

To Hell in a Handbasket

Part 3: The Saga of the Diabolical Grasp

Two Related One-Round AD&D Living City Adventures for Characters of All Levels

by Stephen Wales

It appears as if the Wizards Guild needs your help. Again. Looks like one of their agents has gone missing. This tournament is part 3 of *The Saga of the Diabolical Grasp*. It has both a normal tier one through four adventure, along with a high risk/high reward adventure for very capable teams consisting of characters all at least 10th level, who want to risk it all in the pursuit of glory and adventure.

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This is a standard RPGA Network tournament. A four-hour block of time 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, rather than 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.

This adventure has a standard version and a high-level version. If the total character levels of the table are 51 or less, then run the standard version. If greater, ask whether the players want the standard or high-level versions, and run the appropriate version. The tiering information is given with each version.

Judge Background

This adventure can be played on its own without having played the first two adventures in the series. The first two adventures introduce the plots and machinations of Asphometh, a rogue Baatezu.

In *A Very Serious Matter*, the first in the saga, a group of adventurers is whisked off to rescue a noble lady of the city who has been captured by agents of the fiend.

In *Another Serious Matter*, the second in the saga, a group of adventurers is sent to retrieve an object of power to assist in future dealings with Asphometh, since there is no doubt he'll come again.

Not long ago, a rogue baatezu calling himself Asphometh had grand visions of escalating himself to

the top echelons of Baatezu society. His plans were foiled by a group of adventurers from Ravens Bluff. Since then he has managed to break into the Wizards Guild and steal an enormous amount of information about the city and its inhabitants. For reasons that are not entirely understood by those who seek them, Asphometh now has taken quite an interest in Ravens Bluff and is working toward ends most diabolical.

Despite his banishment to the depths of Baator, Asphometh is free and still up to his tricks. Recently he's managed to detain an agent of the Wizards Guild. He's also managed to bend to his will an evil wizard (a former member of the Ravens Bluff Wizards Guild, in fact), who he is using to do the groundwork in raising a small fiendish army so that he may invade the Prime. Once this mage has served his purpose, Asphometh intends to devour his life essence. This method of acquisition of power (through the life essence of others) has become a major source of new power for the fiend.

It should be noted that Asphometh has a wide variety of allies, lackeys, pawns, operatives, and blackmail victims performing his bidding. These include baatezu, yugoloths, and tanar'ri along with mortal agents such as the wizard.

There are several handouts at the end of the module. **Player's Handout 1** is a scroll that the PCs will eventually get translated. **Player's Handout 2** is a passage on fiends that may be found in the Wizard's Guild library. These are the only handouts for the standard adventure. For the high level adventure, the Judge is provided with a map as well as some notes describing the affects of planar travel on the PCs as well as the effects on magic in general. Be sure to be familiar with these effects if you are running the high level adventure.

Running this event "Cold"

While not the preferred method of running RPGA tournaments, it is well known that in certain circumstances, judges will volunteer to run a module "Cold" – that is, running it after being handed the module with no preparation time.

If you, the judge, find yourself in this situation, it is strongly recommended that you ensure that you have a table of suitable level (less than 51 total levels) to run the standard version of this tournament. The high level version of this tournament has a very complex battle as the climax that would need preparation on the part of the judge in order to run it correctly. Massive PC deaths could occur if this encounter is not run correctly.

Encounter Synopsis

Encounter 1: The PCs are summoned by Regina Piccolo and are given a request to help her on a mission of grave importance to the Wizards Guild.

Encounter 2: After Regina leaves, a sending of Asphometh tells the party to leave things alone or risk his wrath.

Encounter 3: Characters that are members of the Wizards Guild can do some research here.

Encounter 4: Some more information can be ascertained here at the Sage Advisors Union. The PCs will talk to the head of the Union, although they won't know that yet.

Encounter 5: The Temple of Oghma has a statuette of an imp that they've been keeping for a long time since they were told it was important. It's a key to a scroll that they'll get from Circe at some stage. It's the key to its decryption.

Encounter 6: At the Ministry of Art, we see mass destruction of their library. The PCs must deal with some extra planar creatures here.

Encounter 7: If the PCs decide to visit the monolith in the park before the invasion begins, they'll get a little more information here possibly.

Encounter 8: The PCs can examine Snell Sneer's abandoned residence.

Encounter 9: The Phoenix Knights have a scroll that has been little more than meaningless prophecy so far. However the omens are beginning to happen.

Encounter 10: Their research work complete, the PCs return to Regina who asks them to wait until morning when the last of the research the Sages are doing will be complete.

Encounter 11: Next morning, as the PCs go to their meeting, all is a mess. Circe, the sage they have been working with and also head of the Sage Advisors Union has been murdered by fiends and eaten. Regina will transport the party to the monolith in DeVillars Park.

Encounter 12: The final climactic battle takes place here where the party fends off the invasion advance force.

Encounter 13A: If the party delays heading to the final encounter in encounter 11, then this summarizes their failure in their mission.

Encounter 13B: Having defeated the invasion advance force, the party is rewarded.

Wizards Guild Information

There are several divisions in the Wizards Guild. The largest and most powerful is the College of Wizardry. Other divisions include the Sage Advisors Union (also mentioned in this adventure) and the Alchemists Union.

There are several benefits to being a member of the Wizards Guild. While not able to join as a result of this adventure (it requires an interactive), the benefits are listed here so that the judge is aware of them in case a player asks.

Depending on the rank of the PC within the guild, benefits include, but are not limited to:

- Learn extra spells when gaining a level
- Discount on spell components
- Safe Storage of spell books and magic items
- Access to Guild Libraries (as in this adventure)
- Guild Members will cast spells for you, if required
- Spellcraft Proficiency check bonuses
- Ability to learn the Alchemy non weapon proficiency
- Access to labs for magic item research, creation and recharge

The Wizards Guild is a standard metagaming organization with costs in Time Units to participate.

For more information, players should check online at the official Wizards Guild website.

Standard Version

For characters of all levels

Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+

Plot Summary

Regina Piccolo, an agent of the Wizards Guild summons the PCs to a meeting in a tavern, where it is revealed that an agent of the Wizards Guild is missing. They party has been contacted to help the Guild track him down. She needs help from outside the Wizards Guild in order to minimize any inside interference, in case the wrong people find out about what the Wizards Guild is planning on doing. The PCs will speak to representatives of the Wizards Guild, the Sage Advisor's Union, the Temple of Oghma, The Ministry of Art and the Knights of the Phoenix to gather the clues needed to piece together the bits of the puzzle. The agent is on a lower plane (specifically, Gehenna) and that the obelisk recently placed in DeVillars park appears to be some gate between Ravens Bluff and the lower planes where an army of fiends is gathering, preparing to launch an invasion of the prime.

Returning to Regina Piccolo with this information, they soon discover that the sage they had spoken to, who was in fact the leader of the Sage Advisors Union has been murdered, apparently by fiends. Not long after this, the obelisk in the Park begins to glow and a final battle is fought against the vanguard of the invading force to secure this end of the portal.

Encounter 1 – Help is Needed

Around midday today, you had each received a scroll summoning you from around the city asking to gather in a private room in The Sleepy Dwarf Tavern. The

scroll is signed by one Regina Piccolo, under the seal of the Wizards Guild of Ravens Bluff. It asked for you to meet at sundown.

The room is already setup as you all arrive. There is a large wooden table, heavily laden with food and drink. Hot food, cool snacks, wine, ale, juice and water are all here for your pleasure. There are seven comfortable chairs sitting around the table.

Allow a small time for the PCs to interact - wonder who has summoned them etc.

Once the PCs have all settled, or if no interaction is happening, have the party's sponsor arrive:

Out of nowhere, a woman suddenly appears in the room with a couple of companions, obviously guards. She is an elven woman, attractive although not stunning. She has fine bones, smallish features and the typically pointed elven ears. "Greetings," she says. "I am Regina Piccolo, Emissary of the Wizards Guild. I have summoned you here because of your reputations as brave adventurers, but I do not know you personally. Would you please introduce yourselves?"

Allow the PCs time to introduce themselves to Regina, telling her whatever they will about themselves.

"Thank you," she says before continuing. "You have been summoned here today for a mission of the gravest urgency. We suspect that an agent of the guild is in some form of trouble. For security reasons, I can not identify him at this time. He has missed his last two scheduled contacts with me. He's been off on a top-secret mission for the guild and we are beginning to worry about him. I'd like your help in finding out what you can about this missing agent, even though I cannot tell you who he is.

"We suspect that Snell Sneer, a talented alchemist and former member of the Guild now turned renegade may be involved in this somehow. His loyalty has been long suspect and he has not been heard from recently either.

"At the completion of the mission you will each be paid 1,000 gold pieces. I realize that this is a vague starting point, but I trust that you'll be able to work out what to do."

During the discussion with the PCs, she'll be courteous yet dignified at all times. However she will not tolerate insults or too much silliness. Her overall demeanor is very business-like. She's a very loyal member of the guild and won't tolerate any slander from the PCs.

If pressed on the reward or payment options, she will mention that the guild will have a selection of minor magic for them to choose from on top of the money, although she'd like to keep that a secret for a surprise at the end.

She tells them that she needs them to do some of the more mundane research as she and her agents are busy doing magical research to try to find out what had happened to him.

She will also ask that the PCs show some discretion – there is some level of confidentiality in all of this.

The judge should also make sure that Regina gives out any information that will be helpful to them. Make sure that the PCs are clear that she's not withholding information, just protecting the "need to know" aspect of the mission

There are a few questions that the PCs may ask:

Why do you need us to do this?: There appears to be a leak in the Wizard's Guild. Although resources exist within the guild for this, a rat is being sought, hence resources from outside of the Guild walls are required. Recruiting external help will minimize any leakage of information into the wrong hands.

Where should we start looking for him?: Scrying to date indicates that he is not in the Realms. She will mention that their last point of contact was to be in DeVillars Park, in the Temple District. She may mention that he was last heard of in the Lower Planes.

If they ask (or even if they don't) about where they can research the problem: She'll suggest the following as possible leads to begin researching the situation: Wizards Guild Library, Sage Advisor's Union (located in the halls of the Wizards Guild), the Temple of the Oghma (the god of knowledge), or the Ministry of Art. She also suggests talking to Aliman Stonepin, he's doing duty as the 'receptionist' at the Guild of late and he's trustworthy. She says that they should come back and report to her their progress when they have completed all of their research. There is a sage named Circe as well. He should be considered trustworthy also.

If they ask for funds to cover up-front expenses: Regina will give them 500 gold each, but it comes out of their reward and needs to be repaid if they fail in their mission.

Once the PCs accept the mission (for if they do not, the adventure is over):

"Thank you," says Regina. "You may enjoy the rest of the day, if you so desire, but I'd like you to commence as soon as possible and certainly no later than first light tomorrow" Glancing to her companions, who remained silent the whole time she was there, they each mention a syllable and they are gone, as suddenly as they arrived.

Encounter 2 – The Threat

This encounter occurs immediately after the departure of Regina and her entourage.

As Regina and her entourage vanish from the room, there is a sudden chill in the air. An image appears in the room of the head of a creature usually seen only in nightmares. The head is large and jagged, with long sharp teeth. The skin, such that it is, looks very leathery. The head is also adorned with a large set of natural horns. They too, are long and sharp. Even in this intangible form, it has an air of power about itself.

It speaks, with a gravelly voice that echoes the darkness of the pits from which it must have been spawned.

"Mortals. I am Asphometh. Consider this a friendly warning. Do not meddle in the affairs of those who can cause you much pain and suffering. Meddling in things that you cannot understand could cause you ... problems. Desist. Now." The image glances around the room for a moment.

Judge Note: For maximum effect, use the most gravelly, darkest, deepest voice you are capable of when portraying Asphometh. Aim to put fear in the heart of the PCs. Although not detailed here, Asphometh is a powerful NPC who should scare anyone with half a brain.

He'll hang around for a few moments to see if he gets any response from anyone in the party. Anyone who is rude or disrespectful should watch out, for the agents of the fiend will pay special attention to them later.

He is a sending only. There is nothing physical about him. He cannot attack, not can he be attacked.

When he is ready to leave:

“Think of what I have said, mortals. I know of what you do.” The image smiles wickedly and shifts form into a two-dimensional shadow, before disappearing quickly under the door.

Detect magic and *true seeing* will reveal this to be nothing more than an illusion. If anyone tries to cast *dispel magic* at it to make it go away, it is a 19th level effect.

Judge’s Note: Encounters 3-8 can happen in any order depending on what the PCs do. If the PCs go to the park, the obelisk can be described to them. Normally, the obelisk does not radiate magic. However, owing to the machinations of the fiends, it currently does, in both abjuration and conjuration/summoning. Until after the sage has been murdered, there is nothing further that the party can do here. They don’t have the key to activate the gate and so it will be completely unresponsive. No matter what item the characters may try, the gate will be completely unresponsive to any attempt to open it prematurely.

See Encounter 7 for the description of the obelisk.

Encounter 3 – The Wizards Guild Library

Arriving at the Wizards Guild you realize that there is only one entrance for general inquiries.

Allow the party to do anything that they wish before entering.

Inside the entrance, a young man sits behind a desk. He’s no more than 20 years old and wears a simple white robe, embroidered with the symbol of the Wizards Guild. He lifts his head as you enter and asks, “Welcome to the Wizards Guild. My name is Aliman Stonepin. How may I assist you”?

Summary of salient points (details follow):

- Encourages PC wizards to join the Guild
- Snell Sneer has not been heard from in some time. His last known research was on the lower planes.
- If the party mentions use of a library, there is only one open.

- Anyone has a chance to remember about the new monolith being erected in DeVillars Park by making an intelligence check

Aliman is a young but ambitious member of the Median Circle. He’s helpful as much as he’s able to be (of course he won’t allow non-members to access the Library). If given the opportunity, he will mention to any obvious wizards who are not members the benefits of joining the Guild. Lines like “If you were members of the Guild you’d be able to use the Library for any future research” would be perfect for Aliman to use.

If anyone mentions Snell Sneer, Aliman will be able to tell them that he has not been heard from in some time and that his last known research was in the effects of magic on the lower planes and if there was any way to overcome the effects that the planes have of the way that magic works. He seemed to have a particular affinity to the lower planes, particularly Gehenna.

If the party mentions Regina and their mission to Aliman, he’ll mention what nasty business this is. He’ll also tell them that he’s got a sneaking suspicion that the missing agent is on one of the lower planes. He’ll also mention that he’s not at all surprised that Snell Sneer was involved. He’ll mention that he was a nasty piece of work – always dabbling in dark arts and never with a nice thing to say about anyone, particularly any of the Deans. He never seemed to like authority.

Considering that Regina asked for discretion, this may or may not happen.

Should the party request access to a library, they are told that most of the libraries are being remodeled and expanded at the moment and that there is only one currently open, The First Library of Truth, over in the Tower of Truth. Unfortunately, the Library is only open to Full Members of the Wizards Guild. If no one on the party is a Full Member, then he apologizes and says that he’s sorry, but he can’t admit them.

