

# **It's Your Lucky Day??**

**The Luck of Tyr, Part One**

**A One-round AD&D Living City Adventure**

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Something is happening at the gaming/adventurer's training club, The Stardust Inn. Is Lady Luck going to be with you when the Deputy Mayor personally asks you to get to the bottom of things. Players are encouraged to bring characters that have a history in Ravens Bluff, if they have one. "Luck of Tyr" Part One. An adventure for tier 3-8.

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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.

## Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53-64	58-70	63-77	68-83
T7:	65-76	71-84	78-92	84-100
T8:	77+	85+	93+	101+

## Judge Background Information

Welcome to the first tournament in a series of three resolving the issues and problems the Temple of Tyr has been facing over the last few years. As you may or may not know, this temple has been plagued with much bad luck. The temple has had evil impersonators stepping in to the role of high priest since the death of SIRRUS MELANDOR. In addition, a revenant appeared in the

city to dispense justice on the City judges that had become corrupt.

In this tournament, Deputy Mayor Charles O'Kane will hire the PCs. Apparently there have been problems at the Star Dust and in the main attractions known as the "Dungeon." It seems that some of the local adventurers who have been practicing and honing their skills have been severely injured and even killed by the illusions there. Lord Banner has become a very upset at this turn of events. Many of the patrons are among the upper class of the city. They come for entertainment, not to see the city's finest adventures killed. As a result Lord banner contacted the Deputy.

In addition, the PCs will be meeting a Harper, Sheenra Dooth, who has appeared in another tournament, *Eyes of the Raven*. The Harpers have an interest in the Star Dust Inn and what is happening there. They have some information that will come out in a subsequent adventure.

The investigation leads to the temple of Tyr, and the PCs eventually find that some evil thing has taken over the revenant of Judge Hangman. They have a chance to release Hangman's spirit and send it back to Tyr, and bring closure to the events from *Twilight Avenger Two*.

For characters that are new to the city, don't worry about the references to things which have gone before. Sometimes there are things people don't know. You can fill the players in if you want, or send them to some bards, if you know the history. If not, don't worry about it.

## Encounter 1

### What Do You Mean "It's Real?"

*Whether out and about or doing things at the place you call home or the place you call work, a messenger approaches you and hands you a scroll tube bearing this seal of the Deputy Mayor. Of the messenger stands in front of you and speaks, "I was told to wait for your reply."*

At this point to the PCs should open at the scroll to and read the note asking them to meet with the deputy mayor at his office just before sunset. The message asks the PCs to be discreet. It is a matter involving a noble of the city.

If the PCs agree to go to the office of the Deputy Mayor, continue. If not, you have three hours to improvise, as the adventure starts with the Deputy Mayor.

Once the PCs get to the deputy mayor's office and show the office assistant their letter, they will be asked to have a seat. As each PC arrives allow them time to introduce themselves and to describe what they look

like. Allow all a few minutes for role-playing here. Once the PCs have gotten a chance to meet one another, the assistant will escort them in the mayor's office.

*You are shown into the deputy mayor's office. Behind the desk sits a man who you recognize as Charles O'Kane. This man has been a fixture in the city for many, many years. Even when not in public office, he has always been involved with the city's adventurers, and has always worked hard for the city he so loves. The years have been kind to him; he is as handsome and distinguished as ever. He rises to greet you. "Thank you for coming on such short notice. It seems you are as dependable as I thought. Please, please have as seat and make yourself comfortable.*

*"I am sure you have many questions as to why and I called you here. The other night, I was at the Star Dust Inn with a few friends. We were having dinner and watching a group of adventurers test their skills in Lord Banner's 'Dungeon.' At approximately the third combat, something terrible happened. The scene was one of a great dessert. As the adventurers were coming upon an oasis, they were attacked by several jackal-headed men. The creatures overwhelmed the adventurers. Two were slain; two were mortally injured, and the other two knocked unconscious. These jackal-headed creatures did not have the gold collars that mark Lord Banner's illusions. Lord Banner immediately stopped the 'Dungeon' and transported the adventurers back stage. Banner was able to help all but the two adventurers who had been killed. Even the priests of Lathander were unable to aid the dead. Apparently, this is not the first time some mishap has taken place in the 'Dungeon,' this is the first time anyone has been killed.*

*"What I am asking you to do is simple. I want you to find out what is going on in the 'Dungeon' at the Stardust Inn."*

The Deputy Mayor will give the PCs a list of the adventurers who were injured in the dungeon. **Give the Player's Handout #1.**

*"I am prepared to pay you each 500 gold to find out what is happening and bring me the information. "*

The PCs may wonder why the Deputy Mayor is interested in what is happening. The answer is simple; the Star Dust Inn has been a source of entertainment for many nobles over the last couple of years. However, the nobles have become quite concerned that they are patronizing an establishment that it is injuring the adventurers of Ravens Bluff. This is the last thing the nobles want for the city. Not only are the adventurers protectors of the city, but they also bring in a great deal

of money and trade. These things are of great interest to the nobles. The deputy mayor is acting on their behalf.

*"Lord Banner is aware that I am sending people to investigate the 'Dungeon.' He is very grateful and should be very cooperative. Some of you may be less than thrilled to be helping the Lord; however, you are working for me. Please, act accordingly. By this, I mean you should put any and all personal feelings aside regarding Lord Banner. I understand that some adventurers have dealt with him before and may be rather upset with him still."*

This reference refers to the events of the adventure *A Banner Day*, in which Lord Banner tricks the PCs into testing his dungeon. Many PCs left the experience hating Lord Banner.

The Deputy Mayor was at the Star Dust Inn with a visitor from Tethyr named Delhia Faen, Lady DeVillars and one of her nieces. O'Kane has no other information.

The PCs have the option to start their investigation in several different places. They may choose to start with the adventurers that were injured, or they may choose to start at the Star Dust Inn. Either way, a Harper who is in the area will contact the PCs.

## Encounter 2: She's Back

When the PCs leave the Deputy Mayor's office, it will be just after dark. As they leave, a young woman will follow them; she is a Harper named Sheenra Dooth. Her information is contained in **DM Aid #1**. She is going to make a deal with the PCs. The Harpers have a desire to find out what is happening at the Start Dust Inn. In return, she will give the PCs some information at the end of this adventure that they will want to have for the next tournament.

Some of the PCs may recall meeting her in an earlier adventure, *Eyes of the Raven*. She will recognize any Harper or Harper Friend; however, she will keep this knowledge to herself. She will openly recognize any PC from the previous adventure.

*Stepping outside the Deputy Mayor's office, you see the lamps being lit for the evening. The sun has gone down and the citizens of Ravens Bluff are settling in for the night, or going out for the night. There is newness in the air signaling the coming spring. The night is crisp and clear.*

Have the PCs make an *alertness* and/or *observation* check. Anyone making the check will notice a figure

duck into an ally behind the party. Allow the PCs to become paranoid. Have them make the check a couple of times. If the PCs have a familiar or item that allows them to see clearly in the dark, they will know that there is a shadowed figure following them. The PCs may decide to ambush the figure; this is an acceptable course of action (use **2A, Gotcha**). The PCs may just decide not to do anything (use **2B, Surprise**). Either way, Sheenra will make herself known.

### **2A, Gotcha:**

IF THE PCs DECIDED TO AMBUSH THE HARPER, read the following. Sheenra will ignore any weapons the PCs have drawn and just chat as if nothing is amiss.

*Stepping around the corner, the shadowed figure walks right into (pick the closest PC). "Oh, I'm sorry, I guess you were waiting for me. Well, here we are." The voice is definitely female. The girl pulls back the hood of her cloak. You see a woman with long blonde hair. There is a hand crossbow strapped to one hip and a long sword strapped to the other. She smiles brightly. She is dressed in adventuring garb and wearing a dark cloak. "Is there someplace we can all go to talk, privately?"*

If the PCs ask, she will introduce herself. However, the PCs may already know her. She will encourage them to go to a private residence or back to the inn where she is staying to chat. Sheenra will give them just enough to realize she knows what they are doing. Once the PCs decide to speak with her, go to **2C, Can We Talk?**

### **2B, Surprise:**

IF THE PCs DECIDE TO IGNORE THE HARPER OR DON'T NOTICE HER, read the following. Sheenra will ignore any weapons the PCs have drawn and just chat as if nothing is amiss.

*As you walk down the street, a cloaked figure steps out in front of your group. The voice is definitely female. "Excuse me, but I was wondering if you know where star dust falls?" The figure pulls back her hood to reveal a young, pretty girl. She has long blonde hair. There is a hand crossbow strapped to one hip and a long sword strapped to the other. She smiles brightly. She is dressed in adventuring garb and wearing a dark cloak. With the smile never leaving her face she says, "Is there someplace we could go to talk, privately?"*

If the PCs ask, she will introduce herself. However, the PCs may already know her. She will encourage them to go to a private residence or back to the inn where she is staying to chat. Sheenra will give them just enough to

realize she knows what they are doing. Once the PCs decide to speak with her, go to **2C, Can We Talk?**

### **2C, Can We Talk:**

Once Sheenra and the PCs find someplace to talk, the Harper will reintroduce herself.

*"My name is Sheenra Duth. I am a Harper. About a year ago, I was sent to work with the adventurers of Ravens Bluff in uncovering some information. I have been sent back once again.*

*"I am here to find out more information on the occurrences in the 'Dungeon' at the Star Dust Inn. It seems that one of the people killed at this inn was a Harper. My purpose is two-fold; I want to find out about the cause of death, and make arrangements to have the body transferred to Waterdeep. The reason I am contacting you is for information and assistance in getting the body.*

*"In return for your help, I will find out what I can about the original reason the dead Harper was here. It may have something to do with the whole picture.*

*"What do you say? Will you help me?"*

Sheenra just wants the information the PCs learn about the Star Dust Inn and what happened. She is being completely on the up and up. At this point, the Harper has no other information to share.

- If the PCs agree to share their information, use **T1**.
- If the PCs want to ask Deputy Mayor O'Kane first, use **T2**.
- If the PCs refuse assistance, please make note on the sheet provided in the appendix and turn it in with the scoring packet (use **T3**).

### **T1: If the PCs agree to help Sheenra:**

*Sheenra smiles and pulls a soft leather bag out of her cloak. "Thank you for your help. I appreciate it. Take this as an offer of good faith. I wish you all the best. May Tymora guide your way."*

The pouch contains a *potion of extra healing* and two *potions of sweetwater*.

### **T2: If the PCs agree to help Sheenra after speaking to Deputy Mayor O'Kane first:**

*"I'm glad that the Deputy Mayor saw no problem with you aiding my cause." With that, she pulls a soft leather bag out of her cloak. "Thank you for your help. Please, take this as an offer of good faith. I wish you all the best. May Tymora guide your way."*

The pouch contains a *potion of extra healing*.

### **T3: If the PCs decide not to help Sheenra:**

*Sheenra just shrugs her shoulders. "Well, I hope you are successful. And I hope those you seek aid from are more willing to aid you in your task than you are in mine. Be well until our paths cross again."*

If the PCs decide to investigate the adventurers that were injured, please use **Encounter 3**. If the PCs decide to go to the Stardust Inn, please use **Encounter 4**.

