

# Strange Bedfellows

A One-Round Living City Tournament

**by Ed Gibson**

Being invited to a clandestine meeting in Crow's End is not unusual for heroes in Ravens Bluff. However, this invitation is from Relarn Dayspring, Ambassador Carrague, and Vondryx, Lord of the Abyss, who once “saved” some adventurers when their adventures led them to a dark and evil place. At that time, Vondryx said the time would come to repay that debt; now seems to be that time.

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

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

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

This tournament is the last in a series of six Living City events which are known collectively as The Gathering Darkness. The previous modules were *To Live and Die in Ravens Bluff*, *A Wedding Summons in Ravens Bluff*, *Inferno in the Living City*, *Sarbreen: The Undying City*, and *Slaves to Fashion*. It is not necessary to have played in the previous events before playing this one.

## DM Introduction

Ravens Bluff is filled with stories about disappearances, deaths, and strange creatures being spotted. There is some truth to the rumors. The Grand Conjunction is approaching, and the boundaries between Ravenloft and the Forgotten Realms are weakening in the area of The Vast; this allows portals between the planes to occur. Most gates are open for a short period of time, from a few minutes to an hour, but one portal located near the docks has remained open for over a week.

*Strange Bedfellows* occurs soon after *Slaves to Fashion*. The war has heated up and groups of strange creatures have rampaged through the streets of Ravens Bluff the past few nights. The Lord Chancellor declared a curfew from midnight to dawn; anyone found outside during those hours without official papers is subject to arrest and heavy fines.

The PCs are each discreetly given a note to meet with Relarn Dayspring (Chief Prelate of the Clerical Circle), Ambassador Carrague (of the Ministry of Art) and Vondryx (Lord of the Abyss - a Tanar'ri) in an

abandoned warehouse near the docks. (Note: Vondryx is a Balor who arranged for PCs to be returned from Ravenloft during the event "A Wedding Summons in Ravens Bluff" in exchange for their future service. Since the PCs need to protect Ravens Bluff in any event, it doesn't really matter if they played the earlier event). The note is delivered by a tight-lipped priest of Lathander, who reads the note for anyone who can't read, but won't answer any questions.

The PCs meet Dayspring, Carrague, and Vondryx at midnight. Dayspring informs the heroes that Ravens Bluff needs their help once more. Dayspring tells them that Vondryx contacted him with a warning and Lathander confirmed the truth of what the Balor was saying. This meeting must be kept secret lest the populace begin to doubt the leadership of Ravens Bluff. The PCs are told that there is a portal which is permitting evil creatures from another plane to attack Ravens Bluff. They are also told that someone appears to be orchestrating the attacks. The PCs need to conduct a ceremony by dawn in order to close the portal permanently. They are given most of what they need, but the heroes need to obtain an ancient sword from a tomb which was recently uncovered in the sewers. The PCs also should determine who is behind the attacks, but this is less important than closing the portal. The heroes are offered various items to help in their quest and Vondryx offers a wager.

The characters enter into the sewer system through a trap door in the warehouse. They make their way to a secret door which hides the entrance to the tomb. Once in the tomb, they must reach the bottom of a deep shaft (which lies in a dead magic area) to retrieve the sword. Knights and squires can gain a chivalry point by refusing to loot the tomb and preventing their companions from doing so. There are a number of "guardian" items which activate if removed from the dead magic zone.

After the heroes leave the sewers they encounter a group of Baatezu who want to obtain the sword. Defeating the Baatezu offers a clue leading to the individuals behind the attacks. After fighting the Baatezu, the PCs are spotted by a city watch patrol. They need to come up with a good excuse unless they want to spend the night in jail. The patrol leader can help the PCs choose their next move.

As the heroes approach the portal, three young men with long fangs, pale skin and wearing dark clothes rush at them from an alleyway. These are not vampires, but ordinary humans taking part in a gang

initiation. If the PCs don't attack, each rushes up, touches a character and runs off. If the PCs attack, the other gang members pop up from their hiding places and call for the watch. If the heroes have injured the teens, they are in serious trouble with the law.

The heroes find the portal, which is located in the half submerged hold of an old merchant vessel. The PCs must conduct the ceremony to close the portal. Unfortunately, just before they begin the rite, a creature moves through the portal and attacks. The heroes have to work hard to complete the ceremony and fight their opponents. Knights and squires who successfully complete the mission can receive a knightly honor, The Green Scarf. This honor is awarded for lifting a great curse on the land such as a plague or pestilence.

Finally, the PCs return to the warehouse to report their success. This adventure begins at midnight and must be concluded by dawn, so adjust your timing accordingly.

## Introduction: War is Hell!

Tell your players to select spells for a typical day in Ravens Bluff. The PCs are not together at the beginning of the scenario, so don't allow them to work together on spell selection. When the players are ready to begin, read the following:

*Life in Ravens Bluff has not been pleasant for the last week. Humanoid troops have launched a series of hit and run attacks, sneaking up near the walls after dark and firing flaming arrows into the besieged city. Although several small buildings have caught fire, the Red Ravens have been able to prevent the fires from spreading. However, more than just the fires have caused the morale of the citizens of the Living City to plummet. For the last week, once or twice a night, bands of creatures from some foreign plane have ravaged Ravens Bluff. The guards at the gates have not seen any sign of the attackers; it's as if they are magically appearing inside the city. Faced with increasing fear from the residents, Lord Chancellor Arvin Kothonos has been forced to take desperate measures. The city is under a curfew from midnight to dawn, and anyone caught out on the streets during those times is subject to arrest and large fines.*

*With the situation in Ravens Bluff deteriorating, you are not surprised when an unsmiling man in dark robes hands you a note late one night. (Distribute Player Handout #1).*

The man wears the holy symbol of Lathander (Religion or Local History proficiency check to recognize). He reads the note out loud for any PC who can't read. The notes are delivered to the PCs between 10:30 and 11:15 at night. The man won't answer any questions.

The Red Ravens are the fire fighting organization of Ravens Bluff.

The meeting place is an abandoned warehouse in Crows End. The heroes must be there by midnight, or they could be arrested for violating the curfew. Find out when the PCs intend to arrive. If anyone is planning to arrive later than 12:20 and is not invisible, have him make a Hide in Shadows or Dexterity -4 check every turn. Success means he eluded a patrol on his way to the meeting, failure means he must pay a 50 gp per level fine, or spend the night in jail (end of adventure). Once everyone has arrived at the warehouse, go to Encounter One.

## Encounter One: Gone! But Not Forgotten.

*The streets of Ravens Bluff are strangely deserted as you make your way into Crows End. A city watch patrol notes your passing, but makes no move to interfere. You reach 131 Water Street a few minutes before midnight. The warehouse is constructed of stone and stands three stories tall. The exterior seems to be in good shape, although the windows have been tightly boarded up. One man-sized and four wagon-sized doors are located on the front of the building. The small door stands open, the larger doors are boarded up like the windows.*

No sounds can be heard coming from the warehouse. No light is visible from the doors or the windows. The windows and large doors are locked and the boards are impossible to remove quickly or quietly. Careful examination of the boards reveals that someone has gone to a great deal of trouble to fit the boards tightly together with tongue and groove joints. A continual darkness spell has been cast just inside the small door so no light escapes to the outside. The priest who delivered the message is waiting just inside the door for the PCs arrival. No evil intent can be detected inside the warehouse, but a detect evil spell picks up a strong emanation within. The interior of the warehouse is an open area 250' wide by 150' deep by 25' high.

