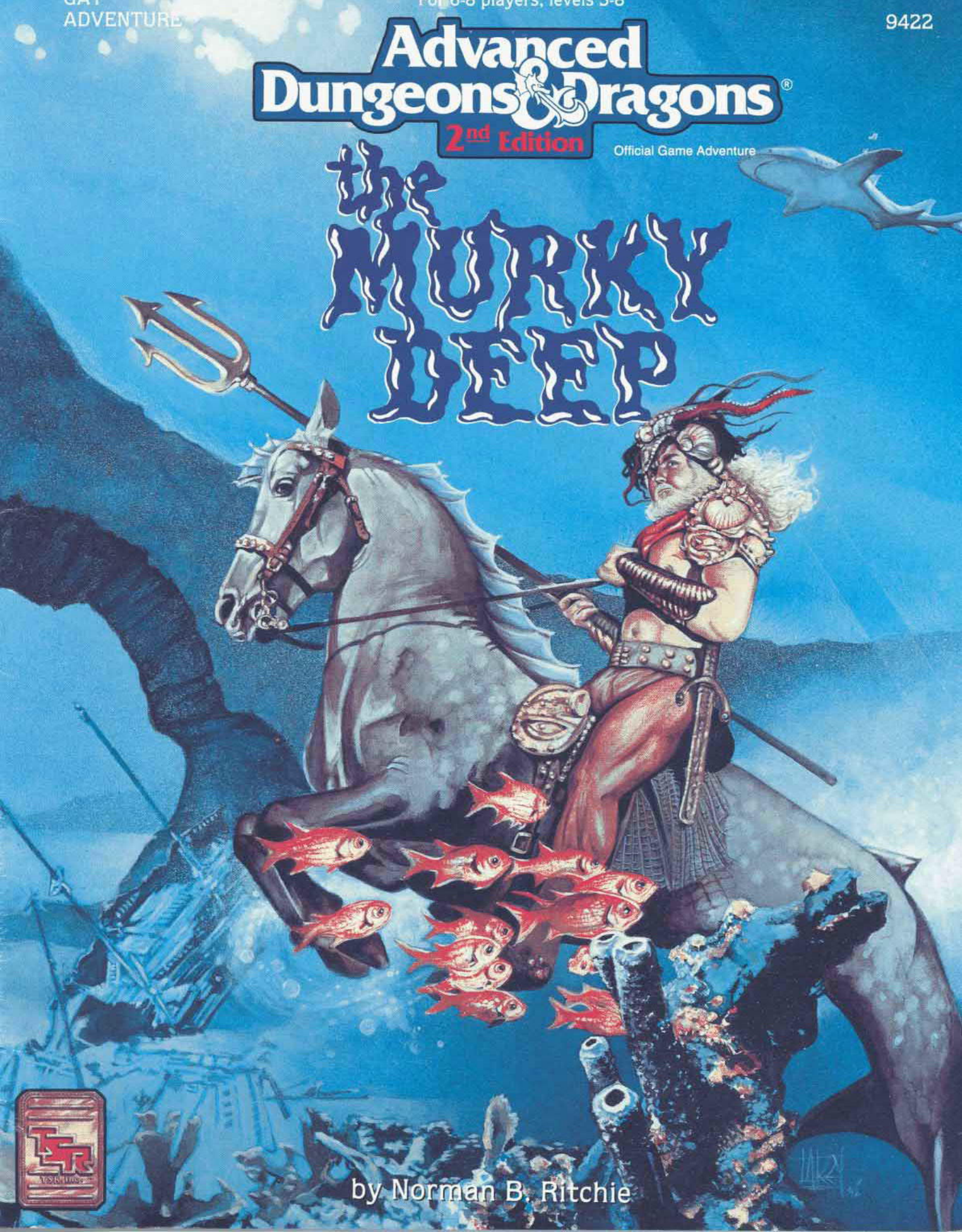


Advanced Dungeons & Dragons[®]

2nd Edition

Official Game Adventure

the MURKY DEEP



by Norman B. Ritchie

Advanced Dungeons & Dragons®

2nd Edition

Official Game Adventure

The Murky Deep

For 6-8 players of levels 5-8

Table of Contents

Mystery of the Deep	2
The Legend of Carsall	3
The Temple of Desarius	3
What the Characters Are Told	5
What Really Happened	6
The Objects from the Cabinet	7
Sleuthing in Whitton	9
The Whitton Docks	9
The Purple Mermaid	10
What Happens Next	11
If the Party is Confused	12
Sailing, Sailing	13
Random Encounters at Sea	13
Maps and Logbook	15
The Storm	18
The Temple of Manannan Mac Lir	20
Returning to the Ship	28
The Trip Back	29
Home at Last	30
Use of the Library	31

Credits

Design: Norman B. Ritchie
 Editing: Lance Kandler
 Cover Illustration: John & Laura Lakey
 Interior Illustrations: Terry Dykstra
 Cartography: John Knecht
 Typography: Tracey Zamagne

ADVANCED DUNGEONS & DRAGONS is a registered trademark owned by TSR, Inc. DUNGEON MASTER, DM, and the TSR logo are trademarks owned by TSR, Inc. All rights reserved.

All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc.

©1993 TSR, Inc. All rights reserved. Printed in the U.S.A.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products. Distributed to the hobby trade by regional distributors. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd.

This product is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written consent of TSR, Inc.

TSR, Inc.
 POB 756
 Lake Geneva
 WI 53147 U.S.A.



TSR Ltd.
 120 Church End, Cherry Hinton
 Cambridge CB1 3LB
 United Kingdom

ISBN 1-56076-574-7

9422XXX1501

Mystery of the Deep



The main portion of *The Murky Deep* is set in an undersea environment. It is recommended that before running this adventure, the DM™ review the section on underwater adventures in the *DUNGEON MASTER™ Guide* (chapter 9). The section on the effect of an underwater environment on spell use is particularly pertinent. Further information regarding underwater spellcasting can be found in Chapter 6 of *The Complete Wizard's Handbook*, if desired.

This adventure can be run with only the *Player's Handbook* and the *DUNGEON MASTER Guide*. The *Monstrous Compendium* is recommended, especially for the sections on the sahuagin. *Monster Mythology* could also be handy for details on the worship of Sekolah, but is not necessary.

The Murky Deep is designed for character levels 5 to 8. However, the later sections of this module can be deadly. Therefore, the DM may have to improvise to tailor this adventure to the abilities of the players.

The adventure can easily be adapted for use with higher level parties. Simply increase the number of monsters encountered and raise the levels of the sahuagin priests to compensate.

This adventure is not set in a specific game world and can easily fit into any existing campaign setting. It can be set in any major port city of any fantasy world. The town involved is called Whitton, and it lies on the coast at the mouth of the Laran river.

If the deities mentioned in the text are not present in the DM's game world, merely substitute similar deities from the specific campaign. Desarius is a god of learning, literacy, and knowledge. Manannan Mac Lir is a fairly standard sea deity.

The legend of Carsall is similar to that of Atlantis. The DM should relate this legend to the players in a suitable manner.

The first part of the adventure involves information gathering and will take place in the temple of Desarius and on the docks of Whitton. The later parts of the adventure involve

more action and takes place at sea, both above and below the waves. The information gathering encounters are mostly role-playing and will give the players a chance to let their characters interact with the populace. The spotlight will be on the DM's abilities to play the various townspeople as the PCs investigate the disappearances at the temple.

The party will be called in by the head priest of Desarius to help investigate a mystery. This mystery will take the party from the libraries of the temple to the bottom of the sea.

The Legend of Carsall

The city of Carsall existed approximately two centuries before the events in this adventure take place. Carsall was a port city dedicated to the worship of Manannan Mac Lir. His blessings allowed the businesses of the city to prosper, and Carsall was known as one of the wealthiest trading cities of its time. The magical items that Manannan Mac Lir gave to his temple allowed the priests to control the elements. This ability was used to protect the trading vessels of Carsall and to defend the city from raiders drawn by its wealth. The inhabitants of Carsall grew rich and complacent in their safety and good fortune.

Unfortunately, wealth eventually brought decadence. The people of Carsall forgot to whom they owed their good fortune and began to turn away from the faith that had nurtured them for so long.

Manannan Mac Lir forgave this for several years, until the people of Carsall sent a delegation to his temple to demand that the items that controlled the elements be put under the control of the city leaders.

The high priest refused, and the city council ordered troops to remove the objects from the temple. One of the acolytes tried to stop the troops and was slain on the temple steps. When Manannan Mac Lir saw his temple desecrated with the blood of one of his own

priests, he called upon the same elements that had protected the city for so long to destroy it. An earthquake at sea created a tidal wave that poured over Carsall and drowned everyone in the city. Manannan Mac Lir then caused the ocean to rise up, and Carsall and all the lands for hundreds of miles around it sank far beneath the waves.

The priests of the temple, however, were spared from this catastrophe. The temple was carried beneath the sea intact and the priests were *polymorphed* into tritons and allowed to live out their lives in devotion to Manannan Mac Lir.

The city of Carsall was gone from the world of mortal men. However, the people from surrounding lands still tell tales of the fabulous riches to be found there. Most now consider the city of Carsall to be mere fiction, but occasionally, there are those who claim to have seen a piece of treasure from Carsall; always in someone else's hand, and always far from wherever they are.

The Temple of Desarius

The party is summoned by the head priest of Desarius. They are told only that he wishes their aid in a matter of some urgency and secrecy. He has requested that they come as soon as possible and without telling anyone. After reading the temple description, skip to "What the Characters Are Told" below.

The temple is a quiet place with an air of serenity about it. The temple is set on ten acres of well-tended grounds. The building stands three stories tall and is constructed of white marble. The main entrance is a set of immense (12 feet high and 10 wide) double doors plated with silver and emblazoned with the symbol of Desarius.

The first floor contains the main worship area with the altar and sacred objects of Desarius. The second floor holds offices and living quarters for the priests. This is where the party will be allowed to stay while they search for

Mystery of the Deep



information about the disappearances. The third floor contains the extensive temple libraries. The party will be allowed to use these facilities.

The library contains information on nearly any subject of interest to the players. Once the PCs realize that they are going to be journeying under the sea, they may want to find information on the conditions they will encounter. The library contains the journals of several adventuring parties, detailing their experiences underwater. The party will be able to ascertain the effects of an underwater environment on combat and spell use.

This library is normally open only to priests of Desarius. If the party performs extremely well in this adventure, the head priest may offer the use of the library for one year.

The characters may have contact with any of the following NPCs. Combat statistics are not given for August or any other temple staff (except for Jan and Jirac), as they are unnecessary for this adventure.

August is the head priest of the temple. He is a quiet, studious-looking man whose main concerns are the safety of his temple and the priests who look to him for guidance, and the pursuit of knowledge for the glory of Desarius. He is truly concerned about the people who are missing and will do everything in his power to aid the party.

Str 14, Dex 12, Con 13, Int 17, Wis 18, Cha 14; Pr 16; AL NG; Spells 9/9/8/7/4/3/1.

Ciron is the chief librarian. He is a somewhat flighty man well into old age. His main concern is for his books. He is the oldest priest at the temple, and all the people he knew when he was young are now gone. The books are the only remaining link to his past.

Ciron is very concerned about the whole situation. Nothing has ever disappeared from the library before, and he feels responsible. He is also worried that since something like this has already happened once, his books may al-

so be in danger. He is distressed about Jan and Jirac and hopes they will be brought home safely.

Str 8, Dex 7, Con 8, Int 14, Wis 15, Cha 11;
Pr 9; AL NG; Spells 6/5/3/2/1.

Daron is the castellan of the temple. Daron is in charge of all the day-to-day concerns and business. He is a stern, middle-aged man with steel-gray hair and a hurried, harassed look. He looks as if he could use twice as many hours in the day. He takes care of ordering supplies, supervising the cleaning staff, running the kitchen, seeing to the comfort of temple guests, and temple security.

Daron was quite fond of Jan and Jirac, though they were a bit rambunctious at times. He feels responsible for their disappearance, but cannot understand how they could have been kidnapped. He has checked and double-checked all of his security measures and they all seem sound. The only explanation he can devise is that he is losing his touch and is no longer competent to guard the temple. August has refused to accept his resignation, but Daron is still despondent over the matter. However, he will not let his personal feelings make him shirk his duties in the least.

Str 16, Dex 16, Con 15, Int 15, Wis 16, Cha 9;
Pr 12; AL NG; Spells 8/7/5/3/2/2.

Morilla is the head cook and an elderly woman. She is the sort who reminds everyone of their grandmother, since she treats everyone that way. Her delight is to spend her days feeding the clerics good nourishing meals and keep them well supplied with extra snacks. She can't understand how some of the temple staff think that with all the work they do, they can get by on just three meals a day. She is very fond of the two missing "boys" and doesn't understand how anyone could want to harm them. If the characters are polite to her, they will find the kitchen open to them at any

hour of the day or night.

Str 16, Dex 13, Con 15, Int 15, Wis 16,
Cha 16; Pr 5; AL NG; Spells 5/5/1.

Tiron is an acolyte of Desarius. Tiron will be assigned to take care of the party's needs during their stay at the temple. He will bring them meals, help them find their way around, contact people they may wish to speak with, and acquire any supplies they may need. He is young and new to the service of Desarius. He is extremely excited about meeting real adventurers. If asked about the recent incidents, he will warily admit that he finds it all exciting. Ancient sunken cities, mysterious disappearances, and adventurers sent on secret missions—what more could an impressionable 16-year-old ask for?

If the party asks him about Jan and Jirac, he states that he didn't know them well, but he does know that they wanted to be adventuring clerics. They were somewhat dissatisfied as temple priests.

Str 16, Dex 16, Con 17, Int 16, Wis 14,
Cha 16; Pr 1; AL NG; Spells 3.

What the Characters are Told

When the party arrives at the temple, August, the head priest, meets with them in a private study adjoining his personal quarters. He tells them that he wishes to hire them for a rather strange mission. He tells the PCs all the background that he knows, and they can choose whether to accept the mission or not at that time, but he has one request before he starts. August asks the party to swear that whether they accept or not, they will tell no one any of what he is about to reveal. (He will ensure this, if necessary, with *forget* or *suggestion* spells cast by a 7th-level wizard who is a temple ally.) When the party agrees, he relates the following story.

