

# Salvation

**A One-Round Living City Adventure**

**By Joe Masdon**

You are given the opportunity to enter the Abyss to free a wrongly imprisoned soul you do not know. To do so, you must enter the Abyss with nothing, not even the clothes on your back. If you are killed your own soul might be forced to serve a tanar'ri lord for eternity. Sometimes it's not for the excitement, adventure or reward. Sometimes, it's for real.

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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. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

## DM's Introduction

A woman will approach the PCs and offer them a magic item. There is nothing mysterious or odd about the woman, she is simply afraid of magic and wants to pass the burden on to someone she suspects is better equipped to handle such items. This item, a crystal globe, will grant them an audience with a powerful being known as the Gatekeeper. He will identify the globe as the Eye of Kalabos and tell the PCs that it has the power to imprison or release living souls in the

Abyss. Because the PCs do not know the correct way to activate the Eye, they cannot use the Eye from the Prime Material plane. As possessors of the Eye, they may still elect to free a wrongly imprisoned soul, but it is more difficult without the command words. If the PCs wish to free a wrongly imprisoned soul from the Abyss, they must enter the Abyss as Trapped Souls themselves. They have 24 hours to locate a soul they feel is worthy to free. Once they have found a soul they feel is worthy, they can call upon the Gatekeeper to close the gate and bring them home. It will be stressed to the PCs that they must willingly enter the Abyss with no possessions to take a chance on freeing the Trapped Soul of someone they do not even know. If a PC refuses, he will be returned home with no penalty. It will also be stressed that if a PC dies in the Abyss, it will be extremely difficult to raise or resurrect him.

PCs who agree will awaken in the Abyss. They will be able to scavenge a few possessions immediately, including crude clothing and weapons. The landscape, while alien, is not a direct threat to the PCs, but DMs may use it as a tool to keep the PCs off balance. PCs will encounter a number of souls, both lost and trapped (detailed in Appendix I). They will also encounter Tanar'ri who are tormenting the souls. There are probably more Trapped Souls detailed in the module than the PCs will have time to encounter. If time is running out, then the PCs' 24-hour period is simply up and they are pulled from the Abyss. At some point during their search they will attract the attention of a Tanar'ri prince who will surround them and demand an explanation for their invasion of the Abyss. The prince will only fight them if they are belligerently disrespectful and demand a fight. He will in fact offer to help the PCs in their search. The PCs do not have to accept the offer to accomplish their mission. Accepting the prince's help carries a terrible price that will go beyond this module. Any PC who does not force the prince to kill them can continue searching for Trapped Souls.

Once the PCs have encountered all of the Trapped Souls detailed in the module or game time is running out, their 24-hour period is up. The Gatekeeper will retrieve them and ask them to name the soul they would free. The PCs may choose only one soul, regardless of how many souls they felt were worthy. Whichever trapped soul the PCs name will be freed. There is not a specific correct soul the PCs are supposed to free. The PCs must evaluate each soul and determine which one they should free. At this time the Prince will appear, discussing with them the ramifications of their actions. He will be cordial,

indicating that they have just stolen a soul from the Abyss and its denizens. For now he salutes their nobility, but promises to be their worst enemy the next time they meet.

In a few of the encounters, PCs will face Tanar'ri that do not match the description of any fiend they recognize. This is just to make the fiends more alien. Most of the fiends are watered-down versions of Tanar'ri described in the Monstrous Compendiums. Very few Tanar'ri the PCs will fight have the usual variety of spell effects expected from Tanar'ri. This should make the DM's job easier, and speed up the combats as well. All Tanar'ri still have the standard Tanar'ri abilities (like *teleport*) and resistances.

Given the nature of the encounters, DMs should use discretion if there are minors at the table. Many of the encounters involve fiends tormenting souls in the Abyss and should not be graphic if players, children or adults, are disturbed by such descriptions. The module is serious in tone, but above all, AD&D is a game.

Before the PC spellcasters choose spells for the day, inform all clerics that during their morning prayers they were given the impression that healing spells might be especially useful today. Since the PCs will have no magic items, clerical spells will likely be their only source of healing.

Make sure that the players have seen the blurb on the title page that summarizes the basic plot. Some players may not have a PC who would be interested in this type of adventure and all players should have advance warning before they choose characters.

## Player Introduction

*It is a quiet evening in Ravens Bluff. There is a light rain falling outside and a cool, moist breeze blows gently through the Sleepy Dwarf Tavern. A harpist on the small stage plays a flowing melody that blends soothingly with the tempo of the raindrops on the roof. There are not many patrons in the tavern this evening. The usually-robust tavern is pleasantly tranquil tonight.*

PCs should introduce themselves or get reacquainted at this point.

*You notice a woman enter the tavern. She appears to be human and is wearing a simple dress with a light brown cloak to repel rain. She is in her late twenties*

*and fairly nondescript. She goes over to the bartender and speaks briefly and quietly with him. He nods and points in the general direction of the open taproom. She nods back to him. A few seconds later the harpist finishes playing and after the applause dies, the woman speaks to the room in general, "Please forgive my intrusion, but I have an item that I do not want. I suspect it might be magical. Would anyone want it?"*

The woman is nervous about dealing with adventurers, but is looking to be rid of this item that she fears. She is not holding it in obvious view, but perceptive PCs will notice a pouch slung across her shoulder under her cloak. If no one speaks up, the woman leaves without another word. If anyone expresses interest, she reaches into the pouch and pulls out a crystal globe that is perfectly clear and about 5" in diameter. If any PCs begin badgering the woman to hand over the globe, she will back away in fear. She is afraid of the globe, but she is also afraid of greedy, dangerous adventurers. She wants to give the globe to someone who is calm and rational.

The woman will reveal the following only if she is questioned:

- She will give her name as Tanna.
- The globe was delivered to her 2 days ago by an odd courier. He said it was an inheritance from a distant aunt (Greta) she had never heard of.
- Last night she was looking at it and discovered it might be magical when someone seemed to look back.
- She has heard that adventurers chase magic items even more fanatically than disenchanters, and the Sleepy Dwarf usually has a few adventurers in it.
- She did not go to the Ministry of Art because she heard they kill things they don't understand.
- She just wants to give it to someone better suited to deal with magic than her.
- She wants nothing for the globe. She freely gives it away.

Tanna will not reveal where she lives or any other details that will let the PCs track her back to her home. She is afraid they might come to her home looking for more magic, or be mad at her if the globe does something bad. Tanna is exactly what she appears to be and every word of her story is true.

**Tanna, hf 0 level:** AL NG; AC 10; MV 12; hp 3; THACO 20; #Att 1; Dmg n/a; SA nil; SD nil; MR nil, SZ M; ML 8.

If there is any kind of dispute among the PCs concerning ownership of the globe, Tanna will make it clear that she is giving it to all of them who want it. It is up to them to sort it out. She just wants it out of her home. If someone offers her money for the globe, she will take it, but she will not take bids for it. She is happy to give it away. Once someone rational takes responsibility for the globe, she leaves.

If any PC looks into the clear crystal globe for a full minute a swirling, far-off mist begins swirling inside it. The globe also glows with a pale blue light that will make it impossible to hide from other PCs.

*Looking into the globe you see a thick white mist begin to roll inside. Slowly a dark shape seems to be coming through the mist, or perhaps the globe is moving through the mist toward the shape. The mists fade into the white background, retreating before your vision and revealing a gate. Standing before the gate is a humanoid figure in long, flowing white robes. Angelic white wings lie folded across his back and he holds a large book in his left arm. His skin is the color of glistening blood and a pair of ram horns protrudes from his skull. As you absorb this sight he looks up, his deep blue eyes locking onto you. He says, "Do you seek to imprison or release?"*

The Gatekeeper is very calm and non-threatening. His voice does not boom loudly and he will talk with the PCs, not at them. Every PC looking into the globe sees the Gatekeeper looking directly at him, even if they stand in a circle around the globe. Allow the PCs to respond. If they all look away, the image and the pale blue light fade. If they say imprison or release, he responds:

*"By the power of the Eye of Kalabos , you may bind a soul or set one free. Speak the Words of Imprisonment or Release and thy bidding be done."*

There is nothing the PCs can do in this adventure to discover the words that the Gatekeeper needs. No magic item, artifact, sage or divine power will reveal the words to them. When they have failed to give the correct response, the Gatekeeper will say:

*"You do not know the words of power, but you are still the possessor of the Eye. Do you seek knowledge of its power? "*

If the PCs say yes, the crystal globe will expand to encompass them, dropping them gently through the clouded realm of the Gatekeeper. If any PC objected strongly to learning about the Eye's power, the Gatekeeper will leave that PC in the tavern. That PC cannot continue the adventure and the player is out of the game. Once the PCs enter the Gatekeeper's realm, they cannot return to Ravens Bluff to search for the command words. They will not be permitted to learn them, so there is no reason to allow them to waste their time on a dead-end search. Determined PCs could take up a lot of their time going from Wizard's Guild to Ministry of Art to distant sages, only to become frustrated.

PCs who accept the Gatekeeper's offer will find themselves in a cloudy void that smells slightly of a cool spring rain. A massive wrought iron black gate dominates the area. The gate is unadorned and does not appear to be anchored to a wall. Clouds gently billow through the bars of the gate. PCs can walk around the gate and it looks identical on the other side. They cannot open the gate. The only entity that can open the gate is the Gatekeeper. He stands 12' tall with roughly human proportions. He wears a flowing white gown of purest silk that blends into the clouds that swirl around his legs. His skin is lustrous red and his eyes are silvery blue. Rams horns protrude from his head and white, feathered wings lay magnificently across his back. He is holding a leather-bound tome in the crook of his left arm and his right arm hangs passively at his side. He will address the PCs in a perfectly neutral tone of voice. He is neither compassionate nor threatening. He will provide the following information to inquiring PCs:

- He is the Gatekeeper. He will not reveal much more about himself than that.
- The gate goes anywhere depending on the key used.
- The Eye of Kalabos is a key to the Abyss.
- The Eye is neither good nor evil. It is merely a key.
- The Eye has the power to force a soul into the Abyss or release a soul previously trapped by the Eye.
- The body of the trapped soul is safely afloat in Limbo until rejoined with the soul.
- A person freed returns to his home plane, though not always to his homeland.

- The Eye may only be used to free or imprison one soul. Then it travels elsewhere to another possessor.
- There are presently many thousand souls imprisoned in the Abyss that the Eye put there. It has been around for many millennia.
- The Eye has only recently arrived on Faerun (A couple of thousand years).
- The possessor may only imprison or free the soul of a person he knows.
- If the possessor does not know the words to activate the Eye, it cannot be used to Imprison.
- Releasing a Trapped Soul without the command words is a far more complicated and dangerous process.

If PCs cast any divination spells on the Gatekeeper, all they can learn is his alignment. He radiates the epitome of lawful neutral. Any spells cast on the gate fail utterly. If the PCs attempt to attack either the Gatekeeper or the gate, it has no effect. If attacked, the Gatekeeper tells them that he is beyond their ability to harm, just as they are beyond his ability to harm. He has his duty and harming mortals is not part of it. They may only influence each other with words.

If the PCs ask about freeing an imprisoned soul, the Gatekeeper will reveal the following:

***“Freeing a soul without the words of power puts your own soul in jeopardy. Only a mortal who is willing to risk his immortal soul for the salvation of one who he does not know can tread this path. To free a soul you must enter the Abyss as a Trapped Soul yourself and seek out a soul you would free from wrongful imprisonment. The Abyss and its denizens do not take such invasion lightly and would seek to claim you. Any who are killed in this noble quest might be irretrievable and may even be corrupted into fiends themselves. Contemplate this fate before you agree to risk your own soul. In the many millennia of the Eye’s existence, less than a handful have agreed. Fewer still have returned.”***

The Gatekeeper will offer the following restrictions to any PC who might be willing.

***“The Eye of Kalabos was created at the whim of a Power ancient by any reckoning. To use the Eye one must obey the whims of this Power.”***

- The PCs will appear in the Abyss with no possessions, magical or otherwise.

- They may use anything they come across as they see fit.
- They will be unable to summon possessions from outside the Abyss.
- The only way to leave is to call upon him. Nothing else will free them. He will come if called, wherever they are.
- Spells will work normally, without need for material components (including holy symbols).
- Clerics will not have their power depleted because the Eye works as a form of power key for spells.
- The PCs only have 24 of their subjective hours to find a soul they deem worthy. They will be unable to recover spells, magical or clerical.
- If they wish to leave before the 24 hours is up, they may do so by calling on him. At the expiration of 24 hours they will come before him automatically. At that time they may chose to name one soul. No matter how many PCs go, only one soul may be freed.
- Time might pass differently during this journey, but it will not be more than a few hours difference between the Abyss and Ravens Bluff.
- The PCs will be placed near a concentrated area of Trapped Souls.
- Any Trapped Soul the PCs speak to will not be able to lie to the PCs. If they answer a question, they must do so as honestly as they can.
- If you die there your soul goes to the 400th level of the Abyss for judgement. If the Nalfeshnee recognize why you are there, there is no way your soul can be reclaimed for resurrection (thus, there is a -25% to resurrection survival). You will be turned over to a Tanar’ri lord and forced to serve him.
- There is no reward offered, cosmic or material. It is an opportunity to free an imprisoned soul, nothing more.

