



THE STOLEN POWER

BY ROBERT KELK

An evil cult with a
trick up its sleeve.

Artwork by Valerie Valusek
Cartography by Diesel

Robert Kelk was born in London, Ontario and raised in Ottawa, Canada's capital. He is president (and usual DM) of the Hobby Centre Gaming Club. Robert states he was once told that men wouldn't play female PCs because "they keep getting sacrificed." In the interest of equal time, he has created Shami-Amourae.

The Stolen Power is an AD&D® game module for 4-6 player characters of 1st-3rd level. Lawful-good characters, especially paladins, are recommended for this adventure. Clerics of Aphrodite, Hanali Celanil, Hera, and Ishtar have a special interest in despoiling the cult of Shami-Amourae.

Adventure Background

Your travels have taken you to Highland, a small city of 1,500 people. Its only claim to fame is that it is the largest fishing town on the shores of the body of water the locals call the Fresh Sea. At the moment, it is a city with a problem.

Highland's clerics have been plagued by a number of thefts lately. Since the thefts have been mostly of money, they have been quietly ignored. ("Of what use is money to the gods?" the clerics ask as they lock away their magical items. "Charity begins at home," say the faithful as they give even more money.) Last night, however, the local Glade of Raven (a small but politically powerful open-air temple dedicated to the leader of the local gods) was robbed of its most prized possession. A *book of infinite spells* was stolen from under their very noses! The clerics fear the effects of its use by their enemies and want it back quickly.

The only clue to the identity of the thieves is a small scrap of paper, presumably dropped by one of the robbers. The name "Hadonis" and part of a floor plan are scrawled on the paper.

There is a man named Hadonis who frequents the town, and he just may have the temperament and ability to steal from the good. Hadonis is called a "dark cleric" by the locals, but nobody knows which devil, demon, or infernal deity he worships.

Moonwind, Raven's most powerful cleric in Highland, has discovered

two pieces of information about the theft. The first, gained by an *augury*, is that the scrap of paper was left behind by accident and is not a false clue. The second, gained by bribing Highland's records keeper, is that Hadonis owns a small country retreat that has a floor plan matching that on the scrap of paper. Unfortunately, the location of the retreat has been deleted from Highland's records, and the clerics cannot find anyone in town who knows where the retreat is.

Moonwind would lead a party of the faithful to look for the *book*, but none of the faithful still in Highland retain the skills necessary to survive a long trek into the wilderness. She is not so foolish as to think she can survive in the wilderness alone, and she would be abandoning her temple if she took her assistants with her. Having heard that a party of brave and noble adventurers (according to the rumors) is in town, she has come to you for your help in recovering the stolen *book*.

Moonwind's proposal is this: If you agree to help bring back the *book*, unused, the temple will give you 150 gp each, 30 gp now and 120 gp when you return with the *book*. You are, of course, allowed to keep a fair share of any loose treasure you find along the way, although donations to the temple will be looked upon with favor.

You are making good time to your original destination and have a few days to spare. Will you help them?

For the Dungeon Master

Moonwind and her two assistants (Bearpaw and Deerhunter) are willing to give the PCs some other considerations if they are successful, but won't reveal them unless asked. They will provide one week's worth of iron rations at no cost, and will pay for the *resurrection* of any two PCs killed in the line of duty. Two items are not open to negotiation: Deerhunter must be allowed to accompany the PCs, and the player characters must not use the *book*.

Hadonis has indeed taken the clerics' *book of infinite spells*, with the aid of the worshipers of Shami-Amourae he leads. (Shami-Amourae, the queen of succubi, is described at the end of the

module.) He intends to use the *book's* spells to capture intelligent beings for use as sacrifices and slaves. He has hidden the *book* in the dungeon beneath his cliffside retreat.

The rectangular floor plan left behind shows areas 2 through 5 and parts of areas 1 and 6 of Hadonis's retreat.

The *book of infinite spells* has 12 pages unturned. The contents of the *book*, in order, are *teleport* (MU5), a blank page, *control weather* (MU6), *Melf's minute meteor* (MU3), *monster summoning V* (MU7), *chant* (C2), a blank page, *fog cloud* (I2), *levitate* (MU2), *flame strike* (C5), *control weather* (D7), and *mind blank* (MU8).

Moonwind, 8th-level human cleric: AC 10; MV 12"; hp 44; #AT 1; Dmg by weapon type; S 13, I 12, W 15, D 8, C 15, Ch 14, Cm 9; AL CG; mace.

Moonwind is a soft-spoken woman who never seems to lose her temper or run out of patience. She is fluent in the elvish, dryad, and troll tongues. Her usual spell selection is *cure light wounds* (×3), *protection from evil*, *detect charm*, *hold person*, *silence 15' radius*, *continual light*, *dispel magic*, *glyph of warding* (chill), *detect lie*, and *neutralize poison*.

Bearpaw, 4th-level human cleric: AC 10; MV 12"; hp 13; #AT 1; Dmg by weapon type; S 12, I 8, W 15, D 10, C 7, Ch 14, Cm 16; AL CG; mace.

Bearpaw is a ladies' man. He is from a far country, and his exotic accent is very attractive to members of the opposite sex. He speaks the kobold language fluently. Bearpaw's usual choice of spells is *bless*, *cure light wounds* (×2), *light*, *hold person*, and *slow poison*.

Deerhunter, half-elf 1st-level cleric/1st-level ranger: AC 8; MV 12"; hp 10; #AT 1; Dmg by weapon type; S 14, I 14, W 14, D 14, C 11, Ch 7, Cm 12 (11 to half-elves and sylvan elves); AL CG; leather armor, short sword.

Deerhunter, the only ranger and one of two nonhuman clerics in Highland, is a man who keeps his thoughts to himself. He can speak with elves, gnomes, halflings, goblins, hobgoblins, gnolls, and orcs in their own tongues. *Command* is the spell he usually carries.

