

SF 3

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— Adventure 3: Culvert Operations —

By Gary Schotter & Jeff Harkness

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WIZARDRY**



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GAMES**

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This book is dedicated to the memory of Dustin “Lanky” Ray Cook, 1985-2009.

Special Thanks

Jeff would like to dedicate this book to Tammy, Kaitlyn and Alyssa. Gary would like to dedicate this work to Christina, Brooklyn, Kaden and Amberlyn. We also want to thank Greg Wilson for his wisdom and advice in solving many dilemmas and game mechanics issues.

And a special dedication to the 32 PCs who lost their lives during playtesting.



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**TOUGH
ADVENTURES
FOR TOUGH
PLAYERS**

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Splinters of Faith

— Adventure 3: Culvert Operations —

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PCs must travel into an underground sewer system to find a buried temple, where they'll have to deal with a female necromancer and her consort who are seeking an evil artifact. The adventure is designed for characters of 3rd to 5th level.

The hustle and bustle of the cesspit of Bargarsport is a low murmur through the earth surrounding the once-magnificent structure now buried in the muck the upper city is built upon. Colorfully dressed priests wearing a patchwork of colors – as if sewn from scraps of cloth scavenged from the streets – look more like beggars but have a keen vision in their eyes. They wander in and out of the central chamber; into hallways dug through the shifting mud to other underground buildings. The entire temple is lighted with candles and lanterns, its walls not having seen the sun since mudslides buried the structure from bottom to top.

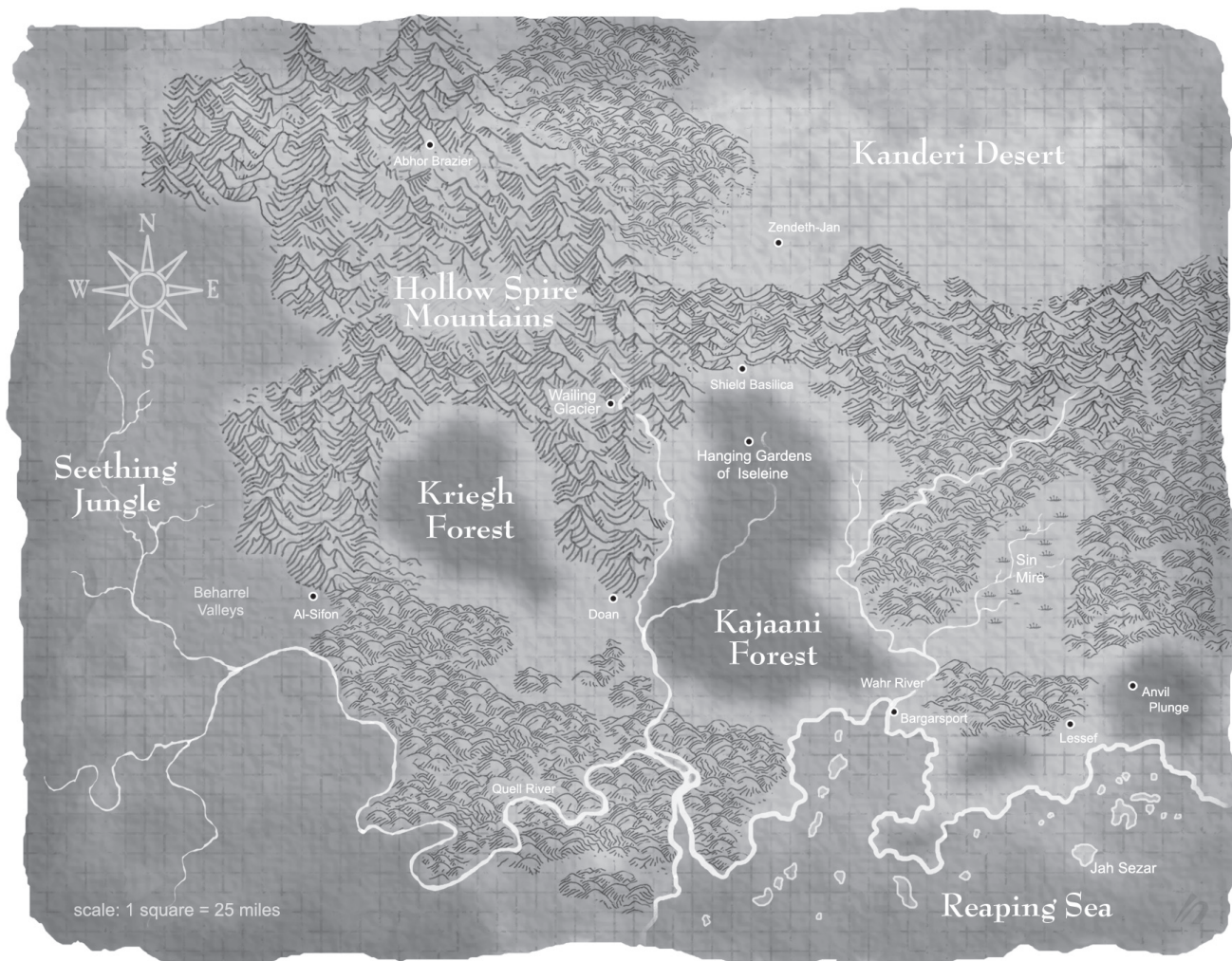
A collection of thieves, beggars and shifty vagrants sit around the room's periphery, watching all transactions going on in the room. They are the eyes and ears of the underground priesthood, mingling unseen among the upper city's masses.

Background

Bargarsport was a bustling port city alive with prosperity and fortune. In the center of the city stood Clandestine, the grand and elaborate temple to the goddess of luck, Ayianna. For years, Bargarsport prospered beyond imagining.

But the goddess's luck was fickle. The temple and a majority of the old city sat upon a great silt deposit at the delta of the Wahr River. That wasn't to last, however, as the cataclysmic eruption of a nearby volcano blanketed the city in ash and brimstone, turning day to night. Mudslides swallowed the temple, and the old city was consumed in a mire of sludge that ran thick through the streets, carrying away people and property. Only a few lucky survivors crawled from the mud-covered ruins when the devastation ended. Despair gripped the ruined city after the great loss of life and property. The city was inundated with silt and sludge that covered many buildings completely, and left just portions of others sticking from the ground.

After the tragedy, the old city never regained its former glory and instead evolved into a slum of corruption and ill repute buried in muck – both figuratively and literally. But even this slum's days were



How to Use This Adventure

This adventure is a small part of the *Splinters of Faith* campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against a death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*) In addition, more information on the deity Orcus mentioned in this adventure can be found in a free download at www.NecromancerGames.com.

At this point in the campaign, the relic – called the *Scepter of Faiths* – is equivalent to an adamantine masterwork heavy mace.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. Each adventure follows a similar setup where the PCs visit a good temple, then are recruited/hired/asked to take part in an adventure before receiving the blessing they seek. The PCs must then travel to an "evil" temple to complete their mission.

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt.

numbered as the silt slowly swallowed the old city until it became uninhabitable.

Years later, natives of Bargarsport who were determined to start anew rebuilt their city atop the buried one. But the past wasn't completely swept away; Upper Bargarsport would now use the old city's buried buildings as its sewer system.

The temple of Clandestine suffered as greatly as any place in the city, mud and sludge piling up around it, sucking the holy site into the ground. Worse still was the reactions by the temple's faithful servants. Many of Ayianna's faithful who had survived the disaster now blamed the goddess for the devastation. These worshippers abandoned the deity for more popular deities, ones who wouldn't smite them when her favor turned.

Despite being buried in the clinging mud, the great temple of Clandestine survived. Even though Upper Bargarsport was built overtop of the forgotten temple, the old temple found a way to make do and prosper, this time as an asylum for organized crime and those seeking anonymity. Ayianna's priesthood still thrives, with the buried temple of Clandestine serving as a new center of worship for the goddess. The priests often serve as mediators and organizers among the citizens in the burgeoning upper city of Bargarsport. They just have to be paid first.

Two ruling forces are currently at odds in Bargarsport, with both vying for absolute control of the city. The Alantyr family, known for political influence as well as underhanded dealings, has the ear and pocketbook of the mayor, **Berkoff Kaleston**. The Alantyr's influence is widespread, with gambling dens and illegal importing operations spread far and wide. The Alantyr's use Ayianna's name as a curse when rotten luck befalls one of their illegal rackets.

The other force in Bargarsport is the priesthood of Ayianna that lives and grows within the buried temple of Clandestine. The high priestess **Reneth Anora** has a long friendship with chief constable **Harga Shackelford**. Both are devoted followers of Ayianna and often work together at every turn to thwart the Alantyr family's attempts to control the city.

Bargarsport is a den of lawlessness, where no questions are asked and information is not given cheaply. Anything goes. Murder is acceptable, although the clergy of Ayianna frowns upon it. Crimes against humanity are looked down upon but aren't the only reasons

for the many executions that go on within the upper city.

While she has little authority in Upper Bargarsport, high priestess Reneth Anora holds absolute sway beneath the city streets. She is the ruling force in Clandestine, and very little that happens below the streets escapes her notice. On the streets of Upper Bargarsport, her word is less likely to be obeyed, but her minions do their best to enforce her will.



Bargarsport

Bargarsport (small city): Conventional; AL CN; 15,000-gp limit; Assets 7,500,000 gp; Population 10,000; human 65%, dwarf 8%, half-orc 7%, half-elf 6%, orc 5%, gnome 4%, halfling 4%, elf 1%.

Authority figures: Mayor Berkoff Keleston (Chaotic human male Thief 6); Chief constable Harga Shackelford (Neutral human female Fighter 8); Vincio Alantyr (Chaotic human male Thief 2, Alantyr Family head); Reneth Anora (Neutral half-elf female, Thief 5/Cleric 10, high priestess of Clandestine)

Important characters: Beumont Ashenchisel, (Lawful dwarf male Fighter 2/Thief 6, importer/exporter); Bormu Figlet (Neutral half-orc male Fighter 6, captain of the guard).

Area A: Sahuagin's Shank or "The Shank"

Despite its name and location, the Shank is a surprisingly less-than-seedy tavern. Corruption and underhanded dealings are common enough elsewhere in Bargarsport that the tavern stays relatively free of crime. The Shank serves quality food and drink with prices slightly above the norm. The rooms are well maintained but on the pricey side.

The Alantyr family owns the Shank. The family maintains a strong influence within Bargarsport, and the Shank is their favorite method of information gathering. The crime family controls most of the importing and exporting, legal or otherwise, in the city. The Alantyr's influence and connections extend throughout the surface city. The Shank also serves them as a convenient way to keep tabs on travelers showing too much interest in the family's dealings. Secret passages

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within the Shank allow Alantyr spies free access to travelers' rooms and belongings.

Ellis Alantyr (Chaotic human male), an embarrassment to the family name, runs the Shank. Ellis is very loose with the family fortune, gambling huge sums away to Ayianna's worshippers. The family gave him control of the tavern to keep him from ruining other businesses the family is involved in. Ellis still has to answer to the family, however, and does what he is told.

Area B: Alantyr Mansion

A manor complex sits upon a small hill. An expansive stone wall topped with a small wrought-iron fence surrounds the lower portion of the knoll. The fence is heavily guarded at all times. Visitors are not allowed under any circumstances onto the manor grounds.

The Alantyr family is thoroughly ruthless and corrupt. They take advantage of everyone they meet, and stop at nothing to satisfy their greed. The family controls trade and most of the city. Incriminating evidence of their dealings is not kept within the manor home, however.

Area C: Ashenchisel Imports

Olik Ashenchisel (Neutral dwarf male Thief 6) runs this metal, mineral and gem-importing business. He exports quality weapons and armor, and serves as a middleman to sell Anvil Plunge's trade and supplies. He has run afoul of the Alantyr family in the past, but his own family connections save him from their anger. The Alantyr would be all too happy to see something "unforeseen" happen to the trader.

If this adventure is used as part of the *Splinter of Faiths* adventure, Olik is a contact for PCs to enter Clandestine. He welcomes the PCs into his shop, offering advice on what areas to stay away from in the dangerous city. He informs PCs of the layout and history of Clandestine and personally introduces them to Reneth Anora (actually Loomkol, her doppelganger bodyguard) so they can restore the scepter. (See Area K15 for more information on Reneth and Loomkol.)

A trapdoor in the back of Olik's warehouse allows easy access to the sewers. The dwarves use the door and connecting passage to bring items up for sale in the shop. The route is circuitous to avoid Alantyr spies.

Area D: Bargarsport Prison

This fortress-like structure of stone and iron serves as the prison and headquarters of Bargarsport's guards and brute squads. Most small crimes in the city go unpunished; only the worst criminals are kept within the prison. Pirates and those who act against the town's leaders are sentenced to drown in the well (Area D1). Often, many of these "criminals" are victims of nothing more serious than crossing paths with the Alantyr family.

Chief constable **Harga Shackelford** (Neutral human female Fighter 8) commands the prison. She is a petite but influential woman who few dare to cross. She is also an agent of Clandestine and maintains peace in the surface city as well as in the buildings beneath the streets. She dislikes the Alantyr and has crossed them many times, but has lived to tell about it. She knows the family is corrupt. But she is still an appointed official in the city and must occasionally follow orders from judges controlled by the crime family.

