

# **The Guns of Azzagratt**

**Ebon Tendrils: Episode Two**

**A Two-Round AD&D Living City Adventure  
Featuring Low and High Tiers**

**by Erik Mona**

**High Tier/Rounds One & Two: The Quarry of Ebulon**

People have been disappearing from Ravens Bluff without a trace. Clearly magic is involved, but how far will the search take you? This is a two-round event with high-tier and low-tier components, and is meant to run in a full advancement scheme (all players advance to the second round).

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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 capsulize 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 players' 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 players 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 actions of the player characters.

## Introduction

*The Quarry of Ebulon* is the high-tier version of *The Guns of Azzagrat*, a two-round Advanced Dungeons & Dragons Living City event. At the end of four hours, the judge should halt play and allow the players to vote as they would for a normal, one-round event. At the start of the second round, players reconvene with the same judge at the point they left off, and play continues. In order to facilitate easier mustering, both rounds of the *Guns of Azzagrat* should be played concurrently, though this is by no means necessary.

*The Guns of Azzagrat* is the sequel to *The Ebulon Affair*, which debuted at Con of the North (St. Paul, MN) in 1998. It is not necessary to have played *The Ebulon Affair* to enjoy either version of *The Guns of Azzagrat*, though having done so will enrich the experience. For background on the events of *The Ebulon Affair*, see the introduction to Round One of the regularly tiered version of this module.

This event is meant for PCs of eighth level or greater. PCs lower than eighth level may not participate, and must play the regularly tiered version of this module. Further, just because a PC meets the level requirements

for this module does not necessarily mean that said PC will be up to the challenges presented herein. Be certain to remind the players that if they play this module, they do so at the risk of their characters. Under no circumstances should the total party levels be lower than 48, and parties “just squeaking by” will find the events herein extraordinarily difficult.

*The Quarry of Ebulon* is not tiered. The PCs involved are selected because they are the best adventurers available for the job. The setting of this module is the Abyss, and seldom is anything simple on that chaotic plane. Some parties will be able to handle the challenges herein with little difficulty. Others will have an enormously arduous time, and may be forced to abort major mission goals simply to escape alive.

Because the module is so challenging, it is important that the judge run the event with two principles in mind. The first is that rules should be adjudicated evenly and fairly. If a judge wants to destroy a party in the Abyss, he will have ample opportunity to do so, but should practice restraint. Conversely, if the judge should gloss over difficult aspects of the module (item saving throws come to mind), he is robbing the party of the thrill of victory that comes from defeating seemingly overwhelming odds.

The second principle is this: *The Quarry of Ebulon*, as all tournaments, was written to be FUN for the judge and players. As the Abyss involves several strange creatures and conditions, it is important that judges give the module the amount of preparation the players deserve. There are many opportunities for heroics herein, and all hinge on capable and effective judging.

**Special Notes:** *The Guns of Azzagrat* involves certain plot elements tied to the concept of spelljamming – literally, the locomotion of ships in outer space through the use of converted magical energy. Judges need not be conversant in spelljammer lore or rules, though a perusal of Spelljammer campaign materials might be of use to a judge who wishes to go the extra mile for his players. Any “special rules” that affect the plot of *The Guns of Azzagrat* will be explained within the text.

The high-tier version of *The Guns of Azzagrat* takes place almost entirely on the Abyss, the outer plane of chaotic evil. Judges are encouraged to review Planescape campaign materials to provide the appropriate atmosphere of the Abyss, though this is not necessary.

Make a note of whether any of the PCs possess items that came from Cerephane or the House of Desires. If the PCs have such items, keep track of whether they use

them. One of the possible rewards will not be granted if such items are used during the course of the adventure.

## Player Introduction

There is a lot of exposition to get through before the PCs begin their quest. It's best to begin reading immediately, once everyone is seated and ready to begin.

*The dull glow of subdued continual light globes casts a strange pall upon those gathered in the offices of Jerrod Korbador, dean of conjuration and summoning at Ravens Bluff's vaunted Wizard's Guild. Looking around the room, you note a handful of heroes standing beside you. Some of them you know well, others you recognize from portraits, barroom tales or bardic songs of victory. Amid this assembly, you are certain that you fit. A hero of Ravens Bluff.*

*Before you, Korbador sits at a messy desk. Young for a dean, his eyes hold hardship common to one twice his age. He hasn't slept in days, you think to yourself.*

*Behind the red-robed dean, a figure stands in the shadows. The squat creature stares back at you with small, beady eyes. His head is alien, like that of a hippopotamus. Faint traces of incense float from an open bottle on Korbador's desk.*

*Seeing that you have entered, the dean smiles. "Thank you for responding to my summons. I apologize for calling you here this late, and with no warning, but our need could not possibly be more dire.*

*"For the last month, our city has been beset by a series of strange abductions. No clues were left, save that the citizens were unrelated, seemingly chosen at random. We became involved when it was discovered that the citizens had been abducted by magic."*

*Korbador stands, absently rubbing his eyes with his left hand. "You have heard, I trust, of the so-called Ebulon Affair? Yes? Roughly a year ago, a tanar'ri lord, Ebulon, was released from the ruins beneath this city. Thankfully, it eventually was put down by a group of adventurers. Unfortunately, tanar'ri killed on the Prime Material do not truly die, but are instead trapped on their home plane for 100 years.*

*"Ebulon is behind these abductions. We've traced them to Azzagrat, a strange mix of three layers of the infinite Abyss. Ebulon is drawing our citizens to*

*Azzagrat through the use of the Scour Perilous, an infernal artifact. Worse, Ebulon has the assistance of his mentor and liege, Prince Graz'zt, perhaps the most calculating tanar'ri prince in all the Abyss.*

*"My friends, there are now 122 citizens missing, and we have no reason to believe Ebulon will stop any time soon. I have been given authority by Chancellor Regulus and the Lady Mayor herself to send a group of our greatest heroes into the Abyss to rescue the people of Ravens Bluff, and halt the abductions at their source. You are those heroes."*

The PCs likely will have several dozen questions. Korbador will answer each one a bit deferentially – the PCs are the best hope to stop these abductions, and he has been ordered to be as accommodating as possible. Try to extrapolate answers from the following categories of information:

### The Abductions

- The abductions began about three weeks ago, though they were not brought to our attention immediately.
- The abducted citizens are impossible to locate or communicate with. We do know, however, that they are alive, and are currently imprisoned in a large magical building on Azzagrat.
- There seems to be no connection between those abducted. There are adventurers, tailors, members of the watch, and even children. It's as if someone were scooping up citizens at random.

### Ebulon

- Ebulon was a general of Graz'zt before Graz'zt came to true power in the Abyss. He is extremely powerful, and seems to command a highly deadly form of symbiotic death fog. He is known in some circles as the Lord of Null.

### Azzagrat

- Azzagrat is that portion of the Abyss commanded by Graz'zt. Actually three layers of the Abyss that bend and mix at chaotic, random places, it is the most expansive empire the Abyss has ever known.
- The abducted citizens have been traced to a large stone structure, probably a prison.
- Though Azzagrat is tame in comparison to several other layers, there are a number of local dangers

you will need to be aware of, not the least of which are the strange effects the Abyss as a whole plays on alteration magic.

- I've taken the liberty of compiling a list of spells that have undesirable, possibly permanent effects when cast on the Abyss. These effects are never beneficial, and so such spells should be cast only if the need is great enough to risk eternal mutation. Specific effects of specific spells have not been recorded, though the spells have been ranked in three general degrees of severity. **(Give the PCs Player Handout #1).**

### **How Do We Get There?**

- I will open a special *gate* to Azzagrat, though I cannot hold it steady for long. There is a chance hundreds of *tanar'ri* will pour through the gate the instant it is opened, so leaving it to remain for your retrieval will not be possible.
- Because Graz'zt will surely notice the *gate*, it is probable that he will not allow the opening of a retrieval *gate*. In fact, you should count on this, and we have discovered another method by which to extract you and the freed prisoners from the Abyss.

### **How Do We Get Back?**

*Korbandor points to the figure behind him. "This," he says, "is the Brigadier. I know this will sound confusing to you, but the Brigadier holds intimate knowledge of the Abyss, for he was, until recently, a prisoner on Azzagrat. You see, the Brigadier was a crewman aboard a very special ship, a spelljammer. This ship, the Tarsus, did not sail the seas and oceans, but instead plied the thoroughfares of space, the realm beyond the heavens.*

*"While investigating the Tears of Selune, the Tarsus flew through a large stable magical gate that led directly to the pits of Azzagrat. It is through this gate, using the crashed remains of the Tarsus, that you will bring the abducted citizens back home."*

More information on the Brigadier and the Tarsus may be extrapolated from the low-tier versions of this module and the Brigadier's NPC capsule at the back of the module. Note that the Brigadier can produce a rough map of the *Tarsus* crash site on Azzagrat if asked (Player Handout #2). Korbandor is insistent that the PCs leave as soon as possible, and will attempt to rush the group through these opening formalities.

### **Before Setting Out...**

Before Korbandor opens the *gate* to the Abyss, he has a number of items to distribute to the PCs. Ad lib the distribution of these items – Korbandor is dead serious about the mission, and informs the PCs that they'd best take all of the help they can get. He will state plainly that any mission in which even one of the heroes returns with even one citizen will be considered a success.

### **Items**

- Seven jars of *transient gel*, from Beliakas, a recently installed lord of the city. Korbandor has no idea how this individual learned of the mission, but is certain that this gel will come in handy.

Each jar holds one application, which is sufficient to coat a single weapon (regardless of size). The *transient gel* will ensure that the coated weapon retains all magical power as if on the Prime Material, regardless of where it might travel in the multiverse. The duration is one Toril tenday. The PCs MAY NOT retain extra applications of *gel*.

- A scroll from the Temple of Lathander. This scroll, emblazoned with the device of the Order of Aster of the Knights of the Phoenix, features the following spells: *heal, heal, raise dead, raise dead, resurrection*, and *holy word*. The scroll is of the Lawful Good alignment (for adjudicating the effects of the *holy word*). This must be returned at the end of the adventure with any unused spells. No certificate is provided.
- A *chime of opening*. This item arrived in a plain scroll case just yesterday. Korbandor does not know where it came from, but knows that it will be useful for the PCs. Careful study of one of the chime's tines reveals a stylized "C" motif. [Give the players the *chime of opening* certificate from the back of the module.]
- An opportunity to use an arquebus crafted by the Brigadier, himself. The Brigadier will provide a (rather heavy) bag with two dozen cold-iron musket balls, which do full damage to *tanar'ri*.

<p><b>Arquebus Statistics:</b> An arquebus is an early form of the musket, almost as dangerous to its user as it is to the target. The weapon may be fired once every three rounds, and then only if the character is not attacked while loading. When using an arquebus, all penalties for range are doubled.</p>
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If the attack roll for an arquebus is a 1 or 2, the weapon backfires, causing 1d6 points of damage to the firer. It also is fouled and cannot be used again until it has been cleaned, which takes about 30 minutes. When an arquebus scores a hit, it normally does 1 to 9 points of damage on a 1d10. When a 10 is rolled, the die is rolled again and this amount is added to the previous total. The damage caused by an arquebus is never modified by Strength.

- The *crown of the stars*, a magical artifact rescued by another group of adventurers. A priest or mage must wear this *crown*, and that spellcaster will then be able to control the *Tarsus* and fly it through the portal. The more skilled in magic the wearer, the faster the ship will move. Using the *crown*, however, will drain all spells from the caster's memory until he might rest and regain them as normal.
- Be sure that Korbador has given the PCs **Player Handout #1** before proceeding.

## Encounter One Into the Maelstrom

Korbador allows the PCs to take any precautions they feel necessary. He will regretfully inform them that the guild will not be able to provide additional assistance. This is a directive from above, and though Jerrod does not understand or agree with it, he is bound to follow the dictates of his betters.

The PCs likely will want to cast several dozen spells on themselves. Allow this, and remind them that the Brigadier will accompany the group, and he obviously would appreciate magical preparation, as well (his statistics are contained in Appendix 3). Jerrod does tell the group that he believes Graz'zt may have a spy in the guild, so he cannot allow more than two hours of preparation, lest word of their mission leak to Prince Graz'zt.

Note that, barring extraordinary circumstances, this is the last opportunity the party will have to cast alteration spells on themselves without triggering potentially life-changing effects.

When the PCs are ready, proceed:

*Noting that you are ready, Korbador takes you down a long spiral staircase to a plain room with an exposed earthen floor. Strange markings have been traced in*

*the dirt, here, and the walls are painted in mystical glyphs and symbols.*

*“As I mentioned, I won’t be able to hold the gate for long. Once it opens, leap through. I wish you Tymora’s luck and the courage of Torm the True. All of Ravens Bluff counts on you this day.”*

*With that, the young dean begins the ritual. Reality itself is warped in the small room. Hundreds of dim lights appear from nowhere, coalesce at the room’s center, and take the form of a shimmering portal of light. Korbador, his features locked in grim concentration, seems to nod you forward.*

When the PCs step through, proceed.