Starting the Adventure

The PCs should search for information before setting out. Nobody who lives in Highland has ever been near Hadonis's

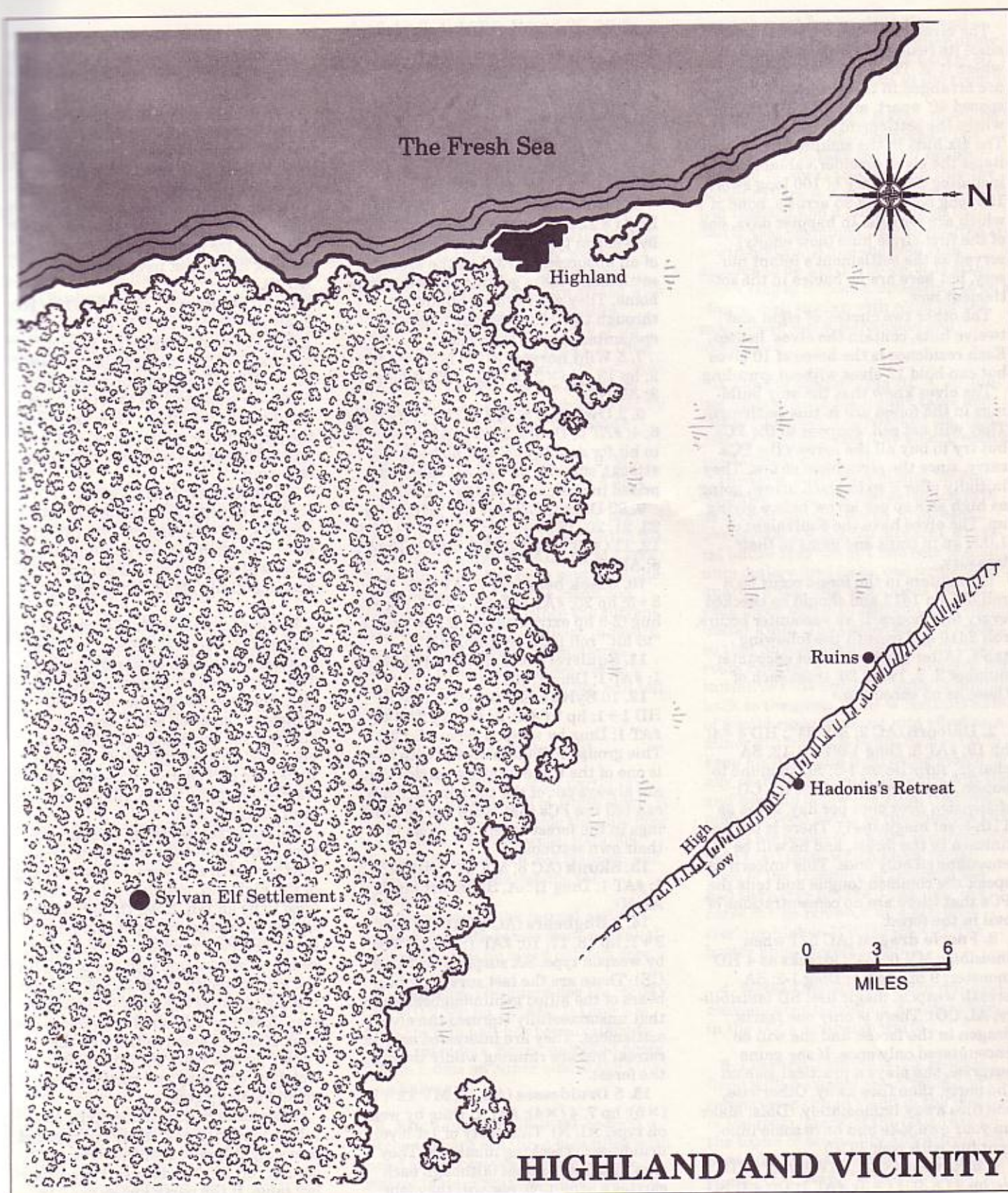
retreat, so the PCs must either ask someone from out of town, use magical means of finding the retreat, or set out blindly (PCs who take such wild risks generally have short life expectancies).

Luckily for the PCs, today is market day in Highland, and 50 merchants have come to town. Most are food, spice, or cloth dealers, but there are five weapons merchants in the throng. Each weapon dealer specializes in one type of weapon. The five are a fletcher/bowyer, a swordsmith, a lance maker, a pole arms saleswoman, and a daggersmith. If the PCs wish to buy weapons, they should be made aware of the local law which requires a 10% surtax on the sale of deadly weapons other than knives.

The swordsmith and 20% of the non-weapon dealers know that Hadonis's retreat is to the north of Highland. One of the food dealers remembers that the building stands on the site of an "elfen burrow." Since elves usually don't live underground the way dwarves do, this is unusual in itself. The food dealer admits that he doesn't know exactly where the retreat is located but suggests the PCs check with the town records keeper. When presented with a bribe of at least 50 gp, the records keeper searches through his records and, after much fussing and complaining, manages to "discover" a document listing the exact location of Hadonis's retreat.

Travel to the west of Highland is impossible without a ship, boat, or some magical way to breathe underwater, none of which are for sale in Highland. The local fishermen are not willing to hire out their boats or services to adventures, whom they consider "a bunch of no-good, lazy wanderers," no matter what the PCs are willing to pay. If the PCs manage to adventure in or on the Fresh Sea, they encounter nothing; all the local marine monsters have been killed by Highland's fishermen.

There is a large forest to the south and east of Highland. There are no dungeons or ruins in the forest (unless the DM chooses to place some there). The forest is home to one settlement of 200 sylvan elves, although only 170 are in residence at any time. The other 30 elves are organized into three hunting parties. At the time of this adventure, the elves have just repelled an invasion of goblins and bugbears, and are alert for intruders. After careful questioning, they welcome any peaceful party to their village.