Currently, Harga needs capable adventurers to seek out and bring to "justice" a wizard who has committed crimes against the city. The wanted mage is guilty of plundering tombs and animating the dead. The unknown mage looted the cemetery just outside the city wall and took his newly animated undead force into the sewer opening near the ocean. The undead army has not re-emerged and is assumed to still be beneath the city. Interestingly, the mage's crime didn't draw any attention until an old Alantyr crypt was also vandalized and three of the dead within walked away. The Alantyr then used their influence to force the city elders to declare the mage "a criminal

against humanity."

Fliers posted on buildings request "squads" to hunt down this defiler of the dead and bring him to the gallows. A reward of 1,000 gp has been posted for the necromancer, alive or dead. Numerous other groups within town are considering searching for the criminal, but many fear the unknown necromancer's powers. Most don't want to end up another undead laborer in his army. Many also fear the 1,000 gp "reward" won't materialize once the Alantyr get what they want. A few are certain the "squad" that finds the necromancer might be dropped in the well for their "reward." Many fear the necromancer, but more fear the Alantyr.

The prison is built upon a collapsed two-story tower from before the volcanic cataclysm. Now, the prison uses the empty tower to execute the worst prisoners.

A five-foot-deep pool of water covers the 30-foot-diameter room's floor. A lattice of wooden trusses serves as a floor, but openings allow water to rise into the room. A ladder descends along one wall to the floor. Two doors exit the lower floor well into a maze of unstable and abandoned tunnels.

Nine sets of rusty manacles hang from the stone walls. One set is missing, the stone wall broken and pulled outward, exposing bare dirt behind the stones. All of the remaining manacles are attached five feet above the low-water mark, but well below the point the water reaches when the tide comes in. Criminals sentenced to die are chained to the wall during low tide, and their bodies removed after high tide recedes. A drain in the floor leads to the lower sewers.

An innocent sailor named **Polson** was the latest victim of the well. Framed for piracy, Polson drowned as the tide rolled in. But his anger and hatred burned even after death, turning him into a **wight**. The unfortunate sailor yanked its chains from the wall and now wanders the abandoned tunnels. It has a lair deeper in the tunnels above the high-tide waterline.

Polson attacks and kills prisoners chained in the well. The wight waits until the jailors leave, then scrambles to attack the chained being before the water rises. During low tide, Polson occasionally wanders the tunnels. The chains that doomed the sailor are still attached to the wight's wrists and make a clanking sound in the tunnels as the creature moves.

WIGHT: HD 3; 21 hp; AC 5 [14]; Atk claw (1d4+level drain); Save 14; Move 9; CL/XP 5/240 XP.

Area E: Lykurgus the Butcher

A carved side of beef hangs in this two-story storefront. The store's first floor is a large open space with tables holding various meats. Beef and pork are rare and expensive commodities, so most of the cuts are mule, dog, goat and other less-desirable meats.

Lykurgus is the butcher and front-man to this operational, but false, business. The shop actually houses a small shrine to Orcus on the second level. This shrine was set up to recruit followers and to coordinate a search for the lost temple of Orcus in lower Bargarsport. The shop's cellar is packed with hanging meats and has a secret entrance to the sewers (Area L5).

LYKYRGUS, FIGHTER 3/CLERIC 4 (CHAOTIC HUMAN MALE): HD 3+1 plus 4+2; 41 hp; AC 7 [12]; Atk +1 cleaver (1d8+2) or carving knife (1d6+1); Save 8; Move 9; CL/XP 8/800 XP. Special: spells (1—*cure light wounds*, *light*; 2—*hold person*)

Combat Gear Studded leather apron, +1 *great cleaver* (1d8), *great carving knife* (1d6), *potion of growth*, *potion of extra healing*, *potion of invulnerability*

Other Gear pouch of dried gizzards and hearts, wine skin whole grain alcohol with a touch of alchemist's fire, perfumed handkerchief

Description: Lykurgus is new among the undead lord's priesthood. He is the exact type of recruit the cult needs: young, strong, talented and utterly ruthless. He strives to impress his superiors and revels in combat. He stands nearly seven feet tall. He often keeps a cheek full of bloody raw meat.

Area F: The Sewer Workers Union

The tunnel opens into the side of a half-buried building. The top floor of the three-story structure remains aboveground. The second floor is below street level, and the sewer workers use it as a barracks. The lowest level (originally the building's ground floor) now has no floor. Two 10-foot-diameter sewer pipes empty from either side of the building down into a 40-foot-square pit on the lowest level. The water drops 20 feet before pooling in a 15-foot-deep sump pit. The excess overflow drains through several grates into the lower levels.

The sewer workers welcome adventurers and gladly permit access to the under city. They hope adventurers can rid their work areas of dangers and hazards. While many of the sewer workers know of Clandestine, they are hesitant to direct newcomers to the underground temple. The workers also know of the many undead infesting the lower sewers. **Boss Man Burk** (Neutral human male) leads the laborers. Boss Man Burk is a loyal follower of Ayianna and a member of Clandestine. He is an informant for Reneth Anora and keeps a wary eye on all events that happen in his sewers.

Bargarsport's Sewers

A constant flow of overspill from the Wahr River keeps the tunnels beneath Bargarsport fairly free of waste and odor.

The brick-lined circular passages are 10 feet in diameter. In some areas, two-foot-wide walking ledges on the sides of the tunnel permit tunnel workers to move around without walking through the waters and waste. The ledges are four feet from the bottom of the curved tunnels. A drain from the surface street is located every 1,000 feet along the roof of the tunnel.

Many of the sewer passageways are built through the original buildings of old Bargarsport. A few private residences have drains that empty into these buildings, but the heaviest sewage comes from the main drains on Bargarsport's streets. The residential drains are ceramic pipes no larger than eight inches in diameter.

Travel in the sewers is hazardous and slow. Due to the slippery terrain, the curved floor and frequent fractures in the pipes, movement is reduced by half. Double moves, running, charging and over runs requires a successful Dexterity check. Failure by five or more indicates the PC falls prone into the sludge.

Rising Water

The sewer passages flood twice each day with the rise of the ocean's high tide. The passages remain submerged for six hours starting at dawn and dusk except where noted. The low tide carries waste and refuses out to sea at noon and at midnight. A six-hour window exists between tides when the water level is lower than three feet through the tunnels. Due to the sea cave's configuration and the reef barrier, flooding occurs rapidly. The majority of the sewer completely submerges in under 10 minutes. Two "safe" windows exist for exploring the sewers: from midnight to dawn and from noon to dusk. PCs should be able to make it to different encounter areas during low tide before the tide rises and cuts off escape for another six hours.

Scavengers and ocean hunters often ride the high tide into the sewers in search of food. While underwater exploration of the sewers is dangerous because of the ocean predators that wash in with the tide, it is not impossible.

The sewers are considered to be rapid water before and after the "safe window" when the tide is out. PCs attempting to navigate the sewers before or after the "safe" window must succeed at a DC 15 Swim check to move safely about. Each failed Swim check means the PC takes 2d4 points of damage as he slams about the tunnel.

The sewers eventually empty into a natural sea cavern system that drains into the Reaping Sea, and through a series of short tunnels in the side of the sea wall. Each of these smaller openings is blocked by an iron grate forced into the rock wall. These passages vary in diameter. These tunnels are only visible during the six hours of low tide starting at noon and midnight. Otherwise, they remain underwater. The tunnels lead into the rock wall for a short distance (most are 100 feet long) before ending in a rock wall from which a sewer pipe spews foul substances. The majority of these sewer pipes are no bigger than 2 feet in diameter.

Besides the sea wall tunnels, sewer pits scattered throughout the city lead directly into the sewers via downward shafts. These openings are set in 20-foot-deep iron-grated pits. The pits access the sewers via filthy, iron-rung ladders set into the walls. The grates are covered by heavy metal discs weighing 100 pounds.

Areas G-H: Ocean Caves

These three large openings in the sea cliff allow access directly into the old city sewers beneath present-day Bargarsport. Each poses its own dangers, however, and PCs that reach Clandestine and get on the good side of the thieves there will find getting into the sewers via tunnels connected to the old temple much easier than braving these sea passages. However, if PCs decide against the easier tunnel access and try the sea route, they will still be able to reach the sewer tunnels. Each tunnel is accessible only by boat during low tide. Each cave opening is detailed below:

Area G: Ocean Cave

The stench of raw sewage wafting from this tunnel is overwhelming. This opening leads to Area R in the sewer.

Area H: Coral Path

Razor-sharp coral reefs fill the floor of this cavern, threatening any boat that gets carried along with the tide. The cave opening leads to Area S.

Area I: The Placid Cove

The water inside this cave opening is lit by weakly glowing algae that thrives on the porous rock surfaces. The cave opens into still water that leads to Area T.

Area J: The Docks

Ships unload their cargo on these long, wooden piers that extend out into the Reaping Sea. Often, many of these ships are captained by pirates, although they don't advertise this fact while in port. Long warehouses near the docks store goods — although many times these goods vanish overnight. Small rowboats can be bought or rented (15 gp, 5 of which goes back to Clandestine) on the docks from a number of locations.

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Area K: Clandestine

Location: Underground catacomb beneath a city's streets.

Nickname: The Vault

Deity: Ayianna, the Damsel of Fate, goddess of shadows, luck, greed, wealth

Worship domains: Luck, Travel, Trickery

Leader: Reneth Anora (Neutral Thief 6/Clr 10)

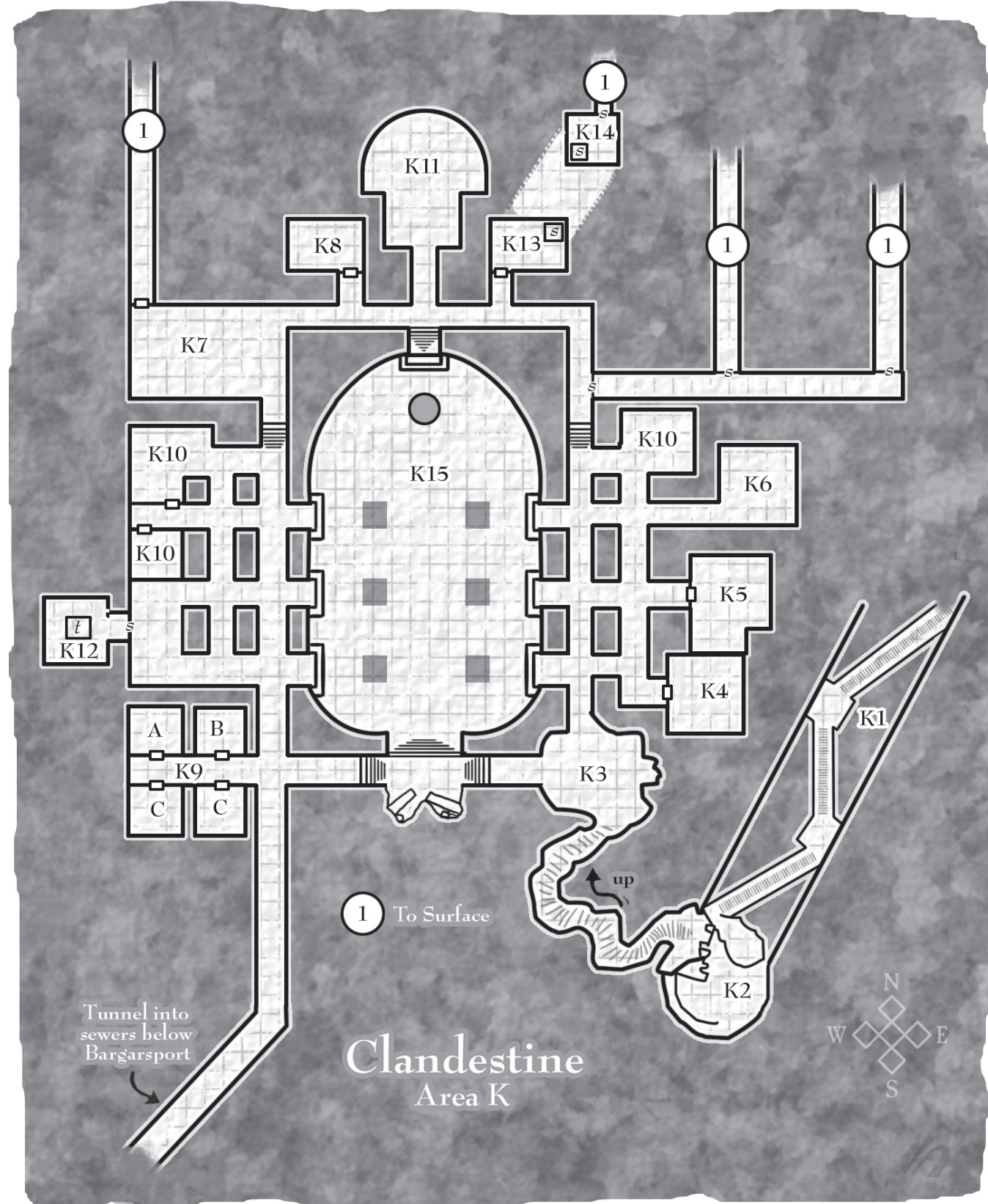
Servants: 20 guards (Ftr 1), 10 rogues (Thief 1); 5 under-priests

(Clr 1-4)

Dress: Priests wear leather armor under their normal clothing. The majority of Ayianna's followers disguise themselves as beggars and laborers

Unique characteristic: Temple is located in the sewers of an old city

The violent mudslides that buried the grand cathedral did surprisingly little damage to the temple's main building. The main



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building separated from the chime tower, but a manmade tunnel through the side of the temple now connects the two.