*The journey from Toril to Abyss is instantaneous, and without sensation. A step begins in the Wizards Guild, and ends on an alien landscape. The skies of Azzagrat are overcast, and everything seems to ooze a dull gray aura. The smell of wet leaves and bark is rich in the soggy air, and you realize you’ve emerged in some sort of forest. The trees themselves are tall, with fleshy, bulbous trunks and roots. As Korbador’s portal closes behind you, their leafless canopies seem to rustle in the wind. Odd, then, that Azzagrat is as still and windless as the dankest dungeon.*

*“The prison should be in this direction,” says the Brigadier, his voice rough with nervousness. His eyes catch something behind you. The trees of Azzagrat’s forest are not wood at all. Snakes, huge vipers, writhe like animate vines – thousands of them. They reach to the ground, snapping at you...*

At this point, determine the effective level of PC priests, as explained in **Appendix One: Magic in the Abyss**.

The PCs will have to do some quick thinking, or quick combat, to avoid the viper trees of Azzagrat’s sprawling forest, Zrintor. The Brigadier has a good idea how to get closer to the prison, but he’ll be doing everything he can to avoid being eaten by the trees.

**Viper Trees (as many as needed):** Int Low; AL CE; AC 7; MV 0; HD 6; hp 30; THAC0 15; #AT 6; Dmg 2d6; SA Venom; SD Spells, immunities; SZ L-H (5-50’ tall); MR 15%; ML 12.

Anyone bitten by a viper tree must save vs. poison at -3 or lose 4 points of Dexterity permanently and become immobilized by the venom for 48 hours. Even if the saving throw succeeds, the victim still loses 4 points of Dexterity as a result of the shakes and trembling the

venom induces for the next 48 hours. *Neutralize poison* removes the Dexterity loss immediately but does nothing for the paralysis. *Remove paralysis* cures the twitching and immobility but does nothing for the Dexterity loss.

Because of their multiple heads, viper trees are unaffected by most spells that target a single or a few creatures such as *charm monster*, *hold monster*, or *sleep*. To affect a viper tree, such spells must affect a number of creatures equal to the viper tree's hit dice.

Viper trees are immune to cold, venom, and acid attacks, and they take half damage from blunt weapons and normal damage from electrical attacks. Their woody stumps bleed a brownish-amber sap when cut, and the wood burns quickly. Viper trees suffer normal damage from fire.

The snake arms of a viper tree will recoil from any source of fire, such that a normal PC holding aloft a torch is completely protected from their attacks.

If the PCs draw unneeded attention to themselves (such as by casting multiple *fireballs* and *lightning bolts* or massively destructive spells), they will draw a squad of vrock's patrolling a nearby area. These creatures will swoop down and murder the PCs with relish, *gating* as necessary until either they, or the PCs, are dead.

**Vrock's (4):** Int high; AL CE; AC -5; MV 12, Fl 18 (C); HD 8; hp 64; THAC0 13; #AT 5; Dmg 1d4/1d4/1d8/1d8/1d6 (foot claw/foot claw/hand claw/hand claw/bite); SA first attack, spore attack every 3 rounds (1d8 damage, automatically causes 1d2 points of damage for next 10 rounds), deafening screech once/battle (all within 30' must make a Con check or be stunned for one round), innate spell-like powers at 10th level of ability (*mass charm*, *telekinesis*); SD innate spell-like powers at 10th level of ability (*detect invisibility*, *detect magic*, *dispel magic*, *mirror image*), +2 or better weapons to hit; MR 70%; SZ M (8' tall); ML 18

The vrock's will *gate* in more vrock's, as necessary, with a 30% chance of success. In addition to the special defenses listed, all tanar'ri are immune to electricity, non-magical fire, and poison. They take only one-half damage from cold, magical fire, and gas.

This can be a very difficult encounter for the PCs, so if they are doing their best to remain sneaky, feel free to ignore it. However, if the PCs take the typical Ravens Bluff "heroic" tactics, and blow up everything in site, they will be made to pay for it.

The PCs must travel five hundred feet due east before reaching the precipice noted in Encounter Two. If the vrock's are still in pursuit, feel free to have one of the goristroi notice and *spider climb* up the cliff to do battle with the PCs.

## Encounter Two Outside the Asylum

*The Brigadier leads you through the viper forest to a high precipice. Hundreds of feet below, surrounded by a thick growth of alien trees, rests a huge detention facility seemingly carved from black rock. The Brigadier bristles at the sight of it. "All I remember from the inside is my cell, but I know there's only one way in and out of Ebon Prison. There."*

*His stubby finger points to a huge pair of double doors, easily thirty feet tall. More troubling, however, are the two giant tanar'ri standing guard beside them.*

These are goristroi, the brutish destroyers of the tanar'ri hordes and personal servants to Graz'zt himself. The PCs will have to devise some method of entry. The goristroi have been instructed to kill any non-tanar'ri on sight.

**Enlarged Goristroi (2):** Int low; AL CE; AC -2; MV 15; HD 20; hp 200; THAC0 1; #AT 2 or 1; Dmg 12d4+12/12d4+12 or 10d8 (punch/punch or stomp, doubled due to enlarge); SA stomp for 10d8 points of damage (opponents 12' tall or shorter within 20' - all details doubled due to enlarge), spell-like abilities (fear as a wand, by gaze), hurl boulders (4d12 points of damage, 240 yard range); SD spell-like abilities (*detect invisibility*, *detect magic*, *levitation*, *spider climb*), regenerate 1 hit point/turn, 360' infravision, immune to cold, fire, acid, and gas, +1 or better weapons to hit; MR 60%; SZ G (44' tall due to enlarge); ML 16

These goristroi attempt to pick off the PCs at long range with hurled boulders, levitating off the ground to avoid melee combat with non-fliers. They have been trained to aim for spellcasters, first, so anyone wearing robes will be a primary target.

## Encounter Three The Ebon Prison

Graz'zt's Ebon Prison is one of several hundred similar structures scattered about the viper forest of Zrintor. This particular prison is one of a handful specially created for those enemies from the Prime, though it

doubles as a detention center for unclassifiable horrors, as well.

As it is a prison, it has been magically altered to prevent ANY dimension warping magics other than the inherent *gate* ability of all tanar'ri. Spells such as *teleport*, *plane shift*, *dimension door*, etc. do not function within the prison building, nor do items which mimic these or similar effects. Further, this ban not only prevents exit from the building, but entrance as well. The only way in and out of the prison (officially) is through the front door, though the PCs likely will discover another way later in the module.

Further, while divination spells work within the prison, they cannot penetrate the cells themselves (i.e. the PCs could cast an *augury* to determine if opening a given door would be smart, but could not cast a *clairvoyance* to scry the interior of the cell before entering).

The various rooms of Ebon Prison have been detailed below. The numbers correspond to the Map of the Ebon Prison attached to the back of the module (Appendix 4).

## **1. Entrance Hall**

*Pushing aside great doors, you enter the main hall of Graz'zt's gigantic prison. To your surprise, the place seems to be empty of protectors. Its decor, however, makes a haunting impression. The roof stands nearly 100 feet above you, and at the room's center, a huge, translucent magical globe floats about twenty feet from the floor. You can clearly make out a map traced upon the globe, though the geography looks completely unlike any of the maps of Abeir-Toril you have seen in the past. Below the globe, a set of three short stairs makes a small dais, featuring a four-foot-high marble column at its center. A thin red beam of energy seems to connect the dais to a location on the suspended globe.*

*Next to the dais is a more horrifying sight. You can make out the image of a heavenly man suspended about ten feet in the air. He is naked, and torn, scabrous wounds mark his body from head to toe, as well as marring what might once have been beautiful feathers of wings emerging from his back. The man is still, though you see him shudder from time to time. All around him, a barrier of magical blades hangs in suspended animation, poised to tear him into pieces. A stone basin stained dark brown below him seems to tell a grisly tale.*

*Far across the main hall, perhaps two hundred feet away, a gaping tunnel leads to some unknown horror.*

This is the entrance hall to one of Graz'zt's great prisons. At one time, this place held the goddess Waukeen, though she has long since passed to a different locale. At present, it is a repository for enemies of Graz'zt, primarily those from the Prime Material plane. The prison is highly magical, and its construction makes escape an almost impossible dream for its hundreds of thousands of prisoners.

The main entrance hall is the nucleus of the prison, and one of the main reasons escape is so difficult. The only way in or out of the prison, by magical means or otherwise, is through the door in this room. Further, each Prime world has its own ward, and each ward may be opened only when all others are sealed. For instance, opening the ward for Toril forces the closure of whatever ward was currently open at the time Toril was selected. There are a number of apparatus in this room, and it is best to take them one at a time.

***The Globe:*** This magical image is the "key" to unlocking the prison wards. Whatever image is shown here represents which gate is open. If the location is a Prime world, an image of that world is shown. At present, the globe revealed is that of Oerth, a world of great interest and import to Graz'zt. Unless the PCs are from this world (which is highly unlikely!), they do not recognize the Oerth-image. Small red dots appear on the globe, apparently in the locations of cities or settlements. (These actually represent the centers of activity for Graz'zt's cults on the world displayed – should a Hawk or Phoenix knight or knight squire record and report the positions of these dots on the Toril map, he or she will receive a special Knightly Honor.)

***The Dais:*** The dais is in fact the operating mechanism for the globe key. Any PC standing on this dais will enter the beam of red light, which creates a telepathic link between the individual and the magical key. Anyone standing on the dais will immediately learn that the planet currently in view is Oerth, and that the location linked by the red beam is known as the Lost Caverns of Tsojcanth.

The key is currently inactive, and must be activated by collecting the spilled blood of a slain aasimon in the floor basin. When the key is active, the room will thrum with energy, and the key may be changed to Toril at a thought. This makes the globe change to that of Toril, closes the Oerth ward, and immediately opens the Toril ward. The *chimes of opening* and *knock* spells have no effect on the key.

***The Column:*** The top of this four-foot stone column is depressed slightly, as if leaving space for a humanoid hand. Pressing any appendage on this depression

activates the augmented *blade barrier* held in temporal stasis, killing the imprisoned aasimon.

**The Aasimon Prisoner:** The unfortunate fellow hanging suspended among a hundred blades is an aasimon captured by Graz'zt centuries ago. Study of the creature from a distance will reveal that his wounds seem to be slowly healing themselves.

He is encased in a column similar to a *sphere of force*. If he is freed, he will inform the PCs that he was imprisoned here because his blood is required to operate the Globe. The aasimon will give up his life at the hands of a PC if it is needed to open the Toril ward (on the condition that he is killed by one of good alignment, and that he is allowed to regenerate). After he has discussed all he knows with the PCs, he will thank them and depart for the upper planes. Under no circumstances will he accompany the party, though he will confer a *bless* upon each PC in the group. This *bless* lasts for the duration of the module and cannot be dispelled.

**Gadriel, aasimon – movanic deva:** Int Genius; AL LG; AC -1; MV 12; HD 8; hp 40 (at max); THAC0 13; #AT 2; Dmg by weapon; SA none at present; SD None at present; SZ M (6' tall); MR Usually 40%, Nil at present; ML 19.

Gadriel is without weapons or most magical abilities. Somehow, Graz'zt has estranged him from his home plane (Mt. Celestia), to which he would like to return immediately.

Before leaving, Gadriel warns the PCs that Graz'zt has entered a pact with Lord Pasril, the Prince of another layer of the Abyss. The deva does not know what the pact entails, other than the fact that it involves draining power from the Prime Material Plane, and that Toril is involved.

The Brigadier will not be very helpful in this encounter. When he escaped, his mind had suffered from many months of continuous physical and mental torture. He simply cannot recall anything of substance regarding the interior of the prison.

## **THE OERTH WARD**

The currently open ward used to lead to those prisoners taken from Oerth. Recently, however, this portion of the prison was destroyed by Iggwilv, Queen of all Witches and one-time consort to Prince Graz'zt.

Should the PCs explore this ward, they will walk a long distance down a dark hallway. Eventually, they will

find that the hallway has caved in. Rubble blocks the entire passage.

Careful inspection reveals a human hand under some of the rubble near the edge. Excavation reveals the corpse of a human man dressed in brown robes. He wears a holy symbol, made of tin, which features a grinning skull motif. He is quite dead, and has been so for perhaps three days.

The corpse is that of Edrac Lanov of Doraaka, a priest of the demigod Iuz from the planet Oerth. If any of the PCs have played the module Aethalynmur's Wings, they will recognize the holy symbol as that worn by the antagonists in that adventure.

If *speak with dead* is employed, PCs can learn the following, in addition to the corpse's identity:

- Iggwilv, a powerful witch, destroyed the Oerth Ward three days ago.
- Edrac was freed in the tumult, but was crushed when the ceiling collapsed on him.
- Opening the various wards has something to do with standing on the dais, killing the deva, and imagination.

PCs digging through the rubble will discover a complete dead end some thirty feet in. Such was Iggwilv's destruction of the Oerth Ward that its anchor to Ebon Prison was effectively sundered, and the remainder of the ward essentially no longer exists.

## **THE TORIL WARD**

The PCs will be chagrined to learn that the Toril ward contains 333 cells, and that there is no guarantee that these cells contain the prisoners they seek. They may elect to begin at the beginning, going through each cell attempting to locate their quarry, or they may decide to scout out the entire ward before making a decision. In any case, they soon will learn that ten cell doors are marked with a special symbol, a hand with six splayed fingers. Only these cells contain prisoners, though all are locked and trapped as described below.

