

Envy Life

A One-round Living City Adventure

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the player's scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the player will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to action of the player characters.

Tier Structure:

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

Tier 1:	Total Levels 6-13
Tier 2:	Total Levels 14-25
Tier 3:	Total Levels 26-37
Tier 4:	Total Levels 38+

DM Background

Many strange things have been happening recently in Ravens Bluff. A few weeks ago an investigative group called the Ecilam moved into the Living City. Oddly, this group moved in shortly after a robbery spree started. Because of the short amount of time that the Ecilam has been in Ravens Bluff, information on them is sketchy at best, but still available if the PCs look for it.

The Ecilam contacted the city watch and then started their independent investigation of these robberies. The City Watch, realizing the benefit of having help, has even issued the Ecilam official writs to conduct investigations of these robberies. However due to the short amount of time that the Ecilam has actually

been working in Ravens Bluff, information on them is sketchy at best but there is still information available to them.

The Ecilam has even seemed to be successful in apprehending some of the criminals involved, at least in the public's perception.

However, what the people of Ravens Bluff don't see is that the Ecilam is a far more sinister bunch. This normal looking group of investigators are actually a group of Tanar'ri lead by Rebecca Brightwind. They have set up a scheme to "recruit" fodder for the Blood War, and more to the point, build a large power base to seize absolute control of a small layer of the Abyss and rebuild a nearly decimated army.

The Ecilam contacted a group of thieves called the Black Ravens to stage robberies throughout the Living City. The Ecilam promised the Black Ravens that these robberies would be "the easiest money they ever made." All they had to do was tell the Ecilam were and when any robberies would take place so they could take care of the cleanup. The Black Ravens agreed, not realizing what kind of agreement that they signed. They have unwittingly signed over their souls to the Tanar'ri; upon death, the Black Ravens become foot soldiers in the Blood War.

After the robberies were committed, the Ecilam would take the information that the Black Ravens provided and kidnap the inhabitants of the residence, while they "investigated" the robbery. The people were taken "in for questioning". Those people who were kidnapped would then be sacrificed to become pawns in the Blood War. The Ecilam would then claim that the thieves obviously returned to the scene of the crime to kidnap or murder their victims, after the fact, to cover their trail.

The PCs will be wandering the city one morning and stumble into the middle of one of the Ecilam's scenarios.

Note: any attempt to use *detect evil*, *know alignment*, or any other divination spells on the Ecilam will be thwarted by powerful protection spells. Any of these attempts will result in a neutral alignment.

Players' Introduction

The PCs will all start off together, so begin with character introductions. Also distribute **Players Handout #1**.

The evening has been quite uneventful and the rain has not let up for hours as you order another round of drinks. The Broken Oar Inn and Tavern is very busy this evening and everyone seems to be a little more at ease, even with the downpour outside.

The number of robberies in the city has seen a decrease in the last few days with the Ecilam, a private investigative group, doing an excellent job at apprehending many of the criminals responsible. Although there have been many crimes as of late, the majority of these seem to have been committed by the same group, the Black Ravens.

Your drinks arrive, and you start to settle back into your seats to enjoy the night as two armored men enter the Inn. The white dragon emblazoned on their chest identifies them as members of the Ecilam. Oblivious to the stares of the patrons of the inn, they stand in the doorway and thoroughly survey the room. Their sharp eyes eventually pass over your table, stopping at a nervous looking man at the table next to yours. They begin to approach his table when he throws back his chair, narrowly missing _____ (pick a random character). The man draws his dagger and brandishes it at the two armored men. In a shaky voice he yells, "Get away from me! I won't be taken in by you monsters! You can't prove anything! My life belongs to me!"

The two armored men draw their swords, and in a deep monotone voice, one of them says, "Dereth Bareen, you are under arrest due to your connection with the Black Raven robberies. By the authority granted us by the City Watch, drop your weapon and no harm will befall you."

At this point allow the PCs to act. They can attempt to apprehend Dereth or can attempt to thwart the Ecilam. If they do the first they will get no more than a stilted "Thank You". If they do the latter they will be taken away by the City Watch for "obstruction of justice". They can also do nothing and watch as Dereth is taken away.

If, at any time, the PCs would like to find out the extent of the Ecilam's authority, they can go to any City Watch station and get a copy of **Player Handout #2**. If there is a PC who is a member of the City Watch, give that person **Player's Handout #2**. This should not take a long time, but make the party work for it; this is a government organization. They can also obtain a copy in **Encounter Seven A**.

Encounter One

As the commotion in the inn begins to settle down, a man approaches your table. He is finely dressed in lavender robes. His jet-black hair is finely combed and his face and hands show the pampering of someone with a considerable amount of money. Motioning to an empty chair near your table he asks,

"May I take a seat? I have a business proposition to discuss with you."

He will wait for acknowledgment before he sits down. If the PCs are unwilling to let him sit or the address him in a rude or demeaning manner he will excuse himself and leave, however, formal apologies will bring him back.

If the PCs offer him a seat he will gladly accept and begin in with his offer.

"I am Ren Lightworth, a noble from Tantras. The Black Ravens were previously located in our city, but I see they have gotten far worse. In Tantras, they were but a minor annoyance, but here they seem to have become an evil menace.

I have been tracking and watching them closely. My proposition to you is simple, I would like you to locate their leader. I believe that he is the key to solving this situation and the Black Ravens will fall without his leadership. He may also have vital information that would discredit the Ecilam. I do not wish to fully destroy them, rather to humiliate them. They did something to me that I will not discuss, but rest assured they will pay. I also believe that they are doing this job here for a more selfish reason and care not for the safety of your fair city.

To aid you in your endeavor, I have discovered a name in the register of the Sapphire Lair. This same name was also used by a man in Tantras who was believed to be the leader of the Black Ravens. The name is Crowley Ebonbane, an obvious play on the name Black Raven.

If you could, I would like you to go there investigate. If you find anything worthwhile, I will reward each of you with 200 gp. Hopefully we can put an end to all this and return things to normal."

With that he turns to leave, hesitates, and then turns back.

"Here is the key to my room here. Once you have all the information necessary return to me. We will then compare information and then inform the City Watch to take action.

Now, if there are no questions, I will take my leave of you.

Ren will tell the party that he has given the PCs all the information that he has. If the party continues to insist on this point, then he will tell them that he can always find others who ask fewer questions. He does not wish to be rude, but he does not want to give them too much information. Ren is actually the Black Raven. He is working on a plan to destroy the Ecilam and that plan includes the PCs. Ren had no part in the agreement between his men and the Ecilam but means to put a stop to it.

Ren leaves the area and the PCs will not be able to find him again in this adventure. However, he will leave the PCs' payment and a few other things in his room at the inn. The PCs will not be able to get these items until the Conclusion.

Encounter Two

The night was long but most enjoyable. After a quick meal, you take to the streets. Another wonderful day is upon Ravens Bluff. The morning air has the rich smell of rain from last night's light showers. Lathander's glory shines brightly, as it moves slowly above the horizon, warming the slight chill of the morning. But, like all good things, it was not meant to last. A scream destroys the serenity of the city. As you look for its source, an elderly woman runs out of a building just down the street from your present location. She seems to be quite frantic and when she spots your group, she quickly moves towards you.

"Help me please! My son is missing and so are many of my valuables. I know something is very wrong. Please, you must help me!"

The woman will try to get the PCs to follow her to her residence. The woman's name is Meredith Durmon. She is about 60 years old and has white hair. She stands only about four and a half feet tall, due to her poor posture. Her well made clothing denotes wealth and good breeding.

- If the PCs do not wish to follow or help her, the adventure is over.
- If the PCs follow her, then read the following.

You follow the hysterical woman into her residence and she runs upstairs, apparently looking for something or someone.

The house is quite extravagant, but looking around, you can see that something is not quite right. Occasional, but very faint, dust rings and wall markings suggest that there were once more art pieces gracing the house. The number of stolen pieces does not seem to be great but the house feels somehow barren without them.

Once the PCs get Meredith calmed down enough to talk to they will find that she has no idea what has happened here, but can provide the PCs with the following information;

- She has been out of town for three days and returned this very morning.
- Her servants are also missing.

- She left her son alone at the house but there were three servants here to look after him.
- Her son's name is Jeffery and he is a little slow in the mind.
- Jeffery has dusky red hair and stands about 6'6" tall.
- Missing items include mostly art objects consisting of sculptures, paintings and tapestries.
- Meredith plans on contacting the Ecilam because she has heard that they deal with cases of robberies and missing persons like this one. She has not had any previous dealings with them.

Any PCs examining the door will not notice anything unless a successful Open Locks roll or Locksmithing proficiency check is made. If this is successful they will notice that the lock is of good quality but still could have been easily picked. The PCs can draw their own conclusion.

If the PCs examine Jeffrey's room or the servants quarters, they will find that nothing appears to be disturbed in these rooms. Both are spare on ornamentation, in stark contrast to the rest of the house.

