

Revenge of the Evermen

A One-Round AD&D Living City Adventure

by Erik Mona

BLURB

As the Shadow Leader's Crow's End gang wars continue, the Green Knives, uneasy allies to the City Watch, find themselves in need of help. The past of one of their masters was quite a mess, and messes have a way of catching up with you in the City of Ravens.

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

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the 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

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

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

Introduction

The Revenge of the Evermen plays an important part within the larger story of an underworld gone mad. In the advent of the appearance of a "Shadow Leader" who has attempted to unite all of the gangs and criminal organizations in the City of Ravens, some of the less evil groups have entered shaky alliances with the City Watch. One such organization is the Green Knives, a gang of thieves making their home in Crow's End. Though rogues all, the Knives are far less sinister than most of their compatriots in the crime business. In the current situation of all-out gang warfare, Watch

Captain Aven Elonis has singled out the Knives as needed allies in this time of darkness. Even the most honorable of thieves have dark histories, however. For one Master of the Knives, Durg Mamreeg, that history is about to come full circle.

Adventure Summary

The PCs, who have been inducted into Elonis' Gang Task Force, are ordered to the manorial estate of the Green Knives. There they meet Kelten Andros, a sergeant in the watch. Andros is a severe man. He wears gloves of darkest leather, and really despises crime and the criminal element. Somewhat reluctantly, he explains to the PCs that the Knives are helping the watch crack the gang war, and that it is in the best interest of both the party and the watch to see to it that the gang is protected. During the recent lawlessness, the gang has promised to cease criminal activities, and must now be seen as allies.

Introductions out of the way, Sergeant Andros shows the PCs the room of Durg Mamreeg, a one-handed mage Master of the Green Knives. The man lies asleep in his bed, although it is the middle of the afternoon. His room also holds three other sleepers, another master, a young red-haired woman named Farin Blackcat, and two City Watch Lieutenants, Delb and Foorin.

Though the PCs will not discover it until it is almost too late, one of the sleepers, Lt. Foorin, is in fact a powerful mage in the employ of the Shadow Leader, the enigmatic figure behind the Crow's End gang war. A long-time plant within the City Watch, Foorin has been instructed in the casting of a powerful spell, a *nightmare sending*, that will play a part in discrediting Sergeant Kelten Andros, who has become a thorn in the side of the Shadow Leader.

Through hours of painstaking research, the Shadow Leader's agents have discovered a dark, secret past of Kelten Andros, a past entwined with that of Durg Mamreeg, a Master of the Green Knives. Both were members of a gang of cutthroats and assassins known as the Evermen, a Ravenaar gang that was slaughtered nearly ten years ago.

Durg Mamreeg did the slaughtering. Kelten Andros, on assignment in Tantras, escaped the butchery. Through a brilliant, if perhaps overly-elaborate, plan, the shadow Leader and his agent, Lt. Foorin, wish to discredit Andros, and possibly kill Mamreeg.

Their weapon in this ploy is the *nightmare sending*, a powerful spell that creates a sort of “alternate reality” for its victim, in this case, Durg Mamreeg. While Mamreeg lives out the events of the reality, a sort of “replay” of his final days in the Evermen, anyone who touches him will be sucked within, and will witness Mamreeg’s treachery. While doing so, Foorin implicates Andros in the mess, hoping that an exposure of the man will remove him from the Shadow Leader’s trail. It’s a ploy that might work, but neither the Shadow Leader nor Foorin counted on the PCs.

While within the Nightmare Realm, the PCs will learn a great deal about Durg Mamreeg, and finally, about Sergeant Andros’ hidden past. What they do about their revelations will help to set the cast in the upcoming struggle in Crow’s End, as the Shadow Leader attempts to unite the gangs and guilds of the City of Ravens beneath a dark banner.

The Green Knives: A PC Option

This module includes an opportunity for thief PCs to join the Green Knives. The gang first appeared in “A Last Request,” by Cisco Lopez- Fresquet. Since that module, the organization has thrived, in part because it has drawn some of the best rogues in the city who do not wish to participate in the savage barbarism of the gang wars.

This module introduces the second opportunity to join the Green Knives, the first having come in the module “Shadows Rising.” Like the former module, “Revenge of the Evermen” includes an opportunity to advance within the gang for those characters who may already be members (not every Living City player will play modules in the order in which they are released, so this module includes advancement possibilities for PCs of higher rank than that currently available at the time this module was written).

The One-Handed Mage Behind the Story of Durg Mamreeg

Human male W13, NE (with neutral tendencies).

Durg Mamreeg is the brilliant one-handed mage-advisor and Master of the Green Knives. He was recruited by Farin Blackcat, a fellow master, into the Knives from a gang known as the Evermen. The Evermen made a name for themselves several years ago, when their assassins murdered the wife of a noble visiting from Cormyr. The incident caused a massive

crack-down on Crow’s End, but the Evermen eluded capture by the City Watch.

The Evermen were wholly evil -- most of them worshipped Bhaal, Lord of Murderers. Seven years ago, however, Farin Blackcat, then a least master of the Green Knives, convinced Mamreeg that the evils of the Evermen would soon lead him to an early grave.

Mamreeg agreed, and defected to the Green Knives, but not before summoning a lesser fiend within the Evermen’s compound. None survived.

Since then, Durg Mamreeg has turned away from such magic, and now focuses his time on aiding Bren Haverill, the leader of the Green Knives, who he has come to respect. He acts as chief advisor to the leaders of the gang, and also enchants items for members. Mamreeg mastered the enchantments upon the *green knife* symbols of the membership, and many are surprised when they see the handicapped man working complex spells with a single hand.

Mamreeg appears to be in his late fifties. He is quite tall and lean, and wears a red cape. When out of doors, he covers his balding head with a black leather skullcap. He wears a short beard, trimmed to a devilish point below his chin.

The Nightmare Realm

The bulk of this event takes place in a mystical “nightmare realm,” a half-imagined terror nested deep within the subconscious of Durg Mamreeg. His final treachery of the Evermen has haunted him for years, and now, the Shadow Leader’s spell has created an elaborate fantasy – a fantasy that will end poorly for all involved, if certain plans reach fruition. A number of special rules apply to the PCs while within Mamreeg’s feverish thoughts and memories. When appropriate, these rules are discussed in detail as they apply to given situations during the adventure. For ease of reference, however, all Nightmare Realm rules are summarized here.

Dream Personas: When a PC enters the Nightmare Realm, her consciousness transfers into a Dream Persona. All events that occur within the nightmare occur to the Dream Persona. However, PCs cannot sense a difference between their real “self” and their Dream Persona. When within the dream, all contact with the true self is lost, save for the basest functions, such as breathing. To the PC, however, everything within the realm seems real.

Damage and Dying: Damage through combat, spells or accidents happens just as in the real world, except that all damage is applied to the Dream Persona, who exhibits the exact characteristics of the PC. The PC feels pain, and can see damage. To her, everything appears as real as can be. However, in the real world, PCs' bodies do not sustain any damage. If the PC should happen to die while within the realm, her consciousness "snaps back" into the real self, who remains groggy and unable to act until the spell has run its course (Encounter Five), but is otherwise unhurt. There is one extremely important exception to this, however. . .

The Exception: Damage (including and especially death) REMAINS a threat to PCs trapped within the dream realm, but only if the source of that damage is another trapped PC or NPC or the actions of such a PC or NPC. This means that, while the PCs will be safe from harm from most of the "dream NPCs" in this module, they WILL NOT be safe from each other, or from the following NPCs: Durg Mamreeg, Farin Blackcat, Lt. Foorin.

Injuries sustained during events within the dream appear upon the bodies of the sleeper to which they apply. For instance, if a PC within the dream suffers the loss of a hand, that PC's actual self will sustain an identical injury, which will appear to have come from nowhere. Or, in the case of poor Lt. Delb, in Encounter One, if a PC should happen to die within the blast of a *fireball* cast by a fellow dreamer, that PC's actual body will erupt in flames.

Bleeding to Death: Because Sergeant Andros and his men will be watching over the PCs, any real damage sustained during the adventure will be attended to. This won't result in any "healing" for the PCs' Dream Personas, but it does mean that no PC can "bleed to death" during the Nightmare Realm segments of this adventure. Any PC who falls below -10 hit points due to the events of a single round, however, will die.

Waking Up: Once a PC has ventured into the Nightmare Realm, it is impossible for those outside to wake her up. No amount of jostling, shoving, or even physical damage will do the trick. Only three events will end the dream.

Killing Mamreeg: The Shadow Leader, through his agent Lt. Foorin, hopes for this eventuality. Should it occur, the programmed nightmare ends immediately, and all dreamers awaken (except, of course, Durg Mamreeg).