Clandestine has a flat floor that has buckled slightly over the years. Glass mosaic murals depicting the glory of Ayianna cover the walls of the main rooms. Hanging candle chandeliers light the chambers and halls. Despite its proximity to the main sewer, Clandestine remains fairly clear of debris and odor free. Followers can be found whispering in the temple's corners, nooks and alcoves.

The main room is all that is left of the temple. The high windows are missing, removed to reveal tunnels carved into the earth. Salvaged brickwork supports hand-dug outlying passages that extend off the main room. Passages connect to various points in the sewers and upper Bargarsport.

Ayianna's followers in Bargarsport dress as beggars and street folk to better blend in with aboveground society. They further disguise themselves depending on the circumstance. Despite its location and the seedy appearance of its followers, Clandestine is actually a wealthy temple. The congregation stays busy with black-market trade, reconnaissance and theft.

Despite the illicit dealings that Clandestine's worshippers engage in, they draw a fine line between honorable thievery and outright wickedness. Ayianna's believers work for neither malice nor good nature but out of necessity and for profit. Her followers are neutral to the fullest extent and don't tolerate acts of evil. Neither do they suffer heroic foolhardiness lightly, believing these do-gooders naïve in the ways of the world. Paladins and other such "goodly" adventurers are not usually welcomed into Clandestine's halls unless there is some profit to be gained.

Area K1: The Chime Tower

This sunken tower once housed huge chimes that rang during ceremonies to venerate Ayianna. The tower now lies broken, buried in the mud. The top half of the tower rests at an angle and serves as the main entrance into Clandestine. The 15-foot-diameter tower rests at a 75-degree angle in the ground and stands 100 feet tall. The lower half of the tower serves as a sump for sewer runoff. Waste from the upper sewers collects and runs down the interior of the tower to the lower tunnels. The roar of water falling among the 50- to 70-foot-long brass chimes echoes throughout the tower. Crisscrossing iron-mesh stairs traverse the tower above the flowing sewage. Seven grand chimes lie against the lower wall of the tower's interior. Water flows through slime-covered hollow tubes to the lower sewers.

Two **men-at-arms** (Neutral human Fighter 2) guard the entrance to the tower. They are armed with longswords and equipped with

chainmail and shields. These guards intimidate strangers, but allow passage after questioning and harassing those appearing to have good intentions.

Area K2: Tower's Base

The base of the leaning tower ends in crumbling ruins. A waste-filled pit rises and falls within the tower's interior with the tides of the nearby sea. The water never rises above the landing leading into Clandestine. The wastewater drains away with the low tide, and clean seawater refills the pit twice each day during high tide. The ebb and flow of the tides keep odors and diseases from developing within the tower.

During low tide — from midnight to dawn and from noon to dusk — the way into the sewers is passable. Stone stairs along the tower walls continue down into the empty waste pit to the sewers. These stairs and the entrance are revealed only during low tide.

Two **men-at-arms** (Neutral human Fighter 2) watch the entrance stairs.

Area K3: Entrance

Winding, narrow steps end in a small building deep under Bargarsport's streets. This building once was part of Clandestine's parsonage. It now serves as an entrance hall and welcoming chamber. Two brick-lined passages lead from opposite sides of the room. The front door opens into a wall of settled ash and dirt. Bricks cover the windows.

Several plump candles on brick shelves provide illumination. A solid wooden table and chair sit between the passages, and a large gong hangs from the ceiling behind the table. During events and ceremonies, 3 **men-at-arms** (Neutral human Fighter 2) are posted here. At all times, a **greeter** (Neutral human Cleric 4) awaits visitors. The greeter welcomes guests and guides them throughout the temple.

The greeters are more than just guides; they are ranking priests of Clandestine. They closely watch visitors and try to gain as much information as possible to determine their motives. If visitors raise suspicions, they are led to the Iron Chamber (Area K4) to "wait" for the high priest. Otherwise, visitors are allowed general access with the presence of the greeter.

Area K4: The Iron Chamber

Lavish furnishings decorate this brick-hewn chamber. A chandelier hangs from the ceiling, and multiple candles light the chamber. Several soft couches surround a small table. Silver serving platters laden with fruits and candies surrounded by silk napkins sit upon the table. A crystal decanter of wine and eight matching goblets sit on a serving cart. Despite its grand appearance, the ornate room reveals little clue of its true purpose.

Greeters lead visitors through a wooden door and leave them here to wait alone. The door is actually iron painted to resemble a common wooden door. A Intelligence check +5 reveals that the door is more than it appears. The lock is on the exterior of the one-way door. A false lock sits on the interior face.

A fireplace in the corner warms the room. The mantel displays ornate urns encrusted with many grape-sized jewels. The gems are actually worthless stage props. Two longswords are mounted behind a shield above the mantel. The swords are made of wood, but painted to appear incredibly realistic. The shield is papier-mâché. The swords, shield and urns are trapped. Moving any of the items releases the spring-activated door, which slams forcefully shut with a metal clank and locks.

Enterprising PCs might try to escape through the chimney, but a metal mesh grate covers the inside of the one-foot-by-one-foot opening. If accessed, the chimney opens into the upper sewers.

The bricks on the walls, floor and ceiling are a façade. Thin, loose-fitting bricks cover the room's true iron walls. Gaps between the bricks allow the iron walls to show through, although the iron wall

New Deity: Ayianna

Goddess of Luck, The Damsel of Intrigue

Alignment: Chaotic Neutral

Domains: Luck, Chaos, Travel, Trickery

Typical Worshippers: Rogues, Bards, Humans, Halflings

Favored Weapon: Short sword

Ayianna is a fickle goddess who blesses her faithful with good fortune. A millennium ago, the city of Bargarsport, Ayianna's favored city, was devastated by disaster. The catastrophe eradicated her disciples and cast doubt into the minds of her followers. For the next 1,000 years, Ayianna withdrew from mortal memory.

The goddess resurfaced quietly in isolated congregations. She may never regain her former glory, but her name is again being associated with fate (good or bad). Many who now turn to her lead harsh lives or have suffered great losses. Her small clergy works steadily to re-establish her grandeur. Good fortune seems to have returned to the faithful.

Priests of Ayianna wear leather armor under their normal clothing. The majority disguise themselves as beggars and laborers. Lower-class and impoverished humanoids make up the majority of her congregation.

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itself is coated with a layer of mortar that matches the brick covering. Small, one-inch holes uniformly line the iron walls. The holes are covered with wet sand that blends with the mortar to conceal them.

Ayianna's followers use a small rod to poke the sand clear to spy on visitors left within the room. Small iron plates cover unused holes.

If visitors in the room pose a threat, Ayianna's followers use the holes to spray burning oil (1d6 each round) into the room or to shoot poisoned blow darts (save or 1d4 plus sleep for 4d4 hours).

Area K5: Murder Holes/Barracks

These rooms are identical. Each is used as barracks for **8 men-at-arms**. The rooms contain four sets of bunk beds and footlockers. The lockers contain the men's personal items and clothing. In addition, each holds 2d8 gp, 4d6 sp and 4d6 cp. A table and eight chairs sit in the center of the room. Two lanterns hang from the ceiling.

The beds are on castors and can be moved easily. Two barrels of oil on rolling platforms sit near the door. The walls facing Area K4 are made of thick iron plates with small swivel plates covering dozens of small holes perforating the wall. Six bellows and tinder twigs hang from the wall. The bellows are used to spray oil into Area K4. A blowgun, a bandolier of 20 darts, and three vials of sleep poison (save or 1d4 plus sleep for 4d4 hours) are strapped under each of the top bunks.

Usually present in the rooms are **2d4 men-at-arms** (See Area K2).

Area K6: Lathaine, Artiste

The room is a studio filled with paintings on easels. Worktables hold paints, jars, brushes and sculpting tools.

A table and comfortable chair used for tattooing sit in the corner opposite the door. A stool and rolling worktable sit nearby. Inks, needles, and bloody and stained rags cover the table.

This is the studio of **Lathaine** (Neutral Thief 2), the resident artist who works for and is loyal to Clandestine. Lathaine's talents are used whenever realistic artistry is called for, as well as for forgery, tattooing, disguise and sculpting. His prices vary for commissioned artwork depending on the amount of time needed to complete the piece. Small tattoos and drawings run 50 gp and require about two hours.

Area K7: Mess Hall

Patrons and Clandestine's work force use the tables and chairs here to relax and enjoy meals. The food is of average quality and costs 150 percent normal for visitors. Worshippers pay a percentage based on their years of service to the temple (nothing is free in Clandestine). The menu is limited and not made-to-order. Most of the food is brought down from the surface and reheated in the kitchen's ovens. The menu consists of bread-and-meat mush for 1 sp; meat-and-potato stew with a house ale, 3 sp; or a turnip soufflé with a heavily watered-down wine, 5 sp. Regular patrons have learned not to ask too many questions about the meat provided.

Scratch (Neutral female goblin Thief 2) and **Edgar** (CG male halfling Fighter 1, Int 4) act as servers. **Bledso** the cook found Scratch years ago as an infant and spared her life. Scratch considers the cook her father. Edgar's intellect is simply too low for him to be of any important use to Clandestine. He confuses orders often, but no one really pays attention as the mess hall offers just three choices anyway.

Area K8: The Kitchen

This sparse kitchen is run by **Bledso** (Lawful male human Fighter 8 [fallen paladin]). Bledso is the cook and captain of the men-at-arms. He once was a rising paladin until he spared the life of Dealyn Rho', a high priestess of Hel, during one of his past quests. Years after Bledso's act of mercy, Dealyn Rho' later caused the deaths of many innocents. Bledso never overcame his shame or regained his glory

and honor. He resides here in shame, grateful that he has a place that accepts him despite his past. He often bleats his history to visitors as if begging for atonement. He won't truly be able to atone until Dealyn Rho' is dealt with. (For more on Dealyn Rho', see *Splinters of Faith 9: Duel of Magic*.)

Area K9: Apartments

These apartments are rented or loaned out to Clandestine's faithful when they are working within the temple. The majority of Clandestine's parishioners reside in surface dwellings or on the streets of Bargarsport.

Area K9-A: Boluk's Room

Boluk (Neutral half-orc Thief 10) lives here. He is Clandestine's chief trainer and taskmaster and rarely adventures outside of the sewers. Boluk is thorough and precise, and a stickler for details. He seldom makes mistakes and whips himself with a small leather strap when he does. His broad back is crisscrossed with old scars.

Area K9-B: Dawol's Room

Although frequently absent, **Dawol** (Neutral human male Fighter 6/Ranger 2) reserves this room for when he is in Clandestine. He is the resident thug and often used for "less-refined" tasks required by Clandestine's leaders. Dawol takes great pleasure in his craft.

Area K9-C: Empty Rooms

These rooms contain two simple beds and meager furnishings. They are currently empty and can be rented for 5 gp per day. The money is a low price to pay for someone seeking solitude and a hideaway out of the public eye. The money goes into Clandestine's coffers.

Area K10: The Initiate Priests' Room

These barracks house **low-ranking priests** (Neutral Cleric 1-2) and student clergy. A potbelly iron stove in the center of the chamber provides heat. A flue extends into the upper sewers. Footlockers at the end of each bunk bed hold the lesser priests' belongings. Each locker contains 1d12 sp and 2d8gp. At any time, 2d6 priests may be found in the room.

The clergy here help spread the faith of Ayianna aboveground and also tend to those requesting simple services. These priests make frequent trips to the surface and perform daily chores required within Clandestine.

Area K11: The Initiate Rogues' Room

Initiate rogues (Neutral Thief 1-2) and visiting parishioners stay here. Six wooden support beams hold up the sagging ceiling. Multiple ropes and hammocks dangle between the beams. Bags and packs hang from the hammocks, each containing the meager possessions of the lesser initiates.

These rogues travel light and need to be able to pack up and leave at a moment's notice. The room can hold up to 35 people sleeping in hammocks and on the floor. Generally, **1d20+15 low-level rogues** sleep in this room. They normally work aboveground at panhandling to help keep funds flowing into Clandestine.

The initiates are the Clandestine's labor force and its trainees. Upon completing their training, the rogues are sent to various cities to spread Ayianna's web. The initiates work at mostly nonviolent operations such as smuggling, theft, embezzling and fencing. Ayianna disdains violence unless absolutely necessary.

Area K12: The Treasury

A thick iron door sets this portal off from the rest. The door is never guarded, but is equipped with a complex lock. The room brims with locked chests and expensive works of art. The door and chests are trapped. To all appearances, it looks like Clandestine's wealth is standing unguarded.

This is all a ruse, of course; Clandestine's assets are actually kept secure in several banks scattered about Bargarsport and other cities under various names.

The six chests located here are trapped with identical poison needle traps (save or fall unconscious of 2d4 hours). Once any trap has been found or triggered (2 in 6 chance of triggering), the remaining traps are easier to spot (1 in 6 chance).

The chests are intended to convince would-be thieves that they've found Clandestine's vaults. The chests contain: 15,000 lead coins painted gold; 32 game figures (wood painted white to resemble ivory); 5,000 miscellaneous gems (worthless glass); five velvet-covered shelves displaying jewelry (costume, worthless); a jeweled –2 *scimitar*, *dancing boots*; and 10 various bottles of poison mislabeled as *animal control*, *flying*, *invisibility*, *levitation*, *healing* (x3), *extra healing* (x2), and *treasure finding*. Anyone drinking any of the potions must make a save or fall unconscious for 1d3 hours.