Once the PCs have finished their questioning and received any of the above information, a small group will enter Meredith's home. This group consists of four people; Rebecca Brightwind, the leader, Randolph and Marcus, the enforcers, and Laurie the adviser.

The front door opens and four well-armed individuals enter the house. The blazon image of a fierce white dragon is present on their tabards. One of them steps forward and addresses the party.

"We are from the Ecilam. My name is Rebecca Brightwind, leader of this detachment. We have heard that there has been a robbery here, and we believe that the group known as the Black Ravens were involved. Therefore we have jurisdiction, by order of the city watch. So if you will excuse us, we have a job to do. You may show yourselves out." Rebecca then turns away from the party and begins to escort Meredith off.

Any attempt to stop them from leaving will result in Randolph and Marcus stepping in front of the party to block their pursuit. Rebecca and the others will not answer any questions from the PCs. The Ecilam under their writ from the city watch has the right to refuse any questions from anyone who might be perceived as a threat to, or use force to protect the witness/victim.

If there are any city watch members in the party and ask to see proof of the Ecilam's investigative claims, an official document will be provided by Rebecca. The document is official by all City Watch standards for investigation purposes.

Player's Handout #2 may be obtained from any City Watch official. The Player's Handout details the power of the Ecilam in Raven's Bluff. Information on other kidnapped victims is either confidential or very sketchy. If players continue their pursuit of information on the kidnapped victims, feel free to give them a name or two and some useless information on the victims.

The PCs should hopefully realize that something is very wrong here but nothing illegal as far as they can tell, so there should not be a violent confrontation at this time. If the PCs resort to violence a group of 20 city watch will come and arrest the PCs, thus ending the adventure. Meredith will also ask the PCs to leave if it looks like a fight will break out.

Also any attempt to *detect evil*, *know alignment*, or any other spells will be thwarted by powerful protection spells. Any of these attempts will turn up with a neutral alignment.

The PCs should walk away from this encounter feeling frustrated because they were not able to do anything.

Any PC with the *local history*, *observation*, or *information gathering* proficiencies may make a check to see if they have heard anything about the group called the Black Ravens. If they do not have any of these proficiencies, they may make a charisma check at ½, or if it would suit the adventure better, they can role-play asking people on the street to get the information needed. Any PC who make a successful check or asks will obtain the following information:

- The Black Ravens are a group of thieves that moved into Ravens Bluff a few weeks ago.
- Their name comes from an attempt to mock the city.
- Members of this group have been reported to hang out at the Sapphire Lair, a bar in a damaged part of the city.

Another successful check will determine whether or not the PCs know the location of the Ecilam's head office.

With this information the PCs have their choice of where they want to go next.

- If the PCs decide to go to the Sapphire Lair then go on to **Encounter Three**.
- If the PCs decide to go to the Ecilam Head Office then go to **Encounter Seven-A**

Encounter Three

The Sapphire Lair appears to be the only rose in a bed of thorns. The lair is a two-story building in fairly

good condition, surrounded by run-down and abandoned buildings. This area has been known to house a lot of the criminal element of the city.

As you approach, you notice that the atmosphere inside is quite festive. As you draw near the entrance, however, the patrons become very quiet.

Inside the bar, a few people remain. Two men sit at a table in the middle of the room, a man in a dark cloak sits in a booth near the back of the bar, and the bartender cleans glasses behind the bar. The two men are fairly nondescript, the man in the cloak cannot be seen by the PCs, and the bartender is a scraggly old dwarf with an eye patch over his right eye.

If the PCs decide to enter:

An awkward silence encompasses the room as you enter, and the dwarf behind the bar looks up at you from the glass he was cleaning.

"I don't want any problem from you folks. If you want a drink, sit down. If you want information, talk to me. If you want something else you can find it somewhere else."

The dwarven bartender is Rok Crusher. He will give the PCs any information that he knows about but it will cost the PCs. The actual price may vary depending on the wealth of the PCs but should not exceed 100gp per piece of information. This information is not all true, allowing the PCs to speculate what is actually going on. Rok know the following things:

- Something is strange about the Ecilam, but nothing illegal as far as his sources have told him. (True)
- The Black Ravens have some kind of connection with the Ecilam (True)
- The Lady Mayor also has some kind of connection to the Ecilam. (False)
- The Black Ravens are a scouting group for a new power that is going to start some kind of war with Ravens Bluff. (True and False)
- The Black Ravens have a hideout not far from here in an abandoned building, and one of them is sitting in the booth in the back of the bar. (True)

The two men are unemployed mercenaries from the Procampur. They came here to try to get employment with the Ecilam, but were turned down. They are uninterested in anything that the PCs have to say, unless they are offered employment, and just want to be left alone. If forced they will fight. The mercenaries are willing to hire themselves out if offered 50 gp each. They are considered henchmen and cannot adventure with the party.

Mercenaries (Rykus and Benjamin) (2) hm F5: Int Average; AL N; AC 4; MV 12; hp 45, 48; THAC0 14; #AT 3/2; Dmg 1d8+4 (long sword); SA nil; SD nil; MR nil; SZ M; ML 14.

If the PCs move around the bar in their investigation, they will see a black cloaked man sitting at a booth in the back.

If the cloaked man in the back is approached, before the PCs talk to Rok, he will have the same reaction as if Rok has given the PCs the last piece of information about the Black Ravens. (see below)

When Rok gives the PCs the last piece of information he points at the man in the dark cloak in the back. The man runs out the back door when he sees that attention has been drawn to him. He runs out the back door before the PCs can react and moves at an unbelievable speed.

If the PCs talk to Rok after the cloaked man has run, they will find pursuit quite easy since he will wait for the PCs to lead them into a trap. This trap has been previously set up by the Black Ravens to eliminate anyone who finds out too much about the Black Ravens.

If the PCs give chase go to **Encounter Four-A**.

Encounter Four-A:

The cloaked man runs down a near by alley and then disappears. As you round the corner, you see four large men attacking him..

He gives out a final scream as a sword is thrust into his side, and then drops to the ground. The four men's attention then shifts to you as they stand ready for your attack.

The PCs are in the middle of an ambush. The Black Ravens have set this up for anyone who came to the Sapphire Lair and asked about them. Although this is not all of the Black Ravens, this is the bulk of their group that has not already been killed or arrested by the city watch.

If the PCs make any move to attack, defend, or cast a spell the battle begins.

Allow the PCs to declare their actions. The four thugs will allow the PCs to advance on them, while the archers will wait for the battle to begin.

Jason lies on the ground, unharmed, and will wait for one of the PCs to get close to him and then attempt to backstab the PC.

The thieves will fight to the death without a thought of surrender. They realize that their lives are already forfeit and fight with a crazed death wish.

Tier 1

Jason hm T5: Int Very; AL CE; AC 2; MV 24; hp 30; THAC0 17; #AT 2; Dmg 1d8+1 (long sword), 1d4+1 (dagger); SA Backstab x 2; SD nil; MR nil; SZ M; ML 14

Magical Item: *boots of speed*

Thugs (4) hm T2: Int Average; AL CE; AC 6; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA Backstab x 2; SD nil; MR nil; SZ M; ML 10

Archers (4) hm T1: Int Average; AL CE; AC 6; MV 12; hp 5; THAC0 18; #AT 2; Dmg 1d6 (short bow); SA firebomb **; SD nil; MR nil; SZ M; ML 10

** The firebombs are glass containers filled with flammable liquid. They explode when they hit a PC and do 1d6 points of damage per level of the PC. If the character is multi-classed then the highest level is used. The firebombs also do splash damage of 1d3 points of damage, per level of the PC, to anyone within 5'. If the archers miss the firebombs still do 1d3 points of damage, per level of the PC, to anyone within 5'. A saving throw vs. breath weapon can be made to take only half damage from the firebomb.

The archers all have one firebomb. They will throw these first and then fire their shortbows. The thugs will rush into combat and do have a chance of being hit by the arrows and the firebombs.

Jason will fight for a few rounds or until he takes damage. Then he will disappear in the chaos of the combat.

Tier 2

Jason hm T7: Int Very; AL CE; AC 2; MV 24; hp 40; THAC0 16; #AT 2; Dmg 1d8+1 (long sword), 1d4+1 (dagger); SA Backstab x 3; SD nil; MR nil; SZ M; ML 14

Magic Item: *boots of speed*

Thugs (4) hm T4: Int Average; AL CE; AC 6; MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA Backstab x 2; SD nil; MR nil; SZ M; ML 10

Archers (4) hm T3: Int Average; AL CE; AC 6; MV 12; hp 10; THAC0 17; #AT 2; Dmg 1d6 (short bow); SA fire bomb **; SD nil; MR nil; SZ M; ML 10

** The firebombs are glass containers filled with flammable liquid. They explode when they hit a PC and do 1d6 points of damage per level of the PC. If the character is multi-classed then the highest level is used. The firebombs also do splash damage of 1d3 points of damage, per level of the PC, to anyone within 5'. If the

archers miss the firebombs still do 1d3 points of damage, per level of the PC, to anyone within 5'.