The Whole Party Dies: If the entire party dies, no one is left to kill Mamreeg. He will be "killed" by the loose yugoloth in Encounter Six, which won't kill him in the real world, but will ensure that everyone wakes up together. Lt. Foorin cast the spell that caused the Nightmare, and due to a balancing requirement of the spell's design, he cannot harm the one-handed mage. If he senses that everyone has "died," he will end the dream, coming to at the same time as the PCs. This eventuality is discussed below.

Running out the Program: If the PCs somehow manage to defeat the Yugoloth in Encounter Five, they have achieved everything the Nightmare spell was meant to show them, and everyone will wake up.

Encounter One It Begins

The hot summer sun has a way of getting to the city. In uptown, the lilacs, roses and carnations must be ablaze with vibrant colors. In the center of the Foreign District, the sun's rays probably reflect beautiful patterns on the waters of the Delegate's Fountain. Here in Crow's End, however, the sun means heat, and heat means the reek of sweat from the poor and unwashed. As you make your way to the proscribed manor house, you're careful to watch every corner, to look deep into the eyes of every passer-by. A semi-secret gang war has erupted in the streets of the city's poorest section, and you know better than to be caught unawares by some roving gang of delinquents.

Not too long ago, you became involved in the Special Gang Task Force of Watch Captain Aven Elonis. When it became clear that the gang problem could not be solved by the Watch alone, Elonis took the typical Ravens Bluff approach to solving a problem: Throw adventurers at it. So, whether by altruism or the need of gold, you find yourself among a group of adventurers making their way to the manor of the Green Knives.

At this point, allow the PCs to introduce themselves. Explain that they have volunteered/been enlisted by Captain Elonis to help the watch with various gang related problems on a case-by-case basis. For each case they take on, they will be paid 200 gp each. Should charitable PCs wish to forego payment, or have it donated to some charitable organization, that is fine. It is likely this is the first assignment for many PCs -- they don't need to know everything about their relationship with the watch -- only that exact directions

are given each time the heroes are needed, and that being part of the Task Force does NOT make them full watch members or give them the ability to break the law. Once the PCs have met and had a brief chance to chat, continue.

If the PCs are Green Knives) they should have a copy of **Appendix One: The Green Knives** at the end of this module. If they don't please let them see a copy. You should also look over the appendix so you will be familiar with the Green Knives.

The manor house of the Green Knives gang might once have been regal, but now it looks nearly abandoned. A man dressed in the livery of the City Watch stands outside the structure, and waves to you as you approach. "You're Elonis' agents? Good. Please follow me. We don't want to keep Sergeant Andros waiting."

The man takes you up a narrow flight of stairs, to a small bedroom. The décor of the room is spartan, with only a bed, a small rug, a single desk and chair and a simple bookshelf. A balding man with a devilish beard lies asleep on the bed. His mouth is contorted in a frown, and his eyelids shift from time to time, suggesting that he may be dreaming. Next to the bed, upon the circular rug, lie three figures. Two are dressed in City Watch uniforms. The fourth is a human female in her mid-twenties. Her bright red, boyish hair frames an attractive, and at present rather serene, face. All three figures appear to be asleep, though their bodies are slumped on the floor in seemingly uncomfortable positions.

As you enter the room, a severe looking middle aged man turns his attention from the slumberers and addresses you. As he speaks, you notice that he is dressed in the uniform of a city watch member, with personal touches such as a bandoleer of daggers and gloves of black leather reaching halfway to his elbows.

"I see you've finally come," he says. "I'm Kelten Andros, Sergeant here in Crow's End. I'm afraid you've stumbled into something of a mess."

Andros explains that Captain Elonis himself could not attend due to pressing needs elsewhere. The Sergeant has 13 general fame points; those with backgrounds in Crow's End know him to be a legitimate member of the Watch who has a reputation of being an able detective and a tough enforcer of the city's laws.

Once introductions have been made, Andros explains that the Green Knives have been helping the watch sort out the current situation in Crow's End. He can't reveal everything that's happened in the last few months, but he will tell the PCs that a sort of 'Shadow Leader' has emerged from nowhere and is currently uniting the gangs and thieves guilds into some sort of large criminal empire. Those gangs who do not join this growing group are dealt with by poisonings, assassinations, or worse. The Green Knives, he explains, have offered to cease all criminal activities and help the City Watch until such time as the threat of this shadow organization has been dealt with.

Due to this arrangement, the watch has been doing its best to protect the Knives, so that the leaders of both organizations might come up with some plan to deal with the Shadow Leader. Unfortunately, it seems like someone is trying to put an end to this, as evidenced by the sleepers here. Once the PCs have seen the sleepers, the sergeant speaks:

Andros identifies the man in the bed as Durg Mamreeg, a Master of the Green Knives, and the organization's resident wizard. "Mamreeg has a criminal record that would put most to shame. Until about ten years ago, he was a member of the inner circle of one of the city's most evil guilds of thieves and assassins -- an organization known as the Evermen. Mamreeg defected from the Evermen to join the Green Knives, at the urging of Farin Blackcat," he points to the sleeping red-haired young woman.

"Shortly thereafter, the Evermen were slain to a man by some sort of summoned creature from the Lower Planes. No one ever knew just who had summoned the fiend, but suspicion had always centered on Mamreeg. Since it was a case of criminals killing criminals, however, no one in the watch pursued the case with vigor, and it was left as unsolved.

"This morning, Mamreeg apparently failed to make a meeting with Blackcat. She went to check on him. When some other members of the guild went to check on her, they found her asleep on the floor. Fearing magic and perhaps the work of the Shadow Leader, the Green Knives contacted the watch. Both watch members who investigated the situation fell asleep. A member of the gang claims to have seen the inspectors fall to the ground after touching Durg Mamreeg.

“We’ve tried to wake the sleepers, mostly by prodding them with the butt of swords and the like. Unfortunately, all four of them have remained sleeping, even after some hard pushes. I had a brief discussion with Captain Elonis earlier this morning, and we agreed that adventurers from the Task Force might be able to help.”

Poking Around

The PCs can discover a good deal of information by poking around Mamreeg’s room.

General Conditions of the Sleepers: Though Mamreeg frowns from time to time, all four sleepers seem to be sleeping normally, as if they would on any evening. All four show signs of Rapid Eye Movements. Scientists of the Realms have not yet associated this phenomenon with dreaming, but be sure to explain it to the PCs. Anyone looking at more than one sleeper may make an Observation check. Success indicates that they notice that the REMs of each sleeper are identical, and perfectly synchronized.

Durg Mamreeg: Mamreeg appears to be in his mid- to late fifties. He is balding, and wears a well-trimmed beard in a style that makes him look quite devilish. He is dressed in simple sleep clothes. Anyone pulling down the covers (which reach his neck) will discover that the mage is missing his left hand, apparently from a very old wound.

Farin Blackcat: The youngest Master of the Green Knives lies slumped against the bed, her right arm draped over Mamreeg’s right shoulder. She wears her bright red hair cut short, and a short dagger with a green blade is sheathed and tethered to her belt. She wears tight-fitting black leather armor, and appears to be about 24 years old.

City Watchmen (Lts. Foorin and Delb): Both are dressed in city watch tabards, wear chain mail armor, and have sheathed short swords on their belts. Foorin is tall and gangly, with an uneven black beard. Delb is short and fat, and wears his long dusty blond hair in a short ponytail.

Note: As explained in the Module Summary, above, Lt. Foorin is in fact an agent of the Shadow Leader, the malign force that currently hopes to see all of the gangs of Ravens Bluff bow down to his authority. Thanks to special spells cast upon him, Foorin does not radiate evil. The magic of the spells are masked by the more

powerful magic of the Nightmare casting. In short, nothing the PCs do here can detect Foorin’s true disposition.

Mamreeg’s Personal Effects: The only things of note in the room are Mamreeg’s books. Most are esoteric histories, but a careful search will turn up a spell book with dozens of spells going up as high as 7th level! Any mage who makes a Spellcraft roll, or who casts read magic, will determine that most spells are of the abjuration and conjuration/summoning spheres.

Note: Touching any sleeper but Mamreeg has no effect on the PC. The sleepers may be nudged or even damaged -- for some reason, they cannot be awoken. If detect magic is employed, it will be obvious that all four are under some sort of spell, possibly from the enchantment/charm school.

Before anyone can reach to touch Mamreeg, however, something spectacular occurs:

In the middle of your investigation of the room, the body of one of the guardsmen, a short fat man wearing a blond ponytail, lurches violently and explodes in a bright flash of fire. The smell of burnt flesh assaults your senses. Just as suddenly as it came, the fire is gone, and all that remains of the former sleeper is a charred skeleton. Andros, visibly sickened, looks at the corpse with dark eyes. “Lt. Delb was a good man. Something horrible is happening. I need you to put a stop to it.”