There is no negotiation to the restrictions. The Gatekeeper is just informing them of the powers and limits placed by the creators of the Eye. The Gatekeeper offers no further explanation of the creation of the Eye. Any PC who refuses to the conditions will be returned to the Sleepy Dwarf Tavern. The Eye is gone. The PC is out of the adventure and the game is over for that player. There is no penalty for refusing to go naked into the Abyss. Paladins are not penalized, and alignments are unaffected. This is a great risk and some PCs simply are not up to the task. Any divination spells asking whether or not the PCs should do this will get a response indicating that it up to the PC. No deity will

look unfavorably on a follower for choosing not to do it.

If any PCs agree:

*The Gatekeeper opens the tome, and takes a feathered pen to the ancient pages. Though you cannot see it, you know that each of your names is being written on the page. As he closes the tome, the gate begins to swing silently open. Entering the gate, darkness closes around you.*

## Encounter One-The Abyss

*The foul stench of brimstone and an angry, roaring wind greet your return to consciousness. Blue light flickers slowly through the darkness that surrounds you. Hard edges stab into your naked flesh from beneath. As your awareness comes into focus you see that you are in a stone cavern. The cave has a low ceiling and the jagged edges of the floor are bones---shattered, gnawed bones that dig into your skin. The blue light is a fire coming from a small pile of green rocks. Looking toward the flame you can barely make out the rest of your party moving in the deep shadows.*

The PCs are in a large cave (roughly 80 feet in diameter) with the blue fire in the center. The fire only illuminates a 5-foot radius clearly so most of the cave, PCs included, is hidden in darkness. Infravision is not functioning in this room. As expected, the PCs have no equipment or clothing. PC spellcasters feel they still have all of their spells in memory and clerics are still able to commune with their deities. The PCs will also discover that any spells previously cast on their bodies do not apply to their new form. Any mind-affecting pre-cast spells (such as mind-blank) are still functioning.

If PCs investigate the fire, they will discover that there are four small green rocks and the blue flame is cool to the touch. The rocks can be picked up and carried without harm. Moving across the carpet of bones is a little painful, but causes no real harm. Upon investigation, the PCs will discover that most of bones are oddly humanoid in nature. Scattered among the skeletons are enough tattered scraps of clothing to cover the PCs in crude tunics. There are also enough scraps of rope to make a few belts or 25' of knotted cord. Searching through the carpet of bones, they will also find lots of useless weapons. A few weapons are still functional:

- 1 brightly silver long sword
- 2 slightly rusted long swords
- 1 brightly silver short sword
- 2 slightly rusted short swords
- 1 slightly rusted bastard sword
- 1 slightly rusted battle axe (wooden haft)
- 1 slightly rusted spear (wooden haft)
- 2 slightly rusted warhammers (wooden haft)
- 2 slightly rusted maces (wooden haft)
- 2 wooden quarterstaves
- 1 quarterstaff made of wood, and metal-shod
- 4 slightly rusted daggers
- 1 silver dagger

The slightly rusted weapons all appear to be of slightly inferior quality. The brightly silver weapons are well made. All of the wood is in good condition. Any PC with weaponsmithing, blacksmithing, armorer or a metalworking skill will be able to determine the following without a proficiency check:

- The slightly rusted weapons are made of cold iron.
- The two brightly silver weapons are made of mithril.
- The metal binding on the staff is iron.
- The silver dagger is made of silver.
- Though well made, the mithril weapons will not give bonuses to hit or damage.
- Cold iron weapons will function as well as most, but they can break and dull easily over long periods of use.

Any PC with spellcraft, monster lore or similar will remember that all Tanar'ri take full damage from cold iron, and all but greater Tanar'ri take full damage from silver. Greater Tanar'ri take half damage from silver. Some lesser Tanar'ri take full damage from regular weapons.

It is not likely that the PCs will be able to carry all of the weapons. Because the swords and daggers have no sheaths, they cannot even be carried in a cloth belt. The blade will slice the cloth. However, if for some reason PCs feel it necessary to carry them all, allow a good plan to work. This will not unbalance the module, and there is no extra reward for finding a way to carry all of the weapons. PCs who are forced to use a weapon they are not proficient with might be able to offset half of the penalty if one of the available weapons is related to one they are proficient with.

The cave appears to be the lair of some very large creature that brings its kills and treasure home. This beast has a definite idea of what constitutes treasure (weapons), so the PCs will find little else. They will also discover an alcove eight feet wide and one foot deep. The sound of roaring wind seems to come from behind the alcove. If a PC pushes on the back wall, it will give a little. The back wall is actually a flat slab of stone wedged into the cave opening. A total strength of 19 is required to push the stone out. The stone will move slowly but steadily even if greater strength is applied.

***The back wall of the alcove moves backward as you push against it, letting gray light creep slowly into the cave through cracks between the walls and the stone. The roar of the wind increases as well, shaking the walls of the cave. With a violent lurch, the stone is ripped from the cave opening and hurtles outward, flipping end over end until it shatters against a monstrous tornado of black fire less than a mile away. Looking out, you see that the cave you are in is on the wall of a canyon, overlooking a drop of at least a thousand feet. The maelstrom before you bounces along the walls of the canyon, moving in your direction.***

***It stretches from the jagged canyon floor, up out of the canyon and all the way to the featureless gray sky above. The roar of the wind is drowned out as thousands of voices rise in a spine-numbing shriek of hatred and anger. The shrieking ends as abruptly as it began, leaving only the roar of the tornado. Looking into the black flame, it seems that you can see people, hundreds of people, being ripped and torn around the inside of the tornado. As it approaches, you feel the wind tugging angrily at you, trying to draw you out of the cave and into the Abyss. Then, like a candle being blown out, the maelstrom abruptly dies. And the people fall.***

The PCs are in a cave at the top of a monstrous canyon. There is a ledge outside the cave that winds around to the edge of the canyon. There is no safe way down into the canyon. The tornado is only 300 yards away when it dies and the souls of the lost will plummet in all directions. Indicate to the PCs that all of the people look gray and their screams sound hollow. Even though the souls fall hundreds of feet and smash on jagged rocks, they are not destroyed. Their broken moans of agony will echo through the valley.

If a PC casts a *fly* spell, allow him to catch one of the Lost Souls before it falls, but then describe the way a Lost Soul slowly phases out of contact with a living being. If the PC hurries, he can get the soul to the ground before it drops. Even though thousands are dashed against the rocks, the PCs should not be discouraged from saving just one from the torment if they can. When the PC sets the soul he saved on the ground, it will hurriedly thank him, then run off in terror. The flying PC will be unable to touch the soul further, and it will leave, afraid of further torment because it was spared this pain. Unfortunately, the PCs can provide no healing or lasting comfort to the Lost Souls, but they should never be discouraged from trying. Even a brief reprieve from torment is a greater kindness than some of these souls have known in centuries.

For the PCs left at the cave:

***As the fiery tornado dies, you watch in horror as thousands of bodies fall to the rocks below. Beside you comes the sound of laughter and applause. Looking out you see a small yellow fiend sitting on the sheer wall enjoying the torment of the Lost Souls. He turns his pinched, bat-like face toward you and says, "Welcome to the Abyss. Nice weather we're having, ain't it?"***

The Tanar'ri will give his name as Greelo. He will stay out of melee range at all costs. He is still subject to spells and missiles though. He is AC 6 and has two hit points. If killed, he explodes in a puff of flame. If the PCs talk to him he will try to waste as much of their time as possible. He will make up stories, tell lies and half truths or whatever he has to so the PCs do not get right to their mission. He will warn them about all of the Tanar'ri lords that live in the area, try to tell them that as long as their motives are pure no harm can befall them and other lies meant to mislead them. The only truth he will tell is that the Abyss is an unpredictable place and things change from step to step. If the PCs walk away from Greelo without killing him, he will harass them a bit, then let them go. He has no way to hurt them.

There is a ledge outside of the cave that forms a trail along the canyon wall. When the PCs follow it, they will be able to climb out of the canyon and see the valley that leads up to it. Behind them the canyon stretches as far as the eye can see. If the PCs can fly, they can search the canyon floor and the hundreds of miles of jagged rock. The walls are too steep to climb without magical assistance. They will only find broken

Lost Souls in the canyon. If the PCs follow the ledge, continue.

*Following the ledge out of the canyon, you stand at the brink of a twisted valley. Twenty feet from the edge of the canyon, the landscape opens into three separate terrain. Directly in front of you, the rocky desert continues as far as you can see. To the left of the desert you see a wall of 8' tall black grass waving in a breeze that you do not feel. To the right of the desert is a swamp of twisted black trees and orange water. The swamp water does not flow into the desert, and the desert sand that touches the edge of the water appears dry.*

**Map 1** shows the valley. Give it to the PCs now so they can choose a path to travel. Each area will have a separate encounter with a Trapped Soul. They can follow any path they wish.

**Note on NPC Trapped Souls:** The PCs are not searching for a single correct Trapped Soul, so the DM has a lot of freedom in role-playing the personalities of the NPCs. General descriptions of the NPCs are given, but if the DM is uncomfortable with a particular NPC's personality, it will not hurt the story to adapt the personalities slightly to suit the DM's role-playing strengths.

There is little chance that the PCs will finish all of the encounters. It is the DM's job to maintain a brisk pace between combats and role-playing. Give the PCs only about five minutes to role-play with each Trapped Soul before that soul feels the need to move away from the PCs. Feel free to give a subtle sense of urgency to the PCs, reminding them how important it is that they meet as many Trapped Souls as possible. Try to run at least four Trapped Soul encounters, two before meeting the Prince and two after. The encounter with the Prince will take longer, perhaps 15-20 minutes. Remember to leave time at the end of the module to adjudicate any side effects from accepting the Prince's help.

If the PCs are being overwhelmed by the Tanar'ri, feel free to have the monsters hold back a little. It is their duty to instill terror and torment all souls in the Abyss. They might toy with the PCs like a cats with a mouse, lording their superiority over their victims. This does not mean that the Tanar'ri won't kill the PCs. It is just the DM's option to give the PCs a chance to call for the Gatekeeper and get out if they are about to be killed. **Encounter Two** is an exception to this rule. Any attack from the PCs in encounter two will be met with swift and blinding violence.

## Encounter A-The Desert

*You have been walking across the burning sand and rock for some time with no sign of life other than yourselves. Bizarrely tall, thin stone buttes dot the landscape, and the featureless gray sky seems to curve downward in places to press against the buttes. In response, the sand and rock seem to force waves of heat up against the gray sky to keep it from smothering you. Sweat rolls off your body, staining the brown sand an angry color of purple. In the distance you see a single narrow butte rise into the thick hot air. As you get closer you can see faint signs of movement from the top of the butte.*

The PCs are trekking across a bizarre, oppressive desert. The waves of heat from the sand make the sky seem to ripple and bend, and since this is the Abyss, it is possible that the sky is actually curving downward in places. The terrain does not have to make sense. DMs should feel free to add any odd effects that might disorient PCs, but not take up their time.

The butte is 50 feet tall, and only 3 feet in diameter. On top of the butte is a young boy. He is curled up in a ball with one hand clutching the edge of the butte, trying not to fall off. If the PCs call out to him he will respond in a weak voice for them to go away. He has been placed on this perch and whenever he falls off, a tanar'ri eventually finds him, torments him a bit, then places him back on the butte. He is afraid of falling because it hurts so much, and having to go back on the butte is even worse, because it starts all over. Unless the PCs can convince the boy that they will protect him, he will not want them to get him off the butte.

The butte is very rough stone. Thieves can climb the stone at +10% to their climb walls chance. Every successful roll indicates another 10 feet climbed. If the PC fails a roll it does not indicate a fall, it simply means that the thief PC has reached a section of the butte that is too smooth to climb. Give the PC another chance to roll his climb walls proficiency. Success indicates that he has managed to maneuver around the column to a better position and can attempt to resume the climb. Failure means the thief has to climb back down. Additionally, if a PC uses a few feet of rope to loop around the butte, he can climb to the top. As long as the PCs make a logical effort, they should be allowed to get to the top to rescue the child. Getting the child down will take more effort than getting up the butte. Tying all of their ropes and tunics together and

lowering the child will probably leave him hanging between 15 and 25 feet above the ground. Climbing down the butte with the child riding piggyback should have a few tense moments, but should be allowed to succeed if the PCs can not think of another way. Magic can, of course, make all of this easier. DMs should feel free to call for dexterity checks or strength checks to add tension, but no PC should fall to their death here unless they jump off the butte. Describe how the narrow column of rock sways at the dizzying height when the PC moves around the top of it so the PC can appreciate the situation Adam is in.