## **Encounter 3 Did You See That Truck?**

Use this encounter when/if the PCs decide to check on the adventurers that were in the "Dungeon" when the jackal-headed creatures attacked. It is broken down for each person. Each was human and they were a group of adventurers between jobs. All the survivors are at the Temple of Lathander.

- *Sunny Tuft*: Dead. He was a mediocre fighter
- *Mead Velos*: Dead. He was a pretty good fighter who was a worshipper of Silvanus.
- *Ved Baer*: mortally wounded. He doesn't remember much except being hit by some unseen force that left him paralyzed. Then, he woke up at the Temple of Lathander. He is a ranger of Mielikki. The priests of Lathander believe he was hit with a *chaos* spell and then rendered unconscious.
- *Valerie Pier*: mortally wounded. She is also at the Temple of Lathander. She is a mage. She is not specialized in any particular area. She doesn't remember hearing anyone casting a spell.
- *Heidi Wild*: was knocked unconscious. She only remembers seeing the jackal-headed things come out of nowhere. She tried to blend to the shadows, but they found her. She remembers injuring 2 before things went blank. She is a thief who is trying to use her skills in more productive ways.
- *Monte Appen*: was knocked unconscious. He also remembers the jackal-headed things coming out of nowhere. He tried to cast a spell, but must have been hit in the process. He is a priest of Lathander.

Nothing was missing from any of the victims.

The jackal-headed things were not like anything that these NPCs had ever seen before. Two of them were on an adventure in Mulhurond once, and the illusions did not look like anything they had seen in that land.

## **Encounter 4 Into the Dungeon**

When the PCs decide to go to the Star Dust Inn, use this encounter.

Regardless of when the PCs arrive; Lord Banner will be on hand and expecting them. After all, Banner is doing everything to cooperate. He will be polite but will not allow anyone to walk over him or threaten him.

*You head to the nicer section of the city, close to where the nobles have their houses. The Star Dust Inn is a very nice estate-type house that has been converted into a casino of sorts. Some of you may even remember being here before, under different circumstances.*

*Walking up to the door, you hear the soft sound of music coming from inside. There is a sign on the door that is carved from a dark wood with whitewashed letters, WELCOME.*

The door is not locked. Once opened, there will be the sound of tinkling bells. That is what announces a newcomer to the establishment.

*Opening the door, you hear the sound of tinkling bells. A gentlemen dressed in impeccable clothing comes to greet your group. He is approximately six feet tall and appears human. The gentleman is well groomed. "Greetings, and welcome to the Star Dust Inn, I am David. Shall it be a table or would you be interested in applying to test your skills in the 'Dungeon'?"*

David Mead is the manager of the Stardust Inn. The following is the information he has.

1. Lord Banner has employed him for three years.
2. Many citizens of Ravens Bluff are patrons at the Star Dust. However, the majority belong to the upper class.
3. He works most nights and has seen a few of the difficulties Banner has been having in the "Dungeon."
4. The creatures in the "Dungeon" all have gold bands around their necks. There have been four occurrences when creatures without the gold collars have appeared.
5. This is the first time anyone has been seriously injured in the "Dungeon."
6. This is the first time these jackal-headed creatures have appeared. He does not recognize what they are.
7. Deputy Mayor O'Kane was in attendance that evening. However, he only visits when he is entertaining diplomats. Deputy Mayor O'Kane was

with a visitor from Tethyr named Delhia Faen, and with Lady DeVillars and one of her nieces.

- I do not have a list of everyone who was here that night. We do not log in our guests.

Once the PCs ask to see Lord Banner, David will be more than happy to take them to Banner.

*“Of course, the Lord is expecting you. Please, right this way.” David escorts your group through the Star Dust Inn to a back stair area. He takes you up the stairs and down a very short hallway. This area overlooks the main hall where the patrons sit and watch the entertainment. David knocks on a door then opens it. “Lord Banner, the people Deputy Mayor O’Kane sent are here to see you.” From inside the room beyond, you hear a deep voice reply, “Yes, yes, please, have them come in.” David turns to your group, motions for you to step into the office.*

Once the PCs enter, please describe the room.

*Approximately 20 x 30, this room takes up the majority of the second floor. It is richly furnished with very masculine decoration. The furniture is in deep tones and the walls have been finished with dark wood. The other decorations vary from paintings of a family to exotic locations to statues made of gold and precious stones. There is a crystal decanter set on a bar on the back wall. The desk is made of a solid, dark wood and is finely carved. Finally, there is a suite of armor in the corner bearing a strange symbol.* (For anyone with the heraldry non-weapon proficiency may make a check at a –4 to recognize that the symbol is from Tethyr)

- If the PCs enter the room and treat Lord Banner with some measure respect (even if it is in the form of tolerance), please use section 4A.
- If the PCs enter and insult, attack, or are aggressive towards Lord Banner, please use section 4B.
- The information that Lord Banner has is provided in section 4C.

#### **4A:**

*Lord Banner stands to greet you and motions for you to have a seat. There are several comfortable-looking chairs and two couches. “I am very glad that you have arrived. May I offer you some refreshment?”* (food, drink, munchy-type stuff is available) Lord Banner will pull a cord on the wall and a servant will appear to get the refreshments. *“So, where should we begin? I am anxious to get this problem resolved. I have no desire to have anyone else get hurt.”*

For Lord Banner’s information, go to section 4C.

#### **4B:**

*Lord Banner stands and looks very stern. “I am truly sorry that you have chosen to act this way. My establishment has become quite successful. It has given many adventurers a safe place to train. Maybe the Deputy Mayor chose the wrong people for this investigation. Now, I fear I must remind you that I am a noble of the city. My birthright has granted me that. If you continue, I will be forced to press charges.”*

Note that it is not illegal to insult nobles, just attack them. If the PCs continue to attack Lord Banner, he will stop it immediately with his bodyguards and will press charges against the PCs. This could end the event. Please try to dissuade the PCs in this course of action. If they just continue in insults, he dismisses them. Their adventure is over.

Once the PCs (hopefully) calm down and are ready to get on with things, go to section 4C.

#### **4C:**

Lord Banner’s alignment is Chaotic Neutral. He will answer questions as best he can. He will also be pleasant as long as the PCs don’t become abusive or accusing. If the PCs cast spells to see if he is telling the truth, they show that he is being truthful.

The following information is what he will tell the PCs. Use this to answer questions. If there is pertinent information the PCs need and don’t ask about, have Lord Banner give them the information before they leave. Lord Banner will not go into great personal detail about his life. That is private.

1. Lord Banner’s family has been in Ravens Bluff for about 90 years. He is the third generation to have the house.
2. He developed the idea of the “Dungeon” when he saw and heard about adventurers who thought they were up to a task come back beaten, bloody, or just not come back because they were dead. He felt that trial runs might not be a bad idea.
3. Banner has several mages on retainer to help create the illusions. He also retains several priests just in case any that try their luck in the “Dungeon” are unable to aid themselves or in case someone dies.
4. Up until the time of his Grandfather’s death, Banner was abroad, seeing much of Faerun. Many of the decorations in this office mark his travels.
5. His parents, against the wishes of their respective families, decided to leave Ravens Bluff and become adventurers. However, undead creatures that were controlled by a mage they were after killed them both. He believes that is why he

doesn't like making areas of the "Dungeon" for groups that want to practice on undead. It is a bit too close to home.

6. He is sorry that he tricked adventurers into the going to the "Dungeon" at the Grand Opening. He truly thought they would have been better sports. Maybe one day they will forgive him and see what a good thing the "Dungeon" really is. That is why he is so eager to have this problem solved.
7. All types of citizens (the ones that can afford it, anyway) enjoy the entertainment of the Star Dust Inn, including the nobles, diplomats, business owners, adventurers, and everyday people. They like to see the local heroes in action.
8. There have been four occurrences of strange happenings in the "Dungeon."
  - The first was about a month and a half ago. Some newer adventurers wanted to train against some easier creatures. In the second encounter, the creatures were supposed to be two owlbears. However, it ended up being four eyewings. I stopped it very quickly (by having the mages cancel the illusions) and got them out of there.
  - The second time was with adventurers who were a bit more experienced. They wanted to go up against some pirates, as they were preparing to go to Orlumbor to aid the small country. Once the scenes started and the adventurers were well into the sea voyage, they were attacked by thousands of cockroaches that started pouring out of every area of the boat they were on. I teleported them out, but the cockroaches were real and we had to have a druid in to get rid of them.
  - The third time this happened, the adventurers wanted to try their luck against some potent creatures. So, I thought some abashi might be appropriate. However, something went wrong and we ended up with two alu-fiends. Both looked like that Tess creature that was living in the city before the war. I got the adventurers out once it was clear the two fiends were too tough for them, with no injuries. They were not real, but it took three attempts to dispel them. Something seemed to be resisting us.
  - The last was this most recent occurrence. However, this is the first time I was unable to stop things before someone really got hurt. And this time, two people were killed. These creatures that had the heads of a jackal and the body of a man appeared and attacked. The dead were unable to be brought back by the priests of Lathander that were called. There was no soul/spirit left to contact. I finally

banished them by casting dismissal; the creatures were real extra-planar fiends.

9. I can take you to the area where the attacks have occurred. Each has happened in the same place within the "Dungeon." However, my people have been unable to locate any abnormalities in the room.
10. I don't know who would be trying to ruin me. I know there are still adventurers who hold a grudge, and I am sure there are a couple other business owners that might not be real happy with me. But, I really don't think any of those people would want to hurt anyone. The same would hold true for my travels. I don't think I made any serious enemies that would want to hurt people just because they are my customers.
11. I have priests on retainer. You see, the injuries sustained from my illusions do not need magical healing. However, on occasion, some people have forgotten that the challenges are illusions and have died. I make sure they are brought back if at all possible.

Once the PCs have the information, Lord Banner will volunteer to take them to the "Dungeon" and show them where the attacks have occurred. This may be held off until later, however, as the Star Dust is not having a feature this day. The PCs will not be unwitting participants. Lord Banner will go to great lengths to make this clear.

No matter when the PCs decide to go into the "Dungeon" to check things out, use section 4D.

#### **4D:**

***Lord Banner escorts you to the back of the building. There is a red door that has a sign proclaiming it the "Entrance to the Dungeon." "Right through this door. Please, follow me." Lord Banner opens the door and heads down a flight of stairs. Reaching the bottom, Banner presses his hand to the left side of the door. It opens to reveal a rather large area (approximately 40 x 50). The walls are made out of a strange stone; it appears to be marble. However, the way the light reflects off of it causes strange shadows. "I had the stone brought in from Evereska. It was created through elven magic. It is quite beautiful and is a wonderful conductor of magic." You are led through two other rooms that are identical.***

If any of the PCs decide to check the stone, it does have magical properties. There are also no visible seams, even when the doors are closed between the rooms.

***"With the combination of the magic and the stone, the seams close off when the doors are closed. It has***

*worked quite well. In many of the tests, the adventurers aren't even aware that there are in different rooms.*

*"Here we are, this is where the strange creatures have taken place. Please, feel free to look around as long as you need. I have business to get to." Lord Banner pulls out four globes. "When you want to leave, just break a globe and it will transport three people to the backstage area. I wish you much luck." That said, Lord Banner heads back out the way he led you in.*

The PCs may decide to do any number of things while they are in this room. However, they will not be able to get back through the door that Lord Banner brought them through. It needs a special spell key that Banner did not give them, because he does not want anyone to have the key. Business is business.

