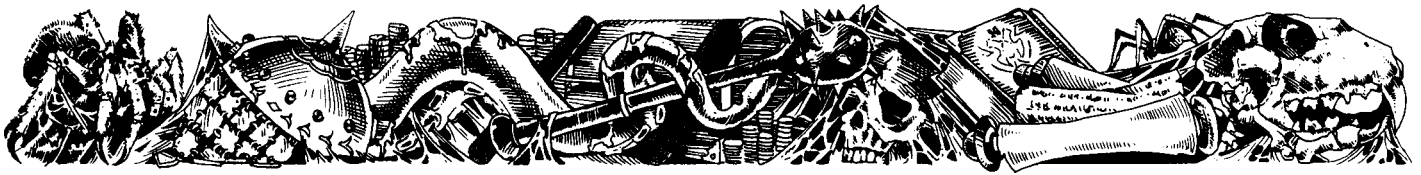
On the Prime: The altar and statue have been completely obliterated, and the dais has been reduced to a pile of rubble. A hole choked with debris remains where the chute to area 18 was.

5a. Altar Screen

The ceiling in this area is 20 feet high. Two bronze statues depicting the deity arrayed for battle stand to the east, between the high altar (area 5) and a cage of heavy steel bars. The north and south ends of the cage have what looks like locks and hinges for doors (like jail cells), but these are false. This is intended to remind worshippers that the priests of the temple, and only the priests of the temple, are the keepers of the deity's mysteries. It also serves to make uninformed burglars waste time picking the locks. Each "door" has a real lock, but it isn't connected to anything.

As objects of art, the two statues are worth 5,000 gp each. Each weighs 2,000 pounds.

On the Prime: The stubs of the bars still rise out of the floor, but there is nothing else here.



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6. Low Altar

This chamber has a ceiling 40 feet high, with a balcony 20 feet above that. The priests conducted services and ceremonies here that did not involve the entire congregation, such as funeral rites and the few helpful spells they could be persuaded to perform.

The windows show scenes from the lower planes. One depicts an army of baatezu on the march, another shows a trio of night hags galloping on nightmares, and a third reveals boatmen plying the river Styx.

The dais where the altar sits is about 2 feet high. This altar is similar to one in area 5, but without the shackles and drains. A large white gold plate rests here, along with seven adamantium candlesticks. These accoutrements are not magical, but the plate is worth 2,000 gp and each candlestick is worth 250 gp. The plate weighs four pounds and each candlestick weighs one pound.

On the Prime: The altar has been shoved out of place and badly cracked. It is the tallest part of the ruin.

7. Cloister Yard

This area is grassy and pleasant. The holes lead down to the rat warrens (area 21). There are three giant rats nosing about, but they vanish down the holes when the PCs arrive unless the party surprises them. If PCs manage to attack them, use the statistics from area 21.

Alert: Any disturbance here brings forth the wights from their cloisters (area 7a). Also, each turn the party spends in this room there is a cumulative one in six chance that Ulthut checks in on his patrol. See area 9.

On the Prime: There are holes and rats here, too, but not the same rats. If the party kills the rats here, they still have to deal with the ones in the pocket dimension and vice versa.

7a. Cloisters

A wight inhabits each chamber. Because of the tremendous evil in this place, the wights count as spectres for turning attempts. Even if a turning attempt succeeds, subtract two from the roll for number of undead turned; if the result is zero, no wights are turned.

The wights return to their rooms if turned. Should the party pursue them, they fight and cannot be dri-

ven back with further turning attempts. They can be forced to remain in their rooms.

Once the small rooms served as quarters for junior priests. Each room contains a bed, a chest of drawers filled with priest robes, and a silver unholy symbol. The clothes and furniture are worthless, but the unholy symbols are worth 25 gp each.

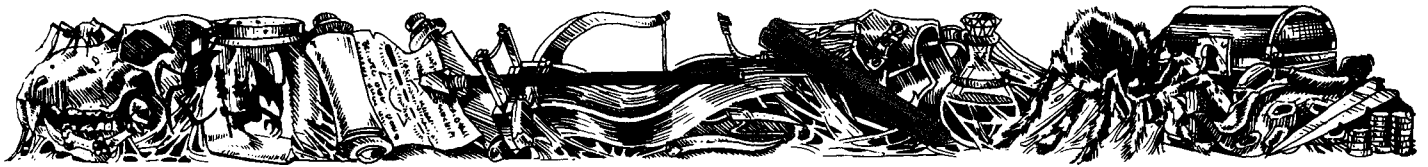
Wights (9): AC 5; MV 12; HD 4+3; hp 23 each; THAC0 15; #AT 1; Dmg 1d4 (touch); SA touch causes energy drain; SD immunities, harmed only by silver or +1 or better magical weapons; SW subject to holy water and turning (as spectres); SZ M (5' tall); ML elite (14); Int average (9); AL LE; XP 1,400 each; MM/360.

Notes: Touch drains one level of life energy.

Immune to *sleep*, *charm*, *hold*, *cold*, *poison*, and *paralysis*. A vial of holy water inflicts 2d4 points of damage.

On the Prime: The rooms are wrecked and contain only splinters of wood.





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8. West Chapel

The double doors leading into this area are similar to those in area 1; characters must make successful open doors rolls to open them. The chamber's floor is about 15 feet below the floor in the rest of this level. The daises are about two feet high, with altars similar to the one in area 5 but lacking the shackles and drains.

The windows here depict priests using spells to conquer foes. In one scene a priest is ordering a horde of undead to attack, in another a priest is reducing a foe to dust, in another a priest is sending a wave of insects swarming over a group of orcs, and in the last scene a priest is scribing a symbol in the air in front of a dragon, who is cowering back before the perceived power of the deity's priest.

The priests used this chamber for services that were too big for area 6 but too minor for area 5. They also used it for secret ceremonies such as inducting novices into their service. The large altar in the southwest was used to enchant items.

On the Prime: Rubble entirely fills the sunken section of this chamber.

9. High Priest's Quarters

Deitrich, the high priest of the temple, was killed during the spyder-fiend assault. Nevertheless, he continues to look after the building. After an elaborate funeral, Deitrich returned as a mummy—not a bandaged-wrapped horror, but a cadaverous man with burning eyes and a ghostly voice. His graying brown hair was razor cut at the time of his death, and has gotten a bit shaggy and frizzy since his return. He wears a close-fitting black robe with a hood and a silver death's head emblazoned on the left breast. He carries a mace, which he seldom uses, and a belt with pouches for spell components and other equipment. His feet are bare.

In undeath, Deitrich calls this chamber home. He has a canopied bed, a soft couch, and a teak writing desk. The desk weighs 75 pounds and is worth 150 gp. The windows are normal glass protected with *glassteel* spells. The room has a vaulted ceiling 12 feet high at the outer walls and about 20 feet high at the inner walls. The place is drafty, but as a mummy Deitrich hardly notices.

Deitrich spends most of his time laying in bed or on the couch, brooding about his lost life. But he does not sleep; once an hour, he uses the teleporters to visit

areas 5, 3, and 15.

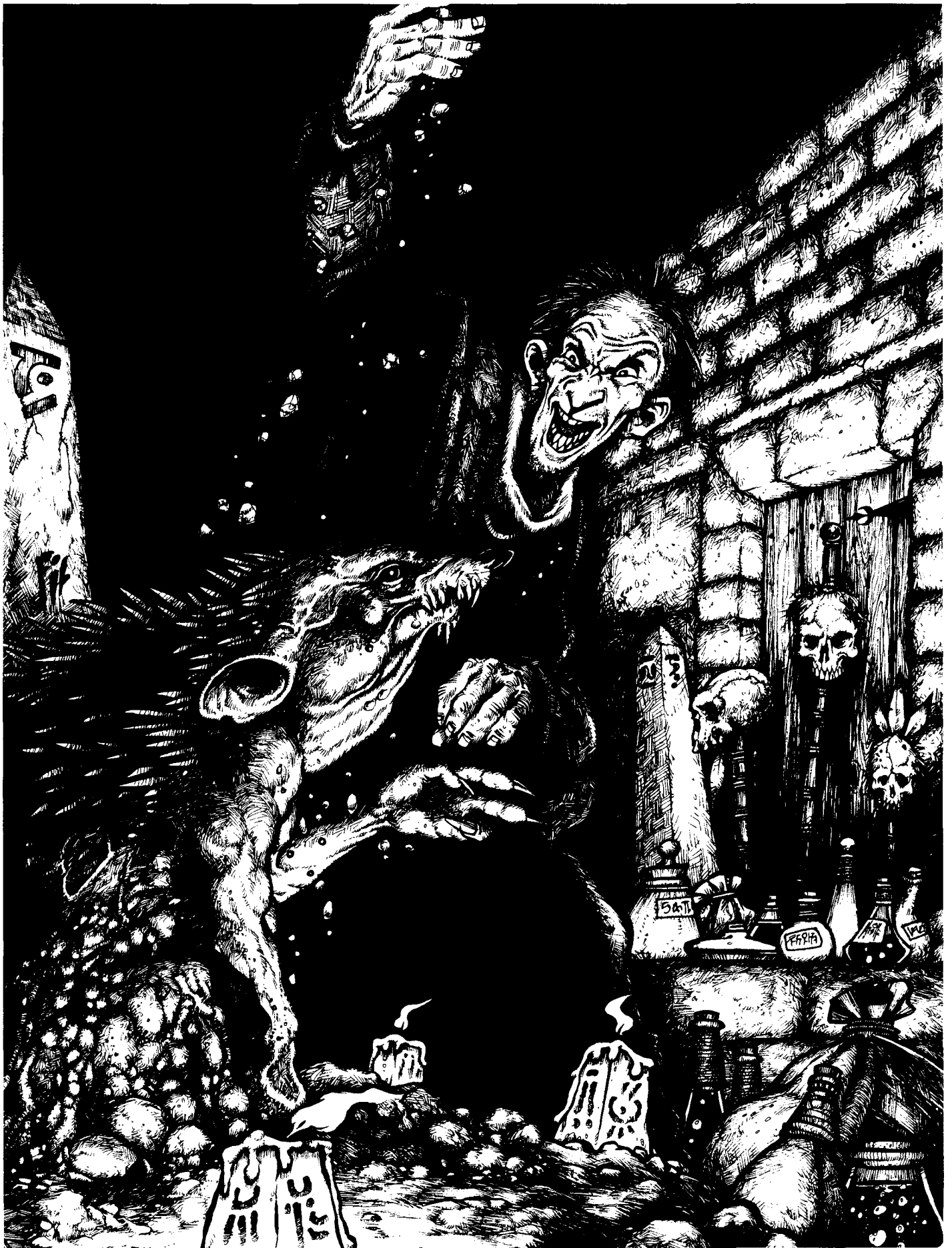
If he learns that invaders are in the temple, he casts *protection from lightning*, *free action*, and *spell immunity (magic missile)* on himself, then goes to area 12 and casts *magic font* (using the unholy water font there). He uses the font to locate the PCs, then uses the teleporter to get to the PCs' general location. Just before he makes the final teleport, he pauses to cast *detect magic*. If the characters catch him unawares, he activates the nearest teleporter to escape, then casts his spells and returns to confront them. If the PCs try to stop him, he'll gladly drag one of them onto the teleporter with him so he can fight one on one. (Treat the grab as a wrestling attack, except that the opponent does not get a free counterattack.)

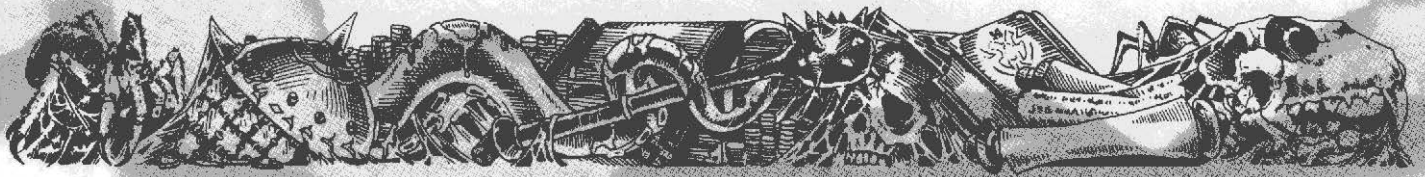
When looking at the party directly (not via his *magic font*) Deitrich instinctively knows which ones have received *prayer* effects from area 3 and which have been cursed. If the party contains no cursed characters and at least one character with a *prayer* effect, Deitrich hails them before attacking, asking the characters what they seek. Deitrich's *ring of truth* quickly reveals any falsehoods the PCs might tell him, and he bluntly asks them if they have come for the *Rod*. If the PCs don't open up an attack and say yes, Deitrich tells them to wait and returns with Ulthut.

When attacking, Deitrich prefers to soften up the opposition with a *flame strike* spell first. He concentrates his attacks on cursed characters, where possible, and won't attack characters who have been favored with *prayer* unless they attack him first (when they become cursed anyway). He lets the PCs close to melee distance so he can fight for a round or two and spread some mummy rot. He exits via the nearest teleporter after fighting awhile, then returns to attack again, starting with another spell. If he encounters *hasted* PCs, he tries to dispel the magic. If the PCs begin pursuing him through the teleporters, he leaves a *wyvern watch* or *blade barrier* spell in his wake (see area 19).

Deitrich (Mummy, Greater): AC -1 (natural defenses and *ring of protection* +3); MV 9; HD 8+3; hp 40; THAC0 11; #AT 1; Dmg 3d6 (touch); SA mummy rot, fear, spells; SD immunities, harmed only by iron or +2 or better magical weapons; half damage from physical attacks, cannot be turned; SW subject to holy water, electricity causes 150% normal damage; SZ M (6' tall); ML fanatic (17); Int genius (17); AL LE; XP 8,000; MM/262.

Notes: Touch causes a rotting disease that is fatal in 1d12 days. While infected, the character cannot benefit





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about the *Rod*. He'll gladly fill in any gaps in their knowledge. He knows the *Rod's* history and all its powers. He directs them to the library (area 11) if they have not yet discovered how to assemble the *Rod*. He is even willing to donate some hair if they need it to make glyphs, though he warns the party not to use the hair for anything else.

- What do you plan to do with the *Rod*?

Ulthut won't surrender the *Rod* unless the PCs plan to travel to Pandemonium and retrieve the next piece. He doesn't care if they go after Miska or not. If the group is entertaining any ideas about gathering up the segments and protecting them from the Queen of Chaos, Ulthut uses his *suggestion* power to compel them to leave the pieces they have here, since the queen can't get in here. This is a very reasonable suggestion, and the character targeted suffers a -4 saving throw penalty. (If the PCs surrender their segments of the *Rod*, they won't be able to leave the pocket dimension via the portal.)