The priests of the temple have been investi-

Mystery of the Deep

gating some objects supposedly recovered from the sunken city of Carsall.

The gentleman who brought the objects to the temple was very secretive, and refused to reveal where he obtained them. He would not tell the priest where he came from and would give his name only as Aaron. He told the head priest that if the temple could obtain information from the objects about the location of Carsall, he would allow some of the priests to accompany him on an expedition to the site. In order to further the knowledge of his order, the priest agreed. The strange man disappeared a few days later and has not been seen since. Two of the priests (Jan and Jirac) who were examining the objects disappeared at the same time. August fears foul play.

Among the objects were sealed potion bottles, some navigational instruments, bits and pieces of old jewelry, and a sealed cabinet.

The cabinet was sealed with strange glyphs that the priests ascertained were specific to Manannan Mac Lir, the Celtic god of the sea. When the cabinet was opened, all that was inside were some sacred writings of Manannan and what appeared to be pages from an old ship's log. All of the material was water damaged and appeared quite old.

On the night when the three men disappeared, a commotion was heard in the library where the objects were kept. When some of the priests went to investigate, the room was a shambles. The furniture was overturned and most of the objects in question were missing. All that were left were some of the sacred writings and the pages from the log book which had been torn up and scattered over the floor.

August would like the party to ascertain what happened to the two priests and Aaron, and to recover them and the objects safely.

He offers the party 1,500 gold pieces each, and the priests of the temple will *heal* anyone injured on the mission. (The head priest is willing to raise his offer to 3,000 gold pieces each, *resurrection* for anyone who dies on the

mission, and free *heal* spells for six months after the mission, but that is his final offer. If the party refuses to accept that price, there are plenty of adventurers who will.) The party will also be allowed to keep any monetary treasure found in the expedition.

If the party accepts the mission, August turns over all of the materials from the cabinet and offers the use of the temple libraries. He can also give the PCs the information on Carsall that follows and anything else the DM deems appropriate.

What Really Happened

Aaron was actually a fisherman named Liam who took his boat out farther than usual about a week after a storm. He caught some strange objects in his nets. Having grown up on the stories of the sunken city of Carsall, he believed that these objects must have come from there. Having heard of the fabulous treasures to be found in Carsall, he took the objects to the temple of Desarius. He hoped to find some clues to the location of the city. He knew that he could not recover them alone, however, and hoped to pique the temple's interest enough to obtain their help.

The missing priests are young clerics out to gain a little glory for themselves. They managed to open the cabinet and find the location of Carsall.

They successfully identified the treasure of which the old stories spoke. The legends tell that the priests of Manannan Mac Lir owned four objects that allowed them to control the four elements. The altar of the temple held a *bowl commanding water elementals*, *censer controlling air elementals*, *stone of controlling earth elementals*, and a *brazier commanding fire elementals*. The items were enchanted to allow use by priests as well as mages.

Hoping for the chief priest's praise, they went to the fisherman and convinced him that the three of them could go out together, bring back the treasures of Carsall, and all be he-

roes. To gain time for their search, they staged a phony kidnapping and robbery and convinced the fisherman to leave with them secretly.

The priests identified the potions as *potions of water breathing* and took them along to aid in their explorations. They took the other objects to enhance the appearance of a robbery. In a rare attack of good sense, they left the written materials behind to allow pursuit in case they did not return. (They tore up the log pages to slow down anyone following them.)

Unfortunately, Jan, Jirac, and Liam did not consider the current inhabitants of the temple—a small band of sahuagin who were happy to take them prisoner. The sahuagin are trying to set up a new stronghold, and found the underwater temple of Manannan Mac Lir to be perfect for their needs.

The three men are presently hard at work restoring some treasures that the sahuagin found on the bottom of the ocean. They are being held until the priestess of the clan needs a suitable offering for Sekolah.

The Objects In the Cabinet

The sacred writings of Manannan Mac Lir are not of much use. The only information that can be gained from them is the identity of the various objects of elemental control in the altar of the temple. Learning this will take several days' study, as the books are water-stained.

Make a photocopy of the page from the logbook and either cut it up into about a dozen pieces for the players to reassemble, or give it to them intact, explaining that the priests of Desarius have pieced it back together since the disappearance.

The page of the logbook is more helpful. This page comes from a sea captain who was saved by tritons many years after the sinking of Carsall. His ship sank during a storm and the tritons from the temple carried him to their abode. (Some sections of the temple still

contain air.) While perfectly willing to offer him their hospitality, they were not willing to reveal themselves to the surface world by taking him to the land above. They feared that if people knew their temple survived, eventually someone would seek the sacred objects given to them by their god. They would then be forced to defend their temple from defilers once again.

To fill his time beneath the waves, the sea captain kept a journal. In the vain hope that he could escape or at least get a message to the outside world, he wrote down the location of the temple and its treasures in his logbook. He concealed this information so the tritons would not discover and destroy it. The captain eventually died and his belongings were put away for safekeeping. Upon his death, the tritons placed his book in a locked cabinet.

The surviving page bears the location of the temple. This is revealed by reading every fifth word of the entries.

One inaccuracy exists in the log, however. The temple is no longer inhabited by tritons; the complex was taken over by a clan of sahuagin. Their priestess now possesses the magical items. She is using the *bowl* and the *stone* to try to bring other clans under her sway. The priestess plans to gather an army and use them to raid coastal cities for wealth and slaves. The *censer* and *brazier* are useless to her now, but she knows that they will be valuable when she attacks the land dwellers.

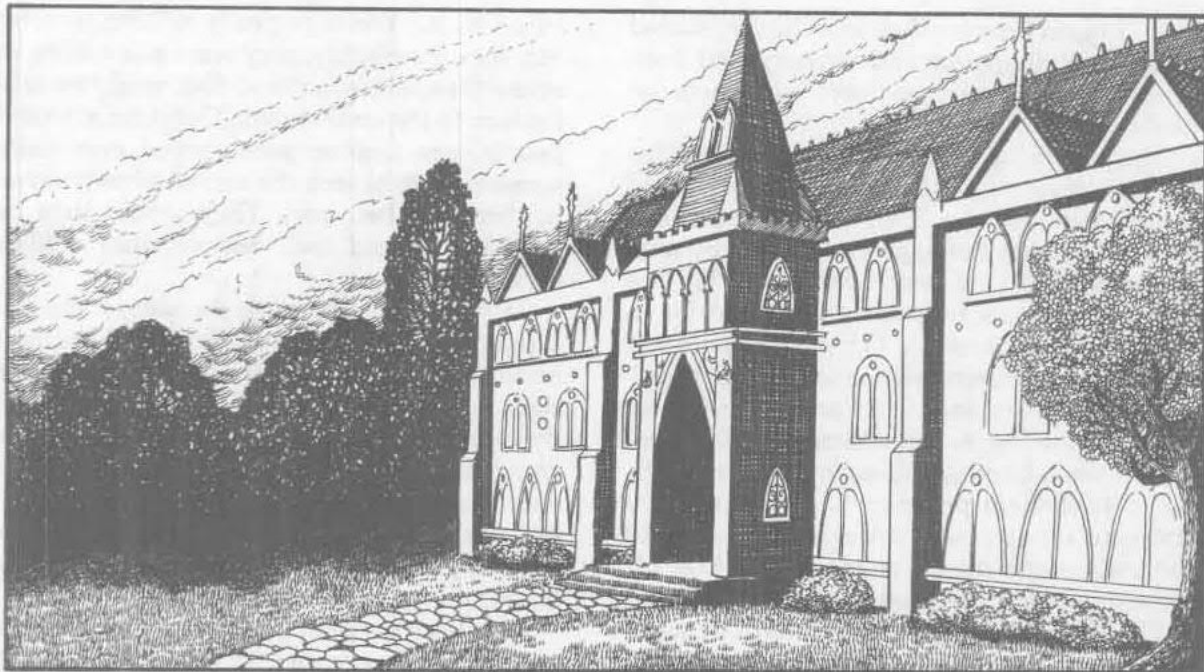
When the sahuagin searched the temple upon their arrival, they found the cabinet. Unable to open it, they discarded it with other "trash." This refuse was stirred up by the storm and caught in Liam's nets.

What the Party Can Discover

The following information can be gained by the party at the temple. This information can be found in whatever order seems logical to the party's search.

The temple library will yield the party as

Mystery of the Deep



much information on Carsall, tritons, and Manannan Mac Lir as the DM wishes.

Reading the texts from the temple of Manannan Mac Lir will tell the party that the altar of the temple contained four sacred objects. These were granted by Manannan Mac Lir himself and gave the priests of the temple control over the four elements. The objects were a *bowl commanding water elementals*, *censer controlling air elementals*, *stone of controlling earth elementals*, and a *brazier commanding fire elementals*. These items were all enchanted to allow use by priests as well as mages.

Because of the water damage to these manuscripts, determining this information will take four days of study.

Reassembling the page from the ship's log will reveal an account of a simple fishing expedition to an area called Dragon's Teeth. Research in the library or inquiries around the docks will reveal that Dragon's Teeth is an extensive area of coral reefs and rocks that lies

six to seven days' sail southeast of the port.

Reading every fifth word of the log will reveal the location of the triton's temple of Manannan Mac Lir and the sacred objects. The actual message is:

From Dragon's Teeth, sail two days due south to coral reef. Dive two hundred feet to big opening. Inside is the entrance to the tritons' temple of Manannan. Four items are on altar.

This will lead the party to the cavern containing the temple. The objects are no longer on the altar, however; the sahuagin high priestess now stores them in her quarters.

Note: if the players miss the hidden message, or do not conclude that they should look in the cavern for the missing priests, have Tiron suggest the solution while looking over a PCs' shoulder.

The following information can be gained through careful inquiry on the docks.

- A fisherman matching Aaron's description has been missing since returning from an expedition after the last big storm. This roughly matches the time Aaron showed up at the temple with his mysterious artifacts. Further investigation will reveal that his boat has been missing since the night of his disappearance from the temple. Learning this information will take one or two nights of wandering the taverns near the docks.
- If the party is persistent, (spending another night investigating around the docks), the PCs will find someone who claims to have seen three people boarding Aaron's boat around midnight on the night in question and setting sail.

The Whitton Docks

If the PCs wish to ask questions about Aaron, they should eventually find themselves down on the docks. The fact that he arrived with objects from an alleged sunken city should lead the characters to conclude that he may have been on a boat.

If the characters simply ask about someone named Aaron, they will gain nothing but frustration (his real name is Liam). However, offering a description of the man will eventually net them the information that a local fisherman named Liam, who matches the description, has been missing for several days. The party will be directed to the south end of the docks where the fishermen moor their boats. A description of Aaron—early forties, 5' 10" tall, 175 lbs., dark tan skin, sun-bleached, thinning hair, green eyes,—is readily available from August.

Most people at the fishermen's end of the dock are surly and uncooperative. They are a very closed group and distrustful of outsiders. However, a young, flamboyantly dressed man with reddish-blond hair who gives his

name as Mirran will eventually try to get the party's attention.

This will occur after a long afternoon of questioning taciturn fishermen and receiving not-so-subtle insults. (i.e. "What would I have to tell you about Liam? Nothing! I been minding MY own business. More people should try it." Or: "I can't imagine that anyone down here would interest fine adventuring types like you. We're all too busy working for a living to lead exciting lives.").

Mirran will tell the party that he has information of interest. He will meet the PCs in the alley behind the Ship's Chandlers an hour before midnight. If asked why he can't tell them immediately, he will glance around nervously and whisper that he doesn't dare. If pressed, he will hint at evil conspiracies and deadly dangers. Then, telling the PCs to bring gold—he'll need to leave town fast after this evening—he will run off.

The young man knows nothing about Liam. He heard the characters asking for information and decided to lure them into an alley and steal their gold. He will appear tonight as promised, but after the party arrives, it will be ambushed by some of his friends.

Mirran is a 5th-level thief. His friends, (three more than the number of party members at the meeting) are 3rd-level thieves from the local guild.

Mirran, 5th-level thief: Str 16, Dex 17, Con 15, Int 17, Wis 12, Cha 16; AL CN; AC 1; MV 12; hp 31; THAC0 16; #AT 1; Dmg 1-6 +3; SA backstab for triple damage, always strikes first in round; magical items *bracers of defense* AC 4, *short sword of quickness*, *ring of invisibility*.

3rd-level Thieves: Int Avg.; AL LE; AC 6 (leather armor + Dex); MV 12; hp 17 each; THAC0 19; #AT 1; Dmg 1-6; SA backstab for double damage.

When the characters arrive for the meeting,

Sleuthing in Whitton

Mirran will be waiting for them at the spot marked M on the map. The thieves will be waiting at the spot marked T. Mirran seems very nervous and motions the PCs down the alley to a cul-de-sac on the left. He walks all the way down the side branch and asks to see money before he tells them anything. After the party shows him at least 50 gold pieces, he has a brief coughing fit. This is the signal for the other thieves, who will then begin sneaking silently down the alley until they are within striking distance of the party.

Mirran then starts weaving a tale for the party to distract it and to gain time for his confederates to sneak up while moving silently (45% chance). If the thieves manage to surprise the party, they announce their presence with backstab attacks on the two closest party members.

At this point (or sooner if his confederates are detected), Mirran looks up and yells (seemingly in terror), "It's them! Help me!" He draws his sword as if preparing to fight on the side of the party. Mirran hangs back in the battle, seemingly afraid to engage. However, when an opportunity presents itself, he backstabs one of the party members and joins in the battle against them.

If the battle goes against the thieves, Mirran uses his *ring of invisibility* to try to escape. If captured, he begs for his life and tells the party that while he doesn't have any information, he knows where they can find out what they want to know.

If spared, he tells the party that all of the fishermen congregate at the Purple Mermaid tavern in the evenings. The fishermen are more friendly and relaxed there, and for a few drinks or a little gold, the fishermen or the staff might be able to tell the party what they want to know.

If the party loses the battle, they will wake up at the temple of Desarius, having just been resurrected. Their belongings will have been recovered by the city watch, which showed up just in time to chase away the thieves. How-

ever, all of their money, gems, and jewelry are gone.