Once the PCs move past the area of darkness, read the following:

*A blast of heat washes over you as you enter the warehouse. Aaron, the man who delivered the notes nods at you as you make your entrance. The room is illuminated by the flames dancing around the nightmarish body of a hulking 12' tall winged creature standing in the middle of the room. Bat-like wings adorn its fiery body, and you can see both a strange sword and a nasty-looking whip on its "person." Huddled in a distant corner are the waiting forms of Ambassador Carrague and Relarn Dayspring.*

*"Lathander! Grant me the strength to destroy this foul creature" cries Aaron as he charges the monster with his mace. Dayspring yells "Stop", but the priest is oblivious.*

Break to let the PCs try to stop the rushing cleric, then continue and adjust as appropriate.

*The mace bounces harmlessly off the creature's flaming skin as Vondryx casually swings a sword shaped like a stroke of lightning. Aaron's body starts to raise the mace for another blow, but collapses in a heap as his head rolls across the ground and stares at you with unseeing eyes.*

The PCs should not attack Vondryx. Dayspring and Carrague tell the PCs not to attack and don't attack themselves, because the lives of everyone in Ravens Bluff are at risk. The priest's death was a case of self defense. However, statistics are provided for Vondryx in case he is attacked. Dayspring and Carrague stay as far away from the Balor as possible and appear to be distinctly worried about the Tanar'ri. The Ambassador seems to be acting as a mediator to prevent combat from breaking out between the priest and the Tanar'ri.

*"Welcome" says Ambassador Carrague. "I'm glad you were all able to make it on such short notice. Now why did you come? ... Ah yes. The situation in Ravens Bluff is desperate: not only is there an enemy at our gates, but there is another gate within the city which is allowing other foes to rampage at will through the streets of Ravens Bluff. I warn you that what you see and hear tonight must be kept absolutely secret. If the citizens knew the leaders of their city were forced to accept assistance from Lord Vondryx, the morale would be so low as to prevent the city from putting up a fight. I'll let Dayspring explain to you how and why he was contacted".*

*Relarn Dayspring begins to speak "I'm not at all happy with what has transpired. I was contacted by that creature. He informed me there was a gate to another plane within Ravens Bluff and offered his assistance in closing the portal. Of course, I suspected a trick, but my consultations with Lathander have convinced me that unless the portal is closed, our enemies will use it to overwhelm our troops. As Chief Prelate of the Clerical Circle, I have sworn to protect the city and find I must accept the Balor's offered assistance despite my personal animosity. I've cast a spell to detect any deceit in his words: I'll tell you if his words are untrue".*

*You hear a voice speaking in your minds. "There is a gate in your city and your opponents are learning to use it to summon alien creatures to attack your city. By this time tomorrow, they will have mastered the use of the gate and will summon enough creatures to destroy Ravens Bluff. Your only chance is to seal the gate at dawn, when it's at its weakest. There's a fairly simple ceremony, the priest has a scroll with the instructions and incantations. There's one other thing, during the ceremony, touch the rod Carrague gives you to a sword which your enemies are trying to obtain. The sword is hidden in the tomb of an ancient mage and your first task is to retrieve it. I have my reasons for wanting the gate closed, but they do not concern you. All you need to know is that unless the gate is closed your city will be destroyed. I offer these items to help you on your mission, they are what you call a luckstone."*

Vondryx has a luckstone for each hero who wants one. Vondryx is careful to tell the truth. Of course, he is a master at twisting it to his own ends. For example, the items he offers are small gold coins with strange symbols. The coins can not be recognized by the PCs. (Their normal usage is to store trapped souls in the Abyss). They act as a luckstone, FOR THE DURATION OF THIS MISSION, just as he said. Vondryx won't answer questions which Dayspring or Carrague can answer.

Dayspring provides a waterproof scroll tube and a small black rod in a leather case. He says the instructions are in the scroll tube and to be careful with the rod. He emphasizes the fact that the ceremony must be performed at dawn, about 5 1/2 hours away. If for some reason the heroes fail to complete the assigned task, the rod MUST be returned to him. Dayspring lets the heroes know that closing the portal is more important than capturing the people who are using it.

He relates that his spell tells him that Vondryx has not lied.

For parties with total levels 6-13, Dayspring provides a *potion of healing* for each member. These potions do not last past the end of the adventure (so no certificates provided). He says the potions are needed for the war effort, but if the gate isn't sealed, it won't matter.

Carrague gives the character with the highest reaction modifier a jewel-encrusted platinum arrow. He says it is similar to *an arrow of direction*, but it may only be used once for one round and its range is very limited. In theory, it will point to a gate if one is nearby (about 100 feet). He also says the sword is buried in an old tomb, which was only recently discovered while defensive tunnels were being built. He says there is an entrance to the tunnels from the warehouse. Once the PCs have closed the gate, they are to meet back here.

Any character who says she is examining the warehouse discovers that it is in perfect shape. It seems to have recent usage as there are wagon tracks on the floor. If questioned, Carrague admits that this warehouse is being prepared as a barracks in case troops must fight in the sewers.

The instructions on how to get to the tomb are as follows:

***Follow the ladder down into the tunnel, then turn left. Follow the new construction until it veers right. Go 100 feet after it joins the old granite tunnels and look for a secret door in the floor of the tunnel. I'm not sure what you'll encounter after that, but the sword is about 7 1/2 feet in length and constructed of a black alloy. Do not draw the sword, as it is very powerful. Do not take anything except the sword; there may be guardians, and the tomb's contents are technically property of the city unless an heir is discovered.***

If the PCs think to ask, Carrague can provide them a pass which will allow them to be outside past the curfew. Most City Watchmen will still give the PCs a hard time, but won't arrest them.

Once the PCs are ready to leave for the tunnel, Vondryx offers a wager.

***The voice inside your head returns "Recently, some of your fellow adventurers had the misfortune of finding themselves in the Abyss. They're having a pretty tough time of it and I don't know how much***

***longer they can survive. If you're in a gambling mood, I'm prepared to offer a small challenge, a little wager to make things interesting. If you win, I'll return the errant adventurers to you and let you keep the coins. If you lose, you agree to serve me in the Abyss for three months. Is it a deal?"***

Vondryx only agrees if at least half of the heroes agree to the deal. In addition, although he has told them the stakes, he won't say what the wager is until AFTER they agree. He does say that it won't prevent them from accomplishing their mission. Those accepting the challenge win or lose as a group, not as individuals. If the PCs balk at accepting, he talks a bit more about the hardships the trapped adventurers are suffering. If they still turn down the wager, he congratulates them on their decision, and says that he would never risk his freedom to help another person. If a PC refuses, it's no big deal, but make sure that feels like a selfish coward for refusing. If a knight or squire refuses to accept the wager, they do NOT receive the knightly honor for completing the mission, although they can still gain a chivalry point. If the knight or squire agrees, but less than half of the PCs agree so the wager is not in effect, he is not penalized.

The wager is based on party level.

### **Total Levels 6-25**

The heroes must always allow their opponents to attack first (always lose initiative). Note: the use of a weapon of speed to attack first is a violation.

### **Total Levels 26-37**

The heroes are permitted only one item of armor or protection (normal or magical - including bracers, rings, cloaks, etc) and the heroes must allow their opponents to attack first (always lose initiative). Notes: the use of a weapon of speed to attack first is a violation. Spells such as *armor*, *stoneskin*, etc. count as an item of protection, as do rings and cloaks of protection, bracers of defense, *cloaks of displacement*, and armor. A good general rule is that if the item helps the PC avoid being hit in combat (has an effect on AC) then it counts. It is possible to change the item in use during the course of the module, but only one can be active at any given time.

### **Total Levels 38-56**

The heroes may not wear any armor or magical device which lowers their AC, nor may they use spells which lower AC (normal or magical - including bracers,

rings, cloaks, etc). Note: the use of protective spells such as *armor*, *stoneskin*, etc. is a violation.