The stone is magical in nature. It detects as alteration and summoning types. It has been "grown" by elves through magic and is very conductive to magical energy and spells. That makes it perfect for the illusions that are cast to make the "Dungeon" what it is.

This room really has no features. There is a secret door in this room. The PCs will have to use thieving skills, demi-human abilities, or magic (such as *true sight*) to find it. There will be no way of knowing how to activate it since there is no latch, handle, lock or hinges. It takes a *knock* or similar spell effect to open the door. There are traps on the door, which are mechanical and on the other side. Opening the door will not deactivate the traps.

There is a latch on the center top of the door on the other side. Opening the door triggers the pit trap. The floor on the other side drops open. However, there is an *illusionary wall* set over it to make it appear as if the floor is still there. Once someone steps through the door, they will fall. There is no way to "see" through the illusion. However, a PC using a natural ability to find stonework traps, or using natural probing, will. If a PC falls through the floor, he or she will end up on a slide that drops down about 20 feet. At the bottom, the PC will be dropped into sewage water, taking a d6 of damage from the fall. This is a dead-end. The PC will have to climb out somehow. This should be easy enough. The water at the bottom isn't very deep, only 7 feet.

In addition, opening the door will cause a small explosion. There is a vial of *oil of fiery burning* in a small compartment in the top of the doorway. There is a small catch on the other side of the door. It must be slid to seal the compartment. If it is not, then opening the door will cause the vial to drop in the doorway causing 5d6 of damage. The slide cannot be slid into place from the room the PCs start in.

Once the PCs manage to get through the door, they will be in a tunnel under the city.

## Encounter 5

### Who Lives Here Anywhere:

The tunnel the PCs find themselves in goes under the city to an area beneath the new Silver Halls of Tyr. This is/was a shrine to the Triad (Tyr, Torm, and Illmater). However, the original "owner" has taken up residence. The "owner" will not be revealed in this adventure.

In this encounter, the PCs are being toyed with. Someone is playing with them like a cat plays with a mouse. It is not designed to kill... but to challenge.

*After getting through the door and the traps, you find yourself in a well-constructed tunnel. It is obviously under the city. The stone is worked well, like it is in the sewers, but this tunnel is bigger. It is also very dark.*

There is no light here. The PCs will have to have a light source. Infravision will reveal nothing; the stone is cool. If the PCs have a way of detecting tracks, they can find a scuffed trail, as if several creatures came through here, but no definitive tracks. In addition, no sewer maps have this area on them. With the *Direction Sense* proficiency, the PCs will know they are traveling west.

*Proceeding down the tunnel, you hear the sound of dripping water echoing around you. A slight musty smell invades your senses. Aside from the dripping sound, the tunnel is very quiet. The normal noise from rats and other vermin is missing.*

Allow the PCs to become paranoid and take whatever precautions they wish. The "owner" of the shrine is observing them. This is a time to learn what obstacles (from his point of view) may be ahead and the power that needs to be overcome.

Give the PCs about 15 minutes or so to ready themselves for what might be ahead. During this time, ask them if they are proceeding down the tunnel. Keep the paranoia up. After the 15 minutes, have the lead PC make an *observation* and/or *hear noise* check to be alerted to what is coming ahead.

*As you approach a turn in the tunnel, you hear a scuttling sound around the corner.*

This is a series of battles/tests that the PCs will be put through. Again, it is not designed to kill, just test. The PCs can make any preparations they wish; nothing will attack until they go around the corner. If a PC uses a mirror or a spell such as *wizard eye*, they will see very

comely woman. She has red hair, blue eyes, a very appealing shape, and is wearing leather armor with spikes on the shoulders. She has a long sword strapped to one side and a short sword strapped to the other. She is an alu-fiend, and has been summoned and will wait for the PCs.

*Turning the corner, you are confronted with a creature that has not been seen in Ravens Bluff for over a year, an alu-fiend. In your head, you hear a very feminine voice say, "So glad you could join me. I've been waiting for you." Turning toward your group, she smiles and looks deep into your eyes.*

The alu-fiend knows its purpose here; it has been summoned to "play" with the PCs and fully expects to be sent home rather quickly.

She will have *ESP* (innate ability) running and will know what spells and/or plans the PCs have cast prior to turning the corner in preparation for this fight. In addition, she will have picked up other random surface thoughts since the PCs have entered the tunnel. It is up to the judge to determine how much she knows. The alu-fiend will use this information against the PCs.

The assumption is that a fight will ensue, and it probably will. She will not allow the PCs to get past her without fighting. But she will mock them if they want to talk with her first. She will not reveal any more about her presence than that she was brought to deal with the PCs.

Note: The *leather armor +3* and the *longsword +3* are bound to the alu-fiend, but the *short sword +3 defender* and the *sapphire of spell storing* come from this plane. When she is killed, the short sword and the sapphire stay, but the longsword and armor go with her.

### Tier 3

**Alu-Fiend:** Int Gen; AL CE; AC 7 *stone skins*/ 1 (leather +3 / defender +3); MV 12, Fl 15 (D); HD 9; hp 49; THAC0 10 (long sword+1) / 10 (defender); #AT 3/2 + off-hand or by spell; Dmg 1-8+3/1-6+4 or by spell; SA Spells and Innate abilities; SD cold iron or +1 or better weapons to hit; MR 30%; SZ M; ML 12

Innate spell-like abilities: *charm person*, *dimension door* (once per day), *ESP* (used), *shape change* (to a humanoid form of approx. same height and weight only), and *suggestion*.

Spells in gem: *cure light wounds*, *hold person*, *curse*

Spells: *magic missile*, *magic missile*, *affect normal fires*, *protection from good* (active), *web*, *fog cloud*, *dispel magic*, *lightning bolt*, *stone skin* (used)

Items carried: *leather armor +3*, *longsword +1*, *short sword +3 defender*, *sapphire of spells* (holds *cure light wounds*, *hold person*, *curse*).

### Tier 4

**Alu-Fiend:** Int Gen; AL CE; AC 7 *stone skins*/-3 (Dex 18/ leather +3 / defender +3); MV 12, Fl 15 (D); HD 9; hp 72; THAC0 8 (long sword+3) / 10 (Defender); #AT 3/2 + off-hand or by spell; Dmg 1-8+5/1-6+4 or by spell; SA Spells and Innate abilities; SD cold iron or +1 or better weapons to hit, intuition / restore hit points by successful hit on opponent (dmg 1-8), alu-fiend gets half (rounded up); MR 30%; SZ M; ML 12

Innate spell-like abilities: *charm person*, *dimension door* (once per day), *ESP* (used), *shape change* (to a humanoid form of approx. same height and weight only), and *suggestion*.

Spells in gem: *cure light wounds*, *hold person*, *curse*

Spells: *magic missile*, *magic missile*, *affect normal fires*, *protection from good* (active), *web*, *fog cloud*, *detect invisibility* (active), *dispel magic*, *lightning bolt*, *stone skin* (used), *minor globe of invulnerability* (active)

Items carried: *leather armor +3*, *longsword +3*, *short sword +3 defender*, *sapphire of spells* (holds *cure light wounds*, *hold person*, *curse*).

### Tier 5

**Alu-Fiend:** Int Gen; AL CE; AC 8 *stone skins*/-3 (Dex 18/ leather +3 / Defender +3); MV 12, Fl 15 (D); HD 9; hp 80; THAC0 8 (long sword+3) / 10 (Defender); #AT 3/2 + off-hand or by spell; Dmg 1-8+5/1-6+4 or by spell; SA Spells and Innate abilities; SD cold iron or +1 or better weapons to hit, intuition / restore hit points by successful hit on opponent (dmg 1-8), Alu-Fiend gets half (rounded up); MR 30%; SZ M; ML 12

Innate spell-like abilities: *charm person*, *dimension door* (once per day), *ESP* (used), *shape change* (to a humanoid form of approx. same height and weight only), and *suggestion*.

Spells in gem: *cure light wounds*, *hold person*, *curse*

Spells: *magic missile*, *magic missile*, *affect normal fires*, *protection from good* (active), *web*, *fog cloud*, *detect invisibility* (active), *dispel magic*, *lightning bolt*, *stone skin* (used), *minor globe of invulnerability* (active)

Items carried: *leather armor +3*, *longsword +3*, *short sword +3 defender*, *sapphire of spells* (holds *cure light wounds*, *hold person*, *curse*).

### Tier 6

**Alu-Fiend (1):** Int Gen; AL CE; AC 8 *stone skins*/-3 (Dex 18/ leather +3 / Defender +3); MV 12, Fl 15 (D); HD 10; hp 85; THAC0 7 (long sword+3) / 9 (Defender); #AT 3/2 + off-hand or by spell; Dmg 1-8+5/1-6+4 or by spell; SA Spells and Innate abilities;

SD cold iron or +1 or better weapons to hit, intuition / restore hit points by successful hit on opponent (dmg 1-8), Alu-Fiend gets half (rounded up); MR 30%; SZ M; ML 12

Innate spell-like abilities: *charm person*, *dimension door* (once per day), *ESP* (used), *shape change* (to a humanoid form of approx. same height and weight only), and *suggestion*.

Spells in gem: *cure light wounds*, *hold person*, *curse*

Spells: *magic missile*, *magic missile*, *affect normal fires*, *protection from good* (active), *web*, *fog cloud*, *detect invisibility* (active), *dispel magic*, *lightning bolt*, *stone skin* (used), *minor globe of invulnerability* (active)

Items carried: *leather armor +3*, *longsword +3*, *short sword +3 defender*, *sapphire of spells* (holds *cure light wounds*, *hold person*, *curse*).

### **Tier 7**

**Alu-Fiend:** Int Gen; AL CE; AC 8 *stone skins*/ -3 (Dex 18/ *leather +3* / *Defender +3*); MV 12, Fl 15 (D); HD 10; hp 90; THAC0 6 (long sword+3) / 8 (Defender); #AT 3/2 + off-hand or by spell; Dmg 1-8+5/1-6+4 or by spell; SA Spells and Innate abilities; SD cold iron or +1 or better weapons to hit, intuition / restore hit points by successful hit on opponent (dmg 1-8), Alu-Fiend gets half (rounded up); MR 30%; SZ M; ML 12

Innate spell-like abilities: *charm person*, *dimension door* (once per day), *ESP* (used), *shape change* (to a humanoid form of approx. same height and weight only), and *suggestion*.

Spells in gem: *cure light wounds*, *hold person*, *curse*

Spells: *magic missile*, *magic missile*, *affect normal fires*, *protection from good* (active), *web*, *fog cloud*, *detect invisibility* (active), *dispel magic*, *lightning bolt*, *stone skin* (used), *minor globe of invulnerability* (active), *wall of force*

Items carried: *leather armor +3*, *longsword +3*, *short sword +3 defender*, *sapphire of spells* (holds *cure light wounds*, *hold person*, *curse*).

### **Tier 8**

**Alu-Fiend:** Int Gen; AL CE; AC 8 *stone skins*/ -3 (Dex 18/ *leather +3* / *Defender +3*); MV 12, Fl 15 (D); HD 11; hp 100; THAC0 5 (long sword+3) / 7 (Defender); #AT 3/2 + off-hand or by spell; Dmg 1-8+5/1-6+4 or by spell; SA Spells and Innate abilities; SD cold iron or +1 or better weapons to hit, intuition / restore hit points by successful hit on opponent (dmg 1-8), Alu-Fiend gets half (rounded up); MR 30%; SZ M; ML 12

Innate spell-like abilities: *charm person*, *dimension door* (once per day), *ESP* (used), *shape change* (to a

humanoid form of approx. same height and weight only), and *suggestion*.