DM Note: The characters can leave the pocket dimension via a *plane shift* spell or similar magic. Also, characters who possess three or more pieces of the *Rod* will never agree to give them up, even if *charmed* or similarly compelled; see **Book III**, page 10 for details.

Ulthut (Baatezu, Pit Fiend): AC -5 (-9 with *improved invisibility*); MV 15, Fl 24 (C); HD 13; hp 65; THAC0 7 (2 with *club+5*); #AT 6; Dmg 1d4/1d4/1d6/1d6+12/2d6/2d4 (wing/wing/claw/*club+5* + Strength bonus/bite/tail); SA spell-like abilities at 15th level, poison, gating, constriction; SD harmed only by +3 or better weapons, immunities, regeneration, cannot be turned; SW suffers half damage from silver weapons, susceptible to holy water; MR 50%; SZ L (12' tall); ML fearless (20); Int genius (18); AL LE; XP 21,000; MM/11.

Notes: Spell-like abilities: at will—*advanced illusion*, *animate dead*, *charm person*, *detect magic*, *detect invisibility*, *fireball*, *hold person*, *improved invisibility*, *polymorph self*, *produce flame*, *pyrotechnics*, *suggestion*, *teleport without error*, *wall of fire*; once a day—*symbol of pain*; once a year—*wish*; always active—*know alignment*, *infravision* (90-foot range), fear (20-foot radius, can be suppressed at will).

A hit with the tail holds and constricts the opponent for 2d4 points of damage a round until the character succeeds with a Strength check. Breaking free counts as an action for the round.

Gate ability works once a round with a 100% chance of success; it summons any two lesser or one greater baatezu.

Immune to fire and poison. Half damage from cold and gas. Regenerates 2 hit points a round. A vial of holy water inflicts 1d6+1 hit points per vial, and such damage cannot be regenerated.

Personality: Scheming, skeptical.

Special Equipment: Sixth segment of the *Rod of Seven Parts*, *club+5*.

On the Prime: Only a bare stone floor remains.

11. Library

The priests in the original temple kept a collection of religious texts. Now, the shelves hold what appear to be pondous old tomes. Most are blank and here merely for show. If the PCs search diligently, they can find six volumes describing the *Rod of Seven Parts*. Ulthut penned these while guarding the sixth segment. The only details Ulthut has omitted are the *Rod's* side effects and the Queen of Chaos's ability to detect its use.

The room is otherwise similar to areas 9 and 10.

Alert: If not in his room resting, there is a 25% chance that Ulthut is here perusing the library. If not, each turn the party spends in this room there is a cumulative one in six chance that Ulthut checks in on his patrol. See area 10.

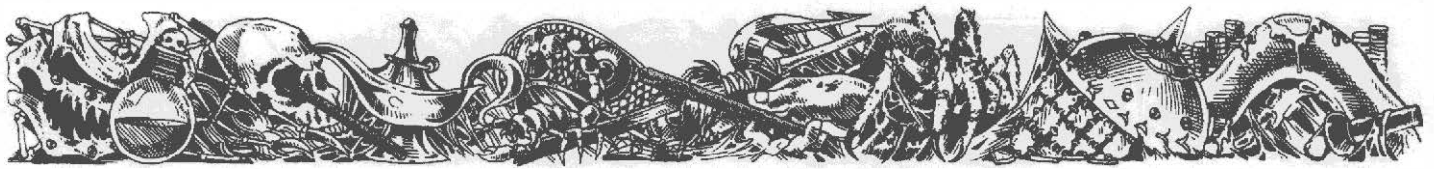
On the Prime: Only a stone floor littered with rubble remains. If the characters poke around in the debris, they can find a few bits of rotting parchment with a legible word or two, but nothing useful.

12. Vestry

The double doors leading in are locked; Deitrich has the key. A successful open doors roll, pick locks roll, or *knock* spell opens them:

The chamber beyond the double doors is octagonal and about a dozen paces across. A washing basin with two stone tiers occupies most of the center. Water pours from the upper tier to the lower basin through many small orifices. To the right of the large basin, a much smaller silver one sits atop a polished wooden pedestal. To the left is a walk-in cabinet. Its doors are open and you can see shelves





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full of folded cloth, candles, and blocks of incense. Robes hang from pegs inside the cabinet and a few more robes are carelessly hung from the open doors. Behind the stone basin are three stained glass windows that depict priests being punished by the hand of their gods. In one, a priest vainly waves a holy symbol, obviously trying to cast a spell, while a dragon closes in for the kill. In another, a horde of undead are ignoring a priest's commands and tearing him to shreds. In the final scene, a proverbial bolt from the blue is blasting a priestess out of existence.

On one of his rare trips outside the pocket dimension, Ulthut captured four cloaklers who now guard the room. They are hiding among the robes in the cabinet and waiting for the PCs to enter the room before leaping to the attack. Unless someone keeps a constant eye on the cabinet, they ambush the party and get a free attack—and then the party must roll for surprise. The cloaklers fight to the death.

The priests of the original temple prepared for services and rituals here. The windows were intended to remind the priests what fate awaited them if their deity found them wanting.

The large stone basin was intended for ritual washing. Two small enchanted gates (each about four inches across) bring water from and carry it back to the Elemental Plane of Water. (The characters could escape through these gates if they can *polymorph* themselves. The trip only takes about a turn, though getting off the Elemental Plane of Water poses a brand new problem for the PCs.)

The silver basin is an unholy water font; Deitrich still creates unholy water in it from time to time. The silver basin and its teak pedestal weigh 90 pounds and are worth 2,800 gp. (If destroyed, the font yields 1,100 gp worth of materials.)

The large cabinet contains altar cloths, candles, incense, and vestments. All together, the contents of the cabinet weigh 75 pounds and are worth 150 gp.

There is a secret trap door in the floor at the north end of the room. The door is locked (Deitrich has the key), but a *knock* spell or a successful pick locks roll opens it if the party finds the door. The compartment under the door is about 2 feet deep; it holds six chalices and four more altar cloths. The chalices are worth 150 gp, 240 gp, 670 gp, 1,500 gp, 5,000 gp, and 10,000 gp. Each altar cloth is worth 400 gp.

Cloaklers (4): AC 6 (1 with shadow shifting); MV 1, Fl 15 (D); HD 6; hp 30 each; THACO 13; #AT 2+ special; Dmg 1d6/1d6+special; SA moan; SD shadow shifting; SZ L (8' long); ML elite (13); Int high (13); AL CN; XP 1,400 each; MM/44.

Notes: Can leap to the attack (treat as a charge), engulfing a victim and biting for 1d4 points of damage plus the victim's unadjusted, shieldless armor class (damage is automatic after the first round). Attack twice a round with the tail, which is AC 1 and has 16 hp. Half the damage inflicted on a cloakler while it is wrapped around a victim is transferred to the victim.

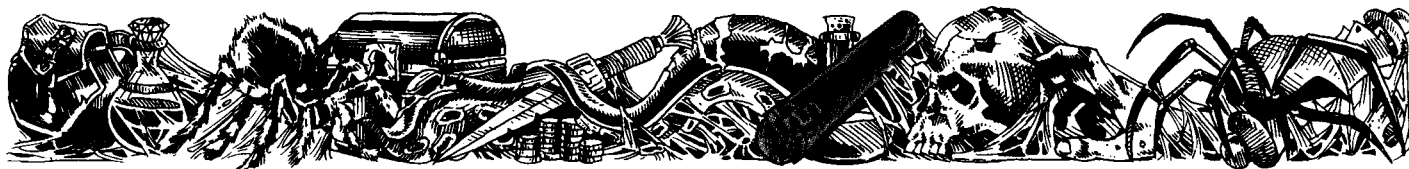
Can moan once a round at variable intensities. Low intensity moan numbs the mind, causing a -2 penalty to attack and damage rolls for creatures fighting the cloakler. Six consecutive rounds of moaning renders victims unable to attack or defend. Medium intensity moan creates fear in a 30' radius; save vs. spell or flee for 2 rounds. High intensity moan projects a cone of nausea and weakness 30' long and 20' wide; victims within the cone must save vs. poison or be unable to act for 1d4+1 rounds. Ultra-high intensity moan acts as a *hold person* effect, one target only, range 30', duration 5 rounds. (*Neutralize poison* removes the effects of any moan from a victim.)

Once a round—shadow shift. Can either obscure vision; improving cloakler's AC to 1, or create 1d4+2 false cloaklers as a *mirror image* spell. A *light* or *continual light* spell cast directly on the cloakler blinds it and prevents shadow shifting.

On the Prime: A portion of the large basin and its pipes remain. The trap door has been removed, revealing the empty compartment beneath.

Upper Floor

This level does not exist on the Prime Material Plane; it has been torn down. In the pocket dimension, the level has nice, solid wooden floors. The party's footsteps don't sound particularly loud to them, but they make quite a racket on the ground floor. The temple's residents have mastered the art of walking on them quietly; most of them fly. Rogues who successfully move silently create no noticeable noise, but other characters do, even demihumans who normally move quietly. The teleporters up here look and work just like the ones on the lower floors. The doors on this level are not locked and open easily.



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13. Roof

This area is flat and covered with lead sheeting. The adjacent roofs are steeply pitched and very slippery. Characters who venture onto them slip off and fall 20 feet to the ground. Rogues and mountaineers with climbing equipment can move around on them with successful climbing checks.

14. High Altar Loft

The priests of the original temple came here to view services and ceremonies being performed in area 5.

From here, it is possible to hear activity in areas 2-6, and in areas 8-12 if the doors are not closed. Area 5 is in sight 25 feet below, and the tower's peak can be seen 175 feet above. There is nothing inside.

Alert: Each turn the party spends in this room there is a cumulative one in six chance that Ulthut arrives. See area 10.

15. Low Altar Loft

Similar to area 14, the area is 20 feet above area 6.

Alert: Each turn the party spends here there is a cumulative one in six chance that Deitrich checks in on his patrol. See area 9.

16. Bell Towers

In the original temple, the wind blowing through the open windows here would stir the bells and chimes into a faint, but ominous clamor. Each area is fitted with numerous bell pulls that can be used to ring the bells singly or in groups. However, they are attached to a system of wheels and gears that ensures that the bells toll mournfully no matter how vigorously anyone works the pulls.

Ulthut has collected a colony of stirges who nest among the bells. If any living creature other than Ulthut enters this area, the stirges swarm to the attack. A *wall of fire*, *produce flame*, or *fire shield* spell (with hot flames) anywhere in the chamber keeps them at bay. (Ulthut used fire to condition them not to attack him.) There are 14 stirges in each tower.

Stirges (28): AC 8; MV 3, Fl 18 (C); HD 1+1; hp 5 each; THAC0 17; #AT 1; Dmg 1d3 (bite); SA blood drain; SZ 2 (2' wingspan); ML average (8); Int animal (1); AL N; XP 175 each; MM/332.

Notes: Once a stirge scores a hit, it attaches itself and

automatically drains 1d4 points of damage each round until killed, which is the only way to remove it. If an attack against an attached stirge misses, another attack roll is immediately made against the victim's armor class (adjustments for shield and Dexterity do not apply) to see if the attack hit the victim instead. A stirge flies away when it has drained 12 hit points worth of blood.

Lower Level

The ceilings on this level are about 18 feet high. Unless stated otherwise, it is pitch dark and normal vision is useless. Characters wearing shoes, sandals, or boots make a lot of noise, as their footfalls echo off the stone walls and ceilings. Characters in soft footwear and demihumans who normally move quietly don't make an unusual amount of noise. Any loud noise (such as fighting or a whole party of noisy characters marching) can be heard throughout the level.

The teleporters down here look and work just like the ones on the upper floors. The doors on this level open easily if unlocked.

Alert: The abishai in area 19 notice a disturbance anywhere on the level, and send one of their number to alert Ulthut.

On the Prime: During daylight, this level is fairly well lit from sunlight filtering through the sinkholes in the upper level. After sunset, the level is as black as any dungeon.

The stonework is shaky. Normal activities, including melee, are safe, but flashy spells such as *fireballs* have a 50% chance of collapsing the ceiling within their areas of effect. Creatures caught in a collapse must roll successful saving throws vs. breath weapon or be killed and buried under the debris. If the saving throw succeeds, the victims each suffer 3d10 points of damage.

17. Dungeon

This dingy chamber is mostly empty. The chamber's main door and the doors to the cells are open, but can be locked (Deitrich has the keys). The cells contain piles of rotten straw that are home to swarms of normal but creepy bugs and two sets of manacles for restraining prisoners. When the PCs enter, there is a 50% chance that 2d4 giant rats from area 21 are rooting around in the straw. They vanish in a flash when they see the party.

Alert: Each turn the party spends in this room there is a cumulative one in six chance that Ulthut checks in



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for a look around. See area 10.

On the Prime: The area looks exactly the same, except for a few pinpoint of light coming through the ceiling during the day. Bright enough to ruin infravision, they are not bright enough to see by.

17a. Holding Area

This area originally served as a place to imprison groups of creatures or creatures too large to cram into area 17. The door is closed and locked. The current prisoner is a roper. Ulthut regularly visits the creature and torments it with magical fire effects. Usually, the roper's magic resistance protects it, but not always. When Ulthut is absent, the abishai from area 19 like take their turn at tormenting it.

The mistreatment makes the roper seethe, and it wants very badly to hurt something. It lies next to the bars separating the area from area 19 and patiently waits for something, anything, to come within 20 feet. To the PCs, the roper looks like a lump of stone on the floor. A *true seeing* spell reveals that it is a creature, but a *detect invisibility* spell does not. An *ESP* spell reveals angry thoughts.

If a PC comes within reach, the roper shoots a strand. Its maximum range is 50 feet, but the roper would like to make sure its first victim is nice and close. Because it is behind bars, the roper has 25% cover against return attacks. The party can melee the roper without penalty, but only piercing weapons are effective through the bars. The bars also hamper the roper a bit, and its bite inflicts only 3d4 points of damage to characters who have been pulled against the bars. The party can avoid the roper simply by withdrawing from the area.

Roper: AC 0; MV 3; HD 12; hp 57; THAC0 9; #AT 1; Dmg 5d4 (bite); SA Strength drain, paralysis; SD immune to lightning, half damage from cold; SW -4 saving throw penalty vs. fire; MR 80%; SZ L (9' long); ML champion (15); Int exceptional (15); AL CE; XP 12,000; MM/304.

