

Advanced Dungeons & Dragons®
2nd Edition

GREYHAWK® adventures

The City of Skulls

by Carl Sargent



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Introduction

City of Skulls is an adventure for 6-8 player characters of levels 9-12, with a total of 70-75 experience levels being optimal for the adventure. This adventure requires a PC group with strong combat skills and good magical ability. Pure role-playing is not important to success in this scenario, but intelligent and subtle use of magic is greatly superior to mere firepower. While physical strength and muscle are required for success, smart and resourceful use of magic and deception are at a premium here.

Certain other WORLD OF GREYHAWK® products are useful for playing this adventure. The *From the Ashes* boxed set is a valuable general resource. Since the set has rules for specialty priests of Iuz (including certain spells) and new monsters that are included in this adventure, the DM running this adventure will benefit from having this world source available. The sourcebook *Iuz the Evil* is of great importance since it gives full details for major NPCs who can only be summarized briefly here. New spells and magical items from that book are used in this adventure also. The *Marklands* sourcebook is helpful as general background, but a DM without this sourcebook will not need to make any adjustments to this adventure. *MONSTROUS COMPENDIUM™*

8: *Outer Planes Appendix* is needed for details of fiends.

While all adventures suggest that the DM read through and be familiar with the scenario script, this is especially true for *City of Skulls*. This adventure employs a special game mechanic, the "Notoriety" score, which is used by the DM to determine certain NPC interventions which may have a fateful effect on the success or failure of the PCs. Familiarity with the Notoriety score game mechanics will help the DM run this adventure easily and well. In addition, the adventure script contains many notes on the tactical actions of NPCs in conflict situations. These should be read in advance by the DM, ensuring that the PCs are truly challenged in this adventure! In addition, notes on the PCs' use of key resources (such as *charm* spells), and the need for the PCs to be thoroughly prepared in order to succeed in their arduous task, should be read carefully by the DM. Finally, for players who do not have characters of sufficiently high level (and as a guide to the DM as to optimal strengths, possession of magical items, etc.), a set of pregenerated PCs is provided. These are found in the central reference section (pp. 28-35), which also includes NPC details, play-aids for the DM, and other materials.



Preparing the Adventure

This chapter briefs the DM on the logistics of running the *City of Skulls* adventure. It is essential that the DM carefully read through the material here.

Player Character Alignments

This adventure is NOT suitable for evil-aligned PCs. They would simply not be recruited by the NPCs who bring them into the plotline. However, good-aligned PCs will have trouble in *City of Skulls*, since this adventure sends them into the capital city of the evil empire of Iuz. Evil priests and fiends have the ability to *know alignment/detect good*, therefore good-aligned PCs are especially notable in Dorakaa. Such PCs will be more visible than neutral-aligned PCs. This is particularly true of Lawful Good PCs, since their morality and ethos is diametrically opposed to that of Iuz. This is handled through the Notoriety score mechanic, which is detailed below. The more notorious PCs are, the tougher the opposition they will encounter.

Therefore, good-aligned PCs can be played in this adventure, but a successful PC party will include a fair percentage of Neutrals. Specifically this should mean characters of Lawful Neutral alignment, for the following reason: the NPCs who commission the PCs for this ominous adventure are themselves predisposed to Law and Good, and if the PCs have neither element in their alignment, it is not likely they would be recruited. The DM is encouraged to study the pre-generated PCs, who are predominantly Neutral in alignment. Their backgrounds detail why they are trustworthy for an adventure of this kind. The DM can either run the adventure with these PCs or use them as models for the types of PCs that will most plausibly be recruited for the adventure.

Player Character Races

Certain player character races are at a disadvantage in this adventure because certain races will stick out like a sore thumb in Dorakaa. All demi-human races (especially elves and, to a lesser extent, gnomes and halflings) will be thus disadvantaged—elves because of their great animosity toward the orcs Iuz uses as standard troops, halflings because they are the least likely to be

objects of suspicion, and gnomes because there are very, very few gnomes in the lands Iuz rules. Again, PCs of these races can be played in this adventure, but they will be subject to suspicion. This is dealt with through the Notoriety score; the DM should study the Notoriety section below to prepare for this eventuality.

One-Shot Magical Items

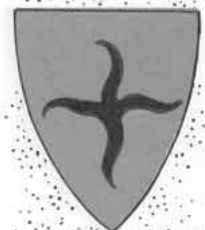
This adventure places an absolute premium on “one-shot” magical items (scrolls and potions) and on charged items such as rods, staves, and wands. The nature of *City of Skulls* is such that resting to regain spells and hit points makes success in the adventure less probable. The entire rationale behind the PCs’ mission is that of a swift raid, a rapid strike. If the PCs rest for hours to regain spells, the forces opposing them will have time to regroup, consult, and react with potentially devastating force. This, too, is handled through the Notoriety mechanic. The adventure script does not forbid PCs to act in this way, but if they must do so their chances for success are greatly diminished.

A well-prepared PC party will, therefore, possess many one-shot magical items. The pre-generated PCs demonstrate the kind of magical item distribution that is appropriate for this adventure. The following chapter, “The Challenge,” also deals with one-shot magical items, including magical item barter and trade. *A powerful PC group without plentiful and appropriate one-shot magical items will be less likely to succeed in this adventure than a party which is less powerful in terms of levels but has many such items.*


The Power of Charm

Special mention must be made to the DM regarding the adjudication of *charm* spells. Any intelligent group of PCs in this adventure is almost guaranteed to employ *charm person* (or *mammal*) spells in order to gain helpers, guides, and sources of information. This does not create problems in situations where an NPC is *charmed*, questioned, and then left alone. Where the DM requires guidance is in cases where the PCs charm an NPC and then have him or her tag along permanently as an auxiliary party member.

The first issue here concerns what an NPC



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actually knows and can tell the PCs. In the case of important NPCs, this is specified. In the case of lesser NPCs (such as jailors, guards, and the like), the DM should assume that these underlings know next to nothing. Dragging them around in the hope that they may know lots of details about the next dungeon level, the forces therein, etc., should not be a successful strategy for the PCs. The DM should be adamant in role-playing such NPCs—they will **always** plead ignorance of any area outside the one in which they are originally encountered.

The second issue concerns the readiness of a charmed NPC to assist the PCs in conflict situations. The crucial element here is the NPC's level of intelligent involvement in evil. An NPC of below-average intelligence (such as an orc jailor) will readily aid the PCs in combat against other servants of Iuz (unless they are members of his own orc tribe!). However, any NPC with an Intelligence score of 9 or better should be allowed a new saving throw against the *charm* for each such combat in which she or he is involved. If the NPC is a priest of Iuz, this saving throw should be made with a +2 bonus (+4 if the combat involves combat against other priests of Iuz). If this renewed saving throw is made successfully, the NPC will not simply turn on the PCs and attack them outright. Rather, the NPC will seek the best opportunity for escape in order to inform other NPCs in the service of Iuz of the PCs' actions. The DM should stage the escape of the NPC as circumstances dictate. If, for example, the NPC is in the middle of a PC party while a combat is being conducted in a confined space, it is highly unlikely the NPC will try to escape. But if the PCs are resting, or if the NPC is in an open space or at the rear of a PC party during a combat, escape is much more likely. If the DM is in doubt, require an intelligence check from the smartest PC to determine whether the NPC's escape attempt is seen by the PCs. Escaping NPCs will often increase the Notoriety of the PCs.

Other standard rules for *charm* apply: NPCs will not act suicidally and if asked to take significant risks, they should be allowed a new saving throw against the *charm* spell.

In the case of monsters, *charm monster* spells can be adjudicated normally. The reaction of a monster that makes a successful saving throw against the *charm* spell should be determined

normally in accordance with the intelligence and nature of the creature. Whether it seeks to flee or attacks the PCs depends on the monster's nature.

(Magical) Disguise

Smart PCs may try to use infiltration tactics based on the use of disguise. Spells such as *alter self*, *change self*, *polymorph self* and many other illusion/phantasm spells will be useful in this regard. Standard saving throws should be made for NPCs to detect such subterfuges, and if an NPC sees through a PC disguise the DM should consider carefully what the NPC's reaction will be. Of course, this will depend on what the NPC actually sees when he penetrates the illusion. If he sees an elven PC disguising his racial nature, he will obviously be highly suspicious. If he sees simply a human mage, he may not necessarily be suspicious; Iuz's mages often amuse themselves with such stratagems. In these cases, the NPC's reaction will depend on what the PC is actually saying or doing.

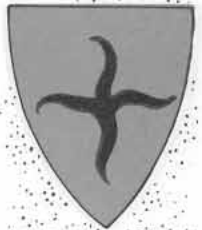
Even if an NPC becomes suspicious, what he does as a result of his suspicions depends on the circumstances. A sergeant-at-arms with twenty troops behind him may opt for an immediate challenge or attack. A single NPC faced with a PC party will try to bluff his way through and conceal his suspicions; he may then decide to remain quiet about the matter or report it to a superior.

Adjudicating these cases is a matter of DM judgement. The adventure script gives plentiful detail for command hierarchies in Dorakaa and the relations between different NPCs in that hierarchy. From these, the DM can make a reasoned estimate of the NPCs' most likely reactions to discovering some PC trickery. Minor underlings will always tend to avoid getting into trouble, and not report to superiors.

Two game mechanics may be used by uncertain DMs facing such situations. If the DM is unsure of an NPC's reaction to discovering subterfuge, make a charisma check for the deceiving PC, modified appropriately by his or her actions. For PCs, a wisdom check may be allowed to detect whether an NPC is viewed as suspicious or not.

Obviously, simple mundane disguises will have a role too. Plain black robes concealing the PCs are an obvious choice. However, over-ambitious PCs (e.g., dressing up as acolyte priests of Iuz)

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may have problems if, for example, a senior priest orders them into Iuz's Grand Cathedral to light the candles, or some similar command—PC priests may have to make atonement if they feign being servitors of the Old One.

Role-Playing in Dorakaa

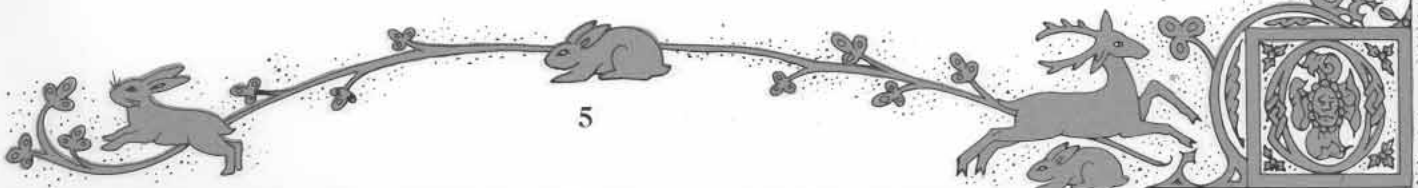
The adventure script assumes that the PCs will mount a “surgical strike” into Dorakaa and direct themselves to the adventure goals. However, it is always possible that one or more PCs may try wandering around the city and picking up whatever information they can get, which may be germane to their quest. If this happens, the DM will truly have to wing it; Dorakaa is too large for this adventure to document in full detail. A map of the city can be found on the inside front cover of this booklet, and some additional detail can be found in *Iuz the Evil*. Because breaking out into the city is tough for the DM to handle, it should be discouraged. Besides, very few NPCs will know anything more than general rumors about Iuz's jails or other key adventure locations, so PCs wandering about Dorakaa should find they get lean pickings indeed. Any contact with “significant” NPCs (military, fiends, mages, priests) automatically

adds a minimum of one Notoriety point to the party's total score.

Having made this point, however, note that the PCs may be forced to venture into the streets of Dorakaa at some point during the adventure (see the chapter “The Boneheart Citadel”). Encounters and PC actions during this dangerous part of the adventure are discussed in detail in that chapter.

Notoriety

Notoriety is a key game mechanic for this adventure. Player characters will become increasingly notorious as a result of who they are and what they do. What notoriety means here is the visibility of the PCs and their actions in Dorakaa to the powerful in that city. The higher the Notoriety score of the PC party, the more likely it is that a response will be forthcoming from the powers-that-be in Dorakaa. At key points during this adventure, the DM must make a Notoriety check for the PC party. If this is failed, a “hit squad” will be dispatched to seek them out and destroy them. The higher that Notoriety score becomes, the more powerful and brutal the hit squad will be. The central reference section of this module (pp.



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33-34) details these hit squads, which are also noted below.

Initial Notoriety

At the beginning of the adventure, the PCs have a Notoriety score of zero. The DM should add the following to this Notoriety score:

- One (1) Notoriety point for each good-aligned PC (unless Lawful Good, in which case add two points). *For each PC paladin, add FOUR points—their protection from evil screams for attention in Dorakaa!*
- One Notoriety point for each demihuman PC (unless elven, in which case add 2 points).

These additions reflect the fact that certain races and alignments are suspicious, regardless of what the PCs actually do. These modifiers apply even if the PCs can magically disguise their alignment and race. Priests, mages, and fiends may be able to see through such disguises, and a PC's true nature will be seen by at least some creatures during this adventure. The fact that fewer creatures see the PC's true nature is offset by the increased suspicions raised by disguising it!

Gaining Notoriety through Actions

The bulk of Notoriety comes from what the PCs actually do. What is important here is twofold: what is done and whether the PCs are seen doing it. Certain actions increase notoriety, such as slaying key NPCs, breaching especially important cell blocks in Iuz's jail, and the like. These are all scripted in the adventure text, together with a base value for increasing Notoriety score.

However, these additions to Notoriety score also depend on whether one or more NPCs actually observe the PCs performing such actions. If an NPC can escape the scene and give an account of the PCs doing things they shouldn't, then Notoriety increases sharply. If there are no witnesses to the PCs' actions, then Notoriety increases somewhat, but not by as much. All that the evil defenders of Dorakaa know under such circumstances is that *something* is going on. They don't know who is responsible, and this makes it more difficult for them to react efficiently. After all, in Iuz's chaotic citadel, unexplained events (even jail break-ins and such) may be due to irate high

priests on the rampage, marauding fiends, or a phalanx of drunken orog. If PCs aren't actually seen doing things, they may be ascribed to "normal" causes (normal by the insane standards of Dorakaa, that is).

This logic also applies if the PCs are able to cover their tracks by careful and subtle means. If they raid a cell block while covering themselves with illusion spells, the increase in Notoriety is again reduced. After all, some witnesses may report the appearance of the PCs (since they saw through the illusions), but others (taken in by illusions) will give conflicting accounts. If PCs are really smart, using spells such as *forget* or *suggestion* to "alter" the NPCs' perceptions, then the confusion may become very extreme and the Notoriety increase will be small indeed.

To sum up, the following are some of the standard ways PCs may ensure that their Notoriety score increases as slowly as possible:

- (1) Don't leave witnesses. Isolate and render them "harmless" (especially in the case of key, smart NPCs).
- (2) Use illusions and physical disguises to confuse observers.
- (3) Use *dust of disappearance* or other concealment spells, devices, and items.
- (4) Use charmed servitors to do the dirty work. A charmed monster can cause mayhem among defenders, and if the controlling mage instructing the monster stays out of sight, this can be highly effective. The same applies to a charmed orc/orog military leader with a group of troops under his command, and so on.
- (5) Move around fast. *Potions of flying*, *carpets of flying*, *dimension door* spells, etc. are ideal. Defenders can become confused if PCs move so fast that they seem to be in two places at once.

How does the DM handle this in rules terms? There are key locations and events in this adventure where an increase in Notoriety points is specified for the DM. Usually, this is given as an average at the end of each chapter. Clear guidelines are given for specific actions which incur Notoriety gains, and the DM is allowed room to modify the average score to reflect PC skill, cunning, and guile.

The PCs must come up with a repertoire of trickery to deceive their enemies. If they use

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stereotyped illusions and the same charmed monsters over and over in different combats, these will lose the surprise-and-confuse element. The DM should no longer reduce Notoriety point awards when the same tricks are reused.

The DM may increase Notoriety point awards for PCs who behave foolishly. If they draw attention to themselves with no thought as to the consequences, Notoriety point awards may be increased up to double the average value suggested. The DM is also at liberty to make Notoriety checks (see below) at double the usual frequency; i.e., two Notoriety checks at each suggested point, perhaps separated by a half-hour in game time. Even if only one PC acts this way, it is still enough to damn the whole party by association; the Notoriety score is applicable to the entire group. As a simple example, wearing visible holy symbols will automatically increase Notoriety point awards if intelligent observers are present to observe and report this behavior.

Notoriety Checks

At certain key points during this adventure, the DM should make a "Notoriety check" for the PC party. These are specified in the adventure script. This works as follows: the DM rolls 1d10 and adds the number rolled to the current Notoriety score of the PC party. He then compares the total to the numbers in the Hit Squad Table on page 34. If the total exceeds one of the values in the left-hand column there, then a hit squad will appear to attack the PCs after 1d4+2 turns of game time. The hit squad which arrives will be that with the *next lowest value* to the total the DM has determined.

For example, if the PCs have a Notoriety score of 15 and the DM rolls 9 on 1d10, the total score is 24. This means that the hit squad with an associated value of 20 arrives. Hence, the Priest/Orog squad would arrive. The exception to this is if one type of hit squad has already been sent and defeated by the PCs. In this case, the DM should select the next squad down the table. As an example, in the case above, if the DM had rolled a total of 20 in an earlier Notoriety check, and dispatched the "value-20" hit squad, this squad would not appear again with the later Notoriety check (total of 24). This time, the "value-25" Priest-Mage-Orog squad would arrive.

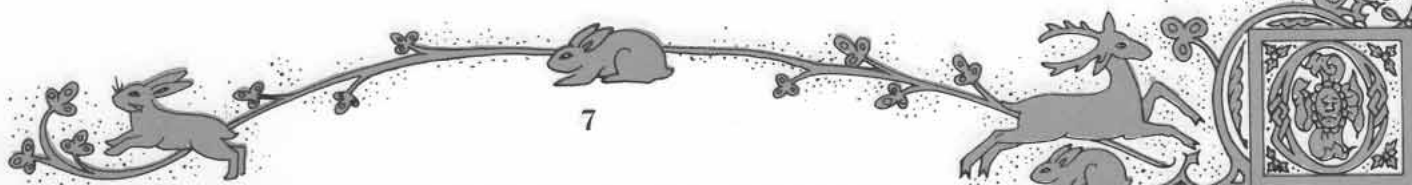
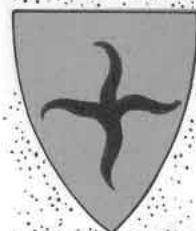
If the PCs become truly notorious and the

Black Death squad arrives, then the adventure will move to a swift climax. If this squad is defeated, the High Priestess squad will arrive automatically after another 1d4+2 turns. If the High Priestess squad is defeated, then the Boneheart squad will arrive in another 1d4+2 turns. This squad is so powerful that PCs of levels 9-12 will be forced to flee. (The Boneheart squad is designed to be absolutely overwhelming and force defeat on any PC party that has taken no real trouble to disguise or conceal their actions.) If, by some unbelievable miracle, the PCs manage to defeat the Boneheart squad, Iuz himself will arrive two turns later. He will be accompanied by two balors, six glabrezu, and six nalfeshnee. No party could hope to defeat them. If the PCs hang around, they're dead—Period!

The logic and rationale for this Notoriety system is simple. It reflects the fact that Iuz's servants are chaotic and unpredictable; but when the PCs' Notoriety score is getting high, they will be forced to react—which is when the DM makes the Notoriety check.

Making Notoriety Visible

Smart players will realize that their PCs need to draw attention to themselves as little as possible, but the DM would do well to underscore this. When a first hit squad is dispatched to attack the PCs, place a note on the body of the leader of the group. That note should be recovered by the PCs (compose a player handout with appropriate text). The leader should have instructions to "deal with intruders seen in—" (insert the PCs' location when the Notoriety check was made). The leader's instructions should refer to an escaping NPC informant or some major scene of combat that the PCs did not handle well as the cause of anxiety to the person writing the letter. (Use a simple initial for the signature.) Finish off the note by having the writer say that "our superiors" will be alerted and take action if the intruders are not dealt with "appropriately." This should alert the PCs to the need for speed and carefully planned actions. Obviously, the DM will need to compose this note depending on where the PCs are at the time. A blank player handout "scroll," marked with an unholy symbol of Iuz, is given in the central reference section. You may photocopy the scroll to prepare a player handout for this use.



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Keeping Track of Notoriety

A simple box on the Hit Squads record sheets (page 33) can be used by the DM to record Notoriety. Simply check off each box as the Notoriety score increases. Don't forget that if the PCs trigger the arrival of the Black Death hit squad, later hit squads arrive on a pre-programmed time schedule; but, Notoriety should still be tracked (to a maximum of 35). Below, the DM will also find a tabular summary of where to make Notoriety checks.

Reducing Notoriety

In rare cases, if PCs are truly ingenious, they may be able to reduce their Notoriety score. This is most likely to happen if they can somehow persuade a major NPC that nothing is amiss in the locations the PCs are exploring and fighting their way through. For example, one PC group fended off an attack from the Priest/Orog hit squad and managed to charm the orog leader. Use of a *forget* spell enabled them to cover up his memories of the battle, and a *suggestion* spell was used to give him false memories of events in the jail block. One half-elf PC polymorphed himself into an ore, talked orcish to the orog, took him out to a tavern in Dorakaa and got the orog leader blind drunk. The orog staggered back to his barracks, drunkenly reassuring his comrades that all was well and the jailers were good fellows. He was too drunk to answer questions coherently, and thus his fellow officers accepted his reassurances. Of course, in due time the priest would be missed, but this handling of events by PCs was good enough to earn them a -2 reduction to their Notoriety score. Creative role-play is needed to gain such reductions, which the DM must adjudicate on a case-by-case basis.

Hints and Flourishes

The Notoriety system does include considerable leeway for DM judgement. If the DM is uncertain about Notoriety point awards, simply stick close to the suggested averages. This should give the PCs a pretty tough time of it.

The DM may also consider some optional extras for this system. If a PC party includes a priest of a deity traditionally associated with luck,

good fortune, randomness, or thievery (since the PCs are engaged in a break-in), then the party's initial Notoriety score may be reduced by 1 point, and the DM can apply a -1 modifier to Notoriety checks (subtract 1 from the d10 roll). Within the *WORLD OF GREYHAWK*® setting, priests of more obscure deities such as Erevan Ilesere of the elves, Olidammara, Kurell, Norebo, Syrul, Xan Yae, and Rudd could be so included. A priest of Ralishaz would get the same bonus, but if the DM rolls a 10, he should roll an extra d10 and add that to the total—if Ralishaz's priests get unlucky, they get extremely unlucky.

A similar modifier can be applied if the PC party possesses some magical item of relevance, such as a *luckstone*. Very powerful magic that could markedly reduce Notoriety, such as a *wish*, should not be available to the PCs for this adventure.

What Can't Be Prepared

Good players will come up with tactics that no DM can possibly anticipate. For example, when dealing with the militia at the wharfs where the PCs need to gain access to the sewers (see "Getting Into Jail"), one group used the following strategy: A PC thief/mage used an *alter self* spell to modify his appearance so that he had appeared to have foul, blotchy skin and running sores on his body. Covering himself in dirt and filth, the PC staggered into the settlement and yelled that a boatload of plague-ridden slaves had been shipped in from Furyondy and now southern Iuz was threatened by disease and horror! Everyone shut their doors very swiftly, including, most prominently, the militia.

The DM judged that, since Iuz's priests cannot cure disease (only being allowed reversed forms of Necromantic spells), and since they didn't wish to die, they would certainly barricade themselves in too—at least for a day or so—before emerging to see what might have transpired. The priests in this place were mere juniors and all too ready to avoid any truly dangerous situation. The time lag of a day allowed the PCs ample time to complete their quest, so no Notoriety points were acquired when the priests began to wonder whether the plague victim was a hoax.

Players will certainly come up with something, somewhere that will catch the DM unprepared. It

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is quite reasonable for a DM to call a short recess to mull over such a plot twist. The guiding principle behind adjudicating such cases is this—is this tactic clearly dumb to an NPC of the appropriate (encountered) level of intelligence? If it isn't, then the PCs should gain at least some success with their trick, even if not complete success. However, as with magical illusions, attempting to repeat the same trick later is no longer creative, and the DM can adjudicate such repetitions much more harshly.

Tactical NPC Scripting

In the encounters below, numerous tactical suggestions for NPC combat actions are given. These are the learned, trained, habitual responses of such NPCs and the DM should vary them depending on circumstance. One thing that should not be changed are the instructions pertaining to surrendering and attempting to escape. These have been given to balance Notoriety gains and to challenge the party thoroughly!

For real underlings (like the Ogre jailers) only general guidelines are given, and the DM may need to determine specifics for himself. True underlings just want to stay alive if they can. Their lot is fairly dismal; the only joy they get out of existence is tormenting creatures further down the “pecking order” than they are. The DM should make Morale checks for such creatures according to standard AD&D® rules, and they are quite likely to surrender in significant numbers during this adventure. The PCs should try to ensure that they do not escape to tell any tales. Slaying surrendering creatures is an evil act, and good-aligned characters should find it abhorrent (Lawful Good PCs should not tolerate it at all). Neutrals will find their alignments shading toward evil if they do this repeatedly.

Time in the Adventure

Resting up to regain spells and hit points is next to impossible in this adventure. If PCs try to do this, the DM should make Wandering Monster encounter checks every half-hour (appropriate Wandering Monster Tables are given in the central reference section, page 32). The PCs will gain one Notoriety point for each hour that they spend resting. Even if they use *potions of vitality*, a

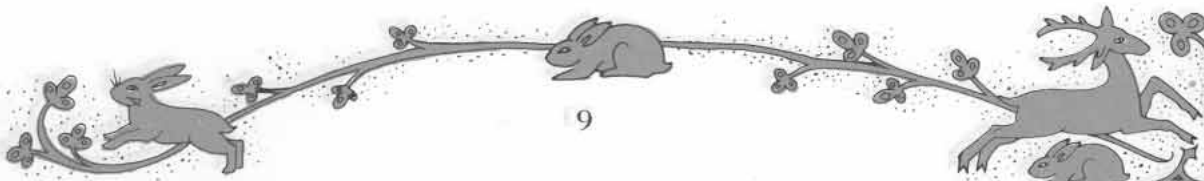
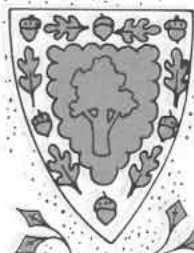
mage stopping to memorize just a handful of spells of mixed levels will cost the party two to four Notoriety points, which can make all the difference to success or failure in this adventure. Apply this rule after the PCs have entered Dorakaa itself; any time taken to reach the city is of no consequence.

Time spent during the adventure in exploration and combat will not increase the PCs' Notoriety score. This assumes that the PCs are exploring and acting at what the DM deems to be a normal speed. If players sit around for ages planning the fine details of every single move, it is fair for the DM to comment on this and quietly add one Notoriety point. He may also impose additional Notoriety points if the players continue to be tardy in deciding what their PCs are going to do.

Also, certain malign magics (traps, etc.) may have time-limited effects. If the PCs do nothing while waiting for these to expire, this time should be counted towards extra Notoriety points. The DM should keep a record of game turns spent waiting for such effects to wear off. If these accumulate to hours, additional Notoriety points will be gained by the party.

Potions of Vitality

Potions of vitality merit special mention. These are potions that intelligent players will certainly try to acquire (given that PCs are on a single-strike raid), and the introduction to the adventure specifically includes these as items given to the party. These potions are said to “restore the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days.” The potion's effect continues “for the remainder of its seven-day duration.” The PCs won't need seven days but two points need clarifying. First, a wizard who has drunk this potion may memorize spells without having slept beforehand. This means that though memorizing *more* than one or two spells is too time-consuming (see “Time in the Adventure” above), it is possible for a wizard to memorize just one or two crucial spells without too much of an increase in Notoriety score. Second, any other potion can be drunk with complete safety one turn after the *potion of vitality* is quaffed; there should be no adverse cross-reaction between the two potions.



The Challenge

Player characters will have time to prepare for the adventure after they have been recruited, so read the following to the players at the beginning of play:

The months after the great Greyhawk Wars have not been easy in Furyondy. The wealth of the land is spent on constructing the great northern Flare Line across the boundary from Iuz. King Belvor IV and his nobles tirelessly oversee the rebuilding of Chendl and the strengthening of the defenses for the day when war may come again, as so many fear it must. The cruelties of Iuz's dread empire to the north are too unspeakable to be contemplated; some of you will have seen them for yourselves during the war years. Some of you have given brave service to the cause of opposing the Lord of Pain, and a royal summons delivered by liveried courier alerts you to the fact that you may be called upon to do so once again.

Belvor's palace in Chendl is among the last of the buildings to be repaired; the King wanted the defenses of the city restored first. When you arrived there, you did not expect to be summoned to the very throne room of the King himself. As you stride across the marbled floor, your footfalls echoing in the great chamber, five men and one woman await you. The King rises from his throne, bids you welcome, and invites you to sit around a great oval table. He briskly thanks you for your attendance while he introduces his advisers.

Some of them may be known to some among you, but these are truly the great and good among Furyondy's best. Baron Kalinstren rules the beleaguered northwestern Barony of the Kingdom, and like his fellow Baron Jemian of Littleberg—now Grand Marshal of Furyondy's armies—he is a tall, powerful, dominant presence. Garaeth Heldenster, the High Priest of Heironeous, was a pillar of fortitude during the wearying siege of the capital city. His priests are among the Kingdom's foremost defenders. Karzalin, Master Elementalist of Chendl's renowned Chamber of Four, gives little away as he murmurs a brief greeting to

you; he is saturnine, quiet, brooding, but his furrowed brow conceals a powerful and insightful mind at work. You are surprised that Sir Kiprien Rahlden is among this group. His own fief at Moatshield is small, but he is said to have many friends in high places; some say that in the counsels of the Knights of the Hart he is very influential. The striking and fiery lone woman here is introduced as Countess Katarina of Walworth, ruler of the Shield Lands in exile. She bears the insignia of her house and the holy symbol of a paladin of Heironeous with obvious pride. And indeed she is a key to what you are about to hear.

The King himself is the first to speak after the pleasantries of formal introduction. "My friends, we are resolved upon a great enterprise, and we have summoned you to ask you to volunteer for a mission of great glory and daring. During the war years, Iuz took many prisoners. Countless thousands have vanished into his dreadful prisons in Dorakaa, Gibbering Gate, and the fortresses of the Urzun orcs in the Howling Hills. Magical barriers to divination prevent us from seeing where those beloved to us, lost during the wars, have been concealed." Karzalin nods silent agreement on this point, being very well-placed to know.

"However, we have lately had information, which comes from a reliable source, concerning the whereabouts of one prisoner in particular. That man is Earl Holmer of Walworth, Knight Commander of the Shield Lands, beloved cousin of our gracious Lady Katarina, who rules in exile in his absence. We have unimpeachable evidence that he is incarcerated in the dungeons and jails below the streets of Dorakaa, the City of Skulls, Iuz's dread capital itself. Fortunately, Holmer is not in the dungeons below Iuz's own palace. If that were so, rescue would be impossible. Matters are otherwise."

You can see it coming as the King continues—he's going to ask you to get into Dorakaa. "Such knowledge alone would not be sufficient for us to plan any attempt to rescue Holmer. However, into our possession has fallen a plan of Dorakaa's festering and wretched prison

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wherein Holmer lies, and this plan includes a way of reaching those jails through the sewers of the city. It is certainly possible for a small group to infiltrate these prisons and rescue Holmer, given sufficient bravery, intelligence, and magical assistance. It goes without saying that your bravery and intelligence have given you a reputation, which precedes you, and we can supply magical aid for the rescue mission." At this cue, Karzalin reaches into a *bag of holding* he has pulled from a concealed pocket in his robes and begins to draw forth scrolls and potions—and not just a few of them! They tumble out by the dozen, along with a staff, what appears to be packs of magical dust, and several other "goodies" as well. You're beginning to get interested.

"We believe that a successful rescue of Earl Holmer would be a great blow against Iuz. It would give great cheer to the forces of Good. It would inspire the brave men and women of the Shield Lands, who have been so cruelly driven from their homes. They are greatly valued by us as defenders of our own land, and we would see them rewarded by the rescue of their beloved leader. Common decency dictates that a worthy and good man should be snatched from the jaws of Iuz. It may well be that the doughty Earl will have been sorely tried by the torments of Iuz. He must be rescued.

"Of course, such a mission would place you in grave peril. It would not be unworthy of you to crave some reward for your great struggle should you be successful. Even though our Kingdom is hard-pressed, we would reward you with 3,000 golden wheatsheafs (note: 3,000 gp in Furyondy's local currency). In addition, we would be sufficiently moved by Holmer's safe return to grant you the title of Knight Protector of Furyondy, with all the privileges that brings."

You have little time to ponder these terms, or indeed to wonder what a Knight Protector gets in the way of privileges, when Karzalin speaks in a slow, measured voice. "There are some obvious magical methods of attempting to locate and free Holmer, of course. Divinations are unsuccessful in precisely locating

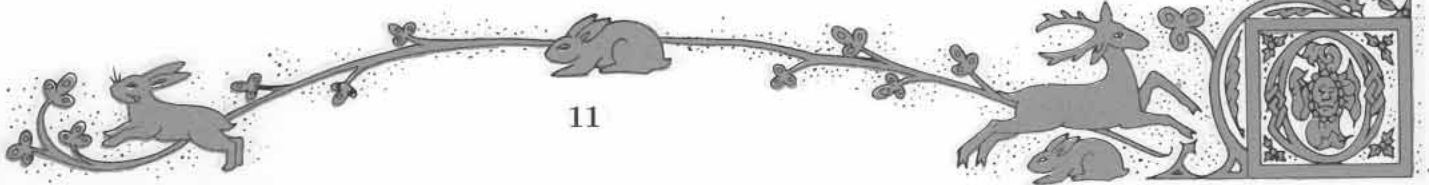
him. We have tried. Teleportation and planar travel would be obvious methods of entering Dorakaa without the tedious and dangerous alternative of attempting cross-country travel. Unfortunately, it appears that the structure of planar nexuses close to Dorakaa is unpredictable. We know that Iuz has a gate to the Abyss within his city, and the operation of that gate appears to distort planar structures within thirty miles of the area.

