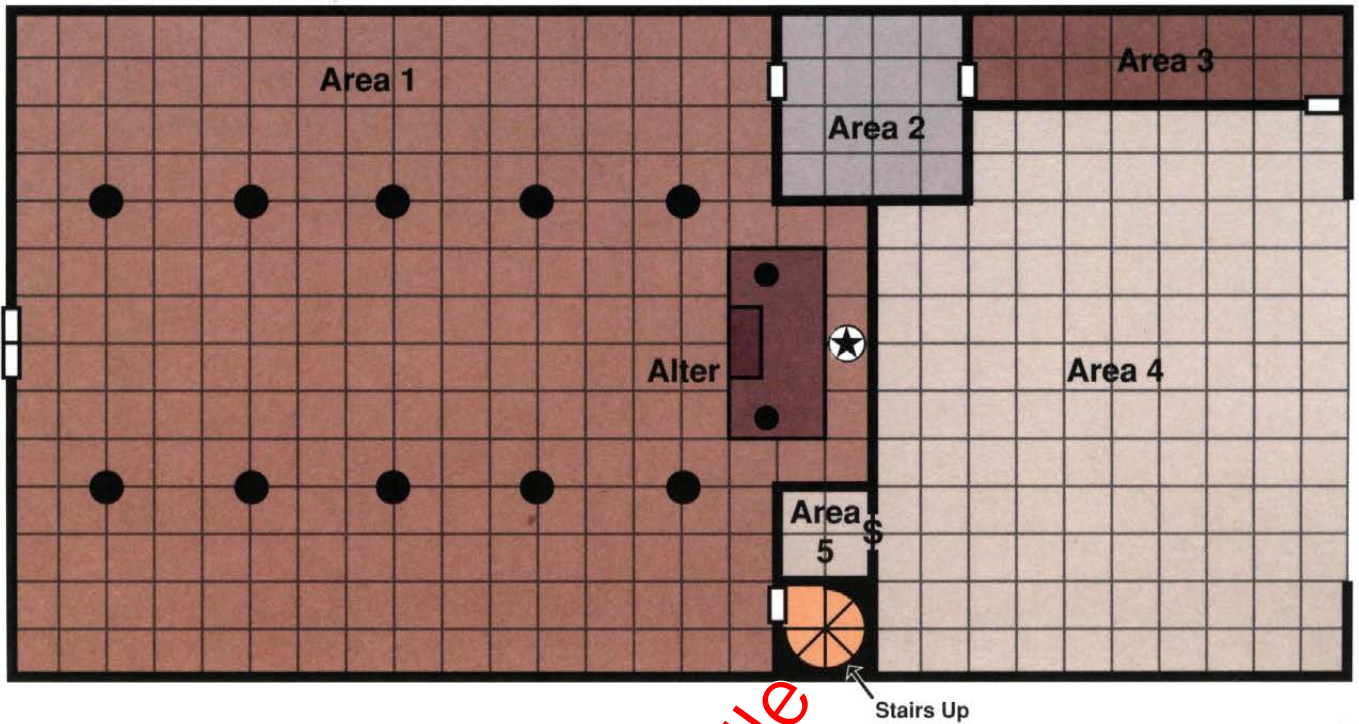


Sahuagin Temple

Level 1

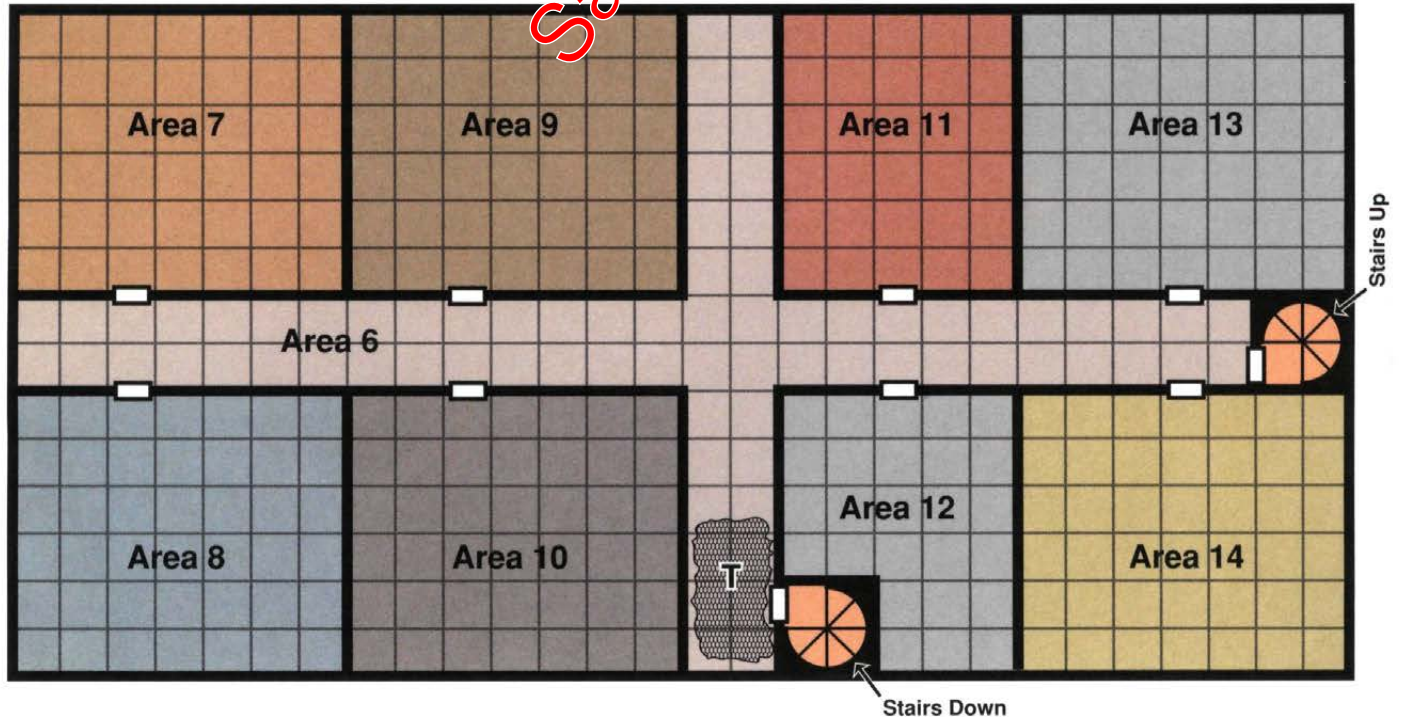
One square = five feet



Sahuagin Temple

Level 2

One square = five feet



Pillar



Statue



Door



Double Door



Secret Door



Trap



Chest



Water



Official Game Adventure

The Murky Deep

For 6-8 players of levels 5-8

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Sample file

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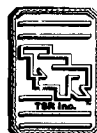
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ISBN 1-56076-574-7

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 disappearance. 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. He 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-