### **T1. Detention Zone**

*Leaving the huge entrance chamber behind, you cautiously enter the Toril ward. Eerie, subdued light seems to come from the walls themselves. As you progress down the 20' wide hallway, you are disturbed to hear screams and wild cries in the distance. After walking several hundred feet, you come across a door in the left wall. The door is metal, with no window.*

*There are no markings above it, and it is impossible to determine what might be inside. Next to the door, a small circle, about the width of a human arm, has been cut into the wall. It is a niche, about three feet deep. Inside, there appears to be some sort of knob mechanism. Looking forward, you note hundreds of these doors and niches, stretching as far as the eye can see.*

There are a total of 333 cells in the Toril ward. As described above, only ten of them hold prisoners at the current time, and these are marked with a special symbol.

Opening any cell is a dicey proposition. Each and every door is opened by turning the locked knob within the niche, which in turn triggers a blade sharp enough to sever the arm of even a fully-armored human (no save). Since *tanar'ri* are immune to normal blades, however, this is seldom a hindrance to the usual jailers. A thief may pick the locked knobs (-10% to his chances) and disarm the traps (+10%). A *knock* spell or *chime of opening* opens the lock and door, but does not disarm the trap.

The cell doors are thick, and magically treated to prevent the passage of sound.

## 10 Cells

Certain of the cells in Ebon Prison are designed to feed on the fears of the imprisoned, so that guests of Graz'zt are tormented in an unending hell. Those within the cells do not age, and are magically nourished. Because of this magic, each of the cells appears quite a bit different. The magic is illusionary, but since divination does not operate within the cells themselves, it is impossible to cut through the illusions using magic. Characters, of course, may choose to disbelieve, which reveals obviously magical walls of dark stone. Prisoners are not chained down, but are usually huddled in corners.

Because the cells take several days to function at full power, the illusions of the Ravens Bluff prisoners' rooms are weak. Under no circumstances will the cells conjure the nightmares of the PCs.

### 1. Paladin (Blinded)

Opening this door reveals a dark landscape, possibly an image of somewhere on Faerun after a powerful rainstorm. A crumbled tower rests atop a short hill. If the PCs investigate this tower, they find a human man chained to the floor of the tower. He is nearly insane, huddled against himself in a fetal position. The rotting corpses of a woman and three grown children hang

from the walls, here. The faces of each have been perfectly preserved, and the younger victims bear a striking resemblance to the face of the man save one difference – the prostrate man tore out his own eyes long, long ago.

This man is Texanus of Tyr, a famous paladin from distant Baldur's Gate, on Toril. A sworn foe of Graz'zt, he ventured to the Abyss, only to be captured by his enemy. Realizing that his family has been killed, he has given up the will to live.

However, though it appears quite real, everything within the cell is an illusion. The only way to sever the binds that hold Texanus is to convince him of this fact.

Though he has been in the prison for three years, his family still lives. If freed, he will fight alongside the party (though he needs equipment, and fights at -4 due to his blindness). His statistics can be found in Appendix Three.

### 2. 30 Ravens Bluff Prisoners

This cell, which has not yet adapted to match the nightmares of its captives, contains Ravens Bluff prisoners 1-30 (see Appendix Two for details).

### 3. Generals from Jelan's Army

*This door opens to a horrific smell of decay and the image of a vast battlefield. Three men, dressed in suits of broken and battered armor, stand atop a short hill, defending themselves from hundreds of undead warriors. Even from a distance of at least 100', it is obvious that the defenders are beyond tired, their moves frantic and panicked.*

Any PC with the heraldry proficiency, or any PCs who actively participated in the War against the forces of Myrkyssa Jelan (and have a War record certificate to prove it) immediately recognize the device of Ravens Bluff's Purple Lancers on the tabards of the undead creatures. The Purple Lancers were slain to a man in the last battle of the Siege of Ravens Bluff.

PCs with Local History may make a check to identify the defenders as Tarmuk, Blemis and Faegrin, three of Myrkyssa Jelan's most trusted generals who vanished just after the Warlord's defeat outside Tantras.

The skeletons will not attack the PCs, and will even cease their attacks on the generals so long as the evil men are in physical contact with the PCs. If freed, the generals will not reveal anything, and will flee at the first opportunity (their statistics are not included in this adventure).

#### 4. 17 Ravens Bluff Prisoners

This cell is filled with a deep fog, the beginning of the process by which it will adapt to the nightmares of its captives. No illusions are tangible, yet, and the 17 captives (numbers 31 – 47, see Appendix 2) may be freed with ease.

One of these prisoners introduces himself as Nobdarn Yaak, a wizard of some standing (5<sup>th</sup> level). Nobdarn is listed as prisoner 47 in Appendix Two. His statistics are included in Appendix Three. The only spell that remains in his memory is read magic, but canny PCs will realize that this should be enough to power the Tarsus, should no PC spellcaster be available.

#### 5. 25 Doppelgangers, posing as RB prisoners

*The plain black walls of this room seem to loom large upon the scattered human men and women lying upon the floor, here.*

These folk appear to be average men and women, perhaps even from Ravens Bluff. They are lying in a state akin to sleep, but are still fully conscious. If questioned, they will claim to be prisoners of Graz'zt (they are), pretending to be groggy to get information from the PCs. If freed, they will act exactly like normal citizens of Ravens Bluff, and will attempt to assimilate themselves into the city if rescued.

All are thoroughly evil.

**Doppelgangers (25):** Int Very; AL NE; AC 5; MV 9; HD 4; hp 20; THAC0 17; #AT 1; Dmg d12; SA surprise; SD Immune to sleep and charm, save as 10<sup>th</sup> level fighters; SZ M (6' tall); MR Nil; ML 13.

These doppelgangers already have taken on false personas, but will use their *ESP* ability (once outside the cell) to provide answers to difficult questions.

#### 6. 40 Ravens Bluff Prisoners

This cell contains Ravens Bluff prisoners 48 – 87 (see Appendix 2). All are quite desperate, and do not know where they are.

#### 7. Bebilith

The moment this door is opened, a horrible creature emerges and attempts to destroy anything between it and the way out.

The bebilith will fight for no more than two rounds before fleeing down the corridor to Area T1.

**Bebilith:** Int Very; AL CE; AC -5; MV 9, Wb 18; HD 12; hp 70; THAC0 9; #AT 3; Dmg 2d4/2d4/2d6 (foreleg/foreleg/bite); SA armor destruction, poison; SD

Webs, protection magic, +3 weapons to hit; SZ H (15' long); MR 50%; ML 16.

These spiderlike creatures are never surprised and are immune to weapons of less than +3 enchantment. They are always surrounded by a *protection from good* spell they may reverse at will. Their sharp forelegs cause 1d6 points of damage each, and a foreleg hit may also ruin a target's shield or armor. For each hit, roll 1d6: 1-2 shield, 3-6 armor. Nonmagical shields and armor are ruined 40% of the time. Magical armor and shields modify this chance by -10% per point of enchantment. Magical enchantments are lost, regardless of repair. If the target wears neither shield nor armor, foreleg attacks do normal damage.

A bebilith's bite causes 2d6 points of damage. Those bitten must save vs. poison at -2 or die within 1d4 rounds. If a poisoned body is not *blessed* within one turn of death, the corpse bursts into flames and disintegrates.

#### 8. Peaceful scene

*Opening the cell's door, you are surprised to hear the chirping of birds. The area beyond the hallways is a forest clearing, with a gently bubbling brook and what looks like a small gazebo on a short uprise. In the distance, a large coniferous forest looms. A slight breeze brings the faint smell of honey.*

Any adventurer worth his salt will realize that the scene is an obvious trap. In fact, it is an illusion of horror born from the twisted, alien mind of a Xeg-yi, a life-hating inner-planar creature created from the stuff of the Negative Material plane.

The creature, which looks like a 4' wide ball of blackness featuring several long tentacles, is invisible, thanks to a trick of the cell. It lurks in the left corner of the cell, near the door.

The Xeg-yi will attack with its tentacles every other round the PCs are present. A successful hit causes 1d6+6 points of damage. All non-living soft matter on the victim's body must save vs. electricity or be destroyed. On alternating rounds, the Xeg-yi discharges a bolt of negative energy, up to 10 feet. The effects of the bolt are identical to the tentacle touch, save that even harder objects, such as metal and stone, must make item saving throws (of course, item "plusses" are applied to these saves). If slain, the Xeg-yi explodes in a combustion of negative energy. This burst causes 2d6+12 points of damage, and all items within 10 feet must make saving throws, as above.

**Xeg-yi:** Int High; AL N; AC 0; MV Fl 6 (B); HD 6; hp 30; THAC0 15; #AT 1; Dmg 1d6+6; SA Energy drain; SD +1 or better weapons to hit, immune to all spells except magical fire, *disintegration*, *magic missile*, *abjure*, *banishment*, *dismissal*, *dispel magic* (treat the level of the caster as twice the creature's hit dice), *holy word*, *limited wish*, *plane shift* or *wish*; SZ M (4' diameter); MR 15%; ML 11.

### 9. 35 Ravens Bluff Prisoners

This room contains Ravens Bluff prisoners 88 – 122 (see Appendix 2).

### 10. Jessilin, servant of Demogorgon

*Opening this door reveals a human woman dressed in radiant gold robes of a priestess of Lathander. Her red curls hang to her shoulders, and she looks up at you. "Blessed lord," she says, her head bowed in subservience. "Forgive me for my failures in Ravens Bluff, blessed lord. I was felled by those who oppose us. Spirit your humble servant from this fell plane so that I might reveal the location of the artifact! For I know the location of the Heart of Bane!"*

This is Jessilin, an alkilith tanar'ri in the service of the tanar'ri prince, Demogorgon. The creature was slain by adventurers from Ravens Bluff (perhaps *these* adventurers from Ravens Bluff) in *The Ebulon Affair*. Any PC who took part in that event will recognize the creature's form as that of Elenna, a priestess of Lathander (who they may or may not have killed). During this entire time, Jessilin thinks that the first PC she sees is actually the Prince of Demons, himself, and so she will be extremely deferential to the group. She will not, however, reveal any information.

If the PCs enter the room, continue, reading the following to the character in the lead.

*Stepping inside the room, you discover that the walls and ceiling are composed of a shiny, highly reflective substance. Looking to your own reflection, you see not your own image, but the sight of a huge creature with tentacles for arms and two feral baboon heads. Just then, the woman's eyes grow wide, as she looks to the mirror to her right. The reflection there seems to come alive, and two tentacle arms grab the woman and pull her toward the shiny surface. Just before she vanishes, you think you see her features shift into a pulpy, semi-solid ooze – then she is gone, the mirrors are gone, and all you see before you is a small black stone room. Alien, simian laughter seems to ride the air for but a moment before it is gone, and the cell grows silent.*

## Exploring the Toril Ward

Exploring the Toril Ward will reveal that the 20 foot wide corridor continues for more than a mile – far, far larger than the exterior of the Ebon Prison would lead one to believe possible. Should the PCs wish, they may count the 333 doors before the stone hallway changes form at the far end of the wall. At that point, read the following:

### T2. Expanded Hallway

*The walls at the far end of the corridors change gradually, until, instead of sheer rock, they are composed of writhing figures of stone. Though the stone figures – gargoyles, humans and tanar'ri of all stripes – do not move, they look so lifelike as to appear haunting. At places, the creatures reach taloned arms into the midst of the tunnel. All are still, and the tunnel is achingly silent. The illumination given off by the walls further back is absent, here, and the hallway trails off into darkness.*

Exploration of this area reveals a resident lurking in the shadows. This creature is Manlius, a bodak. Manlius was a former enemy of Graz'zt, kidnapped years ago and brought to the Abyss to be punished. That punishment, exposure to one of the most horrible corners of the Abyss, transformed Manlius from a powerful conjurer to a pitiful bodak.

The creature wears tattered brown robes, and when he first comes into view, he holds a dirty gray hand before his large, empty eyes. "Come not closer!" he pleads in a gritty voice. "Turn around and come back not this way!"

Manlius is not evil, and a shred of his former humanity has survived the transformation. Any member of the Wizards Guild hearing his name will be reminded of J. Basil Manlius, the former dean of conjuration and summoning from Ravens Bluff, who vanished under mysterious circumstances several years ago (the position has since been filled by Jerrod Korbandor).

Manlius the bodak knows nothing of this, but will recognize the names Korbandor and even Ravens Bluff. On their utterance, he will befriend the party, leading them to location T3. Should the PCs ask, he will lead them to the location of each cell holding prisoners of Ravens Bluff (his short-term memory is exceptional). He also knows where a key to the cells is hidden (in a niche 40' above the ground in area T3). This key unlocks all cells, but does not disable the blade traps.

Should any of the PCs taunt or abuse Manlius, he will attempt to protect himself with his *death gaze* (30' line of sight, save vs. petrification or die).