If all the thieves are killed in the battle, the watch arrives three rounds later to check out the commotion. After listening to the party's story and checking them out with the temple, they will release the characters. In either case, the city watch will advise them that if they want to ask questions about a fisherman, they should go to the Purple Mermaid instead of letting themselves be lured into dark alleys by thieves in the middle of the night.

The Purple Mermaid Tavern

This is a clean, friendly neighborhood tavern with a brightly painted mermaid over the front doors. Cheerful music plays inside.

The layout of the Purple Mermaid is detailed in the map later in this module.

The fishermen are indeed friendlier here than they were on the docks—but not by much. The music and conversation stops when the party enters the door, especially if the PCs come straight from a battle with the thieves in the alley. If the party sits down at an empty table and orders drinks, the crowd eventually forgets them and activities gradually get back to normal.

The party's best source of information is the waitress, Cassie. If the PCs ask questions of anyone else, they will be directed to her. She is a lovely woman of about thirty, and will give them a bright friendly smile as she asks for their order.

Cassie is a good friend of Liam, and she has been extremely worried about him ever since his disappearance. She will tell the party that she has been even more worried in the last few days, since Liam's boat disappeared.

She is reluctant to discuss Liam with the party, but if the PCs reassure her that they are not trying to hurt Liam, she will tell them something she heard just a while ago.

Corac, an old beggar who she gives an occasional meal to after closing time, told her

that the other night he was sleeping by the docks when he heard a sound from the direction of Liam's boat. He went to investigate and saw Liam accompanied by two strange men. When he called out to them, one of the men said something unintelligible and Corac was suddenly paralysed. Cassie would have discounted Corac's story as a bad dream, but the next morning, Liam's boat was gone and hasn't been seen since. Cassie has been afraid to tell the city watch for fear that Liam has gotten into something illegal. However, she has been even more afraid that Liam will be in danger if she doesn't tell someone.

What actually happened was that Corac surprised Liam, Jan, and Jirac as they were preparing to slip quietly out of town. Jan was so startled that he cast a *hold person* spell on Corac, which kept him out of the way until the trio had weighed anchor.

Some other people the party might wish to speak to at the Purple Mermaid are Osric, the bartender and owner, and Corac the old beggar.

Osric is a large, cheerful fellow. He will listen to the characters' questions with great interest and tell them that Liam is one of his best customers. He is often in the tavern to spend time with Cassie, and being a good fellow, he spends plenty of money. Osric feels it is a real shame that Liam is missing. Not only does he miss Liam, but Cassie hasn't been the same since his disappearance.

Corac is a thin, wiry, old man in rags and tatters. He is perfectly willing to tell the party anything he knows in exchange for a few drinks and a hot meal. However, he is a bit senile and forgetful, and his mind wanders. A long and fairly frustrating round of questions will not net the party any more information than Cassie has already provided.

What Happens Next

When the party feels it has sufficient information to act, they should speak to August.

They will hopefully have decided that the missing priests and Aaron are at the sunken temple of Manannan Mac Lir.

They may have also concluded that the three men went off voluntarily. This will not change the mission. August will still be just as worried about the two missing priests. He knows that they are impulsive and headstrong, and he will be sure that they have gotten into something dangerous.

August will agree with the party's conclusions (whatever they are) and offer the use of a ship and crew for the expedition. He will also supply the party with any normal equipment they feel necessary, and sufficient *potions of water breathing* to last each party member for 24 hours.

He will request that the party set sail the following morning for the temple, though he will allow one day to gathering equipment and study appropriate spells.

The ship provided will be the pirate hunter *Venger*. August still feels that the three men may have been taken by force, and he wishes the party to be prepared for combat.

The *Venger* is a great galley and corresponds to statistics for this ship in the *Player's Handbook* and *Dungeon Master's Guide*. The *Venger* carries 25 marines and a full crew.

Marines, 2nd-level fighters (25): HD 2; hp 15; THAC0 19; #AT 1; Dmg 1-8/1-12 (long sword) or 2-5/1-6 (heavy crossbow); AC 8 (leather armor); MV 12; MR 13.

Before setting sail, August will remind the PCs that the primary mission is to return the two priests and Aaron unharmed. If the party finds anything of interest to the temple, he would be grateful for information, documents, or treasure. If the party has identified the sacred objects from the altar of Manannan Mac Lir, he will offer 2,000 gold pieces extra for their retrieval.

Sleuthing in Whitton



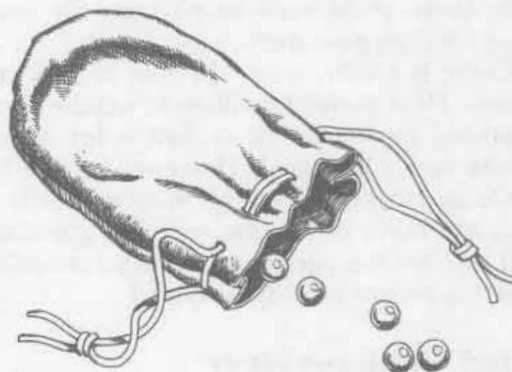
If the Party is Confused

If the party misinterprets the logbook and decides that they should check out the ocean floor around the Dragon's Teeth, they will find an extensive area to search.

The Dragon's Teeth is a huge area of coral reefs and atolls covering several square miles. If the PCs decide to dive and search the area, they will have a 10% chance per hour of encountering a hungry megalodon (giant shark). It immediately attacks the party, heading straight for the largest morsel in sight. It will not stop attacking until it is dead, or until it has eaten the whole party. It is too stupid to entertain the concept that anything but a larger fish could be a threat to it.

Giant shark (megalodon): Int Non; AL N; AC 5; MV Sw 18; HD 12; hp 90; THAC0 9; #AT 1; Dmg 4-16; SA Swallows whole; SZ L; ML 911; XP 5,000.

If the DM is willing, any swallowed characters may merely fall unconscious when they reach zero hit points, allowing them to be rescued and healed once the shark is dead. This can be a dangerous encounter, but its intent is not to kill the party.



When the party sets sail, they will have six days of fine weather to the Dragon's Teeth and two more to their destination. On the seventh day out, as they near the Dragon's Teeth, they will experience a violent storm (see below). If they ask the captain of the *Venger* about the possibility of sailing straight to the location specified by the hidden message, he will advise against it. He will tell them that the waters south of Whitton are especially treacherous and that he suspects that the directions were given as they were for a reason. Besides, since they are going southeast and then south the direct route would at best shave a day off of their time. If the party argues with him, he will mention that until they get their masters ratings, they might want to attend to their own business and leave sailing the ship to those who know what they are doing.

The captain is right about the directions. The city of Carsall was surrounded by a range of mountains just a few miles inland from the coast. When it sank, the mountains became an area of dangerously shallow water between the present coast and the city. If the party convinces the captain of the *Venger* to try a direct route to Carsall, they will save about a day and a half of the time needed (if lucky). However, there will be a 60% chance (roll four times a day, just like encounters) that the *Venger* will hit a mountain peak and run aground. This will require the crew to take one day for repairs to the hull, and another day to carefully pull the ship off the rocks. There will be a 25% chance that the damage will be so severe that the *Venger* will be slowed by 25% even after the crew repairs the immediate damage.

You should roll four times a day for random encounters. (morning, midday, evening, and night.) A roll of 1 on 1d10 will indicate an encounter on the following table:

Random Encounters at Sea (2d6)

- | | |
|----|----------------------|
| 2 | Lycanthrope, seawolf |
| 3 | Dragon turtle |
| 4 | Nymph |
| 5 | Whales |
| 6 | Giant crab |
| 7 | Squid, giant |
| 8 | Merchant ship |
| 9 | Sea snake |
| 10 | Marine eels |
| 11 | Giant sea spider |
| 12 | Mermen |

Seawolf encounters will be with a small pack of six lesser sea wolves led by a single greater sea wolf. They are hunting for food and if they can snatch three or more crewmen they will escape over the side.

The greater seawolf leading them is a huge creature that charges into battle, trying to infect as many opponents as it can before escaping over the side.

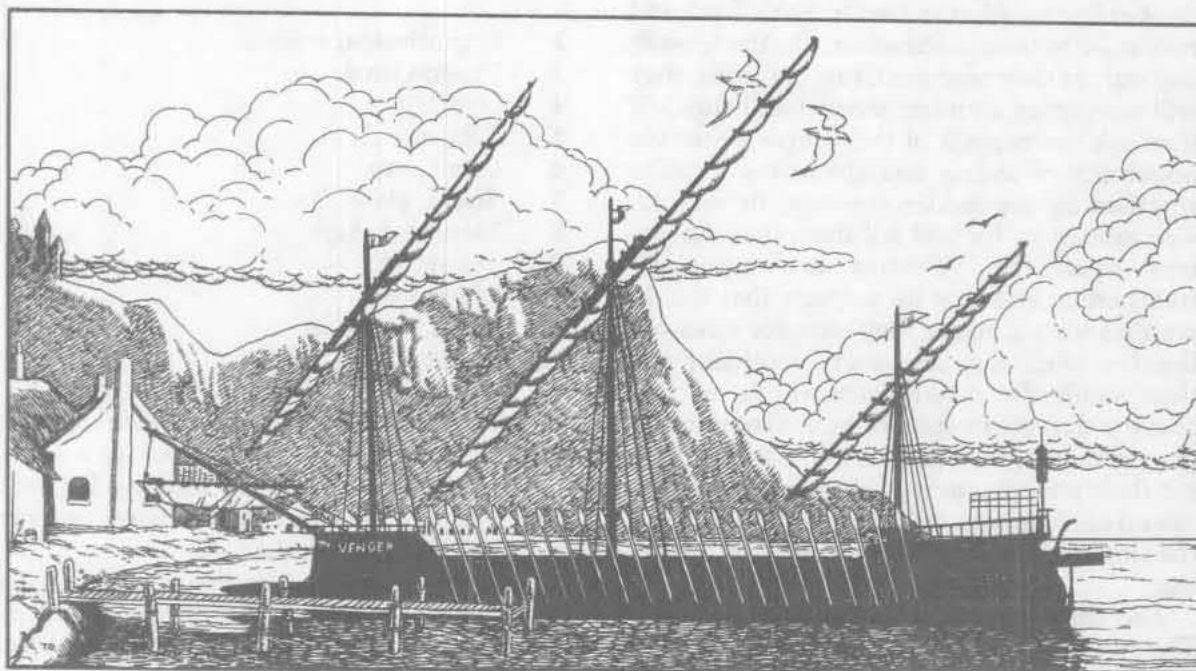
Lycanthrope, Greater Seawolf (1): Int Low; AL CE; AC 5; MV 9, Sw 27; HD 9 +2; hp 57; THAC0 11; #AT 1 or 2; Dmg 3-12 or 1-2 and by weapon type; SD hit only by silver, cold iron, or +1 or better magical weapons; SZ L; ML 13; XP 2,000 each.

Lycanthrope, Lesser Seawolf (6): Int Average; AL NE; AC 6 (7); MV 30, Sw 12; HD 2 +2; hp 12, 14, 18, 9, 11, 13; THAC0 19; #AT 1 (3); Dmg 2d4 (1-2/1-2/1-4); SZ M; ML 11; XP 175 each.

The dragon turtle encounter will be with a small specimen. It is defending its territory against the intruding ship. It will flee if reduced to 24 or less hit points.

Dragon Turtle (1): Int Very; AL N; AC 0; MV 3, Sw 9; HD 12; hp 96; THAC0 9; #AT 3; Dmg 2-12/2-12/4-32; SA Breath weapon, capsized ships; SZ G; ML 17; XP 10,000.

Sailing, Sailing



The nymphs will be curious and flighty. They want the party to play games with them and flirt with handsome male characters. They will not try to charm any of the characters or crew. If attacked, they dive away and do not reappear.

Sea Nymphs (3): Int Exc; AL N; AC 9; MV 12, Sw 15; HD 3; hp 15, 13, 16; THAC0 17; #AT 0; Dmg nil; SA Spell use; SZ m; ML 7; XP 14.

The whales are a small group of young males. They will not attack unless provoked. If attacked, they come up beneath the ship to strike it with their tails and try to sink it.

Whale, Common (4): Int Low; AL N; AC 4; MV Sw 18; HD 16; hp 97, 104, 83, 67; THAC0 5; #AT 1; Dmg 1-8; SA Tail; SZ G; ML 15; XP 5,000.

The giant crab encounter involves seven creatures. When the *Venger* passes near the

coral reefs where crabs have their lairs, they attack the ship, looking for food.

Crustacean, Giant—Giant Crab (7): Int Non; AL N; AC 3; MV 9; HD 3; hp 22, 17, 23, 16, 15, 18, 19; THAC0 16; #AT 2; Dmg 2-8/2-8; SD Surprise; SZ L; ML 13; XP 65 each.

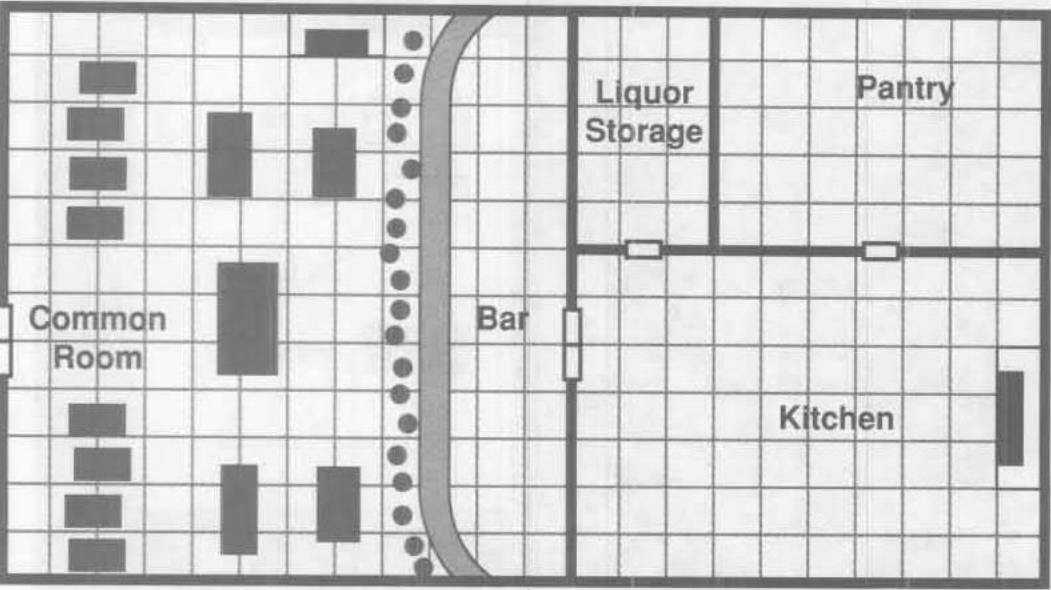
The giant squid is also hungry. If it can snatch three crewmen, it is satisfied and leaves. It will come up from the back of the ship and try to snatch the crew from the helm.