Encounter Two Into the Nightmare Realm

At some point, the PCs are going to have to touch Mamreeg, and enter the common dream. If they don’t put this together themselves, Sergeant Andros will point it out to them. Still, some PCs will want to go get help from somewhere else. Before they can leave, a city Watch member in Robes enters the stronghold of the Green Knives.

The robed man wears round glasses on a long, crooked nose. He approaches Sergeant Andros, and speaks loud enough for you to hear him.

“As you asked, I went to the Wizards Guild, and explained the situation. They weren’t willing to speak definitively on the matter, but it seems as though Mamreeg has been put under the influence of some

sort of spell. The guildsman called it a “Nightmare Sending,” or somesuch, and suggested that Mamreeg might be living out some sort of imagined dream.”

“He also told me that dispelling the spell was likely to kill everyone caught in it.”

The watchman furrows his brow and pauses for a moment before continuing. “He, uh. . he suggested that anyone who touches him will be sucked into the dream. He also said that was the only way someone on the “outside” could help him.”

This should be enough to convince the PCs to touch Mamreeg and get moving on his rescue. Andros doesn't have any answers as to what exactly they should do, or what exactly they will find, but he does wish them luck.

If, after all of this, the PCs still do not wish to help, they may spend the rest of the slot drinking and swapping stories in some inn. The adventure will not continue. Perhaps, in a week or two, stories about the death of a certain master of the Green Knives will reach the PCs' slothful ears.

Dispelling the Sending?

Sergeant Andros will strongly lobby against this, as he has no idea what the effect would be upon the sleepers. If this is not enough for the PCs, allow them to attempt to dispel a 15th level spell. Before they do it, Andros will threaten to arrest them. If they still do it, and are successful, the module is over, and Mamreeg and Farin will have been saved (the Wizards Guild, not fully understanding the qualities of the nightmare sending, assumed conservatively that dispelling the spell might be dangerous).

Andros will be livid, however, and will arrest the PCs, who will be out of play for two full real-time months, and will receive an infamy point in the City Watch category, for flagrantly disobeying a sergeant of the Watch.

If a PC watch member outranks Andros (a Sergeant) who is acting on orders of Elonis (a Captain), they can willfully disobey him, without fear of consequences. They will, however, have made an enemy of Kelten Andros, and players should note this on their character sheets.

Touching Mamreeg

The success of the module dictates that ALL of the PCs touch Durg Mamreeg, and enter the Nightmare Realm together. Andros will suggest that the PCs do so. If they do not, the judge will need to modify things, slightly.

As stated above, touching Mamreeg pulls a PC into the Nightmare Realm. There is no saving throw for this. Touching the mage is considered a willful action, and hence *scarabs of protection* do not apply.

Before proceeding, be sure that you're familiar with the rules regarding the Nightmare Realm, as explained in the Introduction to this module. When everyone has touched the sleeping mage, continue.

As you touch the sleeping form of Durg Mamreeg, the tips of your fingers begin to tingle. Slowly, the tingling sensation moves up your hands to your elbows, from your elbows to your shoulders, your neck, and finally your face. Your entire body feels like it's under warm water, and the image of Mamreeg's room slowly fades into darkness.

Then, you feel an odd sort of pleasantness that lasts for several minutes, until you come to in a strange environment. Your body feels numb for the briefest of moments, and then the numbness is gone, and you feel completely normal.

Looking around, you note that you stand within the dark foyer of a huge mansion. Moonlight shines from large windows on the ceiling, revealing marble floors and dozens of human-sized jade statues. Your companions stand beside you, each of them dressed in dark black leather armor, or in similarly dark robes. All of your faces are likewise dark, smeared in some black oil-based paint or makeup. All in all, you look like a bunch of thieves. You stand in a semicircle, facing a set of double doors.

Allow any PC with the Local History proficiency to make a check. Successful PCs match the collection of life-sized jade statues to stories of a noble called Baesel Astatathe, a Ravenaar art dealer who was brutally killed in an unsolved murder about seven years ago.

Looking down at the back of your left hand, you notice a blood red tattoo. The body art depicts a face-forward human skull surrounded by a clockwise orbit of many streaming teardrops.

PCs with the Religion proficiency may make a check to determine that this is the symbol of Bhaal, Lord of Murder and Patron of Assassins.

Just then, the double doors open, and out steps Durg Mamreeg. He is dressed in dark black robes, which almost mask wide splatters of very fresh blood all over his chest. The mage holds bloody daggers in both hands and, behind him, you can barely make out a prostrate human form, likewise covered in blood, lying upon the ground near a low table.

Mamreeg speaks: "The deed is done. He put up a struggle, but. . . Well, let's get out of here before the watch arrives."

Seconds later, you hear shouting sounds from outside the front gate of the manor house's yard. "I'll bet they're inside, Captain," one of the voices says.

IMPORTANT NOTE: Inform the PCs that they do not seem to have any of their magical items, including weapons, jewelry, armor, clothes, etc. During the entire course of this module, they will have access only to the clothes they wear – black robes in the case of spellcasters, black leather armor in the case of everyone else – and nonmagical versions of whatever weapons with which they are proficient and usually carry. Priests *do* have their holy symbols (though these will appear as holy symbols of Bhaal to all except the party, Mamreeg, Blackcat and Lt. Foorin), and mages have their normal complement of spell components.

What this means is that, for the bulk of this module, all magical item "certs" will be useless. The only certificates that can be used are boons, favors and blessings, which come from the gods.

In two rounds, a squad of City Watch will bang on the front door of the house. One rounds thereafter, they break into the house. The PCs have a number of options, which are covered in detail below:

Helping the Victim

The man is quite clearly dead, the victim of horrific stab wounds at the hands of Durg Mamreeg. No clerical magic beyond raise dead or resurrection will help him, and since he is "programmed" to die, such spells automatically fail, as does any attempt to speak with dead.

Talking with Durg Mamreeg

Durg does not realize that he is dreaming. The Nightmare spell has given him his hand, and he even looks younger, perhaps thirty or forty years old. At this point, no amount of talk will convince Mamreeg that what's going on isn't real. The following points should come into play:

- Mamreeg and the PCs are members of The Evermen, a gang of thieves and assassins dedicated to Bhaal.
- The year is 1364 D.R. (Seven years ago.)
- Durg knows as much about the PCs as a friend or colleague might. He refers to them by their first names, and can relate a few (true) anecdotes about their pasts.
- Mamreeg knows the PCs as apprentices within the Evermen. This is their first "job," (i.e. the PCs are "rookies" at the assassination business, having never actually murdered anyone for profit). However, the PCs are trusted members of the gang, and would not have been invited along, otherwise.
- At mention of the Green Knives, Durg becomes agitated, claiming that he has never heard of them. Any further discussion of the Knives, particularly of Farin Blackcat, will alert him that something is wrong, and he will request that the group returns to the Everhold, the headquarters of the Evermen.
- Mamreeg believes any priests in the group to be priests of Bhaal. If he is shown the holy symbols of any good-aligned god other than Bhaal, he will begin to suspect that something is not right, and will request that the group returns to the Evermen's stronghold in Crow's End.
- The man he killed was named Baesel Asternathe. He's never met him, and doesn't know much about him, other than how to get in and out of his house. "We aren't supposed to get too close to our victims, you guys know that," he says.
- The Hierarchy, the hooded leader of the Evermen, ordered Asternathe's assassination.
- No one knows the true identity of The Hierarchy, but he is thought to rank among the most skillful assassins in all of Faerun.

- They are all expected back at the Everhold, the tower headquarters of the Evermen, within the hour.

If the PCs manage to deal with Mamreeg before the city watch arrives, he will take them to the Everhold. Proceed to Encounter 3.

Fighting Durg Mamreeg

Some heroes in Ravens Bluff enjoy taking the law into their own hands, and may wish to dispatch Mamreeg at their earliest convenience. If they do this, they fall right into the Shadow Leader's plan. Remember that only "real" characters can actually harm each other in the Nightmare Realm. Just as the PCs can harm or kill Mamreeg, so can Mamreeg harm or kill the PCs.

However, Durg Mamreeg is smart enough to realize that something isn't right. For the first two rounds, he will implore the PCs to stop fighting and flee to the Everhold, where they can sort things out. If that fails, and he is still alive, he will bring his most deadly spells to bear on the PCs.

Durg Mamreeg, hm Mage 13; Int Very; AL NE; AC -6 (bracers of protection AC4, Dex., ring +3, cape +3). MV 12; hp 44 (10 *stoneskins*); Thac0 16; #AT 1; dam 1d4+5 (x5); SA nil; SD nil; MR 35% (ring of magic resistance); SZ M (5'8"); ML 18.