"Thus, in order to reach Dorakaa we suggest that you *plane shift* to a location some twenty miles distant and then reach the city under cover of darkness by overland travel. That will mean some forced marching, of course. In order to accomplish this, *plane shift* scrolls and *potions of vitality* will be among the items we will equip you with for this mission. When returning from Dorakaa, you will need to make some distance from the city before risking a *plane shift* spell for escape purposes. Once you are a safe distance away, you can flee in any direction."

Your quest, then, is to free Earl Holmer of Walworth, Knight Commander of the Shield Lands. A knighthood and a generous sum of money are yours if you succeed. If you fail, your fate will be either death, if you are fortunate, or an eternity of incarceration in Iuz's jails, if you are not so fortunate. Everyone here clearly expects you to do your duty. What will you say?

Clearing up the Details

The PCs should accept this quest, although it is entirely reasonable for them to inquire about the details of the magical aid they're going to get (magical items are listed below). If they ask about the source of information, Karzalin says that it is known to be accurate but the source cannot be revealed for the simple reason that, should the PCs fall into Iuz's hands, they will not then be capable of betraying that information. It goes without saying that PCs do not haggle with the King. Any attempt to try this will be cut off by a thunderous glance from Baron Kalinstren.



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The PCs may ask, "What if we fail?". The reply to this is that while Belvor would try to rescue them, no guarantees can be offered. After all, if heroes as renowned as the PCs fail then surely lesser mortals would have little chance of rescuing them!

If the PCs accept the quest, they should be given Map 2 of the layout of the sewers leading to the jails of Dorakaa, together with the notes supplied on what is known about the jails (as a player handout on the reverse of the Players' Map). Karzalin adds an additional detail for locating the entry to the sewers: "There are a few wharves and jetties on the left bank of the Opiem, a mile or two from Dorakaa and due south of it; the river is little travelled now, but a few vessels bring booty and slaves from the Fellreev Forest into Dorakaa and this is where some of them moor. There is a particular T-shaped jetty there, quite distinctive, and the outflow of Dorakaa's vile sewers is very close to it. Your map shows directions into the jails from that point." Give the players a copy of Map 3, the small area map, together with some basic details on the locations shown there (see *Iuz the Evil*). They also receive a portrait of Holmer. They are warned that his appearance will have changed during his imprisonment, but the portrait should allow them to recognize him, not the least by his broken and prominent hooked nose.

PCs will also be given the following magical items (note that the pregenerated PCs already have these items in the total list provided for them):

- Each PC will be given the following items: Two *potions of healing*, two *potions of extra-healing*, one *potion of vitality*, one *potion of flying*, and one *potion of invisibility*.
- The party as a whole is given the following items to divide among them as they choose: three applications of *dust of disappearance*, a *rope of entanglement*, a *ring of free action*, a *ring of blinking*, a *ring of protection +2*, three scrolls of *dispel magic* (at 12th level) and five scrolls bearing one *plane shift* spell each.
- Warriors in the party receive one each of the following potions: *potion of superheroism*, *potion of fire giant strength*, *potion of hill giant strength*. Priests receive, in order of seniority (by level): a *staff of curing* with 16 charges, a *ring of spell storing* (*cloak of bravery*, *flame strike*, *heal*), or three additional *potions of extra-healing*. Wizards receive 20 spell-levels of scrolls each if there are one or two PC wizards,

15 spell-levels each if there are more. These spells can be of the PC's choice, except that none will be of higher level than the PC can normally memorize (Karzalin will suggest that the PCs choose these after talking with him; see the following section on pumping Karzalin for advice, which may help guide PCs to make wise choices for these scrolls). Rogues will receive either *boots of striding and springing* or a *dagger +2, +3 versus Large creatures* (award the boots first). If the PCs don't understand why they don't get more, make it plain that these offerings represent a major gift from a Kingdom that needs all the magic it can get just to defend its border against the evil empire!

Advice from the Wizard

After the initial council, Karzalin will brief the PCs further in a private meeting inside the Royal Palace. He will urge on them the need for two key tactical elements. The first is, that rescuing Holmer must be done with one swift strike. There will be no time for PCs to retreat, pause and rest, and return for a second attempt. This will give the defenders time to react and they will seal off the jails with overwhelming force; Dorakaa is awash with fiends, evil priests, mighty orogs and much worse. Because Iuz's forces are chaotic and divided among themselves, with many factional rivalries, the PCs may exploit these internal divisions if they act swiftly. But this is a single-raid mission.

Secondly, Karzalin specifically warns the PCs to do all they can to cover their tracks; to confuse and deceive the jailers, priests, and any others they may encounter in Dorakaa's jails. Confusion will help the PCs to buy extra time as the defenders wonder what is going on and what to do about it. The PCs should leave as little visible evidence of what they've done and who they are as possible.

Karzalin will use this meeting to warn the PCs what they may face in Dorakaa. (If the PCs ask about this in the original meeting, Karzalin will promise then to discuss this with them privately later.) Karzalin warns that ogres, trolls, orcs and orogs, priests and fiends can certainly be anticipated within the jails, and probably Undead as well. Karzalin will also point out to the PCs that the notorious "Train by Pain" building is not far away from the jails (see Map 1) and that monsters may well be used as guards within the jails.

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Intelligent players may use the “What would you do if you were us?” strategy in questioning Karzalin. If they do, the Master Elementalists will respond thus:

“With your resources, I’d use a lot of illusions and deception. I’d be sure to have a pack of *dispel magic* spells up my sleeve; surely Iuz’s jails are not secured by physical barriers alone. I think *charm* spells will have considerable value in dealing with the small fry—ores, ogres, that kind of riff-raff. I’d have a *charm monster* spell or two available, also. If you can speak with them, that’s an obvious bonus. I’d use plenty of mind-controlling magic as well, but avoid the flashy stuff. If you set a jail block alight with multiple *fireballs*, that seems to me a great way to alert every defender in the place. Oh, and don’t forget plenty of *protection from evil* spells. Especially the radius type. You’ll be meeting a fiend or two down there. Since those horrors are magic resistant, it might be wise to take spells that affect you rather than them—*strength*, *invisibility*, *aid from the priest*, that kind of thing.

“If you can risk growing old before your time, I’d have *haste* as a last resort in case my warrior friends encountered something really vicious they absolutely had to dispatch swiftly. I’d certainly add extra *dispel magic* spells to the scrolls we have given you, and more *knock* spells also—you’re entering a jail, after all. Oh, and one final thing: given that Iuz has a gate in Dorakaa, I’d be wary of summoning any extraplanar help if I were you. Apart from that, I can’t help you much.”

PCs’ Preparations

The nature of the task for the PCs is fairly clear-cut. There are two things which they may attempt to do before they go; to find out more about Holmer and why the King wants him back, and to acquire some extra one-shot magical items.

Intrigue and Diplomacy

The truth of the matter about Holmer is tricky. Belvor has no love for this man; he holds Holmer cul-

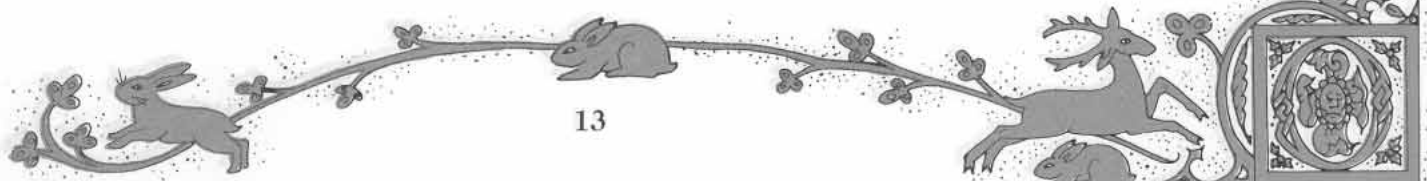
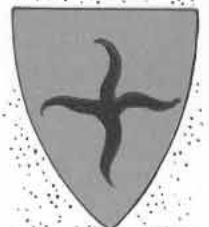
pable for the fall of the Shield Lands during the wars when the stubborn Earl refused Furyondian aid, fearing that Belvor would use this as a pretext for annexing the Shield Lands. What’s more, Katarina is an excellent leader of the exiled Shield Landers, and Belvor is quite happy with her influence on the admirable Count Artur Jakartai, the Shield Lander who now rules the Crystalreach County of his own Kingdom. So why does Belvor really want Holmer back?

Belvor estimates that Holmer has probably been completely broken by Iuz anyway. He guesses that the old man is nothing more than a ruined wreck, incapable of conducting any political actions if rescued. So getting Holmer back is no liability. However, it would serve several useful functions. First, it would be a great public relations *coup*, a morale-booster for his own people and especially for the exiled Shield Land warriors. Second, it would get some of the aggressive hotheads (who urge war anew) off Belvor’s back. *The Marklands* sourcebook gives additional details of these factions, to whom Belvor would like to prove that he can act decisively against Iuz. This would buy him time to complete his defensive preparations. Both Garaeth and Karzalin are well aware of this political dimension of the King’s decision. Thirdly, Belvor is good-aligned, and he does feel sympathy for Holmer. However, this is strictly a third reason: Belvor may be a good man, but he is also a politician and the success or failure of his policies will determine the fate of scores of thousands of folk in Furyondy, Highvale, and Veluna.

If the PCs decide to ask some questions around Chendl, you will need *The Marklands* sourcebook to handle role-play encounters in detail. If you do not have this sourcebook, you may choose how much of this picture you wish to reveal to the PCs (you should not give away too much). However, if the PCs spend any time doing this, you should give the PCs one Notoriety point. Iuz has spies, and they hear who has been asking interesting questions. Also, PCs may learn more of this political background when they return (see “A Glorious Return?”).

Magical Trade

The PCs may decide that they should get all the one-shot magical items they can. Additional scrolls and potions would definitely help their cause. They must trade for these by exchanging their own magical items for them; magical items cannot be bought in



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Furyondy because the Kingdom needs them badly. There are two ways the PCs can go about trading.

First, the PCs can consult with a mage in Belvor's service (Karzalin is the obvious possibility). If they do, Karzalin will explain that what the PCs have been given is truly all that the King can spare, but he can broker trade for them. The PCs must trade magical items they have for one-shot items. The following advantageous terms of trade can be had through Karzalin's brokering: first, only one-shot items can be bought (scrolls or potions). Second, if PCs offer similar one-shot items in trade, use a ratio of 1:1 for the deal with the XP values for these items from the *Dungeon Master's Guide* as the basis. For example, the PCs could trade two *potions of gaseous form* (300 XPs each) for one *potion of extra-healing* (400 XPs) plus one *potion of healing* (200 XPs). If the PCs trade charged or permanent items for one-shot items, use a 1:2 ratio in favour of the PCs. Thus, trading a *longsword +1, flame tongue* (900 XPs) would buy the PCs 1,800 XPs worth of potions or scrolls. With scrolls, the PCs should not be able to acquire scrolls of priest or wizard spells higher than 6th level. The demand for these powerful items is too high, and while they could perhaps be obtained it will take more time than the PCs have.

Exactly the same applies when trading with wizards not in Belvor's service around Chendl, with the following modifications and changes. First, the ratio for trade is 10% worse than if Karzalin does the brokering. Second, the PCs may acquire Notoriety points if they buy up too much. If any single PC conducting the trade acquires more than six one-shot items by trade, the party gains one Notoriety point. Iuz has spies and a character buying up lots of magic is an object of suspicion. If the PCs are clever (e.g., having a mage teleport off to Mitrik or Veluna to do some dealing there away from spies) they can avoid this Notoriety gain.

If PCs wish to get scrolls in trade, use the value of 75 XPs per spell level. This is a slightly better value than potions, but potions have greater versatility since almost anyone can drink them.

The DM is also allowed to deny the PCs access to very rare or especially powerful one-shot magical items should she or he so choose. Powerful potions such as *hill giant strength*, *superheroism*, *invulnerability* and the like should be very hard to get (no more than one of each of these types, and perhaps only *hill giant strength* could be found anyway). However, if the PCs are stocking up on such common items as

potions of extra-healing, *healing*, *invisibility*, *flying* and the like, this should not be stymied by the DM.

Finally, allow PCs two or three days (no more) to cast long-duration spells—*stoneskin* and a *good-berry* or two for everyone would be simple examples.

Mundane Equipment

The PCs should be able to obtain all the ordinary equipment (ropes, arrows, bolts, etc.) they wish. (The pregenerated PCs don't have such equipment listed, to save space.) The only special case here is holy water; this is in great demand throughout northern Furyondy since Iuz has undead troops in Crockport, Grabford, and elsewhere. For this reason, PCs will be able to buy a maximum of only 20 vials of holy water.

Changes to Magic Use in the Adventure

The following notes on magic use during this adventure are of major importance!

Planar Travel and Teleporting

The PCs have been specifically warned that attempting to move into (or out of) a zone some 20 miles around Dorakaa by any form of planar travel is highly hazardous. If they attempt to do this, despite the warning, then the result is simple: if a *plane shift*, *teleport*, *teleport without error*, *mass teleport* or similar spell, an *amulet of the planes* or similar magical item, etc., is used to breach this 20-mile limit, there is a chance that the travelling PCs will simply be plunged right into a layer of the Abyss! This chance is a flat 10% at the edge of the zone, plus 5% cumulative for every mile within the 20-mile "exclusion zone." That is, a PC party trying to *teleport/plane shift*, etc. within 10 miles of Dorakaa is 60% likely to end up in the Abyss, and is 100% likely to do so if they attempt to *plane shift/teleport* right into the city or indeed within two miles of it. A *wish* spell will halve this chance; nothing else will reduce it.

If a PC party ends up in the Abyss, they will be stuck there for a minimum of 6+d12 hours due to the magical backwash from interacting with the planar distortions around Dorakaa. Every hour thereafter allow those PCs attempting to escape a saving throw against spells in order to escape from the Abyss. This can provide an excellent delayed-climax to the

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adventure: if the PCs are absolutely forced to risk a *plane shift* escape within 20 miles of Dorakaa as Iuz's forces close in on them, a quick detour to the Abyss can have your players sweating as you roll Wandering Monster encounters during their PCs' enforced time there! If PCs end up in the Abyss, then *MONSTROUS COMPENDIUM™ 8: Outer Planes Appendix* should be consulted for suitable encounters.

Divination Spells

Divination spells will not be able to locate Holmer, or any other individual prisoner, within the lower cell block levels of Dorakaa (Block C and below). Details for the cell blocks and other locations will specify when restrictions on divination spells apply.

If a *contact other plane* spell is cast within Dorakaa, the spell will automatically fail and the chance for insanity will be 50% higher than normal (i.e., if the usual insanity chance is 20%, it will be 30% within Dorakaa). Also, there is a 10-60% chance that a fiend will arrive within 1d10 rounds (see Conjunction/Summoning Spells below). If this happens, the fiend will automatically attack the spellcaster.

Casting a *commune* spell in Dorakaa is very foolish! The PCs immediately gain 1d4+2 Notoriety points as the magical flux of the connection to the deity's home plane is established—and the link is soon broken! The spell will fail automatically.

Conjunction/Summoning Spells

These are hazardous within Dorakaa because of the planar distortion that exists around this city. If a PC wizard attempts to summon any form of monster, invisible stalker, aerial servant or other extra-planar creature, there is a chance that a fiend will appear instead. This chance is 10-60% (1d6 x10%), which should be determined by the DM with a d6 roll on each individual occasion. Having determined the chance of the spell malfunctioning, the DM rolls d100; if the roll is below the (10-60) number, a fiend appears instead of the desired summoning. The Summoned Fiend Table below should then be consulted, using a d10 roll to determine the nature of the fiend that appears:

Summoned Fiend Table

D10 Roll	Fiend(s) Appearing
1	1d4 Manes
2	1d3 Rutterkin
3	1 Bar-Igura
4	1 Succubus
5	1 Babau
6	1 Nabassu (7+2 HD)
7	1 Vrock
8	1 Glabrezu
9	1 Hezrou
10	1 Marilith

Any fiend that appears will automatically be hostile to the PCs. It will not necessarily be in the service of Iuz, so any such summonings do not gain any Notoriety points for the PCs. Also, normal animal and monster summoning spells will not malfunction in Dorakaa.

Turning Undead

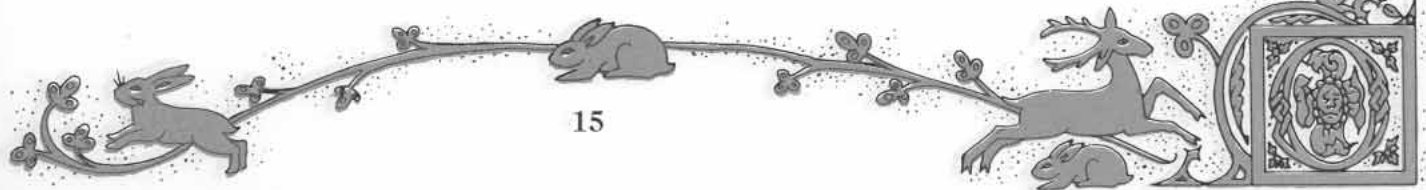
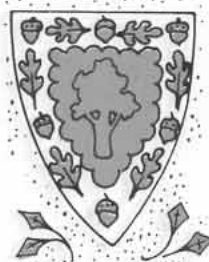
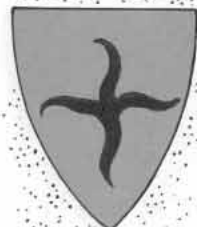
Turning the Undead is difficult in Dorakaa! When attempting to Turn Undead, any priest is treated as being two levels lower than his usual experience level. This also applies to Turning effected through magical items (notably an *amulet versus Undead*).

Praying for Spells

If any good-aligned priest prays for spells within Dorakaa, the party automatically gains one Notoriety point on each occasion when this happens.

Other Magical Effects

Additional special magical effects, specific to various locations within Dorakaa, are noted in the descriptions of those locations in subsequent chapters of this adventure.



Getting Into Jail

This chapter details arrival in the Land of Iuz and the movement and encounters included as the PCs gain entry to the main jail complex.

Plane Shifting

The PCs need two *plane shift* spells to reach their destination: one to travel from the Prime Material to the alternate plane they have chosen, and one to return to the Prime Material. The safest planes are the Astral, Ethereal, and Shadow planes. Rules for Astral and Ethereal encounters are given in *Manual of the Planes*, but if the DM uses such an encounter (none are scripted here) then it should not be too harsh. It is assumed here that the priest guiding the party can move along the alternate plane so as to arrive close to the spot he intends to return to on the Prime Material (exact details of this don't matter for the purposes of this adventure).

It is assumed that the PCs will take Karzalin's advice and plane shift to a spot more or less due west of Dorakaa. If they insist on arriving in the middle of the Road of Skulls, *Iuz the Evil* gives details of the magical skulls along that highway, watchtowers, and the like. The PCs should have encounters with sizeable orc patrols every mile or so along the road until they have the sense to get off it. Such a foolish move automatically gains one Notoriety point for every five-mile stretch of the Road of Skulls the PCs travel. Encounters can be improvised by the DM, using the encounters below as a basis. Similar logic applies if the PCs plane shift to the Skull Trail, across the Opicm, etc. (though no extra Notoriety points will be gained for this).

Crossing the Plain

The PCs have to march some 20 miles cross-country to reach the shoreline of the Whyestil where the entry to the sewers is located. This involves two elements: the trek and crossing the Skull Trail (Dorakaa to Grunlend Keep), which they must do at some stage.

Use normal movement rules (*Players' Handbook*, Chapter 14: Time and Movement) for the trek, but the PCs have one piece of mixed fortune: it's raining heavily when they arrive and continues to do so for 1d6+6 hours. Movement rate is reduced to two-thirds normal during this time,

but it keeps the PCs from being seen by creatures of the plains since visibility is reduced to around a third of a mile. Thereafter, movement is at a normal rate. At any time of your choosing, use the following encounter (which should be more than one mile west of the Skull Trail).

The southern plain here is sparsely populated, since the land is infertile and there are only a very few farmsteads where the PCs may be able to hide during daytime hours if they so choose.

Orc Hunt!

A medium-sized group of orcish troops comes jogging along the plains towards the PCs—they are moving at a faster rate than normal walking. They have weapons drawn, but they are not obviously aggressive. This party consists of 24 ordinary orcs, six superior orcs (2HD each, minimum of 9hp each), an orog leader, and a priest of Iuz.

The orog leader is a 5HD-type (see *Monster Statistics Chart*), wearing *chain mail +1* for AC3 (Dex bonus). He is armed with a two-handed sword.

The priest of Iuz has the following stats.:

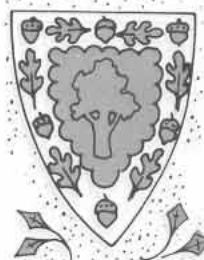
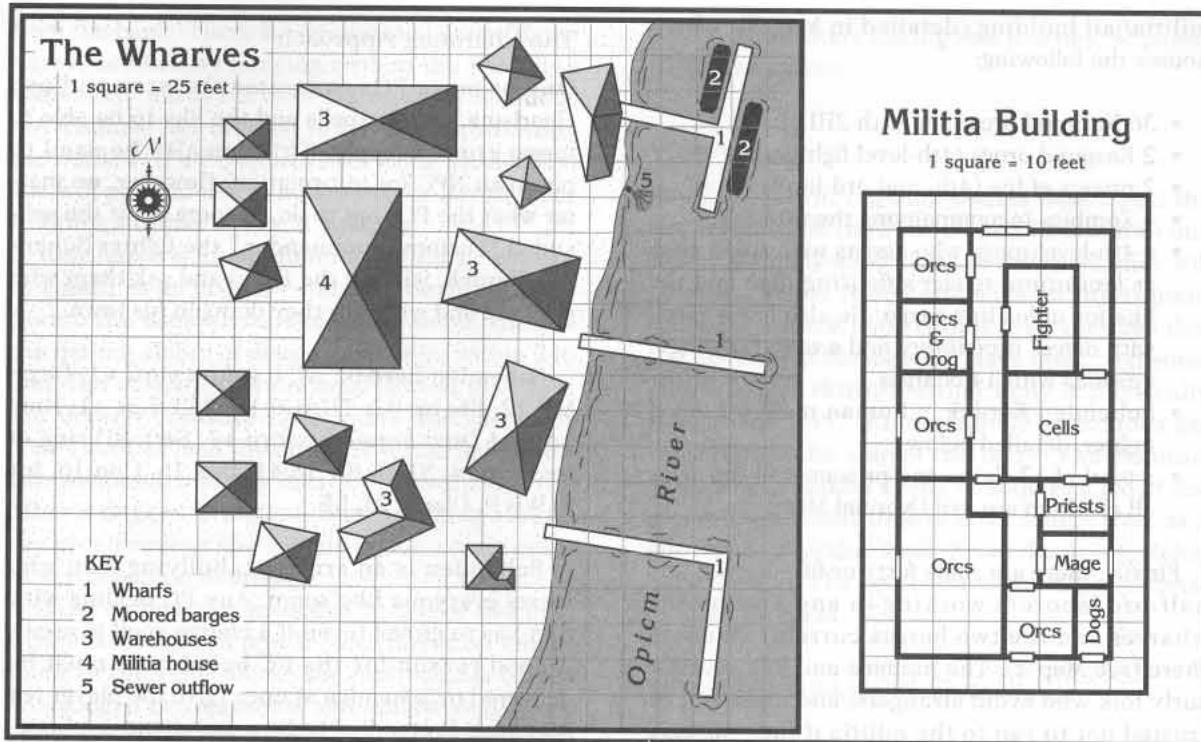
Priest of Iuz: AC 2 (chain mail +1, Dex); MV 12; Pr5; hp 38; THAC0 18; #AT 1; Dmg 1-10 (two-handed sword); SA/SD spells; SZ M; ML 16. Str 11, Dex 16, Con 16, Int 9, Wis 18, Cha 7; AL LE.

Spells: *command* (x2), *darkness* (x2), *detect evil/good*, *aid*, *hold person* (x3), *spectral hand*, *continual darkness*, *turnbane*. He also has a scroll of *animate dead* (cast at 9th level).

As the group approaches, providing the PCs don't act in a hostile or very evasive way, the orog yells to them, "Hey! you seen any Urzun scumbags with a red bag runnin' around?"

Assuming the PCs try to bluff their way through this encounter, it won't be difficult. This group is a Kazgund orc militia hunting some Urzun orcs who stole some of their property from a small watchtower along the Skull Trail, and will say so. The priest gives the PCs a look that conveys his boredom with this squabbling among orcs and is only with them because he has to be. The PCs will be challenged about what they're doing. Give your players no more than ten seconds to reply; they should have cover stories prepared in advance. Almost any half-credible reply will do. If the play-

Getting Into Jail



ers take longer, or if their story is really lame (or if they're not disguising demihumans, etc.), then the priest becomes suspicious and casts *detect evil/good*. He will then order the orcs to arrest the PCs. A combat will ensue only if the PCs defend themselves, of course.

If a fight breaks out, the priest will use his scroll to animate slain orcs as zombies if he can. Once more than half the orcs have been slain, both the orog and the priest will seek to flee (running in different directions). If the PCs fail to hunt down the orog and the priest, their encounter at the Skull Trail will be more difficult (see below). Ordinary orcs can be allowed to flee safely, since they will drift back to their homes in Grunlend Keep, taking some days to do so. The PCs gain no Notoriety if anyone escapes here; vicious orcs and bandits are marauding all the time in these lands.

Crossing the Skull Trail

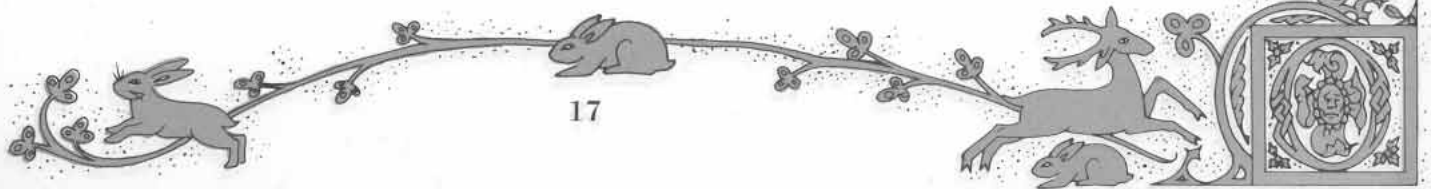
The PCs will find it easy to cross the Skull Trail if they take sound precautionary measures so they can cross inbetween the appearance of patrols along the road (every 40 minutes or so). However, if they allowed the orog or priest to escape from a combat earlier, a force of 30 orcs, two orog (4th-

and 5th-level fighters) and two 4th-level priests will appear down the trail from the PCs and close to the attack. The priests will have used spells such as *bleed*, *aid* (on themselves!) and *prayer* to protect their group as they attack. The priests will seek to escape if half the orcs are slain. If either priest escapes, the PCs gain one Notoriety point for this second combat and escape.

Finding the Outflow

The PCs' task now is to infiltrate the wharf area (Map 4) and locate the outflow conduit of the sewers, which they need to enter. This area description is followed by notes on tactics.

This small group of wharves handles little trade—mostly Fellreev wood from the southwestern forest margins and a few pathetic slaves from the northern Horned Lands and the Northern Barrens. There are wharves in Dorakaa itself, but this small ancillary complex handles barges that ship across from the Horned Lands and which, for one reason or another, don't wish to enter the City of Skulls itself. A little in the way of weaponry is shipped in the reverse direction. The warehouses and small homes shown on the map are of no significance; the only important building here is the



Getting Into Jail

militia/jail building (detailed in Map 5), which houses the following:

- 36 Kazgund orcs (five with 2HD);
- 2 Kazgund orogs (4th-level fighters);
- 2 priests of Iuz (4th- and 3rd-levels);
- 4 Zombies (accompanying the priests);
- a 4th-level mage who assists with spells such as *levitation*, *tenser's floating disc* and the like for unloading cargo. He also has a scroll with *detect invisibility* and a *wand of magic missiles* with 14 charges.
- Schenden Kerdek, a human male 6th-level fighter, detailed below.
- a total of 12 slaves and prisoners in the cells, all of whom are evil (Normal Men).

Finally, there are some forty or fifty human and half-orc laborers working in and around the wharves and the two barges currently moored there (see Map 4). The humans and half-orcs are surly folk who avoid strangers, and none can be trusted not to run to the militia if they observe anything unusual. There are some 20-30 mangy dogs running around the wharf area. If the PCs are all invisible the dogs will scent them and begin to bay and howl, leading the militia to come and investigate. (The mage can detect invisible PCs, of course.)

Sneaking In

The most effective strategy is to reconnoiter the area to locate the outflow conduit marked on Map 4 and then get to it. If the PCs have the cover of darkness, sneaking past the orc patrols (groups of six orcs who wander about with lanterns by night to prevent theft from the warehouses) should not be a problem. At some stage make a dexterity check for the clumsiest PC. If this is failed, that PC makes an unfortunate sound—stumbling over a stone, unavoidably coughing loudly, etc. The orc patrol will come to investigate and, at any sign of hostility or PCs trying to avoid them, they will raise the alarm. Other NPCs will emerge from the militia house to investigate. Spellcasters will pre-cast spells to best effect as usual. Any combat here automatically earns the PCs one Notoriety point; if they effect a massacre they gain two Notoriety points.

The Charming Approach

One or more PCs can enter the area and use Charisma, *charm* spells and the like to be able to move around freely. This can also be used to pump an NPC for information. However, no matter what the PCs opt to do, at some point the self-styled "customs commander," the fighter Schenden Kerdek, will see the PC(s) and ask them who they are and what are they doing in his town.

Schenden Kerdek: AC 0 (*plate mail* +1, Dex); MV 12; F6; hp 42; THAC0 15; #AT 1 at +1; Dmg 1d10+4 (*two-handed sword* +1, Str); SD *ring of free action*; SZ M. Str 18/41, Dex 16, Con 16, Int 8, Wis 9, Cha 9; AL LE.

Schenden is an arrogant, bullying man who treats everyone like scum. Any PC dealing with him has to grovel (even if a *charm* spell is used). A good reason for the PC being here must be delivered to Schenden at once (give the player ten seconds). Pretending to be a merchant is a hopeless answer; all goods here go to Dorakaa or to a northern military camp, this isn't a trading post! Acceptable replies might include being on a man-hunt after an escaped prisoner or being adventurers headed into the Horned Lands to investigate the Fellreev (but the PCs must have a good story about who has hired them and why). However, unless a *charm* is used, the PC doing the talking must make a charisma check (with a +2 penalty added to the die roll—Schenden isn't easily swayed). If this check is successful, Schenden will still attach an escort of six orcs and an orog to chaperone the PCs around the town. If the check is failed, Schenden invites the PCs to the militia house for a little chat. This will allow the priests there to use their detection spells, and the PCs may be uncovered; mass combat will almost certainly ensue.

The Outflow

Either by infiltration, or after a combat, the PCs will arrive at this entry point. The pipe is some 8 feet in diameter (so that marching along it can only be done in single file; the floor curves upwards to the sides, and the water level is some 18 inches high). The outflow is cut into the river bank, so PCs have to clamber down into the pipe

Getting Into Jail

from the bank. There is an interested party (Kenshazee, see below) hanging around the shoreline some sixty yards north of the outflow. She does not disguise her interest in anyone approaching the outflow. If a PC approaches using *invisibility*, she will pretend not to notice him or her in order to gain a surprise attack, if possible.

Kenshazee is an alu-fiend using *shape change* to appear as an ordinary human woman. In addition to the usual powers of an alu-fiend, she has the natural ability of *detect invisibility* within 240 feet. Her statistics are normal for her kind (see the Monster Statistics Chart), save that she wears *chain mail +1* and thus has AC 4. She fights with two weapons, one a normal shortsword and the other a *dagger of venom*. She is lurking around the area because she is waiting for a male cambion companion to arrive.

If the outflow is approached by one or two PCs, Kenshazee will attempt to use *charm* on one of them (if the PC is alone, she interrogates before attacking; if two approach, she will use *suggestion* to best effect on one PC while attacking the other PC). If hard-pressed in combat she will try to use her *dimension door* ability to escape. If more than two PCs approach the outflow, she will not risk an attack, but will approach them and plead that a friend of hers is trapped in the sewers. She begs to accompany the PCs to find him. She says he is her lover, Randreth, and the militia are hunting him for theft (which of course he did not commit). She will not be shaken off, and if actively rejected follows the PCs at a safe distance behind. At a point along the sewer of the DM's choosing, the major cambion arrives and the two fiends will attack the PCs. The fiends will abandon the fight only after their hit points are reduced to one-third of their normal value. If the PCs slay the alu-fiend, the cambion will flee from or avoid them rather than fight. The cambion's statistics may be selected from one of those available on the Monster Statistics Chart, which include sundry exceptional statistic bonuses.

Along the Sewer

A Wandering Monster Chart for the sewers is provided in the central reference section. Wandering Monster checks should be made every 4 turns, with a 1 in 6 chance of a monster arriving.

The DM should also use the following two

placed encounters during this journey, at points of his own choice:

Bodies!

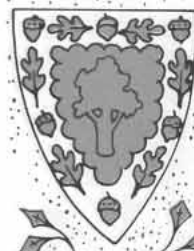
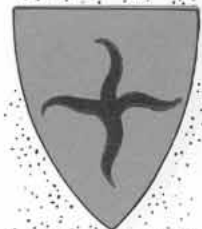
Two face-down, rag-clad bodies float down the sewers towards the PCs. If the PCs stand to one side and simply allow them to drift past, they will be safe. If they touch one with an instrument (pole, sword, etc.) and turn it over, they see that the bodies are bloated and have open, red sores all over their skins. If either body is physically touched by a PC, a large bubble of noxious gas erupts from the side of the body. The PC must make a constitution check or acquire a blood disease with an onset time of d6+1 hours; treat as if affected by a *plague* spell (*From the Ashes*, Reference Card 5). The bodies have nothing of interest or value on them.