**Manlius (“The Benign Bodak”):** Int Low; AL CE(N); AC 5; MV 6; HD 9+9; hp 54; THAC0 11; #AT 1; Dmg 1d6 (hands); SA Death gaze; SD +1 weapons to hit, immune to poison, *charm, hold, sleep* and *slow* spells; SZ M (6' tall); MR Nil; ML 13.

Manlius takes no damage from electricity, nonmagical fire, and silver weapons. He takes half damage from cold, magical fire, and gas. He takes full damage from acid, iron and magic missiles.

### **T3. The Scour Perilous**

*Avoiding the hallway's strange statuary, you enter a large, dark room with high-vaulted ceilings. At the center of the room, a dark pool of viscous, black liquid hums with magical energy. Ten feet above it, a human woman hangs upside down, magically bound to a large wooden "X" attached to the distant ceiling by lengths of knotted chain. Thin wisps of a semi-solid black substance connect the woman to the pool below her. Periodically, a wisp grows to the width of a human arm before retracting, causing the woman to buckle and writhe in pain. She lifts her head to reveal darkened, pain-filled green eyes. Her face is blackened by anguish and soot, but her features are unmistakable. You stand face-to-face with Myrkyssa Jelan.*

More to the point, the PCs stand face-to-face with the soul of Myrkyssa Jelan, destined to an eternal life of pain as the energy source of the *Scour Perilous* for her failure to defeat Ravens Bluff in Graz'zt's name. Jelan is a petitioner – she appears human, and can feel pain, but has transcended mortality and humanity. As a cruel joke, Graz'zt captured her and has ensured that her memories of life on Toril have been retained, so there is a good chance she may recognize some of the PCs. Such is her anguish, however, that she can do little more than acknowledge their presence. In her present state, she cannot speak or conduct motor functions other than involuntary reactions to the pain caused by her link to the *Scour Perilous*.

If the PCs search the area, they will find a specially ensorcelled *hook-fauchard* lying on the ground next to the pool. To operate the *Scour*, Jelan must be wounded by this gruesome weapon. A drop of her blood in the pool below will cause a pseudopod of the pool's semi-solid substance to rise and seal the cut. Thereafter, it will draw energy from Jelan through the wound, powering an abduction from Ravens Bluff (Jelan's

hatred for the city providing an adequate spiritual link to the region).

Should the PCs attempt this, a comatose human form will appear to rise from the bottom of the pool. Once cleaned of black liquid and revived (through any form of magical healing), the abductee will be discovered to be Fara Naedill, a baker's assistant from Ravens Bluff.

If Jelan's blood is spilled into the pool by any weapon other than the *fauchard*, Fara Naedill will be summoned, but her body will be horribly mutilated upon arrival. She still lives, but nothing short of a *limited wish* will restore her to her former shape.

**Fara Naedill:** Int High; AL NG; AC 10; MV 12; HD 1; hp 3; THAC0 20; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M (5' tall); MR Nil; ML 10.

If the PCs do not wish to experiment with harming Jelan, they will find that the black pool seems to be of endless depth. Swimming in the liquid stings slightly, but not enough to cause serious pain. PCs swimming or passing objects through the space between the pool and Jelan's body will notice that the wisps will make even extreme maneuvers to remain attached.

There are two ways to cut the attachment. One is to cut the chains, which will drop Jelan, and the apparatus to which she is attached, into the pool. This causes 2d10 points of damage to the warlord (assume her current form has but 15 hit points), and splashes some of the liquid into the room. If Jelan's soul is killed while submerged in the liquid of the *Scour Perilous*, it will vanish and rematerialize in Graz'zt's public audience chamber in the capitol city of Zelatar. The implications of this will be explained later (see “If Jelan Dies (Again)” below).

Of course, *disintegrating* her also works.

Jelan is attached to the "X" by threads of the black substance, which will not fail unless the attachment is severed in one of the above ways. *Dispel magic* does not disrupt the link, though a successful use of the *Coryinshard* (from *The Ebulon Affair*) will meet with success.

The moment the link is severed, two horrible events occur. First, the liquid within the pool begins to bubble and steam. Anyone in the pool (including Jelan) has three rounds to escape (requiring a Dexterity check) before their bodies are torn apart by the roiling chaos within (no save, *scarab of protection* or otherwise).

At the same time, the statuary from the outer hallway comes alive, trapping the PCs in the Scour Chamber. Roughly half of the animated statues are winged, and will fly to pursue enemies in the air. The mission of these statues is clear – destroy all mortals in the Scour Chamber. This includes Manlius and the PCs, but does not include Myrkyssa Jelan. Five rounds after being freed, Jelan simply fades away, leaving the PCs with little more than a wry grin.

**Talking to Jelan:** Some PCs may attempt to speak with the warlord once she has regained some strength (at most, they have five minutes of such conversation before she vanishes). Jelan is extremely spiteful toward Ravens Bluff and its heroes. She knows she is dead, but will tell them that she will get her revenge on the city. More importantly, however, she tells them that she will have her revenge on someone else:

*“I was used, you see? My orders came...from Vohal...a cambion of Graz’zt. I was...a pawn. Me! Jelan! ...A pawn. I feel...I feel I was meant to fail.”*

*At that, she trails off.*

**Stone Guardians (30):** Int Non-; AL N; AC 2; MV 9; HD 4+4; hp 25; THAC0 15; #AT 2; Dmg 1d8+1/1d8+1; SA Nil; SD Suffers only 1/4 damage from edged weapons and 1/2 damage from all cold, fire or electrical attacks; SZ L (7’ tall); MR Nil; ML 20.

Stone guardians may be instantly destroyed by a *stone to flesh*, *transmute rock to mud*, *stone shape*, or *dig* spell; it is not entitled a saving throw.

Three rounds after the statues become active, the roiling liquid in the pool takes shape, launching itself from the pool nearly to the roof before landing in the form of a huge, misshapen humanoid. This creature is actually the *Scour Perilous* come to life, and it will attack the creatures in the room at random, making no distinction between man, statue or bodak.

**Magical Construct – The Scour Perilous:** Int Exceptional; AL CE; AC -8; MV 12; HD 30; HP 180; Thac0 2; #AT 2; Dmg 2d10 + special/2d10 + special; SA On successful hit, victim must save vs. spells or be teleported to random cell in the Toril Ward, *envelopment*; SD +2 or better edged weapons to hit, immune to heat-based magic, gas, acid, healed by lightning; MR 70%; SZ H (30’ tall); ML 18.

The *Scour Perilous* attacks by shooting wisps of itself, to a range of 50 feet, from both hands (it may attack two different opponents each round). On a successful hit, these wisps cause 2d10 points of damage, and the

victim must save vs. spells or be *teleported* instantly to a random empty cell in the Toril Ward (which may only be opened from the outside, unless a *chime of opening* is employed).

On a natural 20, the wisps grasp the victim, who must make a Strength check at -2 or be *enveloped* into the body of the Scour. Trapped victims absorb half of all damage dealt to the *Scour Perilous*, and may free themselves only on a successful bend bars check. The *Scour* may envelop up to three man-sized creatures at once, and ejects dead bodies.

### **If Jelan Dies (Again)**

The moment Jelan’s soul is snuffed out (assuming she is killed while chained above the *Scour*), Graz’zt becomes aware that something is amiss, and he dispatches a molydeus and 20 dretch to the scene. They arrive just outside the doors of Ebon Prison, and enter the building three rounds after Jelan’s death. Six rounds later, they reach the Scour Chamber (numbers may change depending upon fights between locations). Unless the PCs freed the aasimon, one dretch remains in the entrance hall, and will attempt to close the Toril Ward ten rounds after Jelan’s death.

**Tanar’ri, Guardian – Molydeus:** Int Exceptional; AL CE; AC -5; MV 12; HD 12; HP 63; Thac0 9; #AT 3; Dmg 2d6/1d6/2d10+5 (bite/bite/axe); SA *Vorpal*, *dancing battle axe* +5, poison; SD cold iron weapons to hit, never surprised; MR 80%; SZ L (15’ tall); ML 18.

This molydeus is a servant of the Abyssal Lord, Graz’zt. It appears as a powerful, muscular humanoid with two heads – one that of a snarling dog, and one that of a hideous snake. It carries an ornate twin-bladed battle axe.

The enchanted axe of the molydeus inflicts 2d10 damage per hit, and is +5 to both to hit and damage rolls. The axe has powers of a *vorpal sword* and a *dancing sword*.

The molydeus also attacks with both heads. The dog head does 2d6 damage, and the snake head does 1d6 damage, save vs. poison or die (onset, 2d4 rounds).

Aside from indirect damage and magic, the guardian tanar’ri is wounded **only** by weapons forged in cold iron (not even magical weapons harm it, unless they are forged in iron).

Molydei may employ the following spell-like abilities, at 10<sup>th</sup> level of ability: *blindness*, *charm person or mammal*, *command*, *Evard’s black tentacles*, *fear*,

*improved invisibility*, *lightning bolt* and *polymorph other*.

The molydeus will employ its *improved invisibility* power immediately, and will proceed to savage the party with its powerful and horrible weapon (which vanishes upon the creature's death). It leads by casting *Evard's black tentacles* in the area of the PCs, and will follow up with *lightning bolt*. All the while, its axe dances away...

**Tanar'ri, least: Dretch;** Int Low; AL CE; AC 4; MV 9; HD 2; hp 7; THAC0 19; #AT 3; Dmg 1d4/1d4/1d4+1; SA See below; SD See below; SZ S (4' tall); MR 10%; ML 10.

Dretch may use the following spell-like abilities: *scare*, *stinking cloud* (once per day), and *telekinesis*. Once per day, they can attempt to *gate* in 1d4 additional dretches, with a 50% chance of success.

If the dretch see superior foes, they will all attempt to gate in additional dretch, and so on until the Toril ward literally crawls with the things. Though the molydeus will concentrate upon the PCs, dretch make no distinction, and will slay freed prisoners with glee.

Keep track of prisoners freed and prisoners killed, as the party's experience reward will depend upon how many citizens they return to Ravens Bluff. One citizen will be killed for every three dretch fighting the citizens, per round.

### **Escape from the Ebon Prison**

There are two means of escape from the Ebon Prison. Provided the dretch has not closed the Toril Ward, and the PCs have dealt with the molydeus and dretch (or didn't have to, because Jelan has survived), they may exit out the front door, the way they came in.

In this case, they must fight their way past a contingent of tanar'ri who have come to investigate the goings on in Ebon Prison. This contingent consists of four goristroi (see Encounter Two for details) and ten vrock (see Encounter Four for details).

If, however, they remain trapped within the Toril Ward, possibly with tanar'ri snapping at their heels, they may leap down the pool that formerly held the *Scour Perilous*. As stated earlier, the chasm appears endless – it is not. It is a magical conduit several miles long – PCs will need to take a leap of faith (or desperation) if they choose to escape this way.

After nearly an hour of falling (at full speed), the chasm inexplicably opens in mid air, roughly 20 feet above a deep lake. The water here is brackish and disturbingly dark. From time to time, something scaly brushes against a leg, but the lake holds no true danger for the PCs (though there's really no reason they need to be told this).

If the Brigadier is still alive, he will recognize this lake as a landmark close to his crashed ship and will give the PCs a map showing the location of the crash site (Player Handout #2) if he has not done so already.

## **Encounter Four To the *Tarsus*!**

Assuming the Brigadier remains alive, or that the PCs manage to retain his map of the area, the PCs can explore the region in an attempt to find the *Tarsus*. From the lake, the ship lies 500' in the distance, and must be reached by negotiating the viper forest. From the gates of Ebon Prison, the ship is nearly a mile away.

Keep in mind that the PCs now have a number of normal humans they need to rescue from the plane. If there are relatively few Ravens Bluff survivors, the PCs may elect to *plane shift* home with some of them. By this time, they have already drawn the ire of Graz'zt, who is watching them. Three rounds after a single *plane shift* is cast, a force of four vrock appears every two minutes, intent on destroying the party. Give the PCs a warning before as they prepare the spell: the caster feels strongly as if he is being watched, and cannot help but hear a very faint laughter in the distant corners of his own mind.

The best way to escape is the *Tarsus*, and the best way to reach the *Tarsus* with a large group of non-adventuring humans is to walk. Getting to the ship on foot is difficult, as it means getting the party of NPCs through the Viper Forest. The viper trees are frightened by fire. The PCs may learn this through trial and error, or from the benign bodak, Manlius, or even the soul of Myrkyssa Jelan. The trick will be scaring off enough of the trees to protect the entire group.

Remember that any flashy shows of magic will bring a squad of vrock...

**Vrock (4):** Int high; AL CE; AC -5; MV 12, Fl 18 (C); HD 8; hp 64; THAC0 13; #AT 5; Dmg 1d4/1d4/1d8/1d8/1d6 (foot claw/foot claw/hand claw/hand claw/bite); SA first attack, spore attack every 3 rounds (1d8 damage, automatically causes 1d2 points

of damage for next 10 rounds), deafening screech once/battle (all within 30' must make a Con check or be stunned for one round), innate spell-like powers at 10th level of ability (*mass charm, telekinesis*); SD innate spell-like powers at 10th level of ability (*detect invisibility, detect magic, dispel magic, mirror image*), +2 or better weapons to hit; MR 70%; SZ M (8' tall); ML 18

The vrocks will *gate* in more vrocks, as necessary, with a 30% chance of success. In addition to the special defenses listed, all tanar'ri are immune to electricity, non-magical fire, and poison. They take only one-half damage from cold, magical fire, and gas.