The elven settlement has no name, since its residents know what and where it is. The settlement buildings are arranged in three concentric circles, spaced 40' apart, around a central hut where the settlement's food is stored. The six huts in the smallest circle hold items the elves consider valuable, including an armory of 100 long swords, 150 long bows, and 95 arrows, none of which are for sale. In happier days, one of the first-circle huts (now empty) served as the settlement's infant nursery, but here are no babies in the settlement now.

The other two circles, of eight and twelve huts, contain the elves' houses. Each residence is the home of 10 elves but can hold 12 elves without crowding.

The elves know that the only buildings in the forest are in this settlement. They will not sell weapons to the PCs but try to buy all the arrows the PCs carry, since the elves have so few. They initially offer 3 sp for each arrow, going as high as 8 sp per arrow before giving up. The elves have the equivalent of 1,000 gp in coins and gems in their treasury.

Encounters in the forest occur on a roll of 1 on 1d12 and should be checked every four hours. If an encounter occurs, roll 2d10 and consult the following table. (After the first roll of encounter number 2, 3, 19, or 20, treat each of these as no encounter.)

2. Unicorn (AC 2; MV 24"; HD 4 + 4; hp 19; #AT 3; Dmg 1-6/1-6/1-12; SA charge, surprise on 1-5; SD immune to poison, sense enemy at 24"; AL CG; *dimension door* once per day, saves as 11th-level magic-user). There is but one unicorn in the forest, and he will be encountered only once. This unicorn can speak the common tongue and tells the PCs that there are no concentrations of evil in the forest.

3. Faerie dragon (AC 5 (1 when *invisible*); MV 6"/24"; attacks as 4 HD monster; 9 hp; #AT 1; Dmg 1-2; SA breath weapon, magic use; SD *invisibility*; AL CG). There is only one faerie dragon in the forest, and she will be encountered only once. If she gains surprise, she plays a practical joke on the party, then flies away. Otherwise, she flies away immediately. (DMs: Make up your own joke and have some innocent fun with your PCs!)

4. 6 Ravens (AC 7; MV 1"/36"; HD 1/4; hp 2 (×3), 1 (×3); #AT 1; Dmg 1; SD

never surprised if there is light; AL N). The ravens may act suspiciously, but they are not up to anything.

5. Barkburr (AC 0/8; MV special; HD 2; hp 5; #AT 1; Dmg 1; SA lignification; SD immune to sleep and charm spells; AL N). If the PCs are not wreaking havoc on the forest, they have nothing to fear from the barkburr.

6. 5 Goblins (AC 6; MV 6"; HD 1-1; hp 6 (×2), 2, 1 (×2); #AT 1; Dmg 1-6 or by weapon type; AL LE). The survivors of an unsuccessful raid on the elves' settlement, these goblins just want to go home. They are running blindly through the forest, so they might be encountered more than once.

7. 5 Wild horses (AC 7; MV 24"; HD 2; hp 13, 11 (×2), 9 (×2); #AT 1; Dmg 1-3; AL N).

8. 2 Owls (AC 5; MV 1"/27"; HD 1; hp 6, 4; #AT 3; Dmg 1-2/1-2/1; SA dive (+2 to hit for double damage, no beak attack), surprise on 1-5; SD never surprised in dusk or darkness; AL N).

9. 20 Deer (AC 7; MV 18"; HD 3; hp 23, 21, 20, 18 (×3), 17 (×3), 16, 14 (×3), 12, 11 (×2), 10 (×2), 9, 8; #AT 1; Dmg 1-6; AL N).

10. Black bear (AC 7; MV 12"; HD 3 + 3; hp 20; #AT 3; Dmg 1-3/1-3/1-6; SA hug (2-8 hp extra damage if paw attack "to hit" roll is 18 or more); AL N).

11. Squirrel (AC 8; MV 9"; HD 1/8; hp 1; #AT 1; Dmg 1; AL N).

12. 10 Sylvan Elves (AC 6; MV 12"; HD 1 + 1; hp 7 (×2), 5, 4 (×3), 2 (×4); #AT 1; Dmg by weapon type; AL CN). This group of 10 elves armed with bows is one of the three hunting parties that are always out of the settlement. They can tell the PCs that there are no buildings in the forest except for those in their own settlement.

13. Skunk (AC 8; MV 12"; HD 1/4; hp 1; #AT 1; Dmg 1; SA, SD squirt musk; AL N).

14. 3 Bugbears (AC 5; MV 9"; HD 3 + 1; hp 18, 17, 10; #AT 1; Dmg 2-8 or by weapon type; SA surprise on 1-3; AL CE). These are the last surviving bugbears of the allied goblin/bugbear party that unsuccessfully stormed the elves' settlement. They are interested only in retreat but are running wildly through the forest.

15. 5 Druidesses (AC 10; MV 12"; D1 (×5); hp 7, 4 (×4); #AT 1; Dmg by weapon type; AL N). This party of 1st-level druidesses is seeking mistletoe. They won't initiate combat (although each carries a scimitar), nor will they join

the PCs.

16. 2 Wolves (AC 7; MV 8"; HD 2 + 2; hp 15, 8; #AT 1; Dmg 2-5; AL N).

17. Treant (AC 0; MV 12"; HD 7; hp 32; #AT 2; Dmg 2-16/2-16; SA animate trees; SD never surprised; AL CG). The treant is new to the world and is exploring his forest. He won't be able to help the PCs in any way.

18. Eagle (AC 6; MV 1"/30"; HD 1 + 3; hp 7; #AT 3; Dmg 1-2/1-2/1-2; SA dive (+2 to hit for double damage, no beak attack); SD almost never surprised; AL N).

19. 10 Sprites (AC 6; MV 9"/18"; HD 1; hp 7 (×2), 6 (×2), 5, 3, 2 (×3), 1; #AT 1; Dmg by weapon type; SA poison arrows; SD 75% undetectable, *invisibility*; AL NG). If noticed, this small band of sprites tells the PCs that there are buildings in the forest. They can direct the party to the sylvan elves' settlement. The sprites will be encountered only once.