Area K13: Reneth Anora's Chamber

Expensive furnishings decorate this lavish room. The beautifully carved bed (300 gp) overflows with two luxurious white furs (50 gp each) and two silk sheets (25 gp each). An ornate desk and chair sit in one corner. Papers detailing contacts and secret operations in Clandestine litter the desk. All of the contact information is false, and red herrings are left to DMs to develop as they see fit. Lathaine created the incredibly detailed books and papers to deceive anyone trying to track down all of Clandestine's operations. A wardrobe holds fine gowns and tattered rags. A drawer below holds a disguise kit and an assortment of shoes, some containing false soles (currently empty) for smuggling.

An iron stove in the corner warms the room. The flue extends into the sewers, and a stack of wood sits next to the stove. One of the bottom twigs actually releases a trapdoor set in the ceiling. Cleverly hidden niches in the wall act as handholds to reach the trapdoor.

Loomkol (Area K15) resides in this room when not accompanying the high priestess.

Area K14: Secret Chamber

The trapdoor opens in the ceiling of the lavish room below (Area K13) into this much simpler chamber. This is the secret bedchamber of Reneth Anora. A spyhole in the floor lets her peer into the false bedroom below. The room is built on rafters suspended above a fake floor (which serves as the ceiling of the room below) so she can walk around without alerting people below to her presence.

A sturdy but comfortable bed sits opposite the trapdoor. An unlocked trunk sits at the foot of the bed and contains clothing and the high priestess's ordinary personal affects. A corner writing desk holds Reneth's journal, her prayer books, ritual details and lists of Ayianna's followers in Bargarsport and the surrounding lands. Reneth's journal also contains detailed explanations of the animosity between Clandestine and the Alantyr family. Known illegal operations and allies of the crime family are penciled across four pages.

A secret compartment under the floor rug holds bank notes and ledgers detailing Clandestine's finances.

A secret access into the upper sewers is expertly hidden along the back wall.

Reneth is usually here when not directing Ayianna's followers from Clandestine's main halls. She never brings visitors to this chamber, however, preferring to meet with them in the main temple where she is surrounded by her followers.

Area K15: The Main Temple

Canisters of flaming oil offer flickering light and welcomed warmth from the damp sewers. These two-foot-tall canisters sit near the many pillars in the main temple. The temple room is huge, and its massive walls helped the chamber escape substantial damage when it was buried. Great cracks radiate through the stone, and glass murals decorating the walls and ceiling are missing bits and pieces. Sparkling multicolored lights reflect around the room from the flames. The dark marble pillars firmly support a fractured domed ceiling 50 feet overhead. The oval chamber has many accesses and alcoves, many containing statues depicting infamous followers of Ayianna.

The center of the temple's main room holds a basin-like altar. A throne on a raised dais sits just behind the altar. Within the basin is a pile of fine ash used in ceremonies to the mistress of larceny. Scrolls bearing the names of new worshippers devoting themselves to Ayianna are burned within the basin. The information is incinerated to signify the person's transition into the ranks of the guild-style congregation.

Stairs lead up to windows that open into a maze of brick-hewn passages dug into the mud that surrounds the temple. Years after the volcanic cataclysm engulfed the temple in mud, Ayianna's faithful dug the passages by hand, adding the brick to better shore up the earthen walkways.

Reneth Anora (Neutral female human Thief 6/Cleric 10) is regularly found here meeting with her flock. She uses her faithful cohort, **Loomkol** (Neutral male doppelganger), to foil would-be assassins from the Alantyr family and any other enemies. Loomkol often interrogates visitors before Reneth reveals herself as the temple's true leader. Normally, the high priestess remains disguised among the lesser priests in the main temple. No one knows Reneth Anora's true appearance. She remains disguised at all times, forever changing her appearance.

There are always 1d4 **initiate priests** (Neutral Cleric 1-2), 2d6 **initiate rogues** (Neutral Thief 1-2) and 1d4 **greeters** (Neutral Cleric 4) within the central worship chamber.

Adventure Background

Reneth Anora, the high priestess of Clandestine, has her hands full. She is the underworld queen and considered by many the real ruler of Bargarsport. She prefers to keep the buried city quiet and out of the spotlight. But recently, a female necromancer moved into the far side of the sewers, a section long abandoned and left mostly in ruins. Worse still, undead minions following the necromancer sealed off entry into the area, slaying the scouts Reneth sends to spy on the sorcerer.

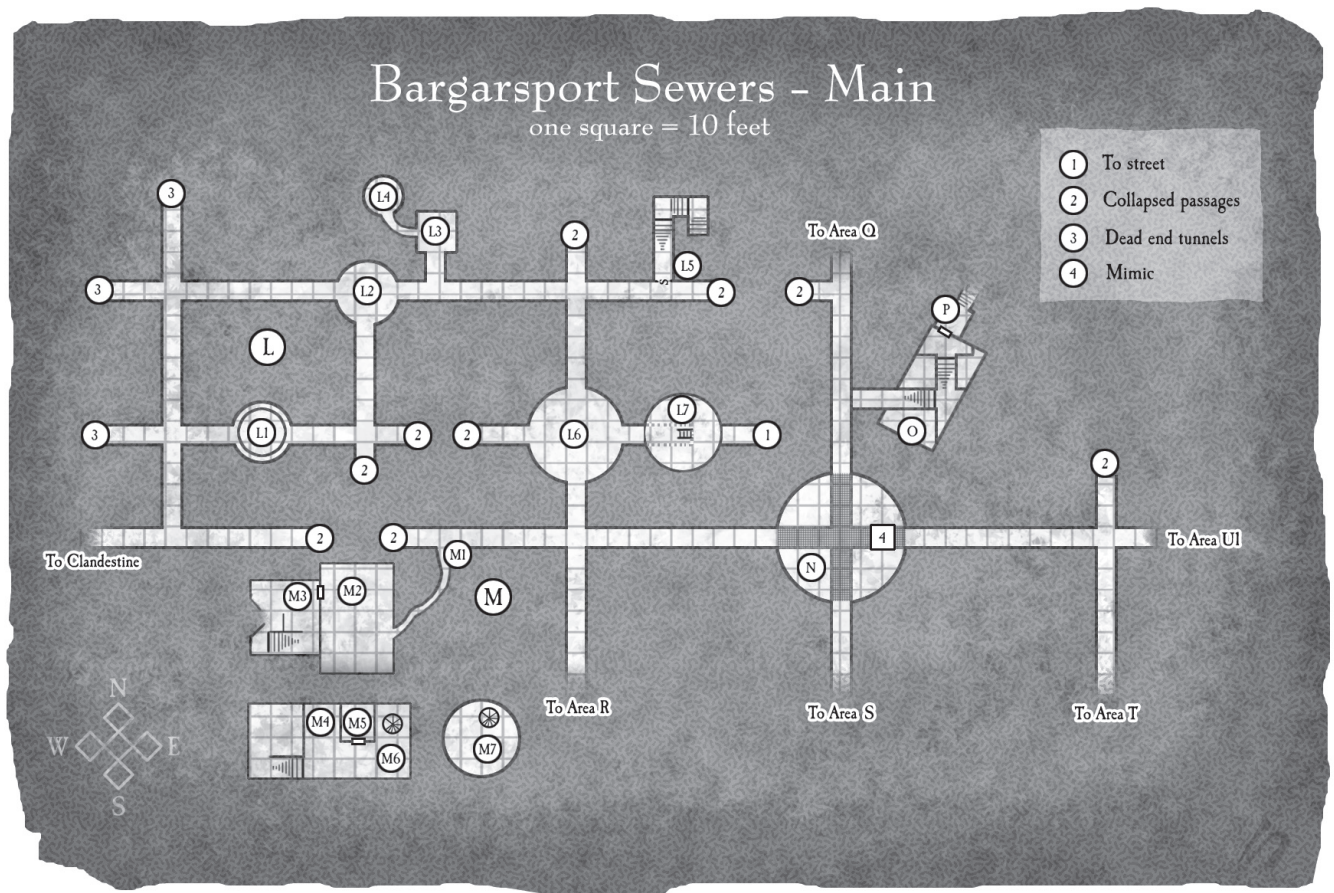
Reneth fears the necromancer is assembling a battalion of undead minions in the abandoned sewers. Although she has not yet acted against Clandestine directly, Reneth feels it is only a matter of time. Recently, Reneth sent six of her disciples to initiate peace talks and to inquire what the foreign necromancer is doing in her domain. These poor messengers returned as shuffling zombies.

Reneth knows a war is coming, but she is unsure exactly how to deal with the undead massing on her borders. Given her current situation, she is unlikely to assist PCs making a request of her without getting something in return. If PCs are willing to help her with her necromancer problem, she'll gladly reward them. If they are seeking a blessing for the *Scepter of Faiths*, she'll gladly oblige them, providing they help her with her problems first. Receiving the blessing of Ayianna is simple: Reneth must willingly kiss the scepter three times to complete the *Anointing of Perfection* ritual.

Entering the Sewers

The most direct route to the abandoned sewers where the necromancer has established his camp is to enter the seldom-used passages spreading out through the buried city from Clandestine. These passages fill with water following the tide, so PCs who dawdle may find themselves stuck in deep shafts as the water floods in. Numerous rooms provide safety from the water, but PCs could be cut off for six hours at a time waiting for the tide to recede. And many creatures have learned to ride the tide into the sewers to hunt.

Reneth will assign guides (for only 10 gp per person) to lead PCs through the winding tunnels away from Clandestine to Area L of the sewers. The sewers double back on themselves and PCs have no hope of finding the entrance without Reneth's help. However, Reneth will gladly tell PCs who don't want to pay her fee that they can also enter the sewers via the sea tunnels in the cliff wall (Areas G, H and I). The sea tunnels are more direct, but also more dangerous. Reneth will not allow any of her clergy to accompany PCs on the sea route.



Wandering Monsters

Use the following table for wandering monsters while PCs are in the sewers. While the followers of Ayianna have conquered many of the passages beneath the city of Bargarsport, many more remain home to violent and evil creatures.

Two encounter charts exist, one for low-tide encounters when the tunnels are empty and creatures can roam around, and one for high tide when creatures from the ocean wash in to hunt.

Roll 1d20 for every three hours spent wandering the sewers during low tide or for every two hours during high tide.

Low-tide encounters

- 1 **GELATINOUS CUBE:** HD 4; 21 hp; AC 8 [11]; Atk attack (2d4); Save 13; Move 6; CL/XP 5/240. Special: Paralysis, immune to lightning and cold
- 2 **OTYUGH:** HD 7; 42 hp; AC 3 [16]; Atk 2 tentacles (1d8), bite (1d4+1); Save 9; Move 6; CL/XP 8/800. Special: Disease
- 3 **TROLL:** HD 6+3; 45 hp; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Save 11; Move 12; CL/XP 8/800. Special: Regenerates
- 4 **GREEN SLIME:** Hazard; Metal or organic substance it touches begins to turn to green slime (saving throw)
- 5-6 **WERERATS (1D4+1):** HD 3; 20 hp; AC 6 [13]; Atk bite (1d3), short sword (1d6); Save 14; Move 12; CL/XP 4/120. Special: Control rats, lycanthropy
- 7 **ZOMBIE PACK (2D6):** HD 2; 12 hp; AC 8 [11]; Atk Strike (1d8); Save 16; Move 6; CL/XP 2/30. Special: Immune to sleep and charm
- 8-9 **RAT SWARM:** HD 2; 12 hp; AC 7 [12]; Atk bites (1d6 + disease); Save 16; Move 12; CL/XP 2/30. Special: Disease
- 10 **SEWER LABORERS (2D6):** Neutral human male
- 11-12 **ALLEY CATS (1D4):** The cats mewl and run around, but don't attack.
- 13 **SLIME-COVERED SEWER CAT:** A mewling alley cat rushes toward the PCs, its head swinging in pain, its tail swishing frantically. The mangy cat brushes its body against everything it encounters, frantically trying to scrape its fur off its body.
The unfortunate animal wandered through a patch of green slime and is being dissolved by the corrosive hazard. The slime coats the animal's fur, causing the animal to brush against objects — or beings — in a futile attempt to clean off the slime. Its attempts do nothing but further spread the slime.
Any PC "helping" the poor animal is in for a rude surprise. The cat eagerly jumps into any outstretched arms (it was formerly a Bargarsport baker's pet), hoping its "master" can relieve its pain.
Anyone who touches the cat — or whom the cat jumps on or brushes against — suffers the effects of the slime.
CAT: HD <1; 3 hp; AC 9 [10]; Atk 2 claws (1 point), 1 bite (1d2); Save 18; Move 12; CL/XP A/5

14 **INITIATE PRIESTS FROM CLANDESTINE (1D4+2):** Neutral Cleric 1-2. See Area K10.

15 **INITIATE ROGUES FROM CLANDESTINE (2D4):** Neutral Thief 1-2. See Area K11.