Squid, giant (1): Int Non; AL N; AC 7/3; MV Sw 3, Jet 18; HD 12; hp 77; THAC0 9; #AT 9; Dmg 1-6 (×8)/5-20; SA constriction; SD Special; SZ G; ML 13; XP 9,000 each.

The merchant ship is on its way to Whitton. The captain only wishes to find out what the *Venger* has met on its way so far. If the *Venger* has had many encounters on its way, the merchants will try to hire it as an escort.

The Purple Mermaid

One square = five feet

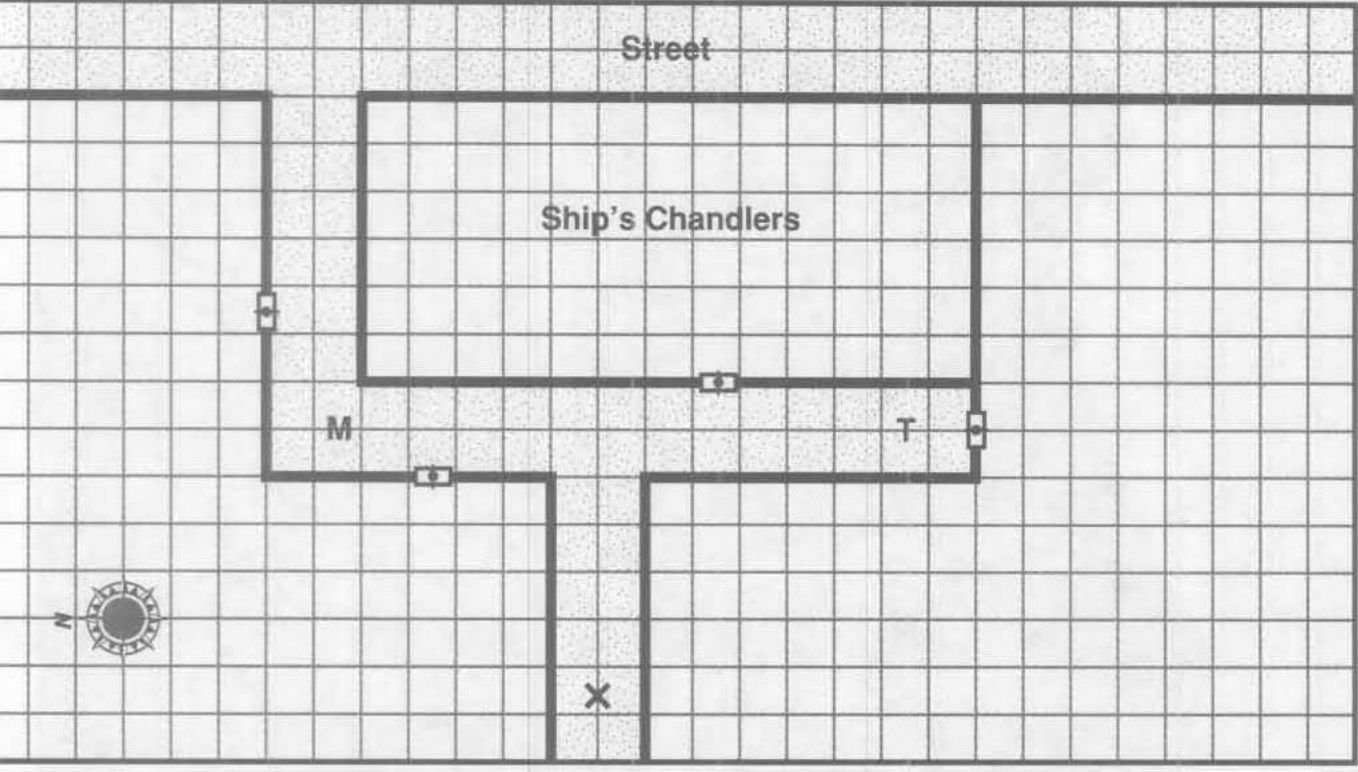


- Stool
- Table
- ▭ Fireplace
- Door
- ▭▭ Double Door



Ambush in the Alley

One square = five feet



◻● Locked & Bolted Door

DM's Map of the *Venger's* Route



Forest



Grasslands

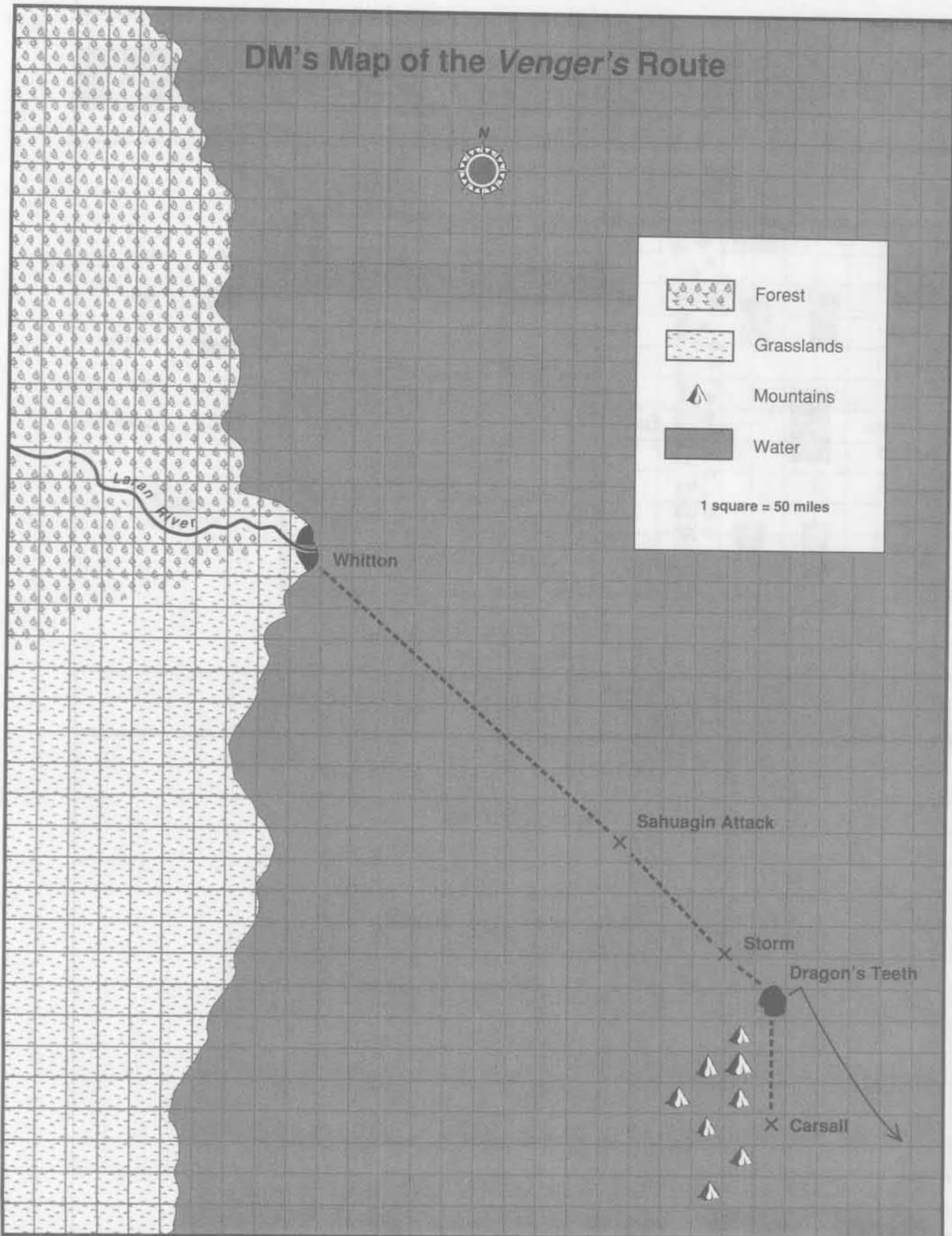


Mountains



Water

1 square = 50 miles



Lalan River

Whitton

Sahuagin Attack

Storm

Dragon's Teeth

Carsall



Ship's Log Seahunter

May 5: Five ships sailed today from Whitton to fish the Dragon's Teeth. Must beware, the Teeth will easily let you sail to the bottom in two minutes or less. These days most ships wrecked are do to simple carelessness.

May 6: Good South wind to day. Changed course to avoid an outcrop of coral. Later we had to reef sail to correct.

May 7: Nice dive today. We swam for two hours and were wild looking things, won hundred sailors in water, kicking feet and splashing with arms. Back to work Tomorrow.

May 8: Began with big argument to day. Orca's captain opening hostilities in my cabin, instantly my morning is complete chaos. I instructed the guards to deny him entrance from here on. He can scream to the fish after this.

May 9: The new boy saw two tritons swimming today. Hit his temple while climbing down out of crow's nest. I thought Manannan himself was rising up for he was excited.

May 10: Items of brand new equipment are checked and mounted on racks.

May 11: Today had to alter course, winds shifting constantly.

Sailing, Sailing

The sea snake will attack to sink the ship. It cannot be driven off, but must be killed.

Snake—Sea, Giant (1): Int Animal; AL N; AC 5; MV 12, Sw 12; HD 10; hp 64; THAC0 11; #AT 2; Dmg 1-6 or 3-18; SA Poison and constriction; SZ G; ML 11; XP 3,000 each.

The eels are curious, nudging the ship to see what it is. If attacked, they attack for three rounds and then flee.

Eel, Marine (5): Int Non; AL N; AC 6; MV Sw 9; HD 8; hp 52, 43, 60, 37, 26; THAC0 12; #AT 1; Dmg 4-16; SA Electric shock; SZ H; ML 9; XP 975 each.

The giant sea spiders fight to the death for food. They attack by stealth, crawling up the stern of the ship.

Spiders, Giant Marine (8): Int Semi; AL N; AC 4; MV 15; HD 7+7; hp 54, 61, 47, 38, 46, 53, 57, 63 THAC0 13; #AT 1; Dmg 3-12; SA Poison; SZ L; ML 14; XP 1,400 each.

The mermen are merely curious about the ship. If the party is honest with them, they wish the characters well and leave. The mermen know nothing about the tritons or a temple, but they do warn the party that lately, there has been a lot of shark activity in the vicinity.

Merman (24): Int Average; AL N; AC 7; MV 1, Sw 18; HD 1+1; hp 9 each; THAC0 18; #AT 1; Dmg By weapon type; SA grapple ship; SZ M; ML 10; XP 1 HD: 35 each.

The Storm

On the last day before reaching the Dragon's Teeth, the *Venger* runs into a bad storm. The morning starts out bright and sunny, but as the day passes, the sky gradually darkens and the wind picks up. The waves get higher

and the ride becomes pretty rough.

Any character making a successful Wisdom check notices the captain looking worried and the crew stowing away anything that might come loose in rough weather. A character with the Weather Sense proficiency who succeeds a check realizes that a bad storm is coming. If anyone asks the captain, he confirms that a storm is coming.

If the characters offer to help, the captain says that he hates to have lubbers on deck during a storm, but will need every hand to come through this one.

If any characters have sailing skills, they can provide hands-on help during the storm. However, even characters with no nautical skills can do their part. Bards can raise the morale of the crew with a rousing sea chantey. Thieves can use climbing abilities to get up in the rigging (a dangerous task in a storm). Mages can use various spells, such as *unseen servants* to perform dangerous jobs in the rigging, *mend* to repair damage as it occurs, and *spider climb* to give someone a chance to avoid being washed overboard. Clerics can help keep up the crew's strength with *resist cold* or protect the deck crew with *protection from lightning*. Fighters can lend their strength to aid the deck crew even if they know nothing about sailing, as long as they are willing and able to follow orders.

There is a 20% chance every two hours that a crewman will be thrown overboard. If this happens, let a random party member see him. They should attempt a rescue. You should make the rescue as dramatic as possible. Make it look as if the two are about to be lost at any time but let the party succeed with the rescue in an appropriately heroic manner.

Around 10:00 p.m., the storm hits. It lasts eight hours, causing the following checks.

- Once during the storm, roll the seaworthiness rating of the ship (45%). Each party member lending his or her talents to manning the ship will add 2% to the rating to a maximum of 60%. If the roll is failed, the ship sus-



tains damage sufficient to slow it by 25%.

- Every hour, there is a 20% chance of lightning occurring. If it does, there is a 5% chance per hour of the storm that the ship will be struck. Once the lightning begins, there is a 20% chance every subsequent hour that it will stop. If the ship is struck, there is a 5% chance that a random party member on deck will be struck for 6d8 points of damage. Otherwise, the ship will sustain sufficient damage to slow it by 25%. This is cumulative with damage from the storm. The ship could end up at half-speed by the time the storm is over. The ship will not be slowed to less than half.

- Every half hour, every PC must roll a Dexterity check to avoid being washed overboard. If the first check fails, a second check should be allowed to see if the character can grab something to avoid being washed out to sea. If a character is washed overboard, a sailor will throw him an empty barrel which will keep him afloat until the storm ends and the ship can pick him up.

- Once during the storm, roll a Constitution check for all characters without sea based proficiencies to see if they become ill. If so, they will have to go below for the duration of the storm. They will be no use to anybody until the seas, and their stomachs, are calm again.

If the ship is damaged, the crew will manage to make sufficient repairs during the next two days of travel and while the party is raiding the temple to restore one-half of the speed lost during the storm. The rest will have to wait until the ship can be pulled into drydock.