## Encounter Five

### The Tarsus, At Last!

*The horrors of the viper forest fade away into a small clearing. In the middle of this clearing is a large ship, a galleon. Though the ship's masts are broken and its rigging crawls with snakes, it seems to have weathered its crash quite well. The forest is quiet, save for the hiss of small snakes and the larger trees in the distance.*

*As you look at the Tarsus, a pair of glowing eyes appears in the darkness revealed by a large hole in the ship's deck. In moments, the eyes grow nearer, revealing a beautiful female face attached to a likewise beautiful, naked body sporting six arms and a long, coiled serpentine tail. The woman smiles, revealing sharp, ragged teeth. A brassy crown rests upon her head, a dark black gem at its center.*

*Her voice is harsh, but beautiful at the same time. "Who intrudes upon the lair of Cucathne?"*

At this point, the PCs may attack, though the tanar'ri, Cucathne of Whispered Temptation, means them no harm at this point. If the group decides to fight, statistics are provided, below. Once the PCs have introduced themselves, Cucathne continues.

*"So, you want to take my home away? I can certainly find another... I will give it to you. But I need a favor in return? Fair? Yes?"*

*The woman holds her hands out before her, and in seconds a flash appears from nowhere, leaving a deep blue fist-sized gem resting on her palms.*

*"Take this to your home. It is an offering. Place it in the poor box of one of the temples of a good god*

*represented on your Clerical Circle. Take the gem, do this for me, and I shall grant you the ship and safe passage from the Abyss. Fail me, and know that you shall be cursed forevermore."*

She will not elaborate. She will not bargain. The options are take the gem, go away, or fight.

If the PCs take the gem, they are free to do with it whatever they wish. It is magical, though the aura is impossible to identify. It is also incredibly beautiful, and worth 50,000 gp if sold to a gem cutter. At the end of the module, if the PCs place the gem in the poor box, mark it on the critical event summary. If they do anything else with it, anything at all, they incur the wrath and *curse of Cucathne*, which cannot be lifted except as outlined on the *curse* certificate.

Once they have done this, Cucathne and her snakes vanish.

If the PCs go away, they will have to discover some other way of fleeing Azzagrat. If time runs out, they and the entire group of survivors appear outside the city gates of Ravens Bluff. A search of personal effects reveals a strange metal symbol, a triangle within a triangle. Any arcane sage can identify this symbol as holy to the fourth layer of Baator, the Nine Hells, but the significance of the find cannot be divined.

If they fight, use the statistics below. Cucathne is not interested in a fight. In the first round, she will activate a *contingency*, and the snakes surrounding the *Tarsus* will return to their true size. As this occurs, the marilith vanishes, leaving the PCs to deal with the snakes. These creatures are possessed of a bizarre intelligence, and attack the freed prisoners first. Cucathne knows that this will trouble the PCs, and she hopes their terrors will give her pleasant nightmares for weeks to come.

**Giant Poisonous Snakes (15):** Int Animal; AL N(E); AC 5; MV 15; HD 6+2; hp 36; THAC0 15; #AT 2; Dmg 1d8; SA Poison; SD Nil; SZ M (12' long); MR Nil; ML 9.

Giant poisonous snakes cause death in one round if their victims fail a saving throw vs. poison at -2 penalty. If the save is made, victims suffer 3d6 additional points of damage.

## Encounter Six

### From Bad to Worse

Surviving spellcasters may place the *crown of the stars* upon their heads and attempt to lift the *Tarsus* from the ground. If the Brigadier has survived, he will give pointers on how this is done, but all it really takes is concentration.

If no PC spellcasters are alive, use Nobdarn Yaak, Prisoner 47, as the pilot of the craft. His statistics are available in Appendix Three. If no spellcasters or prisoners are alive, the group is out of luck, and will soon feed the denizens of the Abyss.

Remember that using the *crown of the stars* drains all spell ability from the caster for a period of one full day. Once someone has made the attempt, continue.

*At first, you don't think anything will happen. The viper trees surrounding the ship seem to edge ever closer, and it strikes you that you may be trapped here, on Azzagrat. Suddenly, the ship lurches, and lifts gently from the ground. Looking directly to the sky, or what passes for the sky in this alien place, you see a great tear in the grayness, revealing a deep darkness beyond. Slowly, the ship begins to head toward that darkness, leaving the viper forest of Azzagrat behind.*

*As you lift over the trees, you can make out Ebon Prison on the horizon, as well as dozens, perhaps hundreds of similar structures situated about the forest. Strange lights play from dark glades here and there, and in the distance you think you can make out a huge city, much larger than Ravens Bluff, in the distance. The ship gains speed, still traveling slower than you would like, when motion catches the corner of your eye. A huge creature has taken wing from somewhere within the viper forest, and it makes its way toward the Tarsus.*

If there are any survivors on board, they begin to scream and shout that it is a dragon. Indeed, it is a dragon, perhaps the largest green dragon the PCs have ever seen, even from a distance.

If one or more of the PCs should chose to be a hero and divert the attention of the dragon from the ship, they may do so. If this is the case, bring all of the beast's powers to bear on the martyrs (it will attempt to swallow whole any PCs in its way). They may yet survive, but it will be a spectacular escape, nonetheless.

If no one attempts to slow down the dragon, the group has three rounds to get everyone below deck and

prepare themselves for a fight. At the end of three rounds, the dragon breathes its horrible breath weapon, a gas cloud filled with ephemeral images of tormented bodies and souls. Anyone on deck is subject to this attack, as is anyone below deck not protected from a gas attack (though these folk save a +4). This attack will likely leave the majority of the survivors horrifically insane – it's nothing that can't be cured back in Ravens Bluff, but it certainly will be a pain for the PCs in the mean time.

**Abyssal Green Dragon:** Int High; AL CE; AC -12; MV 9, Fl 30 (C); HD 40; hp 350; THAC0 1; #AT 3 +special; Dmg 5d8/5d8/6d10 (claw/claw/bite); SA Breath weapon, 50' fear radius; SD Immune to electricity, nonmagical fire and poison, half damage from cold, magical fire. Immune to gas attacks, +3 or better weapon to hit; SZ G (120' long body, 105' long tail); MR 85%; ML 18.

Instead of the powerful chlorine breath of most green dragons, this Abyssal version breathes a gout of greenish gas filled with images of tormented bodies and souls. Anyone within the radius of this attack (50' long, 40' wide, 30' high) must save vs. breath weapon (Wisdom bonuses apply) at -6 or be struck permanently insane, per the *confusion* spell. Sanity may be restored only through a *heal* spell.

On a bite attack roll of 18, 19 or 20, the Abyssal dragon will swallow whole its prey. Swallowed characters suffer 3d12 points of damage per round within the dragon, and must save vs. breath weapon every round (at -6) or be rendered insane. Escape is impossible, as long as the dragon is alive.

This dragon is exceptionally powerful, and exceptionally brilliant. It will avoid hand-to-hand combat at all costs. Judges may wish to review rules for aerial combat prior to play.

If the *crown* wearer is killed or rendered insane, the ship immediately begins to plummet toward the ground. The group has two rounds to grab the artifact and place it on the head of another. This requires four successive Dexterity checks. If efforts are not successful, the ship crashes into the ground, causing 20d6 points of damage to all on board. It is irrevocably destroyed, and the PCs are trapped on Azzagrat.

All this time, assuming the *crown* wearer survives the breath attack, the ship picks up speed. After the dragon has breathed upon the ship or a heroic PC has blocked it from doing so, read or summarize the following.

*After the dragon has unleashed its horrible breath, the Tarsus continues speeding toward the dark in the sky. The dragon continues its pursuit, actually gaining on you. As it approaches, you see that its eyes smolder like red coals, and its ancient hide is marked with hundreds, if not thousands of unholy symbols and carvings.*

*For three minutes the chase continues until the Tarsus shoots through the rift and enters the darkness of space. The dragon, still following, opens its terrible maw, ready to unleash another gout of terrifying death. Its eyes grow wide once it too has passed through the rift, and when it releases its breath, the gout does not fly forward, but instead engulfs the dragon, filling a now obvious bubble of air surrounding its body.*

*Blinded, the creature flails wildly until it crashes into a giant chunk of loose rock, one of the infinite Tears of Selune. Looking at the creature's limp body, you hold onto the deckrail as the Tarsus screams toward a sphere of greens and blues. It must be Toril, you think. It must be home.*

## Conclusion

*After several hours of trial and error, your helmsman is able to pilot the ship to safety in the port of Ravens Bluff. Holed as it is, it immediately begins to take on water, but the skilled harbormen soon rescue all from the ship and the water. A crowd has gathered to observe the strange flying ship, and the familiar faces of the folk of Ravens Bluff cheer you on as you walk to shore.*

If the PCs retrieved prisoners, and they are not insane, use the following.

*As they cheer, several of the freed prisoners seem to recognize friends and family among the assembled throng, and you are soon surrounded by the joys of homecoming. The former prisoners identify you as the heroes who rescued them, and a general cheer erupts from the crowd.*

The PCs will need to report to Jerrod Korbador, who asks them to relate the entire story. If they were successful, he will be very pleased, treating the group like the heroes that they are. Any PCs killed in a mission in which more than half of the prisoners were returned alive will be *resurrected* for free by the grateful church of Lathander.

If the PCs failed in their mission, Korbador will want to know exactly what went wrong. If the failure was complete, and the *Scour Perilous* was not destroyed, he will sadly tell them that another group will have to be sent, and will ask the PCs to compile a report.

For some reason, perhaps due to exposure to the Abyss, the *crown of the stars* loses all power within a tendar of landfall.

For aiding the city and the Guild, Korbador grants each member of the party a *protective boon of the Wizard's Guild*.

If Texanus of Tyr is rescued from the Abyss and returns to Toril alive, he will send the PCs a note thanking them for their assistance. In the letter, he explains that he has been reunited with his wife and children, and that happiness has once again returned to his life, thanks to the PCs. As an added measure of his thanks, Texanus sends a special magical gem. NOTE: If the party as a whole acted in an uncouth, rude or downright evil manner in the presence of the paladin lord, he will send the letter, but will refrain from sending the gem. Any group in which tanar'ri, baatezu, or yugoloths were summoned and used *by the PCs* will have NO chance of receiving the gem, and every member will also receive an infamy point based upon Texanus' communiqués with well placed members of the city's elite.

Further, Texanus will not grant the gem to the PCs if any PC uses any item gained either from Cerephane or the House of Desires (even if the PC is not aware of the item's origin). Texanus will consult Tyr for his approval in granting the gem, and Tyr will know even if Texanus could not.

The group is free to keep any and all treasure they found during the adventure.

## Experience Point Summary

Because "The Quarry of Ebulon" features only one tier, experience is calculated as follows.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-5,000 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

### Encounter One

Discovering viper trees' weakness: 400 xp

### Encounter Two

Getting past goristroi: 500 xp

### Encounter Three

Opening Toril ward: 300 xp

Releasing Gadriel: 500 xp

Freeing Texanus: 500 xp

Not being fooled by dopplegangers: 200 xp

Defeating bebilith: 400 xp

Interacting peacefully with Manlius: 300 xp

Cutting the “link” to the *Scour Perilous*: 400 xp

Destroying the *Scour*: 500 xp

Freeing each hostage (up to 100 at 50 each): 5,000 xp

Surviving the module: 3,000 xp

Highest objective experience: 12,000 xp

Role-playing experience: 0-3,000 xp

Highest possible experience award: 15,000 xp

### Fame

Successful PCs receive a fame point in the general category.

Groups that fled from the Abyss without destroying the *Scour Perilous* AND without returning with a single prisoner receive an infamy point (primarily among temple and guild folk) as they are soon seen as overconfident losers who should have let more qualified adventurers rise to the task. This isn't really a fair evaluation, but infamy seldom is fair.

### Knightly Honors

The following knightly honors can be awarded to qualifying knights or knight-squires of the various orders of Ravens Bluff, assuming the mission was completed successfully (more than half of the citizens were returned to the city and the artifact was destroyed).

Knights or knight-squires may receive only one honor. If the knight in question already has the order-specific honor below or does not qualify for the specific conditions of the honor, he or she instead gets the general honor. If he or she already has the order-specific *and* the general honor below, he or she may instead take one Chivalry Point.

### General Honor

**The Blue Scarf** – Given for destroying a powerful artifact dedicated to the forces of evil.

### Golden Roosters

No order-specific honor.

### Griffins

**The Griffon Feather Necklace** – Given for showing great and reckless courage in the face of a superior foe.

### Doves

**The White Rose Ring** – Given for a knight who gave up his or her own life so that innocents might survive the day.

### Hawks

**The Hawk Ring (Bronze)** – Given for Hawk knights or knight-squires who recorded and reported the locations of the red dots on the globe map of Toril.

### The Right Hand of Tyr

**The Way of the Blade** – Given in recognition of a knight or knight-squire who organized the defense of only a handful against a multitude of evil.

### Mystic Flame

No order-specific honor.