Spells in gem: *cure light wounds*, *hold person*, *curse*

Spells: *magic missile*, *magic missile*, *affect normal fires*, *protection from good* (active), *web*, *fog cloud*, *detect invisibility* (active), *dispel magic*, *lightning bolt*, *stone skin* (used), *minor globe of invulnerability* (active), *wall of force*, *cloudkill*

Items carried: *leather armor +3*, *longsword +3*, *short sword +3 defender*, *sapphire of spells* (holds *cure light wounds*, *hold person*, *curse*).

**Note:** In order for the PCs to get the items the alu-fiend carries, they must slay it. If *dispel evil*, *holy word*, or other such spell or priest ability is used, the items will go with her. If a PC manages to disarm, please make sure to note which attack they are going to use the disarm attempt for.

Once the fight is over, the body will be sent back to its home plane, the Abyss.

The PCs can hold here and heal if they desire. However, if they decide to stay here to *nap* and relearn spells, the next creature will come to them while they are napping. Again, the “owner” of the shrine has brought it here. If the PCs have moved forward, use **Encounter 5A** if they are staying to *nap* and relearn spells, use **Encounter 5B**.

## **Encounter 5A:**

### **I Think We're Getting Closer**

**Moving further down the tunnel, you see another tunnel merge with this one.** (any PC who played in Twilight Avenger 2 will remember this area. It leads to the Shrine of the Triad.) **You hear a noise, like someone walking, coming from this tunnel. The sound is heading towards you.**

This is where the PCs will meet up with the next creature challenge, the bodak. Remember that the PCs will not have seen one of these creatures before. Please see stats from **Encounter 5B**.

Once the PCs decide to look down the tunnel, they will see the following:

- **Infravision:** a humanoid shape just slightly shorter than the tunnel. It seems to be hunched over.
- **Torch or other light source:** a humanoid shape just slightly shorter than the tunnel. It is hunched over. It has gray, pearly skin and a hairless, muscular body of no apparent gender. Its eyes are empty and milky-white, deeply set into its long, distorted features. (any PC who looks at the face of the Bodak must make a save vs. petrification or die)

In higher tiers there are more bodaks, but only the first is visible at the beginning (the rest are behind).

Any PC having the NWP *Extra-planar Lore* has a chance to know what these are. The PC must make a successful check at a -4 penalty.

## Encounter 5B: I Think It Found Us

The bodak will come into the area where the PCs are after 1-1/2 hours from the start of the *nap*. So, the spell casters will not have a chance to re-memorize all their spells. Tell the following to the PC(s) who are standing watch over the spellcasters. Remember, the PCs will not have seen this creature before.

*As you stand watch over the spellcasters, you hear a noise coming from deeper in the tunnel.*

If the PCs have set up any warning signals such as a *skull watch*, *wyvern watch*, or other such spell in the direction the bodak is coming, it will be set off. Please use your best judgment in what traps will stop, stall, or not hinder this creature.

Once the PCs go to investigate or the creature gets to them, please give them the following description depending on their light source.

- Infravision: a humanoid shape just slightly shorter than the tunnel. It seems to be hunched over.
- Torch or other light source: a humanoid shape just slightly shorter than the tunnel. It is hunched over. It has gray, pearly skin and a hairless, muscular body of no apparent gender. Its eyes are empty and milky-white, deeply set into its long, distorted features. (any PC who looks at the face of the bodak must make a save vs. petrification or die)

In higher tiers there are more bodaks, but only the first is visible at the beginning (the rest are behind).

Any PC having the NWP *Extra-planar Lore* has a chance to know what these are. The PC must make a successful check at a -4 penalty.

This is a fight too.

### Tier 3

**Bodak**: Int Low; AL CE; AC 5; MV 6; HD 9+9; hp 52; THAC0 11; #AT 1; Dmg 1-6 + 1; SA Death Gaze (save vs. petrification or die); SD see below; SW see below; MR Nil; SZ M (6 feet tall); ML 12

SA: Anyone meeting the gaze of a bodak must save vs. petrification or die. At this tier, victims get +4 bonus to the save. Only on the Abyss will the person who dies become a bodak.

SD: +1 or better weapon to hit, Immune to poison, spell immunity (see below)

<u>Attack</u>	<u>Damage</u>
Acid	Full
Cold	Half
Electricity (lightning)	None
Fire (magical)	Half
Fire (non-magical)	None
Gas (poisonous, etc.)	Half
Iron Weapon	Full
Magic missile	Full
Poison	None
Silver weapon	None

SW: Bodaks have a faint attachment to their former lives as mortals. Rarely, this preoccupation causes the bodak to pause in combat while it considers its actions. There is a base 5% chance, rolled once per encounter, that the creature sees something in an enemy that reminds it of its mortal life. The bodak pauses and makes no attack for one melee round. After that, the bodak takes a -2 penalty to all attacks against that one character.

### Tier 4:

**Bodak**: Int Low; AL CE; AC 5; MV 6; HD 9+9; hp 65; THAC0 11; #AT 1; Dmg 1-6 + 1; SA Death Gaze (save vs. petrification or die); SD see below; SW see below; MR Nil; SZ M (6 feet tall); ML 12

SA: Anyone meeting the gaze of a bodak must save vs. petrification or die. Only on the Abyss will the person who dies become a bodak.

SD: +1 or better weapon to hit, Immune to poison, spell immunity (see below)

<u>Attack</u>	<u>Damage</u>
Acid	Full
Cold	Half
Electricity (lightning)	None
Fire (magical)	Half
Fire (non-magical)	None
Gas (poisonous, etc.)	Half
Iron Weapon	Full
Magic missile	Full
Poison	None
Silver weapon	None

SW: Bodaks have a faint attachment to their former lives as mortals. Rarely, this preoccupation causes the bodak to pause in combat while it considers its actions. There is a base 5% chance, rolled once per encounter, that the creature sees something in an enemy that reminds it of its mortal life. The bodak pauses and makes no attack for one melee round. After that, the bodak takes a -2 penalty to all attacks against that one character.

### **Tier 5:**

**Bodak (2):** Int Low; AL CE; AC 5; MV 6; HD 10; hp 80; THAC0 10; #AT 1; Dmg 1-6 + 1; SA Death Gaze (save vs. petrification or die); SD see below; SW see below; MR Nil; SZ M (6 feet tall); ML 12

SA: Anyone meeting the gaze of a Bodak must save vs. petrification or die. Only on the Abyss will the person who dies become a Bodak.

SD: +1 or better weapon to hit, Immune to poison, spell immunity (see below)

<u>Attack</u>	<u>Damage</u>
Acid	Full
Cold	Half
Electricity (lightning)	None
Fire (magical)	Half
Fire (non-magical)	None
Gas (poisonous, etc.)	Half
Iron Weapon	Full
Magic missile	Full
Poison	None
Silver weapon	None

SW: Bodaks have a faint attachment to their former lives as mortals. Rarely, this preoccupation causes the bodak to pause in combat while it considers its actions. There is a base 5% chance, rolled once per encounter, that the creature sees something in an enemy that reminds it of its mortal life. The bodak pauses and makes no attack for one melee round. After that, the bodak takes a -2 penalty to all attacks against that one character.

### **Tier 6:**

**Bodak (2):** Int Low; AL CE; AC 5; MV 6; HD 12; hp 80; THAC0 9; #AT 1; Dmg 1-6 + 1; SA Death Gaze (save vs. petrification or die); SD see below; SW see below; MR Nil; SZ M (6 feet tall); ML 12

SA: Anyone meeting the gaze of a Bodak must save vs. petrification or die. Only on the Abyss will the person who dies become a Bodak.

SD: +1 or better weapon to hit, Immune to poison, spell immunity (see below)

<u>Attack</u>	<u>Damage</u>
Acid	Full
Cold	Half
Electricity (lightning)	None
Fire (magical)	Half
Fire (non-magical)	None
Gas (poisonous, etc.)	Half
Iron Weapon	Full
Magic missile	Full
Poison	None
Silver weapon	None

SW: Bodaks have a faint attachment to their former lives as mortals. Rarely, this preoccupation causes the bodak to pause in combat while it considers its actions.

There is a base 5% chance, rolled once per encounter, that the creature sees something in an enemy that reminds it of its mortal life. The bodak pauses and makes no attack for one melee round. After that, the bodak takes a -2 penalty to all attacks against that one character.

### **Tier 7:**

**Bodak (4):** Int Low; AL CE; AC 5; MV 6; HD 13; hp 100; THAC0 7; #AT 1; Dmg 1-6 + 1; SA Death Gaze (save vs. petrification or die); SD see below; SW see below; MR Nil; SZ M (6 feet tall); ML 12

SA: Anyone meeting the gaze of a Bodak must save vs. petrification or die. Only on the Abyss will the person who dies become a Bodak.

SD: +1 or better weapon to hit, Immune to poison, spell immunity (see below)

<u>Attack</u>	<u>Damage</u>
Acid	Full
Cold	Half
Electricity (lightning)	None
Fire (magical)	Half
Fire (non-magical)	None
Gas (poisonous, etc.)	Half
Iron Weapon	Full
Magic missile	Full
Poison	None
Silver weapon	None

SW: Bodaks have a faint attachment to their former lives as mortals. Rarely, this preoccupation causes the bodak to pause in combat while it considers its actions. There is a base 5% chance, rolled once per encounter, that the creature sees something in an enemy that reminds it of its mortal life. The bodak pauses and makes no attack for one melee round. After that, the bodak takes a -2 penalty to all attacks against that one character.

### **Tier 8:**

**Bodak (5):** Int Low; AL CE; AC 5; MV 6; HD 14; hp 110; THAC0 6; #AT 1; Dmg 1-6 + 1; SA Death Gaze (save vs. petrification or die); SD see below; SW see below; MR Nil; SZ M (6 feet tall); ML 12

SA: Anyone meeting the gaze of a Bodak must save vs. petrification or die. Only on the Abyss will the person who dies become a Bodak.

SD: +1 or better weapon to hit, Immune to poison, spell immunity (see below)

<u>Attack</u>	<u>Damage</u>
Acid	Full
Cold	Half
Electricity (lightning)	None
Fire (magical)	Half
Fire (non-magical)	None
Gas (poisonous, etc.)	Half

Iron Weapon	Full
Magic missile	Full
Poison	None
Silver weapon	None

SW: Bodaks have a faint attachment to their former lives as mortals. Rarely, this preoccupation causes the bodak to pause in combat while it considers its actions. There is a base 5% chance, rolled once per encounter, that the creature sees something in an enemy that reminds it of its mortal life. The bodak pauses and makes no attack for one melee round. After that, the bodak takes a -2 penalty to all attacks against that one character.

These creatures are from the Abyss. Once destroyed, they will go back there.

After this fight is over, there is one more challenge to face. Again, the PCs may wish to try to re-memorize spells at this time, that is fine since the *nap* was completed. If the PCs wish to use a *nap* spell at this time, they may if the PCs accepting the spell have not done so within the last 18 hours.