### **Total Levels 57+**

The heroes must always allow their opponents to attack first (always lose initiative) and the heroes may not wear any armor or use magical devices or spells which lower AC (normal or magical - including bracers, rings, cloaks, etc). Notes: the use of a weapon of speed to attack first is a violation. The use of protective spells such as *armor*, *stoneskin*, etc. is a violation

If you are feeling generous or if the characters ask, Vondryx clarifies what is meant (see notes above). If any of the PCs who accepted his offer violate the terms of the wager, then ALL of the accepting heroes are in trapped status for three months after the module is completed (or not). Vondryx keeps close tabs on the PCs, so if you as the judge are aware of a violation, then he also knows. If Carrague or Dayspring are asked, they state that they don't know anything about the wager, but that they will not interfere. Dayspring points out that if you are dumb enough to agree to a wager with a Tanar'ri without knowing the terms, you're lucky to have any chance of winning.

**Lord Vondryx (1)** - AL CE; AC -8; MV 15, fly 36; HD 13; hp 104; THAC0 7 (4 with sword); #AT 1 or 2; Dam by weapon or 2d6 (fist); SA terror, body flames; SD +3 or better weapons to hit; MR 70%; Size L (12' Tall; ML 17.

Anyone struck by the balor's fist must make a saving throw versus spells at -6 or flee in terror for 1d6 turns. The balor uses a great sword shaped like a bolt of lightning. The sword is vorpal in the hands of a balor (versus man-sized opponents it does 1d10+3 points of damage and severs target's head on 17 or higher). It also has a magical whip; the whip does 1d4 points of damage and binds the opponent so they can be dragged into the balor's flaming body (4d6 hit points per round). A one-half Strength check must be made to break free of the whip.

Balor are immune to all non-magical attacks. It takes one half damage (before saving throw is attempted) versus magical cold, fire, or gas. It takes no damage from electricity, poison, and non-magical fire. It has *detect invisibility* and *detect magic* functioning continuously. It can perform the following spell-like powers at 20th level of use, one at a time, once per round, at will: *darkness 15' radius*, *dispel magic*, *fear*, *infravision*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any type), *telekinesis*, *teleport without error*, and *tongues*.

## **Encounter Two - The Obligatory Sewer Scene**

Ambassador Carrague mutters an incantation and a huge stone block rises from the floor, scattering dirt everywhere. The block is shaped like an truncated pyramid placed upside down to seal the tunnel. "Hurry" says Dayspring. "He can't hold the passage open for long". The rising block has left a hole nine feet on each side and six feet deep. An opening three feet by three feet can be seen at the bottom of the hole.

Let the PCs decide how to get into the hole. The sides of the stone pit have been polished to be very smooth (-25% to climb walls score). There is a ladder leading into the darkness below. The passage descends 40 feet (4d6 falling damage), but the ladder only goes 32 feet. Once the characters jump or lower themselves they find themselves in a four-way intersection. The opening in the ceiling is covered by an *illusionary wall* spell. The heroes need to travel down the left passageway, left is in relationship to facing the ladder. If the PCs jumped off of the ladder, they are facing in a random direction. The heroes may have to disbelieve the wall to climb back up. If the characters choose the wrong direction, they walk for few minutes, wasting precious time, before the passageway (roll 1d4: 1=collapsed, 2=exits to sea, 3=descends into a pool of sewage (no exit if the PCs try to swim out), 4=ends at a ladder to the surface). When they are going in the right direction, read the following:

***You travel down the left passage following the instructions you were given. The tunnel continues for about 1000 feet before it splits into two smaller tunnels. "***

A dwarf character has a 5 in 6 chance of determining which passage is newly constructed. A successful mining or stone masonry check (-4 without lantern or better lighting) also identifies the correct passage. An observation check at -4 (-8 without lantern or better lighting) can also pick the tunnel to follow. Use these guidelines to evaluate other skills which the heroes may try to use.

If the heroes choose the correct (new passage) proceed to encounter three. Otherwise, as they make their way down the wrong tunnel, they encounter a monster.

The passage here is 8' wide and only 8' high (roughly circular). The monsters are lurking in the sewage so have normal chance to surprise the PCs. Adjust the positions of the carrion crawlers so that at high tiers they surround the PCs at the start of the battle.

Once the monster is defeated, a few minutes of travel shows that the passage is buried under tons of rock.

### **Total Levels 6-13**

**Gelatinous Cube (1):** Int Non; AL N; AC 8; MV 6; HD 4; hp 16; THAC0 17; #AT 1; Dam 1d4; SA Paralyzation, surprise; SD immune to electricity, fear, holds, paralyzation, polymorph, sleep; MR Nil; SZ L (10' Cube); ML 10.

### **Total Levels 14-25**

**Gelatinous Cube (1):** Int Non; AL N; AC 8; MV 6; HD 4; hp 32; THAC0 17; #AT 1; Dam 2d4; SA Paralyzation, surprise; SD immune to electricity, fear, holds, paralyzation, polymorph, sleep; MR Nil; SZ L (10' Cube); ML 10.

### **Total Levels 26-37**

**Carrion Crawler (2):** Int Non; AL N; AC 3 (Head)/7 (Body); MV 12; HD 3+1; hp 25; THAC0 17; #AT 1 (Bite) or 8 (Tentacles); Dam 1d2 or Special; SA paralysis; SD Nil; MR Nil; SZ L (9' Long); ML Special.

### **Total Levels 38-56**

**Carrion Crawler (4):** Int Non; AL N; AC 3 (Head)/7 (Body); MV 12; HD 3+1; hp 25; THAC0 17; #AT 1 (Bite) or 8 (Tentacles); Dam 1d2 or Special; SA paralysis; SD Nil; MR Nil; SZ L (9' Long); ML Special.

### **Total Levels 57+**

**Carrion Crawler (6):** Int Non; AL N; AC 3 (Head)/7 (Body); MV 12; HD 3+1; hp 25; THAC0 17; #AT 1 (Bite) or 8 (Tentacles); Dam 1d2 or Special; SA paralysis; SD Nil; MR Nil; SZ L (9' Long); ML Special.

The Gelatinous Cube and Carrion Crawler can be found in the **Monstrous Manual**. The touch of the Gelatinous Cube causes paralysis for 5d4 rounds unless a saving throw versus paralysis is made. Its transparent nature causes its enemies to be at -3 on rolls for surprise. The tentacles of a Carrion Crawler cause paralysis for 1d4 turns unless a saving throw versus paralysis is made. The Carrion Crawlers will fight to

the death. Carrion Crawlers attempt to paralyze as many foes as possible, so they can feed later. The creatures have no treasure.

## **Encounter Three - Welcome Tomb My Nightmare.**

*You continue to follow the new tunnel for several hundred yards, but enter an older series of tunnels when the new passage veers right. You proceed down the older tunnel about 100 feet and finds it opens into a circular chamber thirty feet in diameter. The tunnel continues on the other side of the chamber.*

Careful examination reveals a circular stone five feet in diameter near the center of the room which has 36 small openings (about the size of a coin) evenly spaced around its perimeter. The secret door can be opened by twisting the disk (feel free to tell heroes who make find secret doors rolls). The disk only weighs about 300 pounds, but it's tightly fitted and the PCs need to string rope through the holes, put spikes or stakes in the holes, or do something similar to get the leverage they need to move the disk. Once the disk is moved one half turn (Counter-clockwise) the floor of the room drops five feet and the disk is now sitting atop a five feet high pillar. The disk can be slid aside by anyone capable of moving 300 pounds. This reveals a well 4 feet in diameter with six inch thick stone walls.