### Pillars of the Realms

**The Jade Ring** – Given for enduring extreme conditions of weather and environment while completing the task at hand.

### Phoenix

**The Golden Crest** – Granted to a knight who traveled to the Lower Planes to defeat the wicked plans of a major fiend. (Given for destroying the *Scour Perilous* or recording the information from the *Globe Key* and reporting it to the Order of the Aster.)

### Raven

No order-specific honors.

## 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.

*Chime of opening* (15 charges)

*Hook fauchard* +2 (owner becomes target of choice for tanar'ri and baatezu, +4 on the Abyss)

*Green gem of the ancient paladins*: A multi-faceted emerald about the size of a man's thumb, this gem is inscribed with the word “veritas.” When embedded into

the broadsword PAX, this gem grants the ability to *detect lie* three times per day, whenever the sword is grasped. When combined, the gem does not count against a paladin or priest of Torm's ten item restriction.

*Curse of Cucathne:* He or she who bears the wicked *curse of Cucathne* experiences no physical sensation save for pain, which is greatly intensified. The victim suffers double damage from all physical and magical attacks until the *curse* is lifted by an avatar on its home plane.

*Protective boon of the Wizard's Guild (x6):* For services rendered to the guild while in the employ of Jerrod Korbandor, the Guild agrees to inscribe a single scroll with FOUR of the following protection magics. A specific protection may be chosen once, and the choice must be made at the time of inscription.

*Protection from baatezu*

*Protection from cold*

*Protection from divination*

*Protection from dragon breath*

*Protection from electricity*

*Protection from air elementals*

*Protection from earth elementals*

*Protection from fire elementals*

*Protection from water elementals*

*Protection from gas*

*Protection from lycanthropes*

*Protection from magic*

*Protection from paralysis*

*Protection from poison*

*Protection from tanar'ri*

*Protection from undead*

Scroll descriptions may be found on pages 1076-1081 of the Encyclopedia Magica, Volume Three.

fails to function. The spell's other protective qualities remain.) The following sections further describe the alterations to wizard and priest magic in the Abyss.

## Wizard Magic in the Abyss

Magic draws attention in the Abyss. The bigger the spell, the more likely it is to attract attention. And attention is something a mage doesn't want in the Abyss. The Abyssal lords pay special attention to what magic is cast in their realm. (In the case of this adventure, the only lord involved is Graz'zt, but his attention is bad enough.) A lord's reaction to a spell varies, and it's extremely unlikely that Graz'zt himself would ever show up to investigate. That's why a lord has lackeys. Below is detailed exactly how each school of spells is affected when cast in the Abyss.

### General Restrictions

Because the Abyss has no access to the Ethereal Plane or the Inner Planes, the following spells do not function at all without a spell key (as described below): *conjure elemental*, *conjure elemental-kin*, *demishadow magic*, *demishadow monsters*, *detect phase*, *dimensional blade*, *distance distortion*, *dia-dimension*, *energy drain*, *estate transference*, *find familiar*, *invisible stalker*, *Leonard's secret chest*, *Lorloheim's shadowy transformation*, *major creation*, *minor creation*, *phase door*, *shades*, *shadowwalk*, *shadow form*, *shadow magic*, *shadow walk*, *summon shadow*, and *vanish*.

### Alteration

Alteration spells often go wrong or fail completely due to the corruptive nature of the Abyss. Whenever an alteration is attempted, the caster or the recipient (if there is one) must make a saving throw vs. spell. If he succeeds, the spell works normally. If he fails, the spell is changed in some way, warped by the chaotic nature of the Abyss. The changes wrought fall into three broad categories detailed below. The exact effects of alteration spells vary in the details, but the overall degree of corruption from the spell should remain in the same category in which the spell is listed.

**Lesser Transformations/Lesser Corruptions:** These spells produce fairly minor changes in the subject's properties but not its form. In the Abyss, these spells result in minor corruptions that are inconvenient at worst. The spell works as intended, but the effect goes slightly awry.

*Dancing lights*, for example, might produce several glowing skulls, a huge pallock might appear on a held portal, and a flying creature might sprout wings or her neck, shoulders, or ankles. The following spells fall into this category.

**Spells:** 1st level—*cantrip*, *comprehend languages*, *dancing lights*, *feather fall*, *gaze reflection*, *hold portal*, *jump*, *lasting breath*, *light*, *mending*, *message*, *wizard mark*; 2nd—*continual light*, *darkness 15'-radius*, *deepockets*, *fog cloud*, *fool's gold*, *irritation*, *knock*, *levitate*, *ride the wind*, *rope trick*, *sense shifting*, *strength*, *whispering wind*, *wizard lock*; 3rd—*alternate reality*, *far reaching I*, *fool's speech*, *fly*, *gust of wind*, *haste*, *infravision*, *Leonard's tiny hut*, *secret page*, *slow*, *squaring the circle*, *tongues*, *water breathing*; 4th—*dilation I*, *extension I*, *far reaching II*, *Mordenkainen's celerity*, *Otiluke's resilient sphere*, *Rary's mnemonic enhancer*; 5th—*avoidance*, *extension II*, *far reaching III*, *lower resistance*; 6th—*extension III*, *dilation II*, *Mordenkainen's lucubration*, *project image*; 7th—*spell shape*; 8th—*permanency*.

**Lesser Corruptions:** These spells' effects produce dramatic changes in the subject's properties and in the Abyss cause spectacular and potentially dangerous corruptions.

The spell has unintended side effects, though most of these are not permanent. *Affect normal fires* might cause a spray of lava and *burning hands* could change the caster's hands into tiny dragons' mouths. A *wizard eye* might report what it sees to the lord of the layer, and *teleport* might force the target to make a system shock roll to survive the spell. Below are spells in this category.

**Spells:** 1st—*affect normal fires*, *burning hands*, *color spray*, *fireburst*, *shocking grasp*, *spider climb*; 2nd—*magic mouth*, *pyrotechnics*; 3rd—*alacrity*, *blink*, *dehade*, *explosive runes*, *fireflow*, *Melf's minute meteors*, *wind wall*; 4th—*dimension door*, *rainbow pattern*, *solid fog*, *vacancy*, *wizard eye*; 5th—*airy water*, *distance distortion*, *Leonard's secret chest*, *pass-wall*, *telekinesis*, *teleport*, *waveform*; 6th—*control weather*, *death fog*, *glassee*, *guards and wards*, *lower water*, *mirage*, *arcana*, *mow earth*, *part water*, *Otiluke's freezing sphere*, *wild shield*; 7th—*Hornung's surge suppressor*, *Mordenkainen's magnificent mansion*, *phase door*, *reverse gravity*, *suffocate*, *teleport without error*, *vanish*; 8th—*Abi-dulzim's horrid wilting*, *airboat*, *glassteel*, *incendiary cloud*, *Otiluke's telekinetic sphere*, *sink*; 9th—*crystalbrittle*, *estate transference*, *Mordenkainen's disjunction*, *succor*, *temporal stasis*, *timestop*.

**Major and Inalterable Corruptions:** These spells alter the subject's physical form and in the Abyss cause extensive corruptions—and even permanent ones. Living recipients change race or species, and nonliving targets become foul and useless.

Therefore, the caster of a *fire shield* might become immolated in flame as if he were a *balor*; a *stoneskin* recipient might be petrified; the caster of a *claws of the umber hulk* spell may permanently lose all spellcasting ability due to his transformed hands; a *massmorph* might create a stand of viper trees; or *strength of one* might literally meld the recipients into a single, gibbering creature for the spell's duration. Such spells are listed below.

**Spells:** 1st—*enlarge*, *erase*, *fist of stone*, *metamorphose liquids*, *Murlock's feathery flyer*; 2nd—*alter self*, *shatter*, *Maximillian's earthen grasp*; 3rd—*item*, *Maximillian's stony grasp*, *unrathform*; 4th—*fire shield*, *Leonard's secret shelter*, *massmorph*, *plant growth*, *stone shape*, *polymorph other*, *polymorph self*, *stoneskin*, *turn pebble to boulder*; 5th—*animal growth*, *fabricate*, *stone shape*, *transmute rock to mud*; 6th—*claws of the umber hulk*, *disintegrate*, *stone to flesh*, *Tenser's transformation*, *transmute water to dust*; 7th—*two-dimension*, *hatch the stone from the egg*, *statue*; 8th—*polymorph any object*; 9th—*glorious transmutation*, *shape change*.

### Conjuration/Summoning

These spells are very risky in the Abyss, as a mage never knows exactly what will show up in response to her summoning. The chance that a demon will answer is 10% × the spell's level. The more powerful spells also call more powerful demons to the caster and are more likely to attract unwanted attention. Demons hate nothing more than being pulled away from their business by a summoning spell cast by some meddling mortal.

With a spell key, elemental summonings call forth "pseudoelementals," since the Abyss is cut off from access to the Elemental Planes where the true elementals live. Such spells instead create a pseudoelemental from the nature of the plane where the mage stands. Thus, a mage who casts *summon elemental* in the Abyss calls forth a creature similar in all ways to the one he intended save that the creature's alignment is chaotic evil.

### Divination

Divinations function in the Abyss, but all true demons (see "The Demons," below) and Abyssal lords (in this case, Graz'zt) immediately detect the spell and can use the power of the Abyss to attack the nosy spellcaster through the divination spell itself. This counterattack always follows the form of the spell. A *clairaudience* spell could engender a sonic or spoken counterattack. A *clairvoyance* or *true seeing* spell allows visual retaliation such as blinding lights, horrifying visions, and so on. A *know alignment*

opens the caster's mind to mental counters, and *legend lore* provides only false information, usually chosen by the lord for its seeming truth. The broader the divination spell, the broader the forms the rebound may take. *Detect magic* is the only exception to this rule. It allows any counterspell, subject to the level limits given below.

Even though the counterattacks take the same form as the divination, they disrupt and close the pathway between the observer and the target of the divination after twice the divination spell's level are channeled back through the pathway created by the divination. In other words, the target of a *clairvoyance* (3rd-level spell) could counter with a *color spray* and *advanced illusion*. The target of the *clairaudience* could respond with a *shout* spell (six spell levels) but not *power word*, *stun* or *prismatic spray* (seven spell levels each). *Know alignment* could be the channel for the target's retaliation with *confusion*, *chaos*, or *emotion* spells.

The ESP spell is a special case, since it allows a mental counterattack. Reading the mind of a demon is a sure way to madness. ESP destroys the minds of mages in the Abyss, as the workings of a demonic mind are too terrible for a mortal to fathom. Whenever the spell is used to read the mind of a demon (even one that's assumed a human form), the mage must make a saving throw vs. death magic. Success indicates that the mage is merely *feble-minded* for 2d6 hours and can relate fragments of useful information when she recovers.

Failure means that the mage suffers a form of madness (agreed upon by the player and the DM) until she is treated with a *heal*, *restoration*, *limited wish*, or a more powerful cure. The mage can still cast spells, but she loses spell levels based on the type of demon that counterattacked. Least demons cost the mage a single spell level (one 1st-level spell), lesser demons burn out two spell levels (one 2nd-level spell or two 1st-level spells), a greater demon costs three spell levels, a true tanarri burns four, and the terrible mind of an Abyssal lord costs the mage eight spell levels. Furthermore, the mage is forever scarred by such an incident; the mage loses half of those spell levels (four) permanently, rounded in favor of the character.

### Illusion/Phantasm

These spells work well in the Abyss, for the demons take great delight in deceiving their foes, playing with them before they destroy them utterly. All illusions operate as if cast by a mage one level higher than the PC's level. These illusions last longer, create stronger shadow magic, and are

more difficult to disbelieve. Note that this holds true for any illusions cast by demons as well.

### **Necromancy**

Necromancy spells work well in the Abyss. *Animate dead* works, but a specific flaw allows manes and other minor inhabitants of the Abyss to take over the animated corpses. Usually this results in the animated dead attacking the caster or his comrades. *Reincarnation* cast in the Abyss always results in a demonic form, usually a dretch or a manes. Good-aligned souls that die in the Abyss are reborn as boduks. (Both boduks and manes can be found in the PLANESCAPE MONSTROUS COMPENDIUM Appendix.)

### **Wild Magic**

Wild magic is as unpredictable as the Abyss itself and sometimes just as deadly. Like illusion/phantom spells, all wild magic spells are cast at one level higher than the mage's normal level. In addition, when a wild surge occurs, the caster must roll twice on the Wild Surge table in the *Time of Magic*, with the worse of the two results taking place. Demons love seeing a spellslinger toasted by his own spell.

### **Elemental Spells**

Spells that summon elemental creatures are discussed above, under "Conjuration/Summoning." Other elemental spells fall into one of two categories in the Abyss. Protective spells (such as *protection from fire*) often fail when they are most needed; the caster or recipient of the protective spell must make a saving throw vs. breath weapon to determine if the spell functions or fails. Destructive elemental spells (like *fireball*) are cast as if the caster were one level higher than she is, also inflicting one extra point of damage per damage die.