At this stage, anyone will have a chance to remember hearing about a monolith that had been placed in DeVillars Park recently by Simon Regulus, the Chancellor of the College of Wizardry and Dean of Planar Studies of the Wizards Guild as a gift to the city. Anyone who makes an Intelligence Check will remember hearing this.

If anyone is a Full Member of the guild, then that person only can gain access to the Library. Most of the works in the library tend toward academic wizardry.

Anyone doing a bit of research will be able to find out that there was no magic detected on the obelisk originally however of late the wizards have discovered that it radiates magic and are investigating further. Simon has been far too busy to contact to date to get further information from. Magic on the obelisk is currently from the schools of abjuration and conjuration/summoning.

If the PC Wizard asks about fiends during his research, he'll find this passage about fiends:

(The first two paragraphs are quoted (with a few minor edits, removing Planescape specific terminology, etc) from the Planescape book *Faces of Evil: The Fiends* by Colin McComb, page 6). The last paragraph is flavor text to add a bit of atmosphere and perhaps scare those PCs that tend to perform less than stellar acts of goodness. If they manage to get into the library and do the research, give the wizard **Player's Handout 2**.

It won't take too much more looking to determine that a Manes is the least form of tanar'ri (residents of the Abyss) and a glabrezu is one of the lesser forms of the true tanar'ri.

Aliman knows only a little about Asphometh. He knows that he's a baatezu of great power, but that is all.

Encounter 4 – The Sage Advisor's Union

This encounter has the same introduction as Encounter 3, since both the Wizards Guild library and the Sage Advisor's Union are both contained within the grounds of the Wizards Guild.

If the party asks to speak to a member of the Sage Advisor's Union, they are taken to a room in the Tower of Perspective.

You are led through the grounds of the Wizards Guild and into the Tower of Perspective by a short, quiet man, who says little. You are taken to the 8th floor and ushered into the office of Circe Al'Aqaba. Circe is obviously of Zakharan extraction and has a strong Arabic look about him. "Yes?" he asks. "What can I do for you today?"

- The PCs should recognize the name as belonging to a trustworthy man.
- If the PCs mention extra planar activity, he'll mention that he can help them for a cost

- If Asphometh is mentioned, he'll recognize it as a powerful fiend.

Hopefully the PCs will recognize this name. It is the name that Regina gave them as someone that they can trust.

Circe is the leader of the Sage Advisor's Union, but will not tell the PCs that. He's doing this as a favor for Regina.

If the PCs mention anything about extra planar activity and/or research he'll tell them he can probably help them, but he'll need some time to dig up the answers. (Note to the judge: describing the vision from encounter 2 definitely counts as extra planar activity in this case, as does the encounter in the Ministry of Art if they've done that by this stage).

Hopefully, the party will tell him about what they know so far. It's hard for him to help them unless they tell him what they know.

After getting all that he can get out of the PCs:

After writing down all of the information that you have told him, says, "Come back in the morning if you'd like the information. I'll need a short amount of time for research. First, though, there's the matter of my fee."

His fee is 500 gold pieces. For lower tiers, this amount can be lessened at the judge's discretion. If the PCs have mentioned that they are on a mission for the Wizards Guild (they may not since Regina asked them to keep it under their hats) he'll do the research for nothing, as a favor to Regina.

Encounter 4a – Returning to the Sage

The next day, if the party returns, the following information will have been discovered.

Circe seems concerned as you enter his office. "The involvement of what appears to be some form of fiend in all of this reminded me of an old scroll we've had in our archives for decades. It's written in a script that we've never been able to decipher, even with magical aid. We are unwilling to part with it unless we can find the key to decoding it. If you come across something useful, come back and see me. There may be clues there. We've also been able to determine that there has been some form of Lower Planes

involvement in Ravens Bluff of late, particularly in the area of DeVillars Park.”

This is all he has been able to find out overnight.

If the party asks about the name Asphometh, the sage recognizes it as a name of some powerful fiend, but has not been able to find out anything about it in the short period that he had.

Encounter 4b – Decoding the scroll

If the PCs return with the imp statue from the temple of Oghma and take it to Circe, he'll produce the scroll.

Circe asks for the statue from the party.

If they won't cooperate:

“Please, hand me the statue. If it is the key, I need to be able to use it to unlock the secrets of the scroll,” says Circe.

He uses variations on the theme presented above until the party gives him the statue. Feel free to improvise a growing sense of annoyance if the PCs do not cooperate.

Unfurling the scroll, Circe places the statue on top of the paper. Suddenly the writing on the scroll begins to change. Tendrils of black energy lace out over the scroll, erasing the strange symbols on the page and replacing them with words in clear common text.

Circe glances over the scroll and frowns. He then passes the scroll over to the PCs. “I believe that you might like to have a talk to the Knights of the Phoenix. Make sure you show them this scroll. You'll find them at the Temple of Lathander. This certainly sounds like their area of expertise,” finishes Circe.

Give the players Player Handout 1.

Encounter 5 – The Temple of Oghma

Entering the temple, the party is immediately accosted by an acolyte of the faith. If asked, he will fetch a priest.

After a few minutes, a grizzled old man walks out of the priests' rooms.

He's a human male, in his mid seventies. He's balding on top and what remains of his hair is white. He wears white shirt and trousers with a vest of black and gold brocade with Oghma's symbol, a half unrolled scroll, embroidered in the front.

(See the illustration in Faiths and Avatars – page 8 – if you need a better description)

“Ah,” he says, looking over the party with obvious distaste. “Mercenaries. Or worse, adventurers. After some pearl of wisdom, no doubt. So what will it be today? The location of a pot of gold? A millennia old artifact? Or the secret of being able to overthrow the world? Speak up, I do not have all day.”

- His name is Rupert Longsaddle
- He's a rude and crotchety old man, laced with sarcasm.
- He may reveal what he knows about Asphometh, if asked.
- Will also research (for payment, of course) the obelisk, if asked.

He's a cranky old fellow, far more used to frivolous requests than anything of real importance.

He'll wait for a response from the party before continuing, getting more and more angry if they beat around the bush. Play him as a crotchety old man, laced full of sarcasm. He's seen so many adventurers after nothing but the key to success and riches, he's become quite sour in his old age.

Of course, he'll ask for an exorbitant fee to research anything. He'll ask for 250 gold pieces per tier of the party, but is really only after a bit of coin to line his own pockets. It won't take too much to convince him to go as low as 100 gp per tier. However, if the party decides to pay up at the initial price, he won't argue.

It's possible that the party could ask of a couple of things at this point, depending on where they've been by this time. If they ask about Asphometh, it is not unreasonable to reveal a little of Asphometh's background as listed in the Judge's background. In order to get them leading on to the statue in the park, he will reveal that there is some concern that Asphometh may be trying to subvert the obelisk to some foul purpose that they have not been able to divine yet.

If they ask about the obelisk now, he will reveal what he was able to find out. Being a competent priest, even if

grumpy, he finished the research once the connection to the obelisk was made.

Once he has been paid, he'll divulge what he knows, after a brief period to commune with Oghma.

The grumpy old priest returns after an hour. "Well, here's what I've found," he grumps at you. "We have discovered evidence of some extra planar tampering in the area of DeVillars Park right here in the Temple District. There are signs that beings of the lower planes have used this area to access this part of the Realms. It is highly likely that the obelisk is being used as some form of inter-planar transportation device. This cannot be good news for the city. I'd suggest that you take this to the Wizards Guild and see what they know about it. It was Regulus who donated the obelisk, they should know what it's all about."

"Then of course, there's this." He presents a small jet-black stone statue of an imp. "We've had this sitting around here for a couple of years. We were able to determine that it was a key, but not what it unlocked. During my commune with my god, I was informed that this is something that you should be able to use."

"I believe that the Sage Advisors Union may be able to help you work out what you can use it for."

The Regulus refers to is Simon Regulus, of course, the Chancellor of the College of Wizardry and Dean of Planar Studies of the Wizards Guild and one of the most powerful wizard in the city. He is the donor of the obelisk.

Encounter 6 – The Ministry of Art

Entering the Ministry of Art, there is yet another official sitting at a desk, waiting for people to interrupt his day with their questions. He seems less than pleased to see adventurers entering the Ministry.

If the PCs ask of extra planar activity, a clerk of the ministry is summoned.

A clerk arrives, attending to the summons. He screws his face up at the sight of you. Looking down his nose, he says "Yes?"

His name is Mortimer Delittle. He's rude, will always be short with the party and makes sarcastic comments like "Extra Planar Activity? Sounds like the province of the high and mighty Wizards Guild. Why haven't you asked them?"

Eventually, snug in his superiority, he'll usher the party toward a small library.

You are taken by your 'guide' to a small library. Opening the door you see chaos in side. Creatures are flying around, setting fire to the books. There is already a good fire underway. Mortimer screams and hides behind the door.

As Mortimer opens the door, he sees that his precious volumes are smoldering as fiends run around and burn the books, particularly those in the section relating to city architecture, parks and monuments.

Tier 1

Fire Mephits (5): Int avg; AL N; AC 5; MV 12, Fl 24 (B); HD 3+1; hp 9; THAC0 17; #AT 2; Dmg 1d3+1/1d3+1; SA breath weapon, spell use; SD touching one causes 1 hp of damage; MR nil; SZ M; ML 10

The fire mephits can breathe a spray of fire hitting one target only for 1d8+1 points of damage once each per day. They have each used two of their three breaths to set the library books on fire. They can also use *magic missile* (2 missiles) or *heat metal* once each per day. They will not use the heat metal spells on the first tier either.

These mephits have been dominated by Asphometh. They don't care for this task, but have no choice. Their main concern is to destroy the reference works here and then leave. They will defend themselves if attacked, but will not initiate combat.

Tier 2

Fire Mephits (8): Int avg; AL N; AC 5; MV 12, Fl 24 (B); HD 3+1; hp 17; THAC0 17; #AT 2; Dmg 1d3+1/1d3+1; SA breath weapon, spell use; SD touching one causes 1 hp of damage; MR nil; SZ M; ML 10

The fire mephits can breathe a spray of fire hitting one target for 1d8+1 points of damage once each per day. They have each used two of their three breaths to set the library books on fire. They can also spray an arc of fire 120 degrees in front of the mephit to a distance of 5 feet. This causes 4 points of damage to all in the area of effect, with no save. They can also use *magic missile* (2 missiles) or *heat metal* once each per day. They can attempt gate in another fire mephit once per hour, but will not do so here.

These mephits have been dominated by Asphometh. They don't care for this task, but have no choice. Their main concern is to destroy the reference

works here and then leave. They will defend themselves if attacked, but will not initiate combat.

Tier 3

Barbazu, Lesser Baatezu (4): Int low; AL LE; AC 3(6); MV 15; HD 6+6; hp 35; THAC0 13; #AT 1 (2); Dmg 2d6 + wounding; SA wounding glaive, battle frenzy; SD +1 weapon to hit; MR 30%; SZ M; ML 12

These fiends will delight in attacking the party. The destruction of the reference works is their main goal but the chance to take out some primes is far too much of a delight to overcome. They will attack on sight.

After each hit with the glaive, the victim loses 2 hp from bleeding per round per wound until the wound is bound. In a group, there is a 10% cumulative chance per round of the barbazu going berserk. When berserk, the barbazu do not need to check morale, they attack twice per round at +2 to both the to hit roll and damage and remain berserk until the combat ends. They take a penalty of 3 points on AC though, dropping to AC 6.

Tier 4

Dergholoth, Lesser Yugoloth (4): Int low; AL NE; AC -3; MV 12; HD 8+16; hp 55; THAC0 13; #AT 5; Dmg 1-4+8 (x3) (claws), 1-8+8 (longsword), 1-6+8 (spear); SA Feeblemind; SD +1 or better weapon to hit, weapon parry; MR 40%; SZ L; ML 14

These fiends will delight in attacking the party. The destruction of the reference works is their main goal but the chance to take out some humans is far too much of a delight to overcome. They will attack on sight.

Dergholoths can use the following abilities at 10th level: *alter self, animate dead, cause disease, charm person, improved phantasmal force, produce flame, teleport without error, darkness 15' radius, fear, sleep* (2/day). They are immune to paralysis, poison, charm and suggestion spells. Cold spells do double damage

If the first two claws hit, the other attacks are at +2 hence forth, but the first two arms do not attack again. Grabbed PCs can fight, but cannot move or retreat unless the can roll under half their strength on a d20. The Dergholoth can opt to parry with either of its weapons. This means it cannot attack, but each such parry lowers its AC by 2 points for each weapon used for that round only.

Once per day the Dergholoth can chatter senselessly. Any creature of less than 7 levels or hit dice that hears this must save vs. spells or be *feebleminded* for 1-6 rounds. They then return to normal.

Note: Anyone who was disrespectful of Asphometh in the second encounter will receive special attention from the fiends here.

Note: If anyone manages to successfully capture one of these creatures, they will divulge nothing. They are much more afraid of Asphometh than anything a puny mortal could inflict upon them.

After the combat finishes:

After the combat is over, you find the clerk cowering on the floor, hugging his head in his hands. Realizing that the combat is over he looks up at the damage. "My books ... My beloved books," he sobs. "Beyond Salvage!" He continues to sob, dismayed at the damage to his library.

The damage from the fire is obviously extensive and irrecoverable. A large portion of the library of the Ministry of Art has been destroyed here. At the sight of this, the clerk is far too distressed to give anything other than cursory thanks for saving his hide – and that's only if the PCs mention it. Otherwise, he'll continue to sob over his lost books as the party leaves or otherwise interrupts him.

At this stage, there is little more that the party can get out of this man. He's far too upset about the irreplaceable damage done to his library to care anything about the concerns of some vagabond group of adventurers.

Encounter 7 – DeVillars Park, Take One

Arriving at DeVillars Park in the Temple District, you see the obelisk that is a new addition to the park. It strikes an interesting contrast with the greenery of the park. Rising out of a massive stone base set into the ground, the lustrous black column stretches over twenty feet into the sky. Though a deep black, it is polished to a high gloss and has the unusual quality of reflecting any available light in a peaceful cascade of colors. Indeed, couples are already walking around it and marveling at its glimmering colors, including a number of followers of the Goddess of Beauty.

If the party has approached the statue in the open, as opposed to trying to stake out the statue and see what happens, one of the Sunites will approach them.

In order to get a feeling for the shape of the obelisk, think of the Washington Monument or the obelisk from *2001: A Space Odyssey*.

One of the Sunites comes over to you. She is a very attractive human woman with fiery red hair dressed in

the crimson habit of the order of Sune. The outfit is cut to clearly show the curve of her body.

“Lovely piece of work, this obelisk, don’t you think? Look at the cut of the stone and the workmanship that has gone into the detail of the piece. An interesting choice that the sculptor made, in making the surface reflect like that, wouldn’t you say?”