The next battle will happen where the statues to Tyr, Torm, and Illmater once stood. Allow the PCs to regroup, role-play, continue down the corridor, etc. If the PCs continue down the corridor and they have not previously come upon the connecting tunnel, any PC who played in *Twilight Avenger Two* and went into the sewers to the shrine of the Triad will remember being here before.

NOTE: If the PCs decide to investigate the tunnel that comes into the one in which they have been traveling. This is fine. It leads back to the sewers and a sewer grate near the Silver Halls.

## Encounter 5C: Arachnophobia???

As the PCs approach the area that contains the statues of the Triad (Tyr, Torm, and Illmater), there will be an increasing amount of webs. By the time they get to the chamber, the webs will not be negotiable. These are the webs of a bebilith. They act as a *web* spell except, they are permanent. The PCs will have to have some way of getting through the webs, whether magical or other. Of course, simply burning the web is also an option, however, the smoke will cause 1-6 pts of choking damage because of the thickness of the webs. In addition, the web is only 25% chance likely to burn per round of combat it is in contact with the web. On that note, there are also several items and spells that will negate that as well.

Inside the webs are some very strange creatures, bebiliths. These are also from another plane, the Abyss

as well. When the PCs disturb the webs, the bebilith will attack.

NOTE: At Tier 3 and 4, the webs will not be there. Please read the following.

### **Tier 3 and 4 ONLY**

***Continuing further down the tunnel, it finally leads to a doorway with an obvious room on the other side.***

The PCs may stop and take precautions. Once they move into the room, continue.

***Moving into the room, you find the remains of ruined statues on the left wall. The rest of the room is empty, except for that “huge, spider thing” moving toward you.***

The PCs have one round to prepare before the bebilith attacks.

### **Tier 3**

**Bebilith:** Int Very; AL CE; AC -2; MV 9/ web 18; HD 12; hp 45; THAC0 9; #AT 3 (2 forelegs/ bite); Dmg 2d4/2d4/2d6; SA Armor destruction, poison (see below); SD webs, protection magic, +2 or better weapon to hit/ plane shift to Astral at will (see below); MR 25%; SZ H (15 feet long); ML 16

SA: Always surrounded by a *protection from good*

SD: If sorely pressed, the bebilith can *plane shift* to the Astral Plane at will. It may magically pull one opponent into the Astral with it; the bebilith need only be in melee with the opponent, and the opponent must fail to save vs. wand. Of course, if the target can leave the Astral Plane under its own power, the bebilith cannot stop it. *(If a PC is taken to the Astral Plane, there will be a 5-man squad of Githzari on the other side that will recognize the PC as being from Ravens Bluff and will aid in the defeat of the bebilith.)*

Combat: Viciously attacks anything they see, without mercy. Because of their strength and the sharp barbs on its forelegs, a foreleg hit to armor has a potential to destroy it. If the target's armor or shield is hit, roll percentile dice.

Non-magical armor/shield	40%
Magical armor/shield	40%-10% per plus
No armor/shield	Normal damage

(If armor/shield is destroyed, it can be repaired for the same gp value of the item. Magical enchantments are lost, regardless of repair.)

Bite: In addition to 2d6 damage, target must save vs. poison with a -2 penalty or die in 1d4 turns).

#### **Tier 4:**

**Bebilith:** Int Very; AL CE; AC -2; MV 9/ web 18; HD 12; hp 60; THAC0 9; #AT 3 (2 forelegs/ bite); Dmg 2d4/2d4/2d6; SA Armor destruction, poison (see below); SD webs, protection magic, +2 or better weapon to hit/ plane shift to Astral at will (see below); MR 25%; SZ H (15 feet long); ML 16

SA: Always surrounded by a *protection from good*

SD: If sorely pressed, the bebilith can *plane shift* to the Astral Plane at will. It may magically pull one opponent into the Astral with it; the bebilith need only be in melee with the opponent, and the opponent must fail to save vs. wand. Of course, if the target can leave the Astral Plane under its own power, the bebilith cannot stop it. (If a PC is taken to the Astral Plane, there will be a 5-man squad of Githzari on the other side that will recognize the PC as being from Ravens Bluff and will aid in the defeat of the bebilith.)

Combat: Viciously attacks anything they see, without mercy. Because of their strength and the sharp barbs on its forelegs, a foreleg hit to armor has a potential to destroy it. If the target's armor or shield is hit, roll percentile dice.

Non-magical armor/shield	40%
Magical armor/shield	40%-10% per plus
No armor/shield	Normal damage

(If armor/shield is destroyed, it can be repaired for the same gp value of the item. Magical enchantments are lost, regardless of repair.)

Bite: In addition to 2d6 damage, target must save vs. poison with a -2 penalty or die in 1d4 rounds). If a poisoned body is not *blessed* within one turn of death, a permanent paralyzation will affect the dead creature.

#### **Tier 5 and above:**

*Continuing further down the tunnel, it finally leads into very thick webs.*

When the webs are disturbed, the bebiliths have been alerted to the PCs presence. The PCs will have to figure out a way to move through the webs or destroy the webs. See beginning of encounter for details. Either way, the PCs will be attacked by the bebilith.

*After dealing with the webs, you find yourself in a room with a "huge, spider thing" moving toward you.*

Any PC having the NWP, Extra Planer Lore has a chance to know what these are. The PC must make a successful check at a -4 penalty. A successful check will give them general knowledge.

#### **Tier 5:**

**Bebilith:** Int Very; AL CE; AC -2; MV 9/ web 18; HD 12; hp 72; THAC0 9; #AT 3 (2 forelegs/ bite); Dmg

2d4/2d4/2d6; SA Armor destruction, poison (see below); SD webs, protection magic, +2 or better weapon to hit/ plane shift to Astral at will (see below); MR 50%; SZ H (15 feet long); ML 16

SA: Always surrounded by a *protection from good*

SD: If sorely pressed, the bebilith can *plane shift* to the Astral Plane at will. It may magically pull one opponent into the Astral with it; the bebilith need only be in melee with the opponent, and the opponent must fail to save vs. wand. Of course, if the target can leave the Astral Plane under its own power, the bebilith cannot stop it.

Combat: Viciously attacks anything they see, without mercy. Because of their strength and the sharp barbs on its forelegs, a foreleg hit to armor has a potential to destroy it. If the target's armor or shield is hit, roll percentile dice.

Non-magical armor/shield	40%
Magical armor/shield	40%-10% per plus
No armor/shield	Normal damage

(If armor/shield is destroyed, it can be repaired for the same gp value of the item. Magical enchantments are lost, regardless of repair.)

Bite: In addition to 2d6 damage, target must save vs. poison with a -2 penalty or die in 1d4 rounds). If a poisoned body is not *blessed*, have a *neutralized poison*, or an application of *Keoghtum's Ointment* within one turn of death, the corpse bursts into flames and disintegrates.

#### **Tier 6:**

**Bebilith (2):** Int Very; AL CE; AC -2; MV 9/ web 18; HD 13; hp 80; THAC0 8; #AT 3 (2 forelegs/ bite); Dmg 2d4/2d4/2d6; SA Armor destruction, poison (see below); SD webs, protection magic, +2 or better weapon to hit/ plane shift to Astral at will (see below); MR 50%; SZ H (15 feet long); ML 16

SA: Always surrounded by a *protection from good*

SD: If sorely pressed, the bebilith can *plane shift* to the Astral Plane at will. It may magically pull one opponent into the Astral with it; the bebilith need only be in melee with the opponent, and the opponent must fail to save vs. wand. Of course, if the target can leave the Astral Plane under its own power, the bebilith cannot stop it.

Combat: Viciously attacks anything they see, without mercy. Because of their strength and the sharp barbs on its forelegs, a foreleg hit to armor has a potential to destroy it. If the target's armor or shield is hit, roll percentile dice.

Non-magical armor/shield	40%
Magical armor/shield	40%-10% per plus
No armor/shield	Normal damage

(If armor/shield is destroyed, it can be repaired for the same gp value of the item. Magical enchantments are lost, regardless of repair.)

Bite: In addition to 2d6 damage, target must save vs. poison with a -2 penalty or die in 1d4 rounds). If a poisoned body is not *blessed*, have a *neutralized poison*, or an application of *Keoghtum's Ointment* within one turn of death, the corpse bursts into flames and disintegrates.

### **Tier 7:**

**Bebilith (2):** Int Very; AL CE; AC -2; MV 9/ web 18; HD 14; hp 105; THAC0 7; #AT 3 (2 forelegs/ bite); Dmg 2d4/2d4/2d6; SA Armor destruction, poison (see below); SD webs, protection magic, +2 or better weapon to hit/ plane shift to Astral at will (see below); MR 50%; SZ H (15 feet long); ML 16

SA: Always surrounded by a *protection from good*

SD: If sorely pressed, the bebilith can *plane shift* to the Astral Plane at will. It may magically pull one opponent into the Astral with it; the bebilith need only be in melee with the opponent, and the opponent must fail to save vs. wand. Of course, if the target can leave the Astral Plane under its own power, the bebilith cannot stop it.

Combat: Viciously attacks anything they see, without mercy. Because of their strength and the sharp barbs on its forelegs, a foreleg hit to armor has a potential to destroy it. If the target's armor or shield is hit, roll percentile dice.

Non-magical armor/shield	40%
Magical armor/shield	40%-10% per plus
No armor/shield	Normal damage

(If armor/shield is destroyed, it can be repaired for the same gp value of the item. Magical enchantments are lost, regardless of repair.)

Bite: In addition to 2d6 damage, target must save vs. poison with a -2 penalty or die in 1d4 rounds). If a poisoned body is not *blessed*, have a *neutralized poison*, or an application of *Keoghtum's Ointment* within one turn of death, the corpse bursts into flames and disintegrates.

### **Tier 8:**

**Bebilith (3):** Int Very; AL CE; AC -2; MV 9/ web 18; HD 14; hp 105; THAC0 7; #AT 3 (2 forelegs/ bite); Dmg 2d4/2d4/2d6; SA Armor destruction, poison (see below); SD webs, protection magic, +2 or better weapon to hit/ plane shift to Astral at will (see below); MR 50%; SZ H (15 feet long); ML 16

SA: Always surrounded by a *protection from good*

SD: If sorely pressed, the bebilith can *plane shift* to the Astral Plane at will. It may magically pull one opponent into the Astral with it; the bebilith need only be in melee with the opponent, and the opponent must

fail to save vs. wand. Of course, if the target can leave the Astral Plane under its own power, the bebilith cannot stop it.

Combat: Viciously attacks anything they see, without mercy. Because of their strength and the sharp barbs on its forelegs, a foreleg hit to armor has a potential to destroy it. If the target's armor or shield is hit, roll percentile dice.

Non-magical armor/shield	40%
Magical armor/shield	40%-10% per plus
No armor/shield	Normal damage

(If armor/shield is destroyed, it can be repaired for the same gp value of the item. Magical enchantments are lost, regardless of repair.)

Bite: In addition to 2d6 damage, target must save vs. poison with a -2 penalty or die in 1d4 rounds). If a poisoned body is not *blessed*, have a *neutralized poison*, or an application of *Keoghtum's Ointment* within one turn of death, the corpse bursts into flames and disintegrates.