A saving throw vs. breath weapon can be made to take only half damage from the firebomb.

The archers all have one firebomb. They will throw these first and then fire their shortbows. The thugs will rush into combat and do have a chance of being hit by the arrows and the firebombs.

Jason will fight for a few rounds or until he takes damage. Then he will disappear in the chaos of the combat.

Tier 3

Jason hm T9: Int Very; AL CE; AC 2; MV 24; hp 50; THAC0 15; #AT 2; Dmg 1d8+1 (long sword), 1d4+1 (dagger); SA Backstab x 4; SD nil; MR nil; SZ M; ML 14

Magic Item: *boots of speed*

Thugs (4) hm T6: Int Average; AL CE; AC 4; MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d6 (short sword); SA Backstab x 3; SD nil; MR nil; SZ M; ML 10

Archers (4) hm T5: Int Average; AL CE; AC 4; MV 12; hp 15; THAC0 16; #AT 2; Dmg 1d6 (short bow); SA fire bomb **; SD nil; MR nil; SZ M; ML 10

**The firebombs are glass containers filled with flammable liquid. They explode when they hit a PC and do 1d6 points of damage per level of the PC. If the character is multi-classed then the highest level is used. The firebombs also do splash damage of 1d3 points of damage, per level of the PC, to anyone within 5'. If the archers miss the firebombs still do 1d3 points of damage, per level of the PC, to anyone within 5'.

A saving throw vs. breath weapon can be made to take only half damage from the firebomb.

The archers all have one firebomb. They will throw these first and then fire their shortbows. The thugs will rush into combat and do have a chance of being hit by the arrows and the firebombs.

Jason will fight until the battle has ended.

Tier 4:

Jason hm T11: Int Very; AL CE; AC 2; MV 24; hp 60; THAC0 14; #AT 2; Dmg 1d8+1 (long sword), 1d4+1 (dagger); SA Backstab x 4; SD nil; MR nil; SZ M; ML 14

Magic Item: *boots of speed*

Thugs (4) hm T8: Int Average; AL CE; AC 2; MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA Backstab x 3; SD nil; MR nil; SZ M; ML 10

Archers (4) hm T7: Int Average; AL CE; AC 2; MV 12; hp 20; THAC0 15; #AT 2; Dmg 1d6 (short bow); SA firebomb**; SD nil; MR nil; SZ M; ML 10

**The firebombs are glass containers filled with flammable liquid. They explode when they hit a PC and do 1d6 points of damage per level of the PC. If the character is multi-classed then the highest level is used. The firebombs also do splash damage of 1d3 points of damage, per level of the PC, to anyone within 5'. If the archers miss the firebombs still do 1d3 points of damage, per level of the PC, to anyone within 5'.

A saving throw vs. breath weapon can be made to take only half damage from the firebomb.

The archers all have one firebomb. They will throw these first and then fire their shortbows. The thugs will rush into combat and do have a chance of being hit by the arrows and the firebombs.

Jason will fight until the battle has ended, whether the PCs die or he does.

If the PCs look for the Black Ravens' hideout, they will find it in the abandoned building at the end of the alley.

Encounter Four-B

The interior of the thieves' den is dark and foreboding. The smell of death hangs in the air. A few candles provide the only light in the room, but it is enough to see the broken remains of an unknown number of thieves. A lone figure sits in a chair at the back of the room mumbling to himself.

As you survey the ghastly scene, his head raises and he stares blankly, almost as if he doesn't even see you.

"I doomed them! I doomed them all! I sold their souls for power. I only released them from the flesh. Sooner or later, we are all doomed!"

As his ranting stops his chanting begins, and with the chanting the bodies of the once dead thieves twist and contort into something that can no longer be called human.

Tier 1

Azrael hm W5: Int Very; AL CN (E); AC 5; MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d4 (dagger) or by spell; SA spells; SD spells; MR nil; SZ M; ML nil (insane)

Equipment: spellbook

Spells: 1st *magic missile*, ~~shield~~, ~~armor~~; 2nd *Snilloc's snowball swarm*, *stinking cloud*; 3rd ~~fireball~~

Spells that have been crossed out have already been cast.

Spells still in effect: *shield*, *armor*

Azrael also has 3 stone skins left from a scroll that he previously cast in his battle with the thieves.

Manes (4): Int Semi; AL CE; AC 8; MV 6; HD 1; hp 6; THAC0 20; #AT 3; Dmg 1d2/ 1d2/ 1d4; SA Acidic vapor; SD Immune to mind altering spells; MR 10%; SZ S; ML Special

When the manes are destroyed, they form an acidic cloud. This cloud has a 10 foot radius and does 1d6 damage to anyone or anything within it. Those caught within the cloud may save versus poison for half damage. Remember the cloud can affect the adversaries as well as the PCs. This cloud lasts for one round.

Tier 2

Azrael hm W7: Int Very; AL CN (E); AC 5; MV 12; hp 23; THAC0 18; #AT 1; Dmg 1d4 (dagger) or by spell; SA spells; SD spells; MR nil; SZ M; ML nil (insane)

Equipment: spellbook

Spells: 1st *magic missile*, *shield*, *armor*, *sleep*; 2nd *Snilloc's snowball swarm*, *stinking cloud*, *mirror image*; 3rd *fireball*, *protection from good 10' radius*; 4th *wall of fire*

Spells that have been crossed out have already been cast.

Spells still in effect: *shield*, *armor*

Azrael also has 6 stone skins left from a scroll that was previously cast in his battle with the thieves.

Manes (8): Int Semi; AL CE; AC 8; MV 6; HD 1; hp 6; THAC0 20; #AT 3; Dmg 1d2/ 1d2/ 1d4; SA Acidic vapor; SD Immune to mind altering spells; MR 10%; SZ S; ML Special

When the manes are destroyed, they form an acidic cloud. This cloud has a 10 foot radius and does 1d6 damage to anyone or anything within it. Those caught within the cloud may save versus poison for half damage. Remember the cloud can affect the adversaries as well as the PCs. This cloud lasts for one round.

Tier 3

Azrael hm W9: Int Very; AL CN (E); AC 5; MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d4 (dagger) or by spell; SA spells; SD spells; MR nil; SZ M; ML nil (insane)

Equipment: spellbook

Spells: 1st *magic missile*, *shield*, *armor*, *sleep*; 2nd *Snilloc's snowball swarm*, *stinking cloud*, *mirror image*; 3rd *fireball*, *protection from good 10' radius*, *hold person*; 4th *wall of fire*, *confusion*; 5th *cone of cold*

Spells that have been crossed out have already been cast.

Spells still in effect: *shield*, *armor*

Azrael also has 9 stone skins left from a scroll that was previously cast in his battle with the thieves.

Manes (12): Int Semi; AL CE; AC 8; MV 6; HD 1; hp 6; THAC0 20; #AT 3; Dmg 1d2/ 1d2/ 1d4; SA Acidic vapor; SD Immune to mind altering spells; MR 10%; SZ S; ML Special

When the manes are destroyed, they form an acidic cloud. This cloud has a 10 foot radius and does 1d6 damage to anyone or anything within it. Those caught within the cloud may save versus poison for half damage. Remember the cloud can affect the adversaries as well as the PCs. This cloud lasts for one round.

Tier 4

Azrael hm W11: Int Very; AL CN (E); AC 5; MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d4 (dagger) or by spell; SA spells; SD spells; MR nil; SZ M; ML nil (insane)

Equipment: spellbook

Spells: 1st *magic missile*, *shield* *, *armor* *, *sleep*; 2nd *Snilloc's snowball swarm* x2, *stinking cloud*, *mirror image*; 3rd *fireball* x 2(still has one), *protection from good 10' radius*, *hold person*; 4th *wall of fire*, *confusion*, *polymorph self*; 5th *cone of cold*, *cloudkill*

Spells that have been crossed out have already been cast.

Spells still in effect: *shield*, *armor*

Azrael also has 12 stone skins left from a scroll that was previously cast in his battle with the thieves.

Manes (16): Int Semi; AL CE; AC 8; MV 6; HD 1; hp 8; THAC0 20; #AT 3; Dmg 1d2/ 1d2/ 1d4; SA Acidic vapor; SD Immune to mind altering spells; MR 10%; SZ S; ML Special

When the manes are destroyed, they form an acidic cloud. This cloud has a 10 foot radius and does 1d6 damage to anyone or anything within it. Those caught within the cloud may save versus poison for half damage. Remember the cloud can affect the adversaries as well as the PCs. This cloud lasts for one round.

Anyone who has had any dealings with the Tanar'ri might have a chance of recognizing these as Manes. All characters should at least realize that these are demonic creatures. When the manes are destroyed, they form an acidic cloud. The cloud is a 10-foot radius and does 1d6 damage to anyone or anything within it. Those caught within the cloud may save versus poison for half damage. Remember the cloud can affect Azrael and the other manes. This cloud lasts for one round.