The woman’s name is Anastasia Firehair. She has nothing to add to the party’s research of their mission. She merely is a fan of art and sculpture and is here to admire the work of the artisan who created the obelisk.

Someone may comment on the fact that Sune’s nickname is Firehair. Anastasia comes from a long line of Sunite priests, all with fiery red hair. Other than that, there is no special relationship between this priestess and the goddess.

This is a role-playing encounter. Feel free to shorten or omit it if you are running short on time. Alternatively, feel free to let this run if the players are getting into it. She will discuss the merits of the obelisk until she is blue in the face.

If they start getting insulting to her or want to talk about things other than the beauty of the obelisk, she will excuse herself and leave. If they’ve just wandered off the topic of the obelisk then she’ll be very polite as she departs. If they start getting insulting, she’ll be equally rude as she leaves.

There is nothing else the PCs can do here at this time. If detected for, the obelisk will radiate magic in Abjuration and Conjuraction/Summoning.

Other spells may also be used here if the party thinks of it:

- *Detect magic*: As indicated previously, the obelisk is magical emanating magic from the schools of abjuration and conjuration/summoning
- *Detect evil*: Yes, the obelisk radiates slight evil
- *Know alignment*: The evil is Neutral evil with a lawful bent. Anyone with the Planar Lore proficiency may pick this as the general bent of the yugoloths with a successful proficiency check (INT-6).
- *Speak with plants* or *Speak with animals* in the area: Something scary came out of the obelisk a couple of days ago. (This was a scouting party sent by Asphometh and to test the gate on the other side. These guys ended up in the Ministry of Art Library

- *Commune with nature* or *commune*: The judge is free to answer the PCs questions with respect to what is going on. The fiends are preparing to invade Ravens Bluff. A scouting force has recently passed through. The missing guildsman is still alive. He’s held hostage. On Gehenna (Only reveal that if specifically asked). There are no clues as to what is holding the agent or exactly where on Gehenna he is being held.

Everything in the park appears normal. There are a number of people walking in the park, not paying attention to anything in particular. Some look at the new obelisk, others pass it by, ignoring it.

Encounter 8 – Snell Sneer’s Residence

It is possible that the PCs will ask about where Snell Sneer lived. Point them in the direction of a house about half a mile distant from the guild. If they knock on the door, it will creak open.

Inside, it is easy to see that the house has been deserted for at least 20-30 days, if not more. The inside is dusty. There is a kitchen and a living area downstairs and a bedroom upstairs with a desk with a drawer. The desk drawer is empty. In the kitchen there are some food items in the cupboards. The few perishable items left are well and truly perished by now. The cured food items are still OK. There is no sign that anyone has been here in quite a while. The house was carefully emptied before it was left.

Encounter 9 – The Phoenix Knights

If the PCs go to the Temple of Lathander, they will be able to enter the temple without a problem. If they stop one of the temple acolytes or priests and ask to speak to one of the Knights, they will be asked to wait while he goes to get one of the Knighthood. Unfortunately, the Knights are involved in a service at present.

The messenger returns shortly, telling you that the Knights are in the middle of a delicate ceremony and cannot be disturbed. They will be finished in about an hour.

There is little more that the party can do except wait, unless they have other tasks still unfinished.

At the end of the hour:

A knight appears and introduces himself as Arthur Rocksledge. “You have business with the Phoenix Knights?”

Hopefully, at this point, the party will tell what they know. If they don't give him the details, he will get angry and yell at them for wasting his time.

Once the party has disclosed what they know to him, he can tell them some more of what the Knights already know.

“We have had a vague prophecy on our records for some time that we have not paid much attention to owing to the inconclusive nature of it,” explains Arthur. “Lathander has been tight lipped about the whole thing, so we have kept it, knowing that it would be needed one day. It mentions several key points that would happen before an invasion of fiends appeared somewhere in the Realms, but most likely in Ravens Bluff. It mentions the capture of an agent of magic, the destruction of knowledge, the death of a leader and an obelisk of red light. Now, most of this is meaningless to me at present, but when these things happen, there is supposedly an invasion of fiends onto the Prime not too far away”

The first point is the agent that is missing, the second point is the destruction of the library in the Ministry of Art, the third point is the death of Circe (See encounter 11) and the last point is the glow on the base of the obelisk (See encounter 12). These will become more obvious to the PCs as the adventure progresses.

If the party mentions Asphometh to the Knights, they are told that it is a name that is familiar. He was apparently once very high in the Baatezu power structure but fell for some unknown reason.

Encounters 3 through 9 – Summary

As the last of the information gathering ends, the party should head back to Regina. If they don't, a party member will be contacted via a Whispering Wind spell from Regina asking them to return to her at once for an update. The player contacted would be a mage, priest, warrior or thief, in that order.

Encounter 10 – Reporting back to Regina

The party should return to Regina at this point.

“What have you discovered?” Regina asks.

After hearing the results, she tells them a little more information.

“Impressive research,” Regina says. “The obelisk in the park was indeed placed there by Simon Regulus, although we had no reason to suspect a problem with it. Simon is the leader of the College of Wizardry and in my opinion the most powerful wizard in the Vast. It was a gift to the city, in order to thank the place that he calls home for all it has done for him. We did not know at the time that it held any other significance other than as a monument, but apparently the fiends were expecting it. The fact that the fiends have corrupted it is of grave concern. There had been rumors around the guild that Simon may have placed some form of protective enchantment over the obelisk for some unknown future defense of the city, but we've not been able to confirm these rumors.”

“The news of a pending invasion may have something to do with the disappearance of our agent. We will need one night to be able to confirm a couple of facts before mounting a rescue mission, if he is still alive. Let me go and talk to Circe and confirm a few things. I've arranged for your accommodation, in “The Foaming Mug,” a tavern across the street. You may charge your evening's food and drink to the guild. Come back and see me first thing tomorrow – or I'll summon you sooner if you are needed.”

Any attempts to gain further access to Regina or Circe will be denied. The servants of the guild will respond to these requests with things like “They are busy preparing. Please return tomorrow, as you were asked.”

If the PCs attempt to snoop on Regina and Circe by the use of spells or devices, they will be able to detect nothing. The Wizards Guild is well protected by the likes of permanent *non detection* spells.

The party can rest now and recover from the fiend battle (if they've not done this already) and get ready for the news in the morning.

Encounter 11 – Murder in the Guild

When the party is ready to return to the guild read the following:

Gathering your belongings together, you head back to the Wizards Guild. Everyone is running around in quite the frenzy. Upon seeing you enter, Alimar Stonepin (once more on duty) says, “Quickly, this

way. *There is trouble.*” You are ushered up to the office of Circe the sage and find Regina busily going through stacks of paper.

“Oh, there you are. We were just about to summon you. Circe is no more. We had worked all night and have quite the bit of information. Circe left to get some breakfast in the market. On his way back, according to eyewitness accounts, he was waylaid by gargoyle-like creatures and killed. They carried his lifeless body away and began devouring it. He is no more. It is time to tell you that he was more than just a sage. He was the leader of the Sage Advisor’s Union. The fact that the creatures singled him out like that obviously means that the minions of Asphometh know what we are doing. As much as I would wish to do otherwise, we may mourn later.

Before his death, we had managed to confirm, with the help of the information that you provided us, that our agent is being held in a fortress on the plane of Gehenna. We dispatched a rescue squad while you rested. We also discovered the traitor in our midst who was an agent of the fiend who’s image you saw not long after we met. He has been ... dealt with. He will no longer feed secrets to the agents of the pits of the lower planes. It appears that the fiends have managed to somehow subvert the obelisk placed in the park by Simon Regulus and are planning on using it as some form of gateway onto the Prime.”

Judge’s Note: Circe’s soul has been permanently stolen and placed into a soul gem, similar to those used by shadow fiends, by agents of Asphometh. The party has no way of knowing this, however. The agents of the Wizards Guild do not even know this at this stage.

As Regina finishes her explanation a messenger arrives, excuses herself and whispers into Regina’s ear. The elven wizardess begins to look alarmed. “The base of the obelisk has begun to pulse with a red light,” Regina says. We need to get down to the park. Now. It would seem that the invasion is imminent. Pulling a rod from her clothing she says, “All of you, Join hands. I can transport you all there, while I rally some reinforcements.”

If the party goes with Regina read the following and proceed to Encounter 12.

Closing her eyes for a moment, she taps one of you with the object and mutters a quick word and your vision becomes gray for a moment ...

If the party does not accompany Regina, or if they decide to get to the park in some way what is other than instantaneous, proceed to Encounter 13A.

Encounter 12 – Fiend Invasion (or DeVillars Park, Take Two)

When your vision clears, you find yourself in DeVillars Park, not far from the base of the obelisk. You can see several watch units around the base of the obelisk keeping the citizenry at bay. As reported, the base is pulsing in a dull red light. As you arrive, several fiends jump through, immediately looking for something to eat....

At the completion of one round of combat, read the following:

Suddenly, four humans appear through the still glowing base of the obelisk. They wear chain mail armor. “Hurry up and get the machine setup so that the assault may commence,” says one of the men. Two turn to the task of setting up some glass objects around the base of the obelisk while the other two come to aid the fiends in their battle.

This is the final climactic battle. There are actually five people coming through, the fifth is an invisible wizard.

The globes are magical and are meant to stabilize this side of the portal to allow a mass invasion of fiends from the other side.

It will take 3 rounds for the two fighters to set up their globes, then they turn to attack. The wizard will assist the fiends immediately by casting his spells or using his wand. About 2 turns after that, the fiends are supposed to start appearing. Regina will never let this happen though. If the melee is still going on after a total of 18 rounds, she’ll step in and destroy the globes with magic from afar.

Note to the Judge: Since *detect invisibility* is a limited duration spell, assume that it has been cast immediately before the wizard steps through the portal. For the higher tiers, any spell listed as already struck off is pre cast. Also, if there are any Knights of the Phoenix members in the party, the fiends will attack them above and beyond anyone else. Also, the wizard has pre-cast *invisibility* on himself. (*improved invisibility* for tiers 3 and 4).

If things start getting really bad for the party, Regina may arrive to help them (judge’s option).

There are 16 magical globes in all – it is very easy for the party to get to them and try to start dropping them or smashing them. They save as glass at +2 due to their magic vs whatever method is most appropriate (more than likely crushing blow). Anyone attempting to do so will receive prompt and immediate attention from all surviving foes.

Tier 1

Manes, Least Tanar'ri (4): Int semi; AL CE; AC 8; MV 6; HD 1; hp 7; THAC0 20; #AT 1; Dmg 1d6+1; SA acidic vapor; SD Immune to mind-affecting spells; MR 10%; SZ S; ML N/A

Manes are nearly mindless and will attack until killed. When killed they turn into a cloud of acidic vapor. Anyone within 10 feet must save vs. poison or take 1d6 points of damage

Fighters, hm F1 (4): AL NE; AC 5; MV 9; hp 7; THAC0 20; #AT 1; Dmg 1-8 (battle axe); SA None; SD None; Str 15, Dex 12, Con 14, Int 8, Wis 11, Cha 12; MR nil; SZ M; ML 10

Judge's Note: One uses a *battle axe +1*, adjust damage and THAC0 for him accordingly.

Wizard, hm W(IN)3: AL NE; AC 9 (dex); MV 12; hp 9; THAC0 20; #AT 1; Dmg 1-4 (dagger); SA None; SD None; Str 7, Dex 15, Con 10, Int 16, Wis 13, Cha 14; MR nil; SZ M; ML 14

The wizard has a *wand of magic missiles* to use as well. This can fire two missiles per round.

Spells: 1: *magic missile x2, shield*; 2: ~~*detect invisibility, invisibility*~~

The wizard has pre cast *detect invisibility* and will detect any invisible party members. His first action will be to cast a *shield* to protect himself from magic missiles. This will mean he's still invisible since this is a defensive spell. He'll then begin firing his own – this will make him visible.

They will all fight to the death and will not check morale. They are all much more afraid of what Asphometh will do to them for failure than they are of dying.

Tier 2

Black Abishai, Lesser Baatezu (3): Int avg; AL LE; AC 5 (chain mail); MV 9, Fl 12 (C); HD 4+1; hp 15; THAC0 17; #AT 3; Dmg 1-4/1-4/1-4+1; SA None; SD +1 or better weapon to hit, regenerate 1 hp per round; MR 30%; SZ L; ML 10

Note that the poison glands have been magically removed from the tails of these abishai. They are on

punishment detail for having failed in a task that Asphometh set for them recently. If they can survive long enough in the fiend's service, he may replace them. The tail still does the 2-5 points of damage though, even though there is no poison.

Fighters, hm F2 (4): AL NE; AC 3 (chain mail, shield, dex); MV 9; hp 16; THAC0 18 (strength); #AT 1; Dmg 1-8+1 (battle axe plus strength); SA None; SD None; Str 17, Dex 15, Con 14, Int 8, Wis 11, Cha 12; MR nil; SZ M; ML 12

Judge's Note: One uses a *battle axe +1*, adjust damage and THAC0 for him accordingly.

Wizard, hm W(IN) 5 (1): AL NE; AC 8 (dex); MV 12; hp 16; THAC0 20; #AT 1; Dmg 1-4 (dagger); SA None; SD None; Str 7, Dex 16, Con 10, Int 17, Wis 13, Cha 14; MR nil; SZ M; ML 14

The wizard has a *wand of magic missiles* to use as well. This can fire two missiles per round

Spells: 1: *magic missile x2, burning hands, detect magic, shield*; 2: ~~*detect invisibility, invisibility, mirror image*~~; 3: *lightning bolt, slow*

The wizard has pre cast *detect invisibility* and will detect any invisible party members. His first action will be to cast a *shield* to protect himself from magic missiles. He'll still be invisible after this since it's a defensive spell. After that, he'll *lightning bolt* anyone who is free and then consider either a *slow* spell if he can avoid his comrades or go to using *magic missiles*. If he gets a chance, or it looks like he's going to be engaged, he'll use his mirror image.

They will all fight to the death and will not check morale. They are all much more afraid of what Asphometh will do to them for failure than they are of dying.

Tier 3

Red Abishai, Lesser Baatezu (3): Int avg; AL LE; AC 1; MV 9, Fl 12 (C); HD 6+3; hp 30; THAC0 13; #AT 3; Dmg 1-4/1-4/1-4+1; SA None; SD +1 or better weapon to hit, regenerate 1 hp per round; MR 30%; SZ M; ML 13

Fighters, hm F3 (4): AL NE; AC 2 (chain mail, shield, dex); MV 9; hp 25; THAC0 16 (strength & specialization); #AT 3/2; Dmg 1-8+3 (battle axe plus strength & specialization); SA None; SD None; Str 17, Dex 16, Con 16, Int 8, Wis 11, Cha 12; MR nil; SZ M; ML 12

Judge's Note: One uses a *battle axe +1*, adjust damage and THAC0 for him accordingly.