After this battle, the creatures will go back to the Abyss. The PCs will have time to investigate the room. Go to **Encounter 6**.

## **Encounter 6: We Have New Neighbors**

*Looking around the room, you see three destroyed statues on the west wall. There is a door on the north wall.*

The statues are the destroyed remains of the statues of the Triad. The one of Illmater was the furthest from the door and closest to the doorway the PCs entered through. The middle one was a statue of Torm. The one on the north of the three was of Tyr. It looks like some form of magical lightning or some such force destroyed them.

The door on the north wall is not locked and it is not trapped. It leads into the former shrine of the Triad. Inside are three prisoners and their guard. The prisoners are tied up and unconscious; they are priests of the following temples Tyr, Tymora, and Selune. Guarding the prisoners is a man that looks like Judge Hangman; a judge killed in the flaming destruction of his courthouse.

*As the door opens, you hear, "Who dares to disturb this place?" Looking in, you see two women and a man tied up on chairs. There is a man in the far northeast corner. He turns to face you, and the full affect of the creature meets your gaze. It strongly resembles the appearance of the late Judge Hangman;*

*however, the body has been corrupted and walks as undead. "Intruders, what do you want?"*

For those who have never seen Hangman, make up something.

This man is actually a form of Judge Hangman, a Crypt Servant Guardian. The judge is dead; however, the "owner" of this shrine has trapped his soul. The "owner" then duplicated the body, trapped Hangman's soul, and has sent the creature to guard these prisoners.

If any of the PCs have played *Twilight Avenger 2*, they will be very confused. In that adventure, Judge Hangman was a revenant sent by Tyr. In actuality, the revenant was a construct sent by the "owner" of the shrine that was designed to bring a curse on the Temple of Tyr. In matters dealing with the temple of Tyr and this shrine, another has been intercepting the *commune*, *divination*, and such spells to Tyr. Because this is a trivial matter where the gods are concerned, Tyr has only begun to take notice. Other spells, such as *augury*, etc. have been answered by Tyr.

The PCs may choose to attack the man right off the bat. That is fine. Please use the stats provided in Encounter 6B. On the other hand, the PCs may try to speak with the man. This is actually the preferential course of action as there is much knowledge to be gained. The information is in Encounter 6A.

## Encounter 6A: Will The Real Judge Please Stand Up

If the PCs decide to speak with the man, use the following answers/information.

1. A powerful being has put me here to guard this place.
2. This shrine is not dedicated to Tyr; it is to another power and has been reclaimed.
3. I am the embodiment of Judge Rupert T. Hangman. I was killed over two years ago and have been trapped on my way to Tyr.
4. I do not know which power has trapped me here.
5. These captives are going to die if you slay me.
6. I wish to be released to my final bench of judgement. I want to be with Tyr. (He will plead this to any Priest and/or Paladin of Tyr or the Triad.)
7. The revenant was not I; it was a construct of another power. The Paladin of Tyr who protected him has not been touched by the power of this shrine.
8. The Temple of Tyr needs to be alerted to what has happened. Please, tell them that danger is looming over them.

9. Tyr has not forsaken them; they need to find the way.
10. I am enslaved by the one whose possessions I protect.

The PCs may ask other questions, answer them to the best of your ability, however, the Judge does not know what power is holding him here and he wants to be destroyed so that his soul will be free to move on to be with Tyr.

If the PCs decide to destroy the creature, this will be no problem. The creature will surrender itself. Once "Judge Hangman" has been "killed," go to **Encounter 6C**. On the other hand, the prisoners will also be killed. It's a dilemma, and Hangman will not allow the innocents to suffer just to bring him peace. The PCs will have to find some way out of this dilemma which saves everyone.

## Encounter 6B: Drop Dead... Again

Of course, there is every possibility that the PCs will just choose to attack the creature without talking to it first. If this is the case, please use the stats below. If there is a cleric that chooses to turn the creature, there is nowhere for it to flee, so it will cower in the corner until it can do something else. In addition, the creature needs to be destroyed to have the soul released. *Dispel evil* will not work because it is not evil. When the creature is killed, its sword goes with it. In addition, the PCs need to remember that there are innocent people in the room.

### Tier 3

**Crypt Servant Guardian:** Int High; AL LN; AC 3; HD 7; hp 40; THAC0 13; #AT 2/1; Dmg 1d6/1d6 (short sword); SA None; SD Special Immunities (see below); MR Nil; SZ M; ML 20

SD: Immune to following spells: *charm*, *hold*, and *sleep*. Immune to piercing weapons (no damage). Unaffected by sunlight. For turning purposes, Judge Hangman will turn as a "lich."

### Tier 4:

**Crypt Servant Guardian:** Int High; AL LN; AC 3; HD 9; hp 60; THAC0 11; #AT 2/1; Dmg 1d6/1d6 (short sword); SA None; SD Special Immunities (see below); MR Nil; SZ M; ML 20

SD: Immune to following spells: *charm*, *hold*, and *sleep*. Immune to piercing weapons (no damage). Unaffected by sunlight. For turning purposes, Judge Hangman will turn as a "Special."

### **Tier 5:**

**Crypt Servant Guardian:** Int High; AL LN; AC 2; HD 10; hp 65; THAC0 10; #AT 2/1; Dmg 1d6+1/1d6+1 (short sword); SA None; SD Special Immunities (see below); MR Nil; SZ M; ML 20

SD: Immune to following spells: *charm, hold, and sleep*. Immune to piercing weapons (no damage). Unaffected by sunlight. For turning purposes, Judge Hangman will turn as a “Special.”

### **Tier 6:**

**Crypt Servant Guardian:** Int High; AL LN; AC 1; HD 10; hp 75; THAC0 10; #AT 2/1; Dmg 1d6+1/1d6+1 (short sword); SA None; SD Special Immunities (see below); MR Nil; SZ M; ML 20

SD: Immune to following spells: *charm, hold, and sleep*. Immune to piercing weapons (no damage). Unaffected by sunlight. For turning purposes, Judge Hangman will turn as a “Special.”

### **Tier 7:**

**Crypt Servant Guardian:** Int High; AL LN; AC 0; HD 11; hp 87; THAC0 9; #AT 2; Dmg 1d6+2/1d6+2 (short sword); SA None; SD Special Immunities (see below); MR Nil; SZ M; ML 20

SD: Immune to following spells: *charm, hold, and sleep*. Immune to piercing weapons (no damage). Unaffected by sunlight. For turning purposes, Judge Hangman will turn as a “Special.”

### **Tier 8:**

**Crypt Servant Guardian:** Int High; AL LN; AC -1; HD 12; hp 99; THAC0 8; #AT 2; Dmg 1d6+2/1d6+2 (short sword); SA None; SD Special Immunities (see below); MR Nil; SZ M; ML 20

SD: Immune to following spells: *charm, hold, and sleep*. Immune to piercing weapons (no damage). Unaffected by sunlight. For turning purposes, Judge Hangman will turn as a “Special.”

Once “Judge Hangman” is “killed,” go to **Encounter 6C**.

## **Encounter 6C: Look, It's A Clue**

*With the deathblow struck, the creature begins to contort in what appears as extreme agony. The body starts disintegrating before your eyes. A wraith-like apparition begins forming from the ashes on the ground. The form takes shape, that of Judge Hangman, in his judicial robes of Ravens Bluff. It moves in front of the captives.*

If the PCs try to attack this creature, their weapons and spells will go right through it. This is the final form of Judge Hangman; he is appearing to the PCs to give them a final message before he moves on to be with Tyr.

In Encounter 7, it is very important to remember how the PCs killed Judge Hangman.

## **Encounter 7: Sweet Sleep, The Nightmare Begins**

In this encounter, the apparition of Judge Hangman will communicate with the PCs and give them information depending on how the PCs destroyed the previous form. If they talked to him, use **Encounter 7B**. If the PCs just attacked, use the information in **Encounter 7A**.

*The apparition begins to speak. It is the voice of Judge Hangman. “Ah, finally, I may rest.....”*

### **Encounter 7A: Foolish, Foolish**

*“How silly of you to just attack before trying to discover what is before your eyes. You have acted unwisely. And in the true form of justice, you will have to find out the truth for yourself. When justice is tempered with mercy, it aids in the quest for the truth. You will get no such treatment. I will impart only this, SIRRUS lives.”*

*With that said, the apparition of Judge Hangman disappears.*

At this point, go to **Encounter 7C**.

### **Encounter 7B: Wise Decision, Young Grasshopper**

*The judge continues to speak to you. “I cannot thank you enough for releasing me. I have been denied long enough. I am truly thankful that you have learned by your experiences. For only when we learn, will the truth be revealed.*

*“I have a very short time before I must leave and join Tyr. Please, do not interrupt me. There is much I have to tell you. The priests you see here have been captive. They are alive but not by much. You must revive them and take them with you. There are three potions that will help heal them in a compartment on the back wall. If you have other ways of healing them, please, take the potions as thanks for releasing me. I spoke the truth in my other form. I do not know what power has been holding my soul here, but it is not a mortal one. The most imperative information I need to tell you is this, SIRRUS Melandor lives. His amulet has been magically enhanced by The Great Machine and*

*still holds his soul. It is not time for Tyr to claim him. It is up to you to figure out what must be done.*

*“It is time for me to move on. Beware of the powers, it is time to fight for the truth.”*

With that, the apparition fades away.

Time for **Encounter 7C**.

### **Encounter 7C: We Need To Get Out Of Here**

The only things in this room are the three priests tied in the chairs. All are unconscious and barely breathing. There is a secret compartment in the back wall that has three *potions of extra healing*. If the priests are healed with them, they will be used. If the PCs have ways of healing the priests they may keep the potions. Of course, these options are only available if the PCs find the potions.

In the compartment with the potions is a note. Give the PCs **Player Handout #2** when/if they find it. The note reads:

*Mistress, we have begun upsetting things in the place where the humans train. We are making the sacrifices to you as you have requested. It will not be long before all is complete. Fortunate that you will even have a glorious place of worship.*

The note does not have any distinguishing marks or other clues as to who the power is.

Once the PCs decide to leave, they should be taking the priests with them, preferably conscious. There will be no more minions or “tests” along the way back to the city. The PCs may opt to go out through the sewer grate near the Temple of Tyr or they may go back to the room in the Stardust Inn. They could even opt to use the globe Lord Banner left with them to transport them out. No matter what they decide, there are a number of possibilities. Please use the guidelines in **Encounter 8** to wrap things up.

## **Encounter 8: Conclusions? Not This Time**

Any priest’s trying to do *communes* to figure out what is going on will not get any answers. In addition, anyone trying to *plane shift* to have an audience with their deity will be denied. As this adventure is the first in a series, the PCs’ questions will not be answered fully at this time. That is the way it is supposed to be.

Use the encounters following depending on where the PCs go.

### **Encounter 8A: Stardust Inn**

Lord Banner will be incredibly shocked and disturbed by the PCs’ discovery of the tunnel and the fact that there were people there. If any PC is using *detect lie* or other such spell, Lord Banner shows as telling the truth. He will be very grateful to the PCs and tell them that he will build another room in the “Dungeon” so that this will not happen again. This will be done immediately and he will not have anyone use it until such time as the changes are complete.