Notes: Maintains the same body temperature as its surroundings and appears as a piece of irregular stonework or a natural stone formation. It imposes a -2 penalty on opponents' surprise rolls.

Can fire up to six strands, one strand a round, at ranges of up to 50 feet. A hit from a strand causes a save vs. poison or the victim loses half his Strength score (round down) after an onset time of 1d3 rounds. The loss persists for 2d4 turns. The strands are AC 0

and can be severed by a slashing weapon that inflicts at least 6 points of damage in a single hit. A successful open doors roll also breaks the strand.

If the victim cannot get free, he is hauled toward the roper's maw at a rate of 10 feet every round. Once the victim reaches the maw, bite damage is automatic.

On the Prime: The bars have been wrenched apart, allowing the characters easy access to the empty area.

18. Charnel Pit

This area originally served to collect the gristly remains from area 5 for later disposal. Ulthut has turned it into a nasty little surprise for intruders.

Three sets of massive pillars crowd together here to support the stonework above. The space between the pillars is given over to a shallow pool with steps leading down from the east. The bottom seems to be filled with scummy water; there is no telling how deep it is. The water's surface is only about six inches below the pool's edge.

Abruptly, the top step says, "So what's the password, buddy?"

The "steps" are actually two mimics. The mimic that spoke is one of the common variety, and its companion is a killer mimic. It attacks at the slightest provocation, but waits until the common mimic has said its piece. The scummy water is actually a super colony of green slime covered with a thin film of water. The pit is about 3 feet deep.

The common mimic has orders to lure intruders into the pit. It tries to accomplish this feat through reverse psychology:

- "Sorry, no password, no drinkie! And a bath is certainly out of the question."
- "Putrid! That proves how much you know. Hey! don't try that whitewashing the fence stuff on me! No password, no water. Nope! Unless. . . no, never mind."
- "What does it do? Sheesh, what a rub. Just forget it. You don't know what you missed, so don't sweat it."
- "I could let you have just a little sample if you had, say a crust of bread? It's been a long time since I had any bread."



• “No bread huh? What do you have? You got anything crunchy?”

• “You really don’t know what this stuff does? No kiddin’? Everybody knows about this stuff. Where’d you come from anyway, another plane? Let’s just say this water is all things to all people. It washes away your troubles and makes you pure again.”

A *detect lie* spell won’t reveal the mimic’s carefully couched invitations into the pool.

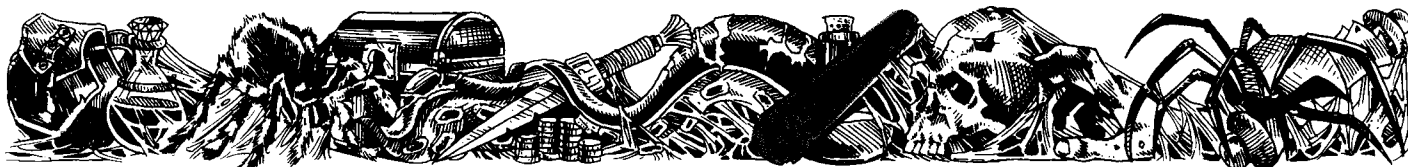
If anyone bends down to take some water, both mimics lash out with their pseudopods. If they hit, they try to pull the victim into the pool. The character must win or tie an opposed Strength check to avoid being dragged into the pool. (To win, the character must roll under his Strength score on 1d20 and the number must be higher than what the mimic rolls. If the both the character and the mimic roll the same number, it is a tie. If both the character and the mimic fail the Strength check, it is a tie.) Both mimics have Strength scores of 18 for purposes of the opposed roll; if both hit the same character, they have an effective Strength score of 20. If other characters try to help the victim resist being pulled in, the group uses the highest Strength score and adds two points for each extra character. The opposed check is made immediately when the mimics hit; however, if the character avoids being pulled in immediately, he can try an open doors roll to break free of the mimic in addition to the opposed roll. (See the notes after the mimics’ statistics for details.)

Characters pulled into the pool are covered with green slime, which cannot be removed until the character climbs out or all the slime in the pool is killed. Once a character gets out of the pool, the slime can be removed normally. (See the notes after the green slime’s statistics for details.)

If the mimics can’t pull anyone into the pool, they start hurling globs of green slime instead. The killer mimic starts the assault after five minutes, no matter what happens. (It’s tired of hearing the common mimic talk.) Hurlled globs of slime have a maximum range of 30 feet, and all attacks are considered to be at short range.

Characters who fall through the chute from area 5 land in the pool, sending up a spray of water and green slime. The impact inflicts 2d6 points of damage and coats the characters with slime.

Common Mimic (Mimic): AC 7; MV 3; HD 8; hp 48; THAC0 13; #AT 1; Dmg 3d4; SA glue, surprise; SD immune to acid and unaffected by molds, slimes, and



The Forgotten Temple

themselves. The character arrives with his back to the bars, giving the abishai a free rear attack with their claws and tails. Characters inside the chambers can counterattack only with spells, missiles, and thrusting weapons that have at least as much reach as a spear. The abishai have 50% cover against missile fire. Remember that the area is entirely dark.

Characters can escape with a *knock* spell, by forcing the door open (which requires a successful open doors roll vs. a locked portal), by picking the lock, or by bending the bars. The abishai get a +4 bonus to hit characters trying to pick the lock or bend the bars. Of course, characters can use Deitrich's key if they have it, but the abishai get the +4 attack bonus while the characters fiddle with the lock.

If Deitrich blocks a chamber with a *blade barrier* spell, the effect fills one chamber. A character teleporting into that chamber is allowed a saving throw vs. spells when he arrives. If the saving throw succeeds, the PC suffers no damage initially and escapes unscathed if he exits the chamber immediately. Otherwise, the character suffers 8d8 points of damage each round he remains in the chamber.

DM Note: Only two or three characters can use a teleporter at once, due to its weight limit. Do not reveal the *blade barrier* effect until all the characters have decided whether to teleport or not.

On the Prime: The bars have been wrenched apart. The ghouls use the areas to store the odd bone.

19c. The Hidden Stair

If necessary, the staircase becomes Ulthut's hiding place. The secret door can be located on a standard roll.

On the Prime: The secret door is destroyed, and the characters can see and use the staircase.

20. Burial Crypts

These areas are given over to tombs for those the priests deemed worthy of the honor of burial here. Each square on the map (except for the ones adjacent to the teleporters) bears a black marble slab that shifts and makes a hollow thump if a character walks on it. The PCs can pry up a slab with a successful open doors roll. Underneath, they find a hollow rectangle about 4 feet long, 2 feet wide, and 2 feet deep. Originally bodies were laid inside in a semi-fetal position. All the spaces are empty now.

Alert: Each turn the party spends in this room there is a cumulative one in six chance that Deitrich visits. See area 9.

On the Prime: The ghouls have ripped open and smashed all the slabs. The spaces below them are empty, except for a shard of bone or a scrap of cloth here and there.

21. Rat Warrens

Except where the tunnels pass through the temple's foundations, these areas are dug through earth. The passages are about 2 feet wide and high; the walls are rough and crooked. Man-sized and small creatures can crawl through the tunnels, but they are limited to small weapons or unarmed combat. They also suffer a -2 attack penalty and a -6 initiative penalty. Tiny creatures suffer no penalties, and large, huge, and gargantuan creatures cannot enter the tunnels at all.

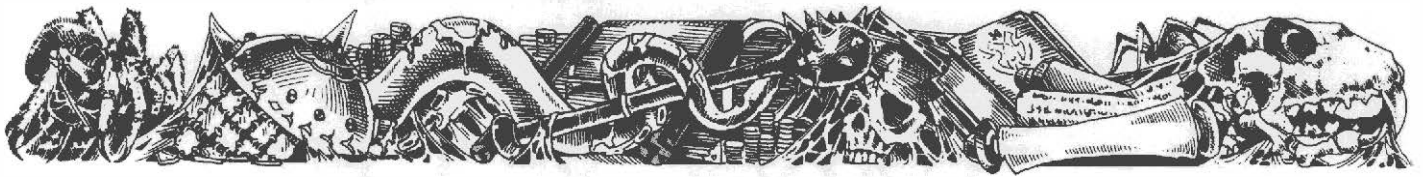
Giant Rats (Rat) (20): AC 7; MV 12, Sw 6); HD 1/2; hp 2 each; THAC0 20; #AT 1; Dmg 1d3 (bite); SA disease; SZ T (2' long); ML unsteady (5); Int semi (2); AL N (E); XP 15 each; MM/300.

Notes: Bite causes a 5% chance (cumulative) of inflicting a debilitating disease unless the opponent successfully saves vs. poison. Check once for each character when the fight is over. If the save fails, the disease takes effect in 1d6 turns. The victim loses 1 point of Strength (or 10% of exceptional Strength) immediately and one additional point each hour until Strength is reduced to 2. At that point, the character is helpless and cannot move, cast spells, or fight. Recover requires 1d3 weeks of rest. A *cure disease* spell applied before the disease takes effect prevents Strength loss.

Afterward

If Jory saw the PCs entering the pocket dimension, he is waiting for them when they return. As noted earlier, he has a group of six spyder-fiends at his back if he saw that the party in possession of a *Rod* segment. Even if he didn't notice the *Rod*, he surmises that whatever the PCs did inside the pocket dimension must have something to do with it, and he attacks on his own when they emerge. He prepares himself for battle by casting a *mirror image* on himself.

The following description assumes the PCs were successful and acquired the sixth segment. If necessary, modify it to fit the events of your party's adventure.



The Forgotten Temple

Triumphant and victorious, you are still quite glad to be leaving this home for fiends. As you pass through the gate, you cannot help but wonder what hurdles you will have to leap to gain the seventh and final segment.

A feeling of relief washes over you as you feel your feet tread on an earth without undead or fiends surrounding you. Looking back, you can see the temple is still in ruins, and everything seems just the same as you left it. Perhaps, you think, there will be some time for rest and even a bit recreation.

It is just then the world goes black.

Jory has opened his attack with a *darkness* spell. Roll immediately for surprise. Jory's plan of battle is to first use *entangle*, and to order his spyder-fiends (if any) to attack. Thereafter, he makes melee attacks on anyone not trapped.

If Jory or any of his minions notice which character has the *Rod*, he tries to whisk that character away to the Steaming Fen as described in the **Chaos Gates** adventure (see **Book III**).

Jory's statistics can be found on page 23.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (4): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness* 15' radius, *teleport without error*; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the opponent suffers a -2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

Spithriku (Tanar'ri, Spyder-Fiend, Spithriku) (2): AC 0; MV 18, Wb 15, Cl 9; HD 7+1; hp 36 each; THAC0 13; #AT 1; Dmg 2d6 (bite); SA spell-like abilities at 7th level, poison, webs, hiding; SD webs, harmed only by +1 or better weapons, immunities, invisibility detection (30-foot radius); SW suffer full damage from iron or silver weapons, susceptible to holy water; MR 35%; SZ M (6' long); ML elite (14); Int average (10); AL CE; XP 12,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness* 15' radius, *teleport without error*, *cause fear* (in a single creature by touch); three times a day—*telekinesis*; always active—*infravision* (90-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the victim suffers a -2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures; every three rounds—*entangle* effect in a 10'x30'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards. Can use a web ability while attacking physically but not while using a spell-like ability.

80% undetectable when motionless and in cover.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *nondetection* spells and effects that block divination magic.

Holy water inflicts 1d6+1 points of damage.

Troubleshooting

If the party leaves the pocket dimension without getting the *Rod*, Ulthut busies himself gating in reinforcements from Baator. Within an hour, he collects a group of abishai—three of each type (see the *MONSTROUS MANUAL*™ Tome for statistics). He uses them to replace any abishai the party has killed. If the party killed Deitrich, the mummy is back again when the party returns (though he won't have his magical items if the party took them). The mummy cannot be destroyed while the pocket dimension exists.

THE CITADEL OF CHAOS

The final segment of the *Rod of Seven Parts* is located in the very citadel where Miska is imprisoned. Agents of the Queen of Chaos located the seventh segment some time ago and carried it to Pandemonium, where Miska's prison has remained for centuries. They passed the segment through the cocoon of law surrounding the citadel to Miska.

Miska can handle the *Rod* freely without fear of side effects because it is infused with his essence. Miska patiently waits for some band of fools, such as the PCs, to come along and bring him the rest of the *Rod*.

When they passed the seventh segment to Miska, the queen's servants created a rent in the cocoon of law that allows creatures to enter, but allows only lawful creatures to leave again. (Any PC can leave if he is in the company of Arquestan or the *Rod* bearer.) Dozens of spyder-fiends and a few other creatures have entered the citadel to help guard the *Rod*. Still, the vast citadel, with its miles of corridors and chambers, is mostly empty—more like a tomb than a prison.

Searching for the Citadel

Initially, the sixth segment of the *Rod* points to a gate that connects the Prime Material Plane with Pandemonium. At least 500 miles separate the gate to the pocket dimension of the previous adventure from the gate that leads to Pandemonium. Fortunately, the PCs don't have to make the trip themselves. Arquestan makes himself known to the PCs (if he hasn't already), and offers to take them to the very walls of the citadel in his *wind chariot*. See the **Mysterious Stranger** (Book III, page 26).

If the PCs don't have the sixth piece of the *Rod*, it is very difficult for them to embark on this adventure. They would need to locate the gate to Pandemonium on their own, then travel by themselves through the vast depths of Pandemonium, with its maddening winds, seeking the citadel; the journey itself could take years. All the while, the queen's spyder-fiends would be nipping at the party's heels.

About Pandemonium

Pandemonium is a plane of endless tunnels filled with roaring winds that can drive characters mad. Fortunately for the PCs, they do not have to travel unprotected. Arquestan's *wind chariot* can whisk them along, shielding them from the plane's detrimental effects.

Should the characters venture into Pandemonium without Arquestan's protection, they face the plane's full effects, which are as follows:

- **Winds:** The plane's howling winds require characters to attempt saving throws vs. paralyzation each turn. Characters who succeed suffer no ill effects; those who fail become irritable and prone to snapping at their companions. They suffer a -1 penalty to their Intelligence and Wisdom scores while exposed to the wind. Both effects disappear when the characters reach shelter, but only for as long as they remain sheltered.

Characters who fail their saving throws multiple times (after prolonged exposure to the winds) suffer an additional -1 penalty to Intelligence and Wisdom and a -1 penalty to initiative for each failed save. Characters reduced to an Intelligence or Wisdom score of 1 or to an initiative penalty of -10 stop, cover their ears, and mutter to themselves, becoming utterly helpless until removed to shelter.