Wizard, hm W(IN) 7 (1): AL NE; AC 7 (dex); MV 12; hp 28; THAC0 18; #AT 1; Dmg 1-4 (dagger); SA None; SD None; Str 7, Dex 17, Con 15, Int 18, Wis 13, Cha 14; MR nil; SZ M; ML 15

The wizard has a *wand of magic missiles* to use as well. This can fire two missiles per round. He also has 6 *stoneskins* active.

Spells: 1: *magic missile x3, burning hands, grease*; 2: ~~*detect invisibility*~~, *mirror image, flaming sphere, stinking cloud*; 3: *hold person, lightning bolt, slow*; 4: *stoneskin, improved invisibility*

He'll remain invisible, no matter what he does until his *improved invisibility* spell wears off (after 10 rounds of combat). He'll then begin with his offensive spells, preferring a *lightning bolt* if he can get it off without hitting his comrades. Remember that offensive actions will not make him visible.

The wizard has pre cast *detect invisibility* and will detect any invisible party members.

They will all fight to the death and will not check morale. They are all much more afraid of what Asphometh will do to them for failure than they are of dying.

Tier 4

Mezzoloth, Lesser Yugoloth (3): Int low; AL NE; AC -1; MV 15; HD 10+20; hp 55; THAC0 11; #AT 2; Dmg 1d6+6/1d6+6; SA spell like abilities; SD +2 or better weapons to hit; MR 50%; SZ M; ML 14

Mezzoloths have 18/00 strength, these bonuses can be used with weapons. Mezzoloths can use the following abilities at 10th level: *alter self, animate dead, cause disease, charm person, improved phantasmal force, produce flame, teleport without error, burning hands, cause serious wounds, cloudkill (1/day), darkness 15' radius, detect invisibility (always active), detect magic, dispel magic (2/day), flame strike (1/day), hold person, mirror image and trip*. They are immune to paralysis, poison, charm and suggestion spells. Cold spells are normal damage, not double as is normal for yugoloths.

Fighters, hm F5 (4): AL NE; AC 0 (chain mail, shield, dex); MV 9; hp 47; THAC0 14 (strength & specialization); #AT 3/2; Dmg 1-8+5 (battle axe plus strength & specialization); SA None; SD None; Str 18/01, Dex 18, Con 16, Int 8, Wis 11, Cha 12; MR nil; SZ M; ML 15

Judge's Note: One uses a *battle axe +1*, adjust damage and THAC0 for him accordingly.

Wizard, hm W(IN) 9 (1): AL NE; AC 6 (dex); MV 12; hp 49; THAC0 18; #AT 1; Dmg 1-4 (dagger); SA

None; SD None; Str 7, Dex 18, Con 16, Int 18, Wis 13, Cha 14; MR nil; SZ M; ML 15

The wizard has a *wand of magic missiles* to use as well. This can fire two missiles per round. He also has 8 *stoneskins* active.

Spells: 1: *magic missile x3, burning hands, grease*; 2: ~~*detect invisibility*~~, *flaming sphere, stinking cloud, mirror image*; 3: *lightning bolt x2, dispel magic, slow*; 4: *minor globe of invulnerability, stoneskin, improved invisibility*; 5: *cone of cold, hold monster*

His first action will be to cast *minor globe of invulnerability*. He'll remain invisible, no matter what he does until his improved invisibility spell wears off (after 13 rounds of combat). He'll then begin with his offensive spells, preferring a *lightning bolt* if he can get it off without hitting his comrades. Remember that offensive actions will not make him visible until his *improved invisibility* spell wears off. Treat it as if it was cast the round prior to arriving for purposes of duration. This means that he has 13 rounds after arriving of still being invisible. If it looks like he's about to be physically engaged, he'll use his fire shield. Remember that *minor globe of invulnerability* is a non-mobile spell. If he moves, he's no longer protected by the spell. It does not move with him. If it's becoming too dangerous for him to stay in one spot (someone has worked out where he is and is closing etc, he will move and may engage his *mirror image* if he has to move out of the Globe and his invisibility is about to fail. The fire shield will move with him, of course.

The wizard has pre cast *detect invisibility* and will detect any invisible party members. They will all fight to the death and will not check morale. They are all much more afraid of what Asphometh will do to them for failure than they are of dying.

Don't forget that the wizard has some defensive spells in his arsenal. *Minor globe of invulnerability* will be very useful here.

If the party does not destroy the glass objects, either at the end of the combat or by the time 13 rounds have passed, Regina will appear and make sure that it is done.

Proceed to Encounter 13B.

Encounter 13A – The Bloody Aftermath (Failure)

This encounter should only be played if the party did not accompany Regina to the park when it was reported that the obelisk had started glowing.

As you arrive at the scene, you see that it is too late to be of any assistance. There are bodies of watchmen, wizards and citizenry alike all over the area around the obelisk. The fiends have obviously been beaten back, but at what cost. Regina is at the scene and stomps over to you with fire in her eyes. “Your cowardly delay has cost the lives of many. Consider your mission a failure.”

At this point she will demand back any pre payment she made to the PCs. There will be no reward of any sort.

Encounter 13B - Conclusion and Revelations (Success)

With the globes destroyed, Regina comes over to you, smiling broadly. “Our thanks. We have managed to hear from our rescue party. The other group has rescued the agent. He was careless and allowed himself to be captured by a former guild member, now a renegade. He is apparently no more. It looks like he was working for the fiend you saw. I’m sure that we have not heard the last of him. However, if you come to the Guild later this afternoon and ask for me, I will have your payment ready.”

She turns and leaves, heading back to talk to some of the watchmen.

Basically, what the party has done is to stop the fiends from getting a reasonable large raiding party into Ravens Bluff. The agent was careless and managed to get detained by the leader of the fiends, a renegade wizard and former guild member. The rescue party managed to defeat the wizard and distract him long enough for the agent to escape, preserving his under cover identity. It seemed far too large a plan for this renegade to accomplish by himself, so there may be other forces involved, but he doesn’t know whom yet. This, of course, is Asphometh.

As thanks for their work, the party is provided a selection of one of six minor magic items and the remainder of their 1,000 gp each.

Regina may also act as a sponsor for any PC mages who wish to join the Wizards Guild if they so desire. This is a one-time offer. If it is not accepted now, the PC cannot come back and ask Regina for this sponsorship at a later date.

Judge’s Note: This is a certified offer and will be available to any wizard PC in the party who is interested. The cert can be redeemed at a future

interactive, naming Regina Piccolo as the sponsor of the initiate member.

Experience Point Summary

Experience in the Living City is now calculated as follows:

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. You may award different amounts based on performances.
3. Finally, multiply the total by the tier according to the chart:

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

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.

Encounter 2:		
Not being rude to Asphometh’s image		25 xp
Encounter 3:		
Accessing the Wizards Guild Library		25 xp
Encounter 4:		
Getting the information from the sage		50 xp
Encounter 5:		
Getting the information from the priesthood		50 xp
Encounter 6:		
Defeating the fiends		200 xp
Encounter 9:		
Talking to the Knights of the Phoenix		50 xp
Encounter 12:		
Defeating the wizard and his fiends		200 xp
Destroying the glass objects (not leaving it to Regina to do it)		100 xp
Adventure’s End:		
Not gratuitously using Asphometh’s name except for research value to NPCs		25 xp

Maximum Experience for Objectives: 725 xp
Role playing experience: 0-500 xp

Total Experience available: 1,225 xp
Tier Two: 2,450 xp
Tier Three: 3,675 xp
Tier Four: 4,900 xp

Treasure Summary

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

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

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

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

Encounter 12:

- *Battle axe +1*
- *Wand of magic missiles* (12 charges)

Encounter 13B:

The following potions as reward:

- *Potion of longevity* (1 dose)
 - *Potion of super heroism* (1 dose)
 - *Potion of climbing* (4 doses)
 - *Potion of fire resistance* (2 doses)
 - *Potion of clairvoyance* (2 doses)
 - *Potion of invisibility* (2 doses)
- Up to 1,000 gold pieces from the Guild as reward
 - Regina's sponsorship offer good for any PC wizard to join the Wizards Guild (for use at a future interactive). Give these only to wizard PCs that want them.

Fame Award

1 point in either City Government or General

High-Level Version

For character levels 10 or higher, total party levels 50 or more

Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T5:	< 52	< 57	< 62	< 67
T6:	53-64	58-70	63-77	68-83
T7:	65+	71+	78+	84+

Warning

This version of the adventure is intended for powerful PCs and experienced players. It is strongly recommended that any PC that attempts this adventure be at least 9th level. Make sure that the players are clear on that. This is a high-risk adventure. If they still insist on playing with lesser characters then let the bodies fall where they may and don't say we didn't warn them. Note that it is improper for the judge to push players into this adventure only to be faced with the need to pull punches and alter the adventure so that they will survive it.

There is a lot of information for the judge to absorb before running this adventure. It is highly recommended that the judge is very familiar with the contents of the adventure before attempting to run it.

This adventure has three tiers: Tiers 5, 6 and 7 according to the published Living City tiering rules.

Judge's Preparation

Before running this adventure, the judge should peruse each player's character sheet, specifically looking for non-weapon proficiencies that the PCs have. Specifically look for Alchemy and Planar Lore. Make sure that they are on the character sheet before the adventure starts. If they are not there at the start, they're not there later in the adventure.

Also, as noted in the text, when the players move through the portal in Encounter 4, have them place the certs for any items that they are taking with them to

Gehenna on the table in front of them. Anything not on the table is not with them when they get there.

Important Note: Prepare carefully by reading this adventure at least twice, anticipating what the adventurers are likely to do when presented with the situations herein. Experience has shown that complex (and extraplanar) adventures such as this one can easily run long, thus depriving the PCs the opportunity to complete them. It cannot be stressed highly enough that the judge needs to have prepared for this module, particularly the climactic final battle with Snell Sneer. High PC fatalities will result if this encounter is not run correctly.

Judge's Background

The renegade baatezu Asphometh has managed to enslave a former member of the Ravens Bluff Wizards Guild. He is using the wizard, who is a highly skilled alchemist, to help him raise an army of fiends to invade Ravens Bluff. The renegade wizard has managed to capture an agent of the Wizards Guild and is in the process of interrogating him to find out just what the Guild and the City knows about the coming invasion so he can best plan his attack.

Plot Summary

The Wizards Guild summons the PCs to appear at the Guild building in the middle of the night. They are told of the capture of the agent and the evidence of an impending invasion. They are to venture forth to Gehenna and rescue the agent, while forces of the city work to make sure that the gate is closed. They should also check the other side of the gate to see what damage they can do on the other side.

Encounter Synopsis

Encounter 1: The characters receive an unusual summons in the middle of the night to appear at a tavern. Here they meet Regina Piccolo who asks them to rescue an agent of the Wizards Guild from a lower plane. The party also meets Jerrod Korbandor who gives them some valuable information about the lower planes, as well as a portal key and a way to return home to the prime at the end of the mission.

Encounter 2: As the meeting with Korbador breaks up, the party is attacked by a group of yugoloths who are on to what the party is planning.

Encounter 3: The party arrives at DeVillars Park and transports themselves to Gehenna

Encounter 4: The party arrives in Gehenna and gets a first glimpse at what's on this side of the portal.

Encounter 5: Experiencing the environment of Gehenna, the party must avoid a mudslide.

Encounter 6: The party gets their first view of the Snell Sneer's base of operations.

Encounter 7: The party finds the staircase to the lower levels of the base. They either walk into the torture chamber or end up in the offal pit, where they are attacked by a thessalhydra and some slithermorphs

Encounter 8: Here the party fights the wizard and his minions and the agent manages to escape.

Encounter 9: The party gets a chance to save a fellow prisoner, who will tell them, if healed, what they need to do to close the portal.

Encounter 10: The party discovers Snell Sneer's alchemy lab. It may be possible for PCs possessing the Alchemy proficiency to make potions here.

Encounter 11: They party must destroy the device on this side of the portal before they activate their rod to return home.

Encounter 12: The party arrives back home and gets their reward.

Encounter 1 – The Summoning

The agents of the Wizards Guild have summoned each of you very late at night with the utmost urgency to appear at The Sleepy Dwarf Tavern. A parchment, sealed with the seal of the Dean of the School of Conjuraction of the Wizards Guild of Ravens Bluff had arrived at the door of each of you.

Arriving at the tavern, each person is ushered in to a room. It's not long before six of you are gathered. The room contains a table with eight chairs. The table has some food and beverage containers on it.

Give the players a few minutes to introduce themselves and interact. When play dies down, or if the players just aren't into it, proceed with the following:

Out of nowhere, a woman appears in the room with one companion. She is an elven woman, attractive although not stunning. She has fine bones, smallish features and the typically elven pointed ears.

"Greetings," she says. "I am Regina Piccolo, of the Wizards Guild. You have been summoned for an urgent mission. Please excuse the location, but for security purposes, we needed to get away from the Guild building."

"Simply stated, we have a missing agent. I have had another group of adventurers doing some mundane research into his disappearance while my colleagues and I performed some magical divinations. We discovered that he is being held on the plane of Gehenna, a foul and corrupt place. During the process of obtaining this information, the leader of our Sage Advisor's Union was viciously murdered by what appeared to have been a fiend."

"Our agent is most likely being held by a powerful alchemist named Snell Sneer, a former Wizards Guild member, since turned renegade."

Continuing, she says, "I need you to go to Gehenna and enact a rescue if at all possible, and put a stop to whatever is happening down there. There is evidence that an army of fiends may be gathering to invade the city. We need our agent rescued so that we may find out what he knows. You do not need to concern yourself with combat with the army. We aim to make sure that they never get here. If you find anyway to do damage to the gate on the other side, that would certainly be to our advantage. Time is of the essence. You must leave immediately."

"We are not sure what you'll find when you get there, however your main concern should be finding some way to stop the invasion by closing the portal. We have managed to discern that the portal is unstable, so you may be able to find a way to destabilize and collapse the portal."

Indicating her companion, she says, "This is Jerrod Korbador, Dean of the School of Conjuraction. He has more information for you."

As mentioned in the low-level adventure, Regina is very business like and official. She is an extremely loyal

member of the Wizards Guild. She will not take too much in the line of tomfoolery from the PCs.

“Greetings, adventurers. The fact that there appears to be infernal involvement in this does not bode well for the city or the very Realms itself. What I -- what the city and the Realms itself needs of you is to get down there and collapse that portal and if you are then able, find our agent and get him out.”

“The portal to Gehenna is located in DeVillars Park in the base of the monolith that was recently placed there by Simon Regulus as a gift to the city,” continues the Dean.

“I have managed to ascertain that the portal key for this particular side of the portal is a crystal rose set into a pewter base that has gold trim around the base. Presenting this before the base of the monolith should be enough to get the portal to activate and transport you to your destination. When the portal opens, just step through it. I believe that the portal is two way, but we aim to start trying to disable the portal as soon as you depart so you will not be able to use it to return. I will provide you with a rod that will allow you to teleport back to the city, one time and one time only. Don’t lose it, or we’ll need to dig up a rescue crew for you to get you back.”