Durg's spells: (1st) *magic missile* (x5). (2nd) *blur*, *misdirection* (precast). (3rd) *hold person* (x3), *flame arrow*, *slow*. (4th) *enervation*, *Evard's black tentacles*, *fumble*, *improved invisibility*, *polymorph other*. (5th) *Bigby's interposing hand*, *cone of cold*, *hold monster*, *magic jar*. (6th) *Bigby's forceful hand*, *stone to flesh* (rev.).

Capturing Durg Mamreeg/Waiting for the Watch

PCs may attempt to apprehend Mamreeg, taking him to a city watch outpost. This will trigger a fight – the only way Durg Mamreeg will visit jail is if he is unconscious or bound. Should the PCs manage this without fighting the watch, proceed to Encounter 2(a).

Fighting the Watch

If the PCs dally for more than ten "in game" minutes, a squad of city watch arrives on the scene, demanding answers. They attempt to arrest everyone. If he is able, Mamreeg will attempt to kill as many guards as

possible. This will trigger a fight. The guards attack to incapacitate, not to kill. If the PCs lose the fight, they are arrested along with Mamreeg. No amount of discussion will change this. Even if the PC in question is a captain of the City Watch in the real world, these watchmen have never heard of him. Once all PCs and Mamreeg are in custody, proceed to Encounter 2(a).

City Sergeants (5), Fighter 8; Int High; AL NG; AC 3; MV 12; hp 52; Thac0 11/12; #AT 3; dam 1d8+4/1d8+4/1d6+2 (longsword/longsword/shortsword); SA nil; SD nil; MR nil; SZ M (5'10"); ML 10.

Elite City Watchmen (5), Fighter 4; Int High; AL NG; AC 7; MV 12; hp 36; Thac0 17; #AT 1; dam 1d6+2 (short swords); SA nil; SD nil; MR nil; SZ M (5'10"); ML 10.

City Watchmen (10), Fighter 1; Int High; AL NG; AC 7; MV 12; hp 7; Thac0 20; #AT 1; dam 1d6 (short swords); SA nil; SD nil; MR nil; SZ M (5'10"); ML 10.

Proceeding

If the PCs and Mamreeg should happen to kill all of the guards, the wizard demands that everyone return to the Everhold, to sort out what is going on. Proceed to Encounter Three.

Encounter Two (a) Unfamiliar Law

Use this encounter *only* if the PCs surrendered to the watch, or were captured after an unsuccessful attempt to battle them.

The watchmen put you in shackles and lead you away from the site of Mamreeg's gruesome murder. As they parade you through the nighttime streets of Ravens Bluff, you note a strange difference between this city and the city you know and love. Buildings appear in the wrong locations, with some not there at all. It's almost as if the city in which you now stand is some sort of copy of your own, drawn simply from the faulty memory of one of its residents.

Shortly, the guards escort you to a City Watch outpost, and to the basement jail cell. Mamreeg is tossed into the cell behind you, and the guard locks shut the door with a satisfied snort. "Don't even

bother trying to cast spells,” he says. “These cells are protected against that sort of thing.”

As stated above, no amount of cajoling, bribing or reasoning will give any PC “special” status within this Nightmare Realm jail. Despite how much “pull” a given PC might have with the watch of the real world, these constables don’t even recognize the group, and see them as evil assassins and worshippers of a banned deity.

The entire basement really is protected against magic. No spells or magical abilities (such as a paladin’s detect evil intent ability) will work for this entire encounter.

While within the jail, Mamreeg remains quiet. He knows something is wrong, and will not speak to the PCs, or anyone else, for that matter, until he finds out exactly what is going on. Even if the PCs tell him exactly what is going on, he remains quiet, as if lost in thought.

Getting Out

The PCs will have two opportunities to escape. The first is violent, the second is crafty.

Escape Option One: Key and Dagger

About an hour after being locked in the cell, one of three guards within the basement jail of the outpost steps within reach of the bars. One of his associates addresses him, and he turns his back to you, exposing both a sheathed dagger and a ring of keys, both within range of a dexterous grab.

PCs can grab the dagger, keys, or even the watchman on a successful Dexterity check (or Pick Pockets, in the case of thieves, providing that skill offers a better chance). Holding the watchman against the cell requires an opposed Strength check. The watchman’s Strength is 12.

Only a thief using Pick Pockets stands a chance at taking the dagger or keys without being noticed. Anyone else triggers a fight. The keys open the cell. If they are not grabbed, the guard steps away from the cell, warning the PCs against any further “funny business.”

City Watchmen (3), Fighter 1; Int High; AL NG; AC 7; MV 12; hp 7; Thac0 20; #AT 1; dam 1d6 (short swords); SA nil; SD nil; MR nil; SZ M (5’10”); ML 10.

All of the Dream Persona PCs’ equipment is stored in a locker within the basement, the key for which can be found on the ring. There are no other prisoners. Should the PCs attempt to ascend the stairs to the ground level, they find the entire outpost eerily empty. Mamreeg demands that they go to the Everhold, to help him sort out what is happening, and how to stop it. Proceed to Encounter 3.

Escape Option Two: Enter Lt. Foorin

About three hours after being locked in this cell, the door to the ground level opens, and you hear a set of footsteps descending the narrow stairway. A gruff voice speaks, though a wall obstructs the speaker. “The captain sent me to relieve you three. Apparently, everyone’s needed at the Harbor District station. I’m supposed to look over this bunch.”

You see the three guards salute the stranger. One of them removes a ring of keys from his belt, and places it upon a nearby table. The three depart.

Seconds later, a familiar form comes into view. The thin, dark-haired man is dressed in the uniform of a City Watchman, and his uneven black beard reminds you of a face you’ve recently seen, even before he addresses you.

“I’m Lt. Foorin,” he says, his voice broken in nervousness. “I heard that Durg Mamreeg had been captured with some other strangers, so I had to come over and see if it was true. I don’t know what’s going on, but I’ve been walking around in this weird place for half the day, wondering what the hell was going on. All I know is that I touched him,” he points to Mamreeg, “and everything went crazy! Do you people know what’s happened to me?”

Foorin, of course, knows exactly what is going on, but his act is a convincing one. Remember that no magic works within the jail, so no one will be able to determine anything about the man through divinations or any other magical means. Regardless, Foorin controls reality, here, and if he doesn’t want to be found out, he simply won’t allow it to happen. Functionally, he is god within this Nightmare Realm.

To the PCs, however, he’s just poor Lt. Foorin. He reveals the following information to the PCs, upon “learning” that they are also trapped within this bizarre reality:

- He and Lt. Delb touched the sleeping Mamreeg at the same time. He hasn't seen Delb yet, though, and will act surprised to learn that he is dead (in truth, he was the one who killed him; give the PCs a shot to realize something is wrong with his reaction: a observation test at -2. If they make it tell them that he seems to be hiding something. If the PCs press him have him act upset.)
- Wherever they are, it's not Ravens Bluff. It seems like a half-remembered version of Ravens Bluff from about ten years ago.
- He trusts Mamreeg and the PCs to figure out what's going on better than he can – he can get them out, if they promise to try to find a way to get him back to the real world.
- He knows the location of the Everhold because he grew up in Crow's End. He tells the PCs that he'll make his way there shortly, and will watch from outside. "I'm a watchman, not a hero, he says." He asks that they provide him some sort of "sign" if he is needed, and he'll do his best to help them.
- First, though, he asks a PC to punch him in the face. *"This may not be the real world," he says, "but I still have my honor and reputation. When those three guards realize there's no meeting in the Harbor District, they'll come back. When they do, I want to make it look like you guys overpowered me and took the keys. If the entire watch is going to go on a manhunt for you, at least then I'll be able to help from within."*
- Foorin **WILL NOT** bargain on that last point. He will not leave the basement of the watch outpost for any reason. If he has to beg the PCs, he will. Play him as an essentially weak man with an overdeveloped sense of honor and reputation.
- Lastly, he will explain that the PCs should be able to go up the stairs and walk out the door. For some weird reason, the entire outpost is empty.

Once the PCs leave, proceed to Encounter 3.

Encounter Three The Everhold

You quietly make your way through the strange, disquietingly unfamiliar streets of Ravens Bluff,

following Durg Mamreeg's lead to the Everhold. At long last, you pass into Crow's End, and approach a six story stone tower. The structure's door stands slightly ajar.

When the PCs enter, proceed:

The interior of the Everhold stretches up several stories, the perfectly circular tower giving the impression of a vast vertical shaft. The tower holds no upper floors, nor any crashed wreckage to suggest that they might have caved-in. Above, the tower continues into darkness, with moonlight filtering in from unevenly spaced windows.