### **Spell Keys**

Spell keys are very valuable items to mages who travel the planes. They allow the mage's spells—or some of them, at least—to be cast normally, disregarding the particular's plane's rules for how spells work (or don't work) there. In the Abyss, the most popular spell keys allow alteration spells to be cast normally. Chances exist for the PCs to purchase spell keys once they arrive in the Abyss. After all, the Abyss is a very dangerous place, and giving the PCs a good scare when their magic starts to go awry is worth having an NPC explain a few things to them afterward, and then sell the PCs a spell key for some outrageous fee.

Most everybody in the Abyss knows how spells are affected, and so many folks sell "keys" that really don't work, or only do so for a small number of spells. In the Abyss, spell keys normally involve blood or money. Think of keys as bribes to let the Abyss open the gates of power to the caster, powering her spell. Necromantic spells usually require a death, elemental spells require fouling or destroying some pure substance, and alterations might need the mixing of the caster's and the recipient's blood. Conjuration/summoning keys are kept well hidden by the demons (who hate being summoned by mere mortals) as are those for divination spells. Abyssal lords hate spies and so make it difficult for these people to operate.

## **Priest Magic**

Cleric and priest PCs do not have it any easier than mages do when traveling the planes. In fact, in some ways they have it even worse. On the Prime Material Plane (which includes most campaign worlds, Toril included) clerics and priests have a direct planar link to the home realm of their deity (typically on an Outer Plane) and receive spells and other granted powers normally. Traveling beyond the Prime complicates matter, however.

In brief, for every plane of existence (not the individual layers of a plane; the Abyss counts as one plane of existence total) between the priest or cleric and her power's realm, subtract one level from the spellcasting ability of the character in question. This rule also applies to rangers and paladins who gain cleric spells.

For example, say a cleric of Selûne travels to the Abyss. Selûne's realm is located on Ysgard. Counting around the rim of Great Wheel of the Outer Planes, the shortest course from Ysgard to the Abyss passes Limbo and Pandemonium. To determine the amount of level loss, don't count the plane where the power resides (Ysgard) or the destination (the Abyss in this case). Two planes separate Ysgard and the Abyss, and therefore the priest loses two spellcasting levels. This reduces the number of spells she can cast and may reduce the efficacy of at least some of those spells she retains. The chart on the following page gives a quick reference for all the common Torilian deities and the number of spell levels their priests will lose in the Abyss.

The priest PC does not lose any hit points, weapon, or nonweapon proficiencies, nor does she suffer any reduction in saving throws or the ability to turn undead.

Most priests (except those who have traveled the planes extensively) are unaware of the spell restriction described above. Such was the case with the Holycoin; he does not know that the priest PCs who are now journeying to the Abyss for him will be reduced in power. Power keys exist to ameliorate this effect, however.

### Power Keys

As spell keys empower mages to safely cast spells in otherwise hostile environments, items known as power keys serve somewhat the same function for priest and cleric PCs. Unlike spell keys, however, power keys cannot usually be bought or traded for; they are gifts from the gods themselves to their favored worshipers.

Power keys come in two types. The first type allows any spell cast by a priest to function at full power, so a power key for the healing sphere allows all healing spells to automatically heal their maximum amount of damage. The second type of power key—actually a greater power key—is far more powerful. With a greater power key, the priest reduces the level loss suffered by his separation from the home plane of his power. The number of levels regained depends on the key, which can restore from one to four levels of power. Thus, if a priest of Selûne who normally loses two spell levels in the Abyss gains a greater power

key of two levels, he no longer suffers any power loss while in the Abyss.

Ordinarily, power keys are extremely rare items earned only through years of service to a deity. Due to the nature of this adventure, however, a PC priest of Waukeen or Lliira has the chance to gain one. At the DM's option, this boon can be extended to a priest of any good-aligned power of Faerûn, since the good powers of Toril are all interested in seeing Waukeen return to her place within the pantheon.

Realms PCs should retain the scrolls containing the *foesight* spells Kyri gave them. The scrolls themselves can act as either a power key of the healing sphere (for the priests of Waukeen, who lose no spellcasting levels in the Abyss) or a greater power key of two levels for priests of Lliira. PC priests of other faiths are out of luck unless the DM decides the scrolls can benefit the priest of any good power, in which case those priests also gain a power key to the healing sphere. If the spells on the scrolls are cast, the power key benefit disappears.

The coin that acted as the portal key in the alternate PLANESCAPE beginning of this scenario also acts as a power key for worshipers of either Waukeen or Lliira, the coin granting these priests a boon as described for the scrolls.

Plane	Level Loss	God
The Abyss	None	Beshaba, Lolth (drow), Umberlee
Acheron	-4	
Arborea	-3	Elf gods (Aerdrie Faenya, Corellon Larethian, Deep Sashelas, Erevan Ilsecre, Hanali Celanil, Labelas Enoreth, Sehanine, Solonor Thelandira), Finder Wyvernspur, Lliira, Sune, Tymora
Arcadia	-6	Azuth, Clangeddin Silverbeard (dwarf), Savras
Baator	-3	Tiamat
Beastlands	-4	Deneir, Mielikki, Milil, Nobanion, Shiallia
Bytopia	-6	Gnomish pantheon (Baervan Wildwanderer, Baravar Cloakshadow, Fandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Nebelun the Meddler, Segojan Earthcaller), Ilmater
Carceri	None	Malar, Talona, Vhaeraun (drow)
Elysium	-5	Chauntea, Eidath, Lathander, Mystra
Gehenna	-2	Iyachtu Xvim, Loviatar, Velsharoon
Gray Waste	-1	Jergal, Kelemvor, Mask, Shar
Limbo	-1	Tempus
Mechanus	-5	Helm, Hoar
Mount Celestia	-7	Berronar Truesilver and Moradin (dwarves), Halfling pantheon (Arvoreen, Cyrrollalee, Yondalla), Torm
Outlands	None	Dugnaren Brightmantle and Dumathoin (dwarves), Gond, Oghma, Silvanus, Sheela Peryroyl (halfing), Waukeen
Pandemonium	None	Auril, Cyric, Garagos, Talos
Ysgard	-2	Eilistraee (drow), Selûne, Sharess, Shaundakul, Tyr, Uthgar, Valkur
Prime Material	-1	Ao, Gargauth, Gwaeron Windstrom, Lurue, Red Knight, Siamorphe, Ulutiu, Zinzerena (drow)
Inner Planes	-3	Akadi (Air), Grumbar (Earth), Istishia (Water), Kossuth (Fire)

## Magical Items

As a general rule, magical items are affected by the planes in the same ways and to the same degrees as similar spells. For instance, if a character takes a *ring of invisibility* to a plane where illusions fail to work (such as Mechanus), then the ring doesn't work either. An item based on alteration magic suffers the same effects as a mage's alteration spells. Clerical items and scrolls do not suffer the level loss of their owners, but they are subject to the spell alterations by school as described for wizard's magic. From the notes above on spells, the DM can extrapolate the effects on most magical items before the issue arises during the game. Spell and power keys don't function for items or scrolls.

Magical armor, weapons, and other items with bonuses (pluses) associated with them are another matter. Such items are bound to the magic of the plane on which they were created, and taking them to other planes diminishes their power. The farther an item is taken from its plane of origin, the weaker its magic becomes, at least for the duration of the time away from its home plane. Items trace the shortest route back to their plane of origin.

For instance, a *battle axe +3* forged on Toril on the Prime becomes a *battle axe +2* if taken to the Astral Plane, as the Astral is one plane removed from the Prime. If the wielder of that weapon goes to the Abyss, it becomes a *battle axe +1*. Assuming that all the characters' magical weapons, armors, shields, *rings of protection*, and so on were created on the Prime, for this adventure all the PCs' magical items' pluses are reduced by two in the Abyss. As above, a *battle axe +3* becomes a *battle axe +1*, a *shield +4* becomes a *shield +2* (thus worsening the character's AC by two as well), and a *ring of protection +1* offers no saving throw or Armor Class bonuses. (Remember that Abyss-forged magical items, like those carried by demons, function at full power. PCs who learn this can equip themselves with more effective items—if they can separate a demon from its weapon.)

Any weapons that are reduced to +0 or less are still considered magical for the purposes of striking creatures that can be hit only by magical weapons. (Although a +2 magical sword reduced to +0 cannot hit a marilith in the Abyss, since such demons require +2 or better weapons to hit.) They register to detect magic spells, and generally remain extremely sturdy and finely crafted. Items with additional powers, such as a *sword of dancing*, lose all those additional powers if the item's bonus is reduced to +0 or less. For items with more than one plus, such as a *sword +1, +4 vs. reptiles*, apply the penalty to the highest of the item's pluses to determine the loss of additional powers. Finally, note that cursed items are in no way affected by planar travel.

## The Demons

The demons, or tanar'ri as they are more commonly referred to on the planes, are the native race of the Abyss. Like most outer-planar creatures on their home plane, they can be killed outright and forever while on the Abyss. The DM should take into account the fact that not all demons are foolishly brave, especially when facing final death at the hands of powerful PCs.

These fiends are not without defenses, however. Each type of demon has its own special abilities, but a few common powers are shared by them all. Each demon can use the following spell-like powers: *darkness 15-radius* and *infravision*. Tanar'ri can also *gate* in others of their kind at will, as defined for each type of fiend. As a result of the events of the PLANESCAPE *Hellbound* boxed set, demons have lost the ability to *teleport without error*. Demons are susceptible to each of the attack forms as listed below.

Attack Form	Damage
Cold	Half damage
Magical fire	Half
Gas (poisonous, etc.)	Half
Magic missile	Full
Silver weapons	Full*

\* Greater, true, and guardian tanar'ri suffer only half damage from silver weapons.

Five categories of demons exist, excluding the individual Abyssal lords. These categories allow the DM to determine the basic power level of an individual demon.

**Least:** Dretch, manes, rutterkin.

**Lesser:** Aki-fiend, barlgura, cambion, succubus.

**Greater:** Babau, chasme, nabassu.

**True:** Bulor, glabrezu, hezrou, marilith, nalfeshnee, vrock.

**Guardian:** Molydeus.

All demons also share a form of telepathy that enables them to communicate with any intelligent life form, regardless of language barriers. All demons with Average or better Intelligence can communicate in this manner. If the PCs have not encountered this before, the DM is presented with a terrific opportunity to unnerve PCs (and players) by describing voices in their head—raspy, snarling, malevolent voices.

## Appendix Two: Prisoners of Toril Ward

The following individuals are the captives of Ebulon. Hit points are listed for all of them. With few exceptions, these men and women are NOT fighters, and will attempt to flee from combat. Cross off the names of slain captives, as the party's experience award will be measured in part by the number of rescued prisoners returned alive to Ravens Bluff.

1. Erasmus Burhilde: hp 4
2. Tedro Minneu: hp 2
3. Vera Balda: hp 4
4. Quanos Fortuo: hp 3
5. Bleedle Wumnump: hp 1
6. Scrooby the Pilgrim: hp 4
7. Timeric vonWizzleNizzle: hp 5
8. Dirkus: hp 2
9. Nesstin Wamthon: hp 1
10. Wendrick Vondros: hp 3
11. Truan Iolavai: hp 24
12. Manzik Kursvell: hp 13
13. Yanos: hp 8
14. Yuibari Kline: hp 2
15. Baconor Cruen: hp 1
16. Quolon Sagnasti: hp 31
17. Baron Brodabuss Vorto: hp 2
18. Turlough McTeegan: hp 3
19. Tavin Ersteader: hp 5
20. Benser: hp 7
21. Mary: hp 1
22. Fhordenwainen: hp 2
23. Motty-Luke: hp 3
24. Tiggby: hp 4
25. Twiestel the Gabber: hp 2
26. Barny Starcoat: hp 1
27. Sal-arzay Jal-VerAn: hp 7
28. Scrotto: hp 3
29. Bel-Palin: hp 2
30. Ressin: hp 1
31. Weng Chen-Seng: hp 14
32. Molly O'Mulligan: hp 1
33. Bart Flesner: hp 2
34. Hank Ragnar: hp 4
35. Wanda Acroba: hp 5
36. Ghorta Trellia: hp 6
37. Baddart : hp 5
38. Emptun: hp 4
39. Meesur: hp 2
40. Cora Refresant: hp 2
41. Terci Kurshen: hp 2
42. Maggos: hp 4
43. Tella Acclimare: hp 3
44. Edudorus Kochimar: hp 9
45. Ernithrill: hp 8
46. Ardrich Rillb: hp 7
47. Nobdarn Yaak: hp 14
48. Yont Siscela: hp 10
49. Peter Westonson: hp 3
50. Sarl Rugrand: hp 5
51. Old Rheab Kufft: hp 3
52. John Scalonseb: hp 4
53. Good Jenim the Holy Man: hp 2
54. Bergrom de'Sarc: hp 7
55. Loquis Scof-Zecpert: hp 4
56. Kire Anom: hp 3
57. Yorn: hp 11
58. Uthralen Dolanov: hp 3
59. Shamozie: hp 2
60. Gertrude of High Haspur: hp 4
61. Benny Nimbleneck: hp 2
62. Sanella Caracas: hp 2
63. Burb Bursten: hp 1
64. Gessak of Filber's Gulch: hp 5
65. Grable: hp 4
66. Mickel Rosof: hp 2
67. Tara Westin: hp 1
68. Beskin Morat: hp 4
69. Danton Belgraid: hp 3
70. Urik Toothgnasher: hp 4
71. Felsha the Hawk: hp 2
72. Drubber Jack: hp 6
73. Meegeel Fasstel: hp 4
74. Melfer: hp 5
75. Geofflund the Hammer: hp 6
76. Miami Thunderbird: hp 3
77. Charles Wesely Emerson: hp 4
78. Feldo Ween: hp 7
79. Ezzy the Strange: hp 3
80. Cooba Tens: hp 4
81. Bury Lanesbro: hp 4
82. Kyrkus Monarius: hp 7
83. Berquist the Humbler: hp 3
84. Andrew of Duck's Pond: hp 2
85. Sir Toby the Under-Realized: hp 6
86. Messopia of Selune: hp 4
87. Swanny Geoff: hp 4
88. Lindrim Noms: hp 3
89. Davis Noms: hp 4
90. Prograt Gurly: hp 4
91. Semmesat Bowles: hp 1
92. Sitarra : hp 3
93. Walser Turkin: hp 2
94. Goph Minntosea: hp 2
95. Eneeber Yunus: hp 2
96. Grizelda the Streetwalker: hp 7
97. Alfrie Beyer: hp 5
98. Romanse : hp 4
99. Ulf Engrid: hp 3
100. Carb Dennil: hp 4
101. Lexin Greycarriage: hp 6
102. Bushel Hedgeskimmer: hp 8
103. Embella the Nearsighted: hp 7
104. Cordin Alleter: hp 3
105. Meggin Zara: hp 4
106. "Blackcat" Dorg: hp 24
107. Strem Tideflow: hp 3
108. Kremmis Cazenner: hp 3
109. Theodore Brunt-Bennington: hp 2
110. Destur Freedoo: hp 7
111. Besty the Strange: hp 3
112. Whelper: hp 2
113. Anne Chapman: hp 4
114. Mary Kelly: hp 4
115. Frederick Lineabbey: hp 14
116. Montague Druitt: hp 33
117. Melody of Sarbreenar: hp 4
118. Benson Stotz: hp 3
119. Furdle: hp 2
120. Lady Estes of the Putrid Rose: hp 44
121. Androkar Ballard: hp 2
122. Semkel the Always-Last: hp 1