Something Stinking This Way Comes

Any players worth their salt will be expecting an otyugh or two in the sewers, so don't disappoint them. The PCs should encounter two tough neo-otyughs lurking behind a cloud of yellow-brown, fetid and opaque gas that reduces visibility in the sewer to 120 feet. (The gas, if inhaled, reduces a PC's Strength and Constitution by one point for 4d6 turns; this effect can be evaded simply by placing a clean, damp cloth tightly over the mouth.) One of the neo-otyughs has 19sp in its gut, the other has a carnelian and silver ring worth 30gp.

Exiting the Sewer

The position of the manhole cover from which the PCs should emerge to enter the jails is shown on Map 6. If the PCs are inquisitive and wish to explore further from this point before opening the cover, the sewer ends 30 feet farther along to the west (below the latrines at Location 2). It also extends 250 feet north and then turns west again (see map). There is a manhole cover some 30 feet along this second western limb, which emerges in the street between the jail and "Train by Pain", as shown on Map 6. Beyond these two points, the sewers narrow to a 3-foot diameter with a sewage level that does not permit the PCs to progress any farther.



The Halls of Wretchedness

Summary

The uppermost jails are those which hold relatively ordinary offenders and criminals—apprehended thieves, those who have got on the wrong side of a priest or militiaman, a few penniless folk dragged into the cells to perform slave labor, and other miscreants and unfortunates. The jailers here are orcs and ogres; their leaders are a vicious fomorian giant and a cowardly, hateful priest of Iuz (who deeply resents his posting here).

The PCs must get through these upper level jails drawing as little attention to themselves as possible. The types of cell occupants here should make it plain that Holmer isn't confined on this level of the cells. The PCs must seek information on his whereabouts, and the priest and his records (Location #25) are the keys to this information.

General Notoriety point awards are given at the end of this chapter; there are also some specific points about gaining Notoriety in key locations.

Dungeon Decor

The ceiling height in these blocks is 18', with walls being 12" thick unless otherwise noted. Doors are very strong and sturdy (minimum 4" thick, wood) and the locks well-made (-10 penalty to all Pick Locks rolls; some locks may be superior to this and if so, this is noted). Doors to all rooms are locked unless otherwise noted. Cell doors have small, 12" square openings at eye-level, with 1" diameter iron bars set into them vertically and an iron shutter openable from outside, allowing guards to look into cells and to supply prisoners with food or water.

Main chambers where orcs and ogres are located are lit with torches; chambers of the fomorian and priest have oil-burning lamps. Cells are unlit unless otherwise noted.

All the corridors of the jail are lit with burning wall torches, placed every 30' or so. The light level is dim (+5% bonus to Hide in Shadows) and the air is dank, stale, and slightly smoky. There is an ever-present stench of sweaty bodies unwashed for months, bodily wastes, and heavy incense-like vapors from a handful of torches around the jails. The walls of the corridors bear murals and inlays at irregular intervals, showing fiends, grinning skulls, carvings of broken skeletons, and the like. The general atmosphere is oppressive, grim, and

unremittingly evil. From time to time, shrieks of pain and torment resound around the corridors. Within the two Cell Block complexes, chances to detect noise are at best half normal (and may be further reduced if the PCs have stirred up agitation among the cell occupants).

The ordinary prisoners here are ragged, unkempt, and filthy, sleeping on hard stone slabs or pallet beds with filthy straw. At the DM's option, some 10% of those in smaller (non-communal) cells may have some infectious disease (treat as a *plague* spell if the PCs come into physical proximity with them). All are normal men and women, unless otherwise noted.

Patrols

Jailer patrols may be encountered in these upper-level jails; there are no true wandering monsters here. The two cell blocks have their own patrol frequencies described below, but elsewhere in the jails there is a 1 in 6 chance, checked every 30 minutes (3 turns) of game time, that the PCs will encounter a jailer party of 1d4+4 orcs (1HD) with a 3HD orog jailer-leader. These jailers are arrogant, bullying creatures who will attack the party. If half the jailers are slain, the survivors will run to the nearest secure place for reinforcements. The orog-leader will have keys to doors #4 and #5 and will try to reach his fellow orcs (in location #19) or the ogres (in location #8), whichever are nearer.

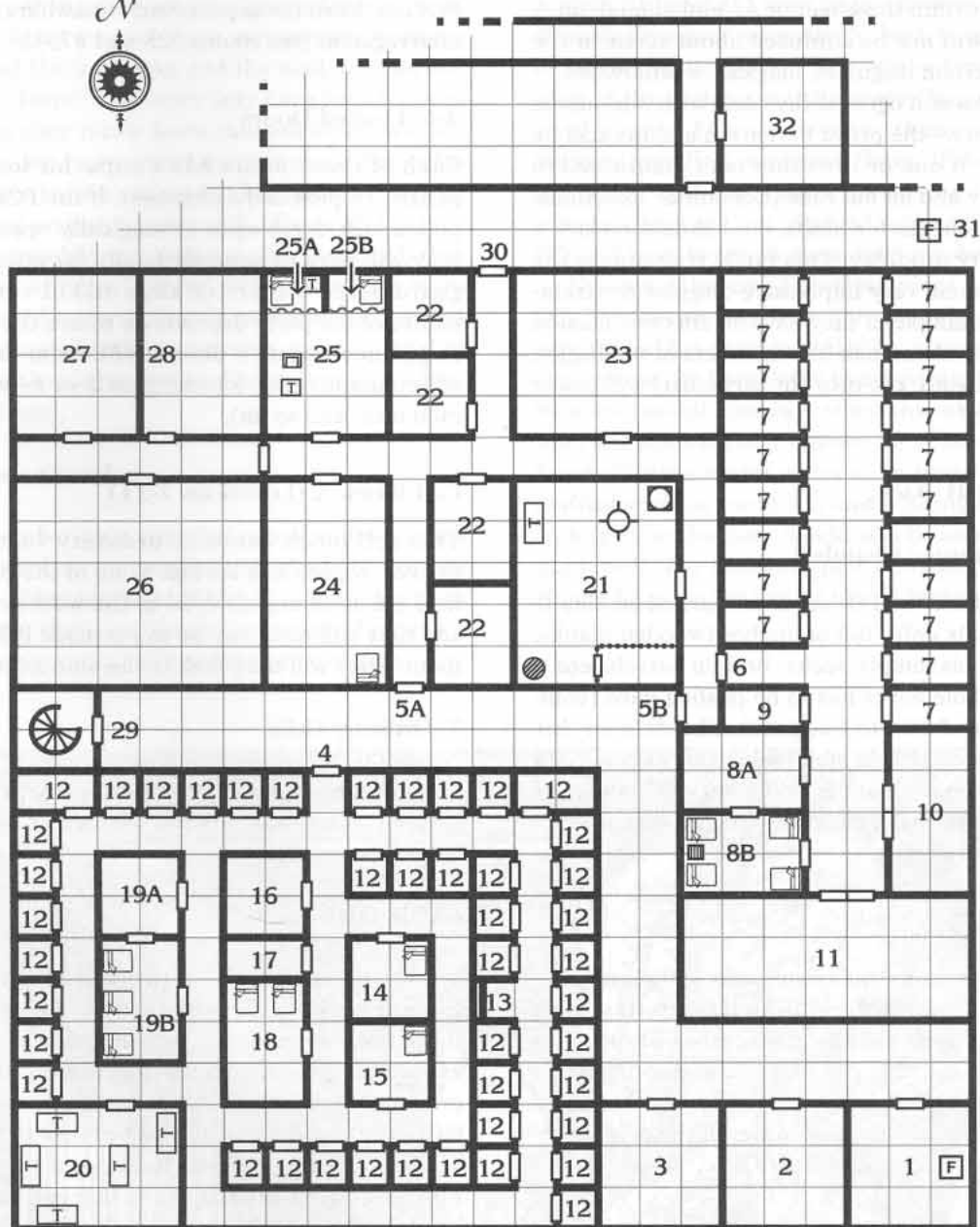
There is a 1 in 6 chance that a patrol encountered will actually be a 4th-level priest, with an entourage of 1d4+2 acolytes (level 1d2), being given a guided tour of the cells by 1d3 orcs and a 3HD orog (this encounter only occurs once). If this group is met and any of them escapes a conflict with the PCs, Notoriety points may be gained.

Some Tactical Notes

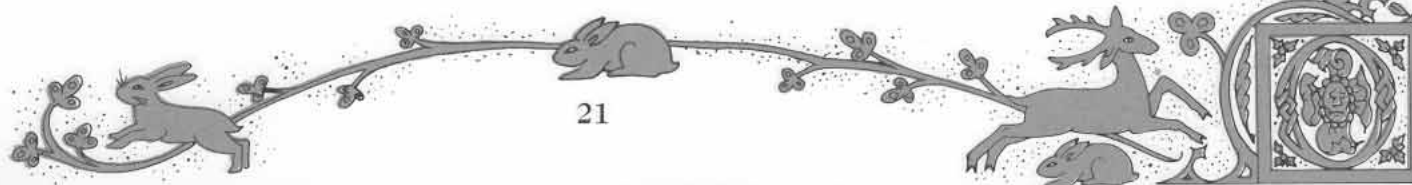
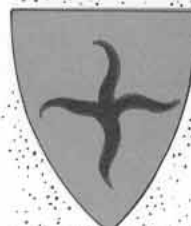
The most important attribute of the "ordinary" jailers here is that they aren't very smart. Almost any smart role-play strategy can get the PCs through this level without too much trouble. Presenting forged notes of instruction to investigate certain cells or searching for a particular prisoner, may be successful because the orcs and ogres can't read—as long as the PCs forge a decent-looking wax seal on the letter, this may be good

The Halls of Wretchedness

1 square = 10 feet



- | | | |
|-------|---------------|------------|
| Door | Barrel | Chimney |
| Bed | Railing | Brazier |
| Chair | Spiral stairs | Curtain |
| Table | Box | Floor trap |



The Halls of Wretchedness

enough. Note that orcs and ologs are 75% likely to be able to smell out an elf (50% for a half-elf) standing within three feet or so, and animals such as tyrgs will *not* be confused about scent in the case of certain disguises, magical or otherwise!

The orcs and ologs always deal with one source of authority—the priest Kerlenzen and his acolyte Snornoc. If one or the other isn't mentioned to them, any and all die rolls (Encounter Reactions, charisma checks for bluffs, etc.) should receive a +2 penalty modifier. This holds true unless the PCs use some very impressive disguise or stratagem; for example, if they have an effective illusion that makes them look like members of the Legion of Black Death, the orcs (in particular) will cower and grovel!

Location Key

1. Old Storage Chamber

This is where the PCs enter as marked on Map 6. The room is unlit, full of lumber (wooden planks, broken tools, empty sacks, broken barrels, etc.). The manhole cover has to be pushed hard (combined Str of 30+ to budge it). The door to this room is locked, but pick locks rolls gain a +20% bonus since the door is badly out of shape in its frame. Bend bars chances are made with a +20% bonus here as well.

2. Latrines

The stench from this chamber is appalling; prisoners are brought here from time to time with their iron pots for the nauseating practice of "slopping out." If the PCs are so foolish as to enter, a patch of green slime has just begun to grow in the southeastern corner of the privy complex. This room is unlocked.

3. Elevator Room

This room has two good locks (–15% penalty to pick locks chances) and, if entered, appears to be an unlit, bare chamber. Passwords are needed to activate this room, allowing PCs to descend to locations #33 or #77. These passwords are "Iuz genachtek" and "Iuz dekennek." "Iuz genachtek," in orcish, means "Iuz triumphant" and allows movement between rooms #3 and #33. "Iuz

dekennek" means "Iuz descending" and allows movement between rooms #3, #33, and #77. The PCs can learn these passwords elsewhere through interrogation (see rooms #25 and #73).

4-6. Locked Doors

Each of these doors has a superior lock (20% penalty to pick locks chances). If the PCs cannot pick a lock, force open or magically open a door, they will have to hammer loudly for attention. A guard party will arrive after 1d3+1 turns; the nature of the party depends on where the PCs are (e.g., knocking on a door at #5B from the south will summon ologs, knocking on door #4 will summon orcs, and so on).

Cell Block A (Locations 7-11)

This cell block contains ordinary vagabonds, thieves, rogues and lowlife. None of the prisoners here are anything but dyed-in-the-wool evil-doers, and they will utter any lie to persuade PCs to free them. They will then seek to flee into Dorakaa.

7. Ordinary Cells

Each of these houses 1d4+1 ordinary prisoners, none of which is of any importance or bears any helpful knowledge.

8A/8B. Ogre Jailers

There are eight ologs in this cell block; at any given time, three are awake in #8A (a guardroom), three are asleep in #8B (a bunk room), and two are prowling the main corridor between the cells, cracking their whips, delivering bowls of rancid fish gruel, and abusing the hapless prisoners. There is a mangy tyrg curled up and snoozing in #8B also. This creature has a great hatred of halflings and gnomes and will go into a blood frenzy if it scents one. (If it sniffs out a disguised PC gnome or halfling, the ologs grow suspicious and will probably attack.)

The ologs are rarely visited by anyone other than the fomorian (area #24) or the acolyte (area #25). Their reaction to others is generally negative (+2 penalty to all Encounter Reactions, the best possible outcome being Indifferent unless a *charm/friends* spell is used).

The Halls of Wretchedness

The PCs should realize swiftly that there is nothing of real interest to them in this cell block. The only thing they might glean is information, and the ogres can tell them approximately where Herankul the fomorian and the acolyte Snornoc are to be found. The ogres only have keys to room #6, since they rarely leave this cell block save for slopping out (supervised by Snornoc). They also have keys to the cells #7, #10, and #11. These keys hang on pegs on the walls of area 8B.

The ogres have a crude wooden box in 8B that contains some prisoners' trinkets, which were confiscated on arrival. PCs will find copper and brass bracelets and silver rings worth a total of 50gp, and sundry low-value coinage (192cp, 115sp, 18gp).

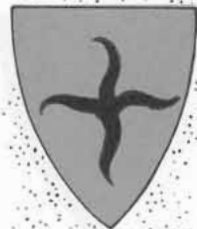
9. Storage Chamber

This chamber only contains ropes, whips, chains and manacles (not used in cell block A), broken bottles, barrels, etc. If the PCs spend a turn searching, they can obtain two flasks of oil and a few intact empty glass bottles and vials here.

10-11. Communal Cells

Cells #10 and #11 hold 24 female prisoners and 49 male prisoners respectively, both in conditions of unspeakable squalor. Five of the females and nine of the males are little more than children; good-aligned PCs—if they see them—may feel morally impelled to release them. If they do so, the other cell occupants scream and wail for release. They are not chained within their cells; PCs will have to terrify them into acquiescence.

This act gains one Notoriety point unless the PCs handle this very well. For example, posing as servitors of Iuz (accompanied by charmed ogres, etc.) taking the brats away to a separate jail would be a successful strategy, since the adults would then not perceive any chance for release. Hiding freed children under cover of an *invisibility 10' radius* spell in room #1, and placing a *wizard lock* spell on the door, would also be an intelligent approach. For good-aligned PCs, an XP award should be given for freeing the children.



The Halls of Wretchedness

Cell Block B (Locations 12-20)

This cell block contains more hardened criminals than cell block A—those who have assaulted the militia, murderers, and the more hardened scum of Dorakaa. Not that Iuz condemns such qualities; it is simply that such energies should be channelled in the “right” ways (i.e., in his service, not against his servants). The jailers here are Urzun orcs (see area #19 below), a third of which have exceptional Strength, even for the 1HD types (roll a 1-2 on d6, then roll d100 to determine STR). Along the corridors, between the cells, two patrols of six orcs each (four 1HD and two 2HD types) are active and prowling at any given time. These can be placed, and encounters with them staged, as the DM wishes. Their numbers are additional to the force of orc jailers in #19.

12. Cells

Each of these cells holds 1d2 prisoners, and here all are shackled and manacled to the walls. Any orc jailer patrol has a pair of master keys, which open these cells, and a master key that opens all the shackles here. Freeing any of the prisoners gains the PCs nothing. The majority are normal men and women, with a 5% chance each (per cell) that an occupant is a fighter or thief of 1st- to 4th-level. All are of evil alignment, and while many will try to trade hardship tales (or utterly unreliable information) for their freedom, they are of no use to the PCs.

13. The Beating Wall

A magical mirror has been inlaid into the wall in a recessed alcove here; the side-walls have manacles and shackles and a pair of heavy whips in holders. Bloodstains bespatter the alcove. If a prisoner is dragged here and flogged, a magical representation of this beating appears in the individual cells (area #12) so that prisoners can witness the punishment of offenders. This assists in cowing the prisoners and keeping them terrified.

14-15. Special Cells: Magic-Nulls

These two cells have powerful enchantments placed within them that absolutely inhibit the successful casting of any magical spells. Spells cast from out-

side to permit entry (e.g., *knock*) or with an area of effect extending inside the cell likewise are negated here. The twin locks on each door are of very good manufacture (-20% penalty to pick locks). The only keys for these cells are in area #25.

These cells are used as holding cells for spellcasters condemned to incarceration in the lower-level jails. Cell #14 is empty, but #15 has a manacled and shackled 5th-level mage of LE alignment, incarcerated for attempting to use *charm* spells to recruit orc troops for the murder of a rival (the rival is responsible for the jailing).

This mage, Wanzeden, will attempt to trade information for his freedom. He is of Lawful alignment, and if he gives a solemn oath not to speak of his words with the PCs to anyone, nor to reveal that they freed him, he will abide by this agreement. Wanzeden knows a little of the Boneheart Citadel and its guards (as the DM determines; see the chapter “The Boneheart Citadel”), and of the general organization of the jails; he knows that lower-level cells are used to house spellcasters and important prisoners, and that both fiends and monsters are used as guards. He can tell the PCs that there are specific magical traps that can only be bypassed by someone carrying a consecrated Unholy symbol of Iuz. He does not offer this information willingly, even if a *charm* spell is used, unless his freedom the reward. He will not accompany the PCs to any entry to the lower jail levels, but he may assist them with spellcasting if they are headed towards the main doors (#30), which will allow him to get out. He has no equipment. His spell list can be determined randomly from the choices in the central reference section (page 33) or entirely by the DM, as desired. Note that he will need to be given material components to cast most spells.

16. Bone Store

This chamber is littered with bones—rib-bones, hand and foot bones and some larger limb bones (no skulls). These are used by the workers in area #20.

17. Tool Store

This chamber contains spare iron bars, wood-working tools, some flasks of oil, wood-treating resins, and other such items.

The Halls of Wretchedness

18. Orc Renegades

The door to this area is both locked and barred from the inside. Two orcs hide here; they are outcasts from the other orcs, being Kazgund orcs and ex-"trusty" prisoners themselves, and their existence is sheer hell. They spend their time barricaded inside this room except to venture out for food. They have a guardian, a pet giant weasel the other orcs fear. This animal is virtually psychotic and is chained up close to the door. If released, it chases anything in sight and does not retreat until it has made a kill and sated itself on blood. The orcs are too paranoid and terrified to give any useful information.

19. Orc Garrison

The two locations here house the main body of orcs. In 19A there are 16 orcs (four being 2HD types). Five orcs are dozing on their crowded bunks at any given time. In 19B the orog leader, a 5th-level fighter (*plate mail* +1 and 16 Dex for AC0, armed with a *longsword* +1, +3 *versus elves and half-elves* and a *pinch of dust of disappearance*) resides with a female orog 3rd-level fighter.

These Urzun orcs are aggressive, bullying creatures who regard themselves as the *creme de la scum* of these jails. Unless a *charm* spell or equivalent is used, or unless the PCs can project great power and authority, all Encounter Reactions are made with a +2 modifier and no result better than Indifferent can be expected. The orcs are very suspicious of any demands to see the occupants of cells and, if the PCs actually try to effect any releases for any reason, a fresh Reaction check, saving throw against charm, etc., should be allowed.

The orog leader here reacts intelligently if hostilities break out. He will seek to escape as soon as he sees any sign of significant force from the PCs (use of a *fireball*, *magic missile spray*, etc.) and tries to get to locations #24 and #25 to raise a general alarm. If he manages to do this, then one Notoriety point may be gained for his escape and the fomorian and priest will be fully alerted to the PCs actions. The orog keeps the keys to locations #4, #12, #14, #15 and #20 in his chamber; save for location #12, these keys are the only ones the orcs possess.

20. Work Chamber

At any given time, a dozen or so shackled prisoners are at work in this chamber sanding down bones with small, fist-sized blocks of sandstone or soapstone, working at trestle benches with piles of bones all around them. The polished and prepared bones are used as spell components by luz's priests and are stored in small wooden boxes collected together in the northwest corner of the room. Eight orc guards (two 2HD types) and a 3HD orog with a *potion of human control* oversee the work here. The prisoners are a slightly more skilled and dextrous selection of the general run of low-life found in the ordinary cells (#12).

21. Torture Chamber

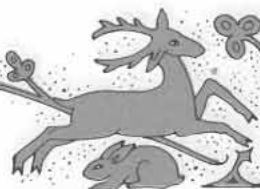
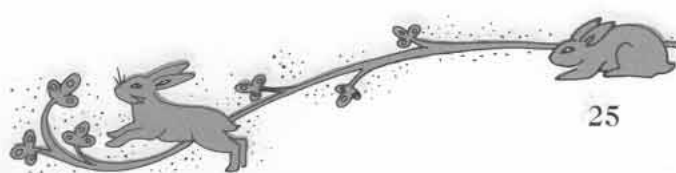
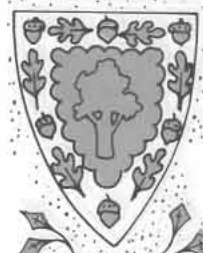
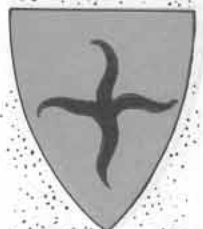
This grisly den is the playpen of the fomorian giant (see area #24). The usual implements of torture are here, but even casual inspection shows that many of these implements are large and heavy by human standards and that the torturer must be a powerful creature. Closer inspection reveals many bloodstains, cracked bones, split skulls and the usual remnants of a hard night's work. A platinum ring worth 75gp will be found inside the iron maiden, if this device is opened and checked. The most useful items for the PCs here are six flasks of acid found on a bench.

22. Holding Cells

These are cells used for temporary detention of new arrivals while Kerlenzen goes through the paperwork and decides what to do with them. Each currently holds 0-3 (d4-1) new arrivals, who are normal men and women. Apart from being in better physical shape than other prisoners, there is nothing of importance about them.

23. Hound Pound

This large den houses four tyrgrs that the fomorian uses to terrify prisoners and jailers alike (prowling around the corridors with the dogs baying). They are also used to hunt down prisoners that have escaped into Dorakaa. New arrivals are thoroughly sniffed by the slaving hounds to familiarize them with their scent, a terrifying experience that also helps keep new prisoners under control.



The Halls of Wretchedness

The tyrgrs are vicious brutes and will attack unless they see the fomorian (or his whip) from area #24. Due to their training, they save at +3 against attempts to *charm*, use *animal friendship*, etc.

24. Herankul's Den

Herankul is a fomorian giant captured in the Howling Hills and brought to Dorakaa to act as heavy muscle. His role is to keep everyone in the upper-level jails terrorized—ores, ogres, and prisoners alike. Especially stunted and stooping in posture, the giant stands only some 10' tall. The fomorian knows nothing of the lower levels of the jails, save for odd glimpses of prisoners taken there and the people who escort them (see #25 for details). Even if charmed, Herankul will not enter the lower jail levels, being very fearful of magic and detesting the fiends that stalk there. Herankul is a brute, pure and simple, and hates pretty much everyone and everything in the jails. He is forced to obey Kerlenzen purely out of fear, given the magical ring the priest possesses.

Herankul's chamber contains keys to locations #5, #6, #21, #22, #23, and to his own room. The giant has also acquired some treasure: small sacks here contain 624cp, 562sp, 167ep, and 194gp. A small wooden box hidden under the moldy furs of the giant's pallet bed contains a collection of silver and gold rings and trinkets worth a total of 700gp. There is also a *ring of protection +1* in this box; the giant has no idea it is magical. In the chamber itself, the only object of note is a brass bell mounted in the ceiling in the southwest corner; this is rung by Kerlenzen to summon the giant when needed.

25. The Priest and Acolyte

The main chamber (#25A) here is occupied as a records room by Kerlenzen, a priest of Iuz, and his acolyte Snornoc. The small chambers 25B and 25C are their bedchambers. Snornoc is a 2nd-level priest. Kerlenzen's statistics follow:

Kerlenzen: AC 1 (*chain mail* +2, Dex); MV 12; Pr6; hp 35; THAC0 18; #AT 1; Dmg 2-11 (*two-handed sword* +1); SA/SD spells; SZ M; ML 16. Str 13, Dex 16, Con 15, Int 15, Wis 17, Cha 7; AL CE. Spells: *bless*, *command* (x3), *darkness*, *aid*, *detect charm*, *hold person* (x2), *spectral hand*,

animate dead, *continual darkness*, *speak with dead*. Magical items: scroll of *bonechain* and *cloak of fear*, ring of fomorian giant control, which can also be used to project a *cause critical wounds* spell on a fomorian 2/day).

Kerlenzen is a bitter priest who loathes his posting. He is part of a faction that has incurred High Priestess Althea's displeasure, since she considers the faction too partial to High Priestess Halga (and the two High Priestesses have considerable enmity for each other). Kerlenzen feels that he was sacrificed to this wretched posting by his immediate superior, Darlethed, who was trying to save his own skin; he is embittered and depressed and bullies his pitiful acolyte. Oddly enough, however, Kerlenzen actually carries out his duties with scrupulous zeal. His records and paperwork in the many hard-bound books here are absolutely accurate down to the last detail. Kerlenzen has been here ten months; prior to that, records are less well-kept.

The PCs have various options for dealing with Kerlenzen; they may try to *charm* or terrify him into helping them, or simply "neutralize" him and work from his records.

Talking to the Priest: Kerlenzen is the man the PCs must deal with; Snornoc is too junior, knows little, and won't talk unless his master does. (If Kerlenzen is slain, Snornoc will be too shocked to talk.) A *charm* spell is unlikely to work unless the PCs role-play extremely well; Kerlenzen only cooperates with the Blood Bailiff (see "A Welcome Visitor?" below), with Grenkerd, the deputy Blood Bailiff (see below also), or with any senior priest of Iuz he knows personally (or who carries letters of authority with seals he recognizes—forgery is highly unlikely to fool him). To get the priest to help, the PCs will have to resort to the "help us or suffer" routine. Check through "A Welcome Visitor?" below for an extra relevant element of the scenario here.

At this point, Kerlenzen will respond, suggesting that after he has helped the PCs with information, they must give him a few heavy blows, tie him up, and leave him in his bedchamber. (It must look as though he was overpowered.) From Kerlenzen's point of view, a beating is better than being killed. He hopes that it will lead to his not being jailer any longer (and almost anything is

The Halls of Wretchedness

better than that, in his view). He also hopes that, if the PCs drag him down into the lower jails to be a guide, he may be able to draw them into trouble by suitably dispensing only partial information. (ESP could warn the PCs of this.)

What Kerlenzen can tell the PCs is this: any information that is in his records (detailed below) and anything relevant to the occupants of jail cells on this and the following levels. He knows where the elevator goes, but he doesn't know how to activate it. (He knows that Grenkerd, Zensher [area #51] and Almardek [area #89] do, as do senior priests of Iuz, but doesn't volunteer this.) He also knows that there is a level of cell blocks below this one that contains criminals sentenced to death and those who have incurred special displeasure from the powerful in Dorakaa. He knows that a cambion, Zensher, is the jailer of that level and has babau and rutterkin guards and jailers and a female companion (he suspects she is a fiend, but doesn't know for sure). He can tell the PCs that there is a mad priest, Mordlok, who acts as an executioner. He does not know about the nabassu (area #59), but he does know of the traps at #29 and #43 and that there are many wizard-locked doors in the lower jail level.

Finally, Kerlenzen knows that there is a third jail level (the deepest) administered by a hezrou. Of that level, he knows nothing. He has never been there and will absolutely refuse to enter it. He knows that the cambion, Zensher, and the hezrou detest each other, and also that the hezrou is hardly alone in the deepest jails. There are also fiends and monsters (including trolls and manticores with clipped wings), which Kerlenzen has seen being delivered via the elevator room). Iuz usually places a powerful priest or mage as overseer in the lowest level, although this is post is rotated between different people. Kerlenzen doesn't care to ask who is there at any given time; it's not a good survival trait. The prisoners in the lowest jails are those who have seriously displeased Iuz or a mighty Dorakaan, such as one of the Boneheart or General Sindol.

When Kerlenzen wishes to see Zensher (usually to hand over prisoners marked for assignment to cell blocks C, D or E), he descends the stairs at #29, passes the door at #43, and knocks on one of the rutterkins' doors at #44. They then fetch Zensher. Kerlenzen has not seen the jails beyond the doors at #46.

Other information which Kerlenzen may know should be determined by the DM; this thorough briefing covers pretty much everything relevant to this adventure. Kerlenzen has never heard of Holmer and has no idea where he is.

Studying the Records: Kerlenzen's records contain long lists of irrelevant information—supplies of equipment, food, water, numbers of polished bones shipped out, etc. As far as prisoners are concerned, the records are organized into the following categories: (i) Arrivals into upper-level jails (blocks A and B), and deaths of prisoners therein. Names and offenses are recorded. A commonly used entry on the latter score is a simple capital O, meaning that the prisoner offended someone powerful in Dorakaa.

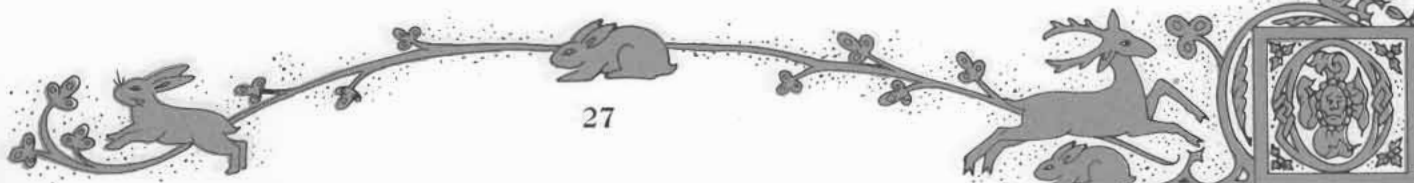
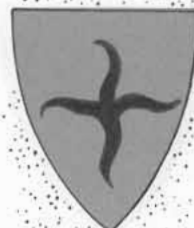
(ii) Transfers of prisoners to lower-level jails. Some of these are marked with an asterisk, which means that they are dead (dispatched to Death Row). Others are marked with a capital G inside a circle, and for these no names or details are recorded, just numbers. These are prisoners delivered by the orog Grenkerd and shipped immediately to the lower-level jails via the elevator room (#3) without Kerlenzen being involved in any way. The adventure script offers the DM the option of bringing Grenkerd into the adventure as a way of leading PCs to the lower level, if desired (See "Option: A Welcome Visitor?").

(iii) There is no reference to Holmer anywhere in the records.

The Keys: Kerlenzen has keys to all the doors on this upper jail level.

Room Decor: The only things of special note are a bell-pull rope used to summon the fomorian from #24; Kerlenzen will attempt to use this if confronted. There is also a silver bell fixed into the ceiling, which is used by Zensher in #51 to summon Kerlenzen for any necessary communications. (The cambion could use the elevator room, but prefers to demean the priest by summoning him instead.)

The PCs can acquire a little in the way of treasure here. In #25B, Kerlenzen's bedchamber, there is a locked treasure chest containing money (800cp, 525sp, 140ep, 115gp, 66pp) and trinkets (rings, amulets, bracelets, etc., total value 900gp). In addition, incidental ornamentation around the



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three rooms (paperweights, a skull with carnelian inlays, etc.) can be gathered to the value of 300gp.

26. Communal Cell

This communal cell holds a total of 72 lunatics (normal men and women). These are ordinary folk who have developed schizophrenia, paranoia, or any other of a range of disorders from the terrors of living in Dorakaa. They are virtually forgotten about here and are rarely fed. There are decomposing bodies among the indescribable filth of this cell, which has a narrow chute running into the main sewers. This ghastly madhouse is a shocking illustration of the callous, brutal evil of Iuz's rule.

27. Ogre Training Cell

This cell has two locks and exceptionally thick doors (8" thick wood) and houses two manacled ogres that are undergoing "training" (daily beatings that will cow them into total obedience). The ogres are crazed and in pain and will attack anyone within range; they save at +3 against any attempts to *charm* them due to their pain and distress. Their thick chains do not allow them to reach the door.

28. Troll Training Cell

Kerlenzen is keen to have trolls oversee the ogres here, and act as bodyguards against the fomorian giant, which he still fears despite his magical ring. The door to this cell is magical; if anyone approaches to within two feet of the inside of the door, a sheet of flame bursts forth (1d4+6 hp of damage). The chains the trolls wear are likewise enchanted so that if the trolls approach within four feet of the door, they receive 1d4+4 hp of burn damage from the chains. Using fire and beatings, Kerlenzen hopes to brutalize these trolls into obedience.

29. The Bonewall

The door here has two very good locks (-25% penalty to pick locks chances, two successes or two *knock* spells are required to open); beyond it lies the spiral staircase that offers one way of entering the lower jail levels. When this door is opened, a great groan resonates from it, causing a party of 1d4+2 orcs from any surviving in cell

block B to emerge from #4 to investigate and make sure all is well. If they see anything amiss, they will yell for reinforcements at once.

At the top of the spiral stairs the surfaces of the ceiling and walls are encrusted with stalactite-like projections. *Detect magic* reveals this barrier as magical, *find traps* shows that it is a trap, and a thief will automatically trigger the trap if he attempts to remove it (and will not succeed in his attempt). The only way to pass this barrier safely is to hold an unholy symbol of Iuz, and wear consecrated robes of a priest of Iuz at the same time. If a PC does this, he may pass the barrier safely, with up to ten creatures accompanying him. If the PC doesn't do this, the bony projections shoot out as the PC enters and inflict 6d4 hit points of spearing and shredding damage. The bonewall trap is unaffected by magical attacks, and if struck to damage it, it gets spearing attacks at any PC within melee range (THAC0 10, Dmg 4d4). The bonewall has AC -2 and requires 55hp of melee damage to destroy it. It regenerates after 3d6+6 turns.