The hideout consists of one room that has cots, a large table, and large chest in the far corner. There are no secret doors of any kind in this room.

The table consists of lists of places that they have already robbed and a list of prospective targets. Also included a paper that leads to **Encounter Five**, and a scrap of cloth with a symbol of a white dragon on it. It looks strikingly similar to the Ecilam's emblem. The paper has the name "Jadrian's Crystal and Bone" written on it. They also find a letter from Jason to Azrael (**Player's Handout #3**).

The chest in the corner is a large oak chest. The chest is trapped and locked. The trap has been excellently crafted and give characters a -5% x the Tier to their Find/Remove Traps skill. The trap is a blade that shoots out if the PC fails their F/RT skill. This blade severs 1d4 fingers unless a dexterity check is made at a -6 penalty. If the dexterity check is successful the PC was able to avoid the trap, but if it was failed the lost digits can only be restored by a *regeneration* spell.

The chest can be smashed in taking 5 rounds with a blunt weapon and 8 rounds with a bladed weapon.

Inside the chest are two bags each containing 25,000 gp worth of gems, jewelry, and various art objects. These items are all accounted for in the lists on the table. They will also find Azrael's spellbook (use appropriate tier for the spells that are in the book), and the *sword of the Abyss*. These items are not on the list.

If the loot is not turned over to the proper authorities before the end of the event, the PCs will have 50,000 gp to divide amongst themselves. However, all characters will receive 1 infamy point for keeping stolen money.

Encounter Five

Jadrian's Crystal and Bone is a small one-story building. The interior consists of a plethora of bone and crystal jewelry and other assorted knickknacks. A young gypsy woman comes from the back of the store through a bead curtain.

"Ah, seekers of the spirit. Come to see the bones have you?"

Her shop is filled with all manners of stone, crystal, and bone jewelry and trinkets. Her prices range from 1-10gp depending on the craftsmanship of the work.

Jadrian appears to be a young woman about 20 years old. She has long dark brown hair down to the small of her back, an olive complexion, and deep brown eyes. She is very beautiful and quite exotic. She is dressed in silks and satins and wears all manner of gaudy jewelry.

Jadrian hf B8 (gypsy): Int Very; AL NG; AC 2; MV 12; hp 42; THAC0 17; #AT 2; Dmg 1d8+1 (scimitar), 1d4+1 (dagger); SA Spells; SD Spells; MR nil; SZ M

Equipment: *bracers of defense AC 5*

She is actually a Knight of the Hawk. She has been working on obtaining information that would be helpful in thwarting the Ecilam. Her own precognitive abilities are what put her on the case in the first place. Unfortunately, she has not been able to discern the exact nature of what they are up against, and therefore is doing a private investigation into the Ecilam. She has not informed anyone yet, because she lacks the evidence to prove anything at this time.

She will aid the PCs with information, but not in a straightforward manner. Her information is cryptic, allowing the PCs to draw their own conclusions. However the tarot reading should be fairly obvious.

Jadrian has no connection with the Black Ravens. They have been monitoring her business as a place to rob in the future. They have no idea of her knight status. She has no direct knowledge of the Black Ravens.

Jadrian offers to do a tarot reading for the PCs. For the sake of simplicity this a group reading and the actual tarot system is not used. If the PCs do not wish to then she will not pressure them into it. If they would like the reading;

Jadrian moves to a small table and begins shuffling a deck of cards. After a minute or so, she holds the deck out and allows each of you to pick a card. Taking the cards that you have drawn, she arranges them in a strange pattern on the table.

If the PCs have not done Encounters 2 and 3 then read **Reading #1**.

If the PCs have done Encounters 2 and 3 then read **Reading #2**.

Reading #1

I see that you live lives of danger. The Fates have a grand adventure in store for you. Great rewards await those who can stop the Rook and the Dragon. The Rook is but a pawn, but the Dragon is the Queen. The Knight can easily take the Pawn with careful planning, but the Queen is a harder adversary. Beware the sword that claims to be just. Silver, iron and magic will kill the Dragon, steel will slay the Rook. That is all that the cards say. Be careful in its interpretation.

Reading #2

The Rook is dead, but the Dragon grows strong. Removing the pawn from the game has only strengthened the position of the Queen. The game is afoot, and it is the Knights' move once again. Choose your move wisely.

Beware the sword that claims to be just. Silver, iron and magic will kill the Dragon, steel has slain the Rook.

That is all that the cards say. Be careful in its interpretation.

Hopefully the party will determine that they need silver or magical weapons to fight with. You should make silver weapons available to the party if they lack magical weapons and ask if they can find silver weapons. All silver items should be at least +50% of listed PHB price.

If the party asks Jadrian if she has any magic that would help them, she will show them two items that she has hidden on a shelf.

One item is a quartz crystal pendant with a leather strap. This pendant gives the wearer a +1 save vs. charm spells. The other is a bone earring. Jadrian has identified the earring as an *earring of strength* and has no idea that it is actually cursed.

Jadrian will trade for one permanent magic item for each of her items, or two expendable items for each one. She will also sell the items for 15,000 gp each.

At the end of this year, the PC will have paid for the item and will also receive the *appraising* proficiency. If the PC already has this proficiency then they receive a +2 bonus to it.

If the PCs are successful in stopping the Ecilam, Jadrian will also provide any knight character with a Knightly Recommendation.

Also if the PCs do not have magical or silver weapons and wish to look for some go to **Encounter Six**.

Encounter Six: (Conditional)

Only use this encounter if the PCs complete Encounter Seven-A before Encounter Two.

As you are leaving the Ecilam's headquarters a small boy runs up to your group. His speech is hurried and excited but you can still make out a few things that he says.

"Did you hear? There was another robbery. The Ecilam is already there working on it. The city watch is also there. Those Black Ravens don't have a chance."

And with that, he speeds off down the street, obviously not waiting for a reply on your part.

He will only give the PCs a chance to speak with him if they are able to catch up with him and stop him from running off. When he is asked questions he is a little evasive on his answers but will tell the PCs what he knows.

- He is in a hurry to get to where the robbery happened. (Everyone loves a good crime scene)
- He will gladly show the PCs where the crime happened.
- His name is Charles.
- He likes puppies and Griffon Gravel ice cream (like rocky road ice cream). (not everything from a 6 year old is useful information)

Charles loves to talk, like most children do, so this means most of what he says has no relevance whatsoever.

At the crime scene the PCs will get all kinds of speculations from the crowd. The constant murmuring of what might have happened inside has spread throughout the crowd like wildfire. Members of the City Watch are keeping citizens from getting too close to the area.

The PCs are free to talk to whomever they desire, including the City Watch, but they will not be allowed past their line around the house.

The following are bits of information and speculations that the PCs will obtain from the crowd.

- There was also a bloody murder this time. The Black Ravens are probably assassins, not just thieves. (False)
- The frequency of the robberies has increased the last few days. (True)
- The Black Ravens are an evil cult with a plot to take over the city. (Kind of True)
- People whose houses have been robbed have come up missing. (True)
- There has been no ransom demands for the missing people. (True)
- Some evil looking priests have been talking with the Black Ravens at the Sapphire Lair. (False)
- The Sapphire Lair is a notorious place for thieves and is the favored hangout for the Black Ravens. (True)
- The Black Ravens have robbed the Lady Mayor's house. (False)

As you are moving about the crowd an Ecilam member approaches the party. You recognize her from your first meeting at Meredith's house.

"Excuse me, but I have a few questions for you. If you would please follow me."

She does not wait for your reply, but turns towards an alley and begins to walk away.

The PCs should follow her but if they choose not to, point out the first point on Player's Handout #2 and

inform them that they can be detained if they choose not to cooperate. If they still chose to ignore her have a few of the City Watch escort the party into the alley.

Following her into the alley, she stops and turns to face you.

“First off, I see that you are doing your own personal investigation into these matters. This is unnecessary but appreciated. We have the situation under control but any information that you might have obtained could be helpful in stopping this menace. What have you found out thus far?”

The PCs are free to tell her whatever they like. Laurie is trying to find out how close the PCs are to finding out the truth. She will be able to see through the party’s lies but says nothing to them. Once the PCs have related all the information they desire to, she will let them go on their way..

Laurie will react only if any of the PCs mention something that is close to the truth, then telling the PCs to elaborate on the subject. If they lie, she will remain emotionless.

Encounter Seven-A (Conditional)

Use this encounter only if the PCs went to the Ecilam’s head office after Encounter One. If the PCs have been through Encounters 2 and 3, go Encounter 5-B instead.

The Ecilam’s head office is easily recognized as a once abandoned warehouse located on the corner of the street. The symbol of a white dragon with the word Ecilam is mounted above the front door. People filter in and out of the building; nothing seems to be out of the ordinary here.

If the PCs decide to enter the building to have a look around:

*The interior is finely decorated. A beautiful elven female is sitting behind the reception desk. She looks up from her paper work as you enter.
“May I help you?”*

The woman’s name is Missy. She has curly blond hair and golden skin, and takes the opportunity to flirt with all the characters.