16-20 No encounter

High-tide encounters

- 1 **GELATINOUS CUBE:** The cube floats, blocking the passage. (See low-tide encounters.)
- 2 **RIPTIDE HORROR:** HD 7; 54 hp; AC 3 [16]; Atk 6 tentacles (1d4+1 plus poison) plus grab and 6 bites (1d6+1); Save 9; Move 9, Swim 18; CL/XP 8/800. Special: Poison (save or be paralyzed for 1d4 hours); vulnerable to electricity (takes 50% extra damage).
- 3 **MEDIUM STINGRAY:** HD 4; 29 hp; AC 7 [12]; Atk tail sting (1d8 plus poison); Save 13; Swim 18; CL/XP 4/120 Special: poison (save or paralyzed for 1d4 hours); Special: poison (save or paralyzed for 1d4 rounds).
- 4 **GREEN SLIME PATCH:** The patch floats atop the water. (See low-tide encounters)
- 5 **SAHUAGIN WAR PARTY:** HD 2+1; 11 hp; AC 5 [14]; Atk trident (1d8+1), bite (1d4) or 2 claws (1d4), bite (1d4); Save 16; Move 9, Swim 18; CL/XP 2/30
- 6-7 **MEDIUM SHARK (5HD):** HD 5; AC 6 [13]; Atk 1 bite (1d6+2); Move 0 (Swim 24); Save 12; CL/XP 5/240; Special: Feeding frenzy.
- 8 **GIANT OCTOPUS:** HD 7; 31 hp; AC 7 [12]; Atk 8 tentacles (1d3); Move 2 (Swim 10); Save 9; CL/XP 10/1400; Special: constriction and pinioning.
- 9 **MONSTROUS JELLYFISH (2):** HD 4; 28 hp; AC 8 [11]; Atk 8 tentacles (poison) plus grab; Save 13; Swim 9; CL/XP 4/120 Special: poison (save or paralyzed for 1d4 hours)
- 10 **LACEDONS (2D4):** HD 2; 9 hp; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Save 16; Move 9, swim 12; CL/XP 3/60; Special: Immunities, paralysis
- 11-12 **GIANT ARCHERFISH (3):** HD 3; 18 hp; AC 6 [13]; Atk 1 bite (1d4+1) or water spray (1d3, save or knocked prone); Save 14; Swim 12; CL/XP 3/60 Special: poison (save or paralyzed for 1d4 hours)
- 13-15 **ZOMBIE PACK (2D6):** HD 2; 8 hp; AC 8 [11]; Atk Strike (1d8); Save 16; Move 6; CL/XP 2/30 XP. Special: Immune to sleep and charm
- 16-20 No encounter

Area L: The Blood Sump

A foul stench of decay and death wafts from these passages. Water runs rusty red with a mix of blood and waste. The smell never escapes this notorious section of the abandoned sewers.

Bargarsport's slaughterhouses above this area dump their refuse directly into the sewers here, making for a particularly unpleasant and rank stretch of tunnels. Gristle, unidentifiable meat and other bits of flesh often hang from the brick walls. Creatures of the foulest sorts, drawn to these tunnels by the putrid stench, wander these passages in search of easy meals.



Area L1: Blood Golem

A quagmire of gelatinous and congealed gruel collects in this round room. A small three-foot-wide ledge sits above the waterline along the wall during low tide. The ledge is level with the sewer passages opening off the tunnels. The floor of the room is hidden beneath a five-foot-deep sludge pool. Even during low tide, the pool remains filled with five feet of waste.

A dreadful **blood golem** lives in the waste pool. The grossly obese sludge worm resides just under the top of the pool's surface, waiting for a fresh victim to pass by on the ledges. Using its tremorsense, it stays submerged in the mire until it attacks.

Along the bottom of the pool lies a bag of 350 gp, an *arrow of direction* and an *amulet against scrying*.

BLOOD GOLEM: HD 7; 51 hp; AC 5 [14]; Atk 2 slams (1d8), blood consumption; Save 9; Move 9; CL/XP 8/800 Special: blood consumption (gains hit points from successful slam attack); Special: blood expulsion (if 2 slams hit, then victim loses 50% of hit points); cell division (if a blood golem absorbs enough blood from one victim to give it maximum hit points, it divides into two equal-size blood golems with half hit points), vulnerable to cold (slowed by cold-based attacks).

Area L2: Blood Rain

A domed ceiling rises 20 feet overhead. A three-foot shaft covered by an iron grate is in the center of the room's dome. Sinew and gristle hang in long tangled strands from the grate. Streams of blood and fetid fluids ooze down the hanging filaments.

A cluster of undead creatures revels in the shower of gore. They greedily devour the dripping waste with wild abandon. The **2 ghasts**, **3 ghouls** and **3 lacedons** turn their hunger on PCs if interrupted.

GHASTS (2): HD 4; 26 hp; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; CL/XP 5/240; Special: Stench, paralyzing touch.

GHOULS (3): HD 2; 9 hp; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Save 16; Move 9; CL/XP 3/60; Special: Immunities, paralyzing touch

LACEDONS (3): HD 2; 9 hp; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Save 16; Move 9, swim 12; CL/XP 3/60; Special: Immunities, paralysis

Area L3: Chuglirk the Repugnant

This room is the lair of the despicable **Chuglirk, a vampire spawn**. Chuglirk once was a promising dwarven smuggler who was hired to transport a wooden box into the sewers. His curiosity and greed overtook his better senses, and he opened the crate. The creature within transformed him into his current state.

Chuglirk lost his left eye and one hand long before his transformation. He now places a disturbing yellow marble in the eye socket and wears a rusted hook on his left stump. Chuglirk's disabilities led his vampire sire to free him after his usefulness to the undead lord was finished.

Chuglirk is a revolting, overweight, feral dwarf. He is constantly bathed in gory waste. Due to his missing eye, his domination ability is weakened (saving throw at -1 or charmed per *Charm Person* spell). Chuglirk is lazy, stupid and more than satisfied with the abundant "free meals" flowing down atop him from the butcher shops. He doesn't put much effort into chasing PCs who flee his domain, preferring to dominate others rather than create spawn.

CHUGLIRK, VAMPIRE SPAWN: HD 4+2; 28 hp; AC 5 [14]; Atk slam (1d4); Save 13; Move 12; CL/XP 6/400; Special: Energy drain (1 level once per round); only hit by magic weapons; gaseous form; domination; vampire weaknesses

Area L4: Chuglirk's Coffin Room

This passage ends in a room with a 15-foot-deep pool of sewage. The room's ceiling is five feet higher than the eight-foot-high passage leading into the room. During high tide, the vaulted ceiling in the room traps a pocket of air.

An iron barrel floating in the center of the room serves as Chuglirk's coffin. The barrel is chained on its bottom to the floor of the pool, and rises and falls as the tide rolls in and out. At high tide, the barrel floats in the air pocket near the ceiling. When the tide is out and the water is still, Chuglirk exits the barrel and hunts in the sewer's passageways. When the tide starts to rise, Chuglirk enters the coffin through a small hole on its top and rides out the moving water swirling into the narrow rooms.

The barrel contains a +2 *longbow*, a *potion of cure disease*, a *potion of extra healing*, a *potion of diminution*, and a large ruby (250 gp).

Area L5: Secret Passage

A locked secret door here leads upward into the shop owned by **Lykurgus the Butcher** (Area E). Lykurgus uses this door to secretly explore the sewers in his quest for the buried temple of Orcus.

Area L6: Slime Fall

The room's ceiling is an iron grate suspended 15 feet over the lower passage. The chamber serves as a subterranean spillway for the Wahr River, with the grate preventing debris from the ocean from washing into the spillway. Slime coats the walls and hangs in 10- to 12-foot-long tendrils from the grate like a dense jungle.

The floor of the lower chamber is bowl-shaped from ages of falling water eroding the bricks. A shallow pool of slimy water fills the depression. Despite the ominous setting, the pool is not the real danger in the room. A trapped **otyugh** lives in the upper chamber. The wandering creature fell into the upper chamber and has been unable to escape. It survives by catching prey that wanders into the room beneath the grate.

ADVENTURE BACKGROUND

The slime-covered iron grate gives the ottyugh a -1[+1] AC bonus. The ottyugh can reach anyone entering the lower room by sliding its tentacles through the grate. It targets smaller size creatures, which can be pulled upright through the grate's openings. Anyone yanked through the grate suffers 1d6 points of damage as he hits the grate's rusted metal. The ottyugh then scampers away with its meal.

OTYUGH: HD 7; AC 3[16]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 9; CL/XP 8/800; Special: Disease.

Area L7: Safe Area

An iron ladder hangs beneath an open portal in the ceiling. The ladder ascends to a 20-foot-diameter round room. Another ladder continues up to a solid iron door. The iron door is airtight and barred from above. It opens onto Bargarsport's street through a manhole.

This room is safe from the rising water of high tide, but not from the inhabitants of the sewers who sometimes climb into this nest to escape the incoming tide. Creatures carried in by the ocean also probe the area occasionally looking for a cowering meal.

Area M: The Estate of Neyshabu

This ancient buried manor house lies in ruins. Little is left of the upper floors, but the lower three floors remain intact. Neyshabu was a secretive mage of local repute who long ago perished during the cataclysm that destroyed Bargarsport. When the manor house was buried in burning mud, its foundations crumbled and the entire dwelling tilted at a 45-degree angle.

Thinking at Angles

Getting around in Neyshabu's estate can be tricky because of the steeply angled floors. Walking around inside the manor requires PCs to make Dexterity checks. Failing the check by more than 5 results in the PC tumbling down the floor, taking 1d6 points of subdual damage per 10 ft. fallen when he hits the far wall.

Single actions only are allowed while in the manor. Each round, PCs can move normally up to their speed or they can perform a single attack action. No double moves, charging or multiple attacks are possible.

Each round PCs are engaged in melee they must make a Dexterity check or tumble down the inclined floor (taking 1d6 points of subdual damage per 10 ft. fallen as above).

Area M1: Earthen Passage

A 25-foot passage clawed from the earth leads upward though crumbled brick. The thick mud and sludge requires a Dexterity check at +5 to get through. The passage opens into the ground floor of a buried tower. These areas are safe from the rising water of high tide.

Four rotting bodies lie slumped throughout the room. Their heads have been smashed, and one lies ripped into pieces. These unfortunate ghouls sensed the flesh of the hill giant zombie (Area M3) and tunneled into the buried tower to get at the creature. The hill giant destroyed them.

Area M2: First-Floor Entry Room

This room once was a dining room, but now lies devastated. Nothing of use or interest remains. A passage opens 15 feet above the lower corner. The passage continues 10 feet to Area M3. Climbing to the passage requires a Dexterity check.

Five feet of stagnant water floods the room's lowest corner. Jagged

bones of the hill giant zombie's past victims fill the water. Any disturbance in the room summons the zombie (Area M3).

Area M3: The Welcoming Chamber

The floor of this crumbling room is shattered and broken. The manor's original front door erupts inward in a mound of dirt and debris. A crumbling stair scales the lower wall to a ruined balcony. Waiting near the door stands the tower's original guardian, a **hill giant zombie**. The giant corpse is stuffed with sawdust and natron, a preserving mineral. Its skin glistens with crystalline residue from the minerals, giving the zombie a peculiar crusty appearance. The giant zombie originally served as a doorman and bodyguard for the wizard. After the mage was killed in the cataclysm that sank the city, Neyshabu returned as a wraith to again command the zombie. The zombie now fights with one hand pushed against the ceiling so the creature can keep its balance in the tilting room.

The stairs are safe and can easily be climbed to the second floor. The other doors in the room open onto chambers completely filled with debris.

HILL GIANT, ZOMBIE: HD 12+4; 75 hp; AC 5 [14]; Atk slam (1d8+2); Save 3; Move 15; CL/XP 12/2,00.

Area M4: Second-Floor Library

The balcony opens into a library filled with mountains of decomposing books and shelves lying in heaps in the corner. A door stands open on the opposite side of the room, and another remains shut in the upper corner. Buried in the pile of pulped and disintegrating books lies a sealed tube containing a scroll (*dispel magic, clairvoyance and slow*) and a second scroll (*fireball, invisibility 10 ft. radius and fear*).

Another door leading to a collapsed room lies under the heap of rotting debris.

Area M5: Closed Door Room

A Dexterity check is required to reach this door. The door is stuck, and the angled floor makes opening it difficult. Leaning against the opposite side of the door is a dilapidated wardrobe. The wardrobe tilts out the door once anyone opens the portal (2 in 6 chance of hitting someone when it falls). Anyone caught in the wardrobe's path takes 2d8 points of damage from the falling cabinet, and 1d6 points of damage from falling down the tilted floor.

Neyshabu used the room beyond the falling wardrobe as his bedchamber. Furniture lies in decaying heaps against the wall. Hidden in the debris is a bag of 20 sapphires (25 gp) and a silvered dagger. Neyshabu also kept more treasured items in a wall safe (Intelligence check to locate). The angled room makes opening the safe tricky, however. If proper precautions are not taken, the items inside the safe spill out and hit the floor as they tumble into Area M4. Each PC within five feet of the safe when it is opened is allowed a Dexterity check to catch a random item as it rolls past.

Within the safe are a *wand of magic missile* (8 charges), a scroll (*haste, charm person*), potions of *slipperiness*, *plant control*, *heroism* and *giant strength*, a *necklace of firebaubles* (1 bauble remaining) and *boots of leaping*.

Uncaught potions shatter if they hit the floor. The *necklace of firebaubles* rolls out and explodes in the center of the room if not caught.