30. The Main Gate

The main entrance to the jail is double-barred from the inside. Outside, the doors are brass-clad with grinning skulls embossed upon them and a great unholy symbol of Iuz etched across the division of the doors. Those wishing to knock and enter must touch one of the brass skulls protruding from a brass spinal column.

31. Street Manhole Cover

This is noted as a reference point for where PCs will arrive if they progress further along the sewers than the manhole cover marked on the Players' Map.

32. Man's Best Friend?

The large building shown north of the jail block is "Train by Pain," a monster-training emporium. While PCs should not enter here (and the DM will need to improvise details if they do), the DM can be kind to them if they peer around the back door. This one room shown within the building houses two adult and rather friendly tyrgs which, unlike the brutes in the jails, are not trained to attack
(continued on page 37)

Reference Section

Pregenerated Player Characters

Mundane items of equipment are not included for these PCs and may be added as desired by players. Non-weapon proficiencies are unlikely to be of great use in this adventure and are provided simply to round out the characters. Characters with a range of language ability have this noted; others, who simply speak Common, don't have additional languages listed.

MORRAINE SKELDERN

11th-level Human Fighter, Female

STR 18/89 DEX 15 CON 16

INT 14 WIS 9 CHA 12

Hit Points: 77

Armor Class: -2

Base THAC0: 10

Alignment: LN.

Weapon Proficiencies: Battle axe, broad sword, dagger, footman's mace, long bow, long sword, spear.

Non-weapon Proficiencies: Blind-fighting (n/a), Direction sense (9), Endurance (16), Etiquette (11).

Special Possessions: *Plate mail +2, shield +1, longsword +2, ring of free action, potions of healing (x2), extra-healing (x3), invisibility, flying, vitality, superheroism.*

Morraine was born and raised in Crockport, now lost to luz. She fought long and hard during the northern wars and distinguished herself in service to King and country. Now she is a lieutenant in the King's elite Household regiment serving in Chendl. Morraine is disciplined, resourceful, and cool of temperament. She likes a well-ordered, well-drilled party of adventurers; she prefers the company of fellow warriors, but respects warlike priests and appreciates their counsel. She dislikes rogues.

Morraine wishes to accept the quest for several reasons. First, her king clearly wishes it and she is an officer in his service. Second, she has seen too many relatives, friends, and fellow soldiers die at the hands of luz's forces not to want to strike any retributive blows she can. She wishes to see Holmer freed, but she would dearly like to maximize casualties among luz's forces at the same time. Morraine is also ambitious and realizes that if the rescue attempt is successful she will be in line for promotion and possibly command of one of the new keeps or castles being constructed along the Flare Line, where she could hand-pick and command her own troops.

PARRAIS ENDULANTH

10th-level Human Fighter, Male

STR 17 DEX 17 CON 18

INT 10 WIS 16 CHA 14

Hit Points: 92

Armor Class: -3

Base THAC0: 11

Alignment: LN.

Weapon Proficiencies: Bastard sword, horseman's flail, lance, long bow, long sword, two-handed sword, warhammer.

Non-weapon Proficiencies: Animal lore (10), Etiquette (14), Hunting (15), Riding, Horse (19), Survival (temperate-cold hills) (10).

Special Possessions: *Chain mail +3, cloak of displacement, two-handed sword +2, periapt of health, ring of fire resistance, potions of healing (x4), extra-healing (x2), invisibility, fire giant strength, flying, speed, vitality.*

Parrais is a Velunese officer from Devarnish where his family is moderately rich and where children are expected to gravitate towards artistic, priestly, or wizardly pursuits and careers. Given his exceptional physical characteristics, however, the military life was more acceptable to Parrais and he has developed an excellent reputation as a courteous Velunese officer with a hard and tough edge. Parrais is now a military attaché serving with the elite Velunese Heavy Infantry stationed in Chendl. During the wars, he was part of the force that rebuffed the Ketite incursions into Veluna and subsequently volunteered for service in Furryondy at the end of the war.

Parrais is slightly snobbish and rather fastidious, but his bravery and loyalty are not in doubt. He has been approached by Canon Gellain, the Velunese ambassador in Chendl, and asked to assist the King in the quest his Majesty wishes completed. Parrais considers that Gellain may want to see some Velunese hand in Holmer's rescue for political reasons, but this does not worry him. It is entirely reasonable that mighty Veluna should aid Furryondy in this matter. If Parrais has one unfortunate characteristic it is that he tends to refer to Veluna in glowing terms, which can irritate Furryondians who are all too aware of their dependence on their western neighbor. Furryondians appreciate that help; they just don't like being reminded of it constantly.

KENDREL HAMMEND

11th-level Human Priest of Trithereon, Male

STR 14 DEX 17 CON 15

INT 14 WIS 18 CHA 15

Hit Points: 59

Armor Class: -2

Base THAC0: 14

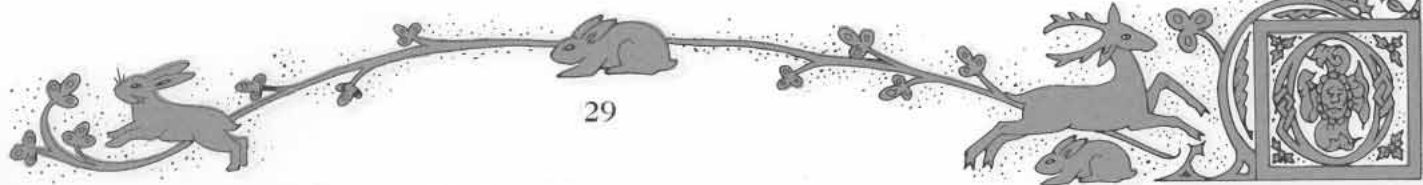
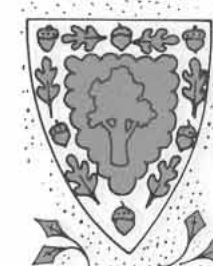
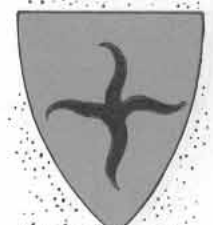
Alignment: CG

Weapon Proficiencies: Broad sword, crossbow, long bow, spear.

Non-weapon Proficiencies: Animal training, horses (14), Animal handling, horses (17), Direction sense (19), Healing (16), Reading/writing (13), Riding, horses (20).

Special Possessions: *Chain mail +2, shield +2, spear +3, broadsword +1, +2 vs. magic-using and enchanted creatures, staff of curing (16 charges), necklace of missiles (9HD, 2x 7HD, 2x 5HD remaining), potions of extra-healing (x2), healing (x3), flying, invisibility, vitality, scroll of heal, three scrolls of plane shift.*

Spells: 7 1st-level, 6 2nd-level, 5 3rd-level, 4 4th-level, 2 5th-level, 1 6th-level; allowed spheres are Astral, Chaos°.



Reference Section

Charm*, Combat, Guardian, Healing, Necromantic*, Protection, Summoning, Sun*, Travelers*.

Powers: Backstab for double damage as thief, *conjure animals* one per day, may use *monster summoning* spells as priest spells of same level.

Kendrel is based in Littleberg where he is head of Trithereon's church. Master Priestess Cataryna has requested that he undertake this rescue mission, which Kendrel is eager to do. For one thing, it would give him an edge over his rivals for the position of Second in the church hierarchy. Also, Kendrel is as vengeful as are most priests of his deity; their doctrine is revenge and retribution. Even if Holmer is not rescued, if Iuz's forces can be given a bloody nose in their own citadel what tales could be told of that!

Kendrel is not over-hasty, but he relishes battle and the use of powerful spells. He also enjoys gaining an edge through careful pre-planning and advance castings of Combat and Protection spells. Once engaged in melee, Kendrel is hard to distract or shake off. He dislikes overbearing people, although he understands the need for good leadership in tight situations.

LORDEN DARROWMILL 11th-level Human Thief, Male

STR 11 DEX 18 CON 16
INT 17 WIS 9 CHA 16
Hit Points: 49
Armor Class: -3
Base THAC0: 15
Alignment: N

Weapon Proficiencies: Dagger, long sword, short bow, short sword.

Non-weapon Proficiencies: Appraising (17), Etiquette (16), Gaming (16), Local History- Duchy of the Reach (16).

Special Possessions: *Bracers of defense* AC4, *ring of protection* +2, *boots of striding and springing*, *shortsword* +3, *dagger* +2, *periapt of proof against poison* +3, *rope of entanglement*, *potions of healing* (x2), *extra-healing* (x3), *invisibility*, *flying*, *gaseous form*, *vitality*. Thief skills: PP 75, OL 70, FRT 75, MS 65, HS 55, DN 45, CW 90, RL 10, quadruple damage on backstab.

Lorden is from Kisail, a major town in the relaxed Duchy of the Reach. He's rather vain, something of a peacock, and he is light-hearted and good-natured. Lorden owns his own locksmith's shop, run by a gnome apprentice, and dabbles in art and jewelry—not very successfully. Lorden has fallen on hard times and his creditors are pressing him hard. The King's gold would go a long way to paying them off, and the fact that Lorden has served the King would probably extend his credit into the bargain.

Lorden also desires a knighthood. This would give him immense social standing and get him invited to *soirees* in the kind of houses where a swift bit of snooping could aid the planning a subsequent uninvited visit on his part. Lorden

wants the title more than the money, since creditors tend to be less pressing when dealing with a member of the aristocracy. A title would also help him recruit more apprentices and followers and perhaps help him to set up his own Thieves' Guild in some backwater town.

Lorden dislikes over-serious and over-Lawful characters who push their weight around. He tends to be sulky and sarcastic with them. However, if given the chance to practise his skills alone, he becomes engrossed in his work and very determined.

CARLENNA PENTRAST

12th-level Human Specialist Wizard (Illusionist), Female

STR 8 DEX 18 CON 16
INT 18 WIS 16 CHA 15
Hit Points: 43
Armor Class: -1
Base THAC0: 10
Alignment: N

Weapon Proficiencies: Dagger, dart, quarterstaff.

Non-weapon Proficiencies: Ancient History, Furryondy and Velond (Veluna) (19), Artistic Ability (drawing, painting) (16), Languages, Modern (speaks, reads, writes Elven) (19), Reading/writing (19), Spellcraft (+2, 18 or 20).

Special Possessions: *Gray robes of the Archmagi* (base AC5, 5% MR), *ring of protection* +2, *dagger* +3, *staff of striking* (16 charges), *brooch of shielding* (37 hp capacity), *dust of disappearance* (3 pinches), *pearly white ioun stone* (regenerate 1hp per turn), *ring of blinking*, *wand of fire* (14 charges), *potions of healing* (x2), *extra-healing* (x2), *flying*, *invisibility*, *vitality*, 15 levels of illusionist spells on scrolls as selected by player plus two scrolls of *dispel magic* (at 12th-level).

Spells: 5 each of 1st- through 5th-levels, 2 6th-level; at least one spell of each level must be from the illusion/phantasm school.

Carlenna hails from Willip and has travelled widely across the central Flanaess, from Ket to Woodwyeh. She is an intelligent, mature, and controlled individual, taking great pride in her spellcraft. She thinks that other wizards often underestimate the powers of the illusion/phantasm school of spells and any opportunity to demonstrate their power and usefulness in an adventure of import is to be taken. She has a slight acquaintance with Ryshanden, the Air Elemental of Belvor's Chamber of Four. She hopes that rescuing Holmer would give her power and influence in the small circle of mages and wizards close to the King. She aims to establish her own small college of magic, possibly bordering on the southeastern Vesse forest, and she is intrigued that Lerrell has volunteered for this quest.

Carlenna expects others to respect her acute intelligence. If she offers advice, she expects to be listened to. She places a premium on sound strategic and tactical planning, and a dictum of hers is that a single precast protective or defensive spell is often worth two spells that have to be cast in the heat of battle.

Reference Section

KIRSHAR ENDORELL

Gray Elven Fighter/Mage, Male, Levels 8/8

STR 17 DEX 17 CON 15
INT 17 WIS 10 CHA 11

Hit Points: 45

Armor Class: 0

Base THAC0: 13

Alignment: N

Weapon Proficiencies: Bastard sword, broad sword, composite long bow, long sword, spear, quarterstaff.

Non-weapon Proficiencies: Ancient History (Vesve forest) (16), Reading/Writing (17), Set Snares (17), Tracking (10).

Special Possessions: *Elfin chain mail* +2, *composite longbow* +2, *longsword* +2, *amulet versus Undead* (7th level), *boots of elvenkind*, *necklace of adaptation*, *potions of healing* (x2), *extra-healing* (x2), *flying*, *hill giant strength*, *invisibility*, *vitality*, 15 levels of spells on scrolls as selected by player, scroll of *dispel magic* (12th-level). Spells: 4 1st-level, 3 2nd-level, 3 3rd-level, 2 4th-level.

Kirshar comes from the Lands of the Tree within the Vesve forest, the ancestral lands of the Vesve gray elves. Kirshar is more impetuous and aggressive than many of his race. He is unhappy with the passive resistance policy mounted by Calendryen and her mages against the incursions of luz on the borders of his lands. Kirshar has friends in the Foryondian settlements along the Vesve margins—in Cerenelly's towers, among Sharnalem's elven people at Castle Ehlennestra, and all the way along the Royal Highway to the town of Highfolk.

Kirshar doesn't care whether Holmer is freed or not. He has three goals for adventuring on this quest. First, he hates ores and orog with a white-hot intensity, and he fully intends to maximize casualties among them during this quest. Second, Kirshar is disturbed by the incursions of powerful magical monsters (such as varrangoin and thassalosses) into the Vesve, and he hopes he can make some observations of them during this adventure and report back what he has found. Lastly, he is wary of Lerrell. When he learned that she was being recruited by an agent of the King, he put himself forward as a candidate also. Priests of Obad-hai are definitely to be watched closely. Kirshar follows no particular deity, but there is enmity between the followers of the Shalm and those of Ehlonna, and most of the people Kirshar befriends and respects belong to the latter group.

LERRELL SHAERELESS

Half-elven Druidic Priest/Mage, Female, Levels 8/8

STR 9 DEX 15 CON 16
INT 17 WIS 17 CHA 16

Hit Points: 45

Armor Class: 1

Base THAC0: 16

Alignment: N

Weapon Proficiencies: Quarterstaff, scimitar, sickle, spear.

Non-weapon Proficiencies: Healing (15), (Religion (+1, 18), Spellcraft (15).

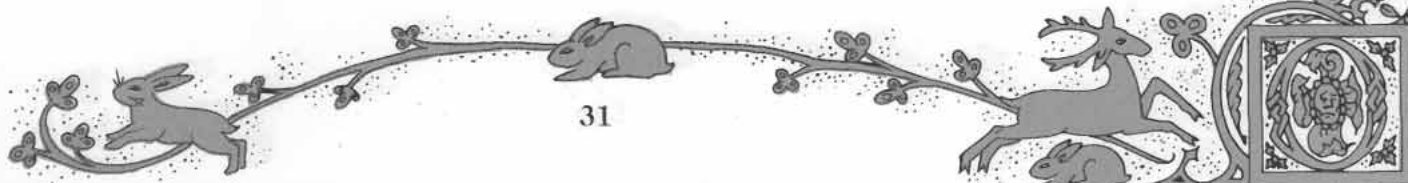
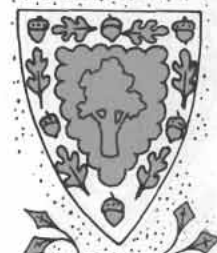
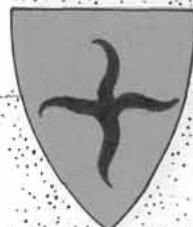
Special Possessions: *leather armor* +4, *cloak of protection* +2, *quarterstaff* +3 of the woodlands, *boots of levitation*, *ring of invisibility*, *potions of healing* (x2), *extra-healing* (x2), *flying*, *invisibility*, *vitality*; *ring of spell storing* (*cloak of bravery*, *flame strike*, *heal*).

Spells: Priest, 5 1st-level, 5 2nd-level, 4 3rd-level, 2 4th-level; spheres permitted are Animal, Charm°, Divination, Elemental (all), Healing, Necromantic°, Plant, Summoning°, Sun, Weather.

Spells: Mage, 4 1st-level, 3 2nd-level, 3 3rd-level, 2 4th-level.

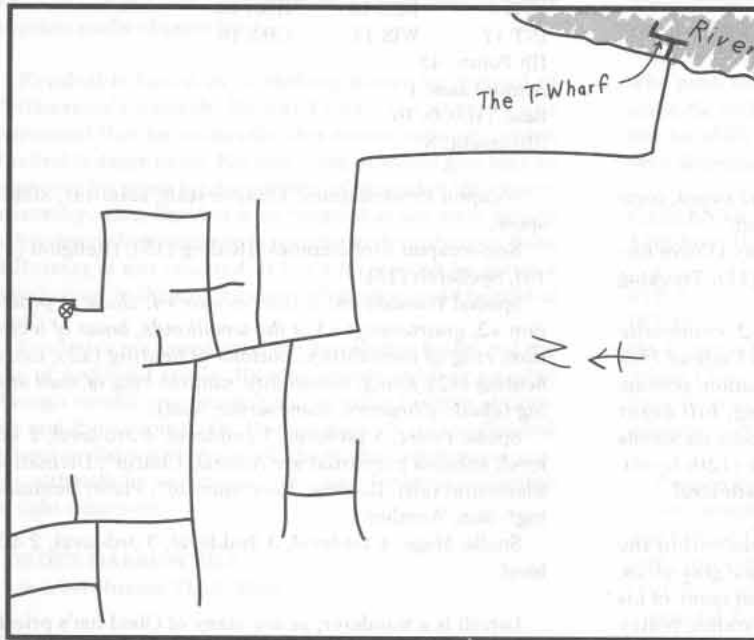
Lerrell is a wanderer, as are many of Obad-hai's priests. Lerrell has travelled the Nomad lands, the Vesve, Perrenland, and the Yatils, and as far south as the Welkwood margins. She is a loner for the most part, but she has friends in many places. Sharnalem has made her welcome at Castle Ehlennestra, to her great surprise. Other elven folk there are often cool to her, but she has respect for Sharnalem's formidable magical talents.

Lerrell wants to prove that her priesthood has the same goals as those of the good-aligned cults that oppose it. All wish to see the Vesve forest preserved from marauding ores and the despoilings of luz, and all wish to see the different sylvan and forest folk allowed to get on with their lives in peace. Lerrell feels strongly that her small priesthood is not given credit for the work they do in countering luz. This quest gives her the chance to prove this in a highly visible way. She intends to do her utmost to see Holmer freed, although she knows little of (and cares less for) the politics of the matter. Being a druid, Lerrell doesn't like the prospect of entering dank dungeons and jails, and she fears the Undead that may lurk there; but with her *healing* spells and skill and her other potent magic, she intends to give it her all.



Reference Section

Players' Sewer Map



Dorakaa Area Map

1 square = 20 miles



My researches suggest there are three levels within the jails. The upper level contains only riff-raff and scum, and is administered by a priest and a great mis-shapen giant. The jailors are but stupid ones and brutish ogres. Bailiffs from the Court of the Citadel bring wretches here for imprisonment or despatch.

Only on the lower levels are prisoners of war to be found. There, fiends are prominent among the guards and jailers. I have heard whispers that a combion fiend named Zenaker (not the abyssal wretch's true name, obviously) is a second-in-command there, and that he is careful, wily, and cunning - and not entirely a trustworthy servant to Ouz. There are many whispers of the overall ruler of the jails. Some say he is a great Maulith, others a Balor (but I discount the latter, such are too mighty to deign to rule such a place).

With sadness I must state that I do not know exactly where H. will be found, save that he will surely not be in the uppermost levels of the prisons (though a record of where he is might be found therein).



Reference Section

Wandering Monster Charts

Use a d20 roll to determine the nature of encountered monsters. Statistics for all monsters may be found on the Monster Statistics Chart.

Plain of Iuz

D20	Monster(s)
1-2	Bandits, 1d8+6
3	Hill Giants, 1d3
4-6	Gnolls, 1d8+8
7-9	Ogres, 1d4+2
10-15	Orcs, 1d20+10 (20% have 2HD)
16-18	Orcs, 1d10+10, and orogs (3HD), 1d4+1
19	Snake, Poisonous, 1
20	Wolves, 1d6+6

Sewers

D20	Monster(s)
1	Bandits, 1d6+4
2-3	Gray Ooze, 1
4-6	Jermlaine, 1d8+8
7-9	Lurker Above, 1
10	Otyugh, 1
11-16	Rats, Giant, 1d20+20
17	Tanar'ri, Rutterkin, 1d4
18-20	Wererats, 1d4+2

The Halls of Torment

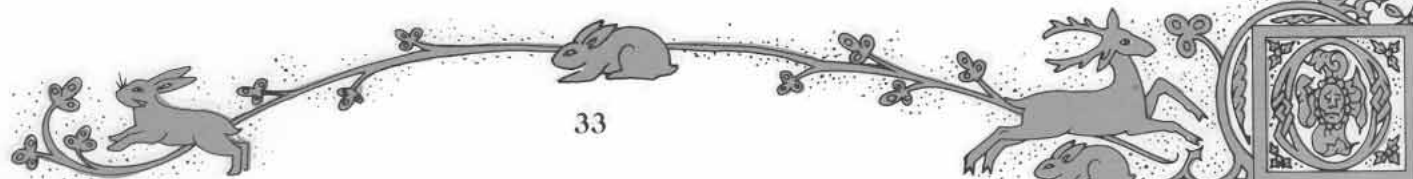
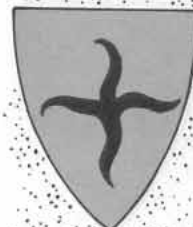
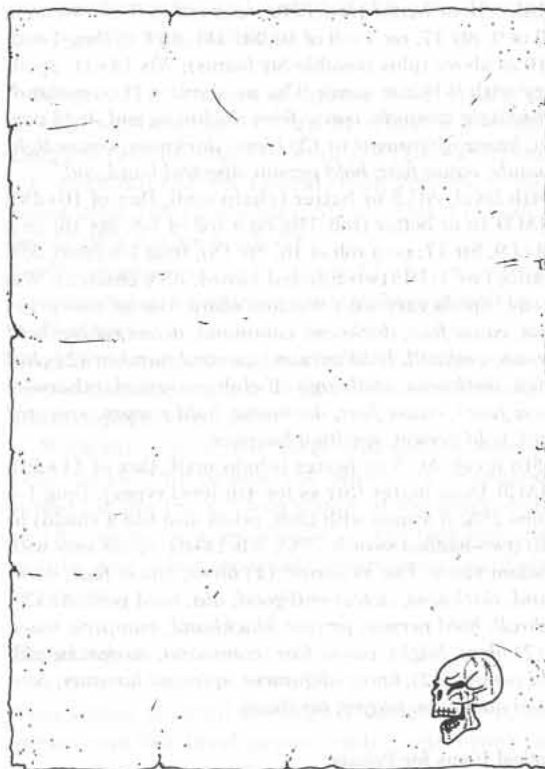
D20	Monster(s)
1	Carriion Crawler, 1
2	Gas Spore, 1
3-5	Lurker Above, 1
6-7	Mobats, 1d2
8-9	Ooze, Gray, 1
10-15	Jailers: Tanar'ri, Rutterkin, 1d4
16-20	Jailers: Tanar'ri, Bar-igura, 1d2

Court of the Hezrou

D20	Monster(s)
1-2	Demi-shadow Bulette, 1
3-6	Demi-shadow Grells, 1d2+1
7-9	Demi-shadow Manticore, 1d2
10-12	Demi-shadow Ogres, 1d4+2
13-17	Demi-shadow Trolls, 1d2
18-20	Manticore

Notoriety Record Chart

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15 Priest squad
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20 Priest/Orog squad
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	25 Priest/Mage/Orog squad
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30 Fiend squad
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	35 Black Death squad
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	40 High Priestess squad
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	45 Boneheart squad



Reference Section

Mages and Priests of Iuz

While the Monster Statistics Chart includes "generic" human fighters, orog fighters, and similar creatures in the service of Iuz, priests and mages cannot be so summarily treated. Major NPCs are described individually, but the adventure script often calls for the DM to use priests and mages of lower levels. Basic statistics are given in the Monster Statistics Chart (back cover), but the lists below can be used to determine equipment, exceptional statistics, and spell lists.

Priests

Add the following special powers for priests as appropriate: 3rd level, *change self*; 5th level, +2 to saving throws against all magical attacks cast by good-aligned spellcasters or creatures; 7th level, *fear* (as the 4th level wizard spell); 9th level, *enervation*.

1st level: AC 5; Dmg 1-6 or 1-10 (50% have quarterstaves, 50% use two-handed swords); Wis 11+d6. Spells vary with Wisdom score, use in the order listed if the priest has bonus spells: (1) *cause fear*, *command*, *darkness* or (2) *command*, *cause light wounds*, *darkness*.

2nd level: AC 5; Dmg 1-6 or 1-10 as above; Wis 13+d4. Spells vary with Wisdom score. Use as above: (1) *cause fear*, *darkness*, *command*, *detect good/evil* or (2) *cause fear*, *detect magic*, *command*, *chill touch*.

3rd level: AC 5 or better (chain mail, Dex of 8+d10); THAC0 20 or better (roll 1d10: on a roll of 8, Str 16; on a roll of 9, Str 17; on a roll of 10, Str 18); #AT 1; Dmg 1-6 or 1-10 as above (plus possible Str bonus); Wis 14+d4. Spells vary with Wisdom score. Use as above: (1) *command*, *cause light wounds*, *cause fear*, *darkness*; *aid*, *hold person*, *know alignment* or (2) *bless*, *darkness*, *cause light wounds*, *cause fear*; *hold person*, *spectral hand*, *aid*.

4th level: AC 5 or better (chain mail, Dex of 10+d8); THAC0 18 or better (roll d10: on a roll of 7-8, Str 16; on a roll of 9, Str 17; on a roll of 10, Str 18); Dmg 1-6 (club, 35% chance) or 1-10 (two-handed sword, 65% chance); Wis 14+d4. Spells vary with Wisdom score. Use as above: (1) *bless*, *cause fear*, *darkness*, *command*, *detect magic*; *hold person*, *enthrall*, *hold person*, *spectral hand* or (2) *chill touch*, *darkness*, *shillelagh* (if club possessed, otherwise *cause fear*), *cause fear*, *darkness*; *hold person*, *spectral hand*, *hold person*, *spiritual hammer*.

5th level: AC 5 or better (chain mail, Dex of 11+d6); THAC0 18 or better (Str as for 4th-level types); Dmg 1-6 (clubs 25%; if armed with club, priest also has a shield) or 1-10 (two-handed swords 75%); Wis 14+d4. Spells vary with Wisdom score. Use as above: (1) *bless*, *cause fear*, *command*, *darkness*, *detect evil/good*; *aid*, *hold person* (x2), *enthrall*, *hold person*; *prayer*, *blackhand*, *vampiric touch* or (2) *bless*, *blight*, *cause fear*, *command*, *darkness*; *aid*, *hold person* (x2), *know alignment*, *spiritual hammer*; *continual darkness*, *prayer*, *turnbane*.

Magical Items for Priests

For each priest, allow a 5% chance for a +1 magical melee weapon of the type used. For miscellaneous magical items,

allow a 5% chance per level for possession of 1-2 such items (d100: 01-60, one item, 61-00 two items, add three per level of priest to die roll). If magical items are present, roll 1d10 on the table below (re-roll duplications of magical items), adding +2 to the roll if the priest is 4th-level and +3 if the priest is 5th-level. Scrolls are scribed at 9th level of magic use.

D10 Item

- 1 scroll of darkness
- 2 scroll of hold person
- 3 scroll of prayer
- 4 scroll with darkness, command
- 5 ring of protection +1
- 6 potion of invisibility
- 7 scroll of hold person, free action
- 8 scroll of hold person (x2), prayer
- 9 cloak of protection +1
- 10 scroll of continual darkness, hold person, poison
- 11 wand of negation (2d8 charges)
- 12 dust of disappearance (1 pinch)
- 13 necklace of missiles (9HD, 7HD, 2x 5HD)

Mages

Add the following to NPC mages when encountered:

2nd level: Dmg 1-4 (dagger, 50%) or 1-6 (quarterstaff); Int 10+d8.

Spells: (1) *magic missile* (x2) or (2) *charm person*, *magic missile*.

3rd level: Dmg 1-4 or 1-6 as above; Int 12+d6.

Spells: *charm person*, *magic missile*, *stinking cloud* or (2) *magic missile*, *shield*, *improved phantasmal force*.

4th level: Dmg 1-6 (quarterstaff); Int 12+d6.

Spells: (1) *magic missile* (x2), *shield*, *detect invisible*, *stinking cloud* or (2) *charm person*, *magic missile*, *phantasmal force*, *mirror image*, *ray of enfeeblement*.

5th level: Dmg 1-6; Int 14+d4.

Spells: (1) *magic missile* (x2), *phantasmal force* (x2), *blur*, *stinking cloud*, *fireball* or (2) *charm person*, *magic missile*, *phantasmal force*, *shield*, *invisibility*, *improved phantasmal force*, *slow*.

Magical items for Mages

Mages have a 10% chance per level for 1d2 scrolls from the list below and a 5% chance per level for a miscellaneous magical item. Use separate d10 rolls to determine the nature of any such items. Scrolls are cast at 9th- to 13th-level (8+1d4).

D10 Roll	Scroll	Misc. Item
1	Magic missile	Ring protection +1
2	Charm person	Melee weapon +1
3	Stinking cloud	Bracers of defense AC 6
4	Phantasmal force	Potion extra-healing
5	Dispel magic	Ring of invisibility
6	Lightning bolt	Cloak of protection +1
7	Mirror image	Ring of blinking
8	Web	Wand of fear (7 chg)
9	Spectral force	Ring of fire resistance
0	Ice storm	Boots of levitation

Reference Section

Hit Squads

When a Notoriety check is made and a suitable outcome results from the die roll, a Hit Squad will be dispatched to investigate the troubles the PCs are causing. These parties are determined from the table below.

HIT SQUAD TABLE

Value	Hit Squad
15	Priest squad
20	Priest/Orog squad
25	Priest/Mage/Orog squad
30	Fiend squad
35	Black Death squad
40	High Priestess squad
45	Boneheart squad

To use the highest-value squads to best effect, the DM needs the *Iuz the Evil* sourcebook, where full NPC stats for major NPCs are given.

Leaders of squads will always seek to escape if at least 50% of their underlings are slain (level/HD total). Any escaping leader automatically adds two to the party's Notoriety score. Escaping underlings only add one to the party's Notoriety score (no additions for more than one escapee).

The arrivals of squads should always be staged by the DM to indicate to PCs that they have been called to deal with trouble—snatches of overheard talk or a suitable message written on a handout should make this plain. Suitable defensive spells for the squad should be precast, although spells of short duration (*bleed*, *prayer*, etc.) will not be used until the squad sees the PCs.

Priest Squad

This group consists of two 3rd-level priests of Iuz, two 4th-level priests, and a 7th-level leader, together with four juju zombies and six skeletons. Be sure to precast all appropriate defensive spells.

Leader: AC 0 (*plate mail* +1, *Dex*); MV 12; Pr7; hp 41; THAC0 16; #AT 1 at +1; Dmg 3-12 (1d10+2, *two-handed sword* +1, *Str*); Str 17, Dex 16, Con 15, Int 11, Wis 17, Cha 10; AL LE.

Spells: *bleed*, *chill touch*, *darkness* (x2), *detect good*, *aid*, *hold person* (x3), *spectral hand*, *blackhand*, *prayer*, *turnbane*, *bonechain*.

Magical items: scroll of *energization*, *free action*, *hold person*; *net of entrapment*.

Priest/Orog Squad

This group consists of four 3rd-level, two 5th-level, and one 9th-level priest (leader) together with two 4HD and one 5HD orog fighters. The leader here is a

real tyrant; none of his underlings will try to escape while he still lives. If he is slain, make the usual Morale check for the others.

Leader: AC0 (*plate mail* +2, *Dex*); MV 12; Pr9; hp 58; THAC0 16; #AT 1 at +1; Dmg 5-14 (1d10+4, *two-handed sword* +2, *Str*); Str 18, Dex 15, Con 15, Int 11, Wis 17, Cha 11; AL CE.

Spells: *bleed*, *cause fear*, *command* (x2), *darkness* (x2), *aid*, *detect charm*, *hold person* (x2), *know alignment*, *spiritual hammer*, *blackhand*, *continual darkness*, *prayer*, *turnbane*, *energization*, *free action*, *screaming skull*.

Magical items: scroll of *bloodgloat*, *hold person*, *cloak of bravery*; *necklace of missiles* (2 x 7HD left), *wand of enemy detection* (19 charges), *iron bands of Bilarro*.

Priest/Mage/Orog Squad

Two 5th-level priests, a 9th-level priest (leader), two juju zombies, two ghastrs, three 4HD orogs and a 7th-level mage compose this squad. The priest-leader is the same as the one above, save for magical items. He has a scroll with *flame strike* and *venomed claws*, which he uses to give the ghastrs and zombies poisoned attacks, and a *ring of the ram*. The mage has the following statistics:

Mage: AC 1 (*bracers of defense* AC 5, *ring of protection* +1, *Dex*); MV 12; hp 31; THAC0 18; #AT 1; Dmg 2-5 (1d4+1, *dagger* +1) or 2-4 (1d3+1, six darts +1, each coated with paralyzing venom, type O, onset time 1d6+2 rounds). Str 10, Dex 17, Con 16, Int 17, Wis 9, Cha 6; AL CE.