The interior of the well is concealed by multiple *continual darkness* spells (effectively three for any given point). The interior (and the entire tomb) are in a dead magic area designed specifically to hide the sword the heroes are trying to find. The well is 120 feet deep. There is an *invisible (permanent)* ladder down one side, it starts about four feet down, so you can lower yourself over the edge and put your foot on the top rung. Of course, if you don't know the ladder is there (and it isn't marked by any means), you are unlikely to find it. the *continual darkness*, *continual light* (tomb proper) and *permanent invisibility* spells were cast on items outside of the dead magic area, so they continue to function inside the dead magic area.

Notes on dead magic areas: anyone capable of casting spells will get a headache when they enter a dead magic area. In this case, the dead magic area doesn't extend above the rim of the well, so until the heroes enter the well, they don't know about the dead magic zone. Magic items and spells already in effect will continue to function within a dead magic area, but no new spells or spell-like effects can be activated once in

the dead magic zone. For example, if hero A casts *fly* on himself (outside the well), he can fly freely within the dead magic area. However, if hero B steps over the side of the well, his *ring of feather falling* will NOT activate and he falls 120 feet (12d6 damage). The book isn't clear on *bags of holding* and other extra-dimensional spaces. The ruling for this module is that *bags of holding* and similar items may not be opened in dead magic areas. Spells or magic item charges cast within or into the dead magic area are lost.

Once the adventurers make their way to the bottom of the well, continue with the following description:

***Having reached the bottom of the pit, you observe a faint glimmer of light coming from one wall. As you look at it more closely, you can tell that the light is coming from a passageway.***

The passageway is on the wall opposite the ladder. The passageway is over 100 feet long, so only a small amount of light is visible. The dead magic area covers the passageway and the tomb. The tomb is lit by *continual light* stones created outside and then brought into the dead magic area. Once the characters follow the passageway, continue:

***The tunnel opens up into a brightly lit room. The room is dominated by a huge sarcophagus made of elaborately carved black marble. The sarcophagus is six feet high and the hilt of a sword protrudes from the top of the crypt. There are shelves on the right and left walls of the room. A group of figurines line the shelves on the left and a wand, several swords, and other items are displayed on the shelves to the right.***

The room is 20 by 20 with the sarcophagus (four wide by eight feet long) located four feet from the far wall. There is a secret door in the far wall. If the PCs find and open it, they discover a broad leather belt (girdle). This is a *girdle of femininity / masculinity* (standard sex change type). If no one dons it by the end of the module, the authorities complete an inventory of the contents of the tomb and demand its return. Note that nothing happens until the PC leaves the dead magic area.

The figurines on the left wall appear to be a collection of elaborately costumed dolls. There are a total of ten dolls dressed as follows: Priestess of Sune, Priest of Lliira, Priestess of Lloth, Priest of Tempus, Priestess of Mystra, Priest of Waukeen, male swashbuckler, female bard, male mage, and female druid. The figures are

amazingly detailed, with gem encrusted weapons and clothing (where appropriate). Each piece is about one foot tall. A successful appraising skill roll reveals that the figures are worth about 1000 gp each. Note: these are doll golems (see below) which activate if removed from the tomb.

The items on the right wall appear to be trophies which are displayed with lifelike humanoid hands. The hands are holding or wearing the item on display: a shortsword, a mace, a ring, a gauntlet, a longsword, a wand, a glove, a rod, a huge diamond, and a dagger. The hands have the items in a death-grip (sorry) and the items can not be removed without damaging them. It might be possible to remove the items through the use of magic, but this requires removing them from the tomb. A successful **appraising** or **spellcraft** skill roll reveals that the items are finely made (10x normal cost), which would be consistent with enchanted items. They are not magical items, however. Note: the hands are Crawling Claws (see below) which activate if removed from the tomb. If the PCs take the items and defeat the claws, the claws attack them during each encounter for the rest of the module, until the items are returned. Note that Dayspring will require the PCs to return the items when the claws attack during the conclusion.

The sarcophagus is tightly sealed and can not be opened. The sword is obviously the one the heroes were directed to find. The sword fits tightly in its sheath and won't be unsheathed unless a hero decides to do so. The sword can be withdrawn from the sarcophagus and no sign of a hole remains after it is removed.

#### **Notes on the sword:**

It is an ancient weapon whose whereabouts have been unknown for hundreds of years. Therefore, a bard's legend lore skill or other method of identification only reveals the following information: it was made by a legendary dwarven weaponsmith. The dwarf was legendary for his skill and his depravity. His theory was that a weapon could only slay as many things after its completion, as were slain in its creation. The weapon was rumored to have been commissioned by a being from another plane and it was the last weapon the dwarf ever created (he disappeared right after it was finished).

The truth of the matter is that the sword was commissioned by the Baatezu to be used against the Tanar'ri in the Blood War. The sword is lawful evil in alignment and is treated as a bastard sword +5 in the

hands of someone at least ten feet tall. It has a 17 intelligence, speaks six languages (reads languages and magic writings) and possesses telepathy. Its special purpose is to destroy Tanar'ri. It can detect magic 10', detect invisible 10', heal 1x a day, and teleport 1x day. The sword's ego is 28 and its total personality is 45. Anyone who draws the sword takes 28 points of damage per round until he dies or drops the sword, or enough to bring them to -9 hit points on the first touch (no saving throw). **DON'T KILL ANYONE WITH THE SWORD, THE SWORD TAKES THEM TO -9 HIT POINTS, SO THEY HAVE A CHANCE TO SURVIVE.** Note that this effect begins once the PCs are out of the dead magic zone.

The sword actually isn't needed for the ceremony, but Vondryx learned that its whereabouts were known and plans to have the PCs destroy the sword for him. It is an artifact, nothing the PCs do can hurt it.

Once the heroes leave the tomb, any doll golems or crawling claws they have removed activate and attack. Make sure you know who stole what items for your surprise attack. The value of the dolls is destroyed in slaying the doll golems. If a crawling claw is not reduced zero hit points during a round, it regenerates up to full hit points for the next combat round. If the heroes defeat the claws and do not return the items, then the same number of crawling claws attack at some point during each encounter until the stolen items are returned. This is due to a curse placed on the tomb to prevent looting. A *remove curse* spell is effective, but must be cast separately for each item stolen (each casting deactivates one claw for future encounters). Once the PCs are ready to continue, go to encounter four.

### **Total Levels 6-13**

**Crawling Claws (up to 10):** Int Non; AL N; AC 7; MV 9; HD 1; hp 4; THAC0 20; #AT 1; Dam 1d4 or 1d6; SA Nil; SD See below; MR Nil; SZ T (hand); ML 20.

**Doll Golems (up to 10):** Int Non; AL N; AC 4; MV 15; HD 10; hp 15; THAC0 11; #AT 1; Dam 1d6; SA Nil; SD See below; MR Nil; SZ T (1' Tall); ML 20.

### **Total Levels 14-25**

**Crawling Claws (up to 10):** Int Non; AL N; AC 7; MV 9; HD 1; hp 6; THAC0 20; #AT 1; Dam 1d4 or 1d6; SA Nil; SD See below; MR Nil; SZ T (hand); ML 20.

**Doll Golems (up to 10):** Int Non; AL N; AC 4; MV 15; HD 10; hp 20; THAC0 11; #AT 1; Dam 2d4; SA Nil; SD See below; MR Nil; SZ T (1' Tall); ML 20.

### **Total Levels 26-37**

**Crawling Claws (up to 10):** Int Non; AL N; AC 7; MV 9; HD 2; hp 8; THAC0 19; #AT 1; Dam 1d6 or 1d8; SA Nil; SD See below; MR Nil; SZ T (9" Long); ML 20.