If the PCs ask to see Rebecca Brightwind they are told that she is not available. If they ask to see anyone else, they are told that currently all their operatives are in the field.

Anyone who gets pushy with Missy will be asked to leave, and if they persist then Missy will go to the front door and call a City Watch patrol that is nearby to escort the PCs away. If the PCs still wish to cause trouble they will be arrested.

Any PC detecting for evil will get a weird feeling but will be unable to figure out where it is coming from. This will give the PCs nothing definitive to act on. However, if the PCs make any kind of hostile action, the city watch will arrive and arrest the PCs, ending the adventure.

Any PC who is standing near the desk can make an observation check or an Intelligence check at ½ to see if they notice one of the papers on the desk. The paper has the name “Jadrian’s Crystal and Bone” on it. This paper will stick out from the rest because it is not a watch-related paper. PCs can make a local history check or a Charisma check at ½ to see if they know the location of the store.

It is not necessary for the PCs to obtain this information here, because they will also find out about it in Encounter Three.

The PCs can also obtain a copy of **Player’s Handout #2** here.

This area appears to be the headquarters for the Ecilam, though this may seem odd because the Ecilam has no authority over incarceration and all evidence they obtain must be turned over to the City Watch.

The Ecilam set up in this abandoned warehouse because a rift connects the Prime Material Plane to the Abyss is located here. The rift that connects Ravens Bluff to the 612th layer of the Abyss has gone undetected for many years, due to the powerful magic used by the wizard who opened the rift. His success in opening the rift was quickly overshadowed by the fact that he was unsuccessful in preventing his own demise at the hand of the demons.

Rebecca found this layer after being banished from her home layer. Actually, her banishment came about because she fled from her Balor master when her army was defeated by a Baatezu army. Fearing destruction, she fled through the layer until she found a small, mostly uninhabited layer.

This layer had a few surviving demons which she quickly convinced to serve her. As there was no ruler of this layer, she established control quickly, dispatching any who would challenge her.

She also discovered that the cave that she had entered here was the only place on the layer that was inhabitable. This layer consisted of this small cave surrounded by an endless sea of acid. An endless acid rain falls outside the cave, making further explorations of this level impossible.

However, within this cave she did find something that was more useful than anything else, the rift between the planes. This portal is, however, a single

direction gateway. It allows those within that layer of the Abyss to travel into the Prime Material Plane, but not back without some other means of transportation.

Encounter Seven-B:

This encounter is used only if the PCs have already completed Encounters 2 and 3. This encounter takes place at the end of the day as the sun is beginning to set, allowing the PCs to enter under the cover of night.

The sun is setting in the sky and rain clouds are beginning to form. The distant sound of thunder gives you an ominous feeling as you approach the Ecilam's head office. The symbol of a white dragon glows eerily in the darkness.

As you ponder your next action, you catch sight of a shadowy figure darting around the corner. You hear the sound of a door opening but it does not close.

The figure runs around the corner and into the side door of the building. The door has been left open and leads into the back offices of the Ecilam. This is a large open room. There is a secret passage under a pile of rubble in the back of the Main Room. The shadowy figure used the passage to disappear. Searching the rest of the room will turn up nothing.

The passage leads into an underground tunnel. The tunnel leads forward for about 50 feet and then comes to a room. The room is shrouded in darkness and even infravision will not penetrate. See **DM's Map #1**. Before the PCs can do anything to react, read the following.

Darkness shrouds the area. A feeling of foreboding evil penetrates your very bones. A demonic voice fills the darkness surrounding you.

"We have waited for you to arrive. You have done well in feeding our cause. Now you will have the honor of joining us in our unholy fight. You will join our Blood War!"

With that, the room bursts into light. Your disorientation lasts but a moment as your senses adjust. Flames leap from the edges of the room, filling the room in a hellish light and the stench of sulfur. Demonic figures burst forth from the hellfire, charging you.

The portal is not fully visible on the Prime Material Plane and appears to be only a slight shimmering of light.

The Tanar'ri will attempt to grab the PCs. Once a PC is grabbed they must make a saving throw vs. spells or they are teleported to the Abyss.

Once on the Abyss, the Tanar'ri should have the upper hand. Spells still work the same because of the portal connection between the two planes, but magical weapons are still lowered by +1 while they are in the Abyss.

The Tanar'ri will continue their attempts to teleport the PCs to the Abyss, but if they are not successful in teleporting all of the PCs, they will attempt to defeat the PCs one by one. This could end in the death of the PCs, but allow the PCs to know that they are being teleported away and they are easy prey if the party is split up. It is their choice, however, to make the saving throw.

If, by some freak of nature, everyone continues to make their saving throws, then the Tanar'ri will have no choice but to battle on the Prime Material. This doesn't mean that they will stop trying to teleport the PCs away though.

The Abyssal layer has a pool of acid located near the portal leading back to the Prime Material that either side can use to their advantage. Anyone that is thrown into the pool will take 1d6 points per round while in the pool, and an additional 1d4 points for another 1d3 rounds after they are able to get out. Normal wrestling rules will apply for the grappling and throwing of victims.

Also if anyone goes outside the cave into the rain they will take 1d10 points of damage per round of exposure.

See **DM Map #2**.

Also on Tiers 1-3, Rebecca will not attack the party. She is reveling in the excitement and believes she has no need to attack. If the party is on one of these Tiers go onto Encounter Seven-C.

On Tier 4 however she will attack the party. Go to Encounter Seven-D after this encounter.

Tier 1

Laurie, Alu-fiend: Int Average; AL CE; AC 2; MV 12 Fl 15(D); HD 2; hp 12; THAC0 18; #AT 3/2; Dmg 1d8+1 (scimitar); SA Spell use; SD Cold iron, silver, or +1 weapon to hit; MR 30%; SZ M; ML 12

Magic Items: *scimitar of speed +1, shield +3*

Spells: charm person, dimension door (1/day), ESP, shape change, suggestion

Missy, Alu-fiend: Int Genius; AL CE; AC 4; MV 12 Fl 15 (D); HD 2; hp 12; THAC0 18; #AT 1; Dmg 1d4+2 (warhammer); SA Spell use; SD Cold iron, silver, or +1 weapon to hit; MR 30%; SZ M; ML 12

Magic Items: *ring of protection +1, warhammer +1*

Spells: charm person, dimension door (1/day), ESP, shape change, suggestion

Marcus and Randolph, Dretch (2): Int Low; AL CE; AC 4; MV 9; HD 2; hp 14; THAC0 19; #AT 3; Dmg 1d4/ 1d4/ 1d4+1; SA Spell use; SD Spell use; MR 10%; SZ S ML 11

Spells: *scare*

Manes (4): Int Semi; AL CE; AC 8; MV 6; HD 1; hp 6; THAC0 20; #AT 3; Dmg 1d2/ 1d2/ 1d4; SA Acidic vapor; SD Immune to mind altering spells; MR 10%; SZ S; ML Special

When the manes are destroyed, they form an acidic cloud vapor. This cloud has a 10 foot radius and lasts for one round. Anyone or anything within this cloud takes 1d6 damage save versus poison for half. Remember that this cloud also affects the bad guys.

Rebecca Brightwind, Marilith (greater tanar'ri): Int Genius; AL CE; AC -9; MV 15; HD 12; hp 80; THAC0 9 (base); #AT 7; Dmg 4d6 tail + weapons; SA constriction and magic weapons; SD +2 or better weapons to hit, never surprised, spell immunity; MR 70%; SZ L; ML 18

Magic Items: *dagger +3, long sword of life-stealing, battle axe +2, broad sword +4, spear +2, hand axe +2 of hurling*

Spells: *animate dead, cause serious wounds, cloudkill, comprehend languages, curse, detect evil, detect magic, detect invisibility, polymorph self (7 times a day), project image, pyrotechnics, and telekinesis.*

All tanar'ri have the following spells; *darkness 15' radius, infravision, and teleport without error.*

Tanar'ri take damage as follows;

<u>Attack</u>	<u>Damage</u>
acid	full
cold	half
electricity (lightning)	none
fire (magical)	half
fire (nonmagical)	none
gas (poisonous, etc.)	half
iron weapon	full
<i>magic missile</i>	full
poison	none
silver weapon	full*

* Greater tanar'ri take half damage from silver weapons.