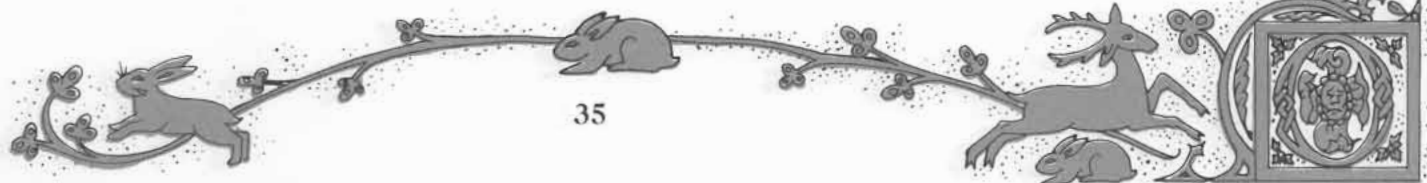
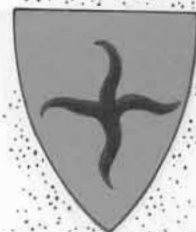
Spells: *magic missile* (x3), *shield*, *detect invisible*, *mirror image*, *stinking cloud*, *lightning bolt*, *slow*, *wall of fire*.

Magical items: *potion of invisibility* (2 sips; one will be pre-drunk), scroll of *hold person*, *hold monster*, scroll of *polymorph other*.

With this squad, the mage will seek to escape if reduced to 10hp or less; the others try to escape as noted for the Priest/Orog squad. If the priest-leader or the mage escapes, the PCs gain two Notoriety points. Any other escapee(s) earn them one Notoriety point.

Fiend Squad

This squad is small but highly dangerous. It comprises one 9th-level priest-leader, one vrook, and four rutterkin. The rutterkin will fly and try to *cause fear* in the middle/back ranks of the party while the vrook attacks front-line fighters. The priest-leader



Reference Section

uses spells and items to attack. The leader seeks to escape if reduced to 12 hp or less or if more than two of the fiends have been destroyed.

The priest-leader has the statistics, as for the Priest/Orog squad leader, with the following modifications: he uses a simple staff treated with *oil of impact* (+3 attack roll bonus, +6 dmg); his magical items are a scroll of *screaming skull*, *flame strike*, *cloak of fear*, a scroll of *cause critical wounds*, and a scroll of *free action*, *brooch of shielding* (29 hps), *potion of fire breath*.

Black Death Squad

This is an elite shock unit from the Legion of Black Death, in their unmistakable uniforms (lacquered black everywhere). It consists of six 5HD orog, two 7th-level human fighters, a 9th-level priest and a 9th-level mage. This group does not retreat; it has fanatical (19) Morale and fights to the death. Defeating it gains the PCs one Notoriety point. Details for the 9th-level priest are the same as for the Fiend Squad, save that his magical items are a *necklace of adaptation*, *ring of fire resistance*, *wand of fear* (8 charges), scroll of *screaming skull*, *cloak of bravery*.

Details for the mage are as follows:

Black Death Mage: AC 0 (bracers of defense AC 5, *cloak of displacement*, Dex); MV 12; hp 35; THAC0 18; #AT 1; Dmg 7-12 (1d6+6, quarterstaff coated with *oil of impact*, also +3 bonus to attack rolls); Str 11, Dex 17, Con 15, Int 18, Wis 15, Cha 14; AL CE. Spells: *magic missile* (x3), *shield*, *detect invisible*, *improved phantasmal force*, *web*, *dispel magic*, *lightning bolt*, *protection from good* 10' radius, *Evard's black tentacles*, *minor globe of invulnerability*, *feeblemind*.

Magical items: *bonewand* (11 charges), scroll of *ice storm*, *hold monster*, scroll of *phantasmal killer*, two *beads of force*. The mage has precast a *stone-skin* spell on himself.

High Priestess Squad

If the PCs encounter this group, their time is upon them. This is a ferociously powerful squad. High Priestess Althea herself comes to investigate the PCs, together with a powerful retinue! She is accompanied by two 9th-level priests (use any versions from the squads above), a half-orc 10th-level fighter, and four juju zombies.

The half-orc has the following statistics: AC -4 (plate mail +3, *shield* +2, Dex); MV 12; hp 103; THAC0 11; #AT 3/2 (but see below); Dmg 9-16 (1d8+8, *longsword* +3, *frost brand*, Str); Str 18/94, Dex 15, Con 18, Int 8, Wis 9, Cha 4; AL CE.

Magical items: *potion of speed* (drunk prior to combat), *necklace of adaptation*, *ring of free action*.

Althea's statistics, in brief, are given below (complete details are in *Iux the Evil*). She will always seek to escape if reduced to one-third her normal hit point total.

Althea, High Priestess of Iuz: AC -6 (plate mail +4, *cloak of displacement*, boots of striding and springing, Dex); MV 12; Pr18; hp 80; THAC0 10; #AT 1; Dmg 5-10 or better (1d6+4, *blackstaff* +3); Str 16, Dex 16, Con 15, Int 12, Wis 18, Cha 14; AL CE. Spells: *bless*, *cause fear* (x2), *command* (x2), *curse* (reversed *bless*), *detect evil/good*, *darkness* (x3), *aid* (x3), *augury*, *detect charm* (x2), *find traps*, *hold person* (x2), *know alignment*, *animate dead*, *black-hand*, *continual darkness* (x3), *prayer* (x2), *turn-bane*, *vampiric touch*, *animal summoning I*, *bonechain* (x2), *cloak of bravery*, *cloak of fear*, *enervation* (x2), *free action*, *poison*, *animal summoning II*, *bloodgloat*, *screaming skull*, *slay living*, *venomed claws*, *animal summoning III*, *conjure animals*, *harm*, *summon varrangoon*.

Magical items: *blackstaff*, *bonewand* (fully charged), *ring of free action*, *ring of spell storing* (*bonechain*, *cause critical wounds*, *harm*, *screaming skull*), *phylactery of faithfulness*, *figurine of wondrous power* (variant of *goat of terror*, see *Iux the Evil*), *candle of invocation* (can gate a nalfeshnee).

Althea uses *venomed claws* for the juju zombies and the full range of defensive spells in advance, and she always remains behind a screen of defenders to use her most damaging spells to best effect. Don't pull any punches! If the PCs meet this woman, the odds are she will kill more than one of them.

The Boneheart Squad

This group spells instant death. It comprises High Priestess Halga (from *Iux the Evil*, otherwise use Althea's statistics above), Archmage Null (18th-level Mage), together with two nalfeshnee, two glabrezu, two 9th-level priests and two 9th-level mages (take priests and mages from squads above). Null's statistics are also in *Iux the Evil*, though the DM should not need them—the PCs should never meet this group if they hope to succeed in their quest.

The Halls of Wretchedness

(continued from page 28)

anything on sight. These animals could be *charmed* and pressed into service by PCs; they are normal animals so *charm person* or *mammal* would suffice. The female has 6HD, the male 7HD. After the PCs have taken them, heavy footsteps should be heard approaching—a signal for the PCs to get out with their gain. If they don't, set two 5th-level fighter/orogs with a pair of trained trolls on them; if the PCs overcome them they gain one Notoriety point. Some more of Train by Pain's personnel should arrive shortly to harass them further. If the DM does not wish to add this complication, simply have the back door shut, triple-locked, and barred.

Option: A Welcome Visitor?

Staging an arrival by Grenkerd the orog, the Deputy Blood Bailiff, may be timed by the DM to complicate things if the PCs have been going around the jail with seamlessly smooth tactical efficiency. As Deputy Blood Bailiff, Grenkerd's role is to convey those sentenced in Iuz's grotesque courts for punishment (except in the case of truly important prisoners, who are delivered by the Blood Bailiff himself). His role in the scenario is to provide the PCs with the password to activate the elevator room to and from area #33.

Grenkerd will arrive through the main gates (he has a magical key that allows him to lift the bars from outside) with a convoy of eight prisoners destined for Death Row (cell block C), together with two orog 4th-level fighters, a junior priest (4th-level), and an acolyte (1st-level) in tow. This group heads for the elevator room at #3, unless there is some obvious sign of disturbance along the way (dead orcs or ogres in the corridors, escaping prisoners the PCs have let loose, etc.). If this happens, Grenkerd will investigate. If he meets the PCs, he and his party will fight. Grenkerd is a 5HD orog with 18/00 strength and he will fight with a *two-handed sword* +3, which causes *hopelessness* on a successful hit. The orog also wears a magical amulet that gives him *free action* and +6 to saves versus all *enchantment/charm* spells. (Of these items, the sword is CE-aligned and unusable by the PCs; the amulet, however, may be taken and used by them freely.) A morale check should be made if Grenkerd is slain or half his retinue has been overcome. If any of these escapes, the PCs gain one Notoriety point, minimum.

If Grenkerd can be captured and forced to talk (or *charmed* and very carefully interrogated), he can tell

the PCs the passwords to activate the elevator room at #3 to transport them to #33. He does not know the passwords needed to activate the elevator room to move to #77; only the Blood Bailiff, the half-orc Black Legion assassin Kazarene, knows this. Thus, if the PCs manage to capture Grenkerd, they may be able to activate this alternative route down to the lower jail levels. Grenkerd's prisoners are thoroughly evil types—murderers, cutthroats and scum of the lowest type, destined for Death Row. The PCs need not extend any pity to them.

Notoriety Point Awards

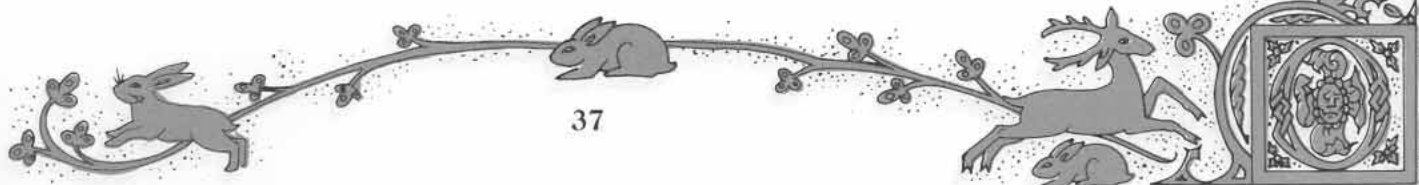
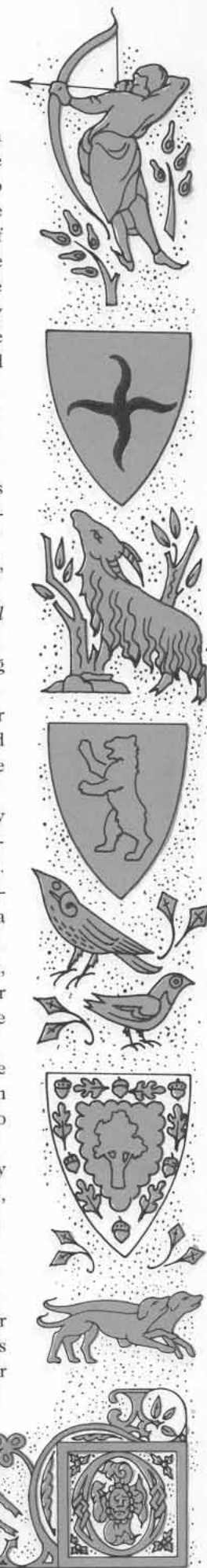
An average Notoriety point award for this level is four points. The following are the major considerations to take into account:

- (i) Freeing prisoners—especially Wanzeden (#15), or any “mass liberation.”
- (ii) “Vandalism”—smashed-down doors, *fireball* blast signs, etc.
- (iii) Mass killings, especially if bodies are left lying around.
- (iv) Killing Kerlenzen earns one Notoriety point, or two points if the evidence of this is not disguised (body left in his chambers, signs of obvious struggle and combat in his chambers, etc.).
- (v) Killing the fomorian giant earns one Notoriety point unless the PCs wholly disguise this. (*Disintegrating* the body is about the only way of doing this. Leaving signs of a struggle do not earn Notoriety—the fomorian's den is filthy anyway, and struggle in a torturer's den is hardly unexpected).
- (vi) Any escapee to the outside of the jail (a priest, Grenkerd the orog) earns two Notoriety points or one point if the PCs were very well disguised at the time of the encounter that preceded the escape.
- (vii) Breaching the Bonewall at #29 earns one Notoriety point automatically unless the PCs use an unholy symbol and the attire of an Iuz priest to effect this.

A realistic minimum award is two Notoriety points; the maximum could be double the average, even higher.

Notoriety Check

A Notoriety Check is made as soon as the PCs enter the lower-level jails via #3 or #29. If a hit squad is dispatched, it will arrive in the lower-level jails after 1d4+2 turns.



The Halls of Torment

Summary

The mid-level jail houses three different types of prisoners: those condemned to Death Row, those sentenced to special tortures and torments, and those who are specifically being driven insane or are having their insanity patterned to fit them for service in the bizarre citadel of Gibbering Gate in the Barren Plains (see *Iuz the Evil* for details). Holmer is not among these wretches.

These jail blocks are administered by a fiend, Marquis Zensher, with his bar-igura and rutterkin jailers. Zensher serves the Abyssal Lord Graz'zt and has been commanded to serve Iuz for 12 years and 12 days as Iuz sees fit. However, Zensher is an ambitious fiend and he has arranged a little "side-deal" with a Marilith. He permits nabassu fiends in her service to visit Death Row and slay some of the prisoners there, increasing their powers. In return, the Marilith has promised Zensher generalship of an army of the Abyss, and has already gifted Zensher the Abyss-crafted magical ring he now wears as a sign of good faith (see #51).

This infernal scheming means that Zensher wants to avoid trouble in "his" jails at all costs. The last thing he wants is any of Iuz's loyal priests or similar visitors to arrive here and investigate what's going on. There is a trusted priest here, the homicidal maniac Mordlok, who is simply crazy and doesn't realize or care that some of his intended Death Row victims have died before he gets to them. When the PCs start to cause trouble, Zensher isn't about to go screaming for help; he's going to try to cover things up. He'll make some kind of deal if he can't kill the troublemakers. This offers the PCs the possibility of scheming their way to the deepest jails where they need to go to find Holmer. The task for the PCs is to come to some kind of understanding with Zensher or, failing this, to blast their way through this jail level (incurring more Notoriety and making their job far harder).

Doors, Locks, and Traps

Getting through this jail level isn't going to be easy for the PCs because of the omnipresent *wizard locks* at key locations (cast at 9th level of magic use). Upon entering a jail, any self-respecting group of PCs should be armed to the teeth with *knock* and *dispel magic* spells and scrolls. More exotic options, such as *warp wood* or *stone shape* for bypassing doors (or even *stone to flesh*, a disgusting but effective way of getting through the wall around a door), are also possible. If your PCs are distinctly under-equipped with solutions to the *wizard-lock* problems and get

stymied, then you should arrange for a patrol of rutterkin or bar-igura (possibly with Zensher or his consort Shelander) to pass through the door the PCs are confronted with, opening it for them. The PCs must wait 1d3+1 hours for this, and they gain one Notoriety point every hour. Banging and hammering on doors will not gain attention in any beneficial way; the fiends mostly ignore this, though guards on the same side of the door may emerge to investigate the noise).

All doors in this level are locked unless otherwise specified. Chances for pick locks are normal, except in the case of noted locks, which are tougher to pick than usual. Cell doors have spy-holes similar to those on the upper level.

Some rather unpleasant things can happen to PCs if they explore overmuch. The PCs should be focused on the task they have and, if they are, they should not fall foul of traps that would otherwise slow them down.

Dungeon Decor

Decor here is similar to that in the upper level jails. The atmosphere here is magically sustained, so that even in the absence of air vents the air is just about breathable.

The Prisoners

In almost every case, the wretches incarcerated here have done something of real note to offend the priesthood, a general, or some other military or fiendish leader, and are thus utterly evil and unspeakable vermin. Few of them are in any shape to offer any help or opposition to the PCs, and they are all of evil alignments unless otherwise noted. Class and level are rarely important in the case of exhausted, starved, shell-shocked or outright insane NPCs. There are, however, a handful of exceptions and these are specifically noted in the text.

Patrols

A Wandering Monster check can be made every hour with a 1 in 4 chance that a wandering monster is encountered; a Wandering Monster Chart can be found in the central reference section. There are a handful of true monsters roaming the jails in addition to the jailers.

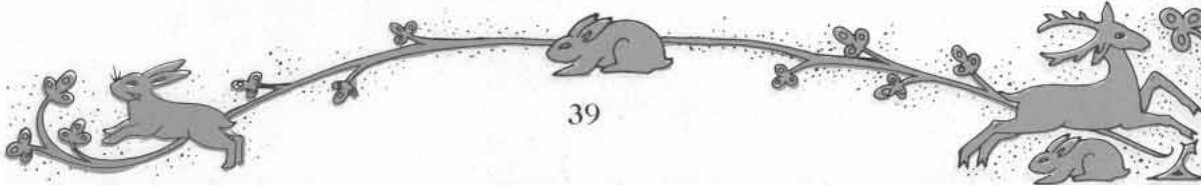
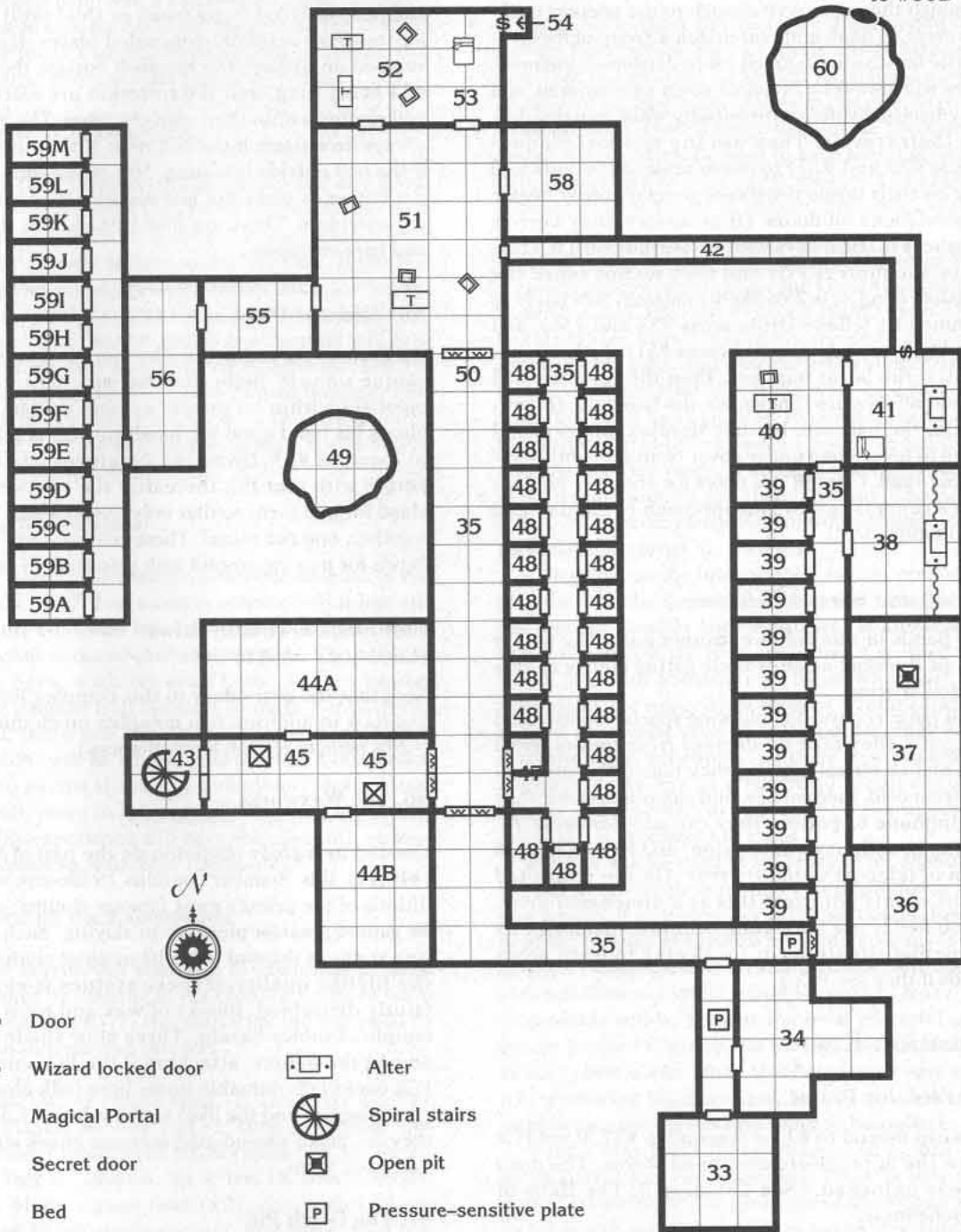
Some Tactical Notes

The jailers here are of two types: rutterkin, which are stupid and aggressive, and bar-igura, which are smart, aggressive, but very ready to flee to get help if

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1 square = 10 feet

to #80D



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hard-pressed in combat. The rutterkin are simply mindless combat machines. Unless they have a bar-igura leader or Zensher to instruct them otherwise, they just attack PCs on sight and fight to the death, although they are savvy enough to use *teleport without error* to flank and rear-attack a group of foes.

The bar-igura are much more dangerous enemies. They will always be *invisible* when encountered, and they habitually *detect invisibility* when pausing during their travels. They use the teleport plaques (areas #35 and #57) to move around the jails and rely on their magic resistance to temporarily negate *wizard locks* on doors. (If necessary, they borrow Zensher's magical keys with his permission.) If a bar-igura encounters PCs and they do not sense the invisible fiend, it is 25% likely to attack, 50% likely to summon its fellows (from areas #55 and #56), and 25% likely to warn Zensher (area #51) of what it has seen. If the latter happens, then the cambion will muster all its allies (Shelander, the bar-igura, the rutterkin, the nabassu, but not Mordlok initially) and come to investigate under cover of an *invisibility 10' radius* spell. Consult the notes for area #51 on Zensher's general tactics and approach to combat and negotiation.

Gating and Special Defenses

The fiends in this jail level cannot *gate*. The planar flux in Dorakaa negates their gating ability in this particular area.

All tanar'ri have the following special abilities and defenses: they take no damage from non-magical fire, and electrical attacks; they take only half damage from cold, magical fire, and gaseous attacks; they are immune to poison; they can use *darkness 15' radius* at will, have infravision, and have a limited form of *teleport without error*. (In the restricted nexus of this jail, treat this as a *dimension door*, which fiends use for getting behind or flanking PCs in combat situations or for fleeing to warn other fiends if they see PCs.)

Location Key

33. Elevator Room

This can ascend to #3, or descend to #77, if the PCs know the appropriate command words. The door here is unlocked. (See Location 3, The Halls of Wretchedness.

34. Rutterkin Guards

There are two pressure-sensitive plates as marked in the corridors close to this room; these are not trapped, and *find traps* (spell or thief skill) will not locate these carefully-concealed plates. If either is stepped on without the handbell outside the door to #34 being rung first, the rutterkin are alerted by a bell ringing within their own chamber. The rutterkin always investigate if the bell rings within their room; if the bell outside it is rung, 50% of the time they do not bother to come out and see who is passing along the corridors. There are four rutterkin in this plain and bare chamber.

35. Teleport Plaques

On each of the marked walls, there is a small brass plaque some 9" high; each has an engraved handprint set within an unholy symbol design. If a PC places his hand upon the handprint, he is teleported to location #57. Up to two creatures can be teleported with that PC; thereafter the teleport is disabled for one turn, so that only two PCs can teleport together, one per round. These teleports are used by fiends for moving around with prisoners in tow.

Cell Block C (Death Row) (Locations 36-41)

Note that the entry door to this complex has a *wizard lock* in addition to a complex mechanical lock (-20% penalty to pick locks chances).

36. The Waxworks

Created by a grisly obsession on the part of Mordlok (#40-41), this chamber contains 18 life-size wax renditions of the priest's most famous victims, or those he gained greatest pleasure in slaying. Each human wax statue is dressed up in its original clothing, and the lifelike quality of these statues is eerie and faintly disturbing. Blocks of wax and tools litter a couple of tables herein. Three slow shadows lurk among the figures, attacking if the PCs enter. The PCs could take valuable items here (silk cloaks, silvered daggers and the like) to the value of 1,500gp. If they do, make a wandering monster check since this takes 1d2 turns.

37. The Death Pit

This chamber is where Mordlok puts victims to death if he doesn't actually offer them up to Iuz himself. Instruments of torture are strewn about this

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chamber. The central pit can be commanded 3 times per day to produce a searing white *wall of flame* within its area for 1 turn (damage 6d4hp/round within the pit, 3d4hp/round within 10' of the pit). Mordlok can call forth a salamander from the magical flame in this pit once per week to do his bidding for three turns. Charred bones, pieces of bodies, and similar grim detritus litter this awful place.

38. Chamber of Offerings

This is a fully consecrated shrine to Iuz; any good-aligned PCs entering this room automatically gain one Notoriety point. It is plain that this place is used to make offerings of lives to the Old One. If the PCs explore the chamber and remain here for longer than five rounds of game time, the large unholy symbol etched into the east wall above the altar will glow green-white and a radiant *chill* affects each PC within the room for 10+1d4hp of cold damage. This automatically alerts Mordlok to the presence of intruders, and he will cast defensive spells before coming to investigate.

39. Death Row Cells

Each of these cells contains a variable number of victims (roll 1d10: 1-6, a cell is empty; 7-9, it has one occupant; 10, a cell has 1d3 occupants), and every cell has full manacle-and-shackle gear. The cells are utterly bare, without even beds, and an unpredictable magical trap operates in each. For each cell entered, there is a 25% chance that one randomly-selected PC will be transported through a *dimension door* (no saving throw) to a randomly-determined (d12) cell, there to be magically shackled and manacled. This experience will have the effect of a *symbol of hopelessness* (duration 1d6 hours).

40. Mordlok the Executioner

Mordlok carries out sentence of execution in these jails, either by offering to Iuz (#38) or by more informal dispatch (#37). His statistics are followed by notes on role-playing this NPC.

Mordlok: AC -1 (plate mail +2, Dex); MV 12; Pr9; hp 64; THAC0 16; #AT 1 at +1; Dmg 1d4+6 plus special (*clawed gauntlets*); SA/SD spells; SZ M; ML 20. Str 18, Dex 16, Con 16, Int 9, Wis 18, Cha 5; AL CE. Spells: *bleed*, *cause fear* (x2), *command*, *curse* (reversed *bleed*), *darkness*, *aid*, *find traps*, *hold person* (x2), *spectral hand*, *spiritual hammer*, *animate dead*, *cause disease*, *prayer*, *speak with dead*, *bone-chain*, *cloak of fear*, *free action*, *screaming skull*.

Magical items: *ring of fire resistance*, *ring of regeneration*, *iron bands of Bilarro*, *bonewand* (11 charges), *scroll of flame strike* and *turnbane*, *scroll of true seeing*.

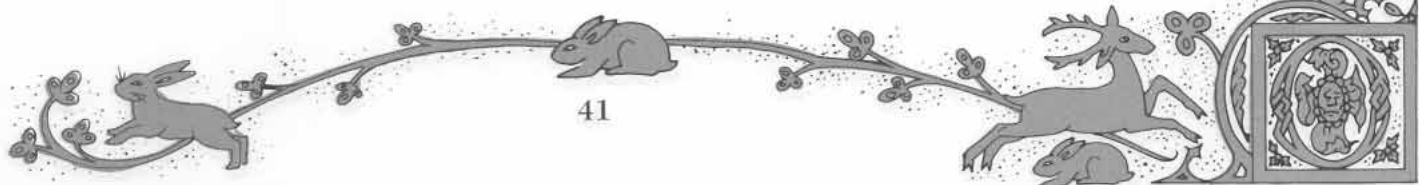
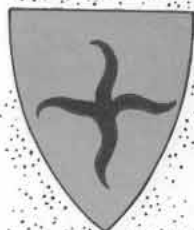
Mordlok's *clawed gauntlets* are described fully in *Iuz the Evil* (as are his cult spells and *bonewand*), save that the gauntlet on his left hand has a *symbol of discord* etched upon the palm, usable once per week (at 18th level of magic use for the purposes of *dispel magic*, etc.). Be sure to take Mordlok's extra defenses (refer to areas #38, #40, #41, #42) into account as appropriate to the circumstances of combat encounters.

Mordlok is a homicidal madman. All he cares for is a steady supply of prisoners for execution, usually from Grenkerd the Deputy Blood Bailiff. Years of ritual slaughter have completely warped an already psychopathic mind and now the priest simply wishes to kill and murder. But he is wily and cunning nonetheless. If he is engaged in combat, he uses all his undead protectors and his spells to keep PCs away from melee range. If engaged in negotiation, he is smart and able to see through weak deceptions unless his specific obsession (murder, gruesome and painful) is pandered to.

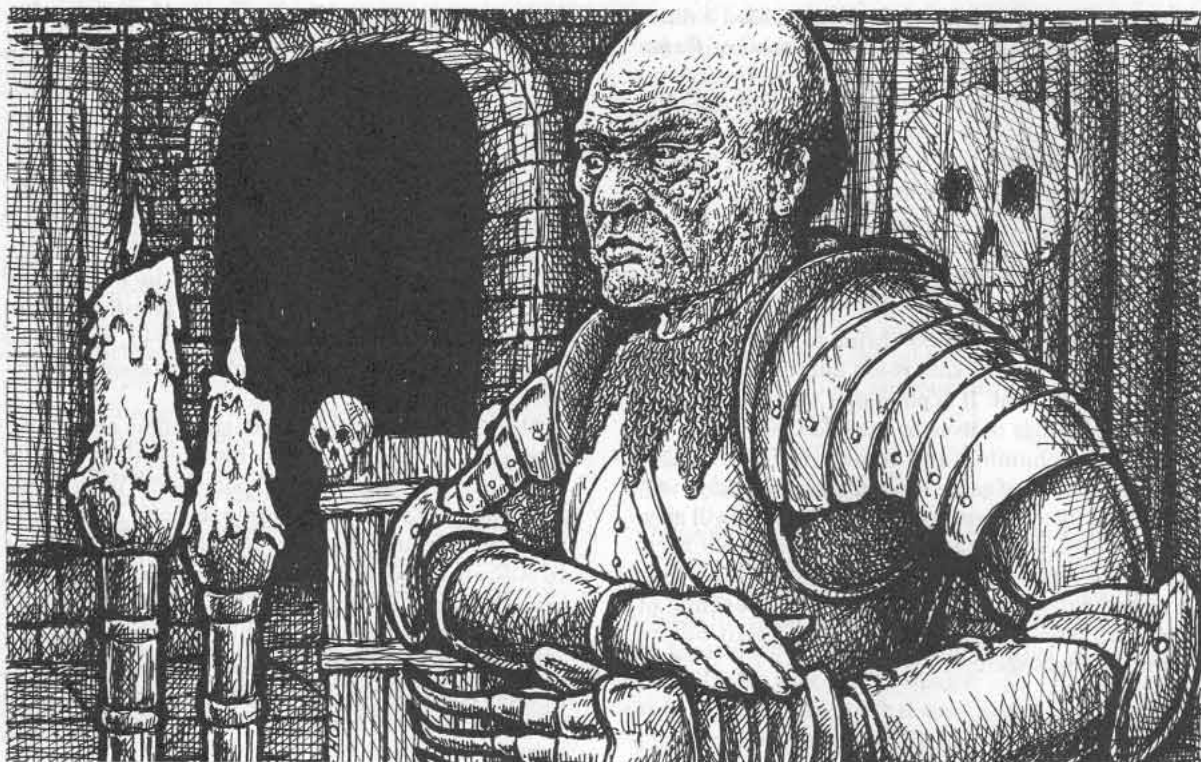
If Mordlok can be interrogated, he can potentially give the PCs the general layout of this jail level and tell them of Zensher and Shelander. He knows nothing of the lowest jail level save that it is ruled by a fiend. Mordlok considers all those who work and administer the upper-level Halls of Wretchedness as fools; if they knew what they were doing, they would send the scum imprisoned up there down to him for execution. He has to struggle to recall even the names of those who are present on the upper-jail level, and is indifferent to them.

Mordlok will be hard to role-play in an encounter. He has a one-track mind and is a psychopath pure and simple. If an encounter with him comes down to combat, be sure to execute his protective spells first (*prayer*, *bleed*, *free action*) and then his more aggressive self-directed spells (notably *cloak of fear*). The *iron bands* will be flung at the most powerful spell-caster in the PC group. Be sure to use his magical items to best effect. Since Mordlok cannot cast spells while wearing his gauntlets, he will not don these until he has used spells and wand to best effect.

Within Mordlok's living chambers, he has four ghastr guards and two skeletons. There is only incidental treasure in the room (ornaments and trinkets) worth a total of 400gp; make a wandering monster check if PCs dally to gather up the meagre treasures. On a peg on the north wall hangs a set of keys to #36-#41.



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41. Priest's Shrine-Bedchamber

Within this shrine Mordlok has four commanded shadows, which conceal themselves under the priest's opulent fur-laden bed and behind furnishings. The following loot can be garnered from the bedchamber: furs worth 800gp, a small locked rosewood box (worth 75gp) containing 1,000gp worth of small jewelry items; within a locked treasure chest beneath the bed there are 675gp and 115pp. The priest's desk has three locked drawers, the first of which contains his record books of executions and offerings to Iuz. These include notes on invited parties of acolytes and more important priests who attend services of offering. A lengthy set of notes on torture practices and a sketchbook of his waxworks are found in the remaining drawers.

The secret door in the north wall has a special trap: if the door is opened by anyone other than a priest of Iuz or a fiend, a pool of *darkness* of 5' radius is created around the portal and any passing through it must make a successful saving throw versus spells or be affected by a *darkness* spell (at 9th-level of magic use). Each time the door is opened by anyone other than Mordlok, the pool of *darkness* is created and remains in effect for 3d6 rounds.

42. Bonechain Passageway

This narrow secret passageway has finger and toe bones placed at 5' intervals along its entire length. By simply snapping his fingers, Mordlok can cast a *bonechain* spell herein (activating up to nine skeletons each with a minimum of 5hp, as per the normal *bonechain* spell described in *Iuz the Evil*). He can do this up to three times per day and will use this to protect himself if he flees through this passageway to Zensher in the face of attacking PCs.

43. Staircase Entry

The bonewall curtain has exactly the same properties as that at location #29. The exit door is unlocked.