“One last thing. The diviners have managed to ascertain the name of a fiend that appears to be involved in this somehow. We’ve had difficulties with this entity for some time now, and his powers are considerable.”

He hands them a piece of paper with the word “Asphometh” written on it.

“I warn you now,” he continues. “I would not speak that name if I were you. He is known to be monitoring events in Ravens Bluff, and you should avoid drawing attention to yourself lest he should decide to intervene and attempt to stop you.”

“For whatever reason, if the rod is lost or destroyed and you have no other means of returning home, hide out anywhere you can. We will try to monitor your progress and send a rescue team to retrieve you.”

At the end of this dialog, he hands a steel rod to whoever has been acting like any form of leader, preferably a warrior.

Judge Note: Make sure that you are aware who has the rod, just in case something unfortunate happens to them.

If the party asks to speak to Simon Regulus, the Dean will say that Simon is unavailable at the moment since he is in the middle of some very important research. If they ask about the monument, Jerrod will emphasize that it was a tremendous gift to the city. Its beauty is remarkable, and its value extreme. If someone snidely suggests that it was in error for Regulus to place the monolith there since it’s now apparently being used by infernal forces to gain access to Ravens Bluff, Korbandor will get angry and forcefully defend Regulus. He will state that the monolith is for the greater good of the city, but he won’t mention why.

No doubt the PCs will ask several questions, some of the possible questions are listed below. If they ask something that is not covered here, use your best judgement from the material provided.

What so you know of this fiend (referring to Asphometh): Asphometh is a rogue baatezu, a devil, who is hunted in his homeland of Baator (a.k.a. Hell). We recently managed to get a hold of his journal. According to it, he was growing in power and even attempting to “evolve” himself. He tried to become a pit fiend on his own but failed, and is now trying other fiendish avenues - VERY fiendish avenues - to increase his power. He is also an increasingly powerful wizard. His true name has changed, as attempts to summon and bind him have all failed miserably. We still refer to him as Asphometh, but that name no longer has any power over him. He has an enormous amount of information on the politics of Baator, and has leveraged this into incredible power for himself. In addition, he has learned to use innate abilities simultaneously with other actions, including spell casting. Reading his journal, I was alarmed at the collection of powerful tomes he had accumulated.

What do you know about this army and invasion? We know little other than there is some evidence that an invasion is likely. An invasion logically means an army.

How will we collapse the portal? How do you know it is unstable? We know that it is unstable because this is what our diviners have been able to ascertain. We believe that there must be some form of stabilization mechanism at the other side to make it stable enough for an army to come through. If that’s the case, destroy it. Otherwise, see what you find when you get there and do the best you can.

Will we be able to survive on Gehenna ? Yes. The climate will no doubt be hostile, but as far as we have been able to determine, it will not be fatal.

Why do you need us? Why not have the Guild take care of its own business? The Guild is doing other work at this time to prevent a likely fiend invasion and our resources are stretched to the limit. On top of that, there are worries over who we can trust – the betrayal involved here is on a large scale and we wish to use impartial, outside adventurers for this particular mission.

When the questioning is over, he says that he must depart as he has other things to do. He mutters a few words and teleports away.

Encounter 2 – First Resistance

Standing in the outer room, Regina starts to wish you good luck in your mission when all of a sudden a group of bizarre creatures appear in the room. One of them grates through his teeth, “A fine plan, but too little, too late.” Giving what can only be described as an evil grin, they attack.

The fiends arrive positioned such that they are “intermixed” with the party. Most area of effect spells will be of little use here. They will attack directly with brutish, forceful tactics. As for all fiends in this campaign, they can teleport at will and still make an attack. This virtually unlimited movement is a huge asset of which they will make good use.

Anyone who has been foolish enough to use the name on the scroll will receive special attention from the attacking fiends.

This encounter, while challenging, should not become drawn out or too heinous. This is potentially a long tournament and this encounter should not run more than a half-hour at most.

Regina will join in the attack, and her spell selection is designed to aid and augment the party. At the end of the attack (which Regina will survive, no matter what) she tells them that it’s obviously worse than she realized and that they must leave at once.

Judge’s Note: This is meant to be a quick and easy combat – it’s a jumping point for Regina to stress the urgency of the mission.

Regina Piccolo, hf W9: AL N; AC -4 (bracers, ring, cloak, dex); MV 12; hp 35; THAC0 17; #AT 1; Dmg 1-4 (dagger); SA Spells; SD None; MR nil; SZ M; ML 14

Regina has 6 active stonelines and the following magic items: *ring of protection +3, cloak of protection +3, bracers of AC 4, polymorph wand*

Regina’s Spells: 1: *magic missile, detect magic, enlarge x2*; 2: *web, strengthx2*; 3: *pro/evil, 10’ radius, fly, spectral force*; 4: ~~stoneline~~, *stoneline*; 5: *avoidance*

Tier 5

Dergholoth, Lesser Yugoloth (1): Int low; AL NE; AC -3; MV 12; HD 8+16; hp 65; THAC0 13; #AT 5; Dmg 1-4+8 (x3) (claws), 1-8+9 (bastard sword +1), 1-6+8 (spear); SA Feeblemind; SD +1 or better weapon to hit, weapon parry, stonelines, fire shield; MR 40%; SZ L; ML 14

Tier 6

Dergholoth, Lesser Yugoloth (1): Int low; AL NE; AC -3; MV 12; HD 8+16; hp 80; THAC0 13; #AT 5; Dmg 1-4+8 (x3) (claws), 1-8+9 (bastard sword +1), 1-6+8 (spear); SA Feeblemind; SD +1 or better weapon to hit, weapon parry, stonelines, fire shield; MR 40%; SZ L; ML 14

Tier 7

Dergholoth, Lesser Yugoloth (2): Int low; AL NE; AC -3; MV 12; HD 8+16; hp 70; THAC0 13; #AT 5; Dmg 1-4+8 (x3) (claws), 1-8+9 (bastard sword +1), 1-6+8 (spear); SA Feeblemind; SD +1 or better weapon to hit, weapon parry; MR 40%; SZ L; ML 14

The dergholoth (only one of them for Tier 7) has a magical bastard sword (see the Sword of Gehenna from the treasure summary).

Each dergholoth has a *symbol of stunning* on its forehead. The first PC to make an offensive gesture at it is deemed to have looked it in the face and will be stunned and reeling for 3d4 rounds, dropping anything that they are holding.

These dergholoths are one-fiend combat machine(s), sent to shake the party up somewhat. Each has 10 *stonelines* and a warm *fire shield* up (this gives +2 to saves vs cold attacks for either half or no damage, even if it gets through the magic resistance. Fire attacks will cause double damage if a save vs spells is failed.

As it/they arrive, have anyone with the Observation or Spellcraft NWP roll to see if they notice the tell tale flicker of the flames of the fire shield.

Dergholoths can use the following abilities at 10th level: *alter self, animate dead, cause disease, charm person, improved phantasmal force, produce flame, teleport without error, darkness 15' radius, fear, sleep (2/day)*. They are immune to paralysis, poison, charm and suggestion spells. Cold spells do double damage

If the first two claws hit, the other attacks are at +2 hence forth, but the first two arms do not attack again. Grabbed PCs can fight, but cannot move or retreat unless the can roll under half their strength on a d20. The Dergholoth can opt to parry with either of its weapons. This means it cannot attack, but each such parry lowers its AC by 2 points for each weapon used for that round only.

Once per day the Dergholoth can chatter senselessly. Any creature of less than 7 levels or hit dice that hears this must save vs. spells or be *feebleminded* for 1-6 rounds. They then return to normal. The dergholoth(s) arrive already chattering madly.

At the end of the combat, read the following:

The brief combat over, Regina looks at you, concern evident on her face. "This is definitely the work of Snell Sneer," she says. "You must hurry. It appears that we are closer to him than he finds comfortable. Go now. May the gods be with you"

Encounter 3 – The Obelisk

After the yugoloth battle, the party will receive a lot of encouragement to make haste to the gate in DeVillars Park. Regina will cast a couple of her spells on the party if they think to ask for her help. She won't be pleased, however, if the party takes a lot of time in anything which doesn't further their mission. It is her understanding that these folks are heroes...

Arriving at DeVillars Park, the party finds the monument. It strikes an interesting contrast with the greenery of the park. Rising out of a massive stone base set into the ground, the lustrous black column stretches over twenty feet into the sky. Though a deep black, it is polished to a high gloss and has the unusual quality of reflecting the light of the sun in a peaceful yet eldritch cascade of colors.

It is possible that the party may contain a bard or high-level mage capable of casting *legend lore* on the obelisk. If that happens, tell them some of the history of the obelisk. It was created by Simon Regulus and placed in the park as a thank you to the city of Ravens Bluff. Regulus had made the city his home and had been treated well here. He wanted some way to thank the city

and its inhabitants for all that they had done for him and decided that this was the best way to do it. In killing two birds with one stone, he also decided on the use of the obelisk to fulfill a condition as part of a treaty between the githzerai on the Astral Plane and the City of Ravens Bluff. The details of the condition of the treaty are unknown at this time. (This treaty was mentioned in the module *A Very Serious Matter*).

As they get nearer to the obelisk they find that the base of the obelisk is emanating a faint red glow. As the party walks up to the base of the obelisk and presents the crystal rose, a brief flash of hellish light appears at the base of the obelisk from whichever face the rose was presented to. The effect is strangely beautiful. Once the portal activates, the rose crumbles to dust.

There are several members of the Watch arriving now to keep the citizenry away from the obelisk in case of any troubles.

If the PCs don't get the clue that they are supposed to move through the base of the obelisk, Regina will contact one of the party spell casters via a *whispering wind* spell informing them that they are supposed to move through the base of the obelisk.

Anyone employing a *true sight/true seeing* spell will see that there is clearly a portal of some form in the base of the obelisk, although they cannot detect where it leads due to the wards built into this particular gate.

As each PC passes through the portal, there is a small spark of energy around the base of the obelisk in the area where the PC passes, although it does not harm the PC.

Others watching as the first PC passes through may not realize that though. The judge may wish to play up some paranoia here by saying what the party sees when the first PC walks through. All they see as the party member disappears through the granite base of the obelisk is them disappearing into the base and surrounded by electrical energy.

Encounter 4 – The Plane of Evil

Judge's Note: At this point, ask everyone to place certs on the table in front of them for anything they are taking to Gehenna with them. If it's not on the table, it's not with them when they go to use it.

As you move through the portal you arrive ... somewhere. It's hard to tell as you shake of the effect

of extra-planar travel. Shaking the fog from your heads you notice the landscape around you. It is dim here. Very dim. There are a few volcanoes in the distance as well as a few disembodied mountains floating in the air, unmoving, apart from the occasional shudder from what appears to be an eruption. The only light here comes from a few small pockets of lava bubbling here and there. There is barely enough light to show the way.

You notice that you are standing on the side of a mountain. Looking around, there doesn't seem to be flat land anywhere in view. Everywhere you look, it is slanted ground. The ground constantly shakes owing to the active volcanic activity of this place.

Even with the lava running around, it is cold here. There is a constant rain of ash mixed with snow. Whenever one of the ash flakes falls on exposed skin, it stings sharply. The terrain here is stark – ash and mud mixed together with snow. It is anyone's guess as to what the terrain really looks like under its acidic covering.

If the PCs look around and try to examine the surroundings:

In the distance there is a large black area that seems to be moving. There is also a crude stone structure near by, at the top of a small hill.

Judges Note: There are magic alterations in affect here as well as ramifications for priests. All effects occur as soon as the party arrives on Mungoth. See the judge's appendices.

The PCs don't have much to worry about – the footing is firm enough here as long as they are not trying to do acrobatics.

Anyone with the planar lore proficiency may determine that they are on the third of Gehenna's four mountains (layers) known as Mungoth with a successful check. Others are likely to be clueless. (If they have the proficiency, success is on a roll of INT-6)

The PCs will take 1d3 points of damage per turn that they remain unprotected outside in the acidic snows of Mungoth unless they have some protection against acid. This damage is not enough to interfere with spellcasting or other intense concentration. Note that items which automatically protect from acid damage will activate at this point. If they have limited duration this protection may not be available to the party later.

Judge's Note: The acidic snows do not cause enough damage to make the player's roll saving throws vs acid for their exposed items. The acid in the snow is not strong enough to cause them to need to roll saves.

The party arrives on what can best be described as a plain. It appears to be a staging area for an invasion force. There are many boxes and crates present containing who knows what. There are piles of weapons here as well – jagged swords, jet black pole arms and spiked clubs.

Judge's Note: If you are feeling particularly creative, feel free to describe other items that would help an invading force, or describe other darkly colored, savage looking weaponry.

The back of the portal, on the Gehenna side, is ringed with a blackish wooden arch of great thickness. If the PCs decide to deal with the arch now, do Encounter 10 here before returning to finish with the Wizard's Base.

Inside the boxes and crates are other supplies needed by an army – some tents that look like they may be command pavilions, some contain remnants of flesh and some contain rocks.

Anyone who has magical distance vision can see that the shadow form in the distance is a horde of fiends of all shapes and sizes, drilling for combat maneuvers. Note: fiends can teleport without error as easily as a human can step to the side, so drawing their attention would be a quick trip to the dead book.

If someone in the party does something stupid and brings their presence to the attention of the fiends, then they are in a lot of trouble. The mere action of chopping down the portal arch will not bring them to the fiend's attention. There's a lot of noise around here and they are some distance away.

Actions such as flashy spells (*fireball*, *lightning bolt*, etc) or flying characters who fly up some distance in the air (40 feet elevation or more) are very likely (7 in 10) to attract the attention of the fiends.

If they are noticed, 6 Dergholoths (with the same stats as used in Encounter 2, except there will be no *stoneskins* or *fire shield*) will appear. Once they've sized up what's happening, a couple of them will teleport back, arriving with reinforcements of the same number of creatures every round for 10 rounds. If this happens, PCs will either need to retreat and abort the mission using the rod that they were given by Korbador, or it is very likely that they will perish here.

Death of the complete party on Mungoth is more than likely to be a permanent death, since there is nobody to bring the bodies of the characters back to the Prime for resurrections.

Encounter 5 – The Mudslide

Not far away is a crude stone structure. It would take about 10 minutes for the PCs to get there from their arrival point behind the portal.

As they climb up the short hill, they'll suffer from a mudslide

As you climb up the small hill toward the stone structure the ground shakes and a rumble is heard.

Go immediately around the table and ask everyone their intentions. If they do not answer, or do not make an immediate decision, then they stand stunned and/or surprised while the mudslide comes down. Any reasonable action will prevent them from being caught in the slide – such as flying up (although if they fly higher than 40 feet, check to see if the fiends notice them), running to the side out of the way of the slide etc. Use your good judgement – if it sounds reasonable, then they'll get out of the way.

The rumbling becomes louder and suddenly there is a snap and the hillside comes loose and begins to tumble down the hill toward you.