If the party offers to help during the storm and is of some real use, the crew will become extremely friendly toward them and will accept the party as their own. Anytime in the future that the party needs a ship available, there is a 70% chance that the *Venger* will be in dock. If so, they will be more than willing to take the party anywhere.

The Temple of Manannan Mac Lir

When the *Venger* arrives at the place specified in the logbook, the captain will drop anchor. He will tell the party that the ship will wait for them for three days. He knows that they only have *water breathing* potions for 24 hours, but he will not take a chance on leaving them stranded.

The temple is inside a large cavern (placed there by Manannan Mac Lir to protect it). The entrance is now shrouded with kelp and can only be seen with a successful search. There is only a 10% chance per hour spent searching to find it. Contrary to the logbook, the temple is inhabited by 25 normal sahuagin led by a chieftain and three lieutenants. He, in turn, is commanded by a 5th-level priestess and her three 3rd-level lesser clerics. There are two extra sharks with them as well as the cleric's companion sharks. All sahuagin encountered in the temple should be subtracted from these totals.

Sahuagin (25): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2 +2; hp 15 each; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA Special; SD Special; SZ M; ML 12; XP 175 each.

Chieftain (1): Int High; AL LE; AC 5; MV 12, Sw 24; HD 4 +4; hp 35; THAC0 14; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or 2-7 +3 (*trident* +3); SA Special; SD Special; SZ M; ML 12; XP 420.

Lieutenants (3): Int High; AL LE; AC 5; MV 12, Sw 24; HD 3 +3; hp 26, 25, 27; THAC0 15; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or 2-7 +1 (*tridents* +1); SA Special; SD Special; SZ M; ML 12; XP 270 each.

Priestess (1): Int High; AL LE; AC 5; MV 12, Sw 24; HD 5; hp 40; THAC0 14; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or 2-7 +1 (*trident of wounding*, acts as a *sword of wounding*); SA special and spell use; SD special; SZ M; ML 12; XP 650

Lesser Clerics (3): Int High; AL LE; AC 5; MV 12, Sw 24; HD 3; hp 21 each; THAC0 15; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or 2-7 (*tridents*); SA Special and spell use; SD Special; SZ M; ML 12; XP 270 each

Shark, common (2): Int Non; AL N; AC 6; MV Sw 24; HD 8; hp 54, 47; THAC0 13; #AT 1; Dmg 3-12; SZ M; ML 10; XP 420.

All sahuagin encountered in the temple will fight to the death unless they see the priestess slain. She is a fanatic, and they all fear her more than anything the party could possibly do to them.

The entrance to the lair is guarded at all times by two sharks and four of the normal sahuagin. The sahuagin at the entrance are armed with heavy crossbows and daggers. If attacked, three of the sahuagin will stay to hold off any intruders, while the fourth will leave to warn the chieftain of the attack.

The sahuagin will fire their crossbows, then discard them and charge in to attack with their claws and teeth. The fourth will stay long enough to fire his crossbow before leaving.

The sharks will attack as long as the party is within reach but will not follow them into the temple.

The temple is completely contained within this large cavern. However, the walls of the cavern all but touch the sides of the building, except in the front. There is no way around to the sides. The only access to the temple is through the front doors. The front doors of the temple are plated with gold and embossed with the symbol of Manannan Mac Lir. The doors are open when the party enters the cavern.

If the alarm is given, the sahuagin will be prepared and moving about the halls looking for intruders. Otherwise, the sahuagin will mostly be in their rooms.

Rooms and Encounter Areas in the Temple

Unless otherwise noted, all areas of the temple are dark. The party can see only three to four feet in front of them without an additional light source. Infravision does not work underwater.

Area 1. The Altar Room

This 100' × 70' room is dominated by the huge altar at the far end. There are two doors in the east wall flanking the altar, and a double row of pillars stretching down the center of the room. There are no benches or other furnishings in the room (the priests didn't need benches after being changed into tritons, so they removed them). Behind the altar is a large statue of Sekolah, the great shark. If the party has not provided a light source, the first one to approach closely enough to see this sculpture must make a save versus Wisdom or be overcome with terror for two rounds.

Upon examination with sufficient light, it will be obvious that the altar has been desecrated and turned to the worship of evil. There are four shallow depressions where the four sacred objects previously rested, but the items are missing. The wall behind the altar shows signs that previous decorations have been removed and the statue of Sekolah put in their place.

A secret panel that the sahuagin are unaware of is built into the back of the altar. This compartment contains a specially blessed holy symbol of Manannan Mac Lir, which allows one of his clerics to calm rough waters in a ten-mile radius once per day. It is worth 2,000 gp to a cleric of Manannan Mac Lir.

The north door leads to room #2. The south door leads to a stairway up.

Careful examination, with proper light, will reveal that the silt has been disturbed near the south door. This will only have occurred if the fourth sentry escaped from the attack at the entrance.

Area 2. Priest's Cloakroom

This 20' × 20' room was once used to hold the priest's ceremonial vestments. Now it is used as a storeroom for the sahuagin. It contains weapons and ceremonial knives used to make sacrifices to Sekolah. There are also several sealed vessels containing food for the cleric's shark companions. There is a door in the east wall leading further into the temple.

Area 3. Hallway

There is a 35% chance that there will be one of the lesser clerics and two normal sahuagin returning from feeding the shark in the back. If present, the cleric will turn and flee through the door at the far end of the hall, while the other sahuagin attack the party to cover her retreat. They will be armed with trident, net, and dagger. They will throw the nets first at whomever is at the front of the party and then move forward to engage in combat. They will try to hold off the party as long as they can so that the cleric can call back the sharks to defend her.

If the sahuagin were not present, this area will be empty.

The cleric's spells are *cure light wounds*, *command*; *silence 15' radius*.

Area 4. Shark Grotto

The back of this large room has been removed and a large opening has been dug out of the cavern wall. This whole area connects to the sea. The priestess and her lesser clerics use this area to feed their shark companions. If the sahuagin were present in area 3, then the cleric will be here with four sharks. If not, then there will only be two sharks here waiting around to be fed.

Shark, Common (4): Int Non; AL N; AC 6; MV Sw 24; HD 5; hp 26, 37, 29, 32; THACO 15; #AT 1; Dmg 2-8; SZ M; ML 10; XP 3 HD: 175 each.

The Temple of Manannan Mac Lir

If the cleric is here, the sharks will attack normally to defend her. If not, the two sharks attack the party and the other two arrive 3 rounds after blood is drawn. If blood is spilled, roll percentile dice for each shark present each round. There is a 30% chance each round that the shark will enter a blood frenzy and attack a random opponent (including another shark). There is no chance of this as long as the cleric is present.

The cleric will hang back and attack with spells until she is out, then she will move into combat with her trident.

There is nothing of note here except for some bones and scraps of clothing from previous captives who were fed to the sharks.

Area 5. Treasure Room

Behind this secret door, the priestess and her two clerics have stashed the monetary treasure they have stripped of past sacrifices. There are 1,200 gp, 125 pp, and a large black pearl worth 2,500 gp in this room. The clerics

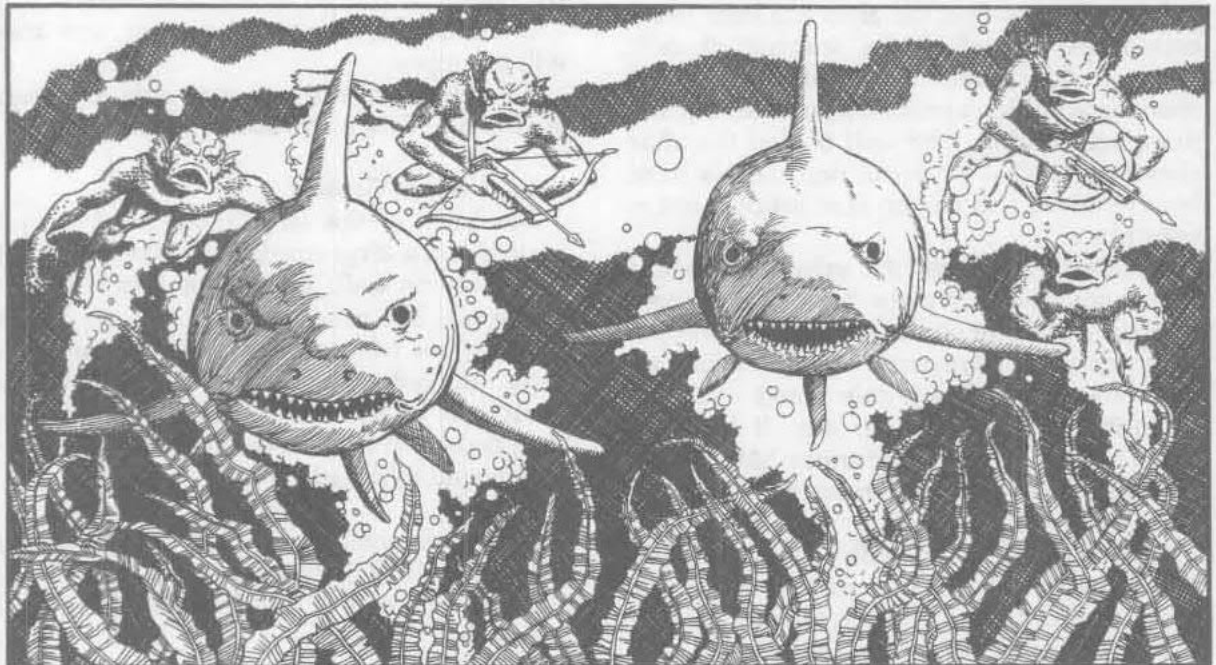
felt that these items would be safe with their "pets" to guard them.

Stairway Up

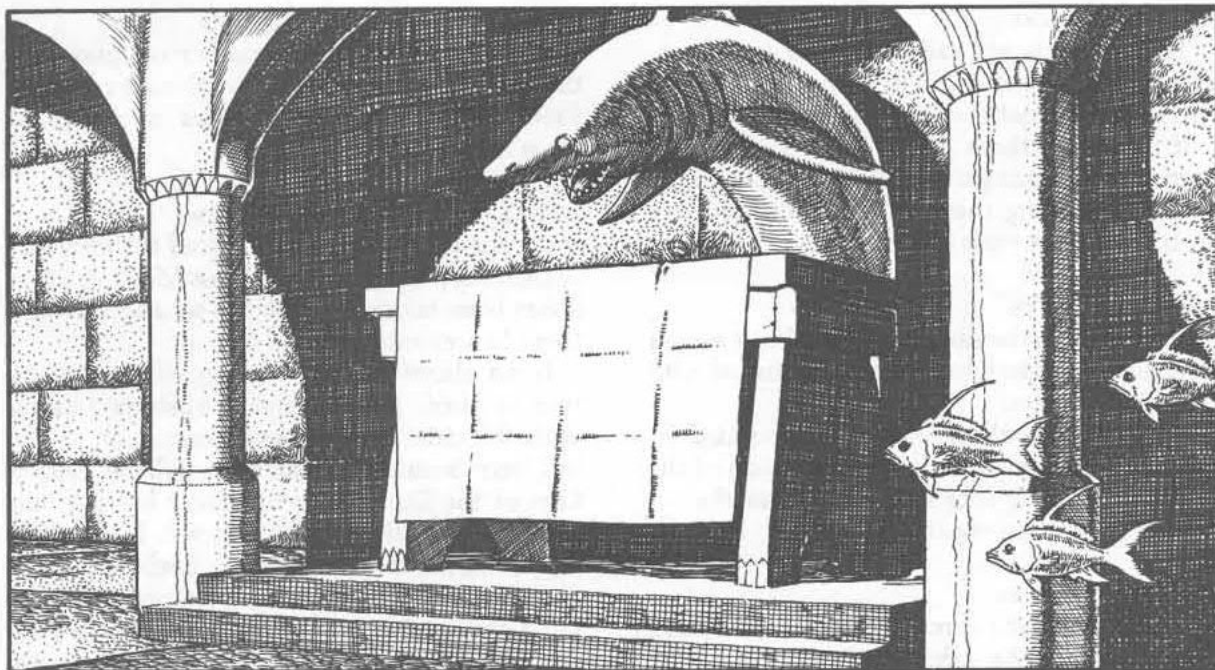
This spiral stairway leads up to the next level of the temple. The stairwell is full of water and the party can quickly swim upward.

Area 6. Main Second Floor Hallway

This hallway stretches for the length of the second floor with a cross hall about midway down. If no alarm has been given, this area will be empty. If an alarm has been given, there will be ten normal sahuagin led by one of the lieutenants waiting to ambush the party as they leave the stairwell. The sahuagin will wait around the corners of the intersection until the entire party has entered the hall. They will then drop hooked nets which have been attached to the ceiling on the party. Because of the slowness of falling objects under water, give all characters a save versus dexterity to escape the trap. Regardless of the effectiveness



The Temple of Manannan Mac Lir



of their trap, the sahuagin will attack in the round immediately following.

Five of the sahuagin and the lieutenant have heavy crossbows. They will fire them and then attack. If there are any recognizable spellcasters in the party, the crossbowmen will concentrate fire on them. No more than three will fire at any one target, however. The remaining five sahuagin will wait for the crossbows to be fired and then attack in the same round. The lieutenant will hang back during the fight and continue firing his crossbow at any unengaged party members. He will concentrate on spellcasters if at all possible. Sahuagin know about land-dwelling spellcasters and fear them greatly. These sahuagin will fight to the death. If obviously overmatched, they will attempt to inflict as much damage on the party as possible in order to give the chieftain and the priestess as much chance as possible to defeat them. The sahuagin will especially target spellcasters and try to get them to use up as many spells as possible.

Area 7. Barracks

This room once housed low-level clerics of Manannan Mac Lir. It is now used as barracks for the normal sahuagin troops.

If an alarm has not been sounded, there will be 3-5 (1-3 +2) normal sahuagin in this room resting. They will have spears and daggers at hand but unless the party has made an inordinate amount of noise, they will be surprised and spring to the attack with claws and teeth. They will try to get one of their number free to sound an alarm if possible.

Any disturbance with the doors open will have a 50% chance to bring 5-15 more sahuagin from other rooms to investigate.