### **Adam**

Adam is physically a 5 year old human, 3'6", 40 lbs. His hair and skin can be any shade the DM chooses. He has numerous cuts and bruises all over his body. He wears a gray tunic similar to the ones the PCs have. He does not act much like a child. He acts more like a confused adult who has limited experience to call upon. He is terrified of this place he is in, but has more memories of this place than his mortal life. He has no idea how long he has been in the Abyss, but it has felt like forever.

If asked how he was sent here, he can relate the following:

*"I was with my parents in my home. Some men in armor broke into the room. They said they were priests, but none of the priests I knew wore armor. They also said they were from the future. I didn't know what that meant at the time. They screamed a lot with my father and mother about me. My father fought them and they hit him. And my mother too. A couple of the men grabbed me and held me and the man who did most of the screaming put this big glowing glass on me. He muttered a whole lot, then I was here. The monsters here like to hurt people, but they don't hurt me as much as some of the others here."*

PCs who state that they are examining the child's numerous injuries will find an odd mark on the child's left shoulder. It is fairly indistinct, as most birthmarks are, but it is clear enough that it seems to have some detail. It is an inverted red triangle with an upright black hand, palm out and fingers together in the center. Any PC will recognize that as the symbol of Bane, dead god of strife. If asked to describe the men in armor more clearly, Adam can remember that they all had a picture of a hand on their chests. If described the symbol of Torm, Adam will agree that the men were wearing that symbol. At this point PCs may try to

determine if Adam was exiled here before or after the death of Bane. Because he can provide no real point of reference, Adam cannot help them determine a time line. Any divinations attempted will fail on this issue. The PCs will not know if Adam was meant to be a tool of Bane's evil, a method of his resurrection, or a victim of misguided priests.

Adam will be curious about the PCs as well. He has not seen many other souls in his time here, and certainly none of the others had weapons.

### **If freed-**

Adam thinks that priests should not be allowed to hurt children. Priests are meant to protect people, not hurt them and their parents. He remembers church and the priest who was always so nice. He remembers the priest always talking about mercy and helping people (Ilmater, though Adam will not remember the name). He wants to tell his parents that he is okay, and make sure that priests help people.

Note that no Trapped Soul will follow the PCs into other areas (Appendix I). Not even Adam will stay with the PCs for long.

## **Encounter B-Blood Swamp**

*The cold water barely yields as you step into the swamp. The orange fluid is as thick as molten lava, but is nearly as cold as ice. Thankfully, it is only ankle deep, but the warm ground under your feet is a stark contrast to the orange water of the swamp. The water moves in thick, slow waves. The black trees hang thickly over the swamp, making dark orange shadows ripple across the thick bog. There is movement around you in the trees and swamp. You manage to catch sight of dozens of people watching your progress from a distance, but when you move toward them, they flee in wide-eyed terror before you get close. As you walk through the swamp, you occasionally see people watching you, always from a great distance.*

The PCs may be able to catch a Lost Soul to speak with. Lost Souls are detailed in the appendix I.

The eerie silence is shattered by a rippling scream of agony. The blackened trees around you shudder and sway as if they were trying to block out the painful wail.

If the PCs move towards the scream:

*As you near the source of the scream, you hear a chorus of pained cries. Most of the cries ring hollowly and distantly in your ears, but one pained cry is so real it might be coming from your own mouth. Through the twisted trees you can see dozens of gray, translucent forms fleeing in your direction. One of the forms appears to be an elderly human man who looks more solid than the other forms. Chasing the tormented spirits is a pack of black shaggy humanoids. They have short, lean bodies with long, twisted arms, their fingers tipped with heavy claws. Their faces resemble rabid baboons, their mouths filled with rows of bloody teeth.*

The PCs have time to conceal themselves if they wish, and can choose to allow the entire procession to pass by unmolested. If they do so they will hear increased shrieks of torment after the baboons have caught a few of the souls. If they backtrack to investigate the aftermath, there will be nothing there. If they choose to engage the baboons, a few of them will stop and fight with the PCs while the rest continue to chase Lost Souls. The Trapped Soul must be physically restrained or he will continue to run. Stopping him is easy, as he is not a powerful spirit. Allow any PC to restrain him, but doing so will occupy the PC, possibly keeping him from the fight.

### **Tier One**

**Demonic Baboons (Manes) (6):** Int Semi; AL CE; AC 8; MV 6; HD 1; hp 5; THACO 20; #AT 2; Dmg 1-2/1-2; SA nil; SD nil; MR 10%; SZ S; ML 10.

### **Tier Two**

**Demonic Baboons (Dretch) (5):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 10; THACO 19; #AT 3; Dmg 1-4/1-4/2-5; SA stinking cloud 1/day; SD nil; MR 10%; SZ S; ML 12.

### **Tier Three**

**Demonic Baboons (Rutterkin) (4):** Int Average; AL CE; AC 6; MV 12; HD 4; hp 20; THACO 17; #AT 2; Dmg 2-7/2-7; SA Fear by touch; SD nil; MR 10%; SZ M; ML 12.

### **Tier Four**

**Demonic Baboons (Bar-Igura) (4):** Int Low; AL CE; AC 0; MV 9; HD 6+6; hp 36; THACO 15; #AT 3; Dmg 1-6/1-6/2-12; SA Fear by touch, entangle, leap 40' and attack in same round; SD nil; MR 25%; SZ M; ML 14.

### **Tier Five**

**Demonic Baboons (Bar-Igura) (6):** Int Low; AL CE; AC 0; MV 9; HD 6+6; hp 36; THACO 15; #AT 3; Dmg 1-6/1-6/2-12; SA Fear by touch, entangle, leap 40' and attack in same round; SD nil; MR 25%; SZ M; ML 14.

- Tiers 1-4: None of the tanar'ri in this encounter can gate in additional tanar'ri.
- Tier 5: Two tanar'ri will spend the first round gating in one tanar'ri each. They have a 35% chance of success. No more will be gated after that.

The fear effect these tanar'ri have causes a -2/-2 to hit/damage penalty if a saving throw versus petrification is failed. The fear is not cumulative; -2/-2 is the maximum penalty.

### **Miles Chamberlain**

Miles is a thin elderly man with horror stricken eyes. He has no clothes and is covered in bruises and torn skin. As the PCs talk with him they will notice the bruises and scrapes healing slowly. He will be extremely grateful to the PCs for protecting him and the Lost Souls. This is the first occasion of noble resistance he has ever witnessed in the Abyss. He will regain a small bit of his proper English gentleman demeanor as he talks with the PCs.

If asked how he got here, Miles can relate the following:

*He was the manservant of a wealthy scholar and collector of artifacts. The scholar had always treated Miles well, but one evening the scholar flew into a rage because Miles served him a cup of tea that was not the right temperature. The scholar pressed a large crystal globe to Miles's head, then he was in the Abyss. He cannot even remember the scholar's name, his time in the Abyss has addled him so. Feel free to embellish any details about Chamberlain's life. Nothing he describes will be familiar to the PC (i.e. He is from Rothsburg, in the country of Wellingworth). Chamberlain can tell the PCs the basic layout of the area, but warns them that it is ever-changing.*

Miles will eventually regain his composure and begin asking the PCs what they are doing here. He has seen thousands of souls, Trapped and Lost, but none carrying weapons. He notices that the PCs glow slightly, but will not mention it. If the PC reveal that they can free him, he will beg them to free him.

### **If freed-**

He will spend the rest of his life (he would not expect to live long) in the forest, listening to the sounds and praying for forgiveness, awaiting a natural death.

## **Encounter C-Red Grasslands**

*A thick red haze radiates from the high grass and twisted trees around you. Waves of red ripple into the air like heat, but the grass is as cold as death against your legs. Birds seem to sing from the trees, but there are no birds hiding among the scarlet boughs. You hear the sounds of a struggle moving through the trees. Drawing closer you see a ring of Lost Souls pressed into a tight circular mob. Many of the Lost Souls in the ring are carrying sharpened sticks, and they all seem to be kicking, stabbing and screaming at something in the center of the ring. Their strained voices swear curses that ring hollowly in your ears. Another voice comes from the press of bodies, crying out in anguish. This voice does not ring hollowly in your ears, and seems to be coming from the center of the ring.*

There are 12 Lost Souls beating and stabbing a Trapped Soul in the center of the ring. If the PCs make their presence known in any way, the 12 Lost Souls will flee in terror. They recognize the PCs as unwelcome souls, and know that they will eventually get the attention of some powerful tanar'ri. Attempts to restrain a Lost Soul will fail as the Lost Soul will slowly phase out of synch with the PC. The Trapped Soul appears to be a beautiful human woman. She has no clothes or weapons and is lying on the ground with many injuries that are slowly healing. If the PCs help her up, they might be surprised to discover the red eyes and fangs of a vampire among her lovely features.

### **Anastallia von Kierka**

A human woman in her mid-twenties when she became a vampire, Anastallia is tall (5'10") and beautiful. Her long black hair contrasts with her alabaster skin. Although she still has fangs and red eyes, she retains few of the powers of a vampire. She is still extremely strong (18/00), but has none of the magical spell powers of a vampire. A soul trapped by the Eye reflects the condition of the body at Imprisonment, but not any magical powers. Anastallia will be grateful to the PCs and will understand any distress on their part. Once she has recovered from the attack, she will regain a regal bearing. She is no longer arrogant, but she does still behave like royalty. She will be curious about the PCs, turning the questions on

them as graciously as possible. She has never seen anyone in the Abyss that practically glows the way they do (see appendix I-this will be news to the PCs). She knows that they are not safe to be around for long, but she wants to discover their purpose here.

If asked how she got here, Anastallia can tell the following:

*She was a queen of a dark land called Kragvon (the PCs will not have heard of it). She ruled it with a bloody fist, taxing the peasants cruelly and abusing everyone in her kingdom. She would force them to come before her, feeding on the young men and women as she saw fit. She committed a horrible number of atrocities during her reign. She knows a large number of other vampires who did the same thing. One night, a frail little woman came before her bearing a crystal globe. She tried to kill the woman, but was pulled into the globe. Since that time she has been in the Abyss. During her time here she has seen true evil and limitless atrocities. This has sickened her and shown her how petty and evil she was. Additionally, many of the Lost Souls are those she murdered. She is constantly being stalked and torn by them. She refuses to fight back, taking their hatred for her crimes. If anyone questions her ability to fight back she will demonstrate her strength in a non-violent way.*

Anastallia will be extremely curious about the PCs and will happily ask them questions about how they got here, why they came, how they got weapons, why they glow, etc. She sees through lies very easily, but will not press the issue.

### **If freed-**

She will hunt down others of her kind and give them a chance to renounce their evil ways. If they refuse, she will destroy them. She will renew her prayers to Sune and after 100 years and one day, she will embrace the sunrise. This might strike the PCs as odd, since she knows Sune, but they do not recognize her homeland.

## **Encounter D-The Fire Pits**

*Black rock as smooth as glass forms valleys and twisting hills before you. Suffocating, hot lava rolls through these valleys forming pools of swirling magma that bubble and throb with searing heat. Screams echo throughout the hills, pulsing in your ears with fiery agony. Not far ahead you can see a pack of fiends, flying and running across the black rock. They are gleefully chasing a group of Lost Souls, making a game of knocking them into the*

*pools of magma. One of the souls running your way is obviously a trapped soul. She is a dark skinned young woman and is moments away from being grabbed by one of the bony, demonic fiends.*

If the PCs ask, the tanar'ri look like shriveled skeletons with bone wings that rattle as they fly. The PCs are 30' away from the woman and her tanar'ri tormentor, partially hidden by a ridge of black stone. If they act immediately, the woman is still far enough away from the tanar'ri that a missile will not risk hitting her. If the PCs expose themselves in any way they will become the preferred targets of the fiends. If the PCs choose, they can also stay hidden and allow the tanar'ri to torment their victims. Describe the way the souls fight paralyzing agony and swirling lava flow to crawl their still burning bodies out of the pool if the PCs need motivation. Use discretion if there are minors at the table. The tanar'ri will fight until half their number are incapacitated, then the rest will teleport away. During the fight all Lost Souls will flee if they can. The trapped woman will be shocked by them and will stand around watching.

#### **Tier One**

**Skeletal Tanar'ri (Manes) (6):** Int Semi; AL CE; AC 8; MV 6 FL 9; HD 1; hp 6; THACO 20; #AT 2; Dmg 1-2/1-2; SA nil; SD nil; MR 10%; SZ S; ML 10.

#### **Tier Two**

**Skeletal Tanar'ri (Dretch) (6):** Int Low; AL CE; AC 6; MV 9 FL 12; HD 2; hp 10; THACO 19; #AT 3; Dmg 1-4/1-4/2-5; SA Fear by touch; SD nil; MR 10%; SZ S; ML 12.