*“I cannot thank you enough. I guarantee that all will be safe before I reopen the ‘Dungeon.’ For any of you who wish, you are welcome in my establishment for the next month free of charge.”*

Anyone who bothers to look around will notice that the clientele of the Stardust at this time of day seems to be a bit on the seedy side. Again, it may not look too good, but, if asked, Lord Banner will tell the truth in that he never turns away the chance to make some gold.

### **Encounter 8B: Deputy Mayor’s Office**

Regardless of what reasonable time the PCs show up to report to Deputy Mayor O’Kane, they will be ushered into his office. However, it will be a few minutes before O’Kane shows up. If they wake him up in the middle of the night, a while longer.

Although this shouldn’t happen, if the PCs nose around the Deputy Mayor’s office, they will find a strange note that looks as though it was recently put on the desk. In fact, it was dropped off just before the PCs arrived. No one in the office remembers who delivered the message. The following is what it says. Do not give this to the PCs unless they find the message.

*The dead adventurers are your first sign. The Mistress is coming.*

If the PCs do find the message, someone with the forgery proficiency can tell that it is the same writing as the note found in the shrine.

Once the O’Kane comes to his office, he will want to know what the PCs have found. The PCs should give him a full report. The Deputy Mayor will be extremely concerned.

If the PCs tell him about the cryptic message that SIRRUS MELANDOR is still alive, he will be quite shocked and will dispatch a message immediately to Lady Lauren DeVillars.

*“I thank you for your hard work. I trust that the priests have been delivered to their temples. Unfortunately, I do not quite know what this all*

*means, however, I will be calling a council immediately with the Lords and the Clerical Circle.*

*“Here is your payment for this investigation.”*

The Deputy Mayor will give the PCs each 500 gp for whoever decided to take the money. If the PCs turn over anything else they found during the course of the adventure, O’Kane will tell them to keep it. “That is what an adventurer’s life is all about.”

*“I request that you keep this information as much to yourself as possible. I assume you gave some details to Lord Banner, which is fine. However, if someone or something is trying to undermine the Temple of Tyr, it is best not to reveal how much is known to too many people. I will thank you for your discretion.”*

If the PCs mention the Harper, Sheenra Duth, he will be very curious and ask them to deliver a message to her if/when they see her again. O’Kane will also give the PCs a message for the Harper if they told him about her in the first place. In fact, use the following text if this is the case.

*“I trust the Harper you told me about will be in contact with you. Please, give her this message.” O’Kane hands you a scroll with his seal on it.*

*“As soon as I know more about this situation, I will be in contact. Thank you again.”*

### **Encounter 8C: The Harper, Sheenra Duth**

As the PCs leave the Deputy Mayor’s office a small girl will come up to the PCs and address one by name. Her name is Wendy. She is about 10, carries a teddy bear, and has pig tales.

*A little girl or maybe 10 approaches your group. She walks up to (pick one of the PCs). She is carrying a teddy bear and has pig tales, and looks like a street urchin. She says, “Excuse me, I have a message for you. A pretty lady told me to give this to you. I will if you give me a copper piece.” She holds out a scroll tube.*

Wendy will give her name if asked. She is looking to get 1 copper piece for delivering the message. If she is given more, she will not accept it. If the PCs do not give her anything, she will call them mean and wander off with tears in her eyes.

The note will message will ask the PCs to walk into the alley across the street. There, they will find Sheenra.

*“So glad you could make it. Now, what have you learned? This could be very important to my friends.”*

Sheenra will know if the PCs lie to her. Elminster gave her a special gem that would allow her to detect such things. This mission means quite a bit to the Harpers. If the PCs show Sheenra anything they found while investigating, she will take note of it, to pass back to the Harpers.

If the PCs lie to Sheenra, she will tell them that she understands why they would be hesitant about giving the information, but, if they are not willing to share it, she understands.

The PCs should also give Sheenra the sealed scroll O’Kane sent with them. When/if this happens, she will read it nod and thank the PCs.

*Never letting the smile fade from her face, the Harper thanks you for your help. “We may be in touch. This is very important information. ‘Til then, have a pleasant journey.” Then Sheenra disappears.*

Any Harper in the party will realize she has activated an item that allows her to teleport without error.

*As the Harper disappears, you hear the clink of something fall to the ground. Looking down, you see an emerald and a piece of paper.*

On the ground is an emerald with a *plane shift* spell on it. The note reads: “In case you ever get into trouble.”

### **Encounter 8D: Each Temple**

If the PCs take the rescued priest’s back to their temples and actually stop to speak with any clergy in the temple, use the following to help answer questions.

Names:

- Tyr – Michael Triggs, Priest of Tyr
- Tymora – Dianne Nally, Priestess of Tymora
- Selune – Pierce Rand, Priest of Rand

1. No one knows what/who is the power to the shrine.
2. There are no identifying marks on any items recovered to link them to the owner of the shrine.
3. The priest of Tyr disappeared about a month ago when he was working in the basement of the Silver Halls. There was no trace of his disappearance and no clues.
4. The priest of Selune disappeared about 5 weeks ago. Everyone in the temple thought she had gone to commune in the woods. They thought nothing of it because there was a note left. (If the PCs decide to ask for a note, roll a d10 and have a player do

the same. If the PC rolls higher, the note will still be around. On a successful forgery proficiency check, they will note the handwriting is the same as the note found in the shrine.)

5. The priestess of Tymora disappeared about 7 weeks ago. Everyone thought that she had been called by Lady Luck to wander and spread the ways of Tymora. At least that is what the note said. (If the PCs decide to ask for a note, roll a d10 and have a player do the same. If the player rolls higher, the note will still be around. On a successful forgery proficiency check, they will note the handwriting is the same as the note found in the shrine.)
6. Each priest is doing much better but has no memory of what has happened to them. They know nothing of notes written or what went on in the shrine. Even with *heal* spells having been cast, they do not have the recollection.
7. The clergy of the respective temples are unsure what has caused the memory loss.
8. The temples are very grateful for the rescue of their priests. They are willing to give a favor to the party for their assistance.

## Encounter 9: Hot Off The Presses

This is the conclusion... please read the following text to the players after their PCs are done doing everything they wish to take care of.

*The next day, you hear a kid selling papers on the street corner. You can't help but notice the front page and the headline. "Ghost of Judge Hangman Seen At The Site Of His Former Courthouse."*

**This ends *It's Your Lucky Day*.**

## Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no

circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9 and 10
Tier 6:	Character levels 11 to 13
Tier 7:	Character levels 14 and 15
Tier 8:	Character levels 16+

### Encounter 3:

Speaking with the adventurers (100 total)	25 xp each
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### Encounter 4:

Finding the door	25 xp
Not setting off any of the traps	50 xp

### Encounter 5:

Defeating the Alu-Fiend	125 xp
Defeating the Bodak	200 xp
Defeating the Bebilith	500 xp

### Encounter 6:

Talking to "Judge Hangman"	100 xp
Killing "Judge Hangman"	50 xp
Rescuing the captives without injury	100 xp

### Encounter 8:

E: Finding the notes (50 total)	25 xp each
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Total Experience for Objectives:	1,300 xp
Roleplaying Experience:	0-500 xp

**Total Possible Experience (tier 1): 1,800 xp**

This tournament is designed to start at Tier 4. That is where the Experience Points start.

Tier 4:	7,200
Tier 5-8:	9,000

## Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor or foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

The globe that Lord Banner gave the PCs loses its magic after the event.

#### **Encounter 2C:**

- *Potion of extra healing*
- *Potion of sweetwater* (2)

#### **Encounter 5:**

- *Short sword +3 defender*
- *Sapphire of spell storing*: This gem stores the spells *cure light wounds*, *hold person*, *curse*. The spells can be recharged at a temple for 100 gp per spell level, or by other PCs. The spell *enchant an item* must be cast to recharge it, which can be done at the Wizard's Guild for 600 gp. The sapphire is worth 5000 gp.

#### **Encounter 7:**

- *Potion of extra healing* (3)

#### **Encounter 8:**

This item will only be given out if the PCs specifically go see the Harper in Encounter 8 and give her the information.

- *Plane shift emerald*: This emerald contains a *plane shift* spell cast in it. This item works as the spell and is useable only by priests. The plane the spell is attuned the Prime Material, and those transported arrive within 10 miles of Ravens Bluff. The planar fork for the Prime Material is required for the gem's spell to function. The emerald is worth 2000 gp. The spell works uses a charge every time it is cast. The gem has five charges, and cannot be recharged.

#### **Fame Points:**

+1 in Temples if none of the captive priests were injured in the shrine or +1 in Upper Class.

## **Player Handout #1**

All of the surviving members of the team that went into the “Dungeon” are at the Temple of Lathander. Their names and specialties are listed below.

1. Sunny Tuft: Dead/was a mediocre fighter
2. Mead Velos: Dead/was a pretty good fighter who was a worshipper of Silvanus.
3. Ved Baer: mortally wounded/a ranger of Milikki.
4. Valerie Pier: mortally wounded/a mage, studying at the Ministry of Art
5. Heidi Wild: was knocked unconscious/a thief who is trying to use her skills in more productive ways.
6. Monte Appen: was knocked unconscious/a priest of Lathander.

## **Player Handout #2**

*Mistress, we have begun upsetting things in the place where the humans train. We are making the sacrifices to you as you have requested. It will not be long before all is complete. Fortunate that you will even have a glorious place of worship.*

## DM Aid #1

The following information is from “*The Code of the Harpers*” by TSR Inc.

### Sheenra “Shining Eyes” Duth

Human Female Thief 14

Str: 12; Dex 17; Con 12; Int 17; Wis 16; Cha 18

Armor Class: 2                    THAC0: 14

Move: 12                            Number of Attacks: 1

Hit Points: 41                    Damage: By weapon type

Alignment: CG

Special Abilities: +2 on all missile attacks due to dexterity

Thieving Abilities: PP 70, OL 70, FT 80, MS 75, HS 60, DN 80, CW 80, RL 80

Weapon Proficiencies: Long Sword, Dagger, Dart, Hand Crossbow, Staff (Ambidextrous)

Non-weapon Proficiencies: Blind-fighting, Dancing, Direction Sense, Musical Instrument, Reading Lips, Riding (Land-based), Singing, Ventriloquism

Languages: Common, Elvish and a few words of Orcish

Magical Items: *Ring of spell turning*, *dagger +1*, *potion of extra-healing*, *ring of feather falling*, *ring of free action* (in hollow left boot-heel that still has room for gems and the like); *Harper Pin* (hidden under her clothes)

Possessions: Longsword, four stiletto-type daggers, two everyday gowns, rebec (lute-like instrument), fourpipes (recorder-and pan-pipes-like instrument), two splendid gowns, spare boots and dark, nondescript clothes, leather armor

Treasure: 28pp (on money-sash customarily wound around right calf, under a filthy bandage); belt pouch holding 12 gp, 11 sp, 14 cp; leather anklet (left leg) that holds 1 sapphire (worth 1,100 gp), a garnet (330 gp), and 4 bloodstones (each worth 50 gp)

Age: 26                    Ht: 5’10”                    Wt: 126 lbs.

Hair: Ash-blonde                    Eyes: Brown

Sheenra is that rarest of things: an experienced, traveled adventuress whose delight in being alive seems to grow with each passing year. Her smile and laughter are infectious; her joy shines from her eyes, and she has the knack of making a room full of strangers feel happy with only a few sentences or a joke or song.