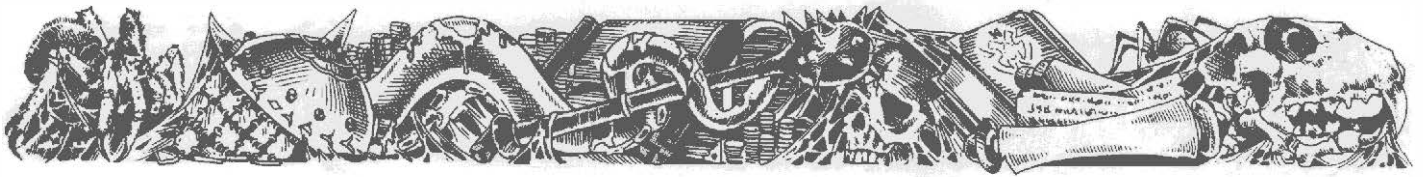
The winds also make spellcasting difficult. Anytime a character tries to cast a spell that requires a material component, he must pass a Dexterity check or the component is torn from his grasp and the spell is ruined. Material components that are not consumed in the casting, such as holy symbols, are not lost.

- **Priests:** Maintaining a connection with a deity while visiting Pandemonium is difficult, especially for priests that worship lawful gods or goddesses. (Clerics are unaffected.) Priests suffer a temporary loss of spellcasting ability, reducing both the number of spells available and their effect (duration, damage, etc). Once the character leaves Pandemonium, his abilities return to normal.

The exact penalty depends on the alignment (and thus the home plane) of the character's deity, and specifically how much that alignment varies from that of Pandemonium. For the purposes of this adventure, assume Pandemonium is chaotic neutral in alignment. Priests lose one level of spellcasting ability for each grade of alignment (on both the law-chaos and the good-evil spectrum) that separates his deity from Pandemonium. For example, a tenth level worshipper of a lawful good deity is reduced to seventh level for the purposes of spellcasting.

A priest character who worships a lawful deity and is the bearer of at least one segment of the *Rod* is immune to this effect.





The Citadel of Chaos

The enigmatic Arquestan pauses. "I have a gift for you that may help you succeed." Without an explanation he stops and begins spreading a black cloth on the ground. It appears that there is something wrapped within the fine fabric.

Without warning, the constellation of soft lights that accompanies Arquestan becomes agitated. They dash to their master, forming a tight ball next to him. The wind duke scans his surroundings, looking puzzled but not alarmed. You don't notice anything amiss.

A fuzzy spot appears in the air before your eyes; it's magic of some kind. The spot turns into a spark, and then into a statuesque figure who bears the unmistakable mark of Arquestan's race. The newcomer seems a bit shorter than Arquestan. His bearing is just as proud, but he has a slight stoop. His black hair is shot with gray and there are worry lines around his bright eyes, but nothing else mars his ebony skin. The newcomer holds a staff in his left hand, and his only clothing is a royal blue sash wrapped in layers around his loins and tied with an elaborate knot.

Arquestan greets the newcomer with a solemn bow. "Thy presence is unexpected, Bledrudeam," he says. "To what do we owe this honor, and whom do I have the pleasure of addressing?"

The newcomer seems annoyed. "Long have I watched thee, Arquestan," he replies. "Just as thou hast watched these mortals, I have watched thee. Know me, then, as Qadeej." Arquestan seems a bit stunned when he hears the name. "I have come to tell thee that thy role in this affair must come to an end, Arquestan. Accompany the mortals into Pandemonium if thou must; only an outcast such as thee could stand the disorder in such a place. But do not set foot in the citadel. You risk all that we have fought for."

The PCs can put a word in at this point, if they wish. Play out the rest of the encounter using the information listed below.

DM Note: Any character wearing a *ring of truth* is completely unable to hear Qadeej's voice, thanks to the wind duke's *ring of mind shielding*. (If the PCs defeated Deitrich, the mummy priest in the previous adventure, they probably recovered the mummy's *ring of truth*.) In any case, Qadeej's *ring of mind shielding* keeps the PCs from magically detecting his many lies and deceptions during this encounter.

- Qadeej says Arquestan must not enter the Citadel of Chaos, where the final piece of the *Rod* lies, because Miska would surely detect him and prevent the party from recovering the segment. When Arquestan objects, Qadeej lays it on thick. "*Think of the consequences of failure, my son. Would thou put these mortals, their world, your entire race, and uncounted number of other realms at risk for one chance at glory? Long have the wendeam searched for the Rod, even though the elders have forbidden it. Surely, the defeat of Chaos and the triumph of Law is more important than anything?*"

Miska has no special ability to detect Arquestan or any other vaati. Qadeej wants the party to enter the citadel and fail so that Miska will be released and the war between Law and Chaos will begin anew. Finally, he wants Arquestan by his side so that he can recover the *Rod* more easily after Miska restores himself with it. Qadeej anticipates that he will need elite soldiers like Arquestan once the war has begun anew.

Arquestan reluctantly accepts Qadeej's advice. As it happens, he will probably be of more use to the party outside the citadel than within it (see **Arrival**, below).

- Either Qadeej or Arquestan can explain that most vaati believe the present stalemate between Law and Chaos is preferable to the dangers of reopening the war against Chaos. True, the armies of Law have not won, but neither can Chaos overwhelm the multiverse. The present situation is far better than what might happen if the armies of Law lost a new war.

Even the wendeam, the outcasts who travel the planes opposing the Queen of Chaos and her spyderfiends, have before now never actively sought to assemble the *Rod* and slay Miska.

- Arquestan explains that quite a few vaati believe that any group of mortals who can assemble the *Rod* and destroy Miska should be aided and encouraged.

- Qadeej says that starting a new war might be a bad idea, or it might not, but the best way to prevent Miska from getting free is to kill him, and this feat can be accomplished only after the *Rod* has been made whole.

Qadeej actually thinks restarting the war is a good idea, but he doesn't admit it now.

- Qadeej insists that the party assemble the *Rod* as quickly as possible. If the segments the party has do not already have the correct glyphs (see **Book III**), Qadeej scribes them for the group. He assures them that seventh has already been prepared.



The Citadel of Chaos

If this raises alarms in the PCs, Qadeej explains that the queen, too, wants to see the *Rod* assembled so that it can be destroyed forever. All the segments must be destroyed at once, and the only way to do that is to assemble the *Rod* first.

Qadeej's answer is a complete fabrication. The queen wants the *Rod* assembled so Miska can be restored to full health and escape the cocoon of law, and Qadeej knows it. Once he has convinced the PCs that assembling the *Rod* is the best thing to do, Qadeej vanishes back to Aaqa.

- Arquestan's gift to the PCs is an ancient bastard sword that was forged in the fires of Aaqa. It saw use in the original war against Chaos and was preserved after the battle of Pesh. Vaati who would like to see the party slay Miska sent it. The sword can smite Chaos even on Pandemonium, where the party's own weapons might be dulled.

In any case, Arquestan selects one PC, probably a lawful warrior (a paladin would be his first choice) to carry the sword. The character can refuse the sword if he wishes and Arquestan will not be offended.

The sword's name is Zephrus; it is +5 on the Prime Material plane, and +4 anywhere else in the multiverse. It is Lawful Neutral, with an Intelligence of 13 and an ego of 24 (for a personality score of 37). It has a special purpose to overthrow Chaos, granting its wielder a +2 bonus on all saving throws vs. attacks from chaotic creatures and reducing damage from such attacks by -2 per die (minimum one point per die). Once a month, it has the special ability to change itself into any lawful creature who has grasped it during the past month.

Characters with personality scores of 37 or higher (see *DMG*, Appendix 3) can control the sword and learn its powers; those with lesser scores learn nothing.

Magical Conditions Within the Citadel

The cocoon of law surrounding the citadel negates all special conditions that normally prevail on Pandemonium, with three exceptions. First, ethereal travel is still impossible. Second, the rent in the cocoon near area 2 allows the winds of Pandemonium to sweep in and affect those nearby. Characters must attempt saving throws against madness (see the **About Pandemonium** section). Finally, priest characters still suffer penalties to spellcasting. Note that the Queen of Chaos's *chaos gate* ability is ineffective both in Pandemonium and within the citadel.

The cocoon of law imposes its own limitations, which apply even in area 2:

Alteration spells that allow special forms of travel, such as *blink*, *dimension door*, *fly*, *phase door* and *teleport* cannot be used to transport anyone or anything out of an enclosed space. They allow movement into spaces, and they can function within a space. In this case "in" is away from the cocoon and toward the citadel's center. For example, the largest "space" in the citadel is the courtyard and the air above it, which is enclosed by walls on the bottom and sides and the cocoon overhead. A spyder-fiend can teleport from the top of one of the towers to the courtyard below or to the top of another tower, but it could not teleport outside the cocoon. It could teleport into one of the towers, but it could not teleport back out to the courtyard or a tower top because that would involve going out.

Conjuration/Summoning: These spells are ineffective inside the cocoon. This includes the *tanar'ri gate* ability.

Wild Magic: These spells are completely nullified inside the cocoon.

Spells that can alter or destroy the citadel's stonework are ineffective; these include *disintegrate*, *transmute rock to mud*, *passwall*, and *stone shape*. The spell does function if directed at stone that is not part of the citadel (for example, a character's *wall of stone*).

All other forms of magic work normally, including enchanted weapons and armor. The *Rod of Seven Parts* is unaffected.

About the Maps

The citadel is far too large to show in detail, even on the poster maps included in this product. Exploring the place, which is mostly empty, would be tedious except for the occasional ambush by spyder-fiends, and even those would get boring and frustrating after a while.

Map E1 and the front of Card 4 show an overview of the castle's exterior. Mapsheet E also includes several geomorphs that can represent various locations where encounters occur, and a detailed map of Miska's apartments (Map E2).

Because there are no true directions on the Pandemonium, the maps have no compass rose. The text for this adventure has been written to take the lack of direction into account. To enhance the alien nature of the setting, avoid referring to compass directions while running the adventure.



Getting Around

The DM map shows the major passages and staircases in the citadel. (There are many more than what is shown on the map, particularly in areas A-F.) The passages are coded to show on which level in the structure each passage can be found. For purposes of this adventure, the citadel has only three levels: the courtyard level (solid green), the battlement level, (dashed black), and the bridge level (dotted red). The black circles are spiral staircases that run from the courtyard level all the way to the tops of the towers, unless otherwise noted.

The PCs can freely move around atop the outer walls and their towers, though the spyder-fiends will have something to say about that.

To get to Miska's apartments and recover the *Rod*, the PCs must enter one of the towers marked D, proceed via the staircase to the bridge level, and work their way into tower E. Beyond that, it is not important exactly where they go. Smart parties will fly directly to the center of the citadel (if they can) and avoid taxing their resources the minor encounters in the other areas.

DM Note: Your players are apt to use the *Rod's*

wind walk power to zip around the citadel, as they should. The power, however, affects only the *Rod* bearer and two others. Wind-walking characters are neither invisible nor immune to attack. Any creature with 4+1 or more hit dice can harm wind-walking characters. A wind walking character's armor class is not changed, and he is still solid enough to be blocked by any barrier that would block his normal body. A wind-walking character cannot cast spells or use magical items while in vaporous form, but he can make unarmed attacks and use magical weapons. A normal *wind walk* spell is subject to the restrictions for leaving areas within the citadel through magical movement (see **Magical Conditions Within the Citadel**), but the *Rod's wind walk* power is not.

Encounters

Many of the encounters have no fixed locations; the party simply stumbles across things (and vice versa) while exploring the citadel. Each encounter begins with an explanation of its purpose, the general location where it can happen, and which geomorph (if any) to use.



The Citadel of Chaos

Arrival

This encounter has no fixed location; it gives the PCs their first glimpse of the citadel.

Arquestan's wind chariot certainly is an efficient mode of travel, and it's much more comfortable and safe than some of you thought it would be. Though a great cyclone keeps it aloft, you don't feel any breeze except the one created by the sheer speed of your movement. At the beginning of your journey, the landscape below passed by at an amazing rate. Since then, the terrain has been a little more than strange.

You passed through the silvery void of the Astral Plane, where there was no scenery at all, and then through a pool of shimmering color that you saw for only an instant. Now, you are making your way through an endless series of dark, damp tunnels. Though you are protected by some kind of shield around the chariot, you sense that it is an unpleasant environment outside. Occasionally, a nasty odor drifts in from nowhere, and there are frequent thumps and rattles as monstrous gusts of wind that buffet your craft. It seems to you that the air would have to blow very hard to jar the chariot of a duke of the wind. The thought isn't comforting.

The tunnel you are in right now seems as vast as any river valley on your world; there even seems to be some kind of river meandering along the bottom, far below. But instead of gentle hills rising up from the vale to a blue sky, only circular walls of damp stone close overhead, so that bare rock hangs where clouds should be floating.

Ahead, you see a tremendous promontory soaring from the tunnel's soggy depths and rising halfway to the lofty roof. A fortress like no other you have seen caps the outcropping. You seem to be fairly close already, but as the minutes pass by you realize that the promontory and fortress are still a vast distance away. Their sheer size fooled your senses. The peak must be at least seven miles high, and the fortress that crowns it is a half mile on a side if it's an inch.

"There, guarded by Miska himself, you shall find the seventh segment of the *Rod*," Arquestan announces.

The chariot continues to approach. You begin to notice a haze, a filmy mist in the air, that sheathes the spire and the fortress like a huge blanket,

except that it floats several hundred feet above the fortress's highest tower. "That is the cocoon of law," says Arquestan. "It is the barrier that has held Miska in durance for aeons."

Arquestan circles the spire slowly, and you have the chance to peer over the huge structure. "Hold! I like this not!" Your gaze follows his pointing finger to a spot near one of the outer towers. There, you see a part of the cocoon fluttering in the breeze like a sheet of tattered linen in a storm. Arquestan appears troubled. As he completes the circle, he asks, "What does the *Rod* tell you? Where does the final piece lie?"

The tear in the barrier near area 2 runs from the peak all the way down to the tunnel floor. It is about 15 feet wide. As noted earlier, only lawful creatures or creatures touching the *Rod* bearer can exit through the tear, though anything can enter through it. The cocoon is otherwise intact; the PCs cannot pass through it unless they have the *Rod* or are in Arquestan's company. Arquestan has a number of observations to make:

- "No force except Law could have torn the barrier. Perhaps the queen's agents tore it asunder when they passed their segment of the *Rod* through it." This is all Arquestan knows about the tear.
- "It seems likely that Miska is still within the citadel; otherwise, the armies of Chaos would already be on the march. Perhaps Miska is unable to escape through the tear."
- It would seem to be prudent for Arquestan to wait outside while the party enters the citadel. The wind duke can try to prevent anything from escaping or entering while the group is inside. It remains for the PCs to decide how they should enter. Arquestan planned to take them through the barrier and land them on the battlements, but perhaps it would be better to enter through the tear and avoid damaging the barrier further.