If the alarm has been given, this room will be empty as all sahuagin will have been placed by the priestess in combat stations.

If the room is searched, a loose floorboard will be found. There is a pouch under it containing three 10 gp gems. The sahuagin missed it when they ransacked the temple for valuables.

The Temple of Manannan Mac Lir

Area 8. Barracks

This room is virtually identical to area 6, except that the sahuagin in here will be armed with heavy crossbows and daggers.

If searched, there is a *mace* +1 in the far corner. The sahuagin in this room picked it up when ransacking the temple but discarded it as unsuitable for use underwater.

Area 9. Barracks

This room is the same as those above except that the sahuagin housed here are armed with tridents and nets.

Whether the alarm has been sounded or not, there will be a rack at the far side of the room containing five spare nets that the sahuagin have been repairing.

Area 10. Barracks

This room is the same as the other barracks rooms above. The sahuagin housed here are armed with heavy crossbows and daggers.

A search of this room will reveal a pouch hidden in the weapons rack by one of the troops. It contains five pearls worth 50 gp each.

Area 11. Barracks

Except for size, this room is the same as the other barracks rooms above. The sahuagin housed here are armed with spears and daggers.

A search of this room will reveal a section of narwhal horn carved into the shape of a rampaging shark. One of the sahuagin living here was carving it as an offering to Sekolah. He was contemplating challenging one of the lieutenants for his position and was hoping an offering to Sekolah would bring him good luck.

Area 12. Storage

This room is identical in size to barracks room 11. However, it is used for storage. The room contains 100 spare crossbow bolts, two heavy crossbows, six tridents, 12 spare nets,

24 spears, and several daggers.

Some large containers made from giant sea turtle shells also contain various preserved foods contained in fish bladders to keep them from the water.

Area 13. Lieutenants' Quarters

At one time, this room housed the intermediate level priests of Manannan Mac Lir. Now it has been taken over by the sahuagin chief's three lieutenants.

If no alarm has been given, there will be two of them here and one upstairs talking with the chief and the priestess. If an alarm has been sounded, this room will be empty. One of the lieutenants will have led the ambush in the hallway, and two will be upstairs preparing for the final assault. Each lieutenant is armed with a *trident* +1 and a net. One also has a *dagger* +2. If the two lieutenants are encountered in this room, they will concentrate their attacks on one opponent at a time until that person is slain then go on to another adversary. They hope to reduce the odds for themselves, or failing that to give their chief and priestess a better chance later.

The lieutenants keep their personal treasure here in a bronze chest in the corner. It includes 12 pearls worth 100 gold pieces each, five 25 gold piece gems, and a *necklace of adaptation* (the sahuagin don't know what it is; it just looks valuable).

Area 14. Lesser Clerics' Quarters

This room also used to house the intermediate level priests of the temple. In a way it still does. The lesser clerics of Sekolah now make their abode in this room.

If the alarm has been sounded. There will be no one in this room. The three lesser clerics (or two if the party met one feeding the sharks), will be upstairs supporting their mistress in her preparations for the party's attack. If no alarm has been given, there will be two (or one) clerics here meditating. The other will be upstairs conferring with the chief and the

The Temple of Manannan Mac Lir

priestess. Regardless of the number of clerics in residence, they will not hesitate to attack. They will attack first with spells and then close for combat. One of the clerics has a pet in the room—a small (barely 12 feet long) marine eel. It always remains in this room and will immediately attack anyone other than one of the clerics who enters the room.

Eel, Marine (1): Int Non; AL N; AC 6; MV Sw 9; HD 6; hp 42; THAC0 13; #AT 1; Dmg 2-8; SA Electric shock; SZ H; ML 9; XP 420.

The eel will use its electric shock immediately if alone. If one or more of the lesser clerics is in the room, it will wait until brought to one-fourth of its total hit points or less or until the sahuagin cleric(s) is slain. It will first attack anyone stunned by its discharge. If it waited until it was at one-fourth of its hit points to use the electric shock, it will attempt to flee once it has done so.

The clerics are all wearing necklaces with giant shark's teeth on them. The spells that the lesser clerics have memorized for today are as follows:

Cleric #1 (In room): *fear, darkness, protection from good, command; charm person or mammal, hold person* (×2).

Cleric #2 (Upstairs): *cause light wounds, fear, bless; wyvern watch.*

Cleric #3 (In room or feeding sharks): *cure light wounds, command; silence 15' radius.*

The clerics will cast *charm* on a fighter and *silence* on any apparent spellcasters. They will use *darkness* to counter any light sources the party has. Cleric #1 will use *fear* to send a fighter out of the room and even the odds a bit. Then if two clerics are present, one will attack while the one with *hold person* memorized will use it to even the odds as much as she can. After her spells are exhausted, she

will move to attack with her trident. Run these clerics as intelligent. They will use any means at their disposal to defeat the party. Failing that, they will want to hurt the characters as much as possible. The clerics of Sekolah are fanatics and if they have to die in her service, then they will gladly do so.

Stairway Up

This spiral stairway leads up to the next level of the temple. The stairwell is full of water and the party can just swim up instead of taking the stairs if they wish.

Area 15. The Chieftain's Quarters

This large room is hung with bolts of rich cloth looted from merchant vessels. The drapery move languidly in the water currents stirred up by the party member's entrance. By now, the chieftain and priestess will know something is amiss, and will be waiting in area 17 for the party. Therefore, there will be no one in the room. However the priestess, as a favor to the chieftain, placed a *glyph of warding* just inside the doorway quite some time ago. Anyone entering the room without speaking the name of the Glyph (in sahuagin) will sustain 10 points of electrical damage (save for half).

There are two sets of chain mail, two footmans flails, a set of leather armor, and a well worn short sword lying in a heap in the corner. These items were taken from Liam, Jan, and Jirac. Otherwise nothing of note remains in the room.

Area 16. The Priestess's Quarters

This room is identical in size to the chieftain's room across the hall. It is decorated in a much more austere manner, however. There are no adornments of any kind in the room except for a small shrine to Sekolah in the southeast corner. As was mentioned above, the chieftain and priestess know something is wrong here even if no alarm was given earlier. Therefore, the room will be empty except for

The Temple of Manannan Mac Lir

a chest in the southwest corner of the room.

The chest contains the treasure that the priestess has accumulated from sunken ships and the occasional raid. It contains: 500 gp, 1,100 gp, 13 100-gp gems, and two potions of extra-healing. It also contains the four sacred items from the altar of Manannan Mac Lir.

The chest is trapped with a poison needle. If the trap is not removed before opening the chest, the person will take 5-20 points of damage (save at +3 for half damage). The sea water has weakened the poison somewhat. This is reflected in the bonus to the saving throw.

Area 17. Main Meeting Room

The hallway leading westward from the stairs opens into a 70' × 35' room with double doors at the far end.

This was once the conference room where the clerics of Manannan Mac Lir made the administrative decisions affecting the temple. The chieftain and priestess of the sahuagin are expecting the party and are ready for them. Any surviving sahuagin are here with them, ready to do battle.

Depending on whether the alarm was raised earlier in the adventure and how some of the other encounters went, there could be as many as eleven normal sahuagin, two lieutenants, and three lesser clerics here with the priestess and chieftain. There could also be as few as one lieutenant and one lesser cleric. Therefore, you will have to be fairly flexible in setting up your battle plan.

Priestess's spells: *bleed*, *command*, *protection from good*, *fear*, *faerie fire*; *charm person* or *mammal*, *hold person*, *silence 15' radius*, *aid*, *barkskin*; *meld into stone*, *animate dead*.

She also carries a *rod of absorption*. It has 12 charges and holds three levels of spell potential.

In any case, the sahuagin will be waiting in the north and south eastern corners of the room waiting to ambush the party as they enter. The sahuagin will wait until the party is

entirely in the room before attacking. Because of the variability in the number of sahuagin here, only a general plan of battle will follow.

The priestess and her lesser clerics will allow the other sahuagin to attack first while they stay in the back and cast spells. The general sequence of spell use will follow that given in other encounters. All protective spells will have been cast before the battle. The priestess will have cast *aid* on the chieftain. She will have cast *protection from good* and *barkskin* on herself. The clerics will lead with offensive spells before rushing into battle. The chieftain, his lieutenants, and any normal sahuagin warriors in the room will all be armed with heavy crossbows and will lead off with a volley before engaging in melee. They will concentrate first on any obvious spellcasters (no more than three shots at any one target) and attempt to engage them first in combat. The sahuagin believe that if they can neutralize the party's spell use they can win a head-on battle with the rest of the party. The clerics will concentrate their *hold person* and *silence* spells on any obvious spellcasters, and anyone who gets too close. If necessary, the lesser clerics will engage in combat to protect the priestess and allow her to keep casting spells.

Once battle has begun, the priestess will use her *rod of absorption* to cast multiple *hold person* and *silence* spells on the characters. She will also attempt to cast *charm person* or *mammal* on any fighters who come near her. This, of course, assumes that someone casts some spells at her that she can absorb. If one of the party members is killed, she will cast *animate dead* on the body and have it fight on her side. If the fight is going against the sahuagin, she may also do this to one of the dead sahuagin to allow him to keep fighting. If it becomes obvious that the sahuagin are going to lose the battle, she will use *meld into stone* spell to escape the battle through the temple walls. She will attempt to retain three charges of spell in her *rod of absorption* to

The Temple of Manannan Mac Lir

allow her to cast this twice in case her first casting is disrupted.

This should be a tough battle. Do not hesitate to play the sahuagin, and especially the priestess, full out. They are not stupid, and the chieftain and priestess leading them are quite cunning. They will hold nothing back during this battle and no one will attempt to flee unless the priestess is killed or retreats.

If the priestess is forced to flee, she will return to attack the characters' ship on their homeward journey. She is ambitious and vindictive. She will not let the party escape with her treasures so easily.

Area 18. The Prison

This large room is entered through a double set of double doors. This is intended to keep the water pressure in this room at a manageable level. The ceiling of this room has been raised, and a raised platform 12 feet high has been placed at the western of it. The top of the platform is about two feet above the water

level in an air space designed to hold air breathing prisoners. The three missing men are on the platform.

There is, however, one more obstacle in the party's way before they can rescue the prisoners. The priestess kept a sacred white shark here to whom she fed sacrifices to Sekolah. The shark will be expecting to be fed when the door opens and will assume that the party is dinner. The first character through the doors will be attacked with surprise.

This shark will attack until slain. It will concentrate on one target until that one stops moving then move on to another.

Shark, Common (1): Int Non; AL N; AC 6; MV Sw 24; HD 8; hp 62; THAC0 13; #AT 1; Dmg 3-12; SZ M; ML 10; XP 650.

The three prisoners will be perfectly happy to go home once the shark is killed. They will not need *water breathing* potions as Jan and Jirac have been praying for the spells just in



The Temple of Manannan Mac Lir

case. They will be very happy to have their armor and weapons back and can leave immediately. They have not been overly mistreated and except for the cold and damp have been fairly comfortable. The priestess wanted them to be healthy when the time came for a sacrifice.

If asked about their mysterious disappearance, Jan and Jirac will, rather sheepishly, admit the whole thing. They just wanted to get a bit of adventure on their own and recover something valuable for the temple. Liam will be embarrassed that he let them talk him into such a fool stunt and will be properly ashamed of himself if told how worried Cassie is for him.

The stats for Liam, Jan, and Jirac follow:

Liam (Fisherman): St.16; In.14; Wi. 12; Dx. 15; Cn. 17; Ch. 14; AL NG; AC 7 (leather armor + Dex); MV 12; HP 8; THAC0 20; #AT 1; Dmg 1-6; SA Nil; SD Nil.

Jan, 5th-level Priest: Str 13, Dex 15, Con 13, Int 11, Wis 17, Cha 17; AL NG; AC 4 (Chain + Dex); MV 12; HP 36; THAC0 18; #AT 1; Dmg 1-6 +1; SA spells; SD spells.

Spells:

1st level: *cure light wounds* ×2, *bless*, *light*, *purify food and drink*.

2nd level: *hold person* ×2, *augury*, *produce flame*, *resist cold*.

3rd level: *water breathing* ×2.

Jirac, 5th-level priest: Str 15, Dex 14, Con 16, Int 12, Wis 13, Cha 13; AL NG; AC 4 (Chain + Dex); MV 12; HP 42; THAC0 18; #AT 1; Dmg 1-6 +1; SA Spells; SD Spells.

Spells:

1st level: *cure light wounds*, *light*, *purify food and drink*.

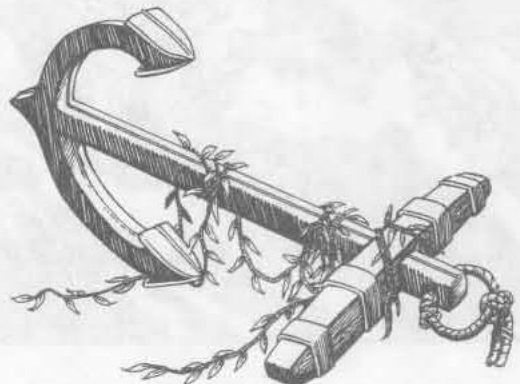
2nd level: *hold person*, *produce flame*, *resist cold*.

3rd level: *water breathing*.

Returning to the Ship

The party will encounter no resistance on the way back to the ship. However, they may have difficulty bringing back their equipment and loot.

Characters wearing metal armor will find that they cannot swim up to the surface, and carrying the coins from the priestess's treasure chest will make upward movement impossible also. If the party has 200 feet or more of rope with them, they could tie the equipment and money in a bundle and pull it to the surface once they get back on ship. Putting the equipment on top of the hill holding the temple will give them another 50 feet of leeway but don't mention this to the players unless they ask. Another possibility is to find the anchor rope of the *Venger* and attach the equipment to it. The party could also send some of the characters up to the ship for more rope if they don't have enough. The bolts of cloth from the chieftain's quarters could be used to wrap everything in a nice, neat bundle.