**Doll Golems (up to 10):** Int Non; AL N; AC 4; MV 15; HD 10; hp 25; THAC0 11; #AT 1; Dam 2d6; SA See below; SD See below; MR Nil; SZ T (1' Tall); ML 20.

### **Total Levels 38-56**

**Crawling Claws (up to 10):** Int Non; AL N; AC 7; MV 9; HD 2; hp 12; THAC0 19; #AT 1; Dam 1d8 or 1d10; SA Nil; SD See below; MR Nil; SZ T (1' Long); ML 20.

**Doll Golems (up to 10):** Int Non; AL N; AC 4; MV 15; HD 10; hp 30; THAC0 11; #AT 1; Dam 2d8; SA See below; SD See below; MR Nil; SZ T (1' Tall); ML 20.

### **Total Levels 57+**

**Crawling Claws (up to 10):** Int Non; AL N; AC 7; MV 9; HD 2; hp 16; THAC0 19; #AT 1; Dam 1d8 or 1d12; SA Nil; SD See below; MR Nil; SZ T (1' Long); ML 20.

**Doll Golems (up to 10):** Int Non; AL N; AC 4; MV 15; HD 10; hp 40; THAC0 11; #AT 1; Dam 3d6; SA See below; SD See below; MR Nil; SZ T (1' Tall); ML 20.

The Crawling Claw can be found in the **Monstrous Manual**. The crawling claw can leap 15' onto a victim. It does 1d4 damage to anyone in metal armor and 1d6 otherwise. They are immune to death magic, charm, sleep, hold, control undead, clerical turning and holy water. Edged weapons inflict half damage, magic weapons receive no damage bonus. These claws are here to guard the tomb and magically regenerate to full hit points every round until the stolen items are returned. The higher level parties are facing animated versions of larger hands (troll or giant).

Doll Golems are also found in the **Monstrous Manual**. Their main attack is a bite (damage dependent on tier) and anyone bitten in the third or higher tier must make a saving throw versus spells or begin to laugh

uncontrollably (as *Tasha's Uncontrollable Hideous Laughter*) and be unable to perform any action. Doll Golems are immune to poison and any mind-affecting spells. They take half damage from fire attacks.

## Encounter Four - They're Never Around When You Need Them

Note on timing: If the heroes did everything right in the sewers and two hours have passed since the meeting (2:30 AM). Add one-half hour for each of the following (A :took wrong passage and fought cube/crawler, B: stole from tomb and fought doll golems or crawling claws).

Eventually the characters find their way out of the sewers. If your players are moving too fast, use this chart to slow them down, otherwise let them find an exit when they look. It isn't possible to go back through the secret door into the warehouse, the block is too heavy to be lifted by one person standing on the ladder. If the characters choose the wrong direction, they walk for a few minutes, wasting precious time, before the passageway (roll 1d4: 1=collapsed, 2=exits to sea, 3=descends into a pool of sewage (no exit if the PCs try to swim out), 4=ends at a ladder to the surface). Once they have a way out of the sewers, find out what they plan to do and continue with the following (modify if there are no males in the party):

*You manage to make your way out of the sewers and emerge under the light of the full moon. Hours have passed since the meeting and dawn is rapidly approaching. As you make your way through the streets of Ravens Bluff you see a very attractive woman standing in the shadows of an alley. A sultry voice speaks "What's the matter boys? Are you having difficulty getting to sleep tonight? I can help you with that if you'll let me."*

This is Mindy, an Erinyes. She is very beautiful and sticks to the shadows where her wings aren't apparent. She tries to avoid combat and persuade the heroes to give her the sword. She uses her *charm person* ability (save versus spells at half your normal level) on the bearer of the sword (if it's visible and the bearer isn't an elf), or a male fighter (not an elf), or the most likely male target. She asks the charmed person to give her the sword as a token of his devotion. If given the sword, she disappears into the shadows and makes her

way to a house near the docks; the heroes are not attacked if she gets away.

If the party doesn't give Mindy the sword, she gates in some Barbazu to handle the PCs and bring the sword (she cannot teleport non-living matter), then teleports to the house near the docks. The number of creatures gated in depends on the total party levels. Once the Barbazu have the sword, they break off from the melee and teleport to the house by the docks. The city watch arrives in time to bind the wounds of anyone who can be saved (adjust encounter five boxed text). If the PCs search the alley where Mindy was standing and have adequate lighting, they discover that someone has scratched Pier Three into the stone wall of a warehouse.

If the PCs have any stolen items from the tomb, the appropriate number of crawling claws show up after the battle is over and attack the characters when they are searching bodies and performing healing. See encounter three for monster statistics.

A glaive functions as a normal weapon in the hands of anyone other than a Barbazu, but can be sold for 300 gp to a collector.

### **Total Levels 6-13**

**Barbazu [Lesser Baatezu](1):** Int Low; AL LE; AC 3; MV 15; HD 6+6; hp 18; THAC0 13; #AT 3 or 1; Dam 1d2/1d2/1d8 or 2d6; SA Glaive, Disease; SD +1 or silver weapon to hit; MR 30%; SZ M (6' Tall); ML 12. At this level, the Barbazu won't use its glaive.

### **Total Levels 14-25**

**Barbazu [Lesser Baatezu](2):** Int Low; AL LE; AC 3; MV 15; HD 6+6; hp 18; THAC0 13; #AT 3 or 1; Dam 1d2/1d2/1d8 or 2d6; SA Glaive, Disease; SD +1 or silver weapon to hit; MR 30%; SZ M (6' Tall); ML 12. At this level, the Barbazu won't use their glaives.

### **Total Levels 26-37**

**Barbazu [Lesser Baatezu](2):** Int Low; AL LE; AC 3; MV 15; HD 6+6; hp 36; THAC0 13; #AT 3 or 1; Dam 1d2/1d2/1d8 or 2d6; SA Glaive, Disease; SD +1 or silver weapon to hit; MR 30%; SZ M (6' Tall); ML 12.

### **Total Levels 37-56**

**Barbazu [Lesser Baatezu](3):** Int Low; AL LE; AC 6; MV 15; HD 6+6; hp 48; THAC0 11; #AT 6 or 2; Dam 1d2+2 (x2)/1d2+2 (x2)/1d8+2 (x2) or 2d6+2 (x2); SA Glaive, Disease, Battle Frenzy; SD +1 or silver weapon to hit; MR 30%; SZ M (6' Tall); ML 20.

### Total Levels 57+

**Barbazu [Lesser Baatezu](4):** Int Low; AL LE; AC 6; MV 15; HD 6+6; hp 54; THAC0 11; #AT 6 or 2; Dam 1d2+2 (x2)/1d2+2 (x2)/1d8+2 (x2) or 2d6+2 (x2); SA Glaive, Disease, Battle Frenzy; SD +1 or silver weapon to hit; MR 30%; SZ M (6' Tall); ML 20.

### All Levels

**Erinyes [Lesser Baatezu](1):** Int High; AL LE; AC 2; MV 12 Fly 21 (C); HD 6+6; hp 54; THAC0 13; #AT 1; Dam by weapon; SA Charm, Fear, Rope of Entanglement; SD +1 or silver weapon to hit; MR 30%; SZ M (6' Tall); ML 12.

All Baatezu are immune to fire and poison and take half damage from cold. They have the following spell-like abilities: *advanced illusion, animate dead, charm person* (Erinyes is special), *infravision, know alignment, suggestion, teleport without error*.

When a fiend is killed, its body disappears. For the barbazu, their glaives go with them.