20. Shedu (AC 4; MV 12"/24"; HD 9 + 9; hp 64; #AT 2; Dmg 1-6/1-6; SA psionics; SD etherealness; AL LG; MR 25%). The shedu is just passing through, so he will be encountered only once. He knows nothing about the forest.

The land to the north of Highland is a high plain. About 25 miles northwest of the town, the plain ends abruptly in a 100' drop down an almost perpendicular cliff. Hadonis built his home at the bottom of the steep slope, against the cliff face for protection. He then widened and finished the rough burrows under the cliff that were used by the warren's original elven inhabitants (see area 20, page 26).

Hadonis's retreat is not the only structure to be found in this desolate area. Farther north and west, at the very top of the high cliff, stands a pile of stones used to be an inn. Even though located in this out-of-the-way spot, the inn's justly deserved reputation for clean beds and wholesome food, coupled with the scenic beauty of the locale, insured it did a thriving business — until it was demolished by a band of hobgoblins last year. If the PCs search through the rubble for one hour, they find a small iron box, unlocked and rusty, holding 20 gp and a 45 gp gem.

Encounters on the plains occur on a roll of 1 on 1d12 and should be checked every eight hours. If an encounter occurs, roll 2d10 and consult the following table. If the party knows exactly

where they are going, they always encounter the hollyphant at the first eight-hour check. (After the first encounter of 16 or 20, treat each of these rolls as no encounter.)

2. 2 Wemics (AC 6; MV 12"; HD 5+8; hp 28 (×2); #AT 2 claws, 1 weapon; Dmg 1-4/1-4 by weapon type; SD surprised only on 1; AL N; short clubs). The wemics are friendly and will share a meal (but not their food) with the PCs. They can direct the PCs to Hadonis's retreat if asked its location.

3. Oliphant (AC 4; MV 15"; HD 8+4; hp 35; #AT 4; Dmg 3-12 (×4); SA can attack up to four man-sized targets at once; AL N). The PCs are able to see the oliphant long before it sees them. If they insist on attacking it, they had better have some *raise dead* spells handy!

4. 4 Centaurs (AC 5 (×3), 4; MV 18"; HD 5; hp 23 (×2), 19, 11 #AT 2; Dmg 1-6/1-6 or by weapon type; AL CG). A wandering family, these centaurs are currently hunting. Their leader speaks elvish and can direct the party to Hadonis's retreat if asked.

5. Axebeak (AC 6; MV 18"; HD 3; hp 14; #AT 3; Dmg 1-3/1-3/2-8; AL N). This creature is the last survivor of a small flock that has been hunted by humanoids and other predators. It will try to avoid the PCs, but will attack fiercely if cornered.

6. 20 Hobgoblins (AC 5; MV 9"; HD 1+1; hp 9 (×5), 7 (×2), 6 (×4), 5 (×2), 4, 3 (×2), 2 (×4); #AT 1; Dmg 1-8 or by weapon type; AL LE). These running hobgoblins, part of the band that demolished the inn on the cliff, have been scattered by a moon dog that has been harrying them for the last day. They won't even slow down to talk, much less fight.

7. 2 Owls. See forest encounter.

8. 3 Rams. (AC 6; MV 15"; HD 2; hp 13, 11, 4; #AT 1; Dmg 1-2; SA charge; AL N).

9. 6 Ravens. See forest encounter.

10. Squirrel. See forest encounter.

11. 2 Small Falcons (AC 5; MV 1"/36"; HD 1-1; hp 5, 3; #AT 3; Dmg 1/1/1; SA dive (+2 to hit for double damage, no beak attack; SD never surprised).

12. 2 Bulls (AC 7; MV 15"; HD 4; hp 23, 20; Dmg 1-6/1-6; SA charge; AL N).

13. 2 Wolves. See forest encounter.

14. 5 Wild Horses. See forest encounter.

15. 2 Badgers (AC 4; MV 6" (3"); HD

1+2; hp 7, 4; #AT 3; Dmg 1-2/1-2/1-3; AL N).

16. Moon Dog (AC 2/0/-2; HD 8+16; hp 32; #AT 1; Dmg 3-12; SA, SD see *MMII*, pages 92-93; AL NG; MR 25%).

This extraplanar creature is about to return to Elysium. Thus, it will be encountered only once. It can point the characters in the direction of Hadonis's retreat before it leaves, but they must ask.

17. 6 Orcs (AC 6; MV 9"; HD 1; hp 6 (×3); #AT 1; Dmg 1-8 or by weapon type; AL LE). These nasties are out looking for a fight. They are armed with short swords but have no treasure.

18. 5 Giant Frogs (AC 7; MV 3"/9"; HD 1; hp 5 (×2), 2 (×2) 1; #AT 1; Dmg 1-3; SA swallow whole on a "to hit" roll of 20; AL N). The frogs are sitting on the bank of a small pond which is fed by an underground stream. The pond's water is safe to drink.

19. 10 Horse Minimals (AC 9; MV 16"; HD 1½+1; hp 5 (×3), 4, 3 (×3), 2 (×3); #AT 1; Dmg 1; AL N).

20. Hollyphant (AC -4; MV 9"/42"; HD 8+8; hp 49; #AT 2; Dmg 1-3/1-3; SA, SD see *MMII* page 75; AL LG; MR 60%). This hollyphant has been sent from the Twin Paradises to aid the moon dog (encounter 16 above). Since the current danger has passed, it is about to return home and will only be encountered once. The hollyphant knows where Hadonis's retreat is located but will tell only a lawful-good PC.

Hadonis's Retreat

This country retreat, built partly into the cliff, is constructed of white stone. A small plaque bolted beside the only door is engraved with one word: HADONIS. The door is locked but not trapped, and there are no guards outside the building.

Lighting inside the retreat and the complex beneath comes from *continual light* spells cast on every obvious door.

1. Hallway. The guard dog (AC 6; MV 12"; HD 2+2; hp 16; #AT 1; Dmg 2-8; AL N) in this hall has been trained to attack intruders. Seven unlocked doors lead to rooms on either side of the 70'-long hallway.