In any case, it is up to the PCs to decide how to proceed. Arquestan's original plan was to land the PCs on the tower marked 1a and then withdraw. He intended to remain inside the barrier and outside the castle, where he might distract Miska and his bodyguards.



The Citadel of Chaos

Outer Works

These areas include the walls, outer towers, and courtyards. They are largely deserted. While the PCs are exploring these areas, they catch an occasional glimpse of Arquestan riding his *wind chariot*. Unless the plan has changed, he stays mostly near area 2, but occasionally makes a circuit around the entire citadel. All the open areas are faintly lit by a purple glow from the cocoon of law. Inside the passages it is blacker than a coal mine.

1. Outer Towers

These buildings are about 400 feet high; they contain passages that lead out to the battlements atop the walls, plus spiral staircases that lead down to the courtyards and up to their flat tops, but otherwise they are completely solid.

The towers are totally deserted.

1a. Landing Tower

Arquestan would like to land the party here, but he'll agree to stop at any outer tower or any point on the battlements to let the PCs out of his chariot. No matter where the party debarks, the chariot hovers next to a wall, so all the PCs have to do is step off of it and onto the citadel.

2. The Winds of Pandemonium

This tower is just like all the other outer towers except that it lies near the rent in the cocoon of law. As soon as the PCs step onto the tower's top, they must attempt saving throws against the maddening effects of Pandemonium's winds, as described in the **About Pandemonium** section. Characters gain shelter from the wind when they leave the tower top.

3. Courtyards

These open areas are paved with rough cobblestones. Like the rest of the citadel, the stones display the colors black, white, blue, and red. Under the purple glow cast by the cocoon, the courtyards seem dingy and full of brooding shadows. Here and there, the party finds mosaics depicting battles in the war between Law and Chaos. The forces of Chaos are always portrayed as winning handily. Even more rarely, the party finds large husks of creatures



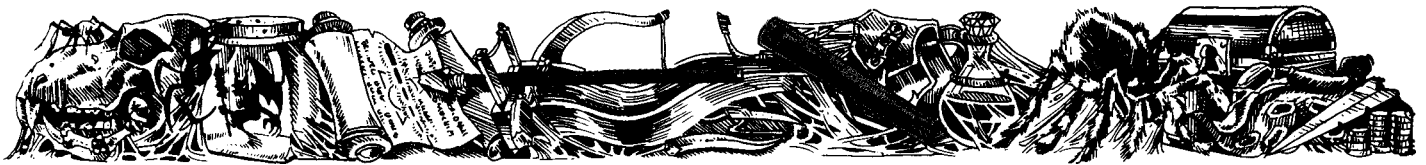
wrapped in silk. These are predators that have wandered into the citadel through the rent in the cocoon only to fall prey to the spyder-fiends. The husks collapse into dust if the party tries to unwrap them.

Three groups of six kakkuu each patrol the courtyards; roll 1d10 for every round the PCs spend here. On a roll of a 1, they meet one of the groups. If the party kills all three groups, do not roll for more encounters here.

The shadows and mosaics provide excellent camouflage for the kakkuu as they lie in wait for the party. The creatures have also laid a network of silken strands over the courtyards so that they can menace parties that are flying at altitudes of 400 feet or less. (Parties flying higher do not roll for encounters in the courtyards.) There is no geomorph for this encounter.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (6): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness* 15'



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radius, teleport without error; always active—infravision (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the victim suffers a -2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

4. Battlements

The outer curtain walls are 100 feet thick and 200 feet high; they are not equipped with ladders or handholds for getting down to the courtyards. If the characters wish to descend, they must use the stairs in one of the towers, fly, or climb down. The walls are very smooth and should be considered slightly slippery for climbing purposes (see *PHB*, Chapter 14).

A patrol of five kakkuu led by a phisarazu completes a full circuit of the battlements about every hour. Whenever the party steps onto the battlements, roll 1d10. On a roll of 1 or 2, the patrol sights the party and moves to attack. (If the kakkuu sees Arquestan dropping off the PCs, they wait until he leaves before attacking.) Otherwise, the PCs automatically encounter them when they spend two or more turns on the battlements. Use the battlement geomorph if the patrol attacks.

Phisarazu (Tanar'ri, Spyder-Fiend, Phisarazu): AC -3; MV 18, Wb 15, Cl 9; HD 9+1; hp 46; THAC0 13; #AT 3; Dmg 2d6/1d8/1d8 (bite/sword/sword); SA spell-like abilities at 9th level, poison, webs, hiding; SD webs, harmed only by +1 or better weapons, immunities, invisibility detection (40-foot radius); SW suffer full damage from iron or silver weapons, susceptible to holy water; MR 50%; SZ M (7 1/2' long); ML champion (16); Int very (12); AL CE; XP 18,000; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*alter self, darkness 15' radius, invisibility, teleport without error, cause fear* (in a single creature by touch); three times a day—*forget, mirror image, telekinesis*; always active—*infravision (90-foot range).*

Poison has an onset time of 1d3 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d6 hours to recover. Even if the save succeeds, the victim develops a festering sore after 2d8 hours and loses one hit point and one additional hit point each day until he receives a *neutralize poison* spell. The opponent suffers a -3 penalty to Dexterity for 2d6 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, wrap helpless or unconscious creatures, or fire a lightweight ball that extends the range of the *fear* ability to 30 yards; every two rounds—*entangle* effect in a 10'x30'x20' cone (range 0), or a *glitterdust* effect with a range of 30 yards. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical, cannot be foiled by *nondetection* spells and effects that block divination magic.

Holy water inflicts 1d6+1 points of damage.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (5): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error; always active—infravision (60-foot range).*

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the opponent suffers a -2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25



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feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

5. Gates

Huge steel grates that look like portcullises block these portals. The grates are 100 feet wide, 200 feet tall, and have bars 3 feet thick; they weigh hundreds of tons. No hinges or winches can be seen. All attempts to lift or open the grates fail; the grates do not open because they're just for show.

The spaces between the bars are slightly less than 2 feet square, and their inner surfaces are covered with gear-like teeth. Tiny creatures can slip right through the openings without difficulty. Small and man-sized creatures can wiggle through but must roll successful saving throws vs. breath weapon to avoid getting caught on the teeth (small creatures get a +2 bonus to the roll). If the saving throw fails, the creature is impaled on the teeth and suffers damage equal to 2 times the character's armor class before modifications for shield or Dexterity; bonuses from magical armor and protective devices count. Characters who suffer damage must roll an additional saving throw vs. poison or become paralyzed for 2d6 turns (onset time 1d3 rounds). Large, huge, and gargantuan creatures cannot pass through the grates.

If the character's unmodified armor class is 0 or less, he gets stuck in the opening instead and must be pulled or pushed loose with a successful open doors roll or removed through magical means such as a *reduce* spell. The stuck character cannot help with an open doors roll. If an open doors roll succeeds, the stuck character's armor or outer clothing must roll a successful saving throw vs. crushing blow or be destroyed.

Wind-walking characters and those in gaseous form can move right through the grates.

There is no geomorph for this encounter.

When characters following the battlements reach a gate, they face a 100-foot gap bridged only by the highest bar of the grate. They can go back to the nearest tower and detour around, fly over the chasm, or walk along the top; a successful Dexterity check is

required for the last option. If the character gets involved in a fight, he suffers a -4 initiative penalty and must make a successful Dexterity check each time he takes damage. Use of a melee weapon with a weight over 5 pounds imposes a -4 penalty on the Dexterity check. If the check fails, the character falls off the gate to the courtyard 200 feet below (falling damage is 20d6).

The Keep

The inner towers are mostly solid, but there are rooms inside, connected by passages. Except in the rare case when a visitor might find a window, 20 to 100 feet of solid rock lies between a tower's exterior and any chamber or passage inside. The two domed towers (B and E) are about 700 feet high; the smaller towers attached to them (A, C, D and F) are about 900 feet high. The remaining tower (G) is about 400 feet high and solid, just like the outer ones.

Inside a tower, the passages have arched ceilings three times as high as they are wide and each chamber has a domed ceiling four times as high as the room is wide. The corridors are unlit.

This area is a great place to waste time and run a frustrating game for the players. When the PCs enter the keep, simply ask the players which direction they want to go. Point out their options on the players' map and assume the characters get where they are going without incident unless you decide they have an encounter along the way. For example, if your characters enter tower A from the battlement, tell them they find a stairway going down or they can follow a passage into the big tower (tower B). Keep things moving.

The paragraphs below contain some additional information about the individual areas in the keep and some encounters to liven things up a bit.

Alert: When the PCs seek to cross a bridge, they may be attacked (see **A Bridge to Cross**, page 56). Also, **Lookout Below!** and its companion encounter **A Proposal** should be run when the PCs are traveling up any of the keep's staircases.

A. Entry Tower

Unlike the outer towers, the passage from the bottom of the stairwell here does not open into the courtyard, but to the courtyard level of tower B. The tower has no special function in the citadel.



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B. Main Tower

Though they are not shown on the maps, this tower has several dozen windows through which flying characters can enter. The windows are barred but have no shutters or glass. Tiny creatures can wiggle through the bars; larger ones must bend the bars with a successful band bars/lift gates roll. Characters who use the windows wind up on the battlement level.

C1-2. Bridge Towers

These towers have no windows or entrances other than the bridges between the towers and the passages from tower B. The stairwells connect the towers' bridge level to the battlement level of tower B.

D. Guard Towers

The bridges from tower C2 provide the only access to tower E, where the final piece of the *Rod* lies. The only entrances are the gates at the bridges; there are no doors or windows. Use the bridge/gate geomorph for these encounters; there are two gates. Read or paraphrase the following when the PCs examine one of the gates:

The bridge ends in a portal large enough to admit two ogres walking side by side. A silver grate blocks the portal. The inner edges of the bars are studded with tiny spikes with glittering points that look sharper than any needle.

The grates are simply doors that slide upward. Anyone can lift one with an open doors roll. The spikes, however, are if anything even sharper than they look. Furthermore, if the spikes are examined, they appear to be coated with a thin layer of some noxious substance, which cannot be removed. Characters operating the grates without metal gauntlets suffer 1d4 points of damage and must roll successful saving throws vs. poison or die immediately. Characters with gauntlets suffer one point of damage and don't have to worry about the poison.

A spithriku crouches behind the door, hiding. When the PCs begin working on the door, it automatically touches one character and uses its *fear* power. When the party finally gets the grate open, the spithriku bites and uses its *entangle* web power. If hard pressed, the fiend uses its *telekinesis* power to

hurl the lightest looking character off the bridge. The spithriku can move up to 175 pounds with *telekinesis*. A character hurled from the bridge suffers 20d6 points of falling damage upon impact.

Spithriku (Tanar'ri, Spyder-Fiend, Spithriku): AC 0; MV 18, Wb 15, Cl 9; HD 7+1; hp 36; THAC0 13; #AT 1; Dmg 2d6 (bite); SA spell-like abilities at 7th level, poison, webs, hiding; SD webs, harmed only by +1 or better weapons, immunities, invisibility detection (30-foot radius); SW suffer full damage from iron or silver weapons; MR 35%; SZ M (6' long); ML elite (14); Int average (10); AL CE; XP 12,000; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness* 15' radius, *teleport without error*, *cause fear* (in a single creature by touch); three times a day—*telekinesis*: always active—*infravision* (90-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the victim suffers a -2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures; every three rounds—*entangle* effect in a 10'x30'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards. Can use a web ability while attacking physically but not while using a spell-like ability.

80% undetectable when motionless and in cover.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *non-detection* spells and effects that block divination magic.

E. Miska's Tower

This tower has no windows or entrances other than the gates in area D; there is no access from the battlements. If the characters spend any significant amount of time near this tower (searching for secret doors, trying to dig through the walls, or the like), spyder-fiends from several areas spot them and teleport to the attack. (Teleporting works fine on the citadel's exterior.) The first group to notice is the group that patrols the battlements, which spots the PCs after a



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turn or two. Every 1d4 rounds after the patrol arrives, one group of kakkuu from the courtyard teleports in, followed by the kakkuu from the bridges. If the PCs already have killed the patrol, the kakkuu from the courtyard or bridges are the first to notice.

Once the PCs get inside, it is a simple matter for them to move upstairs to Miska's apartments, though you might decide to throw a few encounters their way (see the **Additional Encounters** section).

Miska's Apartments

These areas are similar to the rest of the tower interiors. The stonework is predominantly black and white, and the ceilings are lower, only 20 feet high.

E1. Phisarazu Chambers

Two invisible phisarazu keep watch over the *Rod* from these chambers. The doors leading to area E2 are fitted with peepholes, and the phisarazu are using them to watch over the *Rod*. If the party enters through the back door of either of these chambers, a surprise roll must be made. The phisarazu has a -2 penalty to its surprise roll. Because it is invisible, however, the party might not notice it. If the PCs go to area E2 from here, the phisarazu follows them in. When the second phisarazu sees the door open, it bursts into area E2, bites, and uses its *entangle* ability while its invisible comrade uses *fear* on any character it can reach.

The chambers are featureless except for the phisarazu.

Phisarazu (Tanar'ri, Spyder-Fiend, Phisarazu) (2): AC -3; MV 18, Wb 15, Cl 9; HD 9+1; hp 46 each; THAC0 13; #AT 3; Dmg 2d6/1d8/1d8 (bite/sword/sword); SA spell-like abilities at 9th level, poison, webs, hiding; SD webs, harmed only by +1 or better weapons, immunities, invisibility detection (40-foot radius); SW suffer full damage from iron or silver weapons, susceptible to holy water; MR 50%; SZ M (7 1/2' long); ML champion (16); Int very (12); AL CE; XP 18,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*alter self*, *darkness* 15' radius, *invisibility*, *teleport without error*, *cause fear* (in a single creature by touch); three times a day—*forget*, *mirror image*, *telekinesis*; always active—*infravision* (90-foot range).