The Erinyes can be found in **Planescape Monstrous Compendium I** or the **Outer Planes Monstrous Compendium**. They are female, but can appear as mortal men or women of any race, and always the most perfect physical specimens. However, their large feathery wings distinguish them as Baatezu. They have the following spell-like abilities in addition to the standard Baatezu ones: *detect invisibility, invisibility, locate object, polymorph self* and *produce flame*. They have a powerful charm person ability which works against any target the Erinyes sees within 60 feet. The victim must save versus spells at one-half his current level. If failed, the victim is totally loyal to the Erinyes and does anything to protect and obey it, even if that means the death of the victim or loved ones. The charm lasts until the Erinyes dies or releases the victim. The Erinyes may not charm a second person until it releases the first. Mindy only uses the *rope of entanglement* (DMG) if she doesn't have a choice. It entangles up to eight human size individuals - *rings of free action* DO NOT make the wearer immune to this effect. The rope can only be removed by cutting it or use of a dispel magic spell. The Barbazu will cut the rope when they arrive, DO NOT allow the PCs to keep it. Mindy must escape from the heroes.

The Barbazu can be found in **Planescape Monstrous Compendium I** or the **Outer Planes Monstrous Compendium**. It's a foul humanoid with scaly skin, a long tail, clawed hands and feet, and a disgusting

snake-like beard. It carries a cruel saw-toothed glaive. In combat, the Barbazu can attack with its glaive for 2d6 points of damage and each wound bleeds for two points of damage per round until the wound is bound or the victim dies. Instead of using a weapon, it can make 2 claw attacks (1d2 damage) and attack with its wiry beard (1d8). If both claws hit, the beard automatically hits for maximum damage. There is a 25% chance of contracting a foul disease when hit by the beard. They have the following spell-like powers: *affect normal fires, command, fear* (by touch), and *produce flame*. Once per day, they can attempt to gate in 1d6 Barbazu (35% chance). Only use this ability to challenge groups who breeze through this combat and only add one or two more Barbazu. Barbazu also have the ability to go berserk, this is already included in the statistics for the two top tiers.

## Encounter Five - They're Never Around When You Need Them - Part II

*You dispatch the last of your opponents and begin to survey the damage you suffered in the fight. As you tend to your wounds and scavenge the bodies of your attackers, you hear a shout from nearby, "Hey! What are you doing out after curfew? You're all under arrest! Now, throw down your weapons and put your hands up!"*

There are six city watch members, five privates and a corporal. The privates have their weapons drawn and the corporal is speaking. The corporal, Eric Bolla, was just promoted today and wants to make sure everyone respects his authority. On-duty city watch members outrank off-duty PC watch members no matter what their rank. He will lord his power over the PCs, threatening them with fines and imprisonment. He asks why they have a 7 1/2 foot long sword (unless it's in a device of holding). He talks about the poor conditions in Ravens Bluff's prisons, the Nevin Street Compter and Illwater. He won't be happy until the party grovels. If the players don't seem to recognize this, he starts to take them to prison. He doesn't seem overly concerned about the creatures which attacked the party. He ignores anything they say about urgent missions and time being of the essence. He says they should be able to make bail or pay their fines by noon. He will be more polite to anyone who he recognizes as a knight or member of the City Watch, allowing them a chance to explain themselves. He goes strictly by the book and his uniform is immaculate.

Anyone who injures a city watch member is fined 50 gp per hit point of damage inflicted. Killing a city watch member is punishable by death with no possibility of resurrection.

If the PCs thought to ask for a pass at the beginning, Bolla gives them a hard time anyway and then grudgingly lets them pass.

If the PCs have any stolen items from the tomb, the appropriate number of crawling claws show up when the heroes are arguing with the corporal and attack. See encounter three for monster statistics.

Once the heroes have pandered to Corporal Bolla for a while, he is willing to talk. He says he can't stay long as he needs to patrol the dock area, someone has reported sighting vampires walking down the street. He states that he's sure it must be a mistake, but regulations say it must be investigated and a report made. If the heroes ask about strange creatures in the city, he says he was promoted because the last corporal was torn in two by a huge creature with leathery wings covered in spikes. He doesn't know what it was called, but it was on the docks (Pier Three) near a derelict vessel. A member of the Harbor Patrol or anyone making a local history roll knows that there are a number of derelict ships. The war damaged many ships and there hasn't been time to work on anything except military vessels, although some ship captains are believed to have bribed workers to divert materials intended for military use to repairs on their own ships. He believes the attack was near where the vampires were reported. If the PCs insist on accompanying the patrol, the encounter the vampyres in Encounter Six anyway.

The PCs should decide to go to Pier Three (Encounter Six). If they want to go somewhere else, you'll have to improvise. After about an hour of game time, run Encounter Six with adjustments for the party's location. If this doesn't draw them back into the module, you're on your own.

## Encounter Six: Feeding Time

*The full moon is covered by clouds as you head towards the docks. Suddenly, you hear a woman scream and the thump of a body hitting the ground coming from the direction of a large warehouse.*

Have the party roll for surprise and ask them for their intentions. The warehouse is about 50 feet away and no

one is visible. The opponents hold their actions until after the heroes have gone, then read the following:

*You see three figures rush out from the warehouse towards you. The figures are dressed in black clothing, in sharp contrast to their pale skin and their long crimson-stained fangs. They aren't wielding weapons, but reach out for you with pale hands.*

### All Levels

**Vampyr (3):** Int Average; AL CN; AC 10; MV 12; HD 1; hp 4; THAC0 20; #AT 1; Dam Nil; SA Nil; SD Nil; MR Nil; SZ M (5' 5" Tall); ML 8.

The Vampyr are not monsters, but is a newly formed street gang in Ravens Bluff. They wear dark clothes, fake fangs, and use makeup to lighten their skin. A number of children have been orphaned by the war and have turned to the gang for companionship and security. This is their initiation rite. The entire gang picks an isolated spot where they can surprise a small group of travellers. Then one of the female members screams and the prospective members rush out and attempt to touch the victims. After one attempt has been made, they run off.

If the PCs have any stolen items from the tomb, the appropriate number of crawling claws show up after the characters either ignore or attack the Vampyr. See encounter three for monster statistics.

It is possible the PCs may decide to attack these individuals. If this happens, the other 20 gang members come out from where they've been hiding and call for the watch. Since Corporal Bolla and his patrol are nearby, they arrive in two rounds. A female runs out of the warehouse and kneels crying over one of the bodies lying in the street. If any of the Vampyr have been killed or injured, instead of being subdued, the heroes have major problems. The only crime the Vampyr have committed under the laws of Ravens Bluff is violating the curfew. The PCs on the other hand are guilty of assault (20 - 5,000 gp fine) or low murder (5 years imprisonment or fine) depending on whether anyone dies. If no one dies or all the dead are raised, the gang members agree not to press charges for 100 gp times the tier the party is in (1 through 5, based on the stat divisions). If anyone died and is not raised, the responsible PC(s) is fined 2,000 gp times his level and gains 1 point of Infamy. If the fine is not paid, the PC is sentenced to 5 years in the Golden Ball (a prison ship). They may also be in trouble for casting dangerous magic within the city; this will be reported

to the mages guild and the offending character is fined 100 gp per spell level (collect fine immediately).

It is possible that the PCs will argue self defense, and that will be taken into account by the courts. A well-roleplayed scene should cut the fines in half, and result in a stern warning to the kids not to play games which might get them killed.