2. Kitchen. This 20' × 20' room is a kitchen. There are three jugs filled with mead and six loaves of bread on the central table. Twelve not-too-fresh fish

hang on meat hooks along the wall farthest from the door. A counter along the north wall holds a large bucket of water, and a pump stands in the room's northeast corner.

If the PCs check the loaves, they find two rings baked into the bread. (The baker forgot to take them off before starting to work, and they got into the dough.) There is a gold ring in the third loaf checked and a silver ring in the fourth loaf examined. The silver ring is worth 500 gp. While the gold ring appears to be worth 750 gp, it is actually a *ring of delusion*, appearing to be a *ring of spell storing* with room for the magic-user spells *infravision* and *ultravision*.

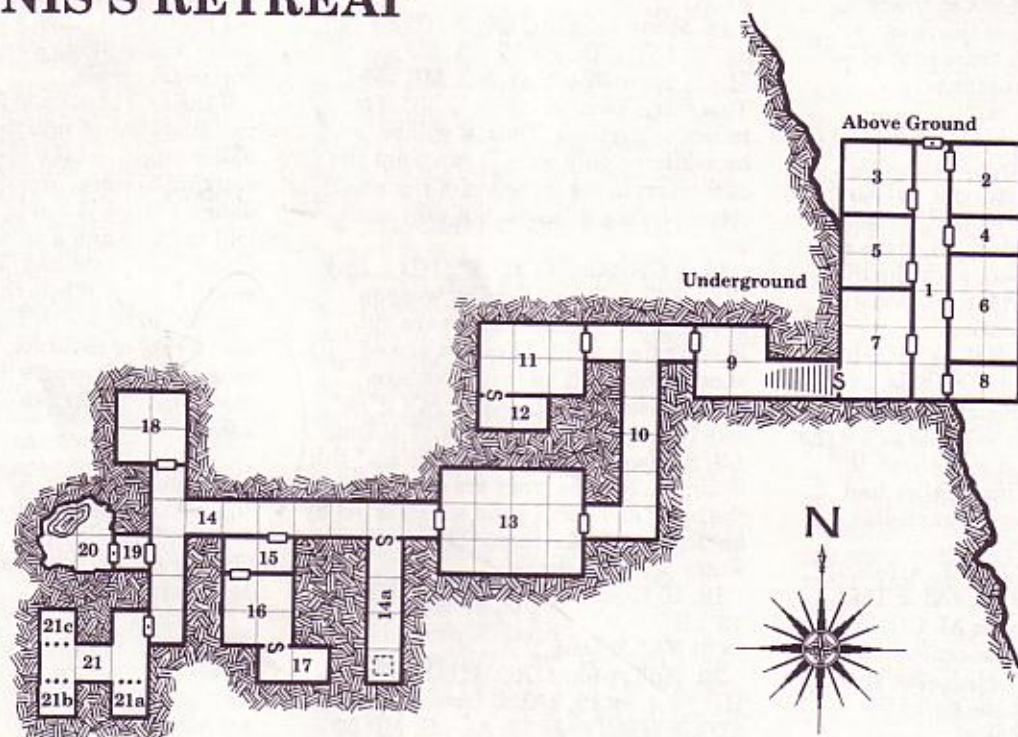
3. Dining Room. This 20' × 20' dining room holds a mahogany table and two comfortable, high-backed chairs. The far wall is covered by an extremely lewd tapestry.

The table is set for a dinner for two, with two fine china plates (which save as crystal and are worth 10 gp each), two crystal goblets (30 gp each), a crystal butter tray (30 gp), two sets of platinum cutlery (two forks, one weapon-quality knife, and two spoons per set, each piece worth 10 gp), and a platinum butter knife. The butter knife is *cursed* so that anyone removing it from this room receives a -1 modifier to his or her initiative rolls until the knife is brought back to the room. (This is Hadonis's idea of a mild *curse*, brought into effect as a minor gift from his deity. He used it to keep his platinum from being stolen by any of the Disciples of Delights who live and worship below the villa. Hadonis told everyone living in the complex that one of his pieces of cutlery is *cursed*, but didn't tell them which piece. So far, none of the Disciples of Delights has had the nerve to take a chance.) The *curse* can be removed by a 6th-level cleric or higher. If it is removed, the butter knife is worth 5 gp.

4. Water Closet. This room contains conveniences typical for a water closet in the DM's campaign world.

5. Library. This 20' × 20' room is lined with bookshelves. A table and two comfortable chairs stand in the middle of the room. Many of the books are on the topics of sensuality and attractiveness, although there are a large number of general interest works as well.

HADONIS'S RETREAT



1 square = 10'

There are two books that are potentially more important to the PCs than any of the other books. One bears no title. Taken many years ago as loot from a "meddlesome" magic-user's body by Hadonis, then left here and forgotten, it is a 1st-level magic-user's standard spell book, holding the spells *read magic*, *sleep*, *shield*, *comprehend languages*, and *armor*, in that order. It resembles the stolen *book of infinite spells*, but Deerhunter will know that it is not what the party is looking for. This book can be sold for 1,500 gp. The second book, titled *Invocations to Shami-Amourae*, is a nonmagical prayer book. There is, however, a map, taken from the previously mentioned defeated magic-user, hidden in a pocket within the back cover. Hadonis intends to follow the route marked on this map when his position in the Disciples of Delights is secure. (Since they're all chaotic evil, he's in for a long wait.) The marked route starts in Highland and continues roughly south for a 14-day journey on horseback, through the forest and into a mountainous area. The destination is not identified, and Hadonis does not know that the map marks the route to

the lair of two ancient, spell-using red dragons.

The chance to find either of the two books depends on the time spent looking through the library, since neither is marked in any unusual way. There is a cumulative 1% chance per person searching per round that one or both of the books will be found. If a book is found, there is a 30% chance that it is the book with the map and a 65% chance that it is the spell book. There is a 5% chance that both will be found in the same round. If the PCs find only one book, they can continue looking. The books must be opened to reveal their secrets.