Poison has an onset time of 1d3 rounds. If the opponent fails a save vs. poison he falls into a stupor

and cannot move, think, or act. The victim can attempt a Constitution check every 2d6 hours to recover. Even if the save succeeds, the victim develops a festering sore after 2d8 hours and loses one hit point and one additional hit point each day until he receives a *neutralize poison* spell. The victim also suffers a -3 penalty to Dexterity for 2d6 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, wrap helpless or unconscious creatures, or fire a lightweight ball that extends the range of the *fear* ability to 30 yards; every two rounds—*entangle* effect in a 10'x30'x20' cone (range 0), or a *glitterdust* effect with a range of 30 yards. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *non-detection* spells and effects that block divination magic.

Holy water inflicts 1d6+1 points of damage,

E2. Rod Chamber

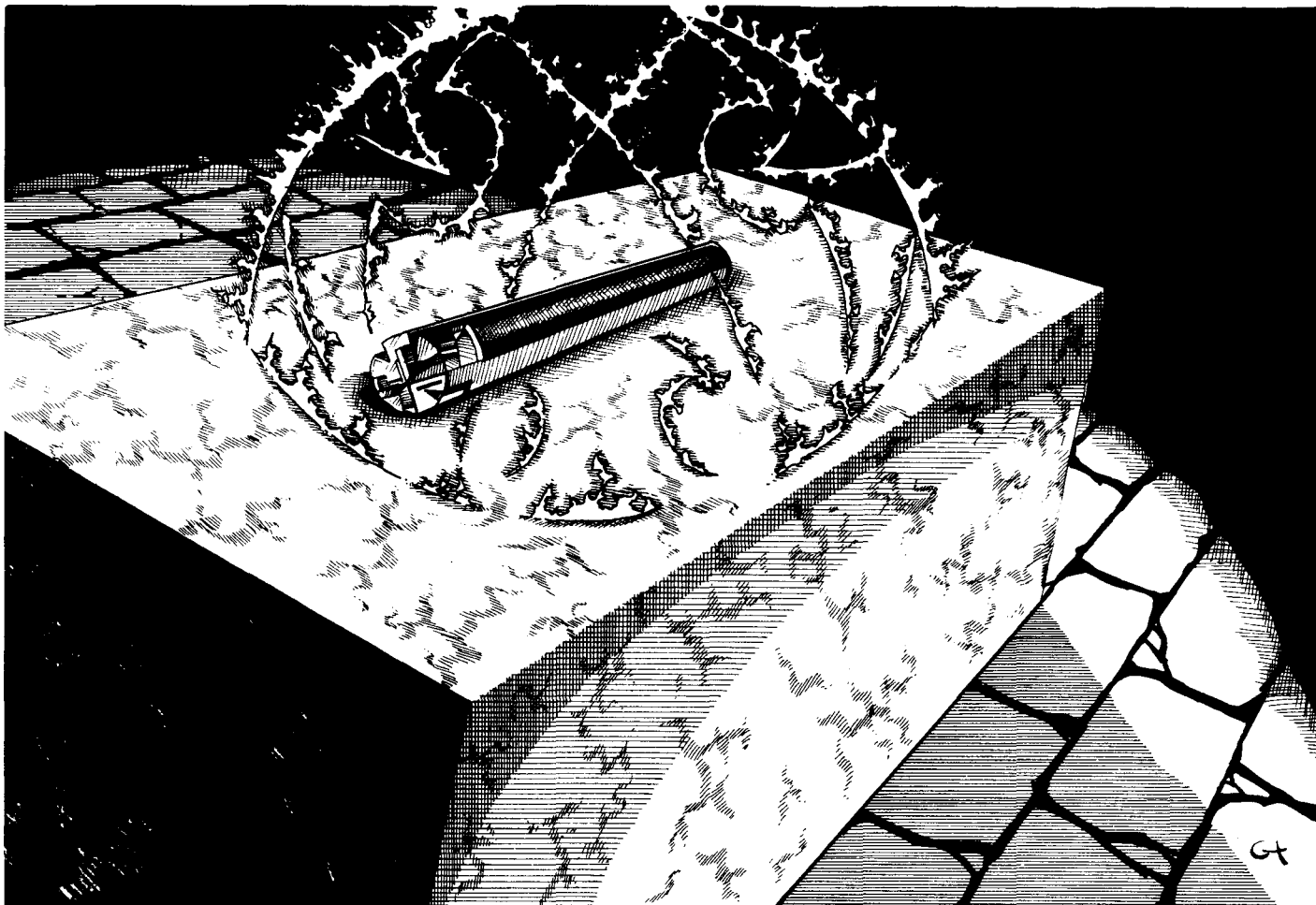
Tactical Map F5 shows this chamber. Read or paraphrase the following when the party enters this room:

Opening the door, you stare into an unusual room. It has eight sides and is shaped something like an arrowhead. Looking around, it is a shock to see that the walls of this chamber defy the clashing colors of the citadel that you have seen up until now. Instead, the room is encircled by walls which are plain and lusterless black. It is difficult to discern where the floor ends and the wall begins.

Ultimately, your attention is drawn to a knee-high slab of gleaming stone. The gleaming slab provides the chamber's only illumination, but it is enough to let you see a thick wand of lusterless ebony resting on the slab. The wand has one rounded end and one faceted end. This is the final segment of the *Rod of Seven Parts*.

The segment bears a shimmering glyph, just as Qadeej predicted it would.

The slab and *Rod* segment are not trapped, but the phisarazu from area E1 and Laak-Ral from area E4



keep watch and attack the PCs when they enter. See areas E1 and E3 for details.

As they attack, Laak-Ral shouts to his minions to kill the PCs before they can assemble the *Rod*. Laak-Ral is following instructions that Miska gave him; even if his spyder-fiends are defeated, Miska wants the party to complete the *Rod*.

Miska knows the instant the *Rod* is disturbed, and he teleports into the chamber whenever the group begins fiddling with it. (He uses his empathic connection with the *Rod* to get to a place where he can teleport before the characters even get to the room.) The PCs could be in for a nasty fight if they handle the *Rod* before dealing with Laak-Ral and the other spyder-fiends.

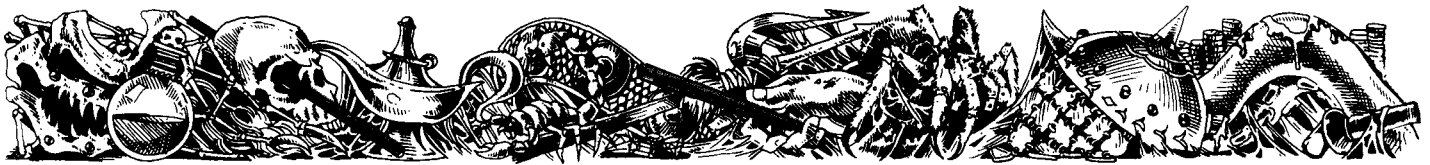
The Final Confrontation: If the PCs already have the first six segments of the *Rod* assembled, they can add the final segment in minutes (see **Book III**). Miska is monitoring them via his empathic connection to the *Rod*. If the PCs begin adding the final segment to the *Rod*, he waits until they are done, then teleports in. If they move to leave or fail to begin assembling within a minute or to, he teleports in, appearing as close to the *Rod* bearer as he can. If the *Rod* sections are being carried by more than one character, Miska appears near

the closest one. Before attacking, Miska gives them a chance to surrender the *Rod*. He is happy to converse before closing in for the kill:

- “So, you have brought me the *Rod*; how very kind of you. Give it to me, and witness the power of Chaos.”

If the party struck a deal with K’ian’cha, Miska says: “I see you have dealt with my worthless lieutenant, as the succubus predicted you would. Extend the *Rod*, and your agreement is complete.”

In any case, if Miska can get a firm grip on the completed *Rod* with two of his four hands, he is restored to full strength (see below). If the party doesn’t want to let him do that, he can still grab for it with his hands; if he scores two melee hits against the *Rod* bearer’s normal armor class, he grabs the *Rod*. If he scores only one successful hit, he can hold on and try again the next round. The *Rod* bearer can tear the *Rod* lose if he wins an opposed Strength roll against Miska. (To win, the character must roll under his Strength score on 1d20 and the number must be higher than what the Miska rolls. If the both the character and the Miska roll the same number, it is a tie. If both the character and the Miska fail the Strength



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check, it is a tie.) Miska's Strength is 19.

If Miska gets two hands on the *Rod* at any time, however briefly, he is immediately restored. The flow of energy creates a shockwave that drives the *Rod* away from Miska with the force of a catapult. The *Rod* bearer and anyone within 10 feet are blasted 30 yards directly away from Miska (or to the nearest solid object). They suffer 3d4 points of damage and must roll a successful saving throw vs. petrification or be knocked prone.

- Once he is restored, Miska does not deliberately touch the *Rod*; it has become his nemesis. The cocoon of law immediately collapses, and the full magical effects of Pandemonium rush in (see the **About Pandemonium** section). The winds of the plane flood in with a howling rage, and Miska howls with delight.

Miska sticks around to slay the PCs, as he is in a fine mood for killing. If the characters protest that they had a deal with the succubus, Miska laughs and says: "You didn't listen to *her* did you?" He has K'ian'cha's head stuck to his body with some webbing, and he throws the gory trophy to the party's feet.

Miska has 100 hit points after being restored. His strength increases to that of a storm giant. (Effectively, he has an additional +3 to hit and causes an additional +5 damage with melee weapons). Also, his Intelligence rises to exceptional (15).

Miska fights until reduced to 40 hit points or less, or until the PCs poke him with the *Rod*. If the characters flee, Miska pursues, attacking whenever he can. If they fight, ask the player whose character has the *Rod* how he is using it in combat. The completed *Rod* can function as a blunt weapon or a piercing weapon (see **Book III**). As a blunt weapon, the *Rod* inflicts only half damage on Miska. As a piercing weapon, any hit can kill him. Note, however, that any hit on Miska with a type P weapon sprays the attacker with a gout of ichor that can destroy both the wielder and the weapon. If the *Rod* fails its saving throw vs. disintegration, it shatters and a rift opens to a random location on the Prime Material Plane. The pieces of the *Rod* are scattered to random locations on the world to which the rift opened, and the characters are sucked in, too. However, Arquestan can rescue them and return them home. Miska is once again imprisoned and the rent in the cocoon of law is repaired. The PCs have duplicated the final moment of the battle of Pesh.

If the *Rod* succeeds with its saving throw, however, Miska is irrevocably slain.

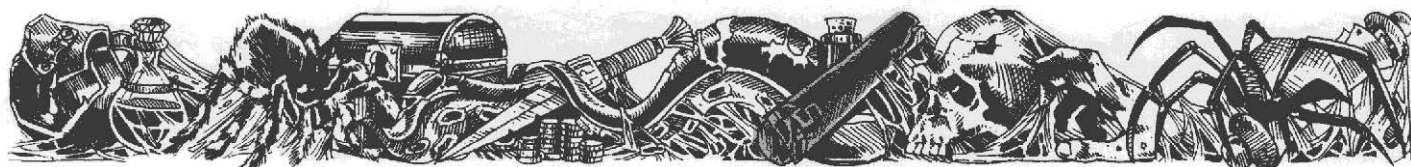
- A less heroic (but perhaps more prudent) tactic for the PCs is to grab the final segment of the *Rod* and run like the dickens. Miska's ability to teleport in pursuit is strictly limited as he cannot use it to leave an enclosed space, so the characters have an excellent chance of getting away, especially if they have not yet used the *Rod's* *wind walk* power. If the party outdistances Miska, he runs outside and then teleports to their location. (He can freely teleport within an area, or into an area.) In this instance, he will most likely confront the characters just before they board Arquestan's chariot. Arquestan will aid the PCs in any way he can.

If this ending seems undramatic, or if the final battle is too easy after Arquestan has joined it, have Miska gather together some spyder-fiends and attack in force.

- If the party leaves the citadel with all the parts of *Rod* unassembled, Arquestan helps them put them together. The *Rod* wielder can automatically seal the tear in the cocoon of law.

- If the characters reduce Miska to zero or fewer hit points before he is restored to full health, the wolf spider is "killed," but eventually will regenerate back to life and pursue them. Not even a *wish* can stop Miska from regenerating. If the PCs have activated the *Rod's* resurrection power, however, they can use it on Miska when he is "dead" (below zero hit points). Resurrecting Miska shatters the *Rod* and scatters the pieces on some random Prime Material world (but not the PC's). It reseals the cocoon of law and catapults the PCs back to their home world, and it also restores Miska to full health. He is still imprisoned, but much more powerful.

- While the party is confronting Miska, don't forget Zephrus, the bastard sword Arquestan offered the PCs. When the time is right (such as when the *Rod* bearer is killed or Miska is about to escape), Zephrus invokes its own power and transforms itself into Arquestan, complete with all items and weapons. The sword can do this even if Arquestan is present or if he has been slain. Zephrus/Arquestan attacks Miska with abandon. Note that Zephrus will allow the PCs to restore Miska, as this is the only way the Wolf Spider can be killed permanently. The sword will not, however, allow Miska to escape if it can prevent it.



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Miska the Wolf Spider: AC -7; MV 18, Wb 15, Cl 9; HD 24; hp 50 (100 if essence is restored); THAC0 -3 (-6 with *scimitar* or *morningstar* +3) (-8 with *scimitar* +5); #AT 7; Dmg 2d10/2d10/1d8+10/1d8+10/1d8+12/2d4+10/2d4+10 (bite/bite/*scimitar of speed* +3 and Strength bonus/*scimitar of speed* +3 and Strength bonus/*morningstar* +3 and Strength bonus/*morningstar* +3 and Strength bonus); SA spell-like abilities at 12th level, poison, webs, disintegration; SD webs, harmed only by +3 or better weapons, regeneration, immunities, invisibility detection (90-foot radius), ichor; SW susceptible to holy water; MR 70%; SZ H (15' long); ML fearless (19); Int average (8); AL CE; XP 36,000; See **Book IV**, page 4.

Notes: 19 Strength.

Spell-like abilities: at will—*darkness* 15' radius, *teleport without error*, *cause fear* (as wand); three times a day—*chaos*, *mirror image*, *shape change*, and *slow*, always active—*infravision* (120-foot range).

Poison has an immediate onset time. If the opponent fails a **save vs. poison**, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d8 hours to recover, but the venom inflicts an extra point of damage every 30 minutes. Even if the save succeeds, the victim suffers a -3 penalty to Dexterity for 2d10 rounds. The victim also develops a festering sore and immediately loses one hit point and an additional hit point every 30 minutes. The victim cannot benefit from healing spells until the poison is neutralized.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a **save vs. breath** weapon, wrap helpless or unconscious creatures, *entangle* effect in a 10'x50'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards, *glitterdust* effect (range 60 yards), or *web* effect (range 50 yards); three times a day—create a waterproof globe. When filled with liquid, a globe can be thrown 10 yards. When filled with venom, a globe bursts when thrown, filling a 15' in diameter with a poisonous mist. Creatures within the mist must **save vs. poison** or become blinded and mute for 3d4 turns and suffer 3d6 points of damage. If the save succeeds, the victim still suffers 2d6 points of damage and has a -2 penalty on all missile attacks and a 20% chance of spell failure for 1d4 rounds. All webs have only a 25% chance to burn if attacked with fire. Can use a web ability while attack-

ing physically but not while using a spell-like ability.