If the characters are on speaking terms with the Vampyr, they can speak to Timothy, the leader. He has dark hair and eyes and is quite intelligent. He talks about all of the children's parents who have died in the war and how the gang members are forced to depend on each other for security. He hopes that when the war is over the orphans aren't forgotten. There are some people who are trying to do what they can, but there are just too many orphans in the city. If Timothy is asked about Mindy, by name or description, he recognizes her and knows she's the apprentice of an old mage who doesn't live too far away. If asked about the mage, Timothy says he's unfriendly and secretive. He is also greedy and told Timothy he'd be willing to buy any jewelery the gang "found" at a reasonable price.

If the heroes ask Timothy to lead them to the mage's house, go to Encounter Seven. If the PCs wander down to the vicinity of Pier Three and use the *arrow of direction*, go to Encounter Eight. Otherwise, tell your players dawn is less than 30 minutes away and see what they want to do.

## Encounter Seven: Nobody's Home

*Timothy leads you quickly through alleys and backyards on the way to the mage's house. Dawn is rapidly approaching as he points out an old stone house. "That's where he lives" says Timothy. "Wait. There go Mindy and the mage now," he continues, pointing out two figures who are walking from the far end of the street onto the docks.*

Searching the house means the party won't be at the gate by dawn. The figures are out of spell range and the only reason they could be recognized was because of Mindy's wings. If the PCs lost or gave the sword away, Mindy has it awkwardly resting over her shoulder. Assuming the heroes follow the figures onto the docks, go to Encounter Eight.

If the PCs search the house (either before or after going to the docks to close the gate) they find the mage's notes. The notes describe how Mindy came to him and taught him how to use the gate to summon and control alien creatures. She told him that he would be able to conquer and rule Ravens Bluff with her help and once that was done, he would become immortal and live with her forever. He also talks about her fixation with a sword, an artifact of her people which had been lost for eons, but whose resting place had recently been disturbed. She told him that by returning the sword to her people, they would be greatly rewarded. There is no treasure to be found in the house.

## Encounter Eight: The Apprentice's Sorcerer

*As you move along the pier, the sun is just about to rise and you see a familiar winged form disappearing into the hold of a half-submerged merchant vessel. The timbers of the old ship creak ominously as you make your way on board. Peering into the hold you see Mindy and the mage on the other side of a swirling silver-gray cloud. The mage is chanting something in a language you don't recognize.*

There is two feet of water in the hold. If anyone who weighs (including armor) more than 200 pounds leaps into the hold, they must make a saving throw versus death magic or the rotted boards collapse under their weight, dumping them into 20 feet of water in the harbor. The hole allows the water to rapidly fill the ship and the hold will be completely submerged in ten rounds. Remember the usual penalties for fighting underwater. Note that short people may be underwater initially.

Leaping into the hold or a successful attack on the mage or the Erinyes disrupts their concentration. Both of the opponents have *stoneskin* spells active which will block all attacks on the first round.

**Wizard, hm W9:** Int High; AL N; AC 4 (*armor* spell, *cloak*); MV 12; hp 32; THAC0 18; #AT 1; Dmg 1d4+2 (*dagger* +2); SA spells; SD spells, *stoneskin*; MR nil; SZ M; MI 12.

Spells: will never be used, so not provided.

After their concentration is broken, read the following:

*The Erinyes wraps her arms around the mage and cries "Come with me my darling. We'll be together*

*forever". The mage's look of pleasure at her embrace fades as his possessions fall into the water. The woman's mocking laughter rings in your ears as they disappear. Your eyes are caught by a flicker of movement from the silver cloud as a bipedal frog-like being steps into the hold of the ship and the first rays of sunlight enter the hold as the sun rises.*

The Erinyes has teleported the unfortunate mage back to her home in Baator, in case you were wondering. Unfortunately for the mage, the Erinyes is unable to take any inorganic material from the prime material plane to her home. This means that if Mindy was able to obtain the sword from the PCs, it is left here when she teleports home. The rod is a *rod of cancellation* and it becomes brittle and useless when touched to the sword, but the sword is an artifact and is not affected by the rod.

The creature is a slaad (color depends on party levels). The heroes need to combat the slaad and perform the ceremony. The ceremony takes five rounds and requires all but two of the PCs to conduct (two PCs for a four player table and five PCs for a seven player table - don't count dead or unconscious characters). A new slaad arrives every ten rounds until the ceremony is completed and the gate closed, faster if the PCs are mopping them up easily (but not faster than 1 per two rounds). If one of the PCs involved in the ceremony casts a spell, attacks a slaad, or actively dodges (uses Dexterity bonus to armor class) that round does not count towards completing the ceremony. The slaad were trapped in Ravenloft and are using this portal to escape. They are furious at being trapped and are taking out their frustrations on the PCs.

The slaadi are appearing in the vicinity of the gate, within 5 feet of it, so that they can appear where waiting PCs cannot get first attacks. Don't let the PCs just slaughter the slaadi as they come through the gate.

When the ceremony is completed, any living slaad are sucked back into the gate just before it closes. If the PCs are losing badly, the city watch shows up and fights the slaad while the heroes finish the ceremony. If the PCs remember to search for the missing mage's possessions, they find a *wand of conjuration* (5 charges), *cloak of protection* +2, and a *dagger* +2, +3 *versus larger than man-sized creatures*. There are 240 platinum pieces and six 300-gp rubies. Make sure you know which PC has the big sword and where she has put it.

If the PCs have any stolen items from the tomb, the appropriate number of crawling claws show up after the characters have completed the ceremony and are searching for loot and performing healing. See encounter three for monster statistics.

### **Total Levels 6-13:**

**Red Slaad (1):** Int Low; AL CN; AC 4; MV 6; HD 7+3; hp 17; THAC0 13; #AT 3; Dam 1d2/1d2/1d6; SA Nil; SD Regenerates 3 points per round; MR 15%; SZ L (8' Tall); ML 10.

### **Total Levels 14-25:**

**Red Slaad (1):** Int Low; AL CN; AC 4; MV 6; HD 7+3; hp 34; THAC0 13; #AT 3; Dam 1d4/1d4/1d10; SA Nil; SD Regenerates 3 points per round; MR 30%; SZ L (8' Tall); ML 10.

### **Total Levels 26-37:**

**Blue Slaad (1):** Int Low; AL CN; AC 2; MV 6; HD 8+4; hp 40; THAC0 13; #AT 5; Dam 2d4/2d4/2d4/2d4/2d6; SA Nil; SD +1 or better weapon to hit; MR 40%; SZ L (10' Tall); ML 12.

### **Total Levels 38-56:**

**Blue Slaad (1):** Int Low; AL CN; AC 2; MV 6; HD 8+4; hp 52; THAC0 13; #AT 5; Dam 2d6/2d6/2d6/2d6/2d8; SA Hold Person (one person); SD +1 or better weapon to hit; MR 40%; SZ L (10' Tall); ML 12.

### **Total Levels 57+:**

**Green Slaad (1):** Int Average; AL CN; AC 0; MV 9; HD 9+5; hp 77; THAC0 11; #AT 3; Dam 2d6+2/2d6+2/2d8; SA Darkness 15', Detect Invisibility, Delayed Blast Fireball (once per day), Polymorph Self; SD +1 or better weapon to hit; MR 50%; SZ L (10' Tall); ML 12.

Slaad are defined in the **Outer Planes Monstrous Compendium**. Certain liberties have been taken to present a fair challenge to parties of various levels. They are great frog-like beings who come from the outer plane of Limbo. Their heads are huge and their claws are sharp. They have symbols embedded in their foreheads to signify their rank and status.

## Encounter 9: Adventure Wrap-up

*It's been a long night, but you make your way back to the warehouse to report your success. All three of them are still waiting, seemingly in the exact same spots where you last left them, anxiously awaiting your report. "What happened? Let me see the sword!" echoes in your minds as the Balor stares at you intently.*

If the PC who has the sword refused the wager with Vondryx, he teleports behind the PC with the sword, grabs her, and carries her off to trapped status in the Abyss for three months. If the PCs lost the wager, he takes the sword from them in the Abyss.