Mamreeg looks askance as the interior. "This. . ." he says, "this isn't right. There. . . there are supposed to be stairs over there, and upper floors, and. . ." Mamreeg trails off, staring at a chairless desk in the middle of the floor, which stands bathed in a ray of moonlight.

When the PCs investigate the desk, continue:

The desk appears to be well made, of some sort of light brown wood. A single drawer, replete with a highly ornate metal lock, rests closed tight below the desk's polished surface, which has been marred. It looks as though someone has taken a dagger to its top, gouging out a rough skull, ringed by dried drops of real blood.

Below the skull, a word has been finger-painted in blood. That word is a name: "Farin."

The PCs should search the locked drawer. The lock is more complicated and elaborate than it appears upon casual inspection, and may be picked by a thief at a -20% chance. A failure to successfully pick the lock, or an attempt to open the drawer by force, triggers a *fire trap*, which strikes all standing within 20' of the desk. The spell causes the following damage, determined by tier:

Tier One: 2d6 points, save for half.

Tier Two: 3d6 points, save for half.

Tier Three: 5d6 points, save for half.

Tier Four: 7d6 points, save for half.

Note that, because the trap is sprung by the PCs, the damage suffered is real (and can kill PCs).

Within the desk is a note, written in masculine script (Handout One). It reads:

“If the Black Cat is to live, return to the site of your treachery. You have chosen to entwine your fate with hers. Let us see if the decision was a wise one.”

The note is unsigned.

At this point, the PCs will likely have a number of questions for Mamreeg, who is finally willing to talk. At last, he knows this is some sort of nightmare, and while memories of his life after leaving the Evermen are clouded, he does recall snippets of the real world.

Use the following snippets of information to fill out dialogue as Durg Mamreeg attempts to help the PCs make sense of their situation:

- ***I have no more heart for the vile work of the Evermen – assassinations, murders. . . all of it. The thrill of theft, of flaunting the law, that used to excite me. . . now, I feel as though I’m drowning in a sea of blood. If the work doesn’t catch up to me, the guilt certainly will.***
- ***A month ago. . . That’s funny. . . it seems somehow much longer than that. . . A month ago, I met a young woman of surpassing wit and charm: Farin Blackcat.***
- ***Farin was a Least Master of the Green Knives, a group of noble thieves who had once been a powerful force in the city’s underworld. Of late, it had declined in power.***
- ***She convinced me to leave the dirty business of the Evermen behind. . . her. . . offer was tempting. She presented me with the opportunity to be a Full Master of the Knives. The move would give me. . . legitimacy -- among certain circles, you understand -- as well as providing me with a modicum of protection.***
- ***During the course of our discussions, I came to care for Farin a great deal. . . to look after her as a man might watch over the daughter of a beloved friend. Joining the Knives would allow me to ensure her safety.***

At this point, Mamreeg is completely convinced that something is terribly wrong, and that everything he and the PCs have been experiencing might not be completely real. Still, he does not wish to give away too much information about himself. The “site of treachery,” he reveals, would be a location within the

sewers, where he first agreed to join the Green Knives. He has no idea how anyone but Farin would know the location, but he is certain that is where they are meant to go.

When the PCs agree to follow Mamreeg, proceed:

Encounter Four Farin

Mamreeg leads you from the Everhold to a nearby entrance to the subterranean city sewers. Once within the foul-smelling tunnels, the mage reveals a small glowing stone from within the folds of his robes, providing illumination for the entire group. As he proceeds through the sewers, you note the speed and clumsiness of his step. It’s clear Farin Blackcat means something to him.

At long last, Mamreeg comes to a stop in a large circular room, at the confluence of several sewer tunnels. Thin bridges of stone connect the sewer walkways to a centrally located island of brick and stone. At the sight of it, Mamreeg emits an audible sigh.

“I had thought this must be the place. . . .” At that, two human forms fade into existence at the center of the isle. One, a red-haired tomboyish woman in her mid-twenties, seems to hang limp in the air, suspended by a faint blue nimbus of energy.

The second figure wears black and red robes, a pointed black hood obscures his face. He turns to you, and speaks:

Note: If the PCs attempt to make a move toward the island, they will find it encased in a hemispherical *wall of force*. If this is somehow broken down, the hooded figure disappears, leaving a screaming Farin Blackcat, who will be dead by the time the PCs reach her, crushed to death by the mysterious blue energy. At this point, proceed to the boxed text following the riddle, weaving in as much of the below speech as necessary to keep the game moving.

“You had thought correctly, traitor. This woman twisted your mind against us. For that alone, I am inclined to kill her.” The hooded man lets out a short burst of laughter. “You should have known better than to cross me, Mamreeg. To cross the Hierarchy himself! But do not let it be said that I am not forgiving.

“Do you see that energy surrounding her? It will crush her to death in five minutes. I’ll release her, if you can solve a riddle for me. It’s an amusing one, I assure you. Oh, I know what you’re thinking. ‘A riddle! How passé!’ And you’d be correct. However, doing this satisfies my sense of. . . well, let’s call it justice, shall we?”

“If you need to, your pathetic companions can even help. Here it is. Pay attention, I won’t be repeating myself. If you get part of it wrong. . . she dies. {PAUSE} G - U - R {PAUSE} P - E - B - F - F - R - Q {PAUSE} C - N - G - U {PAUSE} B - S {PAUSE} G - U - R {PAUSE} O - Y - N - P - X {PAUSE} P - N - G. I know how to break the code. Do you? For her sake, I hope so. You have six minutes.”

At that, the robed figure vanishes.

The solution to the code, “The Crossed Path of the Black Cat,” can be discovered by counting back 13 letters for each scrambled letter in the code. Since the hooded figure has not provided the traditional “A = N” clue to this type of puzzle, the PCs’ will have to discover the solution through trial and error.

Frankly, Lt. Foorin is keen to let Farin Blackcat die. He’s well aware that killing her through a riddle is a bit over the top, but by giving the PCs a means by which to free her, he also provides a way, albeit indirectly, for them to be responsible for her death. This is not a requirement of the nightmare spell, but it does suit his rather perverted sense of morality.

Mamreeg is so incensed at this turn of events that he will be practically useless in this encounter. After the PCs have toyed with the code for a minute, he will suggest that the code is probably made by shifting letters so that A may actually equal D, and B equal E, etc. It may help to draw out some sort of grid.

Three minutes into the encounter if they are still stumbling around have them hear: ***“I guess it will be bad luck for the Black Cat.”***

With a minute left to go if the players still have not solved the problem give any PC with an intelligence of 14 or higher an intelligence roll at –6. If they make it tell them they know it has something to do with the number thirteen.

If they cannot solve the code within six minutes (you may wish to use a watch to time them), the nimbus of

blue energy grows quite intense and constricts slowly, literally crushing Farin Blackcat to death before the PCs’ eyes.

The crushing begins spot on the turning of the fourth minute, and it will take Farin two whole rounds to die. The nimbus may be dispelled, but it has been cast, effectively, at 25th level (remember, Lt. Foorin controls reality within the nightmare realm).

If the PCs speak aloud the phrase “The Crossed Path of the Black Cat” prior to the passing of four minutes, however, the nimbus fades, and Farin falls to the ground, exhausted. The Hooded Hierarch appears again. The PCs will not be able to reach him, unless they have dealt with the wall. Even so, blows pass harmlessly through his body – he cannot be touched or harmed in any way. His first line, below, is either spoken in surprised tones (if Farin lives) or sarcastic ones (if she has died).

The hooded figure reappears at the center of the isle. Instead of addressing Mamreeg, as he did during his last appearance, he turns to you. “Oh, very, very good job. Well, you’ve saved the girl, so I suppose you think this is all over. It’s not over. Tell me? What do you think of your new friend? Of the City Watch’s new friend, Durg Mamreeg? I’m legitimately interested in hearing your thoughts.”

The hooded Hierarch wishes to hear the opinions of every member of the group. He does not comment, save to ask the opinion of any that have not spoken. When the PCs have finished, continue.

“Interesting, interesting. The city is in a bad place, I can see. ‘What shall we do,’ the leaders must wonder, ‘with whom shall we align? The Shadow Leader, with all his power, but with an unknown agenda, or with the Green Knives? After all, the Knives aren’t that bad of a gang. Their leaders steal things, certainly, but they aren’t murderers. . .’

“Each of you should ask yourselves one thing. What makes a murder a murder? Does the method of the killing matter? Is the smooth slash across the throat more professional than turning loose a pack of ravenous dogs upon a victim? Is it less evil? Is it easier to forgive? If an evil man kills another evil man, is it justice, or is it murder? Is it best left forgotten?”

The hooded man reaches up, slowly pulling the cloth away from his head, revealing dark black hair and

sharp, handsome features. The features of Watch Sergeant Kelten Andros. “If an entire group of evil men is killed, some would leave it forgotten. But if so much as one man survives, the memory will live on. The burn for vengeance will seethe for eternity.”