For those that get out of the way:

Thinking quickly it is easy to get out of the way of the slide of wet mud as it slides harmlessly down the hill toward the portal and equipment. It stops at the bottom of the hill before it gets to the portal, leaving the invasion equipment intact.

For those that are caught in the slide:

Surprised by the sudden shifting of earth, you are caught in the weight of wet earth and pulled with the slide back down to the base of the hill. When the ride finally comes to a stop it is not hard to get up. There is still much of the thick mud stuck to you. The smell is revolting as the slide has churned up the landscape and let the odors rise into the air.

Those that are caught in the slide need to make a save vs paralyzation. Those that fail will be at –4 to all attack rolls for the next 2 hours from the effects of having the rancid mud down their throats. They will also take 3d6 damage from rolling in the acidic mud.

Encounter 6 – The Base

The structure is a shabbily built, one level building, not much larger than a small shop back in Ravens Bluff.

Around the outside of the structure is perhaps the most disturbing thing that you have ever seen. There are a lot of boulders arranged around the building. But wait ... those aren't all boulders. Some are boulder shaped chunks of flesh that are mixed in with the normal boulders. Some are partially eaten and others have been left to go gangrenous in the foul atmosphere of this place. Nearly all of them are bleeding, some at a great rate of speed, others slowly.

The stench from these meat boulders is both putrid and overwhelming on a grandiose scale. It takes all of the will power that you can gather to overcome a sudden urge to vomit.

Asphometh has the innate ability to turn stone to flesh and has left these rocks about as a place to generate flesh to feed to his minions and perhaps to snack upon himself when he's in the region and in the mood for a small bite to eat.

There is one doorway in and no windows. The building, although shabby looking, has its walls lined with lead (both inside and outside). This is to prevent things like scrying by the PCs or any other foe with things like *clairvoyance* spells, *crystal balls*, etc. These spells will be unable to penetrate into the inside of the structure.

This structure, however homely, is well constructed and very sturdy and its unorthodox design is not at all odd given that it provides protection from the divination and teleportation powers which are so common in this strange and evil place.

Asphometh has also managed to create a *proof against teleportation* shield around the structure and made it permanent with a *wish*. (The spell *proof against teleportation* is documented in the *FORGOTTEN REALMS Adventures* hardback). *Teleport*, *teleport without error*, *dimension door*, *dimensional folding* and similar spells and item effects will not work here. If anyone attempts to cast such a spell, then it either fizzles harmlessly or the judge can make the caster arrive 50 feet away from the edge of the structure (at the judge's option).

It is important to note how this spell is implemented here. The effect of the spell is a sphere of 50 feet radius

(100 feet diameter), centered on the middle of the ground floor of the structure. Since each level has a 15-foot ceiling and there is 50 feet of rock between each level, this allows Snell Sneer to use his teleport spells to the lowest level without problem.

Inside is a short hall with two rooms on either side. There is a storeroom and a bedroom on the left and a kitchen and a study to the right. Contents are the usual kind of things for these rooms – but they are dirty and disheveled. Nothing of value is in any of the rooms.

There are torches in sconces on the walls providing light in the upper rooms. Doors are standard wooden doors and walls are about 3 feet thick.

All walls are lead-lined, preventing scrying spells from working.

At the end of the hall is a set of large stairs, spiraling downward.

See **Judge's Map 1**.

Encounter 7 – The Staircase

Looking down the stairs, you see that they spiral down, out of sight. The stairs are made of stone. Carved into the wall at the top of the stairs is the symbol of a large, unblinking eye. It gazes down upon you.

About 15 seconds after the group assembles under the eye carving, unless they have shown the ring that the wizard from Encounter 8 has to the carved image of the eye (i.e. they won't have it so the teleport is going to happen regardless), then they are teleported into a large room, full of offal.

When they move here, they have about 15 seconds of real time to do anything before they are teleported.

If the PCs can detect traps innately (there's no time to cast a spell), this is detectable as a magical trap. *Detect magic* will reveal that there is some form of enchantment over the stairs and the carved eye. It is alteration magic. It may be dispelled but must succeed against 20th level of effect. If dispelled, it will reappear in 1 round. It would take 4 rounds to walk down the staircase.

If the PCs manage to come with a feasible solution to this and can get to the bottom of the steps by walking and not being teleported, there is a secret door half way

down the staircase that leads into the torture chamber. The wizard will still see what is happening and be prepared for their arrival. The back of the secret door has a glasse permanently in place and the wizard will be able to see them coming.

The stairs descend for about 120 feet in vertical depth to get down to the offal level.

If they do not detect the secret door, there is a door at the bottom of the stairs that opens into the offal pit. This door is wizard locked at the 20th level of experience.

Assuming that they end up in the garbage pit, continue with this encounter.

This room is obviously a garbage room of some kind. There is a lot of offal and bones to be seen around the edge of the room. The floor is covered to a depth of about 6 inches in oily brackish water.

An image of a human male in black robes materializes as you are collecting yourselves together after your appearance in the garbage room. It speaks.

“Your days of meddling in my affairs are over. You should learn to leave things that don't concern you alone. Let the furnaces of Gehenna be your final resting place.”

At this, a group of serpent creatures, each with four arms rise up from the water and engage the party just as the image of the man fades.

These creatures are Slithermorphs. See the attached MC page entry. They appear intermingled with the party.

At the start of the third round of combat, the door at the far end of the room opens and the thessalhydra(s) enter. Describe it as a multi headed beast with a huge central mouth at the middle of its eight necks. It will spit acid at the party (the slithermorphs are immune to acid).

Note: If anyone fails their save vs breath weapon, all exposed items (armor, shields, cloaks, rings, helms, boots etc) must make their saving throws vs acid or be dissolved and destroyed.

Tier 5

Slithermorph (4): Int low; AL NE; AC 6; MV 12 (Sw 9); HD 7+7; hp 45; THAC0 13; #AT 5; Dmg 3d4 (x4)/special; SA acid; SD shapechange, immune to acid, cold, fire, poison; MR Nil; SZ L; ML 14

Thessalhydra (1): Int low; AL N; AC 0; MV 12; HD 12; hp 70; THAC0 10; #AT 10; Dmg 1d6 (x8)/1d12/1d20; SA poison, acid; SD immune to acid; MR Nil; SZ L; ML 11

Tier 6

Slithermorph (6): Int low; AL NE; AC 6; MV 12 (Sw 9); HD 7+7; hp 45; THAC0 13; #AT 5; Dmg 3d4 (x4)/special; SA acid; SD shapechange, immune to acid, cold, fire, poison; MR Nil; SZ L; ML 14

Thessalhydra (1): Int low; AL N; AC 0; MV 12; HD 12; hp 77; THAC0 10; #AT 10; Dmg 1d6 (x8)/1d12/1d20; SA poison, acid; SD immune to acid; MR Nil; SZ L; ML 11

Tier 7

Slithermorph (8): Int low; AL NE; AC 6; MV 12 (Sw 9); HD 7+7; hp 55; THAC0 13; #AT 5; Dmg 3d4 (x4)/special; SA acid; SD shapechange, immune to acid, cold, fire, poison; MR Nil; SZ L; ML 14

Thessalhydra (1): Int low; AL N; AC 0; MV 12; HD 12; hp 85; THAC0 10; #AT 10; Dmg 1d6 (x8)/1d12/1d20; SA poison, acid; SD immune to acid; MR Nil; SZ L; ML 11

Thessalhydraz look like an 8-headed hydra with a large reptilian torso and a 30' long tail. 8 serpentine heads surround a large circular mouth rimmed with sharp teeth. The neck on each head is 6 feet long. There is a pair of pincers on the end of the tail.

Each head bites for 1-6 plus an additional 1-6 if the PC fails a save vs. poison. The main mouth bites for 1-20 (plus another 1-20 from poison if a save is failed). The tail can do 1-12 and drop a victim into the main mouth in the same round.

Once per day, the main mouth can spit a gob of acidic saliva. This covers a 12-foot diameter circle to a max range of 30 feet and does 12d6 (save vs. breath weapon for half). Each head can take 12 points of damage to sever and does not affect the hit points of the body. NOTE: anyone who is subjected to this spittle and fails a saving throw vs. breath weapon must make item saving throws for all exposed possessions.

At the end of this fight, if the PCs do as little as a cursory search they'll find the remains of a human. He wears what's left of the badge of the Wizards Guild of Ravens Bluff. Fortunately for the party, it's not the agent. This person has been dead for a long time. Probably months or years. If they look hard enough, they should be able to figure this out with little difficulty.

Near the remains is a *potion of extra healing* and a priest scroll, scribed at 12th level with the following spells: *heal*, *cure critical wounds*, *cure serious wounds*, *prayer*.

The only ways out of here are through the door that the beast came through or the door back up to the staircase. The door that the thessalhydra came in through closed after the beast entered. It is not difficult to open the hydra's door for people with prehensile fingers (i.e. the party, could do it, the hydra could not). The door weighs 600 pounds. To see if the party is able to get it open, sum their Maximum Press limits from their strength scores. When this amount reaches 600 pounds by PCs working in unison, then the door will open. The judge should feel free to amend this based upon the number of PCs in the party. For a 5-player table, make it 500 pounds. For a 7-player table, make it 700 pounds. A knock spell would work too. Going through this door, it opens back into a feeding room that has a door that also easily opens leading to a spiral staircase going up. At the top of the stairs is a door that opens into the torture room beyond.

The door back to the staircase is wizard locked at the 20th level of experience.

Encounter 8 – The torture chamber

Judge's Note: This will be an extremely complicated encounter. Please be sure to have read it thoroughly before running it, to ensure that the villain is put to his best use.

Entering this rough cut cavern it is obvious to see that this is a torture chamber.

Against the far wall is a large iron casket standing upright. Its doors, which are hinged on the side and meet in the middle, are open. The inside of each of the doors is lined with large spikes. Dried blood rests on the end of the spikes. Beside it is a wooden chair with nails sticking up from the seat, the seat back and arm rests. Leather straps are on the seat and look as though they would be used to tighten a person into the chair.

On the opposite wall is a table. On the table is a device with a large screw over the top of a skullcap. There is also a large rack in the corner – a wooden frame with wheels at each end, with a pair of shackles connected to the wheel. Other, smaller implements of pain are

spread throughout the room, such as thumb screws and iron boots.

As you enter, you see a couple of human men taking down a bloodied human male from some chains on the wall. He's hooded and bound and is bleeding from cuts all over his otherwise naked body. There are a couple of cat-o-nine tails sitting on the ground just near him.

The prisoner is not moving and appears unconscious.

There is another human male hanging from chains on the far wall. He also appears unconscious. A fiendish looking creature also stands toward the back of the room. On the far side of the room you see a man in black robes.

For those that went into the offal pit, it is the same black robed man they saw in the image.

He says to you, "It's too late to stop me now anyway. Die, meddling fools!" The men holding the prisoner drop him unceremoniously and attack.

The implements of torture described in the boxed text are an iron maiden, the chair of spikes, the Headcrusher and the rack.

What the party probably doesn't realize is that the wizard is in fact a puppet of Asphometh. The wizard was long ago dominated by the fiend and remains that way.

Two rounds into the combat, the prisoner does a disappearing act. It is the judge's call as to whether the party notices this or not. The party can discover details later, but he's managed to loosen his gag and speak a teleport without error spell to escape back to Ravens Bluff.

The man in black robes is a simulacrum of Snell Sneer. Snell himself is invisible (*dust of disappearance*) in the alcove at the southern end of the room. A series/pattern of *illusionary wall* spells covers the alcove. They overlap in several places in such a way that there is an almost impossible to detect gap that he can see through in order to cast his spells. The use of *true seeing* or other illusion detecting spells will not be able to see through the magic of the *illusionary wall* (see the spell description). He has cast a *projected image* of himself (which will be invisible as long as he is) and positioned it in the same place as the simulacrum. When the battle begins, the simulacrum will attempt to cast spells (making some weird sort of somatic gestures and

mumbling incoherent gibberish, as if casting spells). The *projected image* will cast the spells and it should look to the players that the simulacrum is really the source of the spells.

If any of the players cast *true seeing*, they'll see the invisible projected image hovering in place in the same locale as the simulacrum but not the wall. It will also reveal that this is a simulacrum. A *detect magic* also reveal that the simulacrum is a construct and not real.

When the simulacrum dies read the following:

As the wizard dies, rather than you seeing a body fall to the floor, the body collapses into a pile of snow that starts immediately melting into nothingness.

A successful spellcraft check here will tell a PC that this was a simulacrum.

Strategy Notes for Snell Sneer (all tiers):

Remember that his spells will always go first. His first spell for the highest two of the three tiers will be *Abi-Dalzim's horrid wilting*. After this (or his first action for Tier 5), he will consume Essence of Moonshadow. This gives his spells maximum damage and double duration for the next 6 turns. His next spell (or first spell for the lower tier) will be to use *Bigby's clenched fist* since it involves no concentration. Note that for this spell, if a target is stunned by the fist, subsequent rolls are at +4 on the table in the spell description. That can be followed with a *prismatic spray*. After that he'll inflict as much damage as possible. Once he sees that there is an opponent who is injured, or sees an opponent that has no obvious weapons to indicate that they are a warrior he'll use his *power word, stun*.

He has 12 *stoneskins* active. He is invisible from the *dust of disappearance* and will remain that way for the duration of the encounter. He has also consumed 4 *potions of resilience* before the PCs got to him. This will allow him to ignore what would otherwise be 4 killing blows (see the item explanation in the stat box below). He is not physically there in the room, what the party sees is a projected image. He is really in a hidden alcove, covered with an illusionary wall (proof against *true seeing*, *gems of seeing* etc).

If he is silenced at any time, his next action will be to cast *vocalize*. A *spectral hand* followed by *vampiric touch* is also an option here.

It should be obvious to the players relatively early if they make an attack on the wizard that it's just an image. They'll just have to find where he really is. This

shouldn't be too easy for them. It's a large room and *true seeing*/gems of seeing won't reveal the *illusionary wall*

He has a contingency cast to *teleport* to his hide away (see map) to drink a couple of *potions of extra healing* that he keeps stashed in there. There are four potions there in total. It is unlikely that the players will find these unless they *passwall* through the rock or something similar.

Once done, he'll teleport back with spells such as *mirror image* or *invisibility* cast. Most importantly though, *stoneskin* and *ironguard*.

He'll fight to the death since he's terrified of what Asphometh will do to him in the event of his failure here. As far as the fiend is concerned, if he can't take care of these meddling fools, then he's of no use.

The Gehennan Staff is effectively a *quarterstaff of rapid magery*, forged in Gehenna. It is a +1 weapon in Gehenna and powerless on any other plane. It acts like a normal *quarterstaff of rapid magery* otherwise (while on Gehenna), allowing the wizard to have his spell cast at segment 0 of any round, effectively casting before anyone can prevent it. This ties with items such as weapons of speed, so even if hit with one of these weapons, his spells will still go off successfully. Note that any PC with a normal item of this type will find it ineffective on Gehenna, because when the plus on the item goes to zero, other abilities of the item no longer function.