The Trip Back

The crew will be waiting eagerly for the party and will be more than ready to go home. They will be properly impressed by the stories of the battles with sahuagin and will cast off as soon as everything is aboard. They will be a bit amused if the characters have to send someone up to borrow rope, but the sight of the treasure from the temple will silence any jokes at the characters expense. Roll for normal encounters on the way back, but aside from these, the trip will be quiet for the first four days. On the evening of the fifth day is when the trouble will start.

Just about bedtime, the ship will begin to meander off course. When the captain goes to investigate, he will find that the rudder is not responding to the wheel. The reason will become readily apparent when one of the crew notices that the rudder cables are cut. The crew will immediately begin repairing the damage. It is not a big job, but the ship can't go anywhere until it is fixed.

While repairs are being done, the priestess will lead a new force of sahuagin to the attack. She will be leading a force of 30 normal sahuagin and will be accompanied by three new lesser clerics. For simplicities sake, assume that all are carrying the same spells as before. She will be armed as before and will still have her *rod of absorption* if it was not used up in the previous encounter. The sahuagin will begin to clamber up on all sides of the ship. If they can, they will attempt to grapple with the characters and pull them overboard. They are here to recover the items stolen from the priestess and to get sacrifices for Sekolah.

Sahuagin (30): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2 +2; hp 17 each; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA special; SD special; SZ M; ML 12; XP 175 each.

The priestess and the lesser clerics will wait until the normal sahuagin are on board before boarding the ship themselves. They will con-

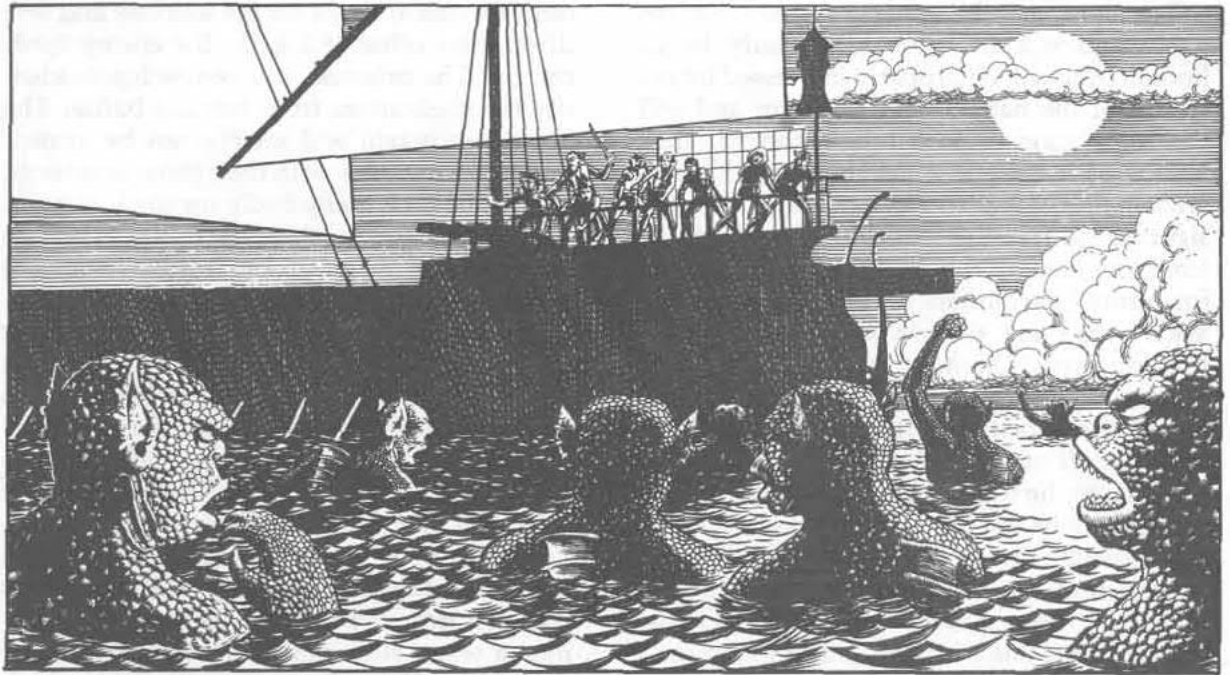
centrate *charm* spells on the marines and will direct their other attacks to the enemy spellcasters. The priestess will conveniently identify the spellcasters from her last battle. The normal sahuagin will mostly not be armed, preferring to attack with their claws and teeth.

If the battle is going badly for the Sahuagin, the priestess and the three lesser clerics will attempt to slip below decks and search for the magic items taken from the temple. Any character who states that he or she is looking for the priestess or the clerics will be allowed a roll versus intelligence to either see them go below or realize that they might have slipped below deck looking for the magic items. There is a 15% chance every round that they spend searching that they will find what they want.

If they do, the priestess will immediately fill the *bowl commanding water elementals* with seawater (from a pouch on her belt), and summon a water elemental to aid in the battle. If she and her lesser clerics are still undisturbed, they will then begin clawing a hole in the side of the ship and swim away. The hole will fill the hold in 20 minutes. The ship will sink shortly after that. If the battle is ended quickly, the crew can place a waterproof tarp over the hole and slow down the leaking enough to begin pumping out the hold and making repairs. Jan and Jirac are still memorizing *water breathing* spells and that will help to make things easier. If the party were in the water to stand guard that would make the crew feel better too. Be lenient on this. The crew can probably handle things if they are given even five rounds before the hold fills with water. Any spells which will remove water from the hold will help here too (i.e. *lower water*, *destroy water*, using an *unseen servant* to help bail, etc.).

Once this attack is survived, there will be no others. The other sahuagin were willing to send a second force with the priestess, but losing this force will break her power base. If the characters don't get her, the other sahuagin will "allow" her to offer herself up for sacrifice

The Trip Back



to Sekolah. Unless of course, she returns with the magic items. The other priestesses might then feel that a force of thirty normal sahuagin was a small price to pay, and the town of Whitton, and the characters, might be in for a late night visit one of these days.

Home at Last

Once the characters return home, their reception will vary according to how successful their mission actually was.

If they return with Liam, Jan, and Jirac safe and sound, and the four magic items from the temple, they will be hailed as true heroes.

The chief priest will see to it that any injured or dead comrades are completely healed up and offer to allow the party to rest at the temple as long as they would like. He will not only give them the bonus mentioned earlier, but he will let them keep all money and gems that they found, though he will hint that he would like to examine the coins to see if there

are any truly unique old specimens.

Liam will not be able to reward them monetarily, but they will be invited to his and Cassie's wedding. She is not going to let him go running off into danger any more if she has anything to say about it.

The party might even get hired to help raid more sahuagin strongholds (being experts now and all) and help put an end to that threat in this region.

If they bring back Liam, Jan, and Jirac but not the items, they will still be welcomed back. However, they will not get the bonuses, though they will get the payment originally agreed upon, and be allowed to keep all monetary treasure gained. Liam and Cassie will still invite them to the wedding and a fine time will be had by all.

If Jan and Jirac report on the magic items and the priestess's plans for them, the party will almost certainly be approached to lead an expedition to recover them-this time into a more well-fortified lair, maybe even a sa-

huagin baron's stronghold.

If they bring back the items but not the three men, their welcome will depend on if they failed to recover them at all or if they recovered them and the three (or some of them) were killed on the way home. If they at least have the bodies with them the priests can raise them and everything will be fine. This will be almost as good as complete success. The priests will probably even raise Liam if necessary.

If they don't even have the bodies, they will receive no bonuses, though they will still be paid (grudgingly), and they will have to face Cassie with the news that they let Liam die. Needless to say, they will not be invited to a wedding.

If they return empty-handed, they will receive no welcome at all. They will not be paid for their mission, though if they insist they might receive half the money but nothing more. If they mention that the sahuagin are in possession of the four magic items from the temple of Manannan Mac Lir, an immediate call will go out for adventurers to raid the sahuagin and recover the items before they can be used against the coastal cities. They will pointedly not be asked to go on this mission. If they offer their services, they will be informed that, unfortunately, the mission is already full.

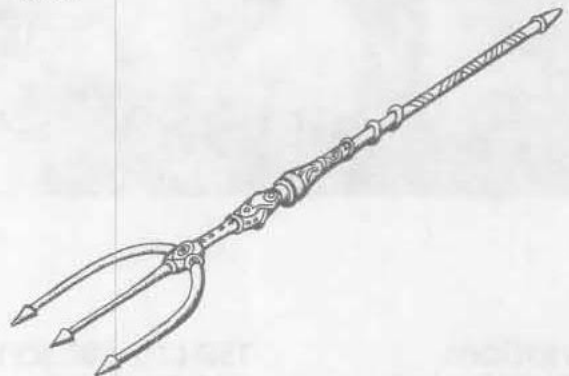
Use of the Library

The library of the temple of Desarius is one of the most extensive repositories of knowledge in the region. If the party gains the use of the library as a bonus, they can research any information they might require with the same chances as a sage with a 14 ability score working at a -2 penalty. The penalty can be partially or completely negated if one of the characters doing the research has a proficiency which touches upon that particular subject. The research will also take twice as long as a regular sage, since the characters are not as fa-

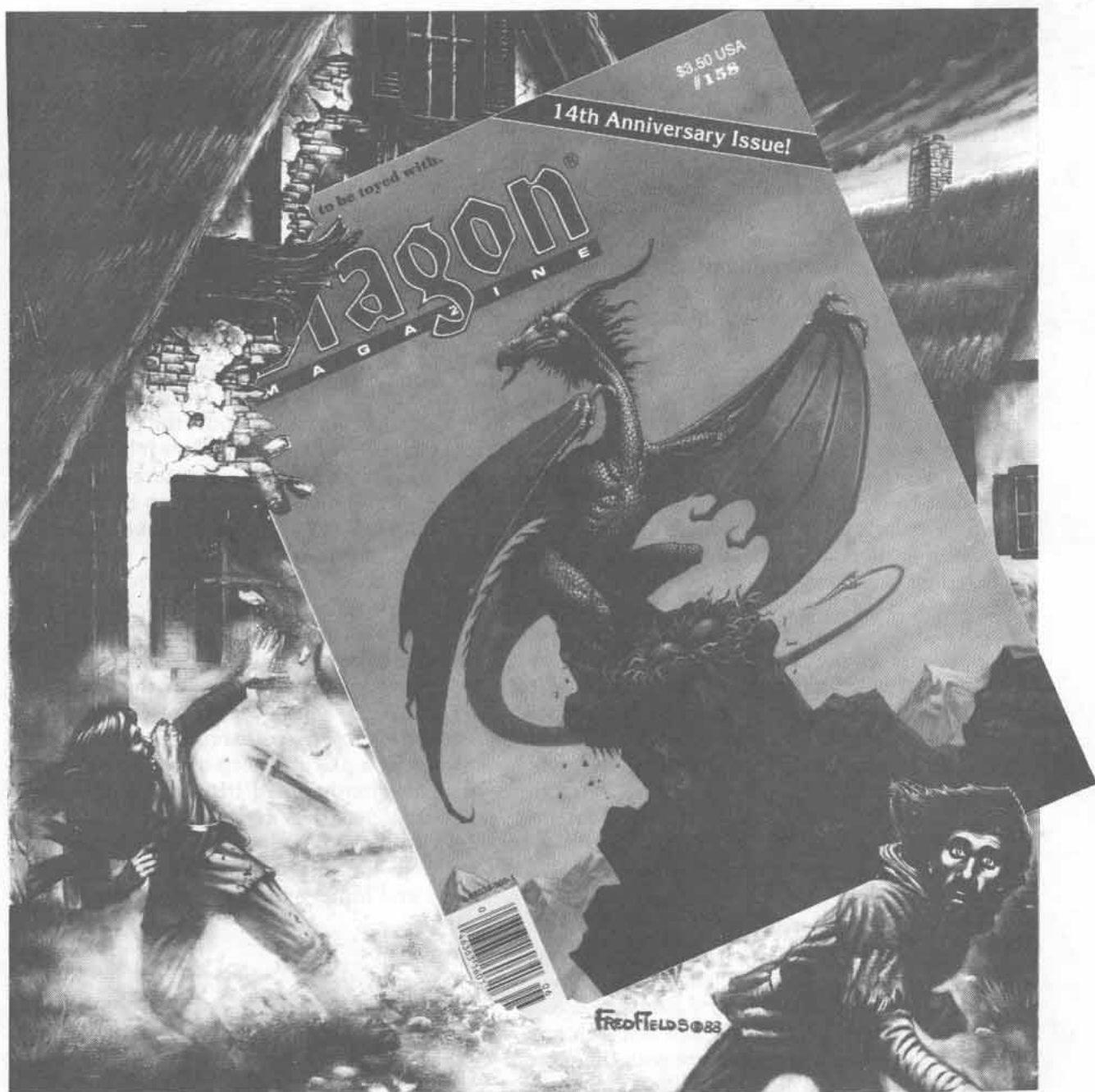
miliar with research techniques.

The library is also suitable for spell research, though the mage would still have to provide his own laboratory. Also 20% should be added to the time needed for spell research, as the pertinent materials will have to be copied to take them to the laboratory. This is not a lending library.

This can make a bit more work for the DM. The players will be more prone to research the world around them when a resource such as the library of Desarius is open to them. However, this will pay off by creating more interest in the players about the world their characters live in. They will see it less as a simple background for the adventure to be set in, and more as an environment to be explored. The players will also tend to have their characters take a more active interest in the political and social aspects of the world your game is set in, opening up a whole new realm of adventure possibilities for you to explore. Also, when the year is up the characters will no doubt miss the availability of the library resource. They will either have to begin amassing their own research materials, and obtaining a place to keep them, or begin paying their hard earned treasure for the use of research materials elsewhere. This can also lead to a whole new set of adventures and methods for keeping your player's characters poor and hungry for new missions to undertake.



ENJOY THE CONVENIENCE OF HOME DELIVERY!