At that, the darkness of the sewers melts away, replaced by the flickering light of a single candle upon a desk, in the center of a familiar, cylindrical tower – the Everhold. You all stand within the structure, Mamreeg cradling Farin Blackcat’s body in his arms. Kelten Andros, dressed in the robes of the Hierarch of the Evermen is there, too.

“Did Mamreeg tell you how he ‘left’ the Evermen? I don’t suppose he did. I’ll give him credit for smarts. He knew we’d never allow him to leave, so he decided that it would be best to take care of any loose strings. In the dead of night, while the Evermen slept, he magically locked every window and door within the Everhold. No one could leave without his consent. Finally, when all of his preparations were done, he did leave. But not before summoning a creature so terrible it cannot be described. That. . . thing. . . killed the Evermen to a man. Without magical weapons, which Mamreeg had stolen, the Evermen were powerless against it. With no escape, all they could do was run, run from locked window to held door, until they could run no more.”

“But these things are difficult to imagine. I shall let you see them for yourselves. I shall let you. . . feel them. Mamreeg, for seven years you have lived with your dark deed. It is time for that to end. You should have ensured the complete destruction of the Evermen. Instead, you forgot one member, on assignment at the time in Tantras. You forgot me. Kelten Andros. I shall not forget you.”

Andros’ laughter echoes from the walls of the Everhold as his image fades from view. It is replaced by a cloud of yellow, billowing smoke. A dark outline slowly emerges from the smoke, the sound of heavy, belabored breathing assaulting your ears just as the smoke’s acrid vapor assaults your nose. Whatever the thing is, it’s large, and clearly means you no good. Seconds later, it steps from the smoke.

The creature stands nine feet in height, and its massive frame is almost as wide as it is tall. The beast’s skin is a dark, sickly tinge of green, and powerful wings buffet the smoke from which it emerged. Its bestial face displays several canine characteristics, and its powerful, clawed hands grasp a massive black axe.

This creature is a nycaloth, a yugoloth summoned to dispatch the PCs, Mamreeg and Farin Blackcat, if she still lives. It is not a “real” nycaloth, being a part of the imaginary Nightmare Realm. Its main purpose is to trick the PCs into doing something foolish, perhaps killing Mamreeg or themselves in the process.

However, Mamreeg has never been the target, Kelten Andros has. The nightmare sending is an elaborate method of “outing” his past affiliation with the Evermen, but S Leader prefers the elaborate over the mundane.

Yugoloth, Greater -- Nycaloth: Int Exceptional; AL NE; AC -6; MV 12, Fl 36 (C); HD 11+22; hp 77; THAC0 9; #AT 2 or weapon +3; Dmg 1d8+8 (claw)/1d8+8 (claw) or 1d8+7 (*vorpal axe*); SA *Vorpal axe*, bleeding; SD Spell immunities, +2 or better weapons to hit; SZ L (9’ tall); MR 70%; ML 15.

The wicked claws of a nycaloth cause seeping wounds that continue to bleed for 1d6 damage per wound per round until healed magically (cure light wounds, etc.).

This nycaloth is equipped with a +4 *vorpal axe*. On a successful hit of a 17, 18, 19 or 20, the axe decapitates its victim, resulting in immediate death (of the victim’s Dream Persona).

This nycaloth will not employ any spell like powers, including *gating*, during this combat. The similar creature that destroyed the Evermen did so with claws and axe, so Foorin has decreed that this one will use the same methods.

Remember, while the summoned creature is a real threat to the PCs’ Dream Personas, it cannot actually harm their real selves, who are still asleep within Mamreeg’s quarters. The only real damage the PCs, Mamreeg or Farin stand to face is that from collateral damage (i.e. “friendly fire”).

Because Lt. Foorin controls reality within the Nightmare Realm, the creature cannot be *banished*, *abjured* or sent to another plane. The only way to defeat it is through physical combat or spells. Since the PCs should not have access to magical weapons, their only real hope is to defeat it through spells.

But they are not meant to succeed. The tower stands 60’ high, and its diameter is 40’. As mentioned above, there are no stairs. There are windows and doors, but these are magically locked (the windows are shuttered

tightly). If they are broken down, or *knocked*, opening them reveals a field of sheer white, outside, as if “outside” doesn’t exist. At any rate, the PCs cannot get there.

Sooner or later, they are going to have to fight. When they do, they will likely die. Describe the battle in the most vivid terms appropriate, without going too far overboard with blood and gore. Be sure to explain to the PCs that they are being killed, with all of the pain and fear and uncertainty that comes with death.

Mamreeg and Farin in the Fight

Durg Mamreeg is, by this point, too wrapped up in himself and the fears of his past to do anyone any good. Farin Blackcat, if she is alive, is too injured to fight. The yugoloth will attack them last, however, as Foorin hopes the PCs will do something dumb, like casting a *fireball*. During the battle, Mamreeg does his best to shield Blackcat’s body.

Ending the Encounter

Three events will trigger the end of this encounter, and of the *nightmare sending* spell:

PCs kill Mamreeg: If this occurs, the conditions of the nightmare spell will have been met, and the realm will fade, replaced by the walls of Mamreeg’s quarters, in the Green Knives’ mansion. Mamreeg’s body displays wounds matching those suffered in the Nightmare Realm. Proceed to Encounter 5, with a little tinkering of the opening boxed text.

The PCs all “die”: If/when this occurs, the group “snaps out of it,” and returns to Mamreeg’s quarters. Proceed to Encounter 5.

The PCs kill the yugoloth: If the group can manage to pull this off, the programmed portion of the *nightmare sending* ends, and everyone returns to Mamreeg’s quarters. Proceed to Encounter 5.

Encounter Five Endgame

For long moments, everything is cloaked in shadow. You can’t see a thing, or feel a thing. There is only. . . darkness. Slowly, a faint illumination seeps through the darkness. Minutes later, that illumination takes form – Mamreeg’s quarters, within the mansion of the Green Knives. You feel groggy, as if you’ve been

asleep for a long time, but otherwise, things seem relatively normal. Your companions are with you, and seem as groggy as you do. Lt. Foorin, the thin watchman who you discovered asleep with his unfortunate companion, stands nearby. He rubs his eyes, as if he might have awoken only moments before you. Kelten Andros is there, too. He kneels down on the ground, reaching to you with his black-gloved hands. “Are you all right?” he asks.

If Mamreeg, Farin or any of the PCs were killed during the course of the adventure, their bodies are here, too, displaying evidence of their fatal injuries. If Farin and Mamreeg are alive, the former sits upright against the bed, her face in her hands. Mamreeg remains lying on his bed, his eyes wide open, staring at the ceiling. He has gone through much, this day, and will not be able to do much more than babble about his “betrayal” for the better part of a week.

Kelten Andros is, of course, genuinely interested in the welfare of the PCs. He had nothing to do with the nightmare sending, and will claim as much to the PCs. He also will claim to have had nothing to do with the Evermen, though this is a lie. The tattoo of Bhaal remains on his gloved left hand, a reminder of his past failures. Somehow, he has managed to hide this fact from his superiors in the Watch. When the tattoo is discovered, he relates the following story to the PCs:

Andros’ Admission

“Yes. . . it’s true. The symbol on my hand is that of Bhaal, Lord of Murder. It was also the symbol of the Evermen. I was a member, though by the time Mamreeg destroyed them I’d only been with them for a month. I. . . I know this will be hard for you to understand, but I was born in the poorest part of Crow’s End. My family never had a thing, and I had to fight for everything I owned.

“Joining a gang like the Evermen gave me a chance to make some money, and to funnel my rage. I was an angry, angry boy when I joined them. My first mission was one of reconnaissance, in Tantras. A famous assassin known as the Strike in Darkness had surfaced there, and the Hierarch wanted me to find out more. I never tracked him down, but when I returned to Ravens Bluff, I heard about what had happened to the gang. . . to my friends.

“I might have wanted revenge upon Durg Mamreeg. Instead, I took the killings as a sign. A sign to get the hells out of the criminal life. That day, I enrolled as a trainee with the watch. I’ve spent every minute since

studying the gangs of Crow's End, trying to understand them, to put an end to the fighting of this recent war.

"I don't wear this tattoo as a badge of pride or honor, but to remember how low anyone can fall, and how anyone can make mistakes.

"But I am living a lie. I was a member of the Evermen, even if I never killed a man for money. If you wish to have me arrested, I will go willingly. It will mean a year on Golden Ball, perhaps, but I have been running for too long, I suppose. A time for reckoning may be at hand."

At this, Lt. Foorin steps forward. He looks awkwardly from Sergeant Andros, to the floor, to you. It's clear he's waiting for some sort of order, from someone. Finally, he turns to you. "What do you think we should do?"