44A/B. Rutterkin Guards

The fiendish guards are alerted if either of the pit traps at #45 is sprung. They are also alerted 33% of the time if PCs (or other creatures) pass by the doors to their rooms. Note that a PC group with *silence 15'* radius will automatically alert the rutterkin if the fiends fail a Magic Resistance roll in either chamber, since they will become alerted to the spell's effect near the door to their chamber. Neither group of guards has anything of interest or value; there are four rutterkin in each of these chambers.

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45. Pit Traps

Each of the marked squares on the map has a concealed trap, each of which is magically attuned so that it is not triggered by any creature of evil alignment. Magical obscurations in this area reduce find traps chances to 50% of normal (e.g., there is a 50% chance that a *find traps* spell will simply fail to reveal a pit—determine individually for each pit). Any PC falling into a pit suffers 2d6 hit points of damage for the 18' drop and is then attacked by a barrage of bony projections stabbing and lunging from all the walls of the pit (THAC0 8 for these attacks, #AT 1 per round, Dmg 1d4+4, double damage on any roll of 18+). A thief using Climb Walls to escape the pit suffers a -10% penalty per hit point of damage suffered during the round. Other PCs can only escape if a rope is lowered to them; a successful dexterity check must be made to ascend 1d4+4 feet per round. *Levitate*, *fly*, and other air-movement spells also permit escape.

46-47. Sealed Doors

The great brass, double doors here are wizard-locked and double-barred (from the inside). Two *knock* spells will be needed to breach them.

Cell Block D (Location 48)

This great cell block is personally administered by Zensher, and the victims here are subjected to insanity-inducing treatments. (Determine the number of cell occupants by rolling 1d10: 0-1, no prisoners; 2-8, 1 prisoner; 9-10, 1d3 prisoners.) Zensher regularly employs illusion/phantasm spells, especially *fear*, on these pathetic wretches to induce madness. In the case of "tough nuts," a high-level priest or mage is summoned to use a suitable *symbol* to accelerate the process. "Treatments" that produce gross physical damage are not used, however, and a feature of imprisonment here is that the cells are reasonably comfortable. The hay on the pallet-beds is not always flea- and bug-ridden, and body wastes are removed through small chutes leading to the sewers. Some prisoners have bread, water, and even iron bowls of gruel or thin soup in their chambers. When a prisoner has been driven suitably insane, he is delivered by Zensher to the Deputy Blood Bailiff for removal to Gibbering Gate.

These cells have a malign magical radiance which is deeply disturbing. If a spell such as *ESP* is used here, there is a 10% chance that the spellcaster is at once driven insane. For each cell entered, there is a 5% chance that one PC (determined randomly)

becomes unwell and nauseated, developing a transient psychosis for 3d6 rounds, during which time he hallucinates (seeing his friends as hideous monsters or the walls full of grinning fiendish faces, etc.). Each round a wisdom check must be made or the PC will regard the "enemies" as terrible enough to attack, and the afflicted PC will then behave accordingly (as the DM determines). For example, at least 50% of the time the PC might use up defensive spells or attack his fellows.

49. The Screaming Pit

This interdicted sublevel is only reachable from the deepest jail level (see #89) but is located here in the event the PCs use *passwall* spells, etc., which could breach the pit's boundaries. Any PC entering the pit must make a saving throw versus spells or become immediately insane. Tactics such as the use of a *telekinesis* spell are obviously the best approach for rescuing any PC trapped herein.

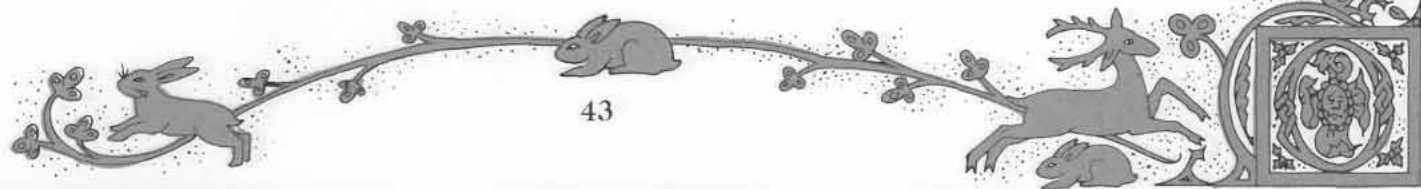
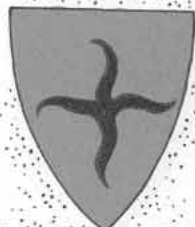
50. Bronze Doors

The great bronze-clad doors here are 6" thick and are wizard-locked and double-barred (again, from inside). Each bears an etching of a fiendish cambion face and can generate magical effects if so commanded by Zensher (area #51). The left-hand door can generate *fear* within 30' (extending within #51 if Zensher so commands) while the right-hand door can fire 1d6+6 bronze teeth from the grin of the cambion. Both effects can occur only once per turn. Each tooth from the right-hand door has a THAC0 of 12, strikes for 1d4+4 points of damage, and is treated as a *magical missile* +2. The "tooth-firing" only operates down the southern corridor.

Zensher can command these effects from behind the doors while they are still closed; if he is forewarned of the PCs' approach (by using his *wizard eye* spell, for example), he can use these doors as a potent defense.

51. Lair of the Cambion

This opulent, richly-furnished chamber is a mock throne room; the doors here are wizard-locked. Zensher the cambion (Zensher is not his true name, of course) holds court here with Shelander his consort, making mock of courtly ritual with his nabassu "guests" (#59) and commanding the rutterkin and bar-igura. Zensher wears chain mail and a heavy black cloak; Shelander wears a fur-trimmed cloak and heavy, silver, gem-encrusted bracers over her armor.



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Zensher, Cambion Marquis: AC -3 (chain mail +4, Dex); MV 15; HD 6; hp 57; THACO 15; #AT 1 at +3; Dmg 10-17 (longsword +2, Str); SA/SD casts spells as 7th-level mage, charm person, fear at will, levitate 7/day, breath weapon (see below); Climb Walls 95%, Hide in Shadows 80%, Move Silently 80%, never surprised; MR 30%; SZ M (6'); ML 14. Str 19, Dex 18, Con 16, Int 16, Wis 17, Cha 19; AL CE.

Spells: *magic missile* (x2), *phantasmal force* (x2), *blur*, *detect invisibility*, *stinking cloud*, *dispel magic*, *lightning bolt*, *protection from good* 10' radius, *slow*, *fear*, *wizard eye*.

Magical items: unique ring (see below), scroll of *Evard's black tentacles*, *cone of cold* (cast at 9th level).

Zensher is something of a mutant, possessing a unique breath weapon ability. In addition to normal attacks, he can attack once every three rounds (up to three times per day) by breathing over one enemy in melee range with the following random effects (roll 1d6): 1-2, *fire breath* as per the potion; 3-4, as *dust of sneezing and choking*; 5-6, as a *stinking cloud*.

In addition to his magical armour and sword, he has a silver ring (crafted with the image of a marilith's head) that gives him the ability to cast spells as a mage one level higher than his normal ability. It also doubles his 3rd- and 4th-level spells. This ring is highly magical and a very evil thing; any PC foolish enough to take it and place it on a finger at once alerts the marilith (an Abyssal Lady, no less), with campaign consequences that the DM will have to plan for himself!

In combat Zensher gives priority to *protection from good* and *blur*; this combination gives him a formidable AC. He then uses his offensive spells from behind a screen of fiendish underlings, being ready to use the *Evard's black tentacles* spell to prevent fighters from engaging him in melee. If hard-pressed, the fiend will use *teleport without error* to get reinforcements (from #40, #44, #55, #56, or #58, as appropriate). However, if he has already recruited as many helpers as he can, the cambion will not try to teleport further afield but will seek to negotiate.

Shelander is a normal alu-fiend (see Monster Statistics Chart; use the alu-fiend III profile therein) save that she wears *chain mail* +2 for AC3 and fights with two weapons—a *short sword* +2 and a *dagger* +2, +3 vs. *good-aligned creatures*. She suffers a -1 penalty to her attack rolls for fighting with the dagger, but has no THACO penalty for fighting with the sword.

This chamber also has two rutterkin footservants, absurdly dressed in formal, red, padded livery suits, which fight at Zensher's command.

Dealing with the Cambion

If any form of combat arises, be sure that Zensher summons help from #55, #56 and #58 at once; prepare the fiends therein to aid Zensher as needed (tactical notes are given for these monsters in the appropriate location keys below). Combat may take place in Zensher's lair or in Mordlok's chamber, if Mordlok escaped the PCs and alerted Zensher. Combat could also take place if a jailer patrol spots the PCs and reports to Zensher. In this case, Zensher will roam the jail corridors hunting the PCs. The DM has tactical notes (above) for combat actions, but should implement these depending on the circumstances of combat. Broadly, there are two ways of dealing with Zensher: slaying him or attempting some kind of negotiation. If Zensher is slain, then the PCs will either have to discover Holmer's whereabouts from the fiend's records (#52) or guess where Holmer is after dealing with Grenkerd (see #30 and notes at the end of this chapter).

Zensher will negotiate if he is overcome in combat, faced with a display of overpowering strength, or rendered helpless (by a *hold* spell, for example, that overcomes his magic resistance, etc.). He will be loathe to abandon his own rooms to escape the PCs, though if caught in combat elsewhere he may use his *teleport without error* to flee to this area or elsewhere (as noted above). If cornered and at a disadvantage, the fiend offers to make a deal.

Since Zensher only wishes to preserve his own life, this is what he wants from the PCs. They have to guarantee not to slay/banish him. In return he will offer information. Zensher will broach the matter of his side-deals (with the Marilith) in a roundabout fashion; e.g., "I have my own reasons for not wishing undue attention to be drawn here. You have caused much trouble, and my desire is to simply cover things up. I'm sure we can come to some arrangement." If pressed, he will say that he is forced to serve Iuz but reiterates having his own reasons for not wanting hordes of priests, other fiends or such investigators in his jails. "Politics of the Abyss and all that, you know," he will add with a meaningful grin. This should be enough for the PCs to consider that, while they can't trust Zensher, he is probably telling the truth on this score.

What Zensher Can Say

Zensher can give the PCs full information about this jail level, though he is unclear about #49 for obvious reasons and is very vague about this room. He knows the broad layout of the upper-level jails and the people therein (information the PCs can use to

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check his accuracy and possible honesty). Zensher can tell the PCs that there is a third, deeper dungeon level ruled by a hezrou, Palmardek, and that this is where important prisoners are kept. Zensher does not enter that level, but he knows of two ways to get there. The first is via the elevator room at #3/#33. Zensher knows that Grenkerd uses that room to bring prisoners to these jails, while the Blood Bailiff, Zensher's master, uses the same room to get to the hezrou's jails. The cambion knows the password to activate the elevator room from #3 to #33, but doesn't know the password to get to #77; he reveals that Grenkerd doesn't know either. The only person who does know is the Blood Bailiff and he lives in the Boneheart Citadel. Zensher knows where this is and can give directions, although he has never entered it (and shudders at the thought of the beings therein).

The other way to enter the lower-level jails is used by Zensher at the behest of the hezrou, who occasionally summons Zensher for an audience by employing petty magic to send an *illusion* to Zensher's chambers. Both fiends then use their *teleport without error* abilities to enter the interdicted chamber at #60. Zensher knows the position of #60 relative to this level and will point out that magic could be used to breach it (*passwall*, etc.). He knows there is some kind of magical portal from #60 to the lowest jails but, having never been to the hezrou's domain, he doesn't know exactly how this works.

Finally, Zensher knows that Palmardek has babau fiend guards and that monsters, shipped in from "Train by Pain," roam the lowest-level jails. Although he isn't sure, he thinks that a bulette and some manticores are among the hezrou's "pets."

How much of this the PCs learn depends on how they negotiate with Zensher. Bullying the proud cambion will elicit a sulky and angry response ("Well, if you're going to kill me anyway just get on with it, why should I tell you anything?"). Zensher actually has a cold respect for anyone overpowering him; if he is addressed in a straight-forward manner ("Look, we're not here to kill you; we're here to free one particular prisoner and that's the only goal we care about"), he will be much more reasonable in negotiation. Exactly how the PCs then contrive to disable or restrain him (if they don't trust him not to sound the alarm when they progress to the lower-level jails) is up to them. The cambion's magic resistance makes many magical solutions hard to implement, though Mordlok's *iron bands of Bilarro* are a possibility.

There is treasure in this room: Zensher's cloak is worth 300gp, Shelander's is worth 750gp, her brac-

ers are worth 900gp, and ornaments and trinkets worth 500gp can also be garnered. Zensher will take robbery as a major affront, which will affect his negotiating. The value of cloaks may be reduced at the DM's option if they are damaged as a result of combat.

52. Living Chambers

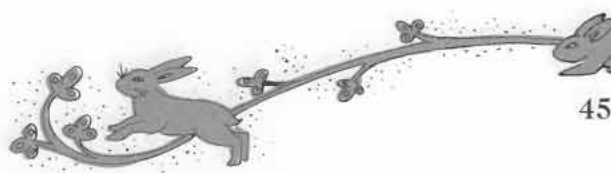
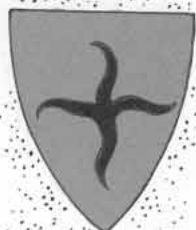
Opulently furnished (750gp of loot can be taken here), the major features of interest here are three-fold. First, there are Zensher's keys, which hang on a wall peg. They open all locks on this level, bypassing *wizard locks* automatically. Second, there is a 6" diameter bronze ball on a shelf, etched with many fiendish visages. This may be used once per day as a dimension door to transport up to ten creatures to #60, but automatically summons Palmardek to that location at the same time (see #60). It can also be used to sound the silver bell in #25. If tested, this globe radiates both evil and alteration magic. Finally, there are the cambion's record books, which may contain some information useful to the PCs if they have not successfully negotiated with Zensher. These are rather disorganized, and their only points of importance are as follows:

(i) They do not mention Holmer or any other notable NPC, save that the elven prisoner in #59D is specifically referred to as an unusual arrival (few elves actually make it this far). Her arrival was two days ago, which should suggest to the PCs that she might still be in fair shape should they seek her out.

(ii) They refer to meetings with Palmardek in "the interdicted chamber." These are very infrequent, and it is clear that Zensher hates and fears his summoner. There does not appear to be any business involved; Zensher writes as if the hezrou's goal was simply to frighten him. Palmardek is described in terms that make it clear that he is a greater *tanar'ri*; any PC with a suitable skill or proficiency (e.g., Religion) might realize that Palmardek is a hezrou if a check is made. The location of the interdicted chamber is not made clear, but at the DM's option a *locate object* spell (focused on the portal to the lower-level jails) might be able to pinpoint it.

53. Bedchamber

The bedchamber of Zensher and Shelander is grossly carnal and requires no lengthy description here. Available treasure includes furs on the bed (1,200gp), rare perfumes and scents in silver and platinum bottles (total value 600gp), and tawdry cosmetic boxes (total value 100gp). The wall hangings here are made



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of silk, but their decoration is too repellent for them to be of any value.

54. Hidden Treasure Chamber

The secret door here is well-disguised (behind a lacquered screen) and wizard-locked. In the small chamber behind the door are two wizard-locked chests. The first of these contains 2,000gp, 800pp, and minor jewelry items (2,000gp value). One bracelet here is a *bracelet of free action*, which the cambion and alu-fiend cannot use due to their magic resistance. The other chest contains two spellbooks. The first of these is Zensher's, which is bound in naga hide with pages are of spider silk inlaid into skin. The writing is in an Abyssal tongue and both *read magic* and *comprehend languages* are required to study it. The time scale of this adventure does not permit PCs to read this, though they might be able to decipher it after the adventure (though reading a fiend's spell book should certainly have malign effects on a PC wizard, as the DM determines).

The other spellbook is clearly a travelling spellbook of elven design and contains the following spells: *charm person*, *magic missile*, *protection from evil*, *read magic*, *sleep*, *blur*, *improved phantasmal force*, *knock*, *stinking cloud*, *web*, *dispel magic*, *fly*, *invisibility 10' radius*, *dimension door*, *Evard's black tentacles*, *ice storm*. This is the spellbook of Ambara (#59D) but if she is not freed, a PC mage with *read magic* can potentially use this book for memorization or as a source of scrolls (in the latter case, erasing the spell read from the book). A small leather pouch of material components for the listed spells lies within the chest as well.

55. Cambion's Bodyguard

This stark chamber houses a single bar-igura, who is a brute of really enormous size (fights as an 8HD monster with 60hp). Its combat tactics are elementary—it tries to pull enemies' heads off in melee, using *fear* touches to drive off some fighters to divide and weaken its opposition.

56. Bar-Igura Jailers

This room, bare save for basic furnishings, houses two bar-igura, who torment the creatures in Cell Block E. They are much more cunning and smart than their fellow next door. They employ *spectral force* and *telekinesis* attacks to disrupt and confuse enemies. They also use *teleport without error* to move around and attack the rear of a group if soft

targets (rogues and mages) present themselves. These bar-igura have keys to Cell Block E.

57. Teleport Plaque

This functions in exactly the same way as the plaques at #35; the teleport here can transfer three creatures per round to any of the #35 locations. (Since PCs are not as familiar with the layout of the jails as the fiends are, the DM may decide to have the PCs dispatched to a randomly-chosen #35 plaque if this plaque is activated.)

58. Nabassu Chamber

The fiend lairing here is a nabassu close to full strength (HD 7+14hp) after being allowed to slay creatures in #39 and #59. Although the creature is a greater tanar'ri and regards Zensher as a lesser being, it remains in its chamber due to its fear of its Abyssal mistress. If summoned by Zensher to defend the cambion, it will do so by using its *darkness 15' radius* powers against spellcasters and by fighting other PCs. The nabassu will only attempt to use its *death gaze* if combat is going very badly, since it prefers slaying PCs and devouring them (allowing it to grow) rather than turning them into ghouls or ghosts.

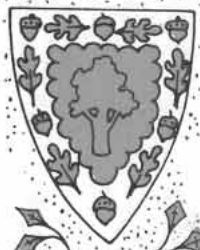
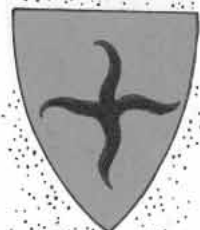
If the nabassu is badly wounded (reduced to 10hp or below), it will seek to escape, using its *teleport without error* ability to leave the jails. The nabassu has no friends or contacts in Dorakaa and will, left to its own devices, simply decide to return to the Abyss after some hours. It is actually in the PCs' interests to let this horror go, rather than slay it, since the latter action gains Notoriety (other fiends notice when a greater tanar'ri is slain in Dorakaa!).

Cell Block E (Special Torment Block) (Location 59)

Each of these cells holds a single prisoner undergoing special torments which home in on a weakness or vice identified through some form of magical interrogation or torture. Each cell has its own customized set of illusory torments, designed for those who have weaknesses of avarice, miserliness, violence, gluttony, etc.

Whenever one of these cell doors is opened, there is a 10% chance that any surviving bar-igura in #56 will come out to investigate. There is an additional 10% chance that 1d2 PCs will be transported via *dimension door* into a randomly-determined (d20) cell and actually become part of the illusions perceived by a prisoner, who may thus see a PC as a steaming joint of prime beef, a pile of fabulous trea-

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sure, or a delightful courtesan. The PC may not realize this, of course, which should make for some amusing moments if he or she gets within grabbing range of the prisoner.

The one cell of interest here is #59D, which contains the prisoner Ambara. She is an elven fighter/mage sent from the Vesve Forest as a spy in the service of Kashafen of Flameflower (see *The Marklands*). She was overcome by a *hold person* spell from a priest of Iuz and brought to Dorakaa on his whim; within these cells, she is suffering the torment of witnessing the slaughter of all she holds dear at the hands of priests and orcs. She is disorientated and nauseous, and suffers -3 penalties to attack and damage rolls and saving throws. These penalties are reduced by one point for every turn of quiet rest she receives. An *emotion (calm)* spell or equivalent can restore her at once. She currently only has 17hp. She very much wishes to join the PCs and help them, although she needs equipment and her spellbook. The latter is in #54, but her equipment is not in the jail and she will have to be equipped with items the PCs may have taken from priests, etc.

Ambara's statistics are below. Of her original spells, she has the following still memorized: *magic missile*, *sleep*, *blur*, *web*, *invisibility 10' radius*, *Evard's black tentacles*. If she studies her spellbook to regain other spells, this is "down time" and one Notoriety point is gained per hour for this (unless the other PCs are active; leaving a guard with Ambara in a safe spot while the other PCs explore elsewhere is a good strategy).

Ambara: AC 8 (Dex); MV 12; HD F7/M7; hp 39; THAC0 14; #AT 3/2; Dmg by weapon +1; SA/SD *sleep/charm* resistance, combat bonuses with swords and bows, spells; SZ M (5'), AL CG. Spells: four 1st-level, three 2nd-level, two 3rd-level, one 4th-level.

60. Interdicted Meeting Chamber

This is the spot where Zensher and Palmardek meet if and when they need to. The chamber is decorated with stone visages of fiends, but is otherwise bare save for the magical portal, which appears as a glowing screen of blue-green light. Any creature entering the portal will appear at #80D, but "unauthorized" creatures (this includes the PCs) will suffer adverse magical effects requiring two saving throws versus spells per PC. If the first save is failed, the PC suffers 8d4hp of cold damage (a save allows half damage); if the second save is failed the PC is paralyzed for 1d10+10 rounds (this save is made at -2 if the first save is failed). If the bronze ball at #52 is used to

enter here, the hezrou Palmardek will be present as the PCs arrive. He certainly won't hang around, instantly exiting via the portal to summon defenses, unless the PCs have Zensher with them. Refer to the location key for #80D on how this arrival area can become trapped if Palmardek has been met and accosted here.

If the PCs enter here with Zensher, or if a generated illusion of the cambion is used and successfully fools the hezrou (a very unlikely event!), Palmardek will bellow and demand what the PCs are doing. This will allow them one round to attack, if they so choose, or to open negotiations. In the former case, the hezrou will still try to escape through the portal (if the PCs overcome him in a single round, congratulations are due to them!). In the case of negotiations, refer to the chapter "Court of the Hezrou."

Reaching the Court of the Hezrou

There are two ways the PCs can do this as noted earlier in this chapter. One route, via #60, is the more obvious possibility. However, if the PCs slay Zensher and are reluctant to activate the bronze ball in #52, they will not be able to take this route.

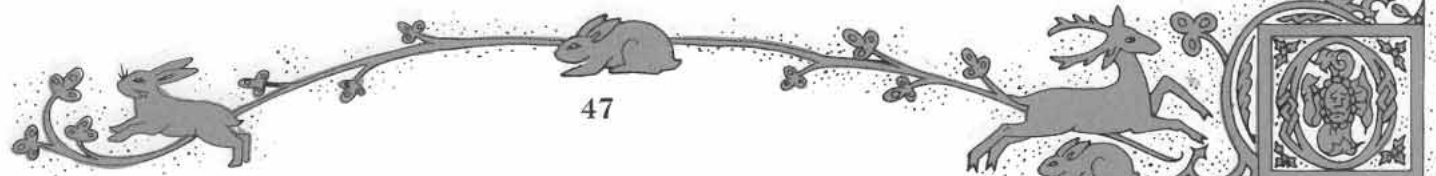
The alternative is to travel across Dorakaa to the Boneheart Citadel and obtain the password to the elevator room at #33 from the Blood Bailiff, a truly daunting possibility. However, this course of action will only become a possibility if the PCs have interrogated Grenkerd, the Deputy Blood Bailiff, and discovered from him the person who knows the password to activate the elevator room to get to #77. If you did not use an optional encounter with him on the upper level, you must use one now as he arrives with some new prisoners on this level. Grenkerd can tell the PCs where the Blood Bailiff Kazarene lives within the Citadel. This option is covered in the following chapter.

Finally, the lowest-level jails are some 120' below the Halls of Torment. It is technically possible to use multiple *passwall* spells, or the like, to reach it; the DM should have the PCs arrive somewhere in the vicinity of the eastern end of #80 if this happens. The PCs still have to find a way back, of course.

Notoriety Point Awards

An average Notoriety point award for this level will be 4-5 points. The following are the major considerations which apply:

- (i) If Zensher is slain rather than overcome, one Notoriety point is automatically gained.
- (ii) If the nabassu is slain, one Notoriety point is



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automatically gained; this can be avoided if the nabassu is merely forced to flee.

(iii) Major destruction of temple or shrine in Cell Block C gains one Notoriety point.

(iv) Mass slaying of minor fiends (50% or more) gains one Notoriety point. If the PCs slaughter the lot, two points are gained.

(v) Major freeing of prisoners gains one Notoriety point.

(vi) Clear signs of a major fracas (fireball singes in several locations, splintered doors, dead bodies in corridors, etc.) gain 1-4 Notoriety points.

(vii) Smashing down rather than using magic to bypass wizard-locked doors gains one Notoriety point.

(viii) Confronting the hezrou in #60 gains one Notoriety point. Killing him there gains three Notoriety points.

Notoriety Checks

A Notoriety check should be made if Zensher is slain and if the DM determines that the PCs have used a heavy-handed, violent approach to this dungeon level. If they were forced to defeat the cambion but otherwise played carefully and well, the DM may be generous. When the PCs exit this level in any direction (via #33, #60, or #43), a Notoriety check is made with the appropriate hit squad arriving as soon as the PCs start moving into the upper-level jails (if they are heading for the Boneheart Citadel) or after 1d4+1 turns if they head down into the Court of the Hezrou.



The Boneheart Citadel

Summary

The PCs will head here if they are forced to find the password to activate the elevator room in order to descend to the lowest jail level. They need to find the Blood Bailiff, Kazarene, and get the password from him. There are three stages to this: first, crossing Dorakaa to get to the Boneheart Citadel; second, actually getting into the Citadel (dealing with the guards); and third, finding Kazarene and extracting the password from him.

This part of the adventure is exceptionally dangerous. The PCs may gain many Notoriety points or simply stir up such a hornet's nest of trouble that they will be forced to flee the city. Intelligent use of disguise and bluff will be absolutely essential here. For the DM, this is a taxing part of the adventure since you will have to make many calls on the players' skill in getting through this tough test. Err on the side of generosity—at least to begin with. Played well, this stretch of the adventure can be a real test of nerve. If the PCs succeed, the players should feel that they've done their job well getting through this. That means they may be a little relaxed with their guards down, which will enable the DM to hit them hard in the Court of the Hezrou.

Getting to the Citadel

The players might wonder if they can reach the Citadel via the sewers. They cannot actually enter the Citadel itself this way, and they would have to go beyond the area on their sketch map (Map 2). If they try this, make a Direction Sense proficiency check for any PC with this ability (allow a -1 bonus to the dice roll if the PC is a gnome or dwarf) and, if successful, the PCs can manage to negotiate the sewers and arrive in the Artisan's Quarter (Map 1) just east of the citadel. If the proficiency check is failed, or if no PC has this proficiency, then the PCs get lost in the sewers. They waste an hour of game time (gaining one Notoriety point) and can either arrive back at the jails (#1) or else at some other point in a backstreet equally far from the Citadel. Going through the city, the PCs should already have directions on how to get to the Citadel. A direct approach is not the best one. Map 1 shows the layout of Dorakaa, and between the jail and the Citadel there are important landmarks where creatures capable of detecting the PCs and penetrating their disguises are located. The PCs gain one Notoriety point if they approach within

60' of any of the following locations shown on Map 1: the Armory (fiend guards), the Legion of Black Death barracks (ditto), Iuz's Palace, the Grand Cathedral. After the PCs have acquired 1d3 Notoriety points you may allow the wisest PC a wisdom check and, if successful, that PC realizes that suspicious eyes have been looking in the direction of the PCs, and that they should try another approach.

An indirect route, heading through the Artisans Quarter north and east and then arcing back west to the Citadel, is the best. If the PCs take this (or some other indirect route) then have the following planned encounter take place (even if the PCs are invisible); wandering monster encounters are not appropriate to this part of the adventure.

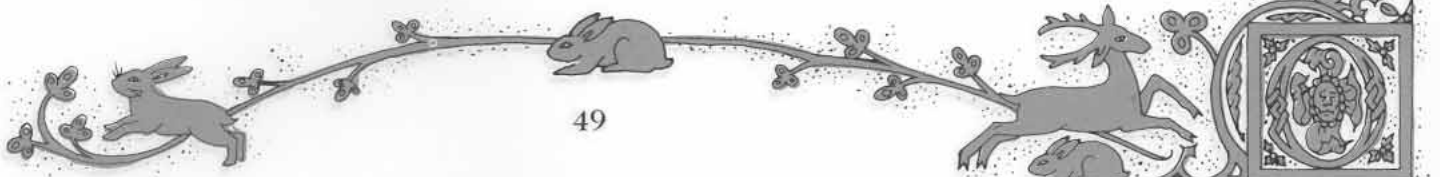
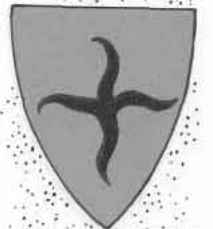
The Drow Extortionist

A drow elf using an *invisibility* spell challenges the PCs. He hides in a back-alley, defensive spells prepared (*mirror image*, *shield*, etc.), after having tracked them and hisses out, "I don't know what your game is, but either you pay me or I'll yell for the guard!" The mage uses *ventriloquism* to mislead the PCs, unless they are using *detect invisibility* and can see him (don't forget that to see him, even with this spell, the spellcaster still has to defeat the mage's magic resistance!). Use the Drow Mage statistics from the Monster Statistics Chart if necessary. The drow will settle for 2,000gp or equivalent as a bribe, and if paid off, will leave the PCs alone; he's a loner with no more love of Iuz than the PCs have. He won't negotiate or haggle. The DM should determine his spell list as he chooses, but the spells noted above should be included.








If the PCs don't buy the mage off, he will use his *ventriloquism* spell to shout furiously for guards, causing a party of 1d4+6 orcs, two 4HD orog, a 3rd-level and a 5th-level priest with two trained tyrgrs will arrive in 1d4 rounds. Confronting this party will automatically gain the PCs one Notoriety point or 1d2 points if the encounter takes place during daylight (together with a 10% chance for yet another encounter with an identical squad of enemies, again incurring still more Notoriety points!).

Other Encounters

Map 1 lists the major sights of this hideous place; "dress up" details of the city from *Iuz the Evil*. Impress on PCs the tormented slave gangs, the gloat-



The Boneheart Citadel



ing fiends, the plate-clad orogs of the Legion of Black Death, the pall of fear and horror hanging over this ineffable fortress of evil. Unless the PCs do really dumb things, don't confront them with any hostile encounters. A bunch of drunken orcs can fall into them, a squad of orc and orog fighters can march along the road on the opposite side; frighten the PCs, make them grovel to drunken orcs, but they should be able to reach the Citadel safely. If serious combat breaks out, the PCs will be forced to flee as fiends, orogs, fighters, and priests begin to appear from the Legion of Black Death, the great Cathedral, Watchhouses and other locations to confront them. This means the PCs have failed and brings the adventure to a disappointing and premature end.

Entering the Citadel

The Citadel is walled off with massive iron railings as shown on Map 1, and the only entry point is via a southern set of gates. (Trying to clamber over the railings is foolhardy; they operate as a *wall of force*, defeating such strategies as *levitation*, *flying*, etc., and anyone grasping a railing suffers 6d4hp of electrical damage, no save.) It is a massive, four-towered building with very thick stone walls, lacking any windows. Varrangoin (Abyssal bats) can be seen nesting on the towers from ground level. This is a forbidding place that radiates intense evil. Make this plain to the PCs, to reinforce the message that they really must get in, get what they need, and get out again with as little trouble as possible. This is not a place to explore.

The Citadel has magical protections, which defeat attempts to use *dimension door* and other such spells to get into it; the PCs have to get past the guards at the gate. The gate guard comprises two human 7th-level fighters (wearing armor of the Legion of Black Death), two 1st-level priests, a 4th-level mage, two 5th-level priests, and two chain-barded tyrgrs. There is also a Type IV Varrangoin (refer to *From the Ashes*) perched on a set of iron bars just behind the gates.

Details for these guards can be taken from the Monster Statistics Chart and the central reference section, save that the priests will always have *detect charm* spells and also *know alignment*. Use of spells such as *delude* on the part of the PCs (and keeping Grenkerd out of spell range if he is with them) will be absolutely essential here. Tactics useful to the PCs are discussed below, followed by notes on what happens if they succeed, or fail, in trying to pass the guards.

Bluffing with the Deputy Blood Bailiff: If the PCs have Grenkerd with them, and are themselves suitably attired or disguised, Grenkerd can get them past the guards. However, if he is not *charmed* Grenkerd will certainly cheat on any deal with the PCs here, yelling to the guards that the PCs are enemies (unless the PCs have taken appropriate precautions against such behavior).