6. Guest Bedroom. This 20' × 30' bedroom contains a chest and a bed with a feather mattress and pillow. The feather pillow conceals a small metal flask filled with one dose of an *elixir of health*. The chest is locked and empty, and its key hangs on a blue satin ribbon from the left bedpost at the foot of the bed.

7. Master Bedroom. This 20' by 30' room is Hadonis's bedroom when he sleeps upstairs. The room holds a fine bed, with feather pillow and mattress, a

writing table, and a chest that is unlocked but trapped with a *glyph of warding*. (Thus, the trap can be found magically, but not by a physical search by a thief.) Anyone who opens the chest without saying "Beware!" is struck blind unless he or she successfully saves vs. spells. A blinded PC must be led about by the hand. If the blinded PC takes part in combat, he or she has a penalty of -4 on all "to hit" rolls. The blindness lasts 2-5 days.

The chest contains clothing, personal letters, a book of sketches of human figures, 20 gp, and a *potion of fire breath*. The writing table holds quill pens, ink, and blank paper. The only nonutilitarian object on the table is a small ivory statuette of Shami-Amourae. If the statuette is rotated 90° clockwise, a secret door in the southwest corner of the room opens, revealing a flight of stairs leading down to the Entrance Room, area 9. The secret door remains open for one round.

8. Linen Closet. It takes one turn to search through the linen in this closet. Other than the linen, there is nothing of value here.

9. Entrance Room. When the PCs reach the bottom of the stairs, they enter a 20' x 20' room. The floor is covered in sawdust to absorb blood. One guard is on duty here, a human male named Marno (AC 4; MV 9"; F5; hp 30; #AT 1; Dmg by weapon type; S 15, I 12, W 6, D 15, C 11, Ch 10, Cm 11; AL CE; chain mail, long sword; speaks elvish, halfling, stone giant). Marno hasn't quite recovered from a wild party the night before and is found asleep at his post on a roll of 1 or 2 on 1d20. If the roll is 3-7, he is awake but facing away from the stairs and is automatically surprised. If Marno is awake, he fights to the death to keep the PCs from getting past him. He carries no treasure.

10. Corridor. Unlike the rooms in the underground complex, the corridors are not fully dressed stone. In fact, they are little better than natural tunnels. The Disciples of Delights just can't be bothered to do anything more than necessary unless they find their actions to be pleasurable — and nearly everyone who finds work to be a pleasure would not be seen in the company of the Disciples of Delights.

The hall is patrolled by two guard dogs (AC 6; MV 12"; HD 2+2; hp 15, 12; #AT 1; Dmg 2-8; AL N) who attack anyone they do not recognize.

11. Chapel. The chapel walls are decorated with bas-reliefs of scenes that would make a professional streetwalker blush. If the PCs examine the walls for more than one round, they discover that the chapel is dedicated to the chaotic-evil demigoddess Shami-Amourae. Paladins need not examine the walls, as this room and area 12 exude an aura of evil.

A jet-black metal altar sits at the far end of the chapel. Dried human, half-elfen, and elven blood cakes the legs of the altar. Any worshipper of Aphrodite, Hanali Celanil, Hera, or Ishtar should definitely want to despoil the altar. One of these worshipers, or any good or lawful PC, who aids in the despoiling of the altar receives 50 xp. For failing to help despoil the altar, he or she loses 50 xp. The bonus or penalty is doubled for clerics and halved if the PC doesn't realize the nature of Shami-Amourae. Other characters have no benefits or penalties for their actions in this room.

This chapel is a stronghold of evil, so that evil clerics (such as Hadonis) have a +1 modifier to their chances to turn



paladins in this area. If the altar is despoiled, the bonus to turn paladins is negated.

There is a secret door in the southwest corner of the chapel.

12. Storeroom. This 10' x 20' closet is the storeroom for the altar service, which includes a set of manacles and a blood-stained, weapon-quality knife, both made of jet-black drow metal. These items are *cursed* so that anyone who touches them outside of the chapel or this storeroom becomes unable to approach another creature without making his or her presence known (i.e., surprise is *always* lost). If the *curse* is lifted, requiring an *exorcism* from a 10th-level cleric or higher, the manacles and knife crumble to dust. It is impossible to find a buyer for these items.

13. Guard Room. This 40' x 30' room is noticeably cooler than the rest of the dungeon, although it is not uncomfortably cold. It is the lair of a small, sub-adult, nonspeaking white dragon (AC 3; MV 12"/30"; HD 5; hp 15; #AT 3; Dmg 1-4/1-4/2-16; SA breath weapon; AL CE). The dragon, a pet of

the Disciples of Delights, has been trained to act as a guardian and sentry, and fights to the death if it does not recognize an intruder as belonging to the group living here. It has used its breath weapon once today, to lower the room's temperature. It immediately attacks with its breath weapon, using both remaining attacks before joining a fight with claw and fang. The dragon is fed the bodies of those beings unlucky enough to be sacrificed to Shami-Amourae. Thus, there are many bones in this room, but no treasure.

14. Corridor. Like area 10, this T-shaped corridor could more properly be called a tunnel. A guard is posted at the junction of the two hallways. **Sextus** (AC 4; MV 9"; F6; hp 29; #AT 1; Dmg by weapon type; S 16, I 15, W 10, D 13, C 14, Ch 15, Cm 12; banded mail, dagger, long sword +1 (*Pathfinder*, I 12, ego 2, CN, detects secret doors 1/2" radius) is a glory seeker who attempts to fight off any intruders silently and single-handedly.

Sextus may not be looking toward the PCs when they enter this corridor. The DM should roll 1d10 to find out which

direction he is facing:

1	facing room 18
2-5	facing room 21
6-0	facing room 13

Sextus moves quickly toward the PCs to enter battle as soon as he realizes they are in the corridor. Other than his magical sword, he carries no treasure.