#### **Tier Three**

**Skeletal Tanar'ri (Rutterkin) (8):** Int Average; AL CE; AC 6; MV 12 FL 15; HD 4; hp 20; THACO 17; #AT 2; Dmg 2-7/2-7; SA Fear by touch, burning hands 1d3+6 3/day; SD nil; MR 10%; SZ M; ML 12.

#### **Tier Four**

**Skeletal Tanar'ri (Rutterkin) (8):** Int Average; AL CE; AC 4; MV 12 FL 15; HD 4; hp 25; THACO 17; #AT 2; Dmg 2-7/2-7; SA Fear by touch, burning hands 1d3+8 3/day; SD nil; MR 10%; SZ M; ML 13.

#### **Tier Five**

**Skeletal Tanar'ri (Rutterkin) (10):** Int Average; AL CE; AC 4; MV 12 FL 15; HD 4; hp 25; THACO 17; #AT 2; Dmg 2-7/2-7; SA Fear by touch, burning hands 1d3+8 3/day; SD nil; MR 10%; SZ M; ML 13.

- Tiers 1-4: None of the tanar'ri in this encounter can gate in additional tanar'ri.
- Tier 5: Two tanar'ri will spend the first round gating in one tanar'ri each. They have a 35% chance of success. No more will be gated after that.

The *fear* effect these tanar'ri have causes a -2/-2 to hit/damage penalty if a saving throw versus petrification is failed. The fear is not cumulative; -2/-2 is the maximum penalty. Note that tiers three and four have burning hands three times a day. This fire comes from the fiends' eyes and counts as their attack for the round.

### **Teryl Harsbellow**

Teryl is a dark-skinned human woman in her late teens. She is wearing no clothes and carrying no weapons. She does not appear to be injured. She looks very intelligent and will be taking the measure of the party while they fight. She is suspicious and afraid to divulge much, but if the PCs talk about a crystal that imprisons souls, she will be more willing to talk about her past.

Teryl's story:

*She was a tomb robber. Some people called it adventuring, some might think of it as archaeology, but Teryl knew that she was a thief. She never hurt anyone during her digs and looting. In one especially promising looking crypt in a lost jungle she was digging through an underground passage and a horde of robed figures descended on her. She awoke on an altar. Most of the figures had no flesh on their bones. She remembers a lot of screaming and chanting, and two of the figures arguing. One of the figures kept pointing to this ceremonial dagger, the other kept pointing to this crystal globe and they were arguing in a language she did not know. Finally the dead man arguing for the globe dropped a column of flame on the other one and while the other dead man was extinguishing himself, the first one pressed the globe to Teryl's chest and then it all went away. Though she will not volunteer the information, Teryl is originally from the land of Iuz in Greyhawk.*

It will finally occur to Teryl that she knows nothing about these odd people. She will want to know why they are here, but will not press the issue if the PCs are not straightforward.

### **If freed-**

Teryl is giving up tomb-robbing, adventuring or even going into basements. She has made no plans to redeem herself since she never thought she would get out of here. She will beg for freedom and will agree to follow whatever course the PCs demand. She just wants out of the Abyss.

## **Encounter E-The Fire Pits II**

*Continuing your trek across the black rock that weaves between the molten fire pits, you feel the heat of the Abyss pressing in on you. You have noticed numerous fiends wading and swimming in distant lava pools, but were able to avoid their attention. Making your way up a steep slope of black rock, you reach the top of a ridge. On the other side of the ridge, a huge lava pool spreads across this flat plateau. Running across the plateau is a gray figure being chased by a single monstrous tanar'ri. The fiend is an amorphous blob of jelly and teeth. The fleeing soul sometimes stops and throws a large rock at the fiend. The fiend slows down only long enough to crush the rock in one of its jaws before resuming the chase.*

The fleeing soul is Saritz, a Trapped Soul. Unless the PCs intervene, he is going to be caught in 3 rounds. If the PCs attack the fiend, it will focus its anger on them. Saritz will be taken back for a round, but will then join in the fight, clubbing the tanar'ri with a large rock in each hand. Observant PCs will note that the rocks do no damage to the tanar'ri. If he is offered a spear or dagger, Saritz will take it immediately and make good use of it against the fiend.

### **Tier One**

**Amorphous Blob of Jelly and Teeth (1):** Int semi; AL CE; AC 8; MV 9; HD 5; hp 25; THACO 16; #AT 4; Dmg 1-3/1-3/1-3/1-3/; SA nil; SD magical, silver or iron weapons needed to hit; MR nil; SZ M; ML 18.

### **Tier Two**

**Amorphous Blob of Jelly and Teeth (1):** Int semi; AL CE; AC 6; MV 9; HD 5; hp 35; THACO 16; #AT 4; Dmg 1-4/1-4/1-4/1-4/; SA nil; SD magical, silver or iron weapons needed to hit; MR nil; SZ M; ML 18.

### **Tier Three**

**Amorphous Blob of Jelly and Teeth (1):** Int semi; AL CE; AC 2; MV 9; HD 6; hp 42; THACO 15; #AT 4; Dmg 2-7/2-7/2-7/2-7/; SA nil; SD magical, silver or iron weapons needed to hit; MR nil; SZ M; ML 18.

### **Tier Four**

**Amorphous Blob of Jelly and Teeth (1):** Int semi; AL CE; AC 0; MV 9; HD 8; hp 60; THACO 13; #AT 4; Dmg 2-9/2-9/2-9/2-9/; SA nil; SD magical, silver or iron weapons needed to hit; MR nil; SZ M; ML 18.

### **Tier Five**

**Amorphous Blob of Jelly and Teeth (1):** Int semi; AL CE; AC -2; MV 9; HD 12; hp 84; THACO 9; #AT 4; Dmg 2-12/2-12/2-12/2-12/; SA nil; SD magical, silver or iron weapons needed to hit; MR nil; SZ M; ML 18.

Note what weapons the PCs are using against the tanar'ri monster. The mithral weapons will do no damage, while the iron and silver weapons will do normal damage. If Saritz is given an iron or silver weapon, he will be able to damage the fiend.

### **Saritz**

Human male, warrior 5th level: AL LN; AC 9 (dex); MV 12; hp 15 (48 at full); THACO 15 (+1 str); #Att 1; Dmg by weapon (+1 str); SA nil; SD nil; Str 17, Dex 15, Con 16, Int 14, Wis 10, Chr 10; MR nil, SZ M; ML 16.

Saritz is a human warrior from the jungles of Chult. He is tall (6'2") and broadly-built with the features of a Chultan. He was sacrificed by an evil witch doctor when his tribe was defeated by another tribe. He was singled out for sacrifice because he slew the most invading tribesmen. The enemy had him blinded and deafened, then dragged up a lot of stone stairs. Then he could hear and see again, but he was in this land of horrors. He is rather intelligent for a primitive warrior (14) and has a good idea that magic was used to kill him and trap his spirit. The swords the PCs carry will intrigue him. He only recognizes daggers and spears. He thanks the PCs for their help. He is a proud warrior still, but not too proud to know he was about to be overwhelmed.

Saritz is a proud warrior who has never seen very far past his own needs. It will not occur to him to ask the PCs questions about their own imprisonment in the Abyss.

### **If freed-**

Saritz has often thought about finding a way out of this place. If the PCs explain what happened, he will wonder aloud about his body. Will he still be blind and deaf if returned to his body? Either way, he will try to avenge the murder of his people.

## Encounter F-The Flatlands

*The ground beneath your feet was soft and cool when you first entered this flat area. The green grass stands as high as your knee, and the ground felt like rich soil. As you continued, the ground became more jagged and rough. Inspecting the ground you find small jagged rocks sticking out of the ground. It makes movement slower, but not dangerous yet. You hear muffled moans coming from ahead. One of the voices is clear and genuine.*

If the PCs approach they will see a large group of Lost Souls hanging upside down from the limbs of a twisted, dead oak tree. The lower limbs of the tree are only 8-10 feet above ground and are jagged and covered in thorns. Numerous thorns pierce the skin of the Souls, holding them upside down. The tree pulses slowly, looking like it is feeding on its captives. One of the Souls looks more substantial than the rest. If the PCs wish, they can attack just the limb holding the Trapped Soul (Talia), but all such attacks are considered called shots and suffer a -4 hit penalty. If they do enough damage to that limb to destroy it, the tree drops Talia. A PC must drag Talia away from the tree or it will capture her with a new limb at the end of the next round.

### Tier One

**Abyssal Vampiric Tree (1):** Int non; AL CE; AC 8 (4 for specific limbs); MV 0; HD 8; hp 40 (10 for a limb); THACO 13; #AT 3; Dmg 2-5/2-5/2-5 (can only attack a single target with one attack); SA see below; SD immune to fire; MR 5%; SZ H; ML 20.

### Tier Two

**Abyssal Vampiric Tree (1):** Int non; AL CE; AC 6 (2 for specific limbs); MV 0; HD 8; hp 50 (12 for a limb); THACO 13; #AT 3; Dmg 2-8/2-8/2-8 (can only attack a single target with one attack); SA see below; SD immune to fire; MR 10%; SZ H; ML 20.

### Tier Three

**Abyssal Vampiric Tree (1):** Int non; AL CE; AC 4 (0 for specific limbs); MV 0; HD 8; hp 60 (15 for a limb); THACO 13; #AT 3; Dmg 2-12/2-12/2-12 (can only attack a single target with one attack); SA see below; SD immune to fire; MR 15%; SZ H; ML 20.

### Tier Four

**Abyssal Vampiric Tree (1):** Int non; AL CE; AC 2 (-2 for specific limbs); MV 0; HD 10; hp 80 (20 for a limb); THACO 11; #AT 3; Dmg 2-16/2-16/2-16 (can only attack a single target with one attack); SA see below; SD immune to fire; MR 20%; SZ H; ML 20.

### Tier Five

**Abyssal Vampiric Tree (1):** Int non; AL CE; AC 0 (-4 for specific limbs); MV 0; HD 15; hp 100 (25 for a limb); THACO 6; #AT 3; Dmg 2-16/2-16/2-16 (can only attack a single target with one attack); SA see below; SD immune to fire; MR 20%; SZ H; ML 20.

Once the tree has beaten a Lost Soul unconscious, it gathers the Soul's body into a limb and feeds slowly as the Soul regenerates. It cannot lift a conscious, struggling foe. It has a reach of 10' with any limb, but cannot use more than one limb at a time against a single man-sized opponent. Obviously the tree is unable to move, so PCs can choose to stay out of its range and cast spells or throw what few missile weapons they have.

If the PCs attack the whole tree, the Souls will slowly slip from the tree's limbs, dropping limply to the ground after the tree dies. They will slowly regain enough strength to stand. They will pitifully, gratefully acknowledge the PCs, then stagger away.

### Talia

Talia is a 40 year-old half-elven woman. She was a slave in Thay before her imprisonment in the Abyss. She will not name her master, as speaking his name is punishable by death. She is docile and frightened of any sudden move. She answers all questions as politely as possible, with sir and madam used as titles. She will avoid making eye contact unless ordered to do so. She is convinced that she is being punished for being bad and is waiting for her master to decide that she has been punished enough. She has had most of her independence trained out of her and agrees to anything the PCs say or ask. She will not cry or do anything that might draw attention. She might even begin to wonder if one of the PCs is her new master. Though she does not know it, she has not been here very long.

Under no circumstances will Talia question the PCs. What they do is their business and it is not her place to question them.

### **If freed-**

Talia just wants to serve her master, whomever that might be, faithfully and willingly. Her years as a Thayvian slave have never allowed her to consider her own ambitions. She might be deprogrammed, but it would take a lot of gentle handling over a long time.

The following encounter also happens in the flatlands:

## **Encounter G-Red Mists**

*The stench of blood fills your nostrils as a rolling wave of red mist crosses the horizon and washes over you like a fog bank. Your vision is badly obscured as you make your way across the open plain of the Abyss. The sound of barking hounds reaches you just before the sound of screaming. The noise seems to be coming from all directions, and closing in on you.*

The PCs' vision is limited to 20 feet. This lets them see each other with some difficulty, but not see what is coming their way. The barking and screaming is coming rapidly their way. They will have two rounds to prepare.

*A pack of terrified Lost Souls is running blindly through the fog directly at you. Some are looking over their shoulders, but most are running without looking back. You see them in time to dodge them, but most of them never even seem to notice you. As most of the screams pass you, you can hear one scream mingled with the baying hounds still coming your way. This high-pitched wail rings solidly in your ears as a small Soul barely enters your field of vision. The second you make out the source of the scream, a monstrous black shape runs it down, jaws snapping and claws rending.*

Allow the PCs to charge or stand their ground. The lead hound has caught a Trapped Soul (Thurlo Warmburrow) and is savagely attacking him. Either way, seconds later the rest of the pack of hounds will catch up to the lead hound. They plan to continue pursuing the pack of Lost Souls until they see the PCs. The tanar'ri hounds look like huge, emaciated Great Danes with a pair of human arms growing from their ribcage. In battle they stand on their hind legs and attack with clawed paws and hands while also biting. Half will attack, the other half will attempt to gate in additional hounds.