Regenerates 5 hit points a round.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas. Half damage from blunt (type B) weapons. Any slashing (type S) weapon that inflicts more than 5 points of damage with a single hit releases a stream of ichor that causes the attacker to **save vs. poison** or die. Any hit with a piercing (type P) weapon causes the attacker to **save vs. death** or die and the weapon must **save vs. disintegration** or be destroyed.

Invisibility detection is always active and is nonmagical, cannot be foiled by *nondetection* spells and effects that block divination magic.

Special Equipment: 2 *morningstars* +3, *scimitar of speed* +3, *scimitar* +5 (lawful opponents must **save vs. spells** or be disintegrated when struck).

E3. Laak-Ral's Chamber

This chamber is similar to area E2, stark and bare. Laak-Ral, a raklupis, regularly peeks into area E2, keeping watch over the *Rod*. He is invisible. The party cannot surprise him if they enter the chamber through area E2; otherwise, they have a normal chance for surprise.

If the PCs struck a deal with K'ian'cha and followed her directions, they'll come through the door from the corridor (from the bottom of the map). Miska has already slain the succubus, however, and warned Laak-Ral about her plans. The raklupis uses his *shape change* ability to look like a succubus:

This should be the door, if the succubus' directions were correct. But as you open the door, it is an empty room you peer into.

A second later, your old friend the succubus joins you. The raven-haired, bat-winged beauty appears out of thin air. "So sorry, we seem to have missed Laak-Ral," she says. "Inconsiderate beast, why can't he wait here and be slaughtered like a good spider? Follow me." She walks to an alcove across the room and presses a stud, which opens a secret door. "The clod has to be around here somewhere," says the succubus as she walks through the door.

Alert characters might remember that K'ian'cha was a blonde when they last met her. If they ask about the hair, the "succubus" shrugs and says a girl

has to change from time to time. The secret door leads to area E2. If the party follows Laak-Ral there, he uses his *mass charm* ability while the phisarazu from area E1 rush out and attack, imposing a -2 penalty to the party's surprise roll.

In any case, Laak-Ral's first action is to use *mass charm*. If the kakkuu from area E5 are still alive, they rush to the scene after 1d4 rounds. The phisarazu from area E1 remain in their chambers, however, unless the fight is taking place in area E2. Laak-Ral has three globes filled with venom that he hurls at the party's spellcasters should any of them breach his magic resistance.

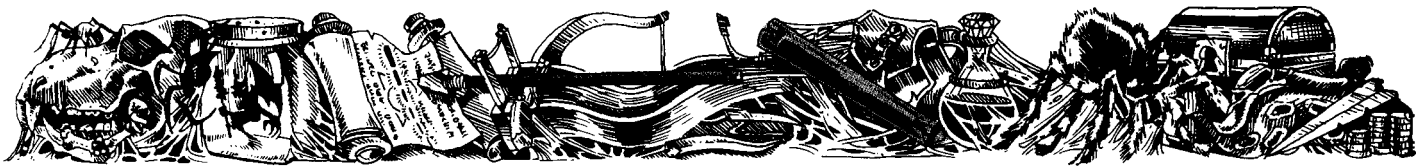
Laak-Ral (Tanar'ri, Spyder-Fiend, Ralupis): AC -6; MV 12 or 18, Wb 15, Cl 9; HD 12+8; hp 68; THAC0 7 (5 with *long sword* +2); #AT 3; Dmg 2d10/1d8+10/1d8+10 (bite/*long sword* +2/*long sword* +2 and Strength bonus/*long sword* +2 and Strength bonus); SA spell-like abilities at 12th level, poison, webs; SD webs, affected only by +2 or better weapons, immunities, invisibility detection (60-foot radius); SW suffer full damage from iron weapons and half damage from silver weapons; MR 70%; SZ L (10' long); ML fanatic (18); Int genius (18); AL CE; XP 25,000; see **Book IV**, page 7.

Notes: Spell-like abilities: at will—*alter self*, *darkness* 15' radius, *teleport without error*, *cause fear* (in a single creature by touch) *invisibility*, *telekinesis*; three times a day—*forget*, *mass charm* (24 hit dice within 30 feet) *mirror image*, *shape change*, always active—*infravision* (120-foot range).

Poison has an immediate onset time. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d6 hours to recover, but the venom inflicts an extra point of damage every hour. Even if the save succeeds, the opponent suffers a -3 penalty to Dexterity for 2d8 rounds. The victim also develops a festering sore and immediately loses one hit point and an additional hit point each hour. The victim cannot benefit from healing spells until the poison is neutralized.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, wrap helpless or unconscious creatures, *entangle* effect in a 10'x50'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards, *glitterdust* effect





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(range 60 yards), or *web* effect (range 50 yards); three times a day—create a waterproof globe. When filled with liquid, a globe can be thrown 10 yards; when filled with venom, a globe bursts when thrown, filling an area 15' in diameter with a poisonous mist. Creatures within the mist must save vs. poison or become blinded and mute for 3d4 turns and suffer 3d6 points of damage. If the save succeeds, the victim still suffers 2d6 points of damage and has a -2 penalty on all missile attacks and a 20% chance of spell failure for 1d4 rounds. All webs have only a 25% chance to burn if attacked with fire. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *nondetection* spells and effects that block divination magic.

E4. Miska's Chamber

Miska took up residence in this chamber shortly after being imprisoned here. He tore out the jagged opening leading to the corridor an inch at a time as he smashed at the walls. The rest of the chamber shows similar damage. The room is bare except for six vaguely man-shaped bundles of silk hanging from the ceiling. Three of these contain dried-out husks of victims Miska has consumed since K'ian'cha arrived. The remaining three are people who succumbed to Miska's venom before he could consume them; these have become bodaks. If the PCs tear open their wrappings, the creatures fall to the floor and sit there stupidly for a round, then use their gaze attacks on the PCs.

Bodaks (3): AC 5; MV 6; HD 9+9; hp 54 each; THAC0 11; #AT 1; Dmg 1d8 (long sword); SA death gaze; SD immunities, harmed only by cold iron or +1 or better weapons; SW sunlight inflicts one point of damage per round, susceptible to holy water, can be turned as ghosts; SZ M (5'-6' tall); ML steady (11); Int low (7); AL CE; XP 5,000 each; PMCA/36.

Notes: Gaze causes a single creature to save vs. death or die (range 10 yards).

Immune to charm, electricity, hold, nonmagical fire, sleep, slow, and poison. Half damage from cold, magical fire, and gas.

• Holy water inflicts 1d6+1 points of damage.

E5. Kakkuu Barracks

These chambers are bare. Two kakkuu wait in each one, waiting to pounce on intruders or scurry to Laak-Ral's aid.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (4): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness* 15' radius, *teleport without error*; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the victim suffers a -2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

F1-3 Lookout Towers

These towers are mostly solid. They have stairways connecting their tops to the battlement levels and passages leading from them to towers B and E, but no other features. Tower F3 is connected to C1 by a bridge and has a stairway that runs all the way down to the battlement and the courtyard, but it is otherwise similar to the other two towers.

G. Flanking Tower

This tower is identical to the outer towers.



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Additional Encounters

These encounters have no fixed locations. Some can happen anywhere, and some can happen several times, as noted in the text for each encounter.

A Bridge to Cross

Three bridges made from blood-red stone connect the upper levels of the keep. These spans are 20 feet wide and about 18 feet thick. They have no railings—it's a 400-foot drop from a bridge's naked edge to the courtyard below. The stonework is pocked and cracked here and there. Some cracks are 5 feet deep, but the stonework is solid overall.

A group of kakkuu has been assigned the task of guarding the bridges. Two of them lurk in one of the larger cracks, ready to rush anything that comes too close. The other four keep watch from atop tower B and teleport in behind the party when their cohorts attack.

Run this encounter the first time the party sets foot on the bridge. If the party drives the kakkuu away, the survivors join one of the groups guarding the courtyard. Use the bridge span geomorph.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (6): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness* 15' radius, *teleport without error*; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the victim suffers a -2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

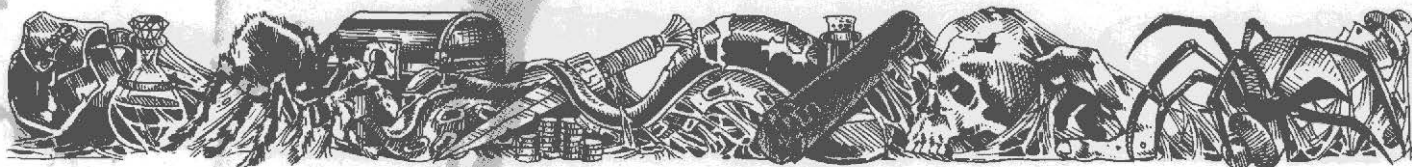
Holy water inflicts 1d6+1 points of damage.

Lookout Below!

One recent arrival to the citadel is the succubus K'ian'cha, who recently returned to the Abyss glowing with success after luring a mortal wizard to his doom. K'ian'cha's tanar'ri overlords have offered her a greater challenge—to enter the citadel and convince Miska not to rejoin the Queen of Chaos, but to join the Blood War (the aeons-old struggle between tanar'ri and baatezu) instead. K'ian'cha accepted the challenge and came to the citadel astride a goristro, a huge tanar'ri with massive strength and puny intellect. The succubus brought with her creatures for Miska to hunt and eat. K'ian'cha presented both the creatures and the goristro to Miska as gifts. The wolf spider immediately gorged on the hapless creatures, then ordered his new servant, the goristro, to clean up all the chunks of masonry that had been knocked loosed during the centuries of his captivity. Smashing stone to bits was one of the few amusements Miska had. After all the centuries, even Miska has begun to fall under the influence of the *Rod* segment and has a faint yearning for neatness. The Wolf Spider is in no danger of becoming lawful, but the power of the *Rod* can never be completely resisted, even by the likes of Miska.

The goristro is following its orders to the best of its ability. It is gathering up armloads of rock and throwing them down a stairwell. Not being the smartest or most dexterous creature, it leaves plenty of debris behind as it lumbers about.

The PCs can encounter the goristro whenever they ascend a staircase in tower B or E (but not the staircase leading to Miska's apartments). Use the stairwell geomorph for the encounter. The goristro arrives at the level above the PCs and begins dropping rocks down the stairwell when the PCs have climbed about halfway up (100 feet). Most of the rocks fall harmlessly down the center of the stairwell, but several fragments begin bouncing around on the stairs, and each PC must roll a successful saving throw vs. petrification or suffer 3d4 points of damage. At first, the party might think the building is collapsing, but after a minute or so the goristro begins tossing down chunks of rock it dropped, and the characters can hear it panting and grunting. They can get a look at it by leaning over the stairwell and peering upward, but anyone who does so must roll another saving throw.



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If left unmolested, the goristro throws rocks down the stairwell for 2d6+2 rounds, then lumbers off to pick up more rocks.

The PCs can avoid serious damage simply by huddling against the walls and waiting for the monster to leave. If they decide to attack, they first must ascend the 100 feet of stairs above them, which takes about six rounds unless the PCs are flying or have some other form of special movement available. The goristro cheerfully hurls rocks at them while they ascend.

Use the stair head geomorph when the party reaches the top of the stairs and immediately run the **A Proposal** encounter.

Goristro (Tanar'ri, Greater, Goristro): AC -2; MV 15; HD 20; hp 141; THAC0 1; #AT 2; Dmg 6d4+6/6d4+6 (fist/fist); SA spell-like abilities at 10th level, stomp, hurl boulders; SD harmed only by +1 or better weapons, immunities, regeneration; SW suffer full damage from iron weapons and half damage from silver weapons, susceptible to holy water; MR 60%; SZ H (21' tall); ML champion (15); Int low (5); AL CE; XP 23,000; See PLANESCAPE Planes of Chaos Monstrous Supplement, page 26.

Notes: Spell-like abilities: at will—*darkness* 15' radius, *detect invisibility*, *detect magic*, *fear* (as wand), *levitation*, *spider climb*, and *teleport without error*.

Immune to cold, fire, poison and poison gas, regenerate one hit point a round, 360-foot infravision.

Can hurl boulders 3 to 240 yards for 2d12 points of damage. Stomping affects all creatures within 10 feet for 5d8 points of damage unless they are more than 6 feet tall.

Holy water inflicts 1d6+1 points of damage.

A Proposal

The succubus K'ian'cha is wandering the corridors in towers B and E, hoping to exchange a few words with Miska and keeping an eye on the goristro as it performs its custodial duties. The PCs could meet her in any stairwell, stair head, or hall; pick a geomorph that suits your fancy. However, if the PCs choose to fight the goristro, she intervenes.

K'ian'cha makes no attempt to hide who or what she is. She has a business proposal for the party, and she expects the characters to act in their own best interests (as she perceives them). Read the following if K'ian'cha intervenes with the goristro:

You finally reach the top of the stairs, where you can deal with your gigantic opponent. On second thought, maybe that's not a good idea. The beast is fully as tall as the cloud giants you fought not long ago, and it has clawed hands, bull horns, and a mouth full of canine teeth. There seems to be only a faint glimmer of intelligence behind its eyes, which glow like two coals in a roaring fire. The beast has another rock in its hands and a grimace on its vaguely bovine snout that might be a silly grin. Throwing chunks of rock at adventurers might be some kind of game to it.

"Put that down!" commands a sensuous female voice from behind the beast. "Gently!" the voice adds. The beast gives you a distrustful stare.

The goristro uses its stomp attack if the PCs attack it. If they hold their actions, it turns its back on the party and lumbers off, still clutching the rock.

If the party looks past the goristro, they see K'ian'cha in her natural form, and she smiles at the characters innocently. "He's really just a big child you know," she says with a toss of her head.

If the party attacks the goristro, K'ian'cha flies into the air to avoid the stomp attacks and makes one last attempt to stop the fight. "This is unnecessary!" she says. She gives a curt command to the goristro, who obediently backs away from the party. "Let him go unless you want to fight both of us!" she warns.