Snell Sneer is an experienced wizard. If he sees someone invoking the power of a scroll of protection from magic or casting an *anti magic shell* and moving his way, he will teleport to his secret room and wait until the spells expire before returning. He won't just sit there and let them pound him to dust inside the area of effect of an anti magic zone.

He may try to cast dispel magic first though – judge's option.

Tier 5

Similacrum (1): Int low; AL NE; AC 10; MV 12; HD 11; hp 33; THAC0 17; #AT 1; Dmg 1d2 (bare hands); SA nil; SD Stoneskin; MR Nil; SZ M; ML 20 (it has no morale and will not flee)

The similacrum casts spells as a 7th level wizard. It has 7 active stoneskins. Owing to the projected image sitting on top of the similacrum, it may look like it's casting 2 spells per round.

Spells per Day: 4/3/2/1: 1: *magic missile* x3, *burning hands*; 2: *stinking cloud*, *web*, *Melf's acid arrow*; 3: *lightning bolt*, *slow*; 4: ~~*stoneskin*~~

Snell Sneer hm W17 (1): AL NE; AC -3 (bracers, ring, dex); MV 12; hp 60; THAC0 14; #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells, 12 active *stoneskins*; Str 10, Dex 18, Con 16, Int 18, Wis 11, Cha 10; MR nil; SZ M; ML 20

Magic Items: *bracers of defense* AC 4, *Gehenna ring of protection* +3 (+1 on prime), *Gehennna staff of rapid magery* (quarterstaff of rapid magery special item, see below), *ring of the eye* (*wizard eye* 2/day), *essence of moonshadow* (used) (4-6 turn duration, makes all spell effects at maximum effect and double duration. Also detect magic at will), *3 potions of resilience* (used), (After all *stoneskins* and other defenses are worn away, the wizard may disregard any damage from any attack that would have sent him negative, one per potion), *dust of disappearance* (used).

Spells per Day: 5/5/5/5/5/3/3/2: 1: *burning hands*, *magic missile* x3, *phantasmal force*; 2: *vocalize*, *web*, ~~*detect invisibility*~~, *spectral hand*, *mirror image*; 3: *slow*, *lightning bolt*, *hold person*, *vampiric touch*, *dispel magic*; 4: ~~*stoneskin*~~, *minor globe of invulnerability*, *dimension door* x2, *fire shield*; 5: *ironguard*, *teleport* x2, *cloudkill*, *wall of force*; 6: ~~*glasse*~~, ~~*contingency*~~, ~~*project image*~~; 7: *prismatic spray*, *power word stun*, *reverse gravity*; 8: *Bigby's clenched fist*, *Serten's spell immunity*

Fighter, hm F11 (2): AL NE; AC -1 (plate mail, shield, dex); MV 6; hp 100; THAC0 8 (specialization, strength); #AT 2; Dmg 1-8+5 (longsword, specialization, strength); SA Spells; SD Spells; Str 18/53, Dex 17, Con 16, Int 8, Wis 11, Cha 7; MR nil; SZ M; ML 20

Nycaloth, Greater Yugoloth (1): Int Genius; AL NE; AC -6; MV 12, Fl 36 Class C; HD 11+22; hp 70; THAC0 9; #AT 2; Dmg 1d8+8 (x2); SA bleeding; SD Spell Immunity, +2 or better weapons to hit; MR 70%; SZ L; ML 16

Damage from each claw hit continues to bleed at 1-6 per round per hit until healed by magical healing.

The nycaloth is immune to acid, fire (including dragon fire), iron and poison. They take half damage from gas and double damage from cold. They take full damage from electricity, magic missiles and silver.

All yugoloths can use the following powers at will: *alter self*, *animate dead*, *cause disease*, *charm person*, *improved phantasmal force*, *produce flame*, *teleport without error*.

Nycaloths can also use the following powers: *command* (3/day), *comprehend languages* (always

active), *detect invisibility* (always active), *detect magic* (always active), *dimension door* (3/day), *dispel magic*, *enlarge/reduce*, *fear by touch*, *invisibility*, *mirror image* (3/day), *polymorph self*, *project image*, *read magic* (always active), *reverse gravity* (1/day), *wind walk*, *word of recall* (1/day), *wraithform* (1/day)

The are also immune to enchantment/charm spells. If the nycaloth gets to below 15 hit points, it will teleport away, since death on Gehenna is permanent for it.

Tier 6

Similacrum (1): Int low; AL NE; AC 10; MV 12; HD 11; hp 33; THAC0 17; #AT 1; Dmg 1d2 (bare hands); SA nil; SD Stoneskin; MR Nil; SZ M; ML 20 (it has no morale and will not flee)

The similacrum casts spells as a 7th level wizard. It has 7 active stonelines. Owing to the projected image sitting on top of the similacrum, it may look like it's casting 2 spells per round.

Spells per Day: 4/3/2/1: 1: *magic missile* x3, *burning hands*; 2: *stinking cloud*, *web*, *Melf's acid arrow*; 3: *lightning bolt*, *slow*; 4: ~~stoneskin~~

Snell Sneer hm W17 (1): AL NE; AC -3 (bracers, ring, dex); MV 12; hp 60; THAC0 14; #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells, 12 active *stoneskins*; Str 10, Dex 18, Con 16, Int 18, Wis 11, Cha 10; MR nil; SZ M; ML 20

Magic Items: *bracers of defense* AC 4, *Gehenna ring of protection* +3 (+1 on prime), *Gehenna staff of rapid magery* (quarterstaff of rapid magery special item, see below), *ring of the eye* (wizard eye 2/day), *essence of moonshadow* (used) (4-6 turn duration, makes all spell effects at maximum effect and double duration. Also detect magic at will), *3 potions of resilience* (used), (After all *stoneskins* and other defenses are worn away, the wizard may disregard any damage from any attack that would have sent him negative, one per potion), *dust of disappearance* (used).

Spells per Day: 5/5/5/5/5/3/3/2: 1: *burning hands*, *magic missile* x3, *phantasmal force*; 2: *vocalize*, *web*, ~~*detect invisibility*~~, *spectral hand*, *mirror image*; 3: *slow*, *lightning bolt*, *hold person*, *vampiric touch*, *dispel magic*; 4: ~~stoneskin~~, *minor globe of invulnerability*, *dimension door* x2, *fire shield*; 5: *ironguard*, *teleport* x2, *cloudkill*, *wall of force*; 6: ~~*glasse*~~, ~~*contingency*~~, ~~*project image*~~; 7: *prismatic spray*, *power word stun*, *reverse gravity*; 8: *Bigby's clenched fist*, *Abi-Dalzim's horrid wilting*

Fighter, hm F13 (2): AL NE; AC -3 (field plate, shield, dex); MV 6; hp 125; THAC0 3 (double specialization, strength); #AT 5/2; Dmg 1-8+8

(longsword, specialization, strength); SA Spells; SD Spells; Str 18/93, Dex 18, Con 18, Int 8, Wis 11, Cha 7; MR nil; SZ M; ML 20

Nycaloth, Greater Yugoloth (1): Int Genius; AL NE; AC -6; MV 12, Fl 36 Class C; HD 11+22; hp 85; THAC0 9; #AT 2; Dmg 1d8+8 (x2); SA bleeding; SD Spell Immunity, +2 or better weapons to hit; MR 70%; SZ L; ML 16

Damage from each claw hit continues to bleed at 1-6 per round per hit until healed by magical healing.

The nycaloth is immune to acid, fire (including dragon fire), iron and poison. They take half damage from gas and double damage from cold. They take full damage from electricity, magic missiles and silver.

All yugoloths can use the following powers at will: *alter self*, *animate dead*, *cause disease*, *charm person*, *improved phantasmal force*, *produce flame*, *teleport without error*.

Nycaloths can also use the following powers: *command* (3/day), *comprehend languages* (always active), *detect invisibility* (always active), *detect magic* (always active), *dimension door* (3/day), *dispel magic*, *enlarge/reduce*, *fear by touch*, *invisibility*, *mirror image* (3/day), *polymorph self*, *project image*, *read magic* (always active), *reverse gravity* (1/day), *wind walk*, *word of recall* (1/day), *wraithform* (1/day)

The are also immune to enchantment/charm spells. If the nycaloth gets to below 15 hit points, it will teleport away, since death on Gehenna is permanent for it.

Tier 7:

Similacrum (1): Int low; AL NE; AC 10; MV 12; HD 11; hp 33; THAC0 17; #AT 1; Dmg 1d2 (bare hands); SA nil; SD nil; MR Nil; SZ M; ML 20 (it has no morale and will not flee)

The similacrum casts spells as a 7th level wizard. It has 7 active stonelines. Owing to the projected image sitting on top of the similacrum, it may look like it's casting 2 spells per round.

Spells per Day: 4/3/2/1: 1: *magic missile* x3, *burning hands*; 2: *stinking cloud*, *web*, *Melf's acid arrow*; 3: *lightning bolt*, *slow*; 4: ~~stoneskin~~

Snell Sneer hm W17 (1): AL NE; AC -4 (bracers, ring, dex); MV 12; hp 65; THAC0 15; #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells, 12 active *stoneskins*; Str 10, Dex 18, Con 16, Int 18, Wis 11, Cha 10; MR nil; SZ M; ML 20

Magic Items: *bracers of defense* AC 4, *Gehenna ring of protection* +3 (+1 on prime), *Gehenna staff of rapid magery* (quarterstaff of rapid magery special item, see below), *ring of the eye* (wizard eye 2/day), *essence*

of *moonshadow* (used) (4-6 turn duration, makes all spell effects at maximum effect and double duration. Also detect magic at will), 3 *potions of resilience* (used), (After all *stoneskins* and other defenses are worn away, the wizard may disregard any damage from any attack that would have sent him negative, one per potion), *dust of disappearance* (used).

Spells per Day: 5/5/5/5/5/3/3/2: 1: *burning hands*, *magic missile* x3, *phantasmal force*; 2: *vocalize*, *web*, ~~*detect invisibility*~~, *stinking cloud*, *mirror image*; 3: *slow*, *lightning bolt* x2, *hold person*, *dispel magic*; 4: ~~*stoneskin*~~, *minor globe of invulnerability*, *dimension door* x2, *fire shield*; 5: *ironguard*, *teleport* x2, *cloudkill*, *wall of force*; 6: ~~*glasse*~~, ~~*contingency*~~, ~~*project image*~~; 7: *prismatic spray*, *power word stun*, *acid storm*; 8: *Bigby's clenched fist*, *Abi-Dalzim's horrid wilting*

Fighter, hm F15 (2): AL NE; AC -3 (field plate, shield, dex); MV 6; hp 132; THAC0 0 (double specialization, strength); #AT 5/2; Dmg 1-8+9 (longsword, specialization, strength); SA Spells; SD Spells; Str 18/00, Dex 18, Con 18, Int 8, Wis 11, Cha 7; MR nil; SZ M; ML 20

Nycaloth (1): Int Genius; AL NE; AC -6; MV 12, Fl 36 Class C; HD 11+22; hp 100; THAC0 9; #AT 2; Dmg 1d8+8 (x2); SA bleeding; SD Spell Immunity, +2 or better weapons to hit; MR 70%; SZ L; ML 16

Damage from each claw hit continues to bleed at 1-6 per round per hit until healed by magical healing.

The nycaloth is immune to acid, fire (including dragon fire), iron and poison. They take half damage from gas and double damage from cold. They take full damage from electricity, magic missiles and silver.

All yugoloths can use the following powers at will: *alter self*, *animate dead*, *cause disease*, *charm person*, *improved phantasmal force*, *produce flame*, *teleport without error*.

Once per day the Nycaloth can gate in 1-10 mezzoloths with a 35% chance of success. However there is a 35% chance that they will turn on their summoner.

Judge's option on whether to use this – if the party is getting it too easy, consider using this. Stats are as in the beginning encounters.

Nycaloths can also use the following powers: *command* (3/day), *comprehend languages* (always active), *detect invisibility* (always active), *detect magic* (always active), *dimension door* (3/day), *dispel magic*, *enlarge/reduce*, *fear by touch*, *invisibility*, *mirror image* (3/day), *polymorph self*, *project image*, *read magic* (always active), *reverse gravity* (1/day), *wind walk*, *word of recall* (1/day), *wraithform* (1/day)

The are also immune to enchantment/charm spells. If the nycaloth gets to below 15 hit points, it will

teleport away, since death on Gehenna is permanent for it.

When the wizard finally falls, the PCs will hear a scream echo through their heads. A small clear gem is left where his body once was. This is a soul gem and Asphometh has trapped the wizard's soul and intellect within it for eternal torture. It will disappear the round after it appears, teleporting back to Asphometh.

Encounter 9 – The prisoner

The other prisoner has some information for the PCs before they escape from Gehenna. He'll tell them, if revived via some minor healing that he helped build the arch and he knows how unstable the thing is. Apparently the portal is two ways and uses the same key both ways, but only as long as the arch stands. In order to block out the fiends from the Prime, the PCs need to make sure that they destroy the arch. Once the destruction is started, it cannot be stopped. The PCs need to chop at the structure for 3 rounds. Once completed, the arch will collapse a round later.

The old man's name is Francis Westhaven, a former warrior from Ravens Bluff. He's been tortured and abused in attempts to get his knowledge of the city. For the most part, he has managed to be strong.

His captivity for the last several months has loosened his grip on reality somewhat. Use a speech pattern similar to Yoda when dealing with this NPC (“Help you I can, hmmm?” “I am wondering, why you are here?”)

He'd very much like to return to Ravens Bluff. If he's with the party, the rod will include him in the transport back to the Prime.

When the party gets back to the surface they'll be able to see a large concentration of fiends approaching. They'd be hopelessly outmatched and will be here in a matter of half an hour. Apparently, their group has not been seen yet.

If the PCs decide to stay and fight the fiends, they are pretty much in a lot of trouble. Unless they are able to find some way out in a big hurry, they are likely to be killed here.

Consider the force of fiends to be 40 dergholoths with similar stats as described in Encounter 2. The idea is not to fight them, but if they do, the fiends will send similar reinforcements every few rounds. These reinforcements can be seen trailing clearly behind the others.

Note that yugoloths can teleport at will, so if the PCs don't escape now while they have the chance, they are in big trouble.

If they try to fight and fail, go to Encounter 9A. Hopefully it will not be necessary to use Encounter 9A. Probably a good time to return to the city.

Encounter 9A – An Untimely End

If the party stays to fight the fiends and fails to get away, read the following:

As you fall beneath the overwhelming horde of fiends you realize that it would have been a much wiser option to escape the horde of oncoming fiends while you had the chance.

If the PCs actually get to this stage it is the end of the module and most likely permanent death for the PCs.

Encounter 10 – The Alchemy Lab

This is the lab that Snell Sneer used for his alchemical work.