Tier 2

Laurie, Alu-fiend: Int Average; AL CE; AC 2; MV 12 Fl 15(D); HD 2; hp 14; THAC0 18; #AT 3/2; Dmg 1d8+1 (scimitar); SA Spell use; SD Cold iron, silver, or +1 weapon to hit; MR 30%; SZ M; ML 12

Magic Items: *scimitar of speed +1, shield +3*

Spells: *charm person, dimension door (1/day), ESP, shape change, suggestion*

Missy, Alu-fiend: Int Genius; AL CE; AC 4; MV 12 Fl 15 (D); HD 2; hp 14; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA Spell use; SD Cold iron, silver, or +1 weapon to hit; MR 30%; SZ M; ML 12

Magic Item: *ring of protection +1*

Spells: *charm person, dimension door (1/day), ESP, shape change, suggestion*

Marcus and Randolph, Rutterkin (2): Int Average; AL CE; AC 0; MV 12; HD 4; hp 20; THAC0 17; #AT 1 or 2; Dmg 1d10 or 1d6+1/ 1d6+1 (crescent pole arm); SA Spell use; SD Spell use; MR 10%; SZ S ML 11

Spells: *fear (by touch), fly, telekinesis (3/day)*

Manes (8): Int Semi; AL CE; AC 8; MV 6; HD 1; hp 6; THAC0 20; #AT 3; Dmg 1d2/ 1d2/ 1d4; SA Acidic vapor; SD Immune to mind altering spells; MR 10%; SZ S; ML Special

When the manes are destroyed, they form an acidic cloud vapor. This cloud has a 10 foot radius and lasts for one round. Anyone or anything within this cloud takes 1d6 damage save versus poison for half. Remember that this cloud also affects the bad guys.

Rebecca Brightwind, Marilith (greater tanar'ri): Int Genius; AL CE; AC -9; MV 15; HD 12; hp 80; THAC0 9 (base); #AT 7; Dmg 4d6 tail + weapons; SA constriction and magic weapons; SD +2 or better weapons to hit, never surprised, spell immunity; MR 70%; SZ L; ML 18

Magic Items: *dagger +3, long sword of life-stealing, battle axe +2, broad sword +4, spear +2, hand axe +2 of hurling*

Spells: *animate dead, cause serious wounds, cloudkill, comprehend languages, curse, detect evil, detect magic, detect invisibility, polymorph self (7 times a day), project image, pyrotechnics, and telekinesis.*

On this tier, Laurie and Rebecca will *teleport* away thinking that their minions can handle the battle. They will leave once the fighting begins.

Tier 3

Laurie, Alu-fiend: Int Average; AL CE; AC 2; MV 12 Fl 15(D); HD 2; hp 16; THAC0 18; #AT 3/2; Dmg 1d8+1 (scimitar); SA Spell use; SD Cold iron, silver, or +1 weapon to hit; MR 30%; SZ M; ML 12

Magic Items: *scimitar of speed +1, shield +3*

Spells: *charm person, dimension door (1/day), ESP, shape change, suggestion*

Missy, Alu-fiend: Int Genius; AL CE; AC 4; MV 12 Fl 15 (D); HD 2; hp 16; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA Spell use; SD Cold iron, silver, or +1 weapon to hit; MR 30%; SZ M; ML 12

Magic Item: *ring of protection +1*

Spells: *charm person, dimension door* (1/day), *ESP, shape change, suggestion*

Marcus and Randolph, Rutterkin (2): Int High; AL CE; AC 0; MV 9; HD 4; hp 32; THAC0 17; #AT 1 or 2; Dmg 1d10 or 1d6+1/ 1d6+1 (crescent pole arm); SA Spell use; SD Spell use; MR 10%; SZ S; ML 11

Spells: *fear* (by touch), *fly, telekinesis* (3/day)

Manes (12): Int Semi; AL CE; AC 8; MV 6; HD 1; hp 6; THAC0 20; #AT 3; Dmg 1d2/ 1d2/ 1d4; SA Acidic vapor; SD Immune to mind altering spells; MR 10%; SZ S; ML Special

When the manes are destroyed, they form an acidic cloud vapor. This cloud has a 10 foot radius and lasts for one round. Anyone or anything within this cloud takes 1d6 damage save versus poison for half. Remember that this cloud also affects the bad guys.

Rebecca Brightwind, Marilith (greater tanar'ri): Int Genius; AL CE; AC -9; MV 15; HD 12; hp 80; THAC0 9 (base); #AT 7; Dmg 4d6 tail + weapons; SA constriction and magic weapons; SD +2 or better weapons to hit, never surprised, spell immunity; MR 70%; SZ L; ML 18

Magic Item: *dagger +3, long sword of life-stealing, battle axe +2, broad sword +4, spear +2, hand axe +2 of hurling*

Spells: *animate dead, cause serious wounds, cloudbreak, comprehend languages, curse, detect evil, detect magic, detect invisibility, polymorph self* (7 times a day), *project image, pyrotechnics, and telekinesis.*

Tier 4

Laurie, Alu Fiend Noble: Int Exceptional; AL CE; AC 0; MV 12 Fl 18(C); HD 6; hp 24; THAC0 15; #AT 1 or 2; Dmg 1d8+1 or 1d3/1d3 (scimitar); SA Spell use; SD Cold iron, silver, or +1 weapon to hit; MR 30%; SZ M; ML 14

Equipment: *scimitar of speed +1, shield +3*

Spells: *ethereal, charm person, clairaudience, ESP, plane shift, shape change, suggestion, dimension door* (1/day)

Missy, Alu Fiend Noble: Int Exceptional; AL CE; AC -1; MV 12 Fl 18 (C); HD 6; hp 26; THAC0 15; #AT 2; Dmg 1d3/ 1d3; SA Spell use; SD Cold iron, silver, or +1 weapon to hit; MR 30%; SZ M; ML 13

Magic Items: *ring of protection +1, plate mail of ethereality*

Spells: *charm person, clairaudience, ESP, plane shift, shape change, suggestion, dimension door* (1/day)

Marcus and Randolph, Nabassu (2): Int High; AL CE; AC 0; MV 12 Fl 15(C); HD 7+6; hp 56; THAC0 13; #AT 3; Dmg 2d4/ 2d4/ 3d4 or by weapon +7; SA Spell use, Death gaze, Backstab; SD Spell use; MR 50%; SZ S ML 15

Spells: *darkness 15', death gaze*

Manes (16): Int Semi; AL CE; AC 8; MV 6; HD 1; hp 6; THAC0 20; #AT 3; Dmg 1d2/ 1d2/ 1d4; SA Acidic vapor; SD Immune to mind altering spells; MR 10%; SZ S; ML Special

Rebecca Brightwind, Marilith (greater tanar'ri): Int Genius; AL CE; AC -9; MV 15; HD 12; hp 80; THAC0 9 (base); #AT 7; Dmg 4d6 tail + weapons; SA constriction and magic weapons; SD +2 or better weapons to hit, never surprised, spell immunity; MR 70%; SZ L; ML 18

Magic Items: *dagger +3, long sword of life-stealing, battle axe +2, broad sword +4, spear +2, hand axe +2 of hurling*

Spells: *animate dead, cause serious wounds, cloudbreak, comprehend languages, curse, detect evil, detect magic, detect invisibility, polymorph self* (7 times a day), *project image, pyrotechnics, and telekinesis.*

Encounter Seven-C

After the defeat of the underlings read the following.

All the Tanar'ri lay at your feet, that is all but one. You turn to face your final opponent, when a swirl of mist begins to materialize behind her. Its reddish skin glows with a hellish light.

You also notice that the creature has two heads, that of a giant demonic dog and the other is that of a writhing snake. It brings its large axe high over its head and you can hear its voice speak within your heads, but what it has to say is not directed at you.

"You have abandoned the path that all Tanar'ri must follow. Your judgment has passed, and your punishment is set."

With that the creature brings down its mighty axe and with one shot, cleaves her head from her body. Her body begins to fade out and then disappears. The creature then turns to you and then points at the portal and once again you hear the voice within your mind.

"Leave this place. Your presence here is not needed at this time. Gather the others and leave. Worry not, your time will come. Go now!"

The PCs have time to free the prisoners and gather the items that are also located here.

All of the magic items that were used by the Tanar'ri will disappear when they are killed.

After the final battle the PCs will find a small room located to the left of the altar at the back of the room. Inside the room is a large cage with eight people on the Black Raven's list, including Meredith, her son and her servants. The other three servants are all nobles that were on the list found at the Black Ravens' hideout.

Once freed, they will show their gratitude to the PCs by giving them 1000 gp each in assorted gems (PC choice), and two *potions of minor healing*. They will also offer to pay ¼ of the cost of having any of the following spells cast: regeneration, raise dead, and restoration.

This treasure will only be given if the PCs gave the 50,000 gp from Encounter Four to either the city watch or these people after they are freed. If the PCs do not give over the money this reward is not offered.

The PCs will also find a parchment that is scribed in blood. It is the contract between the Black Ravens and the Tanar'ri. It radiates evil and the PCs should not be allowed to keep it. Depending on what the PCs do with this item will determine what conclusion you should use.

If the PCs decide to leave, go to the **Conclusion**. Use the conclusion that fits their completion of the adventure.

If they attack, they are fighting a Molydeus.

Molydeus (1): Int Exceptional; AL CE; AC -5; MV 15; HD 12; hp 94; THAC0 9; #AT 3; Dmg 2d6/ 1d6/ battle axe (2d10+5); SA Vorpal and dancing battle axe, poison; SD Cold iron weapons to hit, Never surprised; MR 90%; SZ H (12'); ML 20.