She is good looking (in a pert, bouncy sense), but it is her personality and manner that make her so arresting. This makes her far more noticeable than most thieves strive to be. She has become adept at taking in and remembering thousands of minute details as she walks, without seeming to. She can walk through a room full of laughing and talking Waterdhavian nobles without slowing down, but she has spotted hidden daggers in their costumes, whose underwear needs washing (and who isn’t wearing any), how heavy their

purses are – and who’s using money belts or necklace-pouches instead.

Sheenra was born in Athkatla, in Amn, and grew up surrounded by wealth and the bustle of commerce – and the cruel intrigues and trickery of unscrupulous competing merchants. Because of her father’s dealings, she ended up losing both of her parents. In retribution, she killed the people responsible for her parents’ death. Eventually, Sheenra started following a minstrel she saw perform at a roadside inn. He tried to lose her for days, to no avail. It was then that the minstrel dropped her off at Twilight Hall, a refuge for the Harpers. It was under her tutelage there that her talent for music and song blossomed. In addition, she began volunteering for any missions she could. Finally, after much perseverance, she finally gained her place among the Harpers.

Sheenra’s joy at the various sensations and experiences of life are so convincing because it is honest: now that she’s free to do what she wants, she really does take delight in life.

She loves what she’s doing, whether it’s crawling through the mud of a pigsty to get to a good spot to eavesdrop on an interesting conversation, or dancing on wine-soaked tables while fat, drunken Calishite women snarl at her and hurl goblets and the remnants of their meals her way. Sheenra is a true adventurer, always eager to get on with it – no matter how dangerous or unpleasant it promises to be. As she put it once: she’s lost everything she cared for, so what does it matter what happens to her now? The best way to get along from day to day is to enjoy the ride, so – wheee!

Sheenra as sent to Ravens Bluff by the Harpers just after the “Great War.” The Harpers have other agents and many friends in this city. Besides, it is very magic rich and ripe for the picking by outside influences.

# BEILITH

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	9, Wb 18
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4/2d4/2d6
SPECIAL ATTACKS:	Armor destruction, poison
SPECIAL DEFENSES:	Webs, protection magic, +2 weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	H (15 feet long)
MORALE:	Champion (15-16)
XP VALUE:	13,000

Also known as "creepers of the Abyss" and "barbed horrors," bebiliths are huge arachnids that roam the Abyss, preying on the tanar'ri.

The alchemist Brahmadata of Ind labored long and hard to create a magical net that could hold any being. Through the use of forbidden magics he travelled to the tortured plains of the Abyss to gather the spinnerets of a bebilith. Brahmadata wrote of his experiences to Vimalanda Rey, who records the letter in *Magic and Mystery of Ind*:

"For two months, or so it seemed (since time itself knows naught of Law in the Abyss), I tracked the bebilith. I wished to find its secret. Great beings passed it by, some even seeming to do it homage. Only once did it come upon another of its kind. As they passed by one another, my mind filled with an eerie song:

*"Long we live and long we weave*

*Till we have filled this space.*

*Then, as before, we will leave*

*To hunt another place.*

*Our task ends when the weak are gone.*

*Then fill new spaces with our spawn!"*

"Soon afterward, I was able to drug the bebilith and cut off three spinnerets. I brought these back to our world, where I am close to making the perfect net."

Vimalanda goes on to record that three months after hearing the tale of Brahmadata, he decided to pay a visit on his old friend. The city in which Brahmadata had lived was laid waste. Webbing covering its burned and crushed ruins. As Vimalanda began cutting through the web, he thought he could sense the spirits of the city dwellers flying free from the sticky strands. He cleared the land, but nothing grows there to this day.

Cruel, unwavering harbingers of death and torture,

bebiliths are hideous, misshapen spiders with hard, chitinous shells. Their two forelegs each end in a brutal barb, and their mouths are filled with fangs that drip poisonous liquid.

Bebiliths can apparently speak to each other through mind contact. They cannot communicate otherwise.

**COMBAT:** These spiderlike creatures are never surprised and are immune to attacks from nonmagical weapons and magical weapons of less than +3 enchantment. They are always surrounded by a *protection from good* spell they can reverse at will.

Bebiliths viciously attack anything they see, without mercy. Their sharp forelegs cause 1d6 points of damage each, and a foreleg hit may also ruin the target's armor or shield. For each hit, roll 1d6: 1-2, the shield (if any) may be ruined; 3-6, the armor (if any) may be ruined. Nonmagical armor and shields are ruined 40% of the time. Magical armor and shields modify this by -10% per plus of the magical enchantment. Ruined armor or shields no longer improve the target's Armor Class and cannot be repaired for less than their gold piece values. Magical enchantments are lost, regardless of repair. If the target wears neither armor nor shields, foreleg attacks from a bebilith do normal damage.

A bebilith can also bite (1d12 points of damage and poison; successfully save vs. poison with a -2 penalty or die in 1d4 rounds). If a poisoned body is not *blessed* within one turn of death, the corpse bursts into flames and disintegrates.

Four times per day, a bebilith can shoot a powerful web substance from its spinner. This web covers 8,000 cubic feet (a 20-foot cube, or any other shape the bebilith desires). The web must begin adjacent to the creature and reach no more than 60 feet away. The web acts like a *web* spell, except that it is permanent. Also, fire is only 25% likely per round of contact to burn the web.

If sorely pressed, the bebilith can *plane shift* to the Astral Plane at will. It may magically pull one opponent into the Astral with it; the bebilith need only be in melee with the opponent, and the opponent must fail to save vs. wand. Of course, if the target can leave the Astral Plane under its own power, the bebilith cannot stop it.

**HABITAT/SOCIETY:** Bebiliths prey on, or by some accounts punish, the tanar'ri of the Abyss. They seem to select, by unknown means, certain groups of the major tanar'ri and exterminate them completely, in brief but horrible wars of annihilation. Of equal mystery is the precise way a tanar'ri, one of the cruelest and most chaotic creatures in existence, incurs the wrath of these assassins.

Although creatures roam the Abyss that could destroy a bebilith as a matter of course, nothing ever does. The bebiliths have developed an uncanny mystique, and among the denizens of the Abyss, destroying one is taboo. Some visitors to the Abyss report constructive use of this taboo, such as by entering a bebilith's vicinity to escape pursuing tanar'ri. Of course, the clever escapees then must escape the bebilith. Conjuror an illusory bebilith would seem a natural idea for the resourceful traveller, but recorded accounts show mixed results. Apparently the tanar'ri recognize bebiliths not only by

sight and sound, but by odor and perhaps spiritual aura. These qualities test the capacity of most illusionists.

Scholars proposed the "spiritual aura" idea because those who have been in the vicinity of the bebilith report a general malaise and sense of futility. However, given the creature's power, this feeling could be just as easily attributed to sheer terror.

**Ecology:** Information about the bebilith has surfaced at the cost of many lives, for few who see a "creeper of the Abyss" live to tell the tale.

Mages and alchemists pay extraordinary prices for bebilith spinnerets (2,000 gp and up). They believe, so far without evidence, that the spinneret figures in powerful spells and magical items of binding.



# BODAK

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
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NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	6
HIT DICE:	9+9
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Death gaze
SPECIAL DEFENSES:	+1 weapons to hit, spell immunity, immune to poison
MAGIC RESISTANCE:	Nil
SIZE:	M (6 feet tall)
MORALE:	Steady (11-12)
XP VALUE:	5,000

The grim bodaks are formed from hapless mortals who ventured into parts of the Abyss too deadly for them.

A Sigil legend called "The Bodak Who Walked Home" is probably apocryphal, but it expresses the eternal hope of triumph against vastly more powerful forces.

Once an evil king named Basilledus ruled his small city-state through dark magic. He captured a fair woman named Helen and sought to make her his queen. Helen's lawful husband, Diomed the swordsman, went to the palace of the dark lord and demanded his wife. Basilledus, who could have killed the swordsman with a mere word or gesture, asked what he would do to win back his bride. "Anything," answered Diomed.

So Basilledus suggested that Diomed visit the Abyss and bring back a handful of soil.

Diomed agreed, and Basilledus transported him there, feeling glee at the swordsman's awful fate of Diomed.

Years passed, and Helen sickened and died, escaping at last the loveless union forced on her. One day a cowed man, evidently a rich merchant, came to Basilledus' castle. He claimed to have a present for the hated lord. The cowed one was shown into Basilledus' audience chamber.

"I have brought you this," said the visitor. He poured soil from a black silk bag onto the floor. The soil became blood, and the blood became snakes. Basilledus knew this was soil from the Abyss, but before he could act, the visitor removed his cowl. The sight of the bodak killed all within, and Diomed, the bodak, walked outside the castle to tell the people their dread lord was dead. The sun scorched his impure flesh, but just before the rotting mass fell, Diomed is said to have smiled.

Bodaks are humanoids with gray, pearly skin and hairless, muscular bodies of no apparent gender. Their eyes are empty and milky-white, deeply set into their long, distorted features.

Bodaks are only vaguely humanoid in appearance, but sometimes retain some small feature of the mortal they once were. This may manifest itself in a nervous twitch, a peculiar combat style, or anything else that the bodak may have possessed during its normal lifetime.

Bodaks have no language of their own. They speak the language common to the tanar'ri and their dark servants, and generally they remember a few words of the common speech.



**COMBAT:** Any person or creature that meets a bodak's death gaze must save vs. petrification or die. The gaze is effective to 30 feet. A victim who dies in the Abyss transforms into a bodak in one day.

Only cold iron weapons or +1 or better magical weapons can hit a bodak. They are immune to *charm*, *hold*, *sleep*, and *slow* spells and to poison. Bodaks possess infravision to 180 feet.

Unaccustomed to its brightness, bodaks hate the sun. Direct sunlight inflicts 1 point of damage per round. Different attacks harm them as follows:

ATTACK	DAMAGE
Acid	Full
Cold	Half
Electricity (lightning)	None
Fire (magical)	Half
Fire (nonmagical)	None
Gas (poisonous, etc.)	Half
Iron weapon	Full
Magic missile	Full
Poison	None
Silver weapon	None

Bodaks have a faint attachment to their former lives as mortals. Rarely, this preoccupation causes the bodak to pause in combat while it considers its actions. There is a base 5% chance, rolled once per encounter, that the creature sees something in an enemy that reminds it of its mortal life. The bodak pauses and make no attacks for one melee round. After that, the bodak takes a -2 penalty to all attacks against that one character.

Bodaks can attack once per round with hand weapons such as swords and maces, but they rarely carry weapons or bother with them in combat.

**HABITAT/SOCIETY:** Bodaks wander the Abyss in abhorrent hatred of their own inhuman endurance. They hate and attack anything they see, even creatures of obviously greater power.

**ECOLOGY:** Many mortals have traveled to the Abyss to fight the foul creatures that inhabit it. However, some places in the Abyss are so loathsome and secretive that mortals are simply not allowed to enter. A mortal foolish enough to visit these and die is painfully transformed into a bodak.

**BENIGN BODAK:** For reasons unknown, occasionally a good-aligned mortal's mind survives the transition from man to bodak. This "benign bodak" has all the powers and abilities of a bodak, but the mind of the mortal it once was. Such creatures usually die quickly in the Abyss. Note that even though a benign bodak retains its memory and consciousness, it cannot cast spells, even if it could as a mortal.