## Appendix Three: Important NPCs

**The Brigadier:** Int Low; AL LN; AC 2; MV 6; HD 9; hp 58; THAC0 12; #AT 2; Dmg 1d6 +7 or by weapon +7; SA Head butt; SD None; MR 10%; SZ L (9' tall); ML 14.

During the module, the Brigadier will focus his efforts on the largest opponent available to him, shooting it with his arquebus. He uses cold-iron musket balls, so his attacks do full damage against tanar'ri. If forced, the Brigadier will charge forward with his head butt, which causes 2d6 points of damage (but will not harm tanar'ri).

**Arquebus Statistics:** An arquebus is an early form of the musket, almost as dangerous to its user as it is to the target. The weapon may be fired once every three rounds, and then only if the character is not attacked while loading. When using an arquebus, all penalties for range are doubled.

If the attack roll for an arquebus is a 1 or 2, the weapon backfires, causing 1d6 points of damage to the firer. It also is fouled and cannot be used again until it has been cleaned, which takes about 30 minutes. When an arquebus scores a hit, it normally does 1 to 9 points of damage on a 1d10. When a 10 is rolled, the die is rolled again and this amount is added to the previous total. The damage caused by an arquebus is never modified by Strength.

At some point during the module, the Brigadier should give the PCs **Player Handout #2**, a rough map of the *Tarsus* crash site.

**Texanus of Tyr (Paladin 10):** AL LG; AC 10; MV 12; HD 10; hp 64; THAC0 11 (15 while blinded); #AT 1; Dmg by weapon +3 (Str); SA Paladin abilities; SD Protection from evil, 10' radius; MR Nil; SZ M (6' tall); ML 14.

Texanus has no spells, as he has not rested in a long, long time. He has all the natural paladin abilities inherent to a holy warrior of his level. Keep track of Texanus carefully, as his survival (or death) will have an effect upon the campaign as a whole.

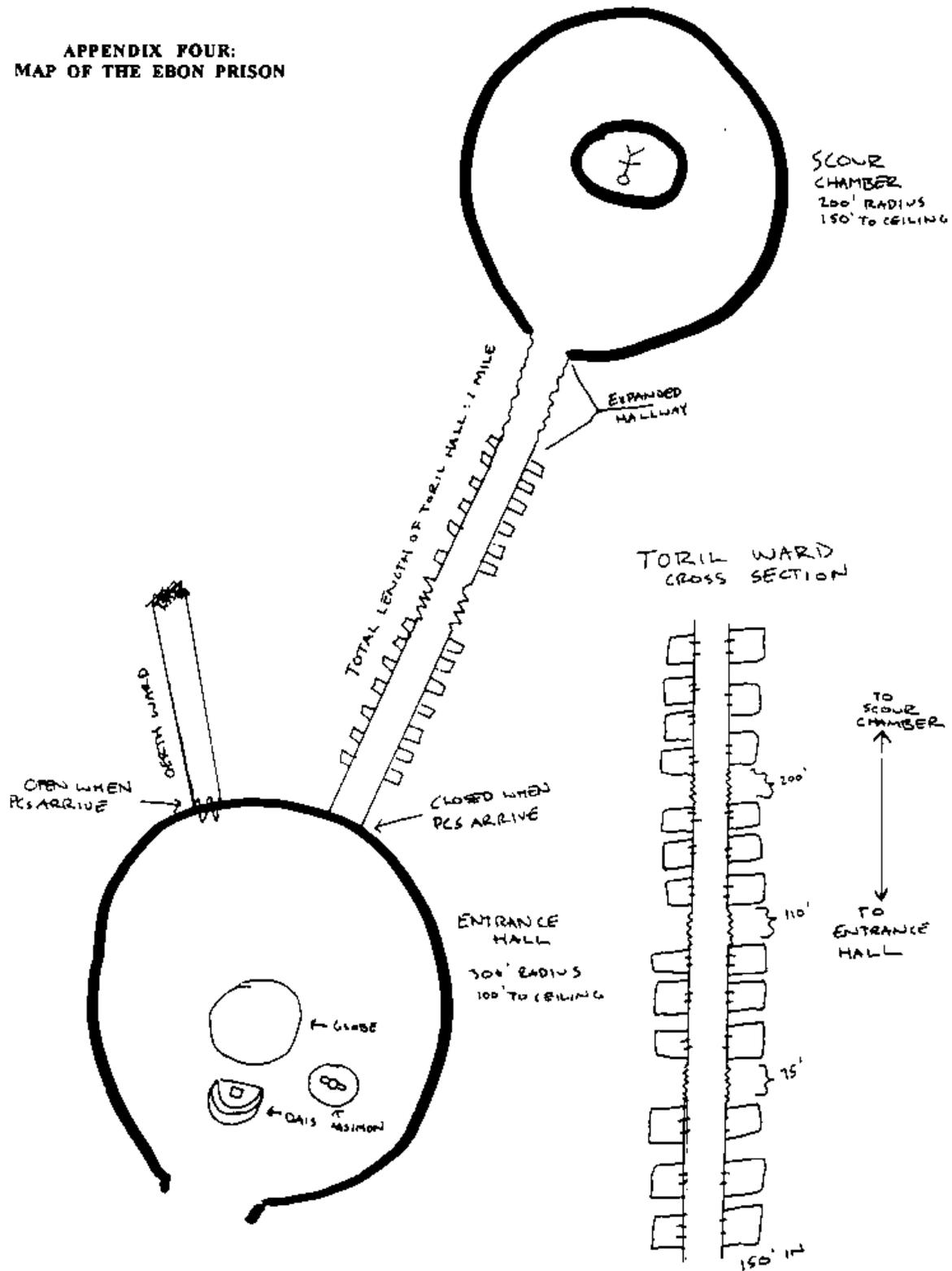
**Nobdarn Yaak (Mage 5; "Prisoner 47"):** AL NG; AC 10; MV 12; HD 5; hp 14; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; MR Nil; SZ M (6' tall); ML 14.

Nobdarn Yaak has a single spell memorized, *detect magic*. In the event of all PC spellcasters dying, Yaak can pilot the *Tarsus* in Encounter 6.

Yaak is a caring fellow who seems to have some Kara-Turan blood in him, though he was born and raised in Ravens Bluff. He is predominantly quiet, but often brings up an insightful comment when it is most needed.

# Appendix Four: Map of the Ebon Prison

## APPENDIX FOUR: MAP OF THE EBON PRISON



## Appendix Five: Critical Event Summary

Please complete this summary at the end of the slot, and send it to:

Erik Mona  
6328 Timber Trail  
Edina, MN 55439

The events of your table of the Guns of Azzagrat will be taken into consideration for the next portion of The Ebon Tendrils Saga, as well as the Living City Campaign as a whole.

### Questions

1. How many citizens were successfully returned to the city?
2. Did Weng Chen-Seng (prisoner 31) survive?
3. Was Texanus of Tyr returned to Ravens Bluff?
4. Were the doppelgangers returned to Ravens Bluff?
5. Did the PCs donate the gem to a church?
6. Which church (circle one)?
7. Was a PC cursed by Cucathne?  
(name the PC) \_\_\_\_\_
8. Did the PCs run out of time?

**THANK YOU!!!**

## Player Handout One: List of Problem Spells from Korbador

Greetings. As we have discussed, magic works quite differently on the Abyss. In particular, you should be aware that the chaotic nature of the Abyss has a foul effect on Alteration spells. I have compiled the following lists of spells, and ranked them by the amount of danger they pose to the caster. Casting one of the below spells, even if in the first rank, can be dangerous. Casting spells from the lowest list can be deadly, and is not at all recommended. – Korbador

### Lesser Transformations/Least Corruptions

**Spells:** 1<sup>st</sup> level – *cantrip, comprehend languages, dancing lights, feather fall, gaze reflection, hold portal, jump, lasting breath, light, mending, message, wizard mark.* 2<sup>nd</sup> level – *continual light, darkness, 15' radius, deppockets, fog cloud, fools gold, irritation, knock, levitate, ride the wind, rope trick, sense shifting, strength, whispering wind, wizard lock.* 3<sup>rd</sup> level – *alternate reality, far reaching I, fool's speech, fly, gust of wind, haste, infravision, Leomund's tiny hut, secret page, slow, squaring the circle, tongues, water breathing.* 4<sup>th</sup> level – *dilation I, extension I, far reaching II, Mordenkainen's celerity, Otiluke's resilient sphere, Rary's mnemonic enhancer.* 5<sup>th</sup> level – *avoidance, extension II, far reaching III, lower resistance.* 6<sup>th</sup> level – *extension III, dilation II, Mordenkainen's lucubration, project image.* 7<sup>th</sup> level – *spell shape.* 8<sup>th</sup> level – *permanency.*

### Lesser Corruptions

**Spells:** 1<sup>st</sup> level – *affect normal fires, burning hands, color spray, fireburst, shocking grasp, spider climb.* 2<sup>nd</sup> – *magic mouth, pyrotechnics.* 3<sup>rd</sup> – *alacrity, blink, delude, explosive runes, fireflow, Melf's minute meteors, wind wall.* 4<sup>th</sup> – *dimension door, rainbow pattern, solid fog, vacancy, wizard eye.* 5<sup>th</sup> – *airy water, distance distortion, Leomund's secret chest, passwall, telekinesis, teleport, waveform.* 6<sup>th</sup> – *control weather, death fog, glasse, guards and wards, lower water, mirage arcana, move earth, part water, Otiluke's freezing sphere, wild shield.* 7<sup>th</sup> – *Hornug's surge suppressor, Mordenkainen's magnificent mansion, phase door, reverse gravity, suffocate, teleport without error, vanish.* 8<sup>th</sup> – *Abi-dalzim's horrid wilting, airboat, glassteel, incendiary cloud, Otiluke's telekinetic sphere, sink.* 9<sup>th</sup> – *crystalbrittle, estate transference, Mordenkainen's disjunction, succor, temporal stasis, timestop.*

### Major and Inalterable Corruptions

**Spells:** 1<sup>st</sup> level – *enlarge, erase, fist of stone, metamorphose liquids, Murdock's feathery flyer.* 2<sup>nd</sup> – *alter self, shatter, Maximillian's eathen grasp.* 3<sup>rd</sup> – *item, Maximillian's stony grasp, wraithform.* 4<sup>th</sup> – *fire shield, Leomund's secret shelter, massmorph, plant growth, stone shape, polymorph other, polymorph self, stoneskin, turn pebble to boulder.* 5<sup>th</sup> – *animal growth, fabricate, stone shape, transmute rock to mud.* 6<sup>th</sup> – *claws of the umber hulk, disintegrate, stone to flesh, Tenser's transformation, transmute water to dust.* 7<sup>th</sup> – *duo-dimension, hatch the stone from the egg, statue.* 8<sup>th</sup> – *polymorph any object.* 9<sup>th</sup> – *glorious transmutation, shape change.*

Player Handout Two: Rough Map of Tarsus Crash Site

HANDOUT TWO: ROUGH MAP OF TARSUS CRASH SITE