Molydei have the following spells in addition to the ones that all Tanar'ri have;

affect normal fires, animate object, blindness, charm person or mammal, command, Evard's black tentacles, fear, improved invisibility, know alignment, lightning bolt (7/ day), polymorph other, sleep, suggestion, true seeing (always active), and *vampiric touch*. He can also gate in 1 Molydeus, 1-2 Chasme, or 1-4 Babau once per hour with a 35% chance of success.

Molydeus are the enforcers of the Abyss, their job is to keep all Tanar'ri in line and have little concern with the lives of mortals.

* Important note: Molydei are immune to damage by most normal or magical weapons. Only cold-wrought iron weapons and magical spells can affect these creatures.

If for some reason the PCs do not get to the Abyss then it will be necessary to have others come into the picture, after the battle is over, unless the PCs have the ability to plane shift or teleport. Regardless of this or not they will be given credit for rescuing the prisoners. The important thing is that the prisoners are rescued.

Encounter Seven-D

If the party was on Tier 4 then read the following.

As you last opponent falls, there is a swirling mist that begins to materialize in the room. Its reddish skin glows with a hellish light. You also notice that the creature has two heads, that of a giant demonic dog and the other is that of a writhing snake. You can hear its voice speak within your heads

"You have done well. This shows me your physical prowess. Now show me that you have the mental prowess to realize that you are outmatched. Gather the others and leave this place, for your time is not at hand."

With that he points toward the portal and remains motionless.

The PCs have time to free the prisoners and gather the items that are also located here.

All of the magic items that were used by the Tanar'ri will disappear when they are killed.

After the final battle the PCs will find a small room located to the left of the altar at the back of the room. Inside the room is a large cage with eight people on the Black Raven's list, including Meredith, her son and her servants. The other three servants are all nobles that were on the list found at the Black Ravens' hideout.

Once freed, they will show their gratitude to the PCs by giving them 1000 gp each in assorted gems (PC choice), and two *potions of minor healing*. They will also offer to pay ¼ of the cost of having any of the following spells cast: regeneration, raise dead, and restoration.

This treasure will only be given if the PCs gave the 50,000 gp from Encounter Four to either the city watch or these people after they are freed. If the PCs do not give over the money this reward is not offered.

The PCs will also find a parchment that is scribed in blood. It is the contract between the Black Ravens and the Tanar'ri. It radiates evil and the PCs should not be allowed to keep it. Depending on what the PCs do with this item will determine what conclusion you should use.

If the PCs decide to leave then go to the Conclusion. Pick the one that fits on how they have completed the adventure.

If the attack, they are fighting a Molydeus.

Molydeus (1): Int Exceptional; AL CE; AC -5; MV 15; HD 12; hp 94; THAC0 9; #AT 3; Dmg 2d6/ 1d6/ battle axe (2d10+5); SA Vorpal and Dancing battle axe, poison; SD Cold iron weapons to hit, Never surprised; MR 90%; SZ H(12'); ML 20

Molydei have the following spells in addition to the ones that all Tanar'ri have: *affect normal fires, animate object, blindness, charm person or mammal, command, Evard's black tentacles, fear, improved invisibility, know alignment, lightning bolt (7/ day), polymorph other, sleep, suggestion, true seeing* (always active), and *vampiric touch*. He can also gate in 1 Molydeus, 1-2 Chasme, or 1-4 Babau once per hour with a 35% chance of success.

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Conclusion

Each conclusion is determined by what happens in Encounter Seven.

Conclusion A

This conclusion is used if the PCs have the Contract between the Black Ravens and the Tanar'ri destroyed.

Having freed the city from the evil clutches of the Tanar'ri, you can't help but feel a little proud. And although you might have had some regrets about releasing the Black Ravens from their ill-fated destiny, if any were still alive, you decide that it was probably for the best.

Although the ordeal with the Ecilam has come to an end, you still find it necessary to let Ren know the outcome and hopefully collect the gold that he promised.

You enter his room and there is no one there. However there are multiple bags of gold lying on the desk. Each bag also has a raven's feather attached. The letter on the desk should have explained Ren's absence but it only raised more questions. In short the letter reads,

*"My Friends,
Congratulations on a job well done. You have done an excellent job in dispatching the Ecilam and freeing the Black Ravens from that evil pact. Your gold has been left and also a few tokens of my appreciation.*

*Until Next Time,
BR"*

Not understanding its meaning you can only speculate what has truly transpired here.

Conclusion B

This conclusion is used if the PCs did nothing about the contract between the Black Ravens and the Tanar'ri.

Although you have defeated the Tanar'ri, you have the uneasy feeling that you have not seen the last of them.

Returning to Ren's room to inform him of what you have accomplished, you find that the room is quite barren.

You speculate what might have happened, when you realize that, maybe, just maybe, you left something unfinished.

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them,

they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Encounter Two:

Helping Meredith 50 xp

Encounter Three:

Obtain Info from Rok 50 xp

Encounter Four-A:

Defeating Thieves 75 xp

Defeating Jason (Tiers 3-4) 50 xp

Finding out about Jadrian's* 50 xp

Encounter Four-B:

Defeating Azrael 100 xp

Encounter Seven A:

Finding out about Jadrian's* 50 xp

(the award for finding out about Jadrian's can only be given once, either her for for encounter 4-A)

Encounter Seven B:

Defeating the Tanar'ri 500 xp

Total Experience for Objectives: 925 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,425 xp

For Tier 2: 2,850 xp

For Tier 3: 4,250 xp

For Tier 4: 6,700 xp

(see below)

For Tier 4, add:

Encounter Seven-B

Defeating Rebecca (Tier 4) 1,000 xp

Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

Encounter Four-A:

- *boots of speed*

Encounter Four-B:

- spell book with these spells: 1st *magic missile, shield, armor, sleep*; 2nd *Snilloc's snowball swarm, stinking cloud, mirror image*; 3rd *fireball, protection from good 10' radius, hold person*; 4th

wall of fire, confusion, polymorph self; 5th *cone of cold, cloudkill*

- *sword of the Abyss*--This sword is forged from some unknown material. Its blade is serrated and quite evil looking. The sword has no alignment, and does not have any repercussions on the character. On the Prime Material Plane the sword functions as a *long sword +1*. In the Abyss however it functions as a *long sword +1,+3 vs non-residents of the Abyss*.

Encounter Five:

- *earring of goblin strength*- This earring was carved from the bone of a goblin. It gives the wearer and effective Strength score of 10. It is cursed and can only be taken off by casting a *remove curse* upon it. This does not destroy the earring's enchantment.
- *quartz crystal pendant*- This pendant is a clear crystal with a leather neck strap. It gives the wearer a +1 save vs. charm spells. It cannot raise the total bonus for such a saving throw above +4, so if other modifiers would grant a +4 or better bonus this pendant does not function.

Encounter Seven C and D:

- two *potions of minor healing*: These potions heal 1d4+1 hit points each.
- 1,000 gp for each PC (if conditions are met)

Conclusion A:

- 200 gp for each PC
- Six Black Raven Feathers- These feathers indicate that the PC has earned a favor from the person known only as the Black Raven. The favor is unknown at this time and the PC will receive a -2 reaction from any City Watch member if the feather is openly worn.

Fame Award:

1 Fame point in Upper Class or City Watch if money was turned in.

Characters receive one infamy point if they keep the stolen 50,000 gp rather than turn it over to the authorities.

Knightly Awards

Knightly recommendation from Jadrian if the demons are defeated. If the stolen money was not turned over to the authorities, the characters DO NOT receive a recommendation.

Players Handout #1...excerpt from Ravens Bluff Trumpeter

Ecilam Hard At Work

The Ecilam has made a few more arrests in connection with the rash of robberies that have been plaguing our fair city.

The group known as the Black Ravens, a nefarious group that has been building a reputation throughout the area, are really feeling the pinch, as the long arm of the law apprehended two of its members last night. Although their names were not disclosed it is rumored that one of them attacked the Ecilam members with an almost suicidal death wish. These two criminals were arrested in connection with at least four of the robberies that have been committed over the past couple of weeks.

However, as bad as these robberies may be, it seems that the Black Ravens have no low to which they will not sink. It appears that not only are they common thieves, but they also dabble in murder and kidnapping to cover their trails. It has been reported that almost two dozen people have now been kidnapped and probably murdered by the Black Ravens according to Rebecca Brightwind, head of the Ecilam. She also believes that the Black Ravens are abducting their robbery victims to cover their tracks. She said, quote "If no one can report the crime, then we have the problem of not knowing about it."

Player's Handout #2...City Watch Information

The Ecilam has jurisdiction whenever it is thought that a robbery has been committed by the Black Ravens.