If the PC who has the sword also won the wager, Vondryx gives him one round to produce the sword. If the sword is produced, Vondryx uses his telekinesis power to grab the sword and teleports to the Abyss. If the PC with the sword doesn't produce it quickly, Vondryx grabs him and teleports with him and the sword to the Abyss. Then the character is returned to the warehouse without the sword. If the PCs stashed the sword anywhere, Vondryx retrieves it and leaves for the Abyss.

If the PCs have any stolen items from the tomb, the appropriate number of crawling claws show up and attack up as the heroes start their report. Dayspring says the creatures are guardians from a tomb and ask if the PCs acquired anything from the tomb which they weren't supposed to take. He says the attacks will continue until the items are returned and tells the PCs to return the items. See encounter three for monster statistics.

Dayspring asks for the rod to be returned if it wasn't used. Ravens Bluff pays each adventurer 500 gp for their part in this mission. Carrague allows the PCs to keep the arrow of direction. It is no longer magical, but is worth 650 gp as an art object. Dayspring heals anyone who caught a disease from the Barbazu beard.

There have been Living City characters trapped in the Abyss in various modules. If the PCs won the bet with Vondryx, he releases the previously trapped adventures into Ravens Bluff. The released adventures are in sad shape due to suffering horrible burns. If one of your players has a character who was trapped in the Abyss the character is released, but without proper healing will be horribly scarred (lose 1d4+1 Comeliness).

Proper healing costs 200 gp per Comeliness point which would be lost. The released characters are exceptionally paranoid.

If the characters lost their wager with Vondryx, they are trapped in the Abyss for the next three months of real time. Have the player go ahead and roll 1d4+1 for Comeliness points lost, or pay 200 gp per point to prevent scarring. Upon his return from the Abyss, the PC will be exceptionally paranoid.

The coins which Vondryxx gave to the PCs do not remain magical, but certificates are provided for any character who earns the right to keep one. Their significance will be explained later the campaign. Dayspring takes custody of any unwanted coins.

The PCs are thanked and sent home to a well-earned rest.

### **Fame:**

PCs who complete the adventure receive one Fame Point in either Lower Class, City Watch, or General category. PCs do not receive more than one Fame point.

## **The End**

## Experience Point Summary

### Encounter One:

Stopped Aaron from attacking Vondryx 100 xp  
Accepted wager 200 xp

### Encounter Two:

Chose right passage (1st time) 100 xp  
OR  
Defeated cube or crawlers 100 xp

### Encounter Three:

Climbed down ladder 100 xp  
Found secret door 100 xp  
Took only the sword 200 xp  
Defeated doll golems 100 xp  
Defeated crawling claws 100 xp\*  
\* Only once no matter how many times they were fought.

### Encounter Four:

Didn't give sword to Mindy 100 xp  
Defeated Barbazu 300 xp

### Encounter Five:

Didn't disclose mission 100 xp  
Learned about vampires or creatures 100 xp

### Encounter Six:

Didn't attack the Vampyr 100 xp  
Learned about the mage 100 xp

### Encounter Seven:

Searched mage's house at some point 100 xp

### Encounter Eight:

Defeated the Slaad 500 xp  
Closed portal without help 200 xp

### Encounter Nine:

Won wager 300 xp  
OR  
Lost wager 150 xp

**Maximum Possible Experience: 2,900 xp**

### Encounter One:

\* Jewel encrusted platinum arrow worth 650 gp

### Encounter Three:

\* Knights and squires receive a chivalry point for preventing the tomb from being looted

### Encounter Eight:

\* *wand of conjuration* (5 charges)  
\* *cloak of protection* +2  
\* *dagger* +2, +3 versus larger than man-sized creatures  
\* 240 platinum pieces  
\* six 300-gp rubies

### Encounter Nine:

\* Coin from Vondryxx.  
\* 500 gp for accomplishing the mission  
\* If a knight or squire accepts Vondryx's wager and the portal is closed, he receives a knightly honor, The Green Scarf.

### **Fame:**

PCs who complete the adventure and close the portal receive one Fame point in either Lower Class, City Watch, or General.

## Treasure Summary

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

## Player Handout #1

Esteemed Adventurer,

You have always come to the aid of Ravens Bluff in the past and I trust that you will do so again in what may be our city's darkest hour. Not only is the wolf at the door, but the fox is in the hen house. Without your services, I fear our enemies will defeat us from within. Please meet us in the old warehouse at 131 Water Street promptly at midnight.

Ambassador Carrague

I told you I would return with the approach of the Grand Conjunction to collect the debt you owe me. A while ago I sent you back to your homes from a dark and evil place and now it is your turn to serve me. Don't burden your self with non-essentials, if you haven't completed your task by dawn tomorrow, then it is too late for you and your city.

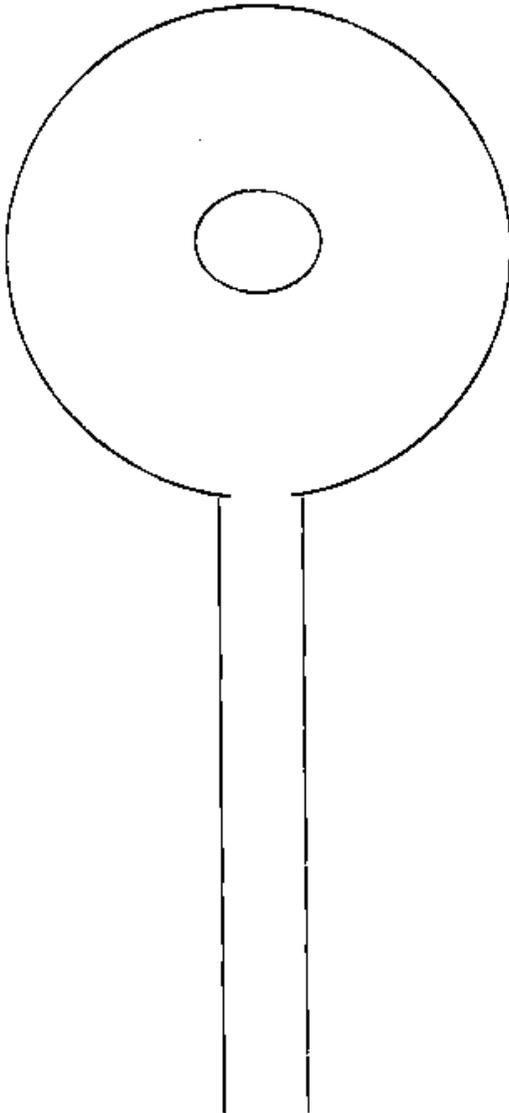
Vondryx,  
Lord of the Abyss

Please arrive promptly for the meeting as we have a small window of time where we can combat the evil which invades our fair city. This note, its authors, and the meeting itself must be kept in total secrecy. I'm not happy with what I'm doing, but Lathander assures me that it is necessary for the survival of Ravens Bluff.

Relarn Dayspring  
Chief Prelate of the Clerical Circle

Strange Bedfellows  
Map #1

10 Feet by 10  
feet



sbd1.vsd

Strange Bedfellows  
Map #2  
The Well

Dead Magic area  
from this point on

30' by 30' Circular Room  
with secret door to tomb

20 Feet by 20  
feet

The well 4' Wide  
Invisible ladder down the left  
side

120 feet

to tomb

Strange Bedfellows  
Map #3  
The Tomb

10 feet by 10 feet