14a. Escape Passage. This is the escape route for the Disciples of Delights. A secret door near the east end of area 14 leads to a 40'-long tunnel. At the south end of the tunnel, sturdy hand- and footholds have been cut into the rock. They climb 115' up to a hollowed-out tree at the top of the cliff. Illumination comes from a *continual light* spell cast on a handhold 60' up the shaft.

15. Reception Room. This 10' × 20' room is soundproofed. It is comfortably furnished with a couch, table, and small empty cabinet.

There are two men in this room, one wearing leather armor, the other not visibly armored. These two are Hadonis's chief aides, who often act in his name without his permission. The one in leather armor is **Kine** (AC 4; MV 12"; T5; hp 18; #AT 1; Dmg by weapon type; S 10, I 13, W 10, D 18, C 14, Ch 10, Cm 12; AL CE; dagger, long sword; speaks halfling, minotaur, and satyr). The other is a magic-user named **Harmon** (AC 6; MV 12"; MU6; hp 29; #AT 1; Dmg by spell or weapon type; S 12, I 16, W 15, D 17, C 15, Ch 15, Cm 17; AL CE; dagger, *ring of protection* +1; speaks bugbear, gnomish, halfling, orcish, and spirit nag). Harmon has memorized the spells *identify*, *shocking grasp* (×2), *spider climb*, *flaming sphere*, *stinking cloud*, and *phantasmal force*.

Hadonis's two lieutenants can be easily convinced to take a bribe to ignore the PCs. In fact, Kine suggests a bribe if the PCs do not (if, of course, they haven't started fighting). To be effective, Kine's bribe will have to be 1,000 gp or its equivalent in gems, jewelry, or magical items. Harmon can be bought off with a new spell for his spell books. If these two do fight, they attack to knock unconscious rather than to kill, so that they can capture sacrificial victims (male PCs) or slaves (female PCs). The DM should use the vanquishing rules on page 109 of *Unearthed*

Arcana. Kine and Harmon change to killing attacks as soon as they realize that they are losing the fight.

The table has a hinged top which, when opened, reveals Harmon's spell books. They are standard spell books which hold all of his memorized spells and also read *magic*, *armor*, *sleep*, *comprehend languages*, *shield*, *continual light*, and *Tasha's uncontrollable hideous laughter*.

16. Hadonis's Room. This 20' × 20' room is beautifully decorated and contains a bed, table, chair, and writing desk. It also holds **Hadonis**, wearing black clerical robes (AC 10; MV 12"; C7; hp 33; #AT 1; Dmg by spell or weapon type; S 12, I 14, W 13, D 7, C 15, Ch 15, Cm 18; AL CE). His current selection of spells is *cause light wounds* (×3), *sanctuary*, *hold person* (×3), *cause disease*, *cause paralysis*, and *cause serious wounds*.

Deerhunter recognizes him almost immediately. Since Hadonis is the spiritual leader of the Disciples of Delights, he occupies the room guarding the treasure vault. (Besides, it's his house.) There is a 25% chance that Hadonis is asleep when the PCs enter the room. If asleep, he awakens in two segments. He attacks, intending to take prisoners, without engaging in idle conversation.

The writing desk holds paper, ink, quill pens, padded manacles (showing signs of heavy use), and the key to the treasure room (area 17). The door to the treasure room is hidden behind the chair.

17. Treasure Room. This 10' × 20' room holds the Disciples of Delights' treasure hoard. It also holds two giant rats, (AC 7; MV 12" //6"; HD 1/2; hp 2, 1; #AT 1; Dmg 1-3; SA disease; AL N) which attack anyone but Hadonis. The treasure, scattered loose about the room, includes 14,892 bp (bronze pieces, 4 bp = 1 cp), 9,267 cp, 1,051 sp, 523 ep, 96 gp, 11 pp, two gems worth 50 gp each, a *ring of clumsiness* with the secondary power of *feather falling*, and the keys to the cells in room 21.

18. Barracks. The barracks are guarded by the skeleton of a female half-elf (AC 7; MV 12"; HD 1; hp 4; #AT 1; Dmg 1-6; SD half damage from edged weapons, immune to *sleep*, *charm*, *hold*, and cold-based spells; AL N) armed with a long sword. Hadonis animated it and

ordered it to attack anyone with a drawn weapon.

Hadonis and his lieutenants and guards are the only permanent residents of the retreat. All other worshippers arrive on the night of the full moon for the monthly sacrifice, but do not stay overnight. Thus, there are only four beds in this 20' × 20' room, each with a shelf on the wall above it. One of the shelves holds a crude obsidian statuette of a horse (worth 20 gp). While it resembles an *obsidian steed* (figurine of wondrous power) and can be enchanted to become a one, it is not magical. The room holds no other treasure.

19. Anteroom. This chamber hasn't been used in the 25 years, since the elves moved out. The door to room 20 is locked, and the key was taken away by the departing elves. Thieves have a +2% modifier to successfully pick the lock because of its age, but they also have a -2% modifier to detect the trap on the door. If the trap is unsuccessfully disarmed (there is no modifier on the chance to disarm the trap), or it is not detected, a grinding noise is heard under the floor. Five seconds later, the floor drops away, revealing a 10'-deep pit. If a player says his or her character is moving out of the room during the five seconds of grinding noise, and the player rolls his or her character's dexterity or lower on 4d6, that PC jumps back into the hall before the trap opens. (Deerhunter always tries to jump back into the corridor.) Characters who fail their dexterity checks fall into the pit, taking 1-6 hp damage. If the lock is successfully picked, the door to room 20 can be easily opened.

20. Pool Room. The only feature of this natural room is a pool of water that has magical qualities. The magic will show up as equal parts of alteration-evocation and necromantic magic if a *detect magic* spell is cast on the pool. If an empty potion bottle is filled with water from the pool, the water changes to the kind of potion that previously filled the bottle. The same is true for an empty bottle that once contained holy or unholy water. This happens only three times for any one person. Drinking the water straight from the pool cures 1 hp damage, one time per person.