### **Tier One**

**Tanar'ri Hounds (6):** Int Semi; AL CE; AC 8; MV 12; HD 1; hp 6; THACO 20; #AT 5; Dmg 1-2/1-2/1-3; SA grab; SD nil; MR 10%; SZ M; ML 10.

### **Tier Two**

**Tanar'ri Hounds (6):** Int Low; AL CE; AC 8; MV 12; HD 2; hp 12; THACO 19; #AT 5; Dmg 1-4/1-4/2-5; SA grab; SD nil; MR 10%; SZ M; ML 12.

### **Tier Three**

**Tanar'ri Hounds (6):** Int Average; AL CE; AC 6; MV 12; HD 4; hp 15; THACO 17; #AT 5; Dmg 1-6/1-6/2-8; SA grab, gate; SD nil; MR 10%; SZ L; ML 13.

### **Tier Four**

**Tanar'ri Hounds (6):** Int Average; AL CE; AC 4; MV 12; HD 6; hp 25; THACO 15; #AT 5; Dmg 2-7/2-7/2-9; SA grab, gate; SD nil; MR 10%; SZ L; ML 14.

### **Tier Five**

**Tanar'ri Hounds (8):** Int Average; AL CE; AC 2; MV 12; HD 6; hp 32; THACO 15; #AT 5; Dmg 2-9/2-9/2-12; SA grab, gate; SD nil; MR 10%; SZ L; ML 14.

These hounds will try to use their two human arms to grab an opponent. While the grab does no damage (and therefore will not reduce any *stoneskins*), successfully hitting with both grab attacks gives the hound a +4 bonus to hit on the rest of its attacks. If only one grab succeeds, the hound will release it and try to grab again next round. Held PCs can break loose with a strength check. Three of the hounds will try to gate in additional hounds at the beginning of the fight. Each hound has a 25% chance to gate in 1-2 additional hounds. Gated hounds will try to gate on the first round they arrive. The fiends cannot gate in tiers one and two.

### **Thurlo Warmburrow**

After being rescued, Thurlo's spirit will slowly begin to heal. He is a short, plump halfling in middle age. He is very grateful to the PCs, but will immediately show concern for them. He will explain to them that it is best to keep their heads down and not attract attention. He is a caring fellow, despite his time in the Abyss, and does not like to see others hurt or tormented. He is actually afraid for their safety when he sees that they have the audacity to carry weapons. Sadly, Thurlo has no idea how he got here and has no memory of a crystal globe. He was taking his morning constitutional with his dog Rex and suddenly, he was in the Abyss.

He is from a halfling village called The Dale. None of the PCs will know of it.

Thurlo will try to learn why the PCs are in the Abyss. He will ask them why they are glowing, then suggest that they stop doing it since it is probably not safe to glow in the Abyss. If he learns what they are truly doing here he will get a little choked up at the thought of freedom, but will wish them the best of luck in finding a worthy soul to free. He will not promote himself in the least.

#### **If freed-**

He will return to his home and find his family. He has been here a long time, and fears that most of his family has passed on. But there might be descendants. He was a merchant, but after what he has seen, it might be hard to go back to that. If he knows that the PCs can only free one Trapped Soul, Thurlo will undergo a rapid change and tell them that he doesn't need them meddling in his business. He suggests that they stop attracting attention to him and go find their sucker elsewhere. In fact, Thurlo craves freedom more than anything else, but cannot reconcile himself to the idea of freedom at someone else's expense.

## **Encounter H-Jungle**

*The ground abruptly turns into a sweltering jungle. Mosquitoes as large as birds plague you, but compared to what you have been through, they are easily swatted away. Trees as thick as houses thrust into the dark green sky, obscuring most light. Cold green flakes begin to fall through the trees forming a blanket of emerald snow on the jungle floor. What was sweltering humidity is now skin-chapping cold. As the odd blizzard swirls around you, a cry of agony echoes through the jungle.*

Let the PCs decide if they wish to approach or move on.

Approaching the noise you see a few Lost Souls tied to the trees by prickly vines. Four fiends are tormenting the souls with jagged swords. The fiends appear to be tall, emaciated human females, but they have ragged, feathery wings that flex in jerky motions. The dozen or so Lost Souls are pleading for mercy, but their pleas only amuse the fiends.

Again, the PCs must decide to move on or get involved. The trapped soul in this encounter is a paladin of Helm named Vanya. She is moving toward

the fiends from the opposite side of the jungle. She does not know that the PCs are here and she is planning to attack the fiends. She is carrying a broken iron sword and wearing a tunic made of tanar'ri hide. If the PCs make their presence known, she will let the fiends move away from the Lost Souls and then attack them from behind. If the PCs do not intervene, then Vanya attacks, hopefully getting the PCs' attention.

*The green blizzard is obscuring your vision and muffling sounds as well. It takes a few seconds for your eyes and ears to make sense of what has just occurred. It looks like a woman in a black tunic has charged the four tanar'ri and is fighting them with a short sword. The woman is singing a ballad of Helm and her voice now rings clear and distinct in your ears. Then the four fiends converge on her.*

If the PCs do not help Vanya, she will manage to kill two of the fiends before being subdued. Her iron long sword is rusty and is broken, making it a jagged short sword. If the PCs come to her aid, she will be surprised, but glad to see them. It might simplify the DM's job to assume that Vanya and one of the alu-fiends occupy each other while the PCs fight the other three fiends. On tier five, Vanya will also help the PCs attack the greater tanar'ri. The alu-fiends are not especially loyal to each other and will abandon the fight if things go against them (morale 11). Once the four tanar'ri are killed, she will begin freeing the Lost Souls.

#### **Tier One**

**Alu-fiends (4):** Int Average; AL CE; AC 5; MV 12 FL 15; HD 5; hp 15; THACO 15; #AT 1; Dmg 1-8 (long swords); SA nil; SD cold iron or magic weapon to hurt; MR 30%; SZ M; ML 11.

**Vanya, human female, paladin of Helm 5th level:** AL LG; AC 8 (tanar'ri leather); MV 12; hp 30; THACO 17 (+1 str, -2 broken sword); #Att 1; Dmg 1-4 +1 (broken long sword); SA nil; SD nil; Str 17, Dex 10, Con 14, Int 12, Wis 14, Chr 17; MR nil, SZ M; ML 19.

#### **Tier Two**

**Alu-fiends (4):** Int Average; AL CE; AC 5; MV 12 FL 15; HD 5; hp 25; THACO 15; #AT 1; Dmg 1-8 +1 (long sword + str); SA nil; SD cold iron or magic weapon to hurt; MR 30%; SZ M; ML 11.

**Vanya, human female, paladin of Helm 6th level:** AL LG; AC 8 (tanar'ri leather); MV 12; hp 40;

THACO 16 (+1 str, -2 broken sword); #Att 1; Dmg 1-4 +1 (broken long sword); SA nil; SD nil; Str 17, Dex 10, Con 14, Int 12, Wis 14, Chr 17; MR nil, SZ M; ML 19.

### **Tier Three**

**Alu-fiends (4):** Int Average; AL CE; AC 4; MV 12 FL 15; HD 5; hp 35; THACO 14; #AT 1; Dmg 1-8 +1 (long sword + str); SA nil; SD cold iron or magic weapon to hurt; MR 30%; SZ M; ML 11.

**Vanya, human female, paladin of Helm 7th level:** AL LG; AC 8 (tanar'ri leather); MV 12; hp 48; THACO 15 (+1 str, -2 broken sword); #Att 3/2; Dmg 1-4 +1 (broken long sword); SA nil; SD nil; Str 17, Dex 10, Con 14, Int 12, Wis 14, Chr 17; MR nil, SZ M; ML 19.

### **Tier Four**

**Alu-fiends (4):** Int Average; AL CE; AC 2; MV 12 FL 15; HD 5; hp 40; THACO 14; #AT 1; Dmg 1-8 +2 (long sword + str); SA nil; SD cold iron or magic weapon to hurt; MR 30%; SZ M; ML 11.

**Vanya, human female, paladin of Helm 7th level:** AL LG; AC 8 (tanar'ri leather); MV 12; hp 48; THACO 15 (+1 str, -2 broken sword); #Att 3/2; Dmg 1-4 +1 (broken long sword); SA nil; SD nil; Str 17, Dex 10, Con 14, Int 12, Wis 14, Chr 17; MR nil, SZ M; ML 19.

### **Tier Five**

**Alu-fiends (4):** Int Average; AL CE; AC 2; MV 12 FL 15; HD 5; hp 40; THACO 14; #AT 1; Dmg 1-8 +2 (long sword + str); SA nil; SD cold iron or magic weapon to hurt; MR 30%; SZ M; ML 11.

At the end of the first round, if there are at least two Alu-fiends still living, they will combine efforts and gate in a Glabrezu. The alu-fiends will then run. The Glabrezu is very angry at being disturbed and will vent his rage on the PCs.

**Glabrezu (1):** Int Exceptional; AL CE; AC -7; MV 15; HD 10; hp 60; THACO 11; #AT 5; Dmg 2-12/2-12/1-3/1-3/2-5; SA as glabrezu, SD +2 or iron weapon to hit; MR 50%; SZ H; ML 17.

This glabrezu's heart is not really into this battle. He will toss a few spells and knock the PCs about a bit, but if they are presenting a formidable front, he will leave. When reduced to half of his hit points, the glabrezu

will teleport away. This is not his fight and he resents being thrust here unaware.

**Vanya, human female, paladin of Helm 7th level:** AL LG; AC 8 (tanar'ri leather); MV 12; hp 48; THACO 15 (+1 str, -2 broken sword); #Att 3/2; Dmg 1-4 +1 (broken long sword); SA nil; SD nil; Str 17, Dex 10, Con 14, Int 12, Wis 14, Chr 17; MR nil, SZ M; ML 19.

### **Vanya**

Vanya is a paladin of Helm. She is average height, but is built solidly (17 str). She appears to be a human female in her late thirties. She was imprisoned in the Abyss by a necromancer named Vestirun who she had chased for five years. She was following him into an old crypt when she suddenly felt like she was plummeting into darkness. She suspects that he found an ancient spell or magic item that he used against her. She will recall that she is from Anauria, near Netheril. PCs with ancient history will recognize Anauria as an Empire in Faerun that fell over 1,200 years ago. The expanding Anauroch Desert has long since swallowed it. Since arriving in the Abyss she has been making herself a thorn in the side of all tanar'ri. She continues in her devotion to Helm and kills tanar'ri at every opportunity. She uses what weapons she can find and uses hit and run tactics to their best advantage. She is bluntly open and honest with the PCs.

Vanya will ask the PCs what they are doing here. She is surprised to see others fighting back against the tanar'ri, but pleased by it. She suspects that they are truly trapped here, but will be impressed by their nobility in coming to the Abyss.

If freed: Vanya does not want to be freed from the Abyss. She will suggest that the PCs release someone else. She is still serving Helm and if her duty is to bring relief, however short-lived, to Lost Souls in the Abyss, then she will perform that duty. She feels that she is the guardian of the Lost Souls she encounters. If PCs argue that she is not making much difference, she will point out to them that they are risking their own souls to save someone they do not know (If she knows this much). She is doing the same. She may not bring lasting relief, but every act of kindness weakens the Abyss just a little. If offered a weapon that is not broken, she will gladly accept. She will offer to lay hands on any badly injured PC. She can only do this for one PC. She will heal 2 hit points per level (see tier information).

## Encounter Two- The Prince

Run this encounter after the PCs have had the chance to fight a few tanar'ri. This encounter will be most appropriate following a combat where PCs have killed tanar'ri. There also needs to be enough time in the round for the PCs to locate a couple more souls. A tanar'ri Prince is going to offer his assistance to the PCs and there should be time for them to employ that assistance if they accept. This encounter can occur in any area on the map, so adjust the terrain accordingly.

*As you prepare to continue your quest, the sky above you turns suddenly dark. The ground beneath your feet withers, drying into dust and your feet sink slightly into the desiccated ash. The air is abruptly bursting with the scent of rotting flesh and the ground trembles under your feet.*

Give them a chance to run, cast spells or otherwise prepare. Indicate that the land is changing as far as they can see, so there is really no place to run. The next event will occur with such inhuman speed that there is no way for the PCs to prevent it. If they separate more than 150 feet from each other, the largest cluster of PCs will be caught in the area. Those inside the area will be the fortunate ones.