Lt. Foorin is waiting for the PCs to ask him to arrest Sergeant Andros. Any PC with the Observation non-weapon proficiency may make a check to notice that Lt. Foorin seems to be suppressing a certain level of excitement. If, on the other hand, the PCs decide that it would be best to keep Andros' past affiliations a secret, so that he might help against the gang war and the Shadow Leader, Lt. Foorin will be forced to reveal himself. Go to Encounter 5(b).

If the PCs order Foorin to place Andros under arrest, he will do so. The sergeant will be sad, mentioning that he will miss trying to put an end to the gang war, but he will be understanding of the PCs actions.

But What of Mamreeg?

What to do with Durg Mamreeg? Lt. Foorin asks that exact question. If the PCs think he should be arrested, the Shadow Leader's agent will be happy to comply. If anyone inquires aloud as to the mage's mental welfare, Foorin speaks up, saying: "He'll be all right, in a week or two, when the spell wears off completely."

Any PC with the Observation non-weapon proficiency may make a check to notice Foorin's eyes go wide, as if he has said something he should not have. Note that, in the current situation, Foorin has nothing to protect him from divination. His true nature should be relatively easy to discover.

Lt. Foorin will not be captured. In the event of a battle, use the situations, statistics and strategies outlines in Encounter 5(b).

PC Green Knives?

Any PC straight-classed thief of multi or dual-classed thief character who participated in a successful rescue of Durg Mamreeg AND Farin Blackcat will be invited to join the Green Knives via a discreet correspondence one week after the PCs leave. Give the PC(s) a copy of Appendix One: The Green Knives, so they know what they're getting into. If the PC accepts, he or she is named an Initiate in the gang, and receives the Green Knife certificate, attached to this module.

Any PC who is already a member of the Green Knives, and who participated in a rescue of both Durg Mamreeg AND Farin Blackcat AND who uncovered Lt. Foorin and the Shadow Leader's plot to destroy Mamreeg and Andros will receive a promotion within the ranks of the Green Knives.

Certificates for advancement enchantments, to be placed upon the PC's Green Knife, are attached to this module. If said player has already achieved the rank of Least Master, they do not receive a promotion, as such service is expected of them.

Andros Arrested, PCs Don't Catch On

In the event that Andros and/or Durg Mamreeg are arrested by Lt. Foorin without the PCs detecting something amiss, Lt. Foorin will take Andros and/or Mamreeg off to jail.

If Mamreeg is arrested, any PC member of the Green Knives who could have swayed the opinion of the party (at the judge's discretion) will be kicked out of the gang. The judge should take his Green Knife certificate, the symbol of gang membership, and tear it into tiny little pieces.

Encounter Five (B) Fighting Foorin

At your suggestion that the watch ignore Sergeant Kelten's past, Lt. Foorin steps forward, his face contorted in anger. "That was the wrong answer," he says, shaking his head. His eyes are wild, frantic. "Do you. . . do you have any idea how difficult it is to conjure the Nightmare Realm? Oh, it's alluring, sure. For a few minutes, maybe an hour or two, you're a god. What you say, what you imagine. . . it happens! But there is a price. Oh, is there a price. The Shadow Leader taught me the spell so we could use it to trick Durg Mamreeg into killing the

Sergeant, here. We hadn't counted on you showing up. . . but you did. Why could you have ordered me to arrest him? It all would have been so easy. Discredited, alone on Golden Ball, so, so lonely. Instead. . . well, this will be more difficult."

Lt. Foorin snorts, and a dark liquid runs out of his left nostril. At first, you think it's blood, until you notice that similar liquid flows from his ears, eyes and mouth. The liquid takes solid shape, and you see that it is black, shadowy substance of undetermined origin. It pools at Foorin's feet, and begins to take humanoid form.

At this point, a battle breaks out.

Tier One

Lt. Foorin, Fighter/Mage 5/14; Int High; AL NE; AC 1 (*ring of protection* +2); MV 12; hp 45; Thac0 16; #AT 1; dam 1d6+1 (*short sword* +1); SA nil; SD nil; MR nil; SZ M (5'10"); ML 10.

The *nightmare sending* requires all of a mage's concentration. Hence, Foorin has not memorized any other spells. Instead, he relies upon his warrior training, attempting to slay any spellcasters in the party before entering combat with fighter types. If possible, he will order his shadows to cut off warriors, while he attempts to cut down wizards and priests.

Semi-Shadows (4): Int Low; AL CE; AC 7; MV 12; HD 2+2; hp 10; THAC0 18; #AT 1; Dmg 1d4+1+special; SA Strength drain; SD Nil; SZ M (6' tall); MR Nil; ML 12.

Semi-shadows are the less-powerful relatives of shadows – they share their better's powerful attack, but do not share the full immunity to non-magical weapons.

A successful hit by a semi-shadow drains a point of Strength from the victim. Lost Strength returns 2-8 turns after being touched. Any PC drained to 0 Strength becomes a semi-shadow.

These creatures are under the control of Lt. Foorin, who will order them to tie up warrior-types while he attempts to kill any spellcasters.

Tier Two

Lt. Foorin, Fighter/Mage 7/14; Int High; AL NE; AC 1 (*ring of protection* +2); MV 12; hp 55; Thac0 13;

#AT 3/2; dam 1d6+3 (*shortsword* +1); SA nil; SD nil; MR nil; SZ M (5'10"); ML 10.

The *nightmare sending* requires all of a mage's concentration. Hence, Foorin has not memorized any other spells. Instead, he relies upon his warrior training, attempting to slay any spellcasters in the party before entering combat with fighter types. If possible, he will order his shadows to cut off warriors, while he attempts to cut down wizards and priests.

Semi-Shadows (6): Int Low; AL CE; AC 7; MV 12; HD 2+2; hp 10; THAC0 18; #AT 1; Dmg 1d4+1+special; SA Strength drain; SD Nil; SZ M (6' tall); MR Nil; ML 12.

Semi-shadows are the less-powerful relatives of shadows – they share their better's powerful attack, but do not share the full immunity to non-magical weapons.

A successful hit by a semi-shadow drains a point of Strength from the victim. Lost Strength returns 2-8 turns after being touched. Any PC drained to 0 Strength becomes a semi-shadow.

These creatures are under the control of Lt. Foorin, who will order them to tie up warrior-types while he attempts to kill any spellcasters.

Tier Three

Lt. Foorin, Fighter/Mage 10/14; Int High; AL NE; AC 1 (*ring of protection* +2); MV 12; hp 60; Thac0 9; #AT 3/2; dam 1d6+5 (*shortsword* +1); SA nil; SD nil; MR nil; SZ M (5'10"); ML 10.

The *nightmare sending* requires all of a mage's concentration. Hence, Foorin has not memorized any other spells. Instead, he relies upon his warrior training, attempting to slay any spellcasters in the party before entering combat with fighter types. If possible, he will order his shadows to cut off warriors, while he attempts to cut down wizards and priests.

Shadows (4): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 16; THAC0 17; #AT 1; Dmg 1d4+1+special; SA Strength drain; SD +1 or better weapons to hit; SZ M (6' tall); MR Nil; ML 12.

A successful hit by a shadow drains a point of Strength from the victim. Lost Strength returns 2-8 turns after being touched. Any PC drained to 0 Strength becomes a shadow.

These creatures are under the control of Lt. Foorin, who will order them to tie up warrior-types while he attempts to kill any spellcasters.

Tier Four

Lt. Foorin, Fighter/Mage 15/14; Int High; AL NE; AC 1 (*ring of protection +2*); MV 12; hp 90; Thac0 5; #AT 3/2; dam 1d6+5 (*short sword+1*); SA nil; SD nil; MR nil; SZ M (5'10"); ML 10.

The *nightmare sending* requires all of a mage's concentration. Hence, Foorin has not memorized any other spells. Instead, he relies upon his warrior training, attempting to slay any spellcasters in the party before entering combat with fighter types. If possible, he will order his shadows to cut off warriors, while he attempts to cut down wizards and priests.

Shadows (8): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 16; THAC0 17; #AT 1; Dmg 1d4+1+special; SA Strength drain; SD +1 or better weapons to hit; SZ M (6' tall); MR Nil; ML 12.

A successful hit by a shadow drains a point of Strength from the victim. Lost Strength returns 2-8 turns after being touched. Any PC drained to 0 Strength becomes a shadow.

These creatures are under the control of Lt. Foorin, who will order them to tie up warrior-types while he attempts to kill any spellcasters.

For "end of the module" summaries, refer to the end of Encounter 5.

The End

Experience Point Summary

Experience is calculated as follows for Living City events.

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

Levels 6-13

Tier 1

Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38+	Tier 4

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not a Tier 4 group.