Subscriptions:
DRAGON® Magazine
P.O. Box 111
Lake Geneva, WI 53147

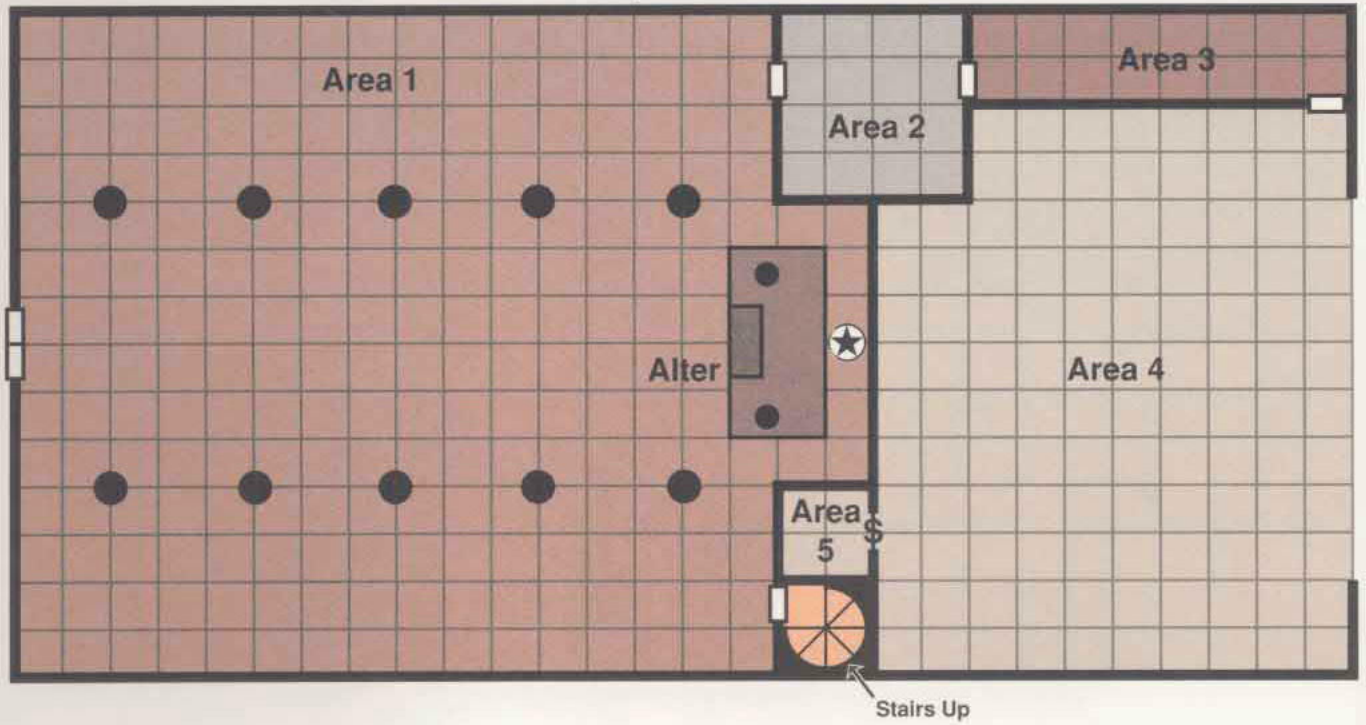
TSR Ltd. Subscriptions
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

Dragon[®]
MAGAZINE

DRAGON is a registered trademark of TSR, Inc. ©1993 TSR, Inc. All Rights Reserved.

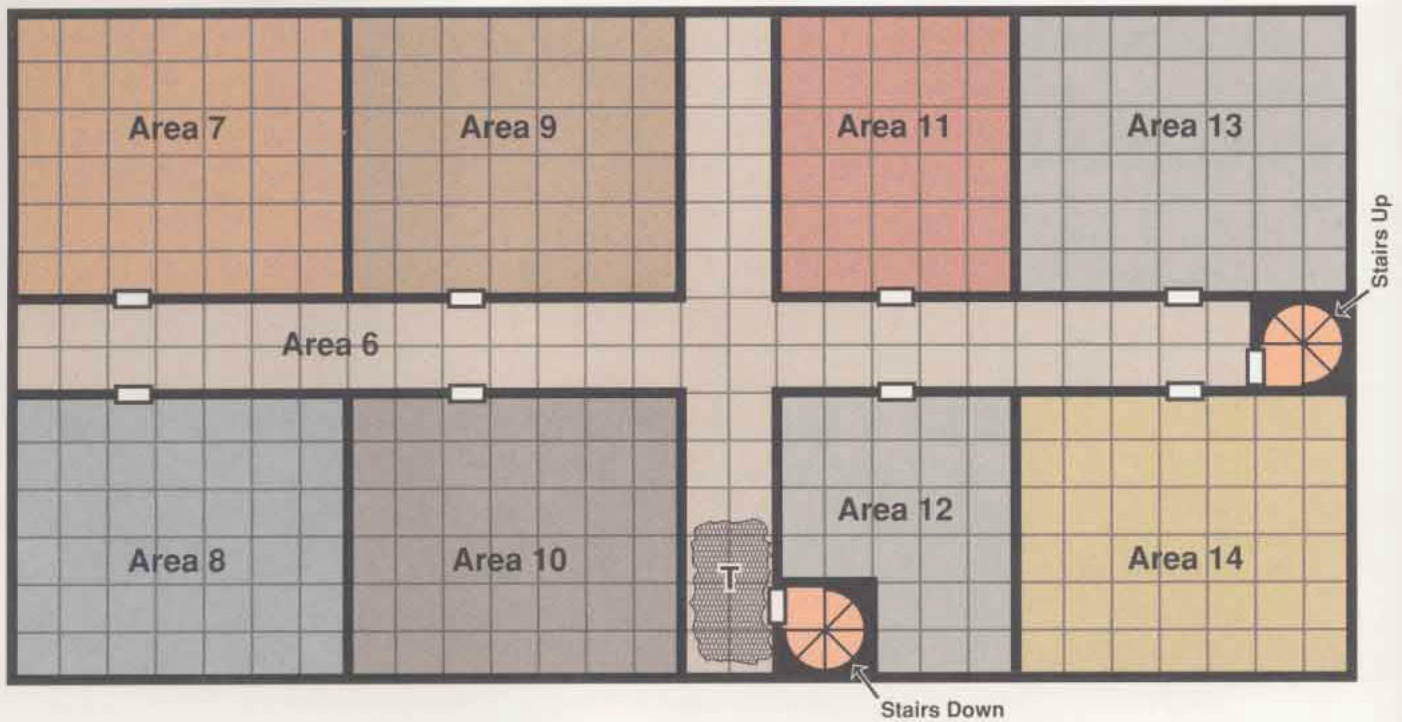
Sahuagin Temple

Level 1
One square = five feet



Sahuagin Temple

Level 2
One square = five feet

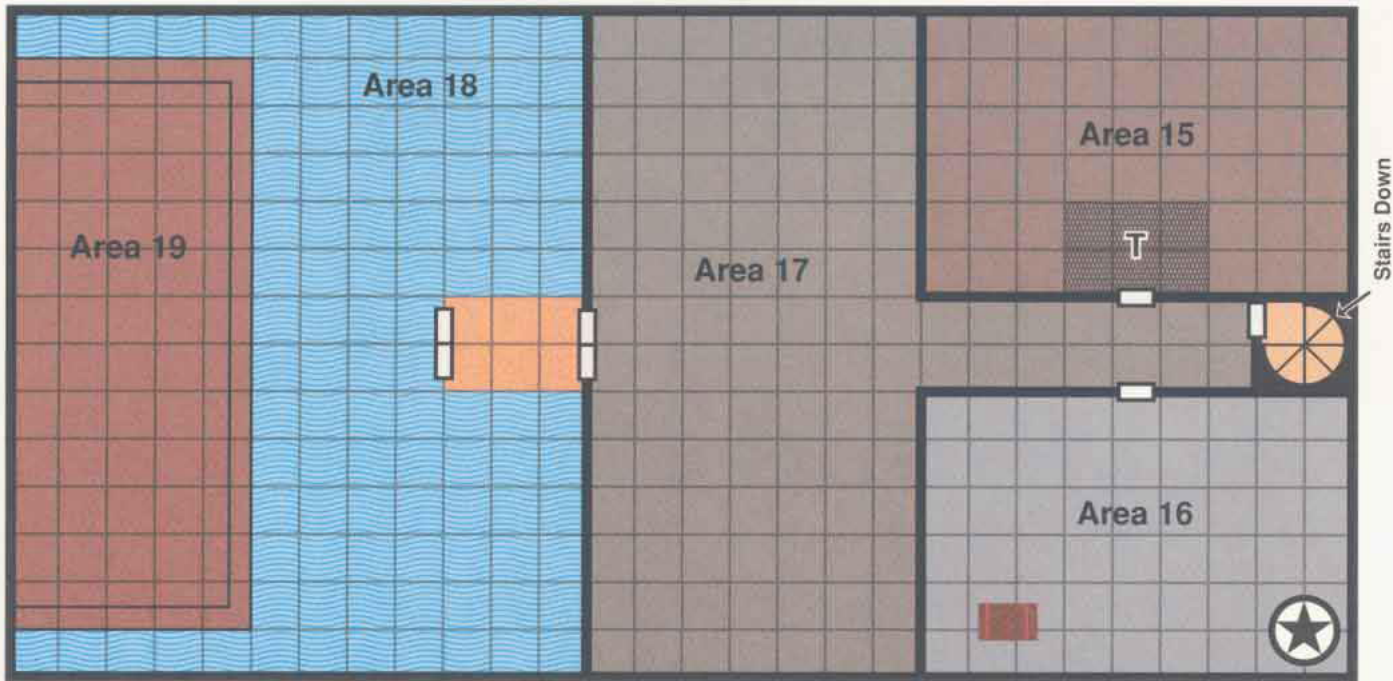


- Pillar
- ★ Statue
- Door
- ▢ Double Door
- ⊗ Secret Door
- T Trap
- ▨ Chest
- ☞ Water

Sahuagin Temple

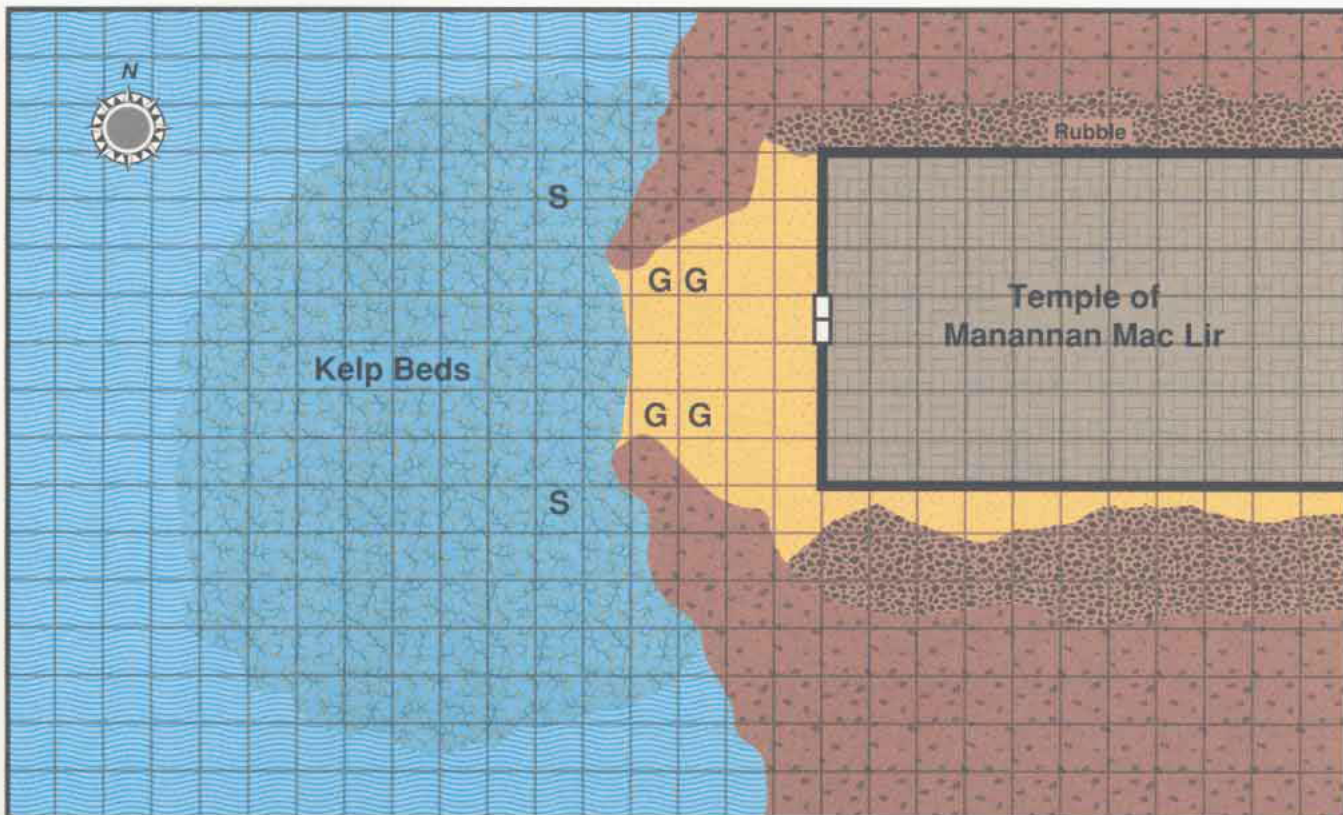
Level 3

One square = five feet



Undersea Cavern

One square = ten feet



Advanced Dungeons & Dragons[®]

2nd Edition Official Game Adventure

the MURKY DEEP

by Norman B. Ritchie



The legendary coastal city of Carsall existed two centuries ago--before it vanished beneath the waves, reputedly at the hands of an angry sea god. Stories of the city and tales of fabulous artifacts originating from Carsall still abound. Now, the clerics of a seaside town have proven that some unusual items are indeed from the legendary city--and two priests involved in the process, as well as a mysterious stranger, are missing.

Are player characters willing to risk life and breath beneath the water to find the lost city? Does the city truly exist, or is the story simply a hoax put forth by crooked fishermen? Take the plunge--explore The Murky Deep!

TSR, Inc.
POB 756
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

\$6.95 U.S.
\$8.50 CAN
£4.50 U.K.

ADVANCED DUNGEONS & DRAGONS is a registered trademark owned by TSR, Inc.
The TSR logo is a trademark owned by TSR, Inc.
©1993 TSR, Inc. All rights reserved. Printed in the U.S.A.