*The earth drops and heaves beneath you, buffeting you across the ground. Erupting from the ground fifty feet in front of you is a massive, twisted column of gray stone as another gray tower rips through the ground nearly a hundred feet behind you. Four more twisted columns explode from the ground around you to rise more than a hundred feet into the sky. In the span of a heartbeat, the six towering monoliths sprang from nothing to create a crooked circle of stones. In the next heartbeat, amid flying ash and debris, you can see that the columns bend slightly inward and seem to have segmented joints along their length. In the same instant you notice the odd segmented joints, the columns flex along those joints, and snap down around you, forming a crude cage. A quick glance reveals that the 25' diameter columns are not made of stone at all. They are gray bones.*

The PCs are trapped inside a six-fingered skeletal hand. The giant hand took no more time to reach up and close than it takes you to close your fist. The ash at their feet is slowly sifting through the bones in the palm of the hand, and PCs can barely distinguish that the hand is attached to a wrist that continues under the ground. There are large enough gaps between the

fingers that a PC could seemingly step through, but some invisible barrier stands between the bones, allowing only the ash to flow out. If a PC is especially adamant that he could have escaped the cage, allow him to be outside. Any PC who was outside the area of effect can see and speak with the other PCs. While inside the hand, all magic will fail. Spells are not lost since they never actually begin.

*The ground outside the cage is silently broken as dark, foreboding figures rise up from the ash. Twisted remnants of tanar'ri rise as quietly as death, their broken twisted bodies pulsing with negative planar energy. Hundreds of massive demonic bodies fill the landscape, with thousands of blazing eyes staring into the crude cage that holds you away from them. As one, the undead tanar'ri legion falls prostrate to the blasted ground.*

Give the PCs a round to do anything. They might be less inclined to be outside the cage now that the entourage of the tanar'ri prince surrounds them. Any PC who escaped the six-fingered hand should understand that they are in no position to attack the horde of undead tanar'ri. If any PCs are flying, then a few hundred shadowy undead tanar'ri will arrive in the air around them.

*One of the ghostly tanar'ri horde raises his head and speaks with horror and adoration, "All pay homage to His Majesty, the Prince!" A massive rolling boom of thunder shatters the air around you, slamming the air from your lungs and knocking you to the ground. The ground seems to erupt in pain, throwing even the mighty legion surrounding you into the air. When the ash settles, you see that the devastating thunderclap has heralded the arrival of a monstrous, obese behemoth you've heard talked about in terrified whispers. Although the abomination lounges across a gilded throne of human suffering, its presence fills even the air you are breathing. The blackened head of a malevolent ram looks down from the shoulders of a human body that is both horridly powerful and grotesquely fat. A loathsome, distended belly rolls across huge goat legs, and writhing black bat wings twitch with knotted muscle. In his hands, the beast holds an iron wand encrusted with gems and topped with a human skull. His baleful red eyes look at you with angry resignation.*

Ask for PC actions. Some might bend a knee, others might want to stand there defiantly. Get everyone's actions before allowing anyone to launch into a soliloquy. The Prince will note which PCs are

respectful and direct more attention toward them. He will study the PCs for a few seconds before finally speaking.

*“Explain yourselves.”*

The PCs are trapped inside a cage that is obviously a colossal skeletal fist. No magic functions inside the cage and the PCs cannot hope to escape using brute force. There are gaps between the fingers, but an invisible barrier fills the gap. The Prince has summoned the creature that holds the PCs to protect them from his unholy Legion. It also flaunts his power, demonstrating to the adventurers that he could squash them with just a thought. While this might not be entirely true, that is the impression he wants to make.

**The Prince:** This is the tanar’ri known as Orcus. While it is true that Orcus was slain many years ago and has since returned to life and godhood as the power Tenebrous, it is also true that the monster confronting the PCs is Orcus. The Orcus that is now confronting the PCs is not a god, nor is he Tenebrous. He is a balor that has achieved Prince status by evil deeds and command of the undead. The exact story behind this NPC will be explored in future events. For the purposes of this adventure, he is Orcus, a horribly powerful tanar’ri prince who commands a legion of undead tanar’ri. If a PC with planar lore or religion questions this balor’s claim that he is Orcus, the prince will be amused with the PC. He will respond that he is exactly what, and who, he appears to be. He will tell the PCs that there are always more things going on than mortals can comprehend.

While the tanar’ri Prince is absolutely chaotic and evil, he is also intrigued. He understands the magnitude of the PCs’ effort even if they do not. If he learns that they are from Ravens Bluff he will be doubly interested in them given the fiend activity there lately. He is limited in what he can do to the PCs, just like the PCs were limited in entering the Abyss. He can only attack the PCs if they attack him first, but he is not interested in killing them. He has other, grander, plans for the PCs and is holding an impromptu court. He is a regal monster with little tolerance for rude behavior. He has not only granted them an audience, but has done them the supreme honor of bringing court to them. He will be extremely disappointed if the PCs are unable to conduct themselves in a considerate manner. If the PCs are relentlessly abusive, he will respond with amusement for a short time, but after the PCs have their righteous anger out of their system, he will demand proper behavior.

As the DM, do not force a fight on the PCs. This encounter is obscenely stacked against them and no DM should use it to provoke a fight. Only if PCs are continually belligerent and threatening should the Prince lose his temper. A fight will occur only if a PC repeatedly insists on fighting the legion or the Prince. The Prince himself will insist that belligerent PCs consider their hopeless situation, but will indicate that he will release them if they insist. He will recommend that the PCs act civil for now and make plans to destroy him later when they are better equipped and not so outnumbered. Only PCs who are demanding a fight will be freed from the cage. PCs who are not demanding to fight the Prince and his entourage will be kept in the safety of the cage.

If the PCs ask the tanar’ri Prince his name, he will laugh and tell them, “I am the monster you think I am. You may call me Your Highness. Anything else could be at your peril.” If any PC calls him Orcus, they will lose half of their current hit points and a blue aura will shimmer around the Prince. He will smile and sigh contentedly.

If a PC outside of the cage is considering attacking the tanar’ri horde, sample undead fiends are provided. The Prince and his Legion are aware of all the PCs, even invisible ones, so surprise is not possible. Make sure to tell any PC who thinks he is invisible that some of the Legion are looking directly at him. Any PC who is killed in this encounter **cannot** be *raised, resurrected, reincarnated or wished* back to life. No divine power will intervene to bring that PC back to life. Until further notice, the Prince owns the soul of a PC who forces a fight and is killed.

**Babau Wights (300):** Int Genius; AL CE; AC -3; MV 15; HD 8+14; hp 62; THACO 13; #AT 3; Dmg 2-5/2-5/2-8 +7 (str) on all attacks; SA as Babau, level drain (1 level per hit); SD magic or iron weapons to hit; MR 50%; SZ M; ML 17.

**Spectral Vrocks (200):** Int High; AL CE; AC -6; MV 12 FL 18; HD 10; hp 60; THACO 12; #AT 5; Dmg 1-4/1-4/1-8/1-8/1-6 +7 (str) on all attacks; SA as Vrock, drains 2 levels per hit; SD never surprised, +2 weapon or iron to hit; MR 70%; SZ L; ML 19.

**Spectral Glabrezu (150):** Int Exceptional; AL CE; AC -8; MV 15; HD 12; hp 80; THACO 8; #AT 5; Dmg 2-12/2-12/1-3/1-3/2-5; SA as Glabrezu, drains 2 levels

per hit; SD +2 or iron weapon to hit; MR 50%; SZ H; ML 19.

No stats are given on the tanar'ri Prince. Assume him to have whatever spells and powers he needs to squelch an attack against him. His magic resistance is 99%. Any PC outside of the cage will discover that there are dozens of spectral vlocks between him and the Prince. Because vlocks are never surprised and always attack first in the round, any PC attempting an attack on the Prince will not likely even have a chance to complete the action.

He is curious about the following:

***Why are you here?***

He already knows about the Eye, he just wants to hear it from them. If the PCs admit that they are seeking a soul to free from wrongful imprisonment, the legion of undead tanar'ri will groan their disapproval and move towards the cage. The Prince will stop them with a wave of his hand.

***What motivates you to try this fool's errand?***

He will entertain numerous noble claims and question the validity of such selflessness. He will admit that nobility, while not unknown in the Abyss, is certainly frowned upon.

***What reward is there in it for you?***

Again, he will treat their answers as a bit naive. He will ask them if they would not prefer to do such things for compensation. Wealth, power or some such reward seems only fair given what they are doing.

***And what criteria will you use to choose a soul to free?***

At this point he will begin trying to sow dissent among the party. He will be as subtle as possible, but he hopes that the PCs are each looking for something different. If they have not thought about it, he will insist they do so. He does not expect them to attack each other, he just wants them questioning each other.

***If you die here, your soul stays here. Would you rather be among the Lost, or would you seek to maintain power?***

The Prince will ask this of each PC. He will provide as much explanation as the PCs ask. A PC could serve him or some other tanar'ri Prince if they chose. He will even agree to convey their spirit to a specific tanar'ric power if they wish.

***Where do you come from?***

If he learns that they are from Ravens Bluff he will become truly fascinated with them. He knows that other tanar'ri powers and Baatezu rulers are preparing that city for the Blood War. He has not involved himself yet, but he is curious about the city and its inhabitants.

***Are you aware that Baatezu are being permitted to walk the streets of your city as citizens?***

He wants to gauge the PCs' reactions and knowledge of the Baatezu presently living in the city. He will claim no special knowledge of any specific Baatezu, but will gladly listen to any information the PCs wish to share. If the PCs are not aware of any Baatezu, then he will not elaborate further. If a PC says that the Baatezu have been removed, he will snicker in amusement at the PC's naiveté.

The Prince is a master of deception, on a level the PCs cannot even comprehend. He will know if they are lying to him and will call them on it. He will inform them that by lying, they serve to increase his power. He is a tanar'ri, and the corruption of mortals is how they gain power. He will even entertain a few questions from the PCs, but not many. The DM should feel free to make up whatever answer seems appropriate to the Prince's mood since tanar'ri are notoriously dishonest anyway. If a PC mentions that the Prince or his Wand was recently destroyed, he will charmingly reply that reports of their demise have been greatly exaggerated.

And lastly, he will make the following offer:

***“Your trials here are only going to become more difficult. There will now be more forces after you, though you will be free of my vengeance for now. I would have you out of the Abyss as quickly as possible. I am considering offering you help. Do you wish to hear my offer?”***

If the PCs ask what his aid will cost, he will charmingly respond:

***“As you should know, when dealing with tanar'ri, the price is always terrible and extreme. And I am the Prince of the tanar'ri, so my price is especially dreadful. But, as always, my assistance comes with no higher price than you are able to pay. Of course, you mortals are notoriously childlike when you have to take responsibility for your actions. I cannot tell you how many humans and elves I have made gods among their kind, only to have them whimper about how unfair I am when it comes time to pay my price.***

***But I am not without compassion, so merely hearing the offer has no cost at all.***

He will reveal no more details about the price for his assistance.

The PCs can reject the offer outright: He will smile politely and nod. The cage, the Prince and the Legion fade from view. The PCs are free to continue their quest.

The PCs agree to at least entertain his offer: At this point they have not agreed to accept, they are only agreeing to listen. He will smile ruefully and lift up his Wand. He will look amusedly at his Wand, then at the PCs. He will toss the Wand toward the PCs. As it lands at their feet, the Prince, the cage and the Legion all fade from view. The PCs now have a choice to make.

This is the Prince's reason for meeting the PCs. He wants to pass his wand into the Prime Material Plane, specifically into Ravens Bluff and the nearby Underdark. He needs a living mortal of noble intentions to willingly transport the Wand. In fact, the Wand has multiple manifestations and the Prince needs to get multiple copies of the Wand into Ravens Bluff. The Wand lies there in the ash. It is not radiating a compulsion to pick it up. Other than the Prince saying that things are going to become more difficult (and tanar'ri are known to lie), there is no indication that the PCs need the Wand to complete their quest. The DM should do nothing to convince the PCs that the Wand is needed to complete the quest, nor should the DM try to entice a PC into picking up the Wand. The Prince does not expect anyone to be foolish enough to pick it up, but mortals have surprised him before.

Unless a PC makes a mad dash for the Wand to pick it up, make sure the PCs know the following information before picking up the Wand:

- If detected, it radiates tremendous, aggressive evil.
- If there is a paladin in the party, tell him that he senses evil radiating off the Wand without even having to concentrate on it.
- If there is a bard in the party with Legend Lore, he will recognize the Wand as one of the most evil artifacts in history without having to make a proficiency check. No one has ever been known to survive possessing the Wand.
- Any spells such as augury or divination cast to determine the ramifications of touching the Wand

will receive an overwhelming "Bad idea" from any divine power. Spells that require a roll (i.e. *augury*) to succeed will not require a roll in this case. The PC's deity is watching his actions and is only too happy to warn mortal followers away from the Wand.

If the PCs walk away from it, they may continue on their quest. If a PC picks up the Wand, give him the **player handout**, and then continue.