1. The Ecilam has the right to investigate any crimes thought to be related to the Black Ravens, generally robberies and possible kidnappings. If it is established that the Black Ravens are not involved, then the case must be turned over to the City Watch.
2. The Ecilam has the right to detain suspects long enough to question them about the crime, after which the suspects must be turned over to the City Watch.
3. The Ecilam has the right to bring in witnesses and the victims for questioning related to the robbery.
4. They also have the option of relocating witnesses and victims to a safe location if it is deemed necessary for that person's safety. All requests for this must go through the City Watch and be approved before any action can be taken.
5. The Ecilam has the right to refuse any outside questions about the witness/victim, except from City Watch members. They can also refuse some City Watch members, if their identity cannot be quickly confirmed, and they feel it would endanger the witness or victim.

Players Handout #3

Azrael,

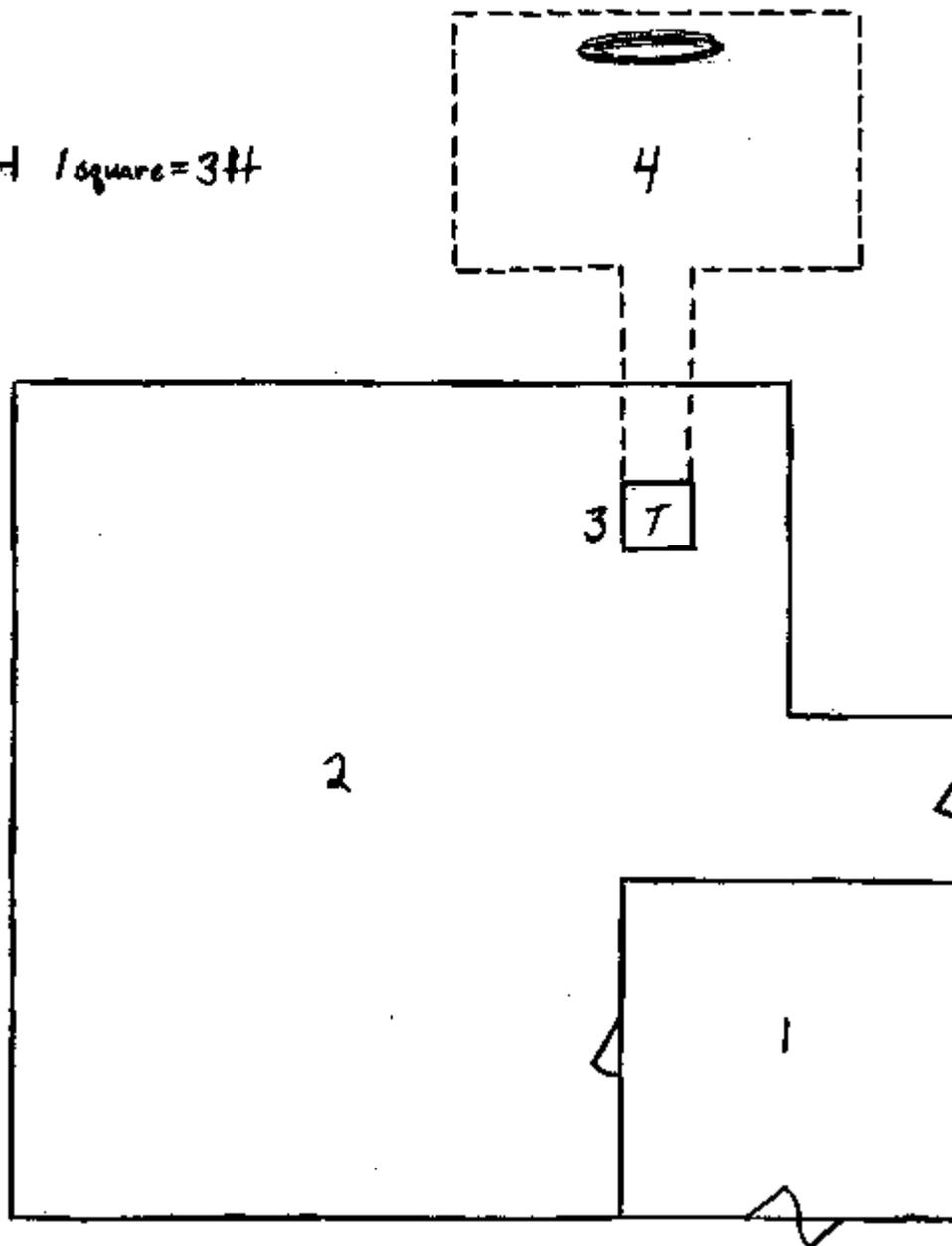
We have little of our items and money left over, because we have used much of what we had to purchase the sword in which you instructed me to obtain. According to my sources the sword should be effective against our captors. Legend says it was created centuries ago to protect them, yet now it will be the weapon of their destruction. We will be free before he even finds out.

Jason

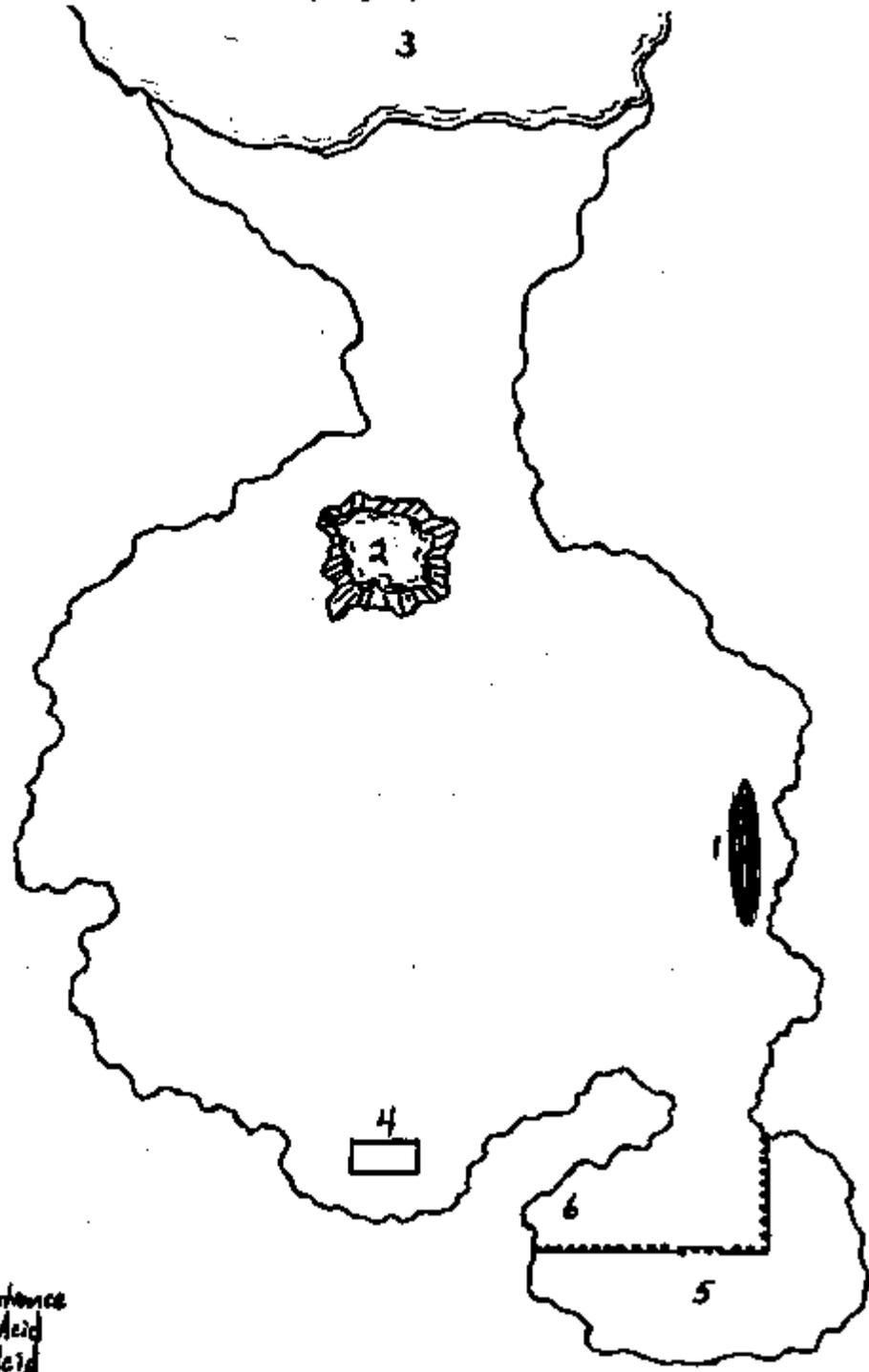
DM's Map #1... Lair of the Ecilam (Ravens Bluff)

- 1. Front Office
- 2. Main Building
- 3. Trap door
- 4. Portal Room

H 1 square = 3ft



DM's Map #2... Lair of the Ecilam (Abyss)



- 1. Portal Entrance
- 2. Pool of Acid
- 3. Sea of Acid
- 4. Sacrificial Altar
- 5. Holding Cells
- 6. Stolen Treasure

H 1 square = 4ft