Area M6: Waiting Room

Decaying furniture and rubbish litter the lower corner of this empty room. A 30-foot-tall iron spiral staircase leads up at an angle to an opening in the ceiling. Getting to the base of the stairs requires a Dexterity check. Traversing the spiraling staircase requires carefully navigating the iron structure. A Dexterity check +5 is required to

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use the stairs to gain access to Area M7. Any PC failing a check by more than 5 takes 1d6 points of damage as he falls into the metal structure.

Area M-7: Final Rest of Neyshabu

Twisted iron scaffolding, jagged metal edges and shrapnel clog this room. Spherical metallic objects and bizarre armatures resembling a three-dimensional solar system lie crushed by the collapsed ceiling. In the upper corner lies the pinned skeletal body of **Neyshabu**, still adorned in decaying and tattered robes.

Neyshabu, a **wraith**, forever haunts the tower in a vain attempt at final rest.

Moving through the twisted metal structures is difficult, requiring a Dexterity check to avoid being scraped for 1d4 points of damage by jagged metal. Failure by five or more means a support has dislodged, dropping a chunk of masonry or metal on the PC for 2d4 points of damage.

NEYSHABU (WRAITH): HD 4; 27 hp; AC 3 [16]; Atk Touch (1d6 + level drain); Save 13; Move 9, Fly 24; CL/XP 6/400. Special: Drain 1 level per hit

Area N: Whirlpool

The roar of water can be heard hundreds of feet away. The passage opens into a round room with a sunken floor. The funnel-shaped floor drops 20 feet to a five-foot iron grate. Sewage cascades down in a deluge from hundreds of angled pipes emptying into this room. Torrential water spirals around the room in a whirlpool that drains into an expansive underwater cave system that eventually empties into the Reaping Sea. A crumpled section of iron catwalk lies upon the drain, collecting debris from the whirlpool.

A rail-less, iron-mesh catwalk spans the room, connecting to the four passages. The catwalks all look sturdy enough to bear weight. One of the catwalks is false, however: A **mimic** tore out the section and replaces it with his form. The mimic waits until prey steps upon its body (thus automatically adhering itself to the mimic), then retreats to the opposite side with its meal. When the mimic pulls away from the catwalk into the open passage, it leaves a 10-foot-long section of catwalk missing between it and the remaining PCs.

PCs in the whirlpool are swept around by the water (taking 1d6 points of damage) and pinned to the drain. A Strength check is required to pull free and climb to the safety of the wrecked catwalk. PCs swept around in the torrent of sludge are allowed a Dexterity check to grab the iron support poles of the remaining catwalk. A Strength check is required every round to maintain a handhold.

Mimic: HD 7; 49 hp; AC 6 [13]; Atk 1 smash (2d6); Move 2; Save 9; CL/XP 8/800; Special: Mimicry, glue.

Area O: The Sunken Building

The passage ends abruptly in the hollow remains of a brick building. The interior floors have rotted away, leaving a three-story void. A continuous flow of sewage flows into the building from ceramic pipes sticking in through the open windows.

The passage opens midway in one wall of the building, and then climbs a set of slippery wooden steps spanning the void to an upper level window. The passage continues out the widened upper window. Sewage fills the lower 10 feet of the building. Several ceramic pipes lead out of the lower windows to take the accumulating waste to the sea.

Despite the room's suspicious look, it is empty and free of dangers.

Area P: Exit to the Dock District

The wooden stairs end here and stone stairs begin the slow climb to the surface world. The passage eventually leads to a cellar of an abandoned warehouse. The door is heavily barred from the outside,

but otherwise offers an escape from the sewers.

Area Q: Vagrant's Nest

These filthy sewers and the buried building under the dock district are the home of Bargarsport's beggars and homeless people. Clandestine and Bargarsport have little to do with these unfortunate inhabitants. Many of the vagrants suffer from various mental illnesses and are prone to bizarre and violent tendencies. Reneth Anora directs her followers to avoid these sad beings whenever possible.

Unknown to Clandestine, the Alantyr family has unleashed a plague of lycanthropy upon the vagrants in order to wipe out Ayianna's followers.

Area Q1: Guard Room

A narrow earthen tunnel ascends into a brick house buried during the cataclysm. Piles of musty rags and refuse are scattered about the room. The weakened ceiling is buckled but sturdy. The room reeks of foul odors, some even more disgusting than those from the sewers below. Dozens of rats scurry about the room, darting into small burrows at the approach of light. Hiding among the normal rats are **4 wererats**. They wait until PCs leave their room before attacking from behind.

A four-foot-tall passage continues out of the room through a window on the opposite side of the entrance. The tunnel winds through dirt and rock.

Little of use remains within the room. Four rusted and broken long swords are scattered under the piles of rags. The wererats use these swords as short swords.

WERERAT (4): HD 3; 20 hp; AC 6 [13]; Atk short sword (1d6), bite (1d3); Save 14; Move 12; CL/XP 4/120. Special: Control rats, lycanthropy

Area Q2: Tumbled Room

The carved tunnel passes through the window of a large warehouse turned upside-down during the cataclysm. The room's floor — formerly its ceiling — is lined with four rafters that slow movement by half across the room. Garbage and other junk cover the floor, but the rafters jut three feet out of the refuse. Rusted blades and makeshift weapons fill the trash heaps.

Eight other windows in the room open onto small burrows leading into the earth. Dirt and rock spill in over the upside-down window frames. A door on the ceiling (formerly the floor) is the only other exit. A knotted rope of rags and cloth scales the wall to the door 20 feet overhead.

Hundreds of rats rummage and frolic through the trash. Hiding among the normal rats are **8 wererats**. The wererats grab swords or clubs from the trash heaps to attack anyone passing through the room.

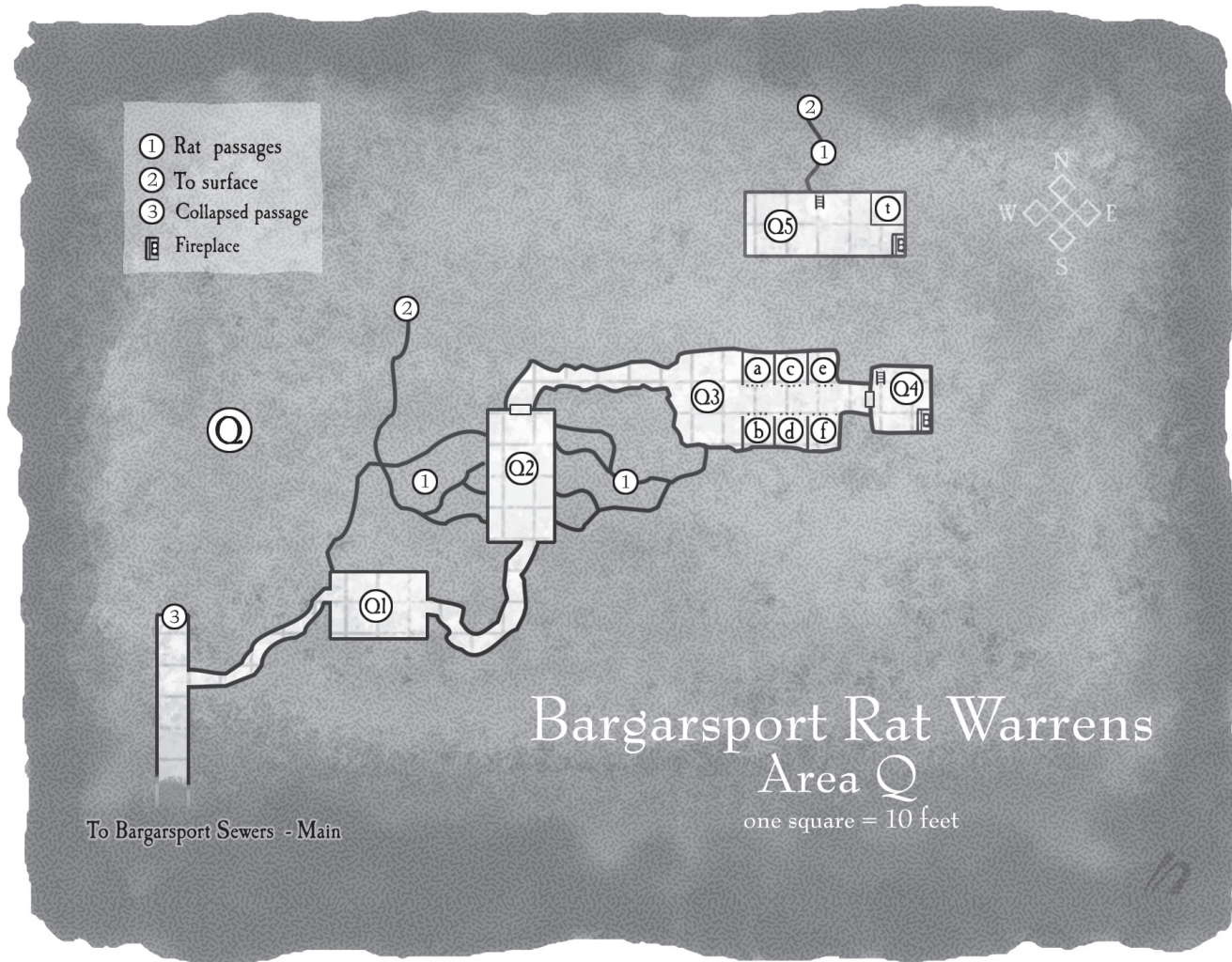
WERERAT (8): HD 3; 20 hp; AC 6 [13]; Atk short sword (1d6), bite (1d3); Save 14; Move 12; CL/XP 4/120. Special: Control rats, lycanthropy

Area Q3: The Buried Jail

A crudely made but stable tunnel leads through 45 feet of rough-hewn earthen passage. The passage ends at a small two-foot widow. Bargarsport's old jail survives in shambles and now serves as the main lair of a wererat camp. The room once was a common cell. Twisted metal bars in the room have been removed to allow access to a hall lined with barred walls.

A breakdown of dirt and rock seals one end of the jail block hallway. The other end of the hall continues to a solid wooden door. Six cells line the walls along each side of the corridor.

The wooden door has two small access ports with heavy wooden panels. If the guards in Area Q4 hear noise within the cellblock, they can open the ports to fire bolts into the room.



Area Q3-A: Cell

This cell collapsed long ago and holds nothing of interest. Under the collapsed wall rests the skeletal remains of a prisoner.

Area Q3-B: Cell

Ayrshir (Neutral half-elf female Thief 6) hangs shackled to the ceiling. Recently captured by the wererats, she has been locked in this cell for two days without food or water. She is currently unconscious and dehydrated. She is a rogue without honor or allegiance, but the wererats do not believe her. They began torturing her in hopes of gaining Clandestine's secrets.

Ayrshir is attractive and uses her looks to her advantage. She is loyal only to herself and always puts her whims before others. She attempts to pilfer what she can before fleeing. She views other people as tools to serve her.

Area Q3-C: Cell

This cell holds **Oxby** (Chaotic male halfling), a young and downright nasty little individual. Although he acts kind and expresses gratitude at being freed, it lasts only until he has a chance to cause pain and torment. Fortunately, he has not been trained to do any serious harm. Oxby is a coward and has no qualms about groveling for his life. The wererats plan on cursing him with lycanthropy, but have not yet done so.

Area Q3-D: Cell

The corpse of a sewer worker hangs in this cell. Harmless maggots burrow into the body, which the wererats use to store treasure. The

corpse is gutted and the torso cavity turned into a hiding place. A leatherwork apron holds the items within the body. When the body decays beyond use, the wererats replace it with another victim.

The corpse contains 6 *potions of healing*, 12 silver bolts, a *ring of fire resistance* and a bag containing 65 pp.

Area Q3-E: Cell

A half-orc lies slumped in the corner. **Uthala** (Neutral half-orc female Fighter 2) is unconscious and dehydrated.

Uthala was seeking employment in Bargarsport when she was ambushed by wererats. They decided she would make a powerful ally, but she resisted their proposals and was tortured to the brink of submission. If rescued, she pledges her services without pay for one year. She holds true to her word as long as she is treated with respect and provided with boarding. She has a fetish for dwarves.

Area Q3-F: Cell

This cell contains a prisoner shackled to the wall with rusted chains. His hair is long and his face is fallen, as if he's given up and resigned himself to being the wererats' next meal. He has been in the cell for a few days without food and is too weak to escape on his own. The wererats taunt the unfortunate man every chance they get, but so far have been saving him for their next meal.

The man's name is **Ras Wald** (Lawful human male), a brick mason in Bargarsport, who was captured by the wererats as he was exploring a sunken building looking for forgotten treasure. Formerly from the small village of Lessef, Ras left behind his children Jossan and Uliana with the hope of starting a new life in Bargarsport and bringing the children to live with him. If rescued, he vows to leave this "gods-

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forsaken shell of a city” and return to his children in Lessef. (See *Splinters of Faith 1: “It Started with a Chicken ...* for more on Jossan and Uliana.)

Area Q4: Guard Room

Fresh garbage and filth lie in heaps about this room. A crude table and four chairs sit in the room. Manning this room are **4 wererat** guards that investigate any commotion from Area Q4. Each wererat is equipped with a short sword and medium crossbow. They can each fire a bolt into the cellblock hall through ports in the door, then, by taking a five-foot step to the side, they allow the next guard to fire in the same round. They reverse the process to continue firing.

Across the room from the cellblock door, debris blocks a single door. A wooden ladder ascends one wall to a trapdoor. Rubble fills a brick fireplace.