Note: Only a PC willing to pick up the Wand will incur the cost for such a decision. If a PC does not want to touch the Wand, he cannot be forced. Attempts to move the Wand through magic or with an inanimate object will not budge it from its spot. DMs should feel free to be heavy-handed with PCs who try to force others to touch the Wand (i.e. If PC A tries to force PC B to make contact with the Wand, the Wand becomes offended and zaps PC A with a *harm* spell).

**DM Note II:** The Wand of Orcus has extremely powerful abilities, but it has even more powerful harmful side effects. Make sure you are familiar with the effects before running this encounter (Appendix II). If you anticipate problems with a player whose PC is about to claim the Wand, you may wish to very explicit about the warnings in this encounter.

Make sure that a player openly declares that his PC is grasping the Wand and picking it up before giving him the handout. Because of the side effects of picking up the Wand, it is important that there is no ambiguity about a PC's intentions. Just touching the Wand reveals nothing. The PC has to openly declare that he is picking the Wand up to become its possessor.

The Wand will drastically alter how tanar'ri act towards the PCs in all encounters with Trapped Souls. If the Wand is presented boldly or if its active powers are used, all tanar'ri viewing it will run or teleport away in terror. In fact, carrying the Wand will speed up the module by scaring off all combats. Given the extra time needed to adjudicate possessing the Wand, this should even things out. Using the Wand's powers does not have a noticeable effect on the PC. Other PCs looking for signs of possession or corruption will notice that the PC holding the Wand seems unaffected.

At any point during this encounter the PCs can call upon the Gatekeeper to retrieve them. In the same round they call upon him, they will appear before him. Only PCs who call upon the Gatekeeper will be

transported (i.e. only those who have gotten themselves into trouble). Others will be permitted to stay until they are ready to leave.

## Encounter Three-Return to the Gate

When the PCs have met all of the NPCs or when time is running out, the Gatekeeper will close the Gate, returning them to his realm. It could occur in the middle of a fight or in the midst of a conversation if the DM so wishes. If a PC accepted the Prince's offer of help, the Wand is still with the PC. If someone has the Wand, remember to end early enough to adjudicate the Wand destroying the PC's possessions.

*The land around you swirls with white fog, rushing up to consume you in cool summer rain. The sound of a well-oiled latch closing echoes faintly in the distance and you stand once again before the Gatekeeper. He looks at you, feathered pen poised above the massive tome in his arm, and asks, "Have you found a soul you name worthy?"*

The PCs are back where they started and all of their possessions are with them again. If they were injured in the Abyss, their bodies now reflect the same injuries.

There is not a single correct answer to the PCs' dilemma. No one soul is presented as being especially more worthy than the others, and the PCs must use their own criteria to determine which soul should be freed from Imprisonment. The Gatekeeper will not engage in debate with the PCs, nor can he answer any questions about the future. He has no idea how any of the Trapped Souls will turn out if freed. The PCs have to come to a conclusion on their own. They can only free one Trapped Soul, and they must agree upon the Soul to free. Divination and commune spells are answered, but the PC is told that this decision falls to their own wisdom. The Gatekeeper will not interfere or influence their decision in any way, but he will warn them that their time to choose is limited (by the amount of time left in the round). If the round is running late and the players are taking a lot of time to decide, have the Gatekeeper demand a vote (while indicating to the players that time is up). You might want to have PCs write down their vote and have the Gatekeeper tell them to "open their minds, he will read their response." This will take pressure off of the last PC to vote. If a PC proposes to trade places with a

Trapped Soul, the Gatekeeper will tell them that their offer is noble, but not possible.

Once the PCs have chosen, the Gatekeeper makes a few notes in the tome, closes it and announces, "It is Done."

A few moments later, a figure appears on the other side of the Gate. It is the tanar'ri Prince. Any attacks against him fizzle at the Gate. PCs moving to the other side of the Gate do not see him.

If the PCs behaved rudely to him:

*"I congratulate you. You have forever garnered the enmity of the tanar'ri race. From this day forth you will be known as blasphemers and thieves to all tanar'ri. I look forward to the next time we meet."*

If the PCs conducted themselves civilly:

*"You bold, audacious mortal fools. You have no idea how you have upset the balance of things in this world and the next. You entered the Abyss with nothing and you leave having committed the greatest of sins against the Underworld. You have shepherded the salvation of a soul, a crime for which there is no forgiveness. The salvation of a single stolen soul rends the Underworld like no act of violence could ever hope to. From this day forward you are the enemy of the tanar'ri. It is my honor to call you my enemy."*

He will speak with a hint of admiration in his voice. He is impressed by the PCs, and is looking forward to the task of destroying such worthy adversaries.

If someone accepted the Wand, he will address him:

*"The time has come to know the price for my aid." He looks at you, then at the Wand. He smiles broadly, evilly, then fades from view. You still hold the Wand.*

Moments after the tanar'ri Prince fades from view white fog swirls around the PCs and they find themselves sitting around a table in the Sleepy Dwarf Tavern. The Eye of Kalabos is gone.

*You reappear in the Sleepy Dwarf Tavern. Sunlight filters through the windows, indicating the dawn of a new day. The doors of the tavern open as people come in, and the sounds of a city full of people come in with them.*

*You do not know what will happen to the soul you freed, and you might not ever know. There is no way to know what the future brings. But you know you saved him (or her as appropriate) and gave him back his future. Last night, you risked everything for the sake of a stranger. This morning, you are making your way down the street through this city filled with strangers that you call home.*

*A beautiful sun is breaking through the clouds and the air is fresh with the taste of a new day. It is going to be a good day.*

**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 38-56	Tier 4
Levels 57+	Tier 5

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

Total Experience for Objectives: 750 xp  
Roleplaying Experience: 0-500 xp

**Total Possible Experience: 1,250 xp**

For Tier 2: 2,500 xp  
For Tier 3: 3,750 xp  
For Tier 4: 5,000 xp  
For Tier 5: 6,250 xp

### Player Introduction

Entering the realm of the Gatekeeper 50 xp

### Encounter One

Saving a Lost Soul from falling 50 xp

### Encounters A-H

For each Trapped Soul they rescue from their tormentors (800 max) 100 xp

For each Trapped Soul the PCs injure while fighting their tormentors (-400 max) -50 xp

For each NPC Trapped Soul they try to learn about (400 max) 50 xp

If the PCs encourage the Trapped Souls to seek each other out 200 xp

If the PCs intervene with the alu-fiends before Vanya can reveal herself 100 xp

### Encounter Two

Not upsetting the Prince 50 xp

Max experience for objectives 1,650 xp

Discretionary role playing bonus 0-500 xp

**Total possible experience points 2,150 xp**

For Tier Two: 4,300 xp

For Tier Three: 6,450 xp

For Tier Four: 8,600 xp

For Tier Five: 10,750 xp

## Treasure Summary

If it is not on this list, the PCs cannot have it.

All PCs receive:

**The Blessings of Good:** The forces of Good in the cosmos have taken notice of the PCs' actions and while they are not permitted to directly reward the PCs, they will reward the PCs through their clerics. The next ten healing spells the PC receives from a cleric of a goodly aligned deity will have maximum effect. Neither the PC or the cleric is aware of the effect, but both will notice the spell took maximum effect. This has no effect on healing spells received from neutral deities or items.

**Enmity of the Tanar'ri:** Due to the Prince's curse, there is a subtle change in the PC's aura that can only be detected by tanar'ri. In all future events, if the PC encounters tanar'ri, he will be the preferred target of all such fiends. Roll a d20. If the roll is equal to or less than the PC's level, the tanar'ri recognize the PC as an eternal enemy.

**The Wand of Orcus:** There are many things that must be adjudicated at the end of the game if a PC took the Wand. The most time-consuming effect is the Wand's consumption of the PC's magic items. NOTE: Regardless of the die roll, the Wand will not consume magic items bought at a charity auction. The PC must still give the item away, but assume the item to survive the Wand's greed. If any item expressly states that it cannot be given away or owed by anyone other than the PC, assume that the Wand consumes it.

The PC named above possesses the Wand of Orcus (for the time being). This certificate must be presented to the Dungeon Master at the start of any game the PC plays. Showing the certificate is the only way to use any of the powers.

**Passive Powers**

- Possessor is AC 0
- Possessor takes ½ damage from magical fire
- Possessor is immune to normal fire
- Possessor is +4 on all saving throws
- Possessor cannot be surprised
- Possessor gains 25% magic resistance
- Wand acts as a *mace* +4, doing 2-12 (+4) points of damage. Against tanar'ri and baatezu it does double damage. PC suffers no non-proficiency penalty, even if he is not proficient with mace.
- Tanar'ri and baatezu suffer a -50% to their magic resistance versus attacks from the Wand.
- The Wand is an artifact of eternal power, therefore it is unaffected by anti-magic shells, dead magic zones and other magic dampening effects.

**Active Powers**

- Ice Storm 1/day (12d4+12)
- Fireball 1/day (12d6)
- Fly 1/day (4 hour duration)
- Cause Critical Wounds 3/day
- Slay Living 1/day
- Command undead (as 20th level cleric of Orcus)
- Animate dead 1/day at 20th level
- Disintegrate 1/week

**Side Effects**

- PC doubles body weight.
- Small plants die at PC's touch. Sentient plants take 1d6 hit points of damage per round. Gloves do not prevent this.
- Charisma drops 4 points permanently.
- The Wand radiates tremendous evil that cannot be hidden by any misdirection or protection from

detection. Any paladin PC or NPC will immediately sense something evil around the PC without having to concentrate.

- The Wand cannot be separated from the PC by any outside force. If the PC tries to give the Wand away or leave it, the PC loses one hit point per round and will die within 1 hour, despite hit point total.
- If the PC dies, both the PC and the Wand disappear. The PC cannot be raised, resurrected, reincarnated or wished back to life. The PC's spirit cannot be contacted or located in the afterworld. No divine power will intervene to bring the PC back to life.

The Wand is an aggressively corrupting influence. It has begun the process of converting the possessor to its will. This influence will have no effect on the PC's behavior until the Wand has claimed the PC's soul. Every game the PC plays increases the corruption by 5%. Every time the PC uses an active power, it increases the corruption by an additional 10%. The DM must be given the certificate to mark the corruption. If two PCs at a table both possess a Wand of Orcus, the corruption is concentrated. Every time one PC uses an active power, both PCs suffer the 10% corruption effect. At the end of every game session the PC must roll percentile dice in front of the DM. If the percentile roll is equal to or less than the degree of corruption, the PC is drawn into the Abyss. There is no way to slow or reverse the corruption, and there are no modifiers to the percentile roll. The PC possessing the Wand willingly accepted the artifact and must live up to the responsibility of that choice. The Wand disappears as the PC is drawn into the Abyss.

**Corruption**

O 05%	O 10%	O 15%	O 20%	O 25%	O 30%	O
35%	O 40%	O 45%	O 50%			
O 55%	O 60%	O 65%	O 70%	O 75%	O 80%	O
85%	O 90%	O 95%	O 100%			

The Wand is a jealous and demanding artifact. It has already consumed half of the PC's wealth and magic items and forced him to give away all remaining magic items. The PC cannot own or carry any magic items or the Wand will drain it of all magic. The Wand claims half of any wealth the PC receives in the future. Such wealth is destroyed feeding the Wand.

# Appendix I

## **Souls in the Abyss**

In the Realms, Lord Death Kelemvor passes judgement on the souls of all who die. Those who were loyal to a higher power and served well are given to that power. Those who served no higher power become the faithless in the after-life and those who renounced their faith before dying are the false. These spirits are scattered throughout various planes according to Kelemvor's decree. One of the places these spirits can be sent is the Abyss. No one knows Lord Death's criteria for condemning a soul to the Abyss. Once in the Abyss, mortals are judged by the Nalfeshnee. Those that were particularly evil in life are rewarded by transformation into some form of least tanar'ri. Those that do not meet the evil standards of the Nalfeshnee are cast out into the Abyss for the other tanar'ri to torment. While there are worse planes, the Abyss is a terrible place for a powerless spirit to spend eternity. There are teeming millions of tanar'ri roaming the infinite layers of the Abyss, and they delight in tormenting anything weaker. Most of the powerful tanar'ri are actively involved in the Blood War, so lesser tanar'ri are often assigned the duty of torment. Those lesser tanar'ri that perform their duty with the most enthusiasm are rewarded with more power. The tanar'ri learned this from their enemies, the Baatezu, who have used the tormenting of Lost Souls as a method of evaluating the potential of lesser Baatezu.

The PCs will encounter two types of souls while in the Abyss:

Lost Souls are the spirits of mortals who died and were condemned to the Abyss. To the PCs they will appear gray and their voices will sound distant and hollow. A living being (the PCs) may briefly make contact with a Lost Soul, but Lost Souls quickly fade out of contact. They still look the same as before, but after a few seconds of contact, the Lost Soul is completely out of phase with a living being. There are millions of Lost Souls in the Abyss, some as old as the Abyss itself. The Lost Souls are not the focus of the adventure. Lost Souls can sense something wrong about the PCs and will avoid them if possible. Lost souls can only be destroyed in the Abyss by greater tanar'ri. Despite the torment heaped upon them, they are doomed to survive it.