There are several tables in this room. Placed all over them is an extensive amount of alien-looking glassware and other lab equipment.

There are several clear gems placed on shelves above the tables with all sorts of wires, glass tubes and tapes protruding from them and connecting with the glassware below.

This is like nothing that anyone has probably ever seen before.

All of it has been enchanted so that if anyone tries to move it, through whatever means, physical or magical, including teleport, it will shatter.

Bottom line here is that the PCs cannot walk away with this equipment.

The clear gems are soul gems, of course. Asphometh has already drained them of their contents. They are worthless as far as gold piece value goes, should the PC's decide that they want to try to take them.

A successful Engineering proficiency check here will tell the PCs that the gems were used as a catalyst in whatever experiment or function was taking place here.

Anyone with Spellcraft will be able to work out that there are many different jars here containing spell components as well as the potion ingredients. Although not certified, PC wizards may pick up some spell components here (up to four of any component valued at 250 gold pieces or less).

There are also several reagents lying around the lab. Any PC with the Alchemy non-weapon proficiencies will recognize them as the ingredients to certain potions.

For any PC with the Alchemy non-weapon proficiency (and only the Alchemy NWP), they may attempt to create a potion. There are enough reagents to make three attempts at creating potions. The PC may make three attempts at creating potions by making a successful Alchemy NWP check (INT-3). He may make one and only one of up to three of the following potions:

Potion of flying (2 doses)
Potion of longevity (1 doses)
Potion of super heroism (1 doses)
Potion of climbing (4 doses)
Potion of fire resistance (2 doses)
Potion of clairvoyance (2 doses)
Potion of invisibility (2 doses)

If the PC makes an attempt and fails his proficiency check, that counts as one of the three attempts. The end result is that the PCs may walk away with 0-3 potions, depending upon how well the die falls.

Each attempt is for "batches" of potions, since most of the potions result in multiple doses (for example, a successful check to make the Potion of Climbing produces 4 doses of that potion).

Paladins or other good aligned characters will realize that there is nothing inherently evil about using this alchemical equipment. Also the soul gems are all dull and "burned out" looking, radiating neither magic nor evil.

Encounter 11 – Time to leave Gehenna

As the party comes up the stairs after the encounter will Snell Sneer, they will not trigger the teleport.

The PCs still need to destroy the arch around the portal before using their teleport without error rod to get home.

Allow the PCs some time to plan here, if they so desire. If they are taking an extended time in the planning of their exit, have them roll intelligence checks to realize that hanging around here is not a good idea.

They need to chop at the portal for 3 rounds to make it collapse before leaving Gehenna. This should be accomplished easily unless the PCs muck around after they see the fiends in the distance.

For added dramatic effect, just as the PCs say they are activating the rod, have a large number of nycaloths, mezzoloths and other fiends of your choice teleport to their location with claws and weapons raised to strike just as the party blinks back to Ravens Bluff. Please note that this is not meant to be another combat. Whatever method the party has decided to use to get them home will work and they will get to go home. This is for dramatic effect only.

If someone in the party does something stupid and brings their presence to the attention of the fiends, then they are in a lot of trouble. The mere action of chopping down the portal arch will not bring them to the fiend's attention. There's a lot of noise around here and they are some distance away.

Actions such as flashy spells (*fireball*, *lightning bolt*) or flying characters who fly up some distance in the air (40 feet elevation or more) are very likely (7 in 10) to attract the attention of the fiends.

If they are noticed, 6 Dergholoths (with the same stats as used in Encounter 2, except there will be no stonelines or fire shield) will appear. Once they've sized up what's happening, a couple of them will teleport back, arriving with reinforcements of the same number of creatures every round for 10 rounds. If this happens, parties will either need to retreat and abort the mission using the rod that they were given by Korbador or it is very likely that they will perish here.

Death of the complete party on Mungoth is more than likely to be a permanent death, since there is nobody to bring the bodies of the characters back to the Prime for resurrections.

Encounter 12 – Conclusion

Regina is there to meet the party as they return to the Prime Material Plane and explains that they have been successful in the execution of their mission (assuming that they were able to defeat the black robed wizard, or at the very least got the agent out).

It appears that the portal was a little unstable on the other side. So they created an arch on the other side to stabilize that side and sent a task force through to Ravens Bluff to create a similar edifice on this side. An attempt to establish a similar machine on this side was attempted the night before. The arch support was apparently a prototype developed by the renegade mage and since he's dead, it's not an immediate concern.

Another group of adventurers took care of the attempt on this side. In case they were wondering, the battered man they saw disappear from the torture chamber was the agent. The distraction was what he needed in order to get out of his gag and teleport himself home.

Rewards are handed out here. As long as a rescue squad was not needed to retrieve the PC's from Gehenna, they will each receive payment of 5,000 gold pieces in gems (5 x 1,000 gp value gems).

The End

Experience Point Summary

Experience in the Living City is now calculated as follows:

4. Sum the experience listed below for objectives.
5. 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. You may award different amounts based on performances.
6. Finally, multiply the total by the tier according to the chart:

Tier 5:	Character levels 9 and 10
Tier 6:	Character levels 11 to 13
Tier 7:	Character levels 14 +

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.

Note that this Experience is to be awarded based upon the actions that the PCs take. These are the main actions that the PCs take (particularly that there is a total of only 300 XP to be awarded for Encounter 7). This makes the final addition of a maximum of 2500 correct.

Encounter 1:

Accepting the Mission 100

Encounter 2:

Defeating the Fiend 150

Encounter 3:

Passing through the portal base by using the portal key

Encounter 7:

Defeating the Hydras/Slithermorph 250

Finding the dead body 50

Bypassing the teleport trap on the stairs (this would happen if they missed the other two) 300

Encounter 8:

Defeating the wizard and fiends 500

Encounter 8:

The spy escapes 200

Encounter 9:

Healing the other prisoner 100

Encounter 11:

Destroying the arch 200

Adventure's End (bonus):

Not mentioning Asphometh's name, as warned 300

Maximum Experience for Objectives: 2000

Role playing experience 0-500

Total Experience Available: 2500

Tier Five: 12500

Tier Six: 15000

Tier Seven: 17500

Treasure Summary

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

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on

foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

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

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

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

Encounter 2:

- Sword of Gehenna*: This sword is a standard bastard sword. Forged in Gehenna, it has a +3 enchantment if the wielder is on any of the Outer Planes. On the Astral Plane, this weapon is reduced to +2. On the Prime Material Plane, the weapon carries a +1 enchantment. If taken to the Ethereal Plane, it becomes a magical +0 weapon.

Encounter 7:

- Potion of extra healing*
- Priest Scroll scribed at 12th level: *heal, cure critical wounds, cure serious wounds, prayer.*

Encounter 8:

- Gehennan staff of rapid magery* (2 charges): This staff is a *quarterstaff of rapid magery* with a +1 enchantment. It will only function on one of the Outer Planes and even then only 2 times. After the second use, it crumbles to dust. Since it is a +1 weapon as well as having the function of *rapid magery*, when removed from the Outer Planes it

becomes +0, hence losing its rapid magery powers as well. Rapid Magery means that the owner can cast a spell on segment 0 of combat. That is, before anyone else has acted, the wielder can have a spell cast before the first initiative segment, providing that the casting time is less than 1 round. This item is restricted to the high level campaigns.

- *Ring of protection +3* (Forged in Gehenna): This ring is a standard *ring of protection*. Since it was forged in Gehenna it will be +3 if the wielder is on any of the Outer Planes. On the Astral Plane, this ring is reduced to +2. On the Prime Material Plane, the ring carries a +1 enchantment. If taken to the Ethereal Plane, it becomes a *ring of protection +0* (non functioning). Apart from the origination point of this ring, it otherwise functions as a standard *ring of protection*.
- *Bracers of defense AC 4*: This item is restricted to the high level campaigns.
- *Essence of moonshadow* (1 dose): This potent potion, when consumed by a spellcaster (wizard or bard), allows all spells cast in the next 6 turns to have maximum effect. Any spells which have a duration last for twice the normal length of time. The effect of the potion applies not only to spells cast by the wizard, but also to any wands or other magic items used while the potion is active. While in effect, the potion also allows its drinker to detect magic. This last power works for anyone, whether wizard or not. This item is restricted to the high level campaigns.
- *Ring of the Eye*: Silver ring, eye carved on top, cast wizard eye at 12th level 2/day. This item is restricted to the high level campaigns.
- Up to 4 *potions of extra healing* – from the secret room if the players somehow manage to find it – however many Snell Sneer did not use.

Encounter 11:

On a successful alchemy NWP roll, the PC with the skill may have up to three attempts to make any of the potions from the standard adventure, but no more than one potion of any on type. These are the potions from Encounter 13 of the standard adventure. No more than one of each potion may be made, no matter how many PCs try.

- *Potion of longevity* (1 doses)
- *Potion of super heroism* (1 doses)
- *Potion of climbing* (4 doses)
- *Potion of fire resistance* (2 doses)
- *Potion of clairvoyance* (2 doses)
- *Potion of invisibility* (2 doses)

Encounter 12:

- 5,000 gold pieces in gems (5 x 1,000 gp value gems each)

Fame Award

1 point in either City Government or General

Judge’s Appendix A – Revised Party Roster for Gehenna

<u>Character Name</u>	<u>Armor Class</u>	<u>Saving Throw Bonus</u>	<u>Magical Weapon(s)</u>	<u>Attack/Dmg Bonuses</u>
1)				/
2)				/
3)				/
4)				/
5)				/
6)				/
7)				/

Determining Gehennan Modifications

Armor Class is worsened in that all magical protection items (such as enchanted armor, shields, rings/cloaks of protection, etc.) each have their bonuses reduced by two magical “pluses” This is because they are two planes removed from their plane of origin. Devices which confer a particular AC (e.g. *bracers of defense*) are unaffected. If a player has a certified item originating on an outer plane, there is no loss. The Astral Plane means loss of only one “plus.” Anything from the Ethereal Plane loses 3 plusses and an Inner Plane origin loses 4 plusses

Saving Throw Bonuses are also reduced by two “pluses” for each magically protective item.

Magical Weapons, like other magical devices, these are reduced by two magical “pluses.” Any item that has its highest plus reduced to 0, loses all other powers that go with it (for example a +2 Quarterstaff of Rapid Magery becomes a magical +0 quarterstaff while on Gehenna, but the Rapid Magery effects no longer function.

THAC0 and Damage Bonuses are similarly worsened by two “pluses” for each magical weapon.

Importantly, there are exceptions to these guidelines (such as the *planar voyager* short sword and *long sword of the planes*). Weapon bonuses can also be magically altered by such things as *oil of sharpness* or *oil of impact*.

Judge's Appendix B – Information for the Judge about Mungoth

The third of the four mountains of Gehenna, Mungoth, is an odd looking place. One of the strangest things to be seen are the mountains with peaks at both the top and bottom that float in mid air.

The ground here is cool and the air is filled with a constant mix of ash and acidic snow. It is quite dark here, with only the occasional volcano to shed dim light to show the way. Avalanches of cold mud threaten at every turn.

Note that the entire plane is tilted like the side of a mountain, making level ground very rare. It's a unique experience for all those visiting this layer. It is possible that someone falling down the mountain side could fall for miles before regaining their footing.

Fiends and Their Movements

It is important to note the enhanced mobility that yugoloths enjoy.

They have the ability to teleport at will. If they get involved in a combat they may teleport in and attack in the same combat round. This could be particularly devastating to the PCs if they are foolish while on Mungoth and are discovered.

The judge should not go out of his way to have the fiends attack – this is only mentioned in case the PCs are stupid and do something very obvious to attract the attention of the yugoloth army.

Physical Dangers on Mungoth

Acidic Snows: The constant rain of ash and acidic snow means that every turn someone not native to the plane is outside, they take 1-3 points of damage unless they are immune to acid.

SPECIAL NOTES

Effects on Magical Items

IMPORTANT: Weapons, armor, and protective devices (except those which confer a particular armor class) are reduced by TWO magical bonus points. This applies to attack, damage, AC, and saving throw protection. Those adversaries in this tournament which require magical weapons to hit must consider this penalty. Any item that is now +0 or less is not magical on this plane. Other powers associated with the device will not function either.

Magical items are subject to the magical effects listed in the next section. For example, *wands of conjuration* will summon creatures native to Gehenna, as do the *monster summoning* spells.

Effects on Magical Spells

Summoning spells are limited in that they can only summon creatures from Gehenna. The *monster summoning I - IV* spells will draw nothing, since there is nothing on this plane of suitable lesser hit dice.

Should some PC have some item or boon or other measure that will allow them to use a spell as if on the prime or for what ever other reason they are allowed to have their summoning work, have a lesser or least tanar'ri or baatezu turn up. This would be at the judge's discretion, but nothing more the seven Hit Dice.

Should a successful summoning be made, have the caster roll a Spellcraft check at –4 on the die. If they fail, the summoned creature has free will and is not bound to the caster's wishes. Most summoned creatures who are not successfully bound will attack the caster.

Spells from the school of Divination will only function on Gehenna unless there is a death involved. The diviner must catch an enemy, stake it out on the ground and perform the divination spell in the entrails of the foe – preferably attached to its still living body.

Spells from the school of Enchantment/Charm are diminished here (spells are cast as if the caster is one level lower and spells higher than 4th level of this school can not be cast at all).

Spells from the Invocation/Evocation school are enhanced (spells are cast as if they were one level higher (a 7th level wizard does 8d6 for his fireball). All saving throws are made at a –1 penalty against spells from this school.

Spells from the school of Necromancy that do damage gain a +1 per die of damage on Gehenna while spells from this school that heal suffer a –1 per die for purposes of the healing.

Spells that create undead function as if the caster were a level higher.

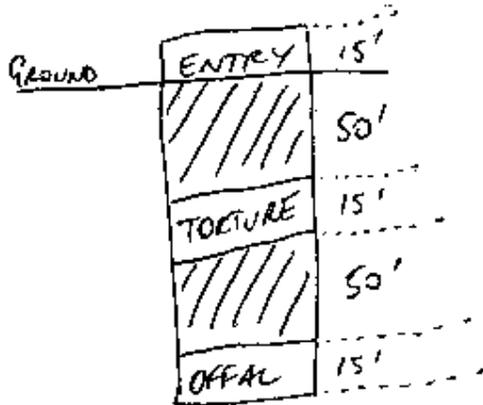
Spells involving fire and earth are particularly effective on Mungoth. They act as if the caster was two levels higher. Water based spells do not function at all.

The following spells require contact with the inner planes and will not function: *aerial servant, chariot of Sustarre, conjure earth elemental, conjure elemental, conjure fire elemental, demi-shadow magic, demi-shadow monsters, distance distortion, elemental swarm, energy drain, estate transference, etherwalk, invisible stalker, Khazid's procurement, Leomund's secret chest, Lorloveim's creeping shadow, Lorloveim's shadowy transformation, major