WERERAT (4): HD 3; 20 hp; AC 6 [13]; Atk short sword (1d6), bite (1d3); Save 14; Move 12; CL/XP 4/120. Special: Control rats, lycanthropy

Area Q5: Big Rat

The old attic of the jailhouse is the lair of **Conorii Alantyr**, a **wererat** and leader of the warrens. Conorii is an adolescent male and the youngest of the ruling branch of the Alantyr family. He was a promising member of the organization until he was stricken with lycanthropy in the hull of a smuggling ship.

Since then, Conorii has found his niche and increased his worth to the family. Still, he is none too happy with his current post, lowered social stature or his curse. But despite their infrequent contact with him, the Alantyr's seek retribution if Conorii is killed.

Conorii has a luxurious room compared with the rest of the compound. His meager furniture is abused and battered. A desk holds family correspondence, including detailed letters about plans to infect Clandestine with lycanthropy. Within one locked drawer are potions of *extra healing*, *invisibility* and *treasure finding*. A simple bed with filthy blankets covers a stone trapdoor. The small compartment is locked and trapped (2 in 6 chance) with an acid spray (2d8 points of damage). Inside is a bag containing 300 gp and an Alantyr family signet ring.

The remains of a brick chimney stand in the corner. The lower half is missing, which leaves a hole that extends through the ceiling. The three-foot-wide hole rises 20 feet until it opens in an alley in Bargarsport.

CONORII ALANTYR (WERERAT FIGHTER 1/THIEF 3): HD 4+2; 31 hp; AC 6 [13]; Atk +2 rapier (1d6+2), bite (1d3); Save 12; Move 12; CL/XP 4/120. Special: Control rats, lycanthropy

Combat gear Studded leather armor, silver dagger, +2 rapier, a silvered stiletto in his boot **Other gear** ring of *poison resistance*, thieves' tools

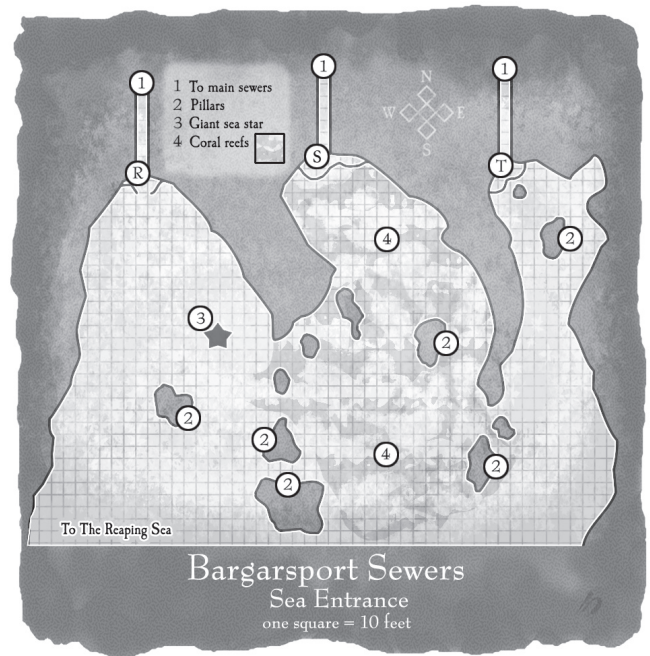
Description: Once a handsome and charismatic young man, disease and his environment have left him scarred and insufferable. He wallows in self-pity and desires nothing more than to return to the surface world and exact revenge upon his family. For now, he is loyal and abides to his father's wishes.

Area R: Cave of the Dread Star

The sewer tunnel opens five feet above sea level during low tide. A constant flow of sewage and waste flows into the large room through a side tunnel. The water inside the cave is between 10 and 15 feet deep. The water is often murky near the sewer entrance.

Four battered but sturdy rowboats sit chained to the wall. During low tide, the boats hang from the wall and are half filled with debris. Oars are tied to the interior of the boats. The vessels are submerged during high tide. Smugglers use these boats, but do not stay in the cavern for long.

A **giant starfish** hunts here, feeding on **giant clams** on the cave



floor. The clams are generally harmless unless someone pries them open. If PCs attempt this, the clams attempt to engulf the attacker and trap them inside their acidic interiors. There is a 25 percent chance that each clam contains a large pearl (500 gp).

The starfish is hungry but seeks easier prey if given the opportunity. Disturbances in the water cause the starfish to investigate. Unless PCs dilly-dally for longer than five minutes (such as prying open clams), they are safe from the slow leviathan.

The cave opens onto the Reaping Sea via the cave mouth at Area G.

GIANT CLAMS (47): HD 4+1; 26 hp; AC 4 [16]; Atk Engulf; Save 14; Move 1; CL/XP 4/120. Special: Engulf (Dexterity check to avoid being trapped inside shell), acid (1d2 points per round to creature's inside shell)

The Tome of Horrors by Necromancer Games, Page 40.

GIANT STARFISH CR 11: HD 16+8; 145 hp; AC 2 [17]; Atk slam (4d6); Save 3; Move 4; CL/XP 16/3,200. Special: Immune to piercing and slashing weapons; regenerates (6 hp per round); constrict (2d6)

Area S: Cave of Shards

Jagged subterranean coral lies within shallow pools in this long cavern. Foam and sea trash collect against the jutting peaks of coral where it breaks the water's surface until freed by the tide. The sewer tunnel sits five feet above the water at the tide's lowest point. The water in the pools is eight feet deep. It is possible to cross the room on the coral and debris, but only half movement is possible or the PC falls prone. The razor-sharp coral deals 1d4 points of damage to anyone falling onto it.

The cavern floor beneath the water is filled with **giant crabs** that forage here for food. The crabs aren't about to turn down a fresh meal of adventurers crossing the coral or swimming through the water. They arrive in waves of three every other round after combat begins.

An ancient iron chest sits in the cavern, covered in a thin layer of coral. The chest is weakened by the seawater but remains intact. It contains 450 gp, a +1 *scimitar*, a *wand of cold* (12 charges), and a leather cloak made from the tanned skin of a shark (no special ability).

The cave opens onto the Reaping Sea via the cave mouth at Area H.

GIANT CRABS (12): HD 3; 20 hp; AC 3 [16]; Atk 2 pincers (1d6+2); Move 9; Save 14; CL/XP 3/60; Special: None.

Area T: The Overhang

A war party of **8 sahuagins** congregates here waiting for the high tide before exploring the sewers. A nearby sahuagin village has not yet caused enough trouble to stir up suspicion in Bargarsport, but they are making more frequent forays into the sewers to explore. They only move about during high tide.

The sahuagin carefully avoid the “fresh” pools of sewage scattered throughout the tunnels. **Glorbgrewl**, a four-armed sahuagin commander, leads the war party with an iron fist.

The cave opens onto the Reaping Sea via the cave mouth at Area I.

SAHUAGINS (8): HD 2; 16, 15 (x3), 13, 12 (x3) hp; AC 6 [13]; Atk trident (1d8+1), bite (1d4) or 2 claws (1d4), bite (1d4); Save 16; Move 9, swim 15; CL/XP 2/30

GLORBGREW (CHAOTIC SAHUAGIN LEADER): HD 3+1; 21 hp; AC 7 [12]; Atk +1 *ranseur* (2d4+2), ranseur (2d4), bite (1d4) or 4 claws (1d4), bite (1d4); Save 12; Move 9, Swim 15; CL/XP 4/120

Combat Gear +1 *ranseur* (*pole arm*), ranseur, barnacle-encrusted leather armor, 6 short spears **Other Gear** 25 gp pearls (20)

Description: Glorbgrewl appears more human-like than sahuagin. Overcrowded teeth fill his enormous grin. Glorbgrewl has a four arm mutation and a short but powerful tail.

Area U: The Abandoned Cesspits

The old sewers here are unstable and frequently collapse. Other inhabitants of the sewer system largely avoid this area, which suffered significant damage during the cataclysm. The tunnels are cracked and crumbling.

The terrain is filled with putrid waste and stagnant pools of water. Even the high tides do not completely clean the waste out of this dead-end section of tunnels. Rotting debris lies trapped under fallen rock piles.

Occasionally, tunnels collapse under stress or damage. Area effect spells that cause damage or excavation attempts cause the ceiling to collapse. Characters in the bury zone take 8d6 points of damage, or half damage if they make a Dexterity check +3. They are considered buried. Characters in the slide zone take 3d6 points of damage, or no damage with a successful Dexterity check. Characters in the slide zone who fail are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. Once PCs fall unconscious, they must make a Constitution check. If it fails, the PCs take 1d6 points of lethal damage each minute thereafter.

Area U1: Guards

This tunnel slopes slightly downward, trapping five feet of water within the area. Two necromancers named **Kavali** and **Occan** have left a score of **zombie guards** throughout the area to deal with intruders. The zombies lie on the floor of the water-filled passage and attack when the PCs travel midway down the passage.

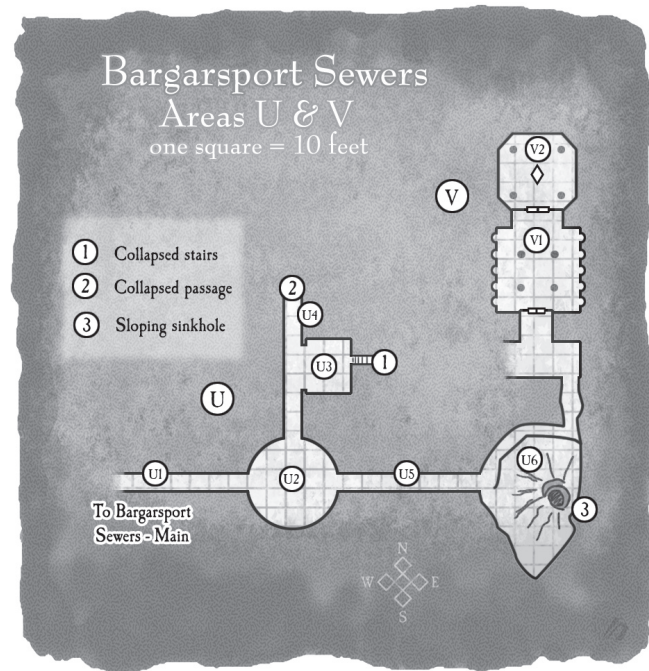
PCs can discover the bodies with a Intelligence check, but the zombies remain inanimate until conditions set by the necromancers are met. The zombies are bloated and waterlogged. They weigh more than 250 pounds out of water and have higher hit points due to their excessive body mass.

PCs and zombies receive a –2 penalty to attack rolls and reduced damage for slashing and bludgeoning attacks while fighting in the water.

ZOMBIES (12): HD 2; 17 hp; AC 8 [11]; Atk strike (1d8); Save 16; Move 6; CL/XP 2/30

Area U2: Junction Room

Three tunnels empty into this junction chamber. A massive free-willed **giant squid zombie** lies in this chamber and attacks any who enter. The squid was animated and brought into the sewers by the two



necromancers. Upon later animating a hydra skeleton, this creature was freed of their control. The giant squid does not attack other undead or the necromancers.

GIANT SQUID ZOMBIE: HD 16; 116 hp; AC 3 [16]; Atk bite (2d6), 6 arms (1d6), 2 tentacles (4d6); Save 3; Move 6, Swim 18; CL/XP 2/30. Special: Half-damage from slashing weapons.

Area U3: Spirit of the Dead

The passage continues forward. To the right the sewer wall has collapsed into a sealed cellar. Stairs lead up to a large pile of rubble. In the unhallowed room, the incredibly well-preserved corpse of the maiden **Evasheen** stands with her arms outstretched. Thick makeup covers her face in a vain attempt to appear healthy and alive. Unblinking glass eyes fill her empty eye sockets, adding to the grotesque masquerade. Once luxurious hair lies matted and knotted under a tattered veil. She wears dripping finery and a jeweled tiara (350 gp).

Evasheen was the necromancer Occan's devoted wife, but his descent into necromancy and the occult of Orcus forced her to look elsewhere for affection. She carried on an affair for many months as Occan perfected his arts. But when the necromancer eventually discovered her infidelities, he poisoned both his wife and her lover.

Occan could not stand that she had again acted against him. Using the necromantic arts, he animated her body as a zombie, but his tampering awakened Evasheen's spirit. Her murder and that of her lover angered her even beyond the grave. With the final insult to her corpse, Evasheen manifested as a **ghost** eternally tied to her desecrated body.

Occan quickly learned of the spirit bound to the animation. Fearing she would escape his power, he fashioned a magical item and attached it to her corpse to ensure her loyalty. A *tassel of undead devotion* forces her body and, mysteriously, her spirit to comply with his every command. With the tassel, Occan was guaranteed of her undying affection and obedience. Evasheen cannot directly act against Occan, but may plead with others to do so.

ZOMBIE: HD 2; 13 hp; AC 8 [11]; Atk strike (1d8); Save 16; Move 6; CL/XP 2/30

EVASHEEN (GHOST): HD 2; 13 hp; AC 3 [16]; Atk corrupting touch (3d6); Save 16; Fly 15; CL/XP 4/120

Other gear *Tassel of undead devotion*, white silk evening gown

Tactics: Evasheen's ghost is bound to her body, following the corpse as it trails along in Occan's wake. The ghost has limited control over the zombie and can cause her corpse to follow basic commands (as much as a zombie can). The tassel causes the zombie to react in a friendly manner to all who approach it, to the point that it tries to hug and kiss visitors when out of Occan's range.