Encounter One

Searching Mamreeg's Room:	100 xp
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Encounter Two

Entering the Nightmare Realm:	50 xp
Holding Mamreeg for arrest or surrendering to the Watch:	100 xp
Fleeing from the Watch:	50 xp

Encounter Two (a)

Stealing Keys:	50 xp
Waiting for Foorin:	50 xp

Encounter Three

Opening drawer without setting off trap:	50 xp
Role-playing with Mamreeg:	50 xp

Encounter Four

Solving the riddle:	150 xp
Bravely attacking the Yugoloth:	50 xp

Encounter Five

Defeating Foorin and Shadows:	100 xp
Turning in Mamreeg for Asternathe murder (if Lawful):	50 xp
Turning in Andros (if Lawful):	50 xp
Ignoring Andros' crimes (if Chaotic):	50 xp

Total Experience for Objectives:	950 xp
Role-playing experience:	0-500 xp
Award for consistent character portrayal, not just for social interactions	

Total possible experience award:	1,450 xp
For Tier 2:	2,900 xp
For Tier 3:	4,350 xp
For Tier 4:	5,800 xp

Treasure Summary

If it's not listed here, the PCs may not keep it.

Ring of protection +2
Short sword +1

Green Knife: This green bladed dagger is a symbol of the PC's membership in the Green Knives, a street gang operating in Crow's End. No matter what spells, permanent or otherwise, are cast upon it, it does not radiate as magical under any form of divination. Without any enchantments, the blade marks a member as an Initiate in the gang. The green knife may be owned and used only by a thief or multi- or dual classed thief (not bard), and may not be traded or given away.

As the owner progresses in rank, the green knife will be enchanted. If any of these enchantment certificates come from the same module, the entire dagger is removed from play.

Binding of the Novitiate: This enchantment has been placed upon the *Green Knife* of a member promoted from Initiate to Novitiate of the Green Knives. It grants the blade a +1 enchantment. This enchantment may only be gained in a module, and cannot be traded or given away.

Binding of the 1st: This enchantment has been placed upon the *Green Knife* of a member promoted from Novitiate to Full Member of the Green Knives. It grants the blade a +2 enchantment (non-cumulative), and allows the PC to backstab as if three levels higher. This enchantment may only be gained in a module, and cannot be traded or given away.

Binding of the 2nd: This enchantment has been placed upon the *Green Knife* of a member promoted from Full Member to Least Master of the Green Knives. It grants the blade a +3 enchantment (non-cumulative), and the ability to *shapshift* into a short sword for five rounds, twice per adventure. This enchantment may only be gained in a module, and cannot be traded or given away.

If the Black Cat is to live, return to the site of your treachery. You have chosen to entwine your fate with hers. Let us see if the decision was a wise one.

Appendix One: The Green Knives

Mission: The primary mission of the Green Knives is the accumulation of stolen goods. Its members are not simply greedy scoundrels, but adventuresome thrillseekers. The moment of sheer terror a cutpurse feels as he slips his knife between the cords of a noble's purse, the exhilaration of a rooftop chase -- these things are far more important to the Green Knives than the actual bounty, though few complain when spending their spoils.

Regalia: All members of the Green Knives carry a curved, green-bladed knife, and wear a piece of green clothing at all times.

Membership: Membership in the Green Knives is limited to residents of Ravens Bluff, and is to be kept secret. Preference is given to members of the lower class -- those who have had to learn their skills to survive -- but the gang's leadership recognizes the value of having members in many quarters. There exists a general malaise toward the well-to-do among the rank and file of the gang, however.

The Green Knives place no restriction on race, though members are predominantly humans or elves. A few halflings and gnomes participate, though usually in more subdued capacities. Dwarves are nearly unheard of in the Green Knives, though there is no formal restriction on their entry.

PCs may join the Green Knives by invitation only, either through a contact with one of the gang's leaders in a module, or through activities at an officially sanctioned Living City interactive. The PCs receive no "in game" benefit from membership, other than increased opportunity for mayhem in selected modules.

Promotions within the ranks of the gang are likewise distributed only in modules or at interactives. Further, only one promotion is permitted per "instance," so rising through the ranks is, in general, a rather protracted experience.

Tenets

- A member of the Green Knives may never draw a weapon against another member of the gang, unless the leader has officially declared the opponent a traitor.

- The best way to get caught is to break the laws. A crime that has not been thrice-planned is no crime at all. Likewise, all alibis should have the power of at least three agreeing voices.
- Those who kill for greed are not Green Knives. Therefore, any member who murders another for any reason other than defense of the self or defense of the gang will be dealt with by the gang itself.
- The government of Ravens Bluff is largely corrupt, and favors the wealth of adventurers and nobles over that of the common man. This is perhaps the strongest message of the Green Knives, and the driving force of the gang.

Leadership

Bren Haverill, Leader: Human male, T13, CN.

At 26, Bren Haverill is about the same age as many of the gang leaders in Crows End, though he has surrounded himself with more experienced, older advisors. He inherited the leadership of the Green Knives from his father, Dunstan Haverill, who was killed in a duel with a competing gang lord about a decade ago.

Though he had to work hard to deserve the respect of his members, Haverill has now achieved this, and has shaped the Green Knives into one of the most independent, and respectable, gangs in the Living City.

Haverill is an honorable man, though he has a dark streak that many have come to fear. He is usually the last to react to a situation with violence, but when his gang is challenged, he has been known to go to extreme lengths to exact vengeance.

Bren is tall and well-muscled, though thin. His black hair is tied back in a long braid, and he wields a powerful green stiletto, which is said to possess incredible powers.

Farin Blackcat, Master: Human female, T11, N.

Farin Blackcat is the on-again off-again lover of Bren Haverill, leader of the Green Knives. When the

two get along, she is one of his most trusted advisors. When they are feuding, she deals with it by leaving the gang for an extended period. During these times, she tests her skills as an independent cat-burglar, the profession that gave Farin her name.

Farin is young, at 22, but very well-muscled and wise beyond her years. She wears her bright red hair cut short. Her past was difficult, and she does not enjoy talking about it. It is soon clear, however, that whatever darkness lies in her past has been long since dealt with, as Blackcat is by far the most gregarious and fun-loving of the entire gang.

Her knowledge of the city and the way it works has been acknowledged even by Durg Mamreeg, and her skill at getting in and out of well-guarded locations is legendary. Farin counts Marcus Shadowborn, Ravens Bluff's so-called King of Thieves, among her closest friends, and the folk hero often helps her identify up-and-coming thieves who might make good members of the Green Knives.

Durg Mamreeg, Master: Human male W13, NE (with neutral tendencies).

Durg Mamreeg is the brilliant, one-handed mage-advisor of the Green Knives. He was recruited by Farin into the Knives from a gang known as the Evermen. The Evermen made a name for themselves several years ago, when their assassins murdered the wife of a noble visiting from Cormyr. The incident caused a massive crack-down on Crow's End, but the Evermen eluded capture by the City Watch.

The Evermen were wholly evil -- most of them worshipped Bhaal, Lord of Murderers. Seven years ago, however, Farin Blackcat, then a least master of the Green Knives, convinced Mamreeg that the evils of the Evermen would soon lead him to an early grave.

Mamreeg agreed, and defected to the Green Knives, but not before summoning a lesser demon within the Evermen's compound. None survived.

Since then, Durg Mamreeg has turned away from such magic, and now focuses his time on aiding Bren Haverill, who he has come to respect. He acts as chief advisor to the leaders of the gang, and also enchants items for members. Mamreeg mastered the enchantments upon the *green knife* symbols of the membership, and many are surprised when they see

the handicapped man working complex spells with a single hand.

Mamreeg appears to be in his late fifties. He is quite tall and lean, and wears a red cape. When out of doors, he covers his balding head with a black leather skullcap. He wears a short beard, trimmed to a devilish point below his chin.

Elessica, Master: Elven female, T10/F12, N.

Elessica is, simply put, the brawn of the Green Knives. A highly-skilled fighter and puissant cutpurse, Elessica frequently goes on solo missions at the behest of Haverill or one of the other Masters. Her tracking abilities are legendary, and it is said that she can find even an invisible stalker in a snowstorm, without it noticing her approach.

Despite her talents, or perhaps because of them, Elessica is slightly arrogant, and speaks plainly about the faults of others, often directly in front of them. This has gotten her into a great deal of trouble with, among others, Hathmar Blademark, Marcus Shadowborn and Forsineous, the self-proclaimed Rogue of the World.

Cynward, Master: Human male, P9 (Mask), N(E).

Cynward is seldom mentioned in the company of Bren Haverill. The priest of Mask was a prominent advisor to his father, but he vanished about a year prior to the appearance of Myrkyssa Jelan. Most assume that he fled the city, and will not return.