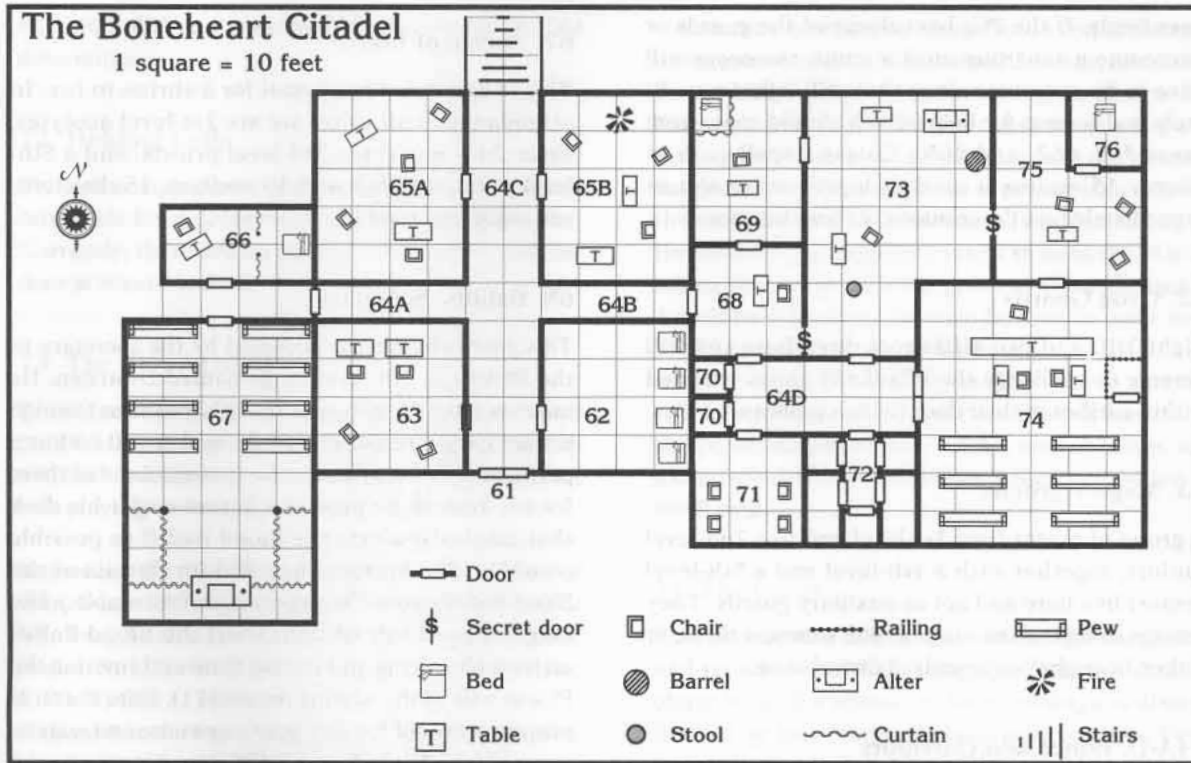
Bribery: This has no chance whatever for success. The guards attack at once.

Charm: This is highly unlikely to succeed since the PCs can't charm everyone. Even with a *mass charm* spell, some NPCs will make their saving throws and the guards are very well aware of *charm* being used by renegade cambions, alu-fiends and the like. *Charmed* guards may not fight the NPCs, but the other guards will certainly realize that their colleagues have been magically influenced (this covers the use of a *potion of human control*, a *domination* spell, or any magic of that nature) and will sound the alarm.

Bluff and Disguise: The PCs may try this—for example, two might pose as fully attired priests of Iuz delivering prisoners. The other PCs must appear as prisoners going to the Blood Bailiff (e.g., be wearing chains and manacles, or have an effective illusion of this). The DM has to adjudicate the bluff according to how sound he thinks the cover story is. The guards here are not easily fooled and they are suspicious by nature. This strategy may work best if combined with the Stunt option below.

Stunt: The PCs may stage some stunt or distraction (using illusion/phantasm magic or other skills or devices) to try and lure the guards from the gates. If this happens, and the DM judges that the diversion is a good one, the guards will go out to investigate. One 1st-level and one 5th-level priest will remain behind with one of the tyrgrs and the Varrangoin (which doesn't leave under any circumstances). This reduces the odds and allows bluff, magical coercion or a similar strategy to succeed that much more readily. Depending on the nature of the diversion, the DM may have the guards leave their posts for up to two turns, so the PCs will have to act very swiftly to take advantage of this temporary absence.

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Combat!

If a fight breaks out with the guards, the PCs are sunk unless they manage to dispatch the guards (or wholly disable them) within two rounds of combat. Extra guards pour out of the Citadel if the gate guards flee into it, scream for help, or if the Varrangoin flaps its skeletal wings and enters one of the spires of the Citadel. Simply tell the PCs that they are now confronted with overwhelming odds and cannot face the enemies who are emerging from the Citadel; they must leave Dorakaa as best they can (see "Escape from Dorakaa"). If they remain and try to fight, simply tell the players that their PCs are overcome, despite the best heroic efforts they make at defending themselves—end of adventure, end of the PCs' careers.

Getting Past the Guards

The odds are against it, but smart play can achieve this. The PCs can enter the Citadel at #61.

Only a small part of the Citadel is mapped in Map 8. It is obvious to the PCs that the place is vast, and the DM should not need to map any more of it than is provided in the map. If the PCs insist on exploring

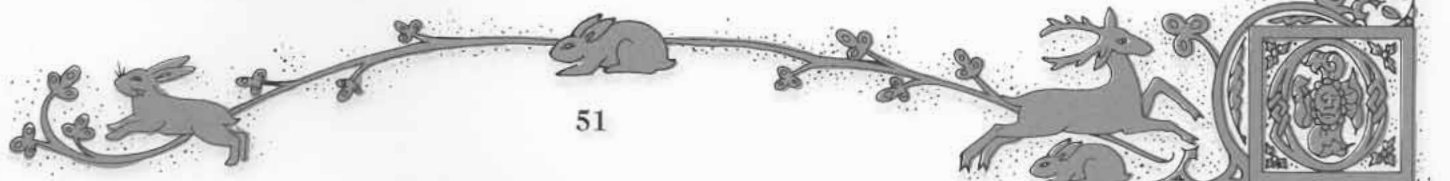
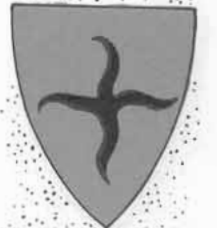
further, even after you throw the occupants of the mapped portion of the Citadel at them, simply have them encounter a tough patrol (three 5th-level priests, 12 zombies, and two 5th-level mages with a major cambion, for example), which should discourage any such exploration. An encounter with this patrol gains the PCs one Notoriety point if they flee, two points if they slay the patrol. (Have other patrols of the same, or greater, strength arrive each turn to investigate what is happening, with consequent Notoriety gains, until the PCs get the hint and leave!)

Location Key

Only the very briefest detail is given of locations other than those the PCs are most likely to enter. The DM may need to improvise some minor details if the PCs stray from the likeliest route for their mission here.

61. Door Guards

As the PCs approach these great bronze-valved doors, two 5HD orogs within open them and, if given a wave by the guards at the gate, allow the PCs to



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pass freely. If the PCs have decoyed the guards or overcome a subgroup after a stunt, the orogs will have to be overcome since they will fight immediately and scream for help (which should come from areas #62, #63, and #65). Unless a spell such as *silence 15' radius* is used, help will arrive almost immediately (see descriptions of those locations).

62. Orog Guards

Eight 3HD and two 4HD orogs dwell here and will emerge to challenge the PCs if any alarm is raised within earshot of their door (which is always ajar).

63. Mage-Wardens

A group of mages (two 1st-level and two 2nd-level juniors, together with a 4th-level and a 5th-level senior) live here and act as auxiliary guards. They emerge to fight if the orogs at #62 summon them, or if they hear obvious sounds of disturbance.

64A-D. Bonechain Corridors

Fingerbones are littered along the edges of the floors in all these corridors and have been enchanted so that any spellcaster of 4th level or higher in the service of Iuz can activate them as per a *bonechain* spell three times per day. Each corridor section is a separate spell effect. The skeletons created by such activation all have 8hp and are turned as wights.

65. Black Death Primogens

The term "primogen" is applied to outstandingly tough Black Death fighters of any race. They guard the stairs leading up to the higher levels of the Citadel (and are alerted immediately if any PC sets foot on the stairs). Room #65A contains six 5th-level orog fighters, all with 18/00 Strength, while #65B contains four 7th-level human fighters, who likewise have 18/00 Strength. Each of these warriors has a 10% chance per HD/level of possessing a magical weapon (roll 1d10; 1-8, +1 weapon; 9, +2 weapon; 10, +2, +4 versus good-aligned creatures). Two-handed swords are used by 75% of the primogens while 25% use longsword and shield.

66. Guest Room

This is currently empty.

67. Shrine of Iuz

This is decorated as normal for a shrine to Iuz. In attendance at all times are six 1st-level acolytes, three 2nd- and three 3rd-level priests, and a 5th-level priest, together with 10 zombies, 15 skeletons, and eight juju zombies.

68. Bailiffs' Secretary

This guard chamber is occupied by the secretary to the Bailiffs, a 5th-level mage named Dwarnen. He inquires after the nature of the PCs' business (though if they have Grenkerd with them this will be but a perfunctory query) and, if he is suspicious of them for any reason, he presses a button under his desk that magically alerts the Blood Bailiff to possible trouble. (See location key #73 for details of the Blood Bailiff's possible preparations for trouble.) The mage himself will sit tight until the Blood Bailiff arrives, blustering and buying time and inviting the PCs to wait in the waiting room (#71). Note that it is proper protocol for any guest or visitor to wait in room #71 while the Blood Bailiff dons his ceremonial vestments and attends to them. If PCs try to circumvent this then Dwarnen will certainly use his "alarm button," even if Grenkerd is with them.

69. Grenkerd's Chamber

This is the living chamber and bedroom of the Deputy Blood Bailiff.

70. Cloakrooms

These two small chambers are places for guests about to wait in #71 to deposit their cloaks, robes, etc.

71. Waiting Room

Priests of Iuz or others concerned with the affairs of the Bailiffs wait here for the Blood Bailiff to attend them. The room has comfortable armchairs and a pleasant selection of brandies, liqueurs and the like. If the PCs wait here, the Blood Bailiff will appear after 1d6+8 rounds to see what their business is. If his secretary has smelled a rat and the Blood Bailiff has been warned of some possible trouble this delay is increased by an extra 1d4+4 rounds and Kazarene will arrive with a suitable selection of guards from

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#62, #63, #65 and perhaps #75 and #76, as the DM determines.

72. Holding Cells

The cell complex here is used for holding sentenced criminals for delivery to the Court of the Hezrou. Currently, there are no prisoners kept here, and the door is wizard-locked.

73. The Blood Bailiff

This chamber is the office of Kazarene the Blood Bailiff, a dangerous, highly skilled, and unspeakably evil half-orc. His statistics are followed by notes on role-playing and combat with this NPC.

Kazarene, the Blood Bailiff: AC 0 (plate mail +1 of fear, Dex); MV 12; F13; hp 94; THAC0 8; #AT 2 at +3; Dmg 1d10+11 (two-handed sword +3, frost brand, Str); SA/SD none. Str 20, Dex 16, Con 17, Int 8, Wis 9, Cha 5; AL CE.

Magical items: ring of free action, ring of immunity to charm, chime of hunger (10 charges), net of entrapment.

The PCs are here to extract the password from Kazarene, which enables them to use the elevator room (#77) to descend to the lowest-level dungeons; for this reason they cannot kill him. (If they do and use *speak with dead*, he will metaphorically spit in their faces.) Thus they need to use disabling spells, or, if possible, compel him to yield in the face of overwhelming force. However, the Blood Bailiff **will not** be persuaded to give the password, no matter what the PCs try (even if Grenkerd is with them). Eventually, this encounter will come down to combat.

When combat ensues, Kazarene will immediately seek to muster all the allies he can. Unless a *silence*, 15' radius spell is used to block sound, guards from #62 (who will alert those from #63), #65 and #68 (if appropriate) will be summoned. No matter what happens, unless Kazarene is instantly disabled with *feeblemind*, *polymorph other*, *flesh to stone* or some similarly drastic spell (which may also make it hard for the PCs to interrogate him), the half-orc will be able to summon Streichen from area #75 (who will in turn summon aid from area #76). Kazarene's own combat actions are simple—after trying to sound his chime and throwing his net, he fights with his sword!

Kazarene can only be compelled to reveal the requisite password if he is faced with certain, imminent death. But the PCs have one thing on their side: Kazarene doesn't believe that they have a hope of dealing with the forces of the hezrou in the deepest dungeons. For this reason, he is prepared to spit out the password (*Iuz dekennek*, "Iuz descending"). However, he will initially attempt to lie to the PCs by saying the password is *Iuz gekderd* ("Iuz gloating"). A spell such as *detect lie* must be used to make sure the PCs are getting the truth.

The PCs are hardly likely to have time to loot this room, but if they do the half-orc himself has 140gp in a purse, minor trinkets worth a total of 130gp, and a carefully-hidden coffer with 530gp and 300pp in small bags.

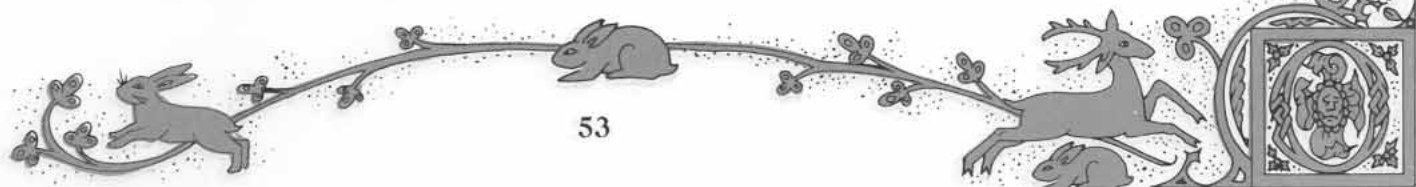
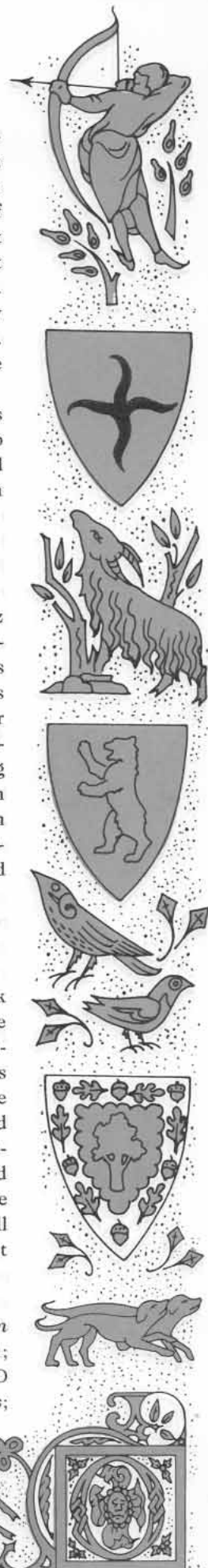
74. The Court

This parody of a courtroom has many icons of Iuz and repellent evil wall-hangings. A judge's throne-chair behind a screen of bone railings is always flanked by four "court clerks"—juju zombies. Pews and a ghastly dock for the condemned (no one ever gets acquitted here) complete the decor. Judge Streichen's infamous black cap hangs on a wall peg behind his throne. This is placed on his head when pronouncing a sentence of death. However, if worn by anyone other than a priest of Iuz, it casts *feeblemind* on the wearer. It then becomes cursed and cannot be removed without a *remove curse* spell.

75. Judge Streichen's Chambers

The doors to this chamber are locked (–15 to Pick Locks chances) and only Streichen himself has the key. This is an opulent living room filled with Streichen's trophies, his voluminous court records (bound with the grisly reminders of the fates of those condemned here), and the rich black robes and woolen wig of a high-ranking judge. Streichen himself is a corpulent brute, with lank greasy hair and pitted skin, but he is a formidable enemy for the PCs. If alerted, he will certainly seek to recruit all the protection he can get for himself from adjacent locations.

Judge Streichen: AC 0 (*ghastrobe*, ring of protection +3, Dex); MV 12; Pr11; hp 67; THAC0 14; #AT 1; Dmg 1d6+4 or better (*blackstaff* +3, Str); SA/SD Spells, *ghastrobe* (see *Iuz the Evil*), priest powers;



The Boneheart Citadel

Str 16, Dex 15, Con 16, Int 14, Wis 18, Cha 4; AL CE. Spells: *bless*, *command* (x3), *darkness* (x3), *aid*, *augury*, *enthrall*, *hold person* (x2), *spiritual hammer*, *animate dead*, *blackhand*, *continual darkness*, *prayer*, *speak with dead*, *bonechain*, *cloak of fear*, *enervation*, *tongues*, *dispel good*, *slay living*, *death touch*.

Magical items: *ring of free action*, *necklace of adaptation*.

Streichen is a repellent, craven bully who will surrender totally if reduced to 12hp or less (unless the PCs are clearly getting the worst of it and the judge still has many allies standing); he will offer anything for his life. He doesn't know the command word to the elevator room but, at the DM's option, he will break down and grovel for his life so completely that Kazarene, disgusted by the sight, might just reveal the password to the PCs. Again, PCs are unlikely to have the time to loot the judge's room; if they do, cloaks, furs and ornaments worth 3,000gp can be garnered here.

76. Judge's Bedchambers

The judge's succubus companion lives in opulent luxury in this chamber. She will fight to aid Streichen if so commanded (using *suggestion* and *charm* spells), but if reduced to 12hp or less, she will attempt to escape by becoming ethereal. She tries to avoid melee unless a PC intent on engaging her in melee approaches within range. Treasures can be gathered here to a total value of 4,000gp (furs, velvets, silk robes, highly dubious works of art, etc.).

Escaping the Citadel

It is possible for the PCs to leave here with Kazarene or Grenkerd in tow (e.g., if a successful *charm* has been used), or possibly with Streichen as a passport for a clear, safe passage (this doesn't work as well, but gets the PCs past the guards). Again, gate guards have to be dealt with and the PCs may be forced to fight to escape, although getting out is easier than getting in (provided the PCs didn't attack the gate guards originally). In this case, the PCs must use covering illusions to get out safely, or otherwise appear very different than they did when they entered. The DM may stage encounters on the way back to the jails as before, taking into account the Notoriety point rules for passing certain locations in Dorakaa.

Notoriety Point Awards

These are highly variable here. A PC group taking a roundabout way to the Citadel and using *charm* and *illusion* spells, etc., to penetrate the Citadel and get what they need might incur only 2-3 Notoriety points. A blundering party could get well into double figures. The most important points to consider, in addition to those specifically listed above, are the following:

(i) Slaying Kazarene or Streichen gains one Notoriety point per slaying. Leaving either of them behind in the Citadel, still alive, and using only normal or weakly-disguised appearances to leave, gains the PCs an average of three Notoriety points. This can be reduced by one if the PCs were well-disguised. (No matter how carefully the PCs conceal these two they will be discovered and will tell all they know.) Therefore, polymorphing Kazarene into a small rodent and taking him out of the building is a highly effective strategy!

(ii) Slaying occupants of rooms other than #73-#76 gains one Notoriety point per room. If mayhem has been caused in the Boneheart Citadel, then a hornet's nest of trouble has been stirred up.

(iii) Slaying gate guards gains one Notoriety point, but this may be reduced to zero if the PCs were very well disguised.

Notoriety Checks

A Notoriety check is made as soon as PCs return to the jails from the Citadel. Any hit squad dispatched to deal with the PCs will track them magically to the jail and a confrontation will occur 1d10+10 rounds after the PCs enter the jail building.

If the PCs gained more than seven Notoriety points in the Boneheart Citadel, they will also have to face a group of three 5th-level priests, two barigura, and eight zombies waiting outside the main entry to the jail when they return. If they try to bypass this group by entering sewers, then this detour takes extra time and the PCs gain one additional Notoriety point. (They may even get lost, as noted in the section "Getting To The Citadel" at the start of this chapter, thus losing time and gaining still more Notoriety points!)

Court of the Hezrou

Summary

This, the deepest jail level, is absolutely deadly. Shrouded in illusion, the jails boast few defenders, but these are of great strength. The goal here is for the PCs to find and extricate Holmer and then escape as quickly as possible.

This dungeon level is ruled by a hezrou, Palmardek (not its true name, obviously), that rejoices in breaking the wretches sent to it through the use of fear, hopelessness and similar dark emotions. Its prisoners are mostly shells of humans, without hope or feeling left within them. Palmardek is not in Iuz's service but actually delights in spending time here. The hezrou is arrogant and vicious, despises mortals, and will not give or seek quarter if opposed. Neither will it bargain or negotiate in any manner.

Doors, Locks, Traps

All doors in this dungeon level are locked and are 6" thick, bronze-shod hardwood. All cell doors (#83, #84) are also wizard-locked as are the doors to the cell blocks themselves. The cell doors have spy-holes for observation. The fiends here are attuned to the magic of the place and can bypass illusions and traps with impunity (this also applies to Merouac in #81).

Dungeon Decor

This is similar to the upper levels, save that the entire jail complex radiates a faint background of semi-illusory magic, laced with traces of evil, hopelessness, and despair. However, detection chances for revealing illusions and traps are as normal, except where otherwise noted. Again, the quality of air here is magically sustained, though it is fetid, damp and chill.

The Prisoners

Prisoners in Cell Blocks F and G are a mix of people—some are kept as hostages, some Iuz hates but does not keep in his own palace dungeons, some are servants of the Hierarchs of Molag or Shield Land knights. A handful of servants of good, some brutish barbarians who slaughtered many of Iuz's forces, and a few priests who have incurred Iuz's wrath are also found here.

When the PCs enter the dungeon, Holmer will be in a randomly-determined cell in Block F or G. From Map 9, roll 1d4 to determine sub-block (top left, top right, bottom left, bottom right) and then 1d8 to determine which individual cell. The DM may also add 1d3 Knights of Holy Shielding and Sir Jalmain Meredeth, a knight of Mitrik; these NPCs should also be randomly placed within the individual cells here.

All these prisoners are effectively non-combatant since their minds and spirits are too broken for them to fight (or use magical items, etc.). They present a shocking sight. Emaciated and filthy, none can mumble more than one or two coherent words and can barely even obey orders unless yelled at. Each has AC10, is manacled and shackled, and has one-half normal hp maximum (the maximum being 80hp for Holmer, 60hp for the Knights, and 50hp for Jalmain). They have a maximum MV of 6 (this is important for getting Holmer out of the jails). If saving throws must be made, all may be treated as 5th-level fighters, and they have Con 9 for the purposes of system shock rolls, etc.

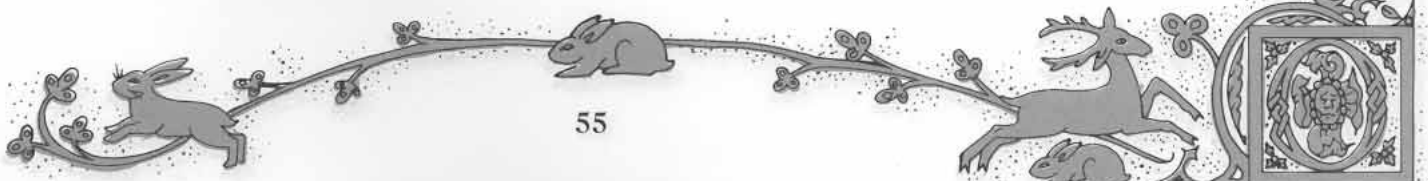
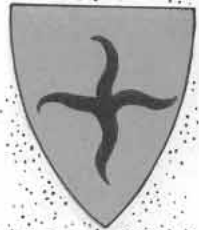
Wandering Monsters

There are wandering monsters of a type in these dungeons. These are all prowling *demi-shadow monsters* (see the Monster Statistics Chart). The exceptions are manticores. A couple of these with well-clipped wings are allowed to roam the corridors by the fiends and are trained to attack anything on sight. A Wandering Monster Check should be made every two turns, with a 1 in 6 chance of an encounter.

Tactical Notes

The fiends here will fight to the death, except for the hezrou Palmardek. See the notes on #89 and #90 for a full description of its tactics.

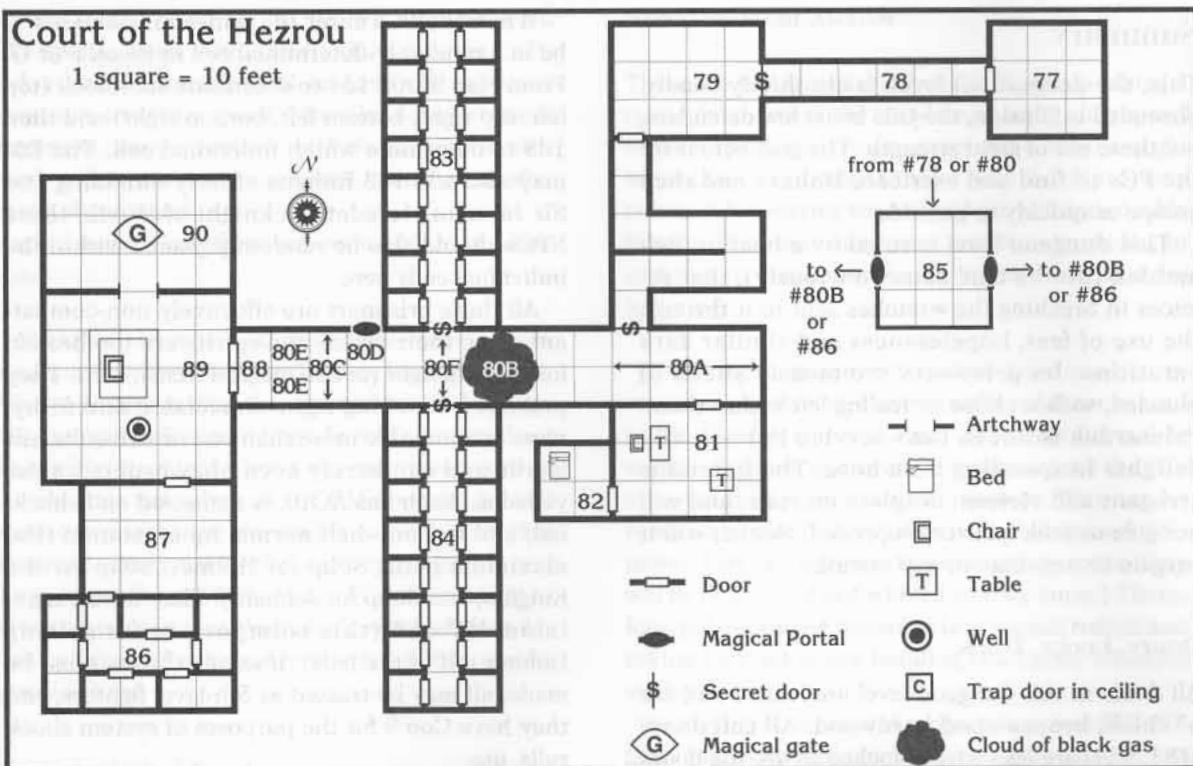
An absolutely crucial element of this final leg of the quest is when Palmardek becomes aware that the PCs are in his dungeon. If they enter via #60 and #80F, Palmardek will already know that they are heading this way and a full reception committee will be waiting. Merouac, the full force of rutterkin, and the babau (#86) will be waiting within #80 while the hezrou stays in #89, watching the party.



Court of the Hezrou

Court of the Hezrou

1 square = 10 feet



The PCs may enter via #77, the elevator room. If they do, Palmardek will not know initially that they are within this dungeon level. Because the hezrou is well attuned to the magic of this place, the chance that it realizes that intruders are around increases with time and the number of locations the PCs enter. Take an initial probability of 0%, plus 5% if the PCs have slain Zensher. Add 5% for every creature the PCs kill on this level, 5% for each numbered (not lettered) location entered, and 5% for every cell opened. Roll d100 when the cumulative chance reaches the following figures: 25%, 50%, 75%. If the cumulative figure reaches 100% the hezrou is certain to know that intruders are around.

Gating and Special Defenses

Refer to the "Halls of Torment" chapter for notes on gating and tanar'ri special defenses; see details for #90 below as well.

Location Key

77. Elevator Room

This is where the PCs arrive if they have obtained the password from the Blood Bailiff.

78. Teleport Trap

The trap here is only 50% likely to be revealed by *find traps* or *detect magic* since it is concealed by an illusory *invisibility* effect. A *true seeing* spell will reveal a curtain of vaporous blue-carminae haze. A successful *dispel magic* cast against 12th-level magic dispels the trap. If the magic is not dispelled, any PC trying to pass through the "curtain" must make a saving throw against spells. If this is successful, the PC passes onward normally. If the saving throw is failed, the PC is *teleported* into #85. This is a one-way trap; PCs fleeing back along the corridor don't have to make another save to pass safely eastwards.

79. Rutterkin Guards

Five rutterkin stand guard in this sparsely-decorated chamber. If attacked, two will at once turn and flee south to warn the hezrou in #89 of intruders while the others use *fear* to keep invaders at bay. They will interpose their bodies to prevent pursuit of their fleeing fiends-in-arms.

Court of the Hezrou

80. The Great Corridor

This complex location has stone walls with a monstrous array of snarling fiend and gargoyle faces sculpted along its entire length. Any PC entering this area must make a saving throw versus paralysis or become distraught by feelings of depression, lethargy and incipient despair (-1 to Str and Dex, -1 to all surprise and initiative rolls) until he or she leaves this jail level. A suitable spell, notably *emotion (hope)*, may counter or dispel this. A *guards and wards* spell operates along the entire corridor length also.

This corridor has many sub-locations with a variety of important effects associated with them.

80A, Illusion: A simple *distance distortion* operates here, making the eastward corridor appear to be 80' long to the east, with a pair of illusory doors in the eastern wall. The wall seeps a highly corrosive acid. If the PCs walk into the dead end, any PC coming into contact with the wall suffers 4d4hp of acid damage, 6d4hp if not wearing metallic armor. Nonmagical metal armor, shield, or hand weapons are 25% likely to be badly corroded and useless after such contact.

80B, The Chill of Despond: A 20' diameter sphere of black gas (also counting as a *darkness* spell, blocking vision) fills this area. Any creature entering the gas suffers 3d4hp of chill damage per round (or any segment thereof) within the area, and unless a saving throw versus spells is made, the feelings of lethargy and despair felt within this corridor are increased (double the penalties to Str, Dex, surprise, and initiative or apply the original penalties if the PC made the original saving throw). A fire-based spell (*flaming sphere*, *fireball*, etc.), or a *gust of wind* cast into this area will disperse this cloud, but it reforms after 3d4+3 rounds. The sound of an exploding *fireball* adds 15% to the PCs' chances of alerting Palmardek.

80C, Webs: When a PC first enters either of these squares a *web* flies from the adjacent wall. A saving throw versus wands must be made to avoid getting trapped. Once a web has been generated, the corridor cannot generate another for 3d4+3 rounds.

80D, Portal: Any creature heading north from the main corridor can pass safely through this

archway portal, which is filled with a blue-green haze, and ascend to #60. Any creature walking through the portal from #60 arrives here. If Palmardek was fought in #60, the hezrou will change this portal so that any creature entering from #60 is 50% likely to exit at #80D and 50% likely to be *teleported* into #85 (no saving throw), unless accompanied by a resident fiend.

80E, Stinking Clouds: These are permanent and must be countered in the usual manner (*dispel magic*, *gust of wind*, etc., cast against 12th-level magic).

80F, Cell Block Doors: These are disguised by a *hallucinatory terrain* spell and appear to be solid walls. Only careful tactile exploration or a *true seeing* spell reveals them for what they are.

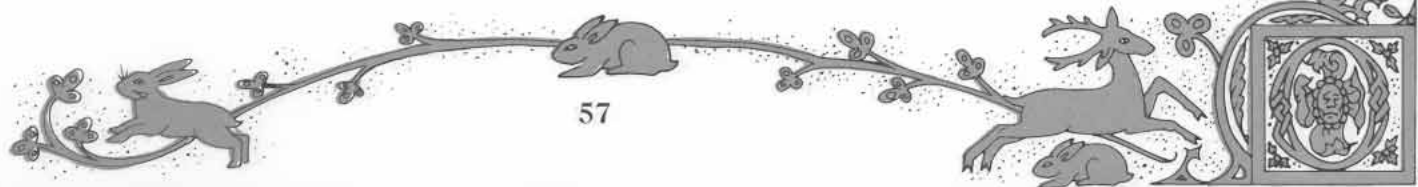
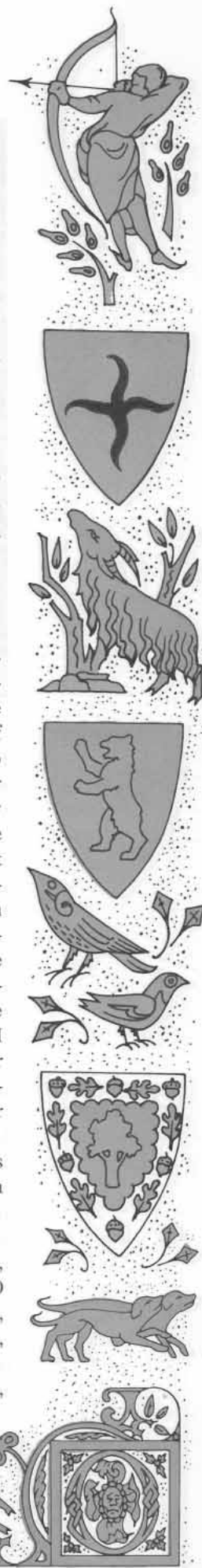
81. The Master Illusionist

This is the living chamber of Merouac the illusionist, who is an "apprentice" of the infamous Boneheart illusionist Jumper. The DM has a choice here. Merouac is not a permanent occupant of this jail level, he only comes here from time to time to work on the illusions and share a pint or two of spiced brandy with the hezrou. A very unlikely friendship has sprung up between the two, the core being that they both regard almost everyone else they know as inferior to themselves. The choice is simple—if the PCs have been brave, reasonably smart, and is now getting dangerously low on spells and hit points, don't put the illusionist here; he's away studying in the Boneheart Citadel. Only if the PCs are in good shape for a heavy-duty showdown here should the DM place Merouac in his lair. Whether he is here or not, however, the magical treasures in his chambers are therein. Finding them may be vital for the PCs.

Merouac's statistics are followed by notes on his tactics and the items PCs can take from this room if they have the opportunity.

Merouac, Illusionist: AC 0 or better (magical ring, see below, and Dex); MV 12; M12; hp 32; THAC0 17; Dmg 1d4+3 (*dagger* +3); SA/SD magical ring, spells; SZ M; ML 15. Str 8, Dex 18, Con 11, Int 18, Wis 9, Cha 11; AL LE.

Spells: *magic missile*, *phantasmal force* (x2),



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protection from good, sleep, blur, hypnotic pattern, improved invisibility, levitate, mirror image, dispel magic (x2), fly, invisibility 10' radius, wraithform, fear, improved invisibility, minor globe of invulnerability, shadow monsters (x2), demi-shadow monsters, feeblemind, shadow door, shadow magic (x2), project image, veil.

Magical items: potions of extra-healing (x2), ring of shielding. (Merouac's ring casts a permanent shield spell upon him. If he is overcome, this is a useful item for any PC mage to possess.)