Evasheen wants nothing more than revenge against Occan, and for her body to be burned. Her ghost can only rest if her ashes are merged with those of her former lover (he's now a zombie working in Occan's army). She may act friendly to PCs not openly hostile toward the zombie and may attempt to employ them against Occan. If not attacked outright, the ghostly Evasheen attempts to communicate with the PCs. She describes her former lover, and knows Occan keeps him for labor and amusement.

Anyone trying to harm the zombie faces Evasheen's true wrath. The ghost rises up from the white finery the zombie wears, manifesting to attack. If Evasheen's body is destroyed, the ghost haunts the area where it was destroyed.

New Magic Item: Tassel of Undead Devotion

This medium magical item resembles a decorative four-inch-long tassel. The top of the tassel has a pin that is used to attach the item to any corporeal undead. Once attached, the tassel can only be removed by a living being; the undead cannot pull it free or accidentally knock it loose. The tassels are usually white or a dull red. The undead must be under the command, by creation or rebuking, of the possessor. Once attached to a corporeal undead, the tassel dominates the will (no save, magic resistance still applies) of the creature. The ornament causes them to blindly follow the person who placed the tassel. The undead fawns incessantly over the individual and serves the master to the best of its ability. If the person who placed the tassel is more than 100 feet away, the undead begins to show affection to others until the master returns.

Area U4: The Ancient Dead

These tunnels narrow into branching rifts in the ground from which the smell of death wafts. This area is part of the ancient city of Bargarsport that was destroyed in the mudslides. Many of the city's former inhabitants lie buried in the muck.

Six bodies partially mummified by heated mud have burrowed into the walls of these tunnels, and lie dormant until creatures cross their domain. The necromancers ignored this area after encountering the undead. They consulted original maps of Bargarsport to find a way past the undead. These creatures are not full mummies and can be hit by normal weapons. Their touch does not inflict any disease, but otherwise they appear as shriveled, mud-caked mummies

MUMMIES (6): HD 6+4; 32, 27, 25, 22 (x2), 18 hp; AC 5 [14]; Atk fist (1d12); Save 11; Move 6; CL/XP 5/240

Area U5: The Trap

Despite the tunnel's name, no trap exists. The tunnel dips under a pool of brackish water before surfacing on the other side. This descending bend is a natural trap that prevents



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tidewater from entering the relatively dry section of the sewers farther along the passageway.

Area U6: The Sinkhole

Steam and the hiss of sizzling water fill this chamber. The sewer passage has collapsed into a huge underground sinkhole. A pit in the center of the room swallowed the walls, passage and earth to create a 60-foot-diameter room. The slight funnel-shaped room slopes inward toward the pit. On the left side of the room, the sinkhole unearthed a portion of a hall to a sunken structure.

The 30-foot-deep pit is filled with boiling, muddy water that connects to an underwater cave system that empties into the sea. A massive skeletal snake-like beast burns in eternal fire near the pit. Its five heads wildly fail and bite at everything within reach. While exploring these ruins, the necromancer Kavali found the pyrohydra's skeletal remains. She freed the zombie squid under her control (Area U2) and created the **pyrohydra skeleton** to serve as a guard. The creature blocks access to the inner temple where Kavali and Occan investigate the temple. It attacks anyone entering the sinkhole.

FIVE-HEADED PYROHYDRA, BURNING SKELETON: HD 5+4; 47 hp; AC 2 [17]; Atk 5 bites (1d8+1d6 fire); Save 12; Move 15, swim 15; CL/XP 2/30. Special: fiery aura (1d6 fire damage); vulnerable to cold; Half-damage from slashing/piercing weapons; fiery death (explodes for 2d6 points of fire damage when slain).

Area V: The Temple of Orcus

This lost temple is the site sought by the necromancers Occan and Kavali. Their superiors sent the pair here to retrieve the bronze *darkskull of Orcus*.

Area V1: The Inner Sanctum

The hall ends in a pile of debris blocking the right-hand side of the passage. To the left, a steeply sloping passage has been excavated that opens into the inner temple of an ancient structure.

The hall widens into the floor of a large 50-foot-long chamber with a pyramid-shaped ceiling. The stone panels are painted with peeling mural of hundreds of dead humanoids falling upward into a black consuming sun in the center of the four sides. The polished black marble tile floor dimly reflects light.

Alcoves line the walls, each filled with a standing skeleton adorned in decaying black robes. Silver pendants displaying an image of a skull above an upright femur bone hang from the skeletal necks. Four pillars of purple-veined marble support the 30-foot-high ceiling.

A huge set of closed double bronze doors cover the exit of the chamber. The doors have been forged into the likeness of a wall of skulls. The opposite wall holds a set of similarly buckled doors. These doors once led to the outside world before the cataclysm.

Occan and his **12 zombie** minions wait here. The huge double doors have prevented him from further exploring the temple. The bronze doors are locked. His partner Kavali cast *dimension door* to enter the temple beyond the portal, and he fears she has already gained the treasure for herself. With no way of opening the lock, Occan is currently considering his options.

Upon hearing PCs, he attacks. He tries to warn Kavali by banging on the bronze doors if he is given the chance. Occan fights to the death and is merciless if victorious.

One of the zombies working for Occan has deep wounds from constant abuse and is dressed as a jester with brightly colored and ridiculous clothing. The zombie is weak and on the verge of collapse. This is the corpse of Evasheen's lover. Despite his murder, his spirit was not strong enough to return.

OCCAN, DOG OF ORCUS (CHAOTIC MALE HUMAN CLERIC 7): HD 7; 36 hp; AC 2 [17]; Atk +1 *heavy mace* (1d6+2); Save 9; Move 6; CL/XP 8/800. Special: Spells 1st—*cure light wounds, light*; 2nd—*find traps, hold person*; 3rd—*continual light*,

locate object; 4th—*cure serious wounds*; 5th—*finger of death*.

Combat Gear +1 *heavy mace*, full plate mail, heavy steel shield;

Other Gear *pipes of the sewers, gem of seeing*.

Description: Occan is a hairless man heavily tattooed with images of skeletons. His full plate mail has a skeletal design. From a distance, he appears to be a thick metallic skeleton.

ZOMBIE (12): HD 2; 13 hp; AC 8 [11]; Atk strike (1d8); Save 16; Move 6; CL/XP 2/30

New Magic Item: Bronze Darkskull of Orcus

A *darkskull* is a direct link to the Orcus, granting the possessor various abilities while opening a conduit for the dark deity to corrupt the being's soul. *Darkskulls* can be found in various metals, from bronze to gold to platinum, although the choice of metal used does not change the abilities of the *darkskull*.

BRONZE DARKSKULL OF ORCUS (CHAOTIC)

Senses Empathy, 30 ft. vision and hearing

Lesser powers: *darkness* 3/day; once per week, this *darkskull* can cast *suggestion* (save negates). These suggestions always relate to immoral or malevolent acts involving the dead or undead creatures.

Good or Neutral aligned PCs gain one negative level while this *darkskull* remains in their possession.

Area V2: The Temple of Orcus

The great bronze doors of this room have remained closed since the great cataclysm that buried the temple. This interior room remains relatively unchanged since that devastation. The black lustrous floor gleams as if freshly polished. Four spiraling columns support the four-faceted ceiling that meets at a central point above the center of the room. An ebony ring encircled by bronze flames dominates the ceiling peak.

A diamond-shaped altar sits in the middle of the chamber floor. A deeply tarnished bronze skull sits on the altar. Three beaten copper bowls holding unholy water turned the color of blood sit around the grim centerpiece. Three elvish warriors dressed in golden plate mail kneel around the evil altar. Their hands grip longwords that have their blades pointed downward with the tips resting lightly on the floor. These warriors are actually **3 huecuvas**, undead priests who turned their back on their good-aligned deity of Iseleine. Their mission to destroy the temple to Orcus was halted when the city was buried in the mudslide during the cataclysm. As they slowly died of starvation within the wholly evil environment of the temple, the bronze *darkskull of Orcus* swayed them to reject the goddess who had abandoned them to their deaths.

Standing near the altar, examining the bronze *darkskull* is a fair-skinned woman with curly blonde hair and an innocent expression wholly out of place in this temple of evil. Pacing near her is her two-headed death dog, **Sorgho**, whom she brought with her into the chamber. She spoke with the huecuvas and reached an informal agreement with the evil undead to claim the *darkskull* to wreak havoc. The huecuvas plan to accompany Kavali as protectors of the *darkskull* when she leaves the chamber.

KAVALI, DOG OF ORCUS (CHAOTIC FEMALE HUMAN MAGIC-USER 8): HD 8; 36 hp; AC 8 [11]; Atk staff (1d6); Save 8; Move 12; CL/XP 9/1,100. Special: Spells 1st—*charm person, hold portal, magic missile, shield*; 2nd—*invisibility, mirror image, web*; 3rd—*invisibility 10 ft. radius, haste, lightning bolt*; 4th—*dimension door, polymorph self*.

Combat Gear *cloak of protection* +1, *arcane scroll (invisibility)*, *wand of magic missile* (8 charges).

Description: Kavali is a fair-skinned beauty whose descent into necromancy tarnished her family's good name. Her curly blonde hair and innocent appearance belie her sadistic and corrupt soul. She travels with a death dog companion granted to her in exchange for lewd trysts with a high-ranking priest within Orcus' legions. Kavali recently was charged with retrieving a unique bronze *darkskull* said to have vanished within the temple to Orcus in old Bargarsport.

SORGHO, DEATH DOG: HD 2+2; 16 hp; AC 4 [15]; Atk 2 bites (1d6+rotting death); Save 16; Move 18; CL/XP 4/120. Special: rotting breath 1/day (save or lose 1d6 Constitution).

HUECUVAS (3): HD 3+3; 22 hp; AC 4 [15]; Atk 2 claws (1d6+1+disease); Save 14; Move 12; CL/XP 4/120. Special: disease (1d3 Constitution and 1d3 Dex; save avoids).

Tactics: Kavali stays out of combat if possible. She typically orders Sorgho into battle, then slinks into the shadows to let the beast attack.

Kavali casts *haste* (on the huecuvass also) and *shield*. She casts *invisibility*, 10 ft. radius, upon herself and Sorgho if given ample time. Kavali attempts to take the *darkskull* and flee if possible. Her preferred method of escape is to take the form of a bat by casting *polymorph self*.

The huecuvass claim to be guardians of the skull to prevent it from falling into evil hands. They wait until the doors to the great temple are opened before turning on their "rescuers" and fleeing with the *darkskull*. Their deal with Kavali is to assist her in taking over Bargarsport if she frees them, but they have no intention of honoring the bargain.

Concluding the Adventure

The *Guidance of Faith* blessing requires little more than three kisses and a short undemanding ceremony, but the opportunistic high priestess of Clandestine takes full advantage of what is required of her, drawing out the ceremony for her personal gain. The current creed of Ayianna's faithful is far different today from when the scepter was originally created. Once blessed, the scepter gains a +1 enchantment bonus to attack and damage rolls. Further, the scepter acquires the ability to cast *bless* 3 times per day.

Once the necromancers are dealt with, Reneth gladly bestows her kisses on the *Scepter of Faiths*. She also tells PCs she has "put out contacts" on the scepter, and offers to share her information if PCs can meet a 500 gp "information finder's fee." Reneth has uncovered that the next step in blessing the scepter requires anointing it with the holy oil of Iseleine at the Hanging Gardens, and offers a map that will guide PCs to the temple in the Kajaani Forest (for an additional 100 gp, of course).

The PCs are now on the path to restoring the *Scepter of Faiths* and the final showdown with Akruel Rathamon. In *Splinters of Faith 4: For Love of Chaos*, the PCs next find themselves ensnared in a plot to topple a massive stone column on which the Hanging Gardens are built. But the next step in restoring the scepter – and saving the Hanging Gardens – means a journey into the teeming gardens where a horde of vicious derro and their insane leader await.

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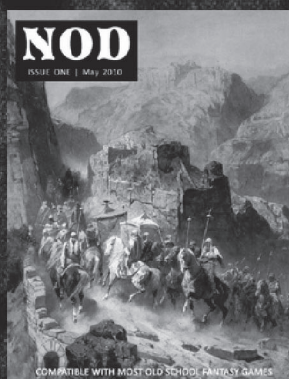
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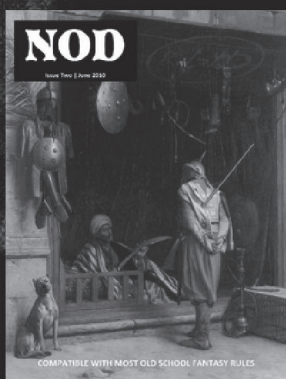
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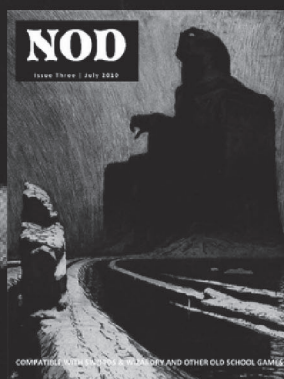
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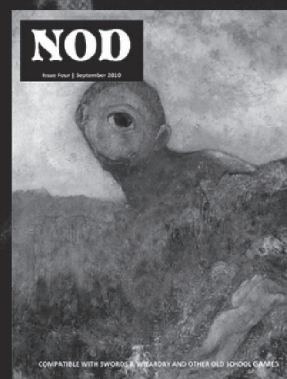
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