Trapped Souls look and sound just like the PCs. They can make contact with living beings as much as they wish. A Trapped Soul can determine that the PCs are

out of place just like a Lost Soul can. However, like Lost Souls they can only be destroyed by a greater tanar'ri.

Neither Lost nor Trapped Souls radiate any form of alignment.

While in the Abyss in this state, the PCs will glow slightly to all souls and fiends. This is not apparent to the PCs and most souls will not understand what it means. tanar'ri will understand that the glowing figures are invaders to their realm and will seek to destroy them on sight. All souls will feel the compulsion to move away from the PCs, becoming frantic if the PCs try to restrain them. PCs will not be able to collect a group of Trapped Souls together. This also prevents the DM from having to keep up with a dozen NPCs. Even though Trapped Souls are not confined to a certain area of the Abyss, Trapped Souls will not follow the PCs out of the area where they are encountered. However, PCs can encourage the stronger Trapped Souls to seek out the weaker ones to protect.

## **The Terrain**

The landscape in the Abyss is either featureless or chaotically disobeying all rules of nature. Strange things occur purely for the sake of serving chaos. Wild raging rivers of fire run up the side of frozen mountain peaks without ever intermingling. Hot and cold, and light and dark are not opposites in the Abyss. They are as independent as the situation demands. There are very few gradual transitions there. Mosquito infested swamps touch an icy tundra covered in 10 feet of snow with no regard to what mortals perceive as logic. It is not a magical effect that can be dispelled or an illusion that can be seen through. It is quite simply another reality. It is the home of the tanar'ri and only they know all the rules. Humans have to learn the rules as they encounter them. Dungeon Masters can use the unpredictability of the terrain to keep PCs slightly off guard. The encounters occur in vastly different terrain, and the DM should feel free to embellish any odd change of environment that will add flavor to the Abyss. The bizarre terrain should not be the dominant feature of the game, but it can be used to remind the PCs that they are in a very hostile environment where their notions of right and wrong have been left far behind.

## **Possessions**

Because the PCs begin their trek through the Abyss with limited possessions, they might be interested in picking up a few tools as they travel. They should be allowed to pick up whatever they encounter if they have a way to carry it. It is up to the DM's discretion to determine what objects are encountered beyond what is specifically given in the module. Spellcasters have all the spells in memory that they had at the start of the game. As the Gatekeeper tells them, they do not need material components for their spells.

### **Tanar'ri Horde**

It is possible that some of the encounters are just too tough for some parties. Although the tanar'ri are very weak for standard tiering, the PCs will be fighting without magic items or armor of any kind. The PCs are going to be very easy to hit for creatures with average THACOs. If the PCs are in danger of being decimated, the tanar'ri can hold back to prolong the torment. It is the tanar'ri's job to torment souls, and taunting the PCs rather than wiping them out is an option available to the DM. Eventually though, the cat kills the mouse, so taunting the PCs will only buy them a couple of rounds. PCs might forget that they could always call on the Gatekeeper to escape. A generous DM might remind them. If PCs refuse to accept their eminent demise at that point, kill them.

All Tanar'ri have resistance to some forms of magical attacks. A summary from the monstrous compendium is provided:

Full damage:

Acid, iron weapon, magic missile and silver weapons (unless designated otherwise).

Half damage:

Cold, magical fire and gas.

No damage:

Electricity, nonmagical fire and poison.

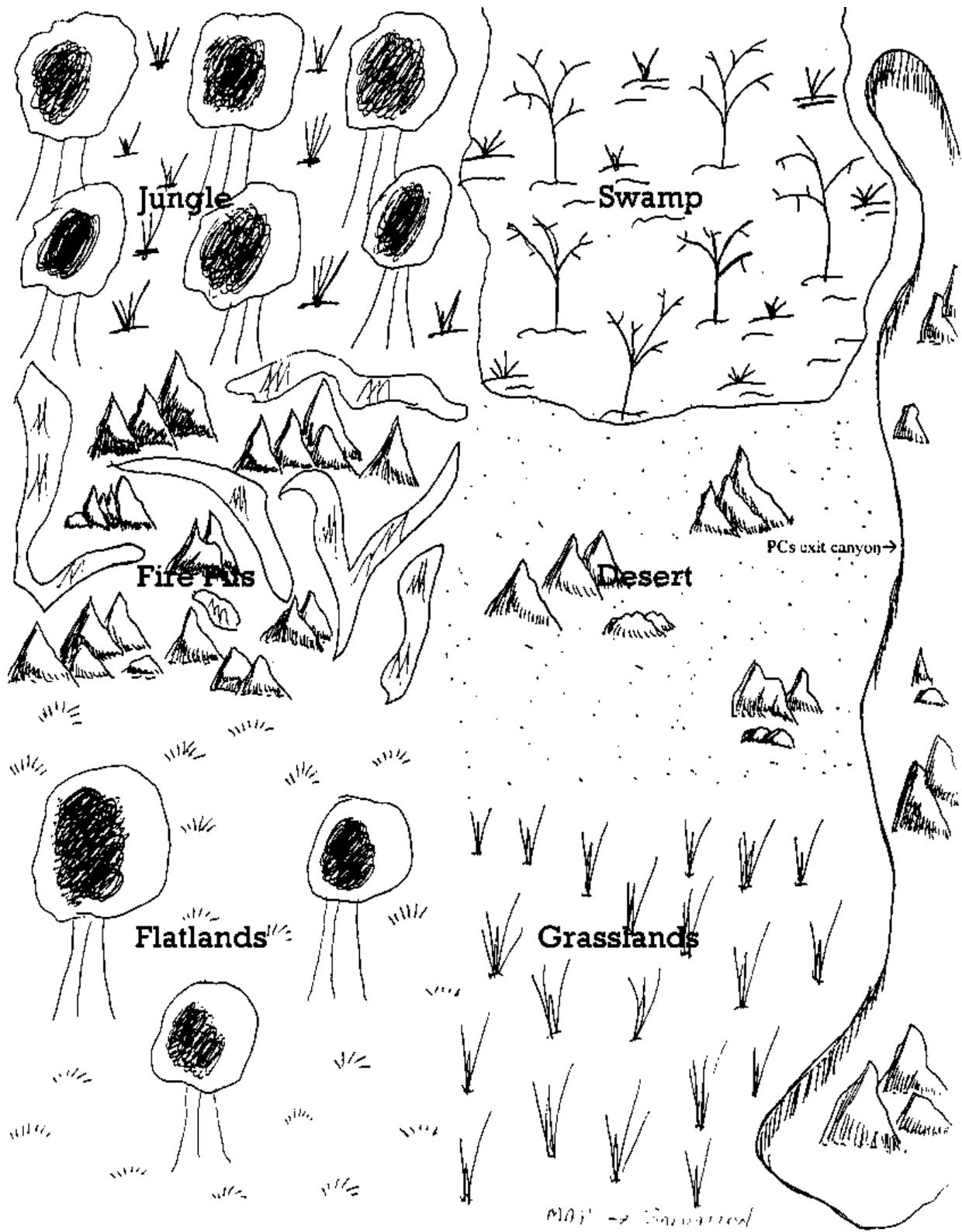
All tanar'ri also have the following spell capabilities:

*Darkness 15' radius*

*Infravision*

*Teleport without error*

The tanar'ri in the abyss will not use darkness much. They prefer to see the souls they torment writhe in helpless agony.



## Appendix II-The Wand of Orcus

### The Wand of Orcus

If one of the PCs accepts the tanar'ri Prince's offer of assistance, he will carry the Wand for the rest of the module. This will greatly modify how tanar'ri react to the PCs. If any of the Wand's active powers are activated, all tanar'ri will recognize the Wand and will run from it. If none of the active powers are used, the tanar'ri will not even notice that a PC is carrying it unless they are hit with it, or the PC presents it boldly.

Lost Souls will run with all out frenzy from the PC carrying the Wand. Trapped Souls will be confused about the Wand, not recognizing it.

Once a PC has picked up the Wand it is his and vice-versa. The PC cannot put the Wand down and he cannot give it away. If any other PC tries to take it away from the PC who now carries it, it will temporarily drain a level from the offending PC, knocking him to the ground. The level will return in a couple of hours (right before the next encounter).

If any PC took the Wand, finish the round at least 10 minutes early so you will have time to adjudicate the major side effects that the Wand is going to impose on its new possessor. Most effects are listed on the certificate, but some will require DM supervision.

The Wand is a jealous and demanding artifact. Upon returning to the Prime Material Plane, it claims half of everything the PC owns to feed its own power. All magic items must roll a d20. On a 1-10, the Wand has consumed the item. This is not a saving throw, it is merely a way to estimate roughly half of the PC's magic items. If slightly more or less is consumed, that is fine. If the PC only has 10 magic items and 5 items are consumed in the first 6 rolls, then a DM should rule that the Wand has taken its share. All rolls must be made in front of the DM before leaving the table. Consumed items are destroyed immediately. All other magic items must be given away or they will be consumed as well. Magic items may be given to other PCs. Half of all material wealth is also claimed. If the PC owns land, half of the land is immediately blighted, burned and unable to support plant growth for 100 years. The PC may retain the wealth that the Wand leaves him, but half of all future wealth will be claimed.

The Living City is still an honor system in large part, and most players will willingly comply, but it is

possible that some players will be less than forthcoming with all of their magic items. If you suspect that a player is hiding magic items from possible destruction, do not worry about it. It is not worth arguing with a player over his PC's possessions. Some players might be very upset with the Wand's side effects and will feel that they are being treated unfairly. If it seems that a confrontation will be required to adjudicate the side effects, do not put yourself in a position that will make you uncomfortable. Simply take back the Wand from the player and be done with it. Do not let a player leave a table with the Wand unless all wealth has been checked and half or so consumed as described above.

NOTE: Regardless of the die roll, the Wand will not consume magic items bought at a charity auction. The PC must still give the item away, but assume the item to survive the Wand's greed. If any item expressly states that it cannot be given away or owned by anyone other than the PC, assume that the Wand consumes it.

## **Player Handout 1**

### **The Wand of Orcus**

The moment you touched the Wand you felt a bond with it. It shrank slightly in your hand so now it is just less than two feet long and the skull is no larger than a large man's fist. You do not feel any attempt to corrupt you, but the Wand definitely feels alive and evil in your grasp.

You instinctively know that you cannot put the Wand down. If anyone tries to take the Wand from you, it will lash out at him, protecting you. You will not be able to stop the Wand from doing this to your friends, so it might be best to warn them. Once the Wand has fulfilled its purpose, it will willingly leave you. Until then, you are stuck with it.

#### **Powers of the Wand**

##### **Passive Powers**

Possessor is AC 0

Possessor takes ½ damage from magical fire and is immune to normal fire

Possessor is +4 on all saving throws

Possessor cannot be surprised and gains a +1 bonus on initiative rolls

Possessor gains 25% magic resistance

##### **Active Powers**

Ice Storm 1/day (12d4+12)

Fireball 1/day (12d6)

Cause Critical Wounds 3/day

Slay Living 1/day

Animate Dead 2/day (as 20th level cleric)

Disintegrate 1/week

Used as a mace, the Wand is +4 to hit and does 2-12 (+4) points of damage. Against tanar'ri it does double damage. You suffer no non-proficiency penalty, even if you are not proficient with mace. If you are specialized with mace, that skill applies when using the Wand.

All tanar'ri suffer -50% to their magic resistance against the powers of the Wand.

## Key Event Summary for Salvation

Please complete the summary at Weekend in Ravens Bluff conventions and return it to RPGA HQ

Which Trapped Soul did the PCs choose to free? \_\_\_\_\_

Did the PCs encourage any souls to seek each other out?                      Yes                      No

Did a PC pick up the Wand of Orcus?

If so, who?                      Character name: \_\_\_\_\_  
Player name: \_\_\_\_\_                      RPGA#: \_\_\_\_\_

Was a PC killed during the encounter with the Prince and his entourage?

If so, who?                      Character name: \_\_\_\_\_  
Player name: \_\_\_\_\_                      RPGA#: \_\_\_\_\_

Did any PCs die and fail their resurrection survival roll? \_\_\_\_\_

If so, who?

Indicate if the PC asked the Prince if he could serve a higher power in the Abyss.

Character name: \_\_\_\_\_  
Player name: \_\_\_\_\_  
RPGA#: \_\_\_\_\_  
Did PC request to serve a tanar'ric power? \_\_\_\_\_  
If so, who? \_\_\_\_\_

Character name: \_\_\_\_\_  
Player name: \_\_\_\_\_  
RPGA#: \_\_\_\_\_

Did PC request to serve a tanar'ric power? \_\_\_\_\_  
If so, who? \_\_\_\_\_