If the party is willing to talk, K'ian'cha shoos the goristro away and begins to negotiate.

If K'ian'cha can't establish a dialog, she calls the goristro back into the fray and uses *charm person* on a spellcaster. If the charm works, she urges the character to get his companions to stop fighting, then tries to charm another PC.

If the PCs meet K'ian'cha elsewhere, read this:

Somewhere ahead of you, a woman is singing a lovely tune. The words are alien, but the melody is wonderfully soothing. A few more paces bring you face to face with the singer. She is a statuesque beauty, nearly 6 feet tall, with wheat colored hair, alabaster skin, and great bat wings. She is as naked as a newborn babe. "Hello," she says. "So you are the people whose world Miska plans to attack—just as soon as he's reunited with his lover, the Queen of Chaos. You know, I can prevent that, if you help me just a little."

K'ian'cha flees if the party attacks. If the PCs wish to talk, she offers the following:

- "Listen, I have come here to convince Miska not to attack your world! You see, the powers I represent want Miska to come back to his own and stop messing around with primes like yourselves. We're not interested in your little world at all. We've got bigger fish to fry.

"Have you ever heard of the Blood War? The baatezu are the real evil of the multiverse, and we're at war with them. Have been for a long time, really. We want Miska to come back and attack another world, one full of baatezu. It's down in the lower planes. Now, you're not friends of the baatezu, are you? Wouldn't millions of dead baatezu be better than the death of your whole world?"

- "Think of it this way: if Miska escapes this citadel, historians will report that it was *you* who let him out. They'll say that until the end of time, because it'll be true."

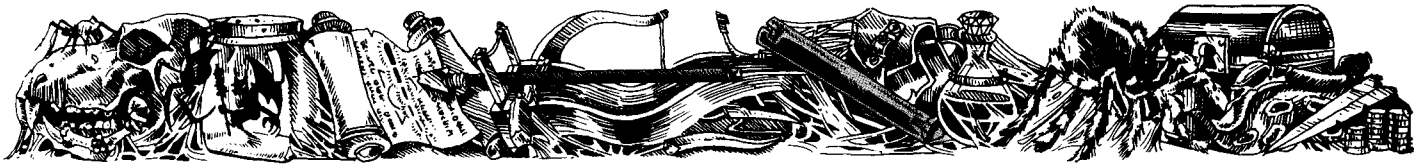
- "Here's the deal. I just need a little time to speak with dear Miska without his disgusting toady, Laak-Ral, around. That raklupis could charm a dwarf out of his gold! I'll distract Miska, and you deal with Laak-Ral. Once I convince Miska to see things my way, you'll use the *Rod of Seven Parts* to break down the barrier that surrounds this place. Just about everyone knows about the rap about that loathsome stick. Anyway, once Miska escapes, you can keep the *Rod*. It's an artifact of Law, so no tanar'ri wants anything to do with it. All you have to do is touch Miska with the *Rod* and your troubles will be someone else's troubles."

- "If you agree, Miska will be free, but your world will be safe. You have my word that we won't visit your world for six or seven thousand years at least. And you'll have the *Rod*!"

- "If you refuse, you'll probably have to fight Laak-Ral and Miska at the same time. Not very fun, very unhealthy. Well, what do you say?"

Most of what K'ian'cha says is true. She really does want Miska to leave the Queen of Chaos. What she is deliberately withholding is the fact that Miska is wounded. If the PCs seem to like the bargain, but think K'ian'cha won't keep her word, she points out





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that even if she doesn't keep her word the party still will be spared fighting both Miska and Laak-Ral at once. She also points out that she has nothing to gain by betraying the PCs. Once Miska uses the *Rod* to free himself, she'll have her hands full getting him safely away from the Queen of Chaos. She'll have no time to steal the *Rod* or attack the party. As for attacking the PCs' world, K'ian'cha reminds them that the tanar'ri aren't interested in conquering the Prime Material. It's the lower planes that count, and that's what the Blood War is all about.

If the PCs accept K'ian'cha's offer, the succubus tells them how to reach Laak-Ral's chamber: "Cross one of the bridges leading to the small domed tower, deal with the guard at the gate—sorry, you'll have to take care of that yourself—and ascend the small spiral stair. Turn left at the top of the stairs, then left again. Take the second left, then go left and left again. The first door you see opens into Laak-Ral's chamber." If the party wants to be teleported there, K'ian'cha reminds them that teleportation doesn't work very well in the citadel. Should the PCs ask, K'ian'cha gives them a quick rundown on the raklupis's powers.

K'ian'cha's dishonorable deal will net the party nothing in the end. The Queen of Chaos knows about her plan and has been advising Miska about it via his ability to commune with her, a power K'ian'cha knows nothing about. Laak-Ral is alone in his chamber when the PCs arrive no matter what they do, and Miska will not appear until the party enters the *Rod* chamber (area E2). If the party expects Miska to leave quietly after they have released him, they're going to be in for quite a shock.

If the party tries to string K'ian'cha along in an attempt to get information about Laak-Ral or Miska without agreeing to the deal, she is not fooled (courtesy of her *ESP* ability). But she allows the PCs to believe she's buying their doubletalk long enough to seize the nearest PC for a kiss, then teleport to the far end of the hall and flee (teleportation is possible within an area).

If the party does leave the area quickly, the succubus returns with the goristro in tow, and the PCs have a fight on their hands. Otherwise, they do not encounter her again.

DM Note: A character under Zephrus's control will never agree to the succubus's offer, and will attack if not restrained.

K'ian'cha (Tanar'ri, Lesser, Succubus): AC 0; MV 12 or 18, Fl 18 (C); HD 6; hp 31; THAC0 15; #AT 2; Dmg 1d3/1d3 (fist/fist); SA spell-like abilities at 18th level, energy drain, SD harmed only by +2 or better weapons, immunities, never surprised; SW suffer full damage from iron weapons and silver weapons, susceptible to holy water; MR 30%; SZ M (6' tall); ML elite (14); Int exceptional (16); AL CE; XP 11,000; PCMA/109.

Notes: Spell-like abilities: at will—*charm person*, *clairaudience*, *ESP*, *darkness 15' radius*, *etherealness* (as *potion of etherealness*), *plane shift*, *shape change* (to humanoid form of about own height and weight), *suggestion*, *teleport without error*.

Immune to electricity, fire, and poison. Half damage from cold and gas.

Holy water inflicts 1d6+1 points of damage.

Troubleshooting

If the PCs decide to retreat and enter the citadel again, Arquestan advises against it, but he uses his chariot to take the party to a safe place where they can rest and regain spells. If they don't use the *Rod* while recovering, the queen won't find them. The party can leave Pandemonium, as Arquestan suggests, and hope to keep the *Rod* out of the queen's hands. Or they can enter the citadel again. K'ian'cha and the goristro are gone when they return, but reinforcements have arrived and there are two spyderfiends in the citadel for every one there was before. Arquestan will risk accompanying the characters on their second try because he knows they have no chance of surprising Miska on the second attack.

AFTERWARD

Arquestan takes the survivors out of Pandemonium after they escape from the citadel. After that, Arquestan's actions hinge on exactly how successful the PCs were:

Miska has been slain

First, Arquestan checks to make sure that all of the heroes made it out of the citadel; he scans the nearby area of Pandemonium to see if anyone missed the rendezvous. Finally, he goes back inside and retrieves anyone left behind, dead or alive. Once everyone is secure, Arquestan transports the characters to the Vale of Aaqa.

Arquestan's usually stoic countenance is showing an unmistakable grin as he orders his wind chariot onward. Within a short while, your stay in the land of howling winds is done, and once more you must traverse a gray featureless void before returning to a land of sun and earth.

The trek is soon done, though, and shortly you find yourselves warming up by the light of a sun which can recognize as not your own. Staring down, you see forest below.

"I hope you don't mind," Arquestan says, "but I want you to meet a few of my friends before I take you to your home." The many globes of light that Arquestan seems to wear like clothing begin to buzz about, tense and exhilarated. As Arquestan commands the chariot to rise, you gaze over a mountain into a sheltered valley, and with sudden confidence you realize that you are still not on your own world, and you begin to wonder if you are staring into some retreat of the gods.

The land can only be described as perfection: a mild sun and cool breeze foster a verdant city below. Dispersed within the city you see buildings, trees, and gardens, and immensely tall towers. There are markets, farms, stables, and domesticated animals all about. People are milling about the pathways below, many of them pointing up at your passage. All bear the recognizable stamp of Arquestan's and Qadeej's race. Despite the many structures and diverse flora, there is an unquestionable order to the place. No leaf nor pebble of the road is out of place. This is a home of Order and Law.

The chariot descends, and Arquestan tells you to hold aloft the Rod and show it to everyone. "Miska

the Wolf-Spider is dead!" he shouts. "The war is over."

The wind dukes cheer, their melodic voices rising to the sky above.

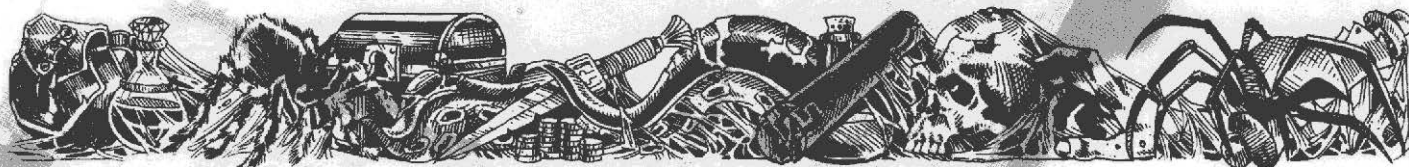
The immortals welcome the heroes into the Vale of Aaqa and invite them to stay as long as they wish. They are honored as the saviors that indeed they are; only with the threat of war gone can perhaps the vaati race flourish once again. The celebrations should last for days before the vaati decide exactly what rewards are appropriate to such champions.

First, the characters are forever remembered as friends and allies of the wind dukes. Despite their withdrawal from affairs of the world, the memory of vaati's greatness is not entirely forgotten. In the future, no creature of the air nor any being of the Elemental Plane of Air will attack the heroes without being attacked, and all such creatures will demonstrate respect for the PCs, and will assist them if able. Finally, the vaati offer each character one of the following:

- A wish.
- The ability to fly as a vaati (speed 12, maneuverability A) for up to seven hours a week.
- The ability to use *reveal truth* as a haikjadeam (see the vaati description in **Book IV**).
- The ability to summon whirlwinds once a day as a trygrideam (see the vaati description in **Book IV**).
- A young hound of law, bonded to the hero as friend and companion.
- A wind chariot.
- The sword Zephrus.

The DM can assign a reward from the vaati or allow players to choose.

A few elements of business remain. The Queen of Chaos is sure to remember the party's role in this portion of the *Rod's* saga. Though her ability to punish the PCs for interfering with her plans is limited (ruling a layer of the Abyss provides many distractions), she is not the sort to let the matter lie. She is likely to assign a raklupis or a lycosidilith (or more)



Afterward

to harass the party for the rest of their lives. Seeking out this and destroying this creature is likely to occupy time and resources. If the party keeps the *Rod* after the adventure is over, the queen's spyder-fiends continue to harass them until they destroy it (see the *Book of Artifacts* for details), send it to another world (see the notes on the *Rod* in **Book III**), or give it to the vaati.

The vaati in the Vale of Aaqa recommend to the characters that they give the *Rod* over. Here it will be safe for all time, and ready to be wielded should worthy champions of Law ever need it again. They plan to build a monument to the heroes; their images, graven in stone, will stand watch over the *Rod*. They warn the characters that the Queen is likely to continue to harass the party for all time if they keep it, and that the waves of Chaos that so distorted their world will remain as long as the *Rod* holds the Queen's interest.

DM Note: Here in the Vale of Aaqa, the *Rod* bearer will be able to resist the side effects described in **Book III** and give up the *Rod* to the vaati.

Qadeej is another one not likely to forget the PCs. His thirst of for a new war with Chaos has been festering for millenia, and the PCs have foiled his plans. Qadeej is not completely mad, however, and instead of acting against the party will begin to plot some other way to reopen the war. A party who sets out to expose Qadeej as a traitor has quite a task on its hands.

Eventually, it comes time for their good friend Arquestan to give his farewells:

"I'm home," Arquestan says wistfully. "For centuries I've tracked the Rod and kept it out of the hands of the Queen of Chaos and her minions. I think I could use a vacation, and maybe so could you. Call upon me should you ever need."

Arquestan has finally come home; his years of self-imposed exile have ended since the threat of renewed war seems finally to be over.

Miska remains Imprisoned

Arquestan transports the survivors of the conflict with Miska back to their own world, and offers to help them with getting healed and mended. While he is saddened that the party was ultimately unsuccessful, no true harm has been done since Miska remains

locked away in Pandemonium.

The Queen, on the other hand, has a score to settle. As noted above, she will send spyder-fiends in number to assault the PCs and their world. The waves of Chaos will, if anything, intensify. As long as the PCs have the *Rod*, there is still the possibility for her to free Miska once again, and that goal has not changed.

If the PCs have a properly assembled *Rod*, they can scatter the pieces on a random world by using the *Rod's* resurrection power. Or they can surrender the *Rod* to Arquestan and the wind dukes. Either of these will end any Chaos effects on the PCs' world, and the queen will begin searching elsewhere for the *Rod*. She remembers the PCs should their paths cross again.

Arquestan, and perhaps some of the other friendly NPCs, might continue to assist the party with news of any plots brewing against them, but otherwise they are too busy continuing to track the *Rod* after the party finally gets rid of it.

Meanwhile, Qadeej will offer to take the *Rod* off the hands of the PCs. He will use whatever means of persuasive he can to get possession of it; his promises and bribes could be quite lucrative. Of course, immediately after he has the *Rod*, Qadeej travels to Pandemonium and frees Miska. The war begins.

The Wolf-Spider Escapes

If Miska escaped, Arquestan picks up any surviving PCs and takes them home, then rushes off to prepare for the soon-to-be resumed war between Law and Chaos.

This failure is likely to have grave consequences for the campaign: the PCs' world is the first to be invaded. The Chaos effects the world has suffered (see the **Chaos Waves** adventure in **Book III**) get worse. The PCs' world is doomed unless they can reassemble the *Rod* and slay or imprison Miska.

The most likely direction the campaign is likely to take is to move toward a replay of the battle of Pesh. If the PCs still have the *Rod*, the vaati encourage the PCs to mount an attack and drive directly at Miska. This noble if desperate act could correct the failure at Pesh a millenia ago. If the universe is to be saved, Miska must be destroyed with the *Rod*. The wind dukes assist as best they can.





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