Initially, if given any warning, Merouac uses improved invisibility at once and then other protective spells (mirror image, minor globe, protection from good, project image). In combat, he always uses his demi-shadow monsters to form a protective screen around him; their types can be taken from the Monster Statistics Chart. If he is with fiends, Merouac blasts away with his shadow magic spells, then targets a spellcaster with feeblemind before deploying his other spells. Fly and shadow door are used for escape. Merouac has few hit points and seeks escape swiftly when he suffers damage. If he is with fiends, he will delay his escape for a little longer (until reduced to 8hp or below). If Merouac is fought in this location and escapes, he will try to reach the hezrou. If he is bested in combat with the hezrou beside him, he will seek to flee the jail entirely, using the elevator room to do so.

This chamber is Merouac's study, containing the appropriate furnishings as well as his notes on the illusions of the jail and on illusion spell experiments he is conducting. An illusionist PC who spends a week reading these gains 2,000 XPs. The notes then vanish, much as a scroll would. If there isn't an illusionist PC in the party, the notes can be sold to an illusionist NPC for 4,000gp. Incidental ornaments and the like can be gathered to a total value of 800gp.

82. Bedchamber

This room is humbly decorated. The one feature of note is a locked coffer (disguised with a veil spell) underneath the bed. This contains jewelry items worth a total of 3,500gp, a scroll of the spells shadow magic and project image, a potion of extra-healing carefully hoarded by the illusion-

ist, and two items the mage was keeping in the hope of effecting a magical trade at some suitable opportunity. The first is a longsword +2; the other item is a potion of stone giant strength. There is a false bottom in the coffer. If this is detected, there is a fire ruby worth 5,000gp in a small recess in the bottom.

Cell Blocks F (#83) and G (#84)

Each cell contains a single prisoner. The DM should determine randomly where Holmer and other notable NPCs may be found. There are two trolls acting as guards in each main corridor between the cells. If the PCs find Holmer and are able and ready to go, move to "Escape from Dorakaa."

85. Interdicted Chamber

One or more PCs may appear here from areas #78 or #80D. The east and west walls both contain magical portals as shown. If either is entered, a PC is 50% likely to appear in the middle of #80B and 50% likely to appear in the cells at #86.

86. Babau Cells

This small cell complex is the province of the babau (#87) that initiates new prisoners into the horrors of what to expect in this dungeon. Any PC teleported here from #85 will appear in a randomly determined cell, manacled and shackled and with little clothing on. His equipment will be teleported into an adjacent cell. A kindly DM may allow a PC thief some chance for slipping his manacles and shackles, but this should be a very low percentage chance. Each turn a PC is here, roll 1d12; on a roll of 12, the babau (#87) enters the cells and will spot the PC, with consequences as the DM determines.

87. Babau Lair

The occupant here is Palmardek's brutal right-hand fiend. It is violently aggressive in combat, causing the DM to roll a Reaction Check every round it faces enemies. If the result is Threatening or higher, the babau seeks to engage in melee at all costs. Otherwise it will be clear of mind to use its most intelligent option. Tactical scripting is

Court of the Hezrou



not given for this fiend because its behavior is not rational. Once it begins to fight, nothing will stop it (ML 20). It will pursue its opponents to the end.

88. The Court Doors

The doors here are disguised with a form of illusion that makes them appear to be plain wooden doors with handles. If perceived accurately (with a spell such as *true seeing*), the doors have huge, fiend-faced door knockers, with great brass knocker-rings through the noses of the sculpted grinning fiends. A *knock* spell is only 67% (4 in 6) likely to open these doors. A great booming sound is heard from within if these doors are breached in any way, magical or otherwise.

89. Court of the Hezrou

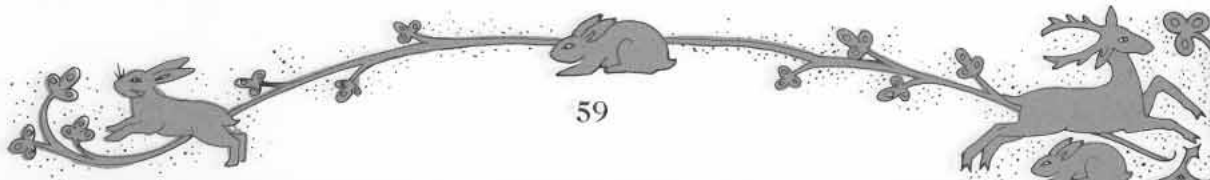
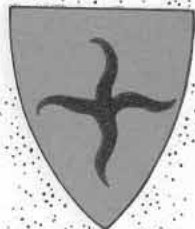
Beyond the doors, the hezrou Palmardek sits unsleeping on his mighty throne. Sculpted from iron, bone, ebony and malachite, the throne is some 12 feet above general ground level in this 30' vaulted chamber. Hovering to one side of the throne is a 9" diameter crystal sphere that Palmardek can use to examine any area of this dungeon level with complete *true seeing*. Before

the throne are four juju zombie servants. At Palmardek's left hand lies a well-trained (ML 18) and incredibly vicious bulette. To the right of the throne is a small well, within which a red misty haze flickers and drifts. This is a portal to #49.

The hezrou will always try to remain within this chamber during combat since its throne has magical powers, and it can swiftly escape to #90 if necessary. Only if it sees PCs slaying many guards, entering cell blocks, etc., will it come forth to fight. Playing the hezrou well in combat depends on reacting to the strategies used by players, but the following notes are important:

Magical Throne: Using the throne's *dweomer*, the hezrou can cast a *darkness* spell into the eyes of anyone inside #89 or of anyone within 30' of the doors at #88. Once per day, the hezrou can, if seated on the throne, bring down a *flame strike* on any one creature standing on the podium around the throne. Casting time is one segment for either effect. The throne also gives detection and dispelling power.

Detections/Dispelling: The hezrou permanently *detects magic* and *detects invisibility* so long as it is within 5' of its throne. It can *dispel*



Court of the Hezrou

magic (at 12th level) twice a day when seated upon the throne. Its *detect magic* has a 100% chance of identifying the school of magic to which a spell belongs. The hezrou will use its *dispel magic* power to counter powerful spells, like *haste*, if the PCs are using them.

Unholy Word: The hezrou is not over-eager to use this special defense since this affects both the juju zombies and the bulette. Palmardek will not use this power until the PCs have inflicted major damage on its guards or they inflict serious damage very swiftly on him.

Wall of Fire: The hezrou uses *wall of fire* spells to cut PCs off from each other. It will rarely sustain concentration on such an effect, but any wall it creates will remain in existence for nine rounds (unless dispelled, etc.).

The Well: If the hezrou actually strikes a PC with its "bear hug" within 10' of the well, it will try to fling the hugged PC into the well. The victim must make a strength check, with a +1 penalty modifier for each point of damage suffered from the hug (2d4). A failed check means the PC is flung into the well and through a magical portal to room #49, suffering 6d6hp of falling damage and possible additional magical effects (see #49). Rescuing such a PC will be very difficult.

Palmardek tries to use its powers as often as possible before melee. It will actually ignore anyone fighting it if it thinks that using a power will have better effects.

90. The Gate

This bare and bleak chamber contains only a *gate*, the final point of flight for the hezrou if hard pressed in combat. If reduced to 20hp or below, Palmardek will seek to escape. It flees here and attempts to enter a special *gate*. Only the hezrou can employ this *gate*. If prevented somehow, it will try to *teleport without error* out of Dorakaa. Entering the *gate* unleashes a nasty surprise: if the hezrou enters it, the *gate* suddenly implodes behind it, and then explodes as a *fireball*, causing 6d6 hp of damage to any creature within the whole of #90 (saving throw versus spells for half damage).

The Key

A single silvered key hangs on the south wall here. This can be used to open any doors in the entire level, negating any *wizard lock* spells. Holding it inflicts 1d8hp of chill damage per round on a PC. This cannot be negated by protecting the hands in any way. But using a pole, wand, etc., to take and carry the key on its key-ring does not incur damage. The key radiates cold, which can be sensed within 5'. Spells such as *unseen servant* or *telekinesis* do not permit a wizard to use this key dexterously enough to open locks.

The Treasure Chest

The hezrou has a large treasure chest, which is triple-locked, stored in the corner of this room. The silver key opens it but this takes three rounds; a Pick Locks attempt incurs a -30% penalty when used to open the chest. The chest can be smashed open, but all potions are broken and scrolls ruined if this is done. The chest contains bags with 8,000sp, 5,500gp, 1,700pp, jewelry and gems worth a total of 21,000gp, and the following magical items the hezrou has taken as payment from Iuz for its service here: a *wand of fear* with 44 charges, four potions cast at 16th-level (*extra-healing*, *vitality*, *flying*, *invisibility*); four scrolls (*polymorph other*, *eyebite*, *forcecage*, *statue*, *incendiary cloud*, and *disintegrate*); a scroll of five spells cast at 12th-level (*advanced illusion*, *fear*, *permanent illusion*, *programmed illusion*, and *shadow magic*); a suit of *elven chain mail* +5, which will fit any true elf (but not half-elves); a *ring of spell storing* containing the spells *heroes' feast*, *heal* and *cloak of bravery*.

Notoriety Points and Checks

The PCs gain two Notoriety points for entering this level, one Notoriety point for freeing any prisoners (irrespective of the number freed), two Notoriety points if Merouac escapes the jail level, and three Notoriety points for slaying Palmardek (only one point if he is forced to flee). No Notoriety checks are made while the PCs are still within this level, unless they attempt to rest and heal, regain spells, etc.

Escape from Dorakaa

The first thing the PCs have to do is to get out of this jail level, up to the Halls of Wretchedness and into the sewers. They should be able to reach the Halls of Wretchedness by retracing the steps taken to enter the Court of the Hezrou. Make a Notoriety check as the PCs enter the Halls of Wretchedness (unless they have already met the Black Death squad, in which case further hit squad encounters are already on a pre-set time track). Any encountered hit squad will attempt to cut the PCs off from the sewer exit point. They should be well-prepared with defensive spells, etc.

From here on, the PCs have one choice to make once they enter the sewers and effect an escape—how far they go before they *plane shift*. (Note: if they have many people with them, they should still have a spare *plane shift* scroll and, providing the party includes two priests, plane shifting en masse should still be possible). The party should be at least 20 miles from Dorakaa before they plane shift. Don't forget that Holmer cannot move at an MV rate greater than 6, unless the PCs use magic to assist him.

Getting Out of the Sewers

The DM should harass the PCs with the following pursuit encounters in the sewers:

1. Random Encounters

Wandering Monster checks should be made with normal frequency.

2. Spellcaster Pursuit

Within the sewers, the PCs will be chased by a group of junior priests and mages who have been roused to action by their superiors. Stronger forces will be covering better-known escape routes (astral plane, etc.), so this encounter should not be too harsh. However, the strength of the opposition depends on the PCs current Notoriety score.

Notoriety 28 or below: The PCs are chased by a 5th-level priest and a 5th-level mage, together with two 5HD orog fighters and 1d3+3 juniors (50/50 chance for priests of levels 1d3 or mages of levels 1d3).

Notoriety 29 or above: The above group is led by a 7th-level human fighter with a *longsword* +1, *flametongue* and a *ring of infravision* and has a flying tyrng hunting down the PCs with them.

3. The Wharf-Fiends

Lurking in and around the warehouses will be a small detachment of fiends, which will use all its powers of disguise and concealment to ambush the PCs. This force comprises one alu-fiend with the spellcasting powers of a 6th-level mage (spell list: *magic missile* [x3], *wall of fog*, *detect invisibility*, *stinking cloud*, *dispel magic*, *slow*), a bar-igura and four rutterkin. The alu-fiend will attempt to pick off stragglers with *charm person* before ordering an assault from the well-concealed bar-igura and rutterkin.

Overland Pursuit

The PCs now have to travel many miles cross-country to get to a safe place to *plane shift*. Two planned encounters should be used during this overland travel in addition to others generated by Wandering Monster checks.

4. Ore Warband

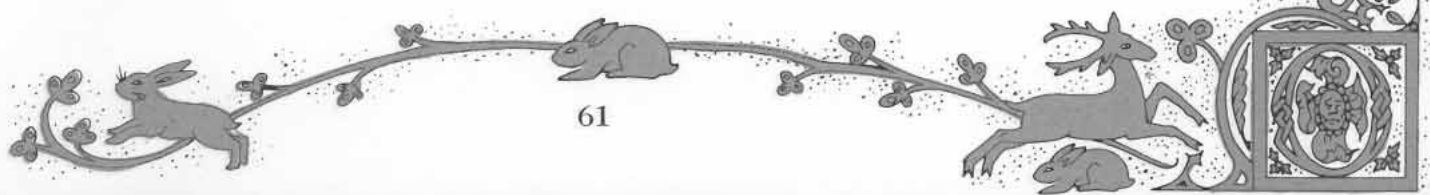
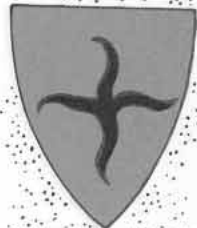
The PCs are spotted and approached by a warband of 250 orcs (220 1HD, 15 2HD, 10 3HD orogs, two 4HD orogs, two 5HD orogs, and a 7th-level half-orc fighter). The orcs know nothing of events in Dorakaa and they are simply curious about the PCs. This should be an encounter in which the PCs sweat as they are surrounded by a sizeable orc band and twitch as they role-play a way past this formidable group. A small bribe or a successful *charm* on a leader will do the job here. This should not become a combat encounter unless the PCs initiate aggression or behave very stupidly.

5. The Legion of Black Death

This encounter should be placed at a distance of 15+1d6 miles from Dorakaa. The PCs see a huge cavalry force a mile away, in the direction of Dorakaa, riding full pelt after them. This is the signal to *plane shift* fast. This is a force of 100 elite troops on heavy warhorses, including at least 15 7th-level and 10 9th-level human and half-orc fighters. (Other troops can be chosen by the DM.) If the PC party is as exhausted as they should be at this point, they do not want to get caught by these troops!

The Final Plane Shift

If the PCs end up in the Abyss, they should be able to get out with their spare scroll. Otherwise they are stuck here. Specifics are left to the DM. Consult MCS for suitable NPCs.



A Glorious Return?

If the PCs return without Holmer, but give Belvor and his advisers a full and honest account of their best shot, then their failure will not be held against them. However, they will certainly lose some face among the powerful of Furyondy and among their own temple hierarchies, peers, etc.

If the PCs return with Holmer, then they will be paid as agreed and granted their knight-hoods. The order of knighthood is a new one, so it won't impress any of the established aristocracy of Furyondy (or Veluna). The King will hold a feast in honor of the PCs, at which he will present Holmer for the general applause of his nobles. This is where the PCs will begin to taste the bitter-sweet nature of their "triumph."

Holmer and Politics

Holmer is clearly and permanently a broken man. His mind is shattered, and he is nearly 65 years of age. Years of malnutrition, torture, and torment have ruined his body and his mind beyond recovery. The best healers and the most powerful magic can not heal him. The awful truth is that Iuz had virtually finished with Holmer anyway. Holmer is an empty man, and at the feast he will say but a few words, very carefully cued and amplified by Belvor with a triumphal flare.

What Belvor has achieved, politically, is summarized below. If the PCs are close to well-informed and powerful men and women (the Chamber of Four, senior Knights of the Hart, the Seven Families, etc.) then they may learn something of this. Some may even be obvious from careful observation. It is for the DM to determine how much the PCs learn.

First, Belvor has scored a "public relations" triumph that will improve the morale of Furyondy's defenders, especially the Shield Land exiles who form an important part of the kingdom's armies after the war. Word of Holmer's recovery will spread; Belvor will make sure that heralds cry it out along the length and breadth of the land. Holmer will be exhibited in the northern and eastern border provinces so that people can see for themselves that the true Earl of Walworth is returned from Dorakaa.

The second matter of major importance is that the political status quo will be maintained.

Aggressive factions within Furyondy will be placated. Holmer is in no shape to be a ruler-in-exile. He will remain in Chendl, in Belvor's palace, for "security reasons" after he has been exhibited to the people of the border lands. After a few months, an edict signed in Holmer's hand will announce that he has renounced leadership of the Shield Lands to Countess Katarina. His edict will state that it is time for a younger warrior to stand in his stead and provide the great leadership his people need as they plan the recovery of their homelands.

Suckered?

Gradually, the PCs may come to realize that their triumph was not all they might have thought it was. Indeed, third-hand rumors may begin to reach them—if Belvor had really thought the rescue was vital he'd have sent in Artur Jakartai, Master Priestess Cataryna, some of the Chamber of Four, perhaps even Baron Kalinstren or his daughter.

If this begins to happen, then two NPCs become important—Karzalin and Sir Kiprien Rahlden. Either will approach the PCs and brief them on the realities of the situation, and try to draw the sting of the disappointment or even bitterness the PCs may feel. Either will explain Belvor's position; he will talk as if neutral to it, but accepting the reality of the King's political position. The PCs have achieved much good. They have given heart to the Shield Landers, they have strengthened the position of the King of Furyondy (Rahlden is a little uncertain as to whether this is entirely a good thing, since the Knights of the Hart do have their disagreements with Belvor from time to time), and they have rescued a good and decent man from a dreadful fate.

In the campaign world, not very much will be changed. Iuz will be discomfited and a few heads will roll in Dorakaa, but he will not seek revenge against the PCs. This may be pointed out to PCs by Rahlden or Karzalin.

How the PCs react to this is important for the future of a campaign. If the PCs grin ruefully and consider themselves wiser for their dangerous quest, then they will find that Belvor, the Knights of the Hart, the Chamber of Four, and Countess Katarina (and through her the

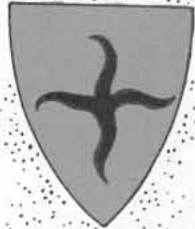
A Glorious Return?

Experience Point Awards

In addition to XP awards for overcoming monsters and enemies, and gaining treasure, the DM may award the following XP awards for role-play and attainment relating to adventure goals in this quest:

- For rescuing Holmer: 5,000 XPs per PC (this is the major adventure goal, and receives a large XP award accordingly).
- For rescuing each of the named NPCs in the Court of the Hezrou: 1,000 XPs per PC.
- For rescuing Ambara: 750 XPs per PC.
- For each Notoriety point below 30 total points that the party had at the end of the quest: 500 XPs per PC (up to a total of 5,000 XPs per PC for a Notoriety score of 20 or less at the end of the quest). This variable XP award directly incorporates higher XP awards for PCs who have used stealth, wit, and diversion to accomplish their goals.

These are suggested totals, but they reflect the fact that treasure gains in this adventure are not particularly high in comparison to the strength of the monsters that had to be overcome in the quest.

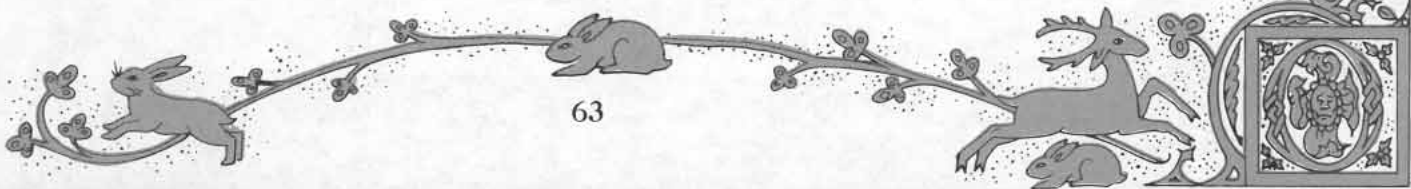


Shield Land exiles, including a Furyondian provincial ruler in Artur Jakartai of Crystalreach) will respond positively to them. The PCs will find themselves invited to social functions, court balls, advisory counsels of the King, and the like. They will be seen as people who can be trusted in affairs of state by the great and mighty of Furyondy. This will lead to further contacts, patrons, adventures, and commissions—and next time around, the King (and any other NPCs within these select groupings) will know that the PCs will have learned from their experiences and will not be readily deceived, or given half-truths, again.

Specific Consequences

How PCs gain social kudos from their particular peer groups depends on the nature of the individual campaign, but some guidelines are in order here. The pregenerated PCs can be used as examples in this regard, even if they were not used in this adventure. The following notes should aid the DM in guiding campaign play with other PCs:

Morraine, as a member of the King's Household Regiment, has done her duty to the King well and will be rewarded with promotion and placement as commander of a defensive garrison along the Flare Line. Parrais will gain political kudos in Furyondy and Veluna, and will be promoted from the rank of attache. He may be retained in Furyondy, seconded to the household Regiment, or recalled to Veluna and promoted to rank of Major at least. Kendrel will find his priesthood is angry at Belvor's semi-deception; he will not lose face or rank, but neither will he gain position or kudos. Lorden will gain his money and knighthood, and will benefit accordingly. Carlenna will gain favor with Belvor, and with Karzalin and the Chamber of Four; she can expect to be consulted by the latter and will gain status and prestige. Kirshar will not have gained very much knowledge so his position will remain mostly unchanged. Lerrell will gain some prestige for her cult simply because it is a small one and her role will gain some extra publicity for it. She will gain status within the ranks of her own priesthood.



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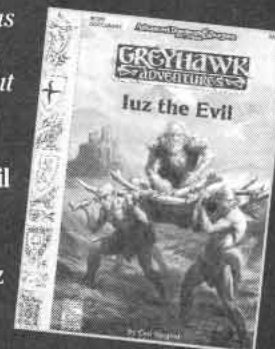
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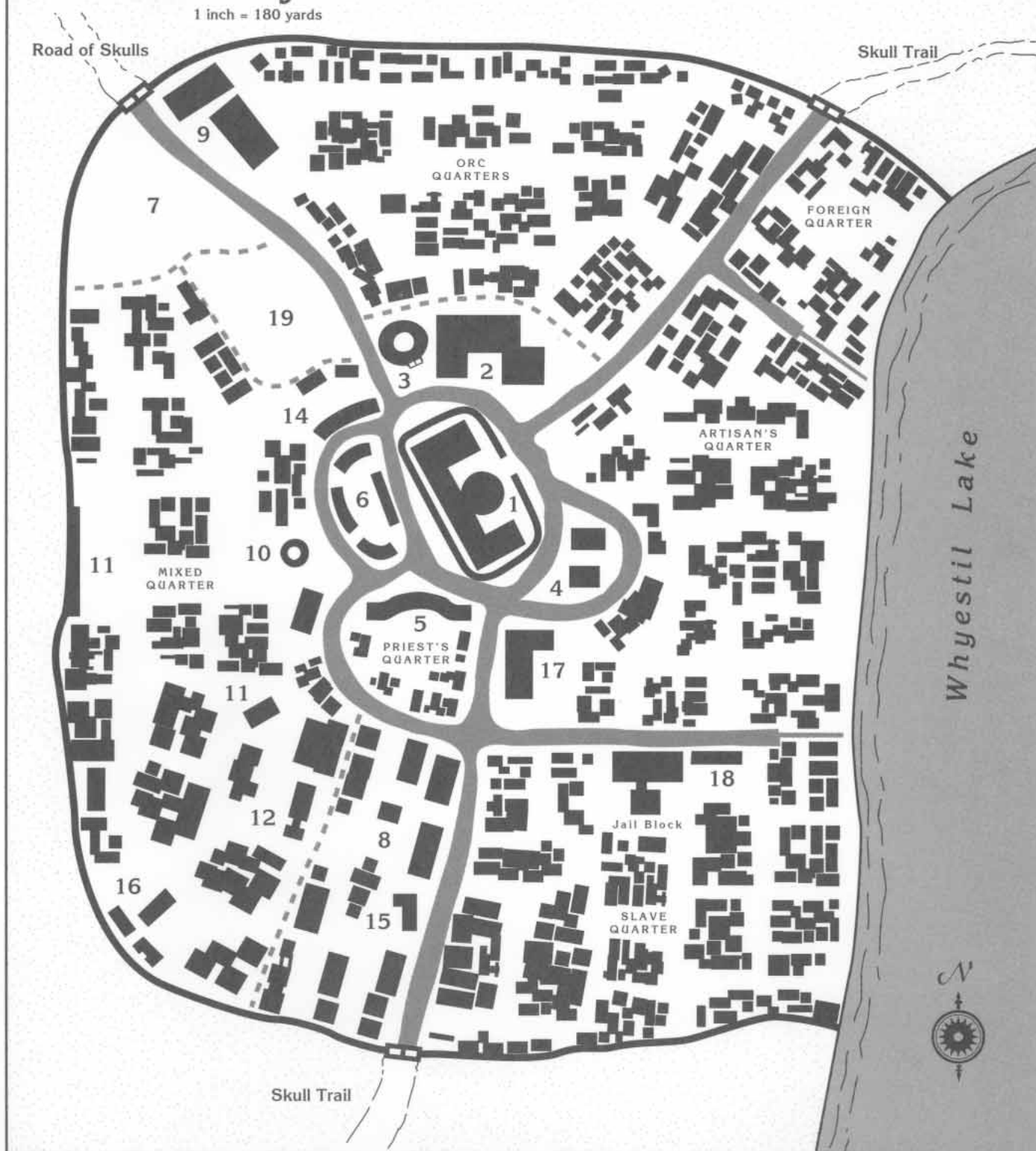


Also From TSR!



Dorakaa: City of Skulls

1 inch = 180 yards



- | | | |
|-----------------------------|-----------------------------|-------------------------------------------|
| 1 Palace of luz | 8 The Jade Streets | 15 Shinzinen's (Drow debauch tyostelry) |
| 2 Boneheart Citadel | 9 The Iron Barracks | 16 "The Smoke" (Smithing & Fiery magics) |
| 3 Archmage Null's Tower | 10 Kaquizel's Tower | 17 The Armory (Fornorian & Fiend guards) |
| 4 The Legion of Black Death | 11 The Destiny Wall | 18 "Train by Pain" (Monster trainers) |
| 5 Grand Cathedral | 12 Assassins Legion Hall | 19 Cemetery (Undead, Undercity entrances) |
| 6 The Agony Feilds | 13 Poisoners Guild | |
| 7 The Fiend Gardens | 14 Brotherhood of Torturers | |

Monster Statistics Chart

Monster	AL	AC	MV	HD	hp	THACO	#AT	Dmg	SA	SD	MR	SZ	ML	Book
Bulette	N	2/4/6	14(3)	9	47	12	3	4d12/3d6/3d6	Y	—	—	L	11	MC1
Bulette, DS*	N	Var	14(3)	9	19	12	3	Variable	Y	Y	—	L	20	PH
Carriion Crawler	N	3/7	12	3-1	19	17	8	1d2	Y	—	—	L	Sp	MC1
Dog	N	7	15	1+1	5	19	1	1d4	—	—	—	M	5	MC1
Drow Mage	CE	-1	15	8d4	22	18	1	W (1d4)	Y	Y	66	M	13	MC2
Fighter (7th), Human	CE	0	9	7d10	50	13	3/2	W+3 (d10-3)	—	—	—	M	14	MC1
Fighter(7th), H- Orc	CE	1	9	7d10	57	13	3/2	W+3 (d10+3)	—	—	—	M	13	MC1
Gas Spore	N	9	Fl3	1hp	1	20	0	0	Y	—	—	M	8	MC2
Ghast	CE	4	15	4	19	17	3	1d4/1d3/1d3	Y	Y	—	M	14	MC1
Giant, Hill	CE	3(5)	12	12+	65	9	1	2d6+7 or 1d6	Y	—	—	L	13	MC1
Giant-Kin, Fomorian	NE	1	9	13+3	94	9	1	2W+8 (2d8+8)	Y	Y	—	H	16	MC2
Grell, DS*	N	Var	Fl12	5	9	15	11	1d4(TS)10/1d6	—	Y	—	M	20	PH
Jermilaine	NE	7	15	x	3	20	1	1d2 or 1d4	Y	Y	—	T	12	MC1
Lurker Above	N	6	1, Fl9	10	48	10	1	1d6	Y	—	—	H	11	MC2
Manticore	LE	4	12, Fl18	6+3	35	13	3	1d3/1d3/1d8	Y	—	—	H	14	MC1
Manticore, DS*	N	Var	12, Fl18	6+3	14	13	3	Variable	Y	Y	—	H	20	PH
Mobat	NE	2/7/10	3, Fl15	5	28	15	1	2d4	Y	—	—	L	12	MC1
Neo-Otyugh	N	0	6	10	57	11	3	2d6/2d6/1d3	Y	Y	—	L	17	MC2
Ogre	CE	5	9	4+1	20	17	1	W+2 (1d8+2)	—	—	—	L	12	MC1
Ogre, DS*	N	Var	9	4+1	8	17	1	Variable	—	Y	—	L	20	PH
Ooze, Gray	N	8	1	3+3	22	17	1	2d8	Y	Y	—	M	10	MC1
Orc, 1HD	LE	6	9	1	5	19	1	W (1d8)	—	—	—	M	12	MC1
Orc, 2HD	LE	6	9	2	10	19	1	W (1d8)	—	—	—	M	12	MC1
Orog, 3HD	LE	3	6	3	16	17	1	W+3 (1d8+3)	—	—	—	M	14	MC1
Orog, 4HD	LE	3	6	4	22	17	1	W-3 (1d10+3)	—	—	—	M	15	MC1
Orog, 5HD	LE	2	6	5	28	15	1	W+4 (1d10+4)	—	—	—	L	16	MC1
Otyugh	N	3	6	7	34	13	3	1d8/1d8/1d4+1	Y	—	—	L	14	MC2
Rat, Giant	N	7	12, Sw6	1/2	3	20	1	1d3	Y	—	—	T	6	MC1
Shadow	CE	7	12	3+3	16	17	1	1d4+1	Y	Y	—	M	Sp	MC1
Shadow, Slow	CE	8	12	4	21	17	1	1d4	Y	Y	—	M	Sp	MC5
Skeleton	N	7	12	1	4	19	1	W (1d6)	—	Y	—	M	Sp	MC1
Slime, Green	N	9	0	2	14	19	0	0	Y	Y	—	S	10	MC1
Snake, Poisonous	N	5	15	2+1	10	17	1	1d3	Y	—	—	S	8	MC1
Tanar'ri:														
Alu-fiend I	CE	5	12, Fl15	5	25	15	1	W (1d8)	Y	Y	30	M	11	MC8
Alu-fiend II	CE	4	12, Fl15	5	22	15	1	W (1d8)	Y	Y	30	M	12	MC8
Alu-fiend III	CE	3	12, Fl15	5	29	15	1	W+2 (1d8+2)	Y	Y	30	M	12	MC8
Babau	CE	-3	15	8+14	54	13	3	1d4+8/1d4+8/2d4+7	Y	Y	50	M	16	MC8
Bar-Igura	CE	0	9, Fl15	6+6	32	15	3	1d6/1d6/2d6	Y	Y	30	M	14	MC8
Major Cambion I	CE	3	15	4+8	30	17	2	W+3 (1d8+3)	Y	Y	30	M	14	MC8
Major Cambion II	CE	2	15	4+4	27	17	2	W+1 (1d8+1)	Y	Y	30	M	13	MC8
Major Cambion III	CE	5	15	4+12	36	17	2	W+6 (1d8+6)	Y	Y	30	M	14	MC8
Hezrou	CE	-6	12	9	58	11	3	1d6/1d6/4d4	Y	Y	70	L	20	MC8
Manes	CE	8	6	1	5	19	3	1d2/1d2/1d4	Y	Y	10	S	Sp	MC8
Nabassu I	CE	4	12, Fl15	7+2	32	13	3	2d4+7/2d4+7/3d4+7	Y	Y	50	M	15	MC8
Nabassu II	CE	-3	12, Fl15	7+14	48	13	3	2d4+7/2d4+7/3d4+7	Y	Y	50	M	15	MC8
Rutterkin	CE	0	12	4	20	17	2	1d6+1/1d6+1	Y	Y	10	M	12	MC8
Succubus	CE	0	12, Fl18	6	34	15	2	1d3/1d3	Y	Y	30	M	13	MC8
Troll	CE	4	12	6+6	34	13	3	1d4+4/1d4+4/1d8+4	Y	Y	—	L	14	MC1
Troll, DS*	CE	Var	12	6+6	14	13	3	Variable	—	Y	—	L	20	PH
Tyrg	CN	0	18	6/7	35	15/13	1	1d12	Y	—	—	L	14	MC5
Varrangoin, Type IV	CE	0	3, Fl18	5+5	31	13	3	1d4/1d4/1d6	Y	Y	25	M	17	FTA
Weasel, Giant	N	6	15	3+3	25	17	1	2d6	Y	—	—	M	20	MC1
Wererat	LE	6	12	3+1	14	17	1	W (1d6)	Y	Y	—	M	11	MC1
Wolf	N	7	18	2+2	11	19	1	1d4+1	—	—	—	S	10	MC1
Zombie	N	8	6	2	9	19	1	1d8	—	Y	—	M	Sp	MC1
Zombie, Juju	NE	6	9	3+12	29	17	1	3d4	Y	Y	—	M	Sp	MC1

Notes: DS* = demi-shadow monster; FTA = From the Ashes

GREYHAWK® ADVENTURES

The City of Skulls

by Carl Sargent



lory—or a fate worse than death—in the World of Greyhawk!

The dreadful jails below the appalling City of Skulls, luz's nightmare capital, contain many wretched and desperate captives. Among them is Earl Holmer, Knight Commander of the Shield Lands. A brave spy in Dorakaa has shown the ay to find and free Holmer—is your party up to the job of freeing him? King Belvor IV of Furyondy believes so. In the way stand fearsome priests and mages of the Lord of Pain; ogres, giants, fiends, and worse hinder the struggle to defeat the traps and guardians of luz. Plucking Holmer from his grasp will bring great renown, knighthood, and treasure—for those who survive. None has ever escaped luz's jails. Who will you be the first to use stealth or storm to breach them?

The City of Skulls presents adventure with a mighty challenge, full of dangers writ large and also unseen (until they strike). This adventure is suitable for 6-8 characters of levels 9-12, and includes pregenerated characters suitable for the quest, player handouts, a unique Notoriety system enabling the DM™ to draw forth luz's most fearsome guardians, a multi-level dungeon-jail, and much more besides. Now is the time for true heroes—is your party skillful enough to survive and return in triumph?

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