The previous elf inhabitants considered themselves keepers of the pool. They left a quarter century ago, when a

drought in the area threatened famine, and they have been prevented from returning by the presence of the followers of Shami-Amourae.

21. Cell Block. When these chambers were converted to a holding area for Shami-Amourae's sacrifices, the locks on the bars were enchanted by a 7th-level magic-user. Thieves receive a -10% modifier to their chances to pick the locks.

21a. Cell A. There is one prisoner in this cell, a paladin who was captured 13 days ago. **Marvin** (AC 9; MV 12"; P2; hp 12; #AT 1; Dmg by weapon type; S 15/41, I 10, W 13, D 15/88, C 16/93, Ch 17/15, Cm 12; AL LG) was originally drawn to the dungeon by its strong emanations of evil and was trapped by the guards. Twice a day, each time he is fed, he has been told by the guards that he is going to be sacrificed at midnight. As a result, he has become highly melancholy. Marvin is reluctant to do anything to aid the party without being asked repeatedly.

21b. Cell B. The prisoner in this cell is **Quintus** (AC 10; MV 12"; C3; hp 13; #AT 1; Dmg by spell or weapon type; S 9, I 13, W 14, D 11, C 10, Ch 9, Cm 11; AL CN; speaks duergar, dwarvish, and elvish; spells: *cure light wounds*, *aid*), a cleric of Dionysus and older brother of Sextus (the guard in area 14). He entered the complex to find his brother and take him away to be "deprogrammed," but he was captured before he ever reached the lower level. His brother intervened to keep him alive but refuses to leave with him. Being a realist, Quintus is willing to leave without Sextus and doesn't blame the PCs if they have killed him.

21c. Cell C. The doors to this 10' x 10' cell are open. In the middle of the cell, a pedestal holds the missing *book of infinite spells*. The pedestal is trapped, of course. Through the bars of his cell, Quintus (Cell B) watched the trap being set, tested, and reset, so he knows what it can do. The trap is triggered by a pressure plate under the book. If the plate is not loaded with a minimum of 20 pounds (the weight of the book) to a maximum of 22 pounds, the trap is sprung.

Knowing that a trap is present and knowing how it works are very dif-

ferent, so a PC thief must still make a successful *detect traps* roll (with a modifier of -40% to the die roll for knowing the trap is present). If the trap is sprung, the cell doors close and lock, and the cell block fills with *sleep* gas. The *sleep* gas puts everyone present to sleep for 2d6 turns (roll for each person; half duration for a successful save vs. poison.) If a PC can avoid breathing for two rounds (too long to hold one's breath

without magical aid), he or she won't be affected. If the trap is triggered, Quintus and Marvin always fail their saving throws.

If any of the Disciples of Delights are left alive, they arrive to strip the PCs of their weapons and armor in five turns. They won't take away any thieves' tools, due to a sloppy oversight (and the game necessity of always allowing the PCs one way out).

SHAMI-AMOURAE

(demigoddess of debased eros, queen of succubi) "The Lady of Delights."

ARMOR CLASS: -5

MOVE: 24"/36"

HIT POINTS: 200

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: *Energy drain*

SPECIAL DEFENSES: +3 or better

weapon (+1 if iron) to hit

MAGIC RESISTANCE: 85%

SIZE: M (6' tall)

ALIGNMENT: Chaotic evil

WORSHIPERS' ALIGNMENT:

Chaotic evil

SYMBOL: Image of a succubus

PLANE: Abyss

CLERIC/DRUID: 19th-level cleric

FIGHTER: 12th-level fighter

MAGIC-USER/ILLUSIONIST:

22nd-level magic-user

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: Nil

S: 18/00 (+3, +6) I: 18 W: 20

D: 20 C: 19 Ch: 22 Cm: 24

Shami-Amourae normally appears as a succubus with white skin and golden hair. No matter what her form, she always has a comeliness rating between 22 and 25, and never appears as a male. Shami-Amourae has all the abilities of a succubus and all the standard divine abilities listed in *Legends and Lore*. She can also use the following powers at will: *charm monster*, *clairvoyance*, *darkness 15' radius*, *energy drain*, and *trap the soul*. She can *gate* to her location her entire retinue or any one other inhabitant of the Abyss except for the demonic deities and Abyssal planar rulers (such as Lolth or Demogorgon). Her retinue is made up of six succubi with maximum hit

points. Once a day, she can change one person's comeliness score by 1d4 points, either up or down. Once every two days, she can cast a *wish* spell.

Shami-Amourae prefers to attack (when necessary) by draining the levels of her opponents. If forced to fight a being resistant to *energy drain*, she attacks with her fingernails.

Shami-Amourae was one of the first intelligent beings on the Prime Material Plane. Upon her death, she became a larva, then a quasit, then a succubus. Her great skill at her craft caused Demogorgon to elevate her to a demigod, and she has used that status to become the queen of all succubi. (This is, of course, a nominal title, since succubi are highly chaotic. However, Shami-Amourae is the one being with any measure of control over every succubus.) In the past, she has warred with Aphrodite, Hanali Celanil, Hera, and Ishtar. Her allies include Demogorgon, Pan, and Tlazolteotl. She maintains an uneasy truce with Pazuzu, but doesn't like his sharing the sky above her (small) Abyssal stronghold.

Shami-Amourae's male clerics must have a comeliness of not less than 15, while her female clerics must have a comeliness of not more than 14. (She enjoys seeing a higher level of male beauty than female beauty.) Humans, half-elves, elves, and halflings are welcome as her clerics. They may not knowingly aid worshipers of Aphrodite, Hanali Celanil, Hera, or Ishtar. Her worshipers sacrifice human, half-elfen, or elfen males to her once a month, at midnight on the night of the full moon.

No matter what happens, Shami-Amourae won't take an active part in this module. Her statistics are included so that DMs can include her in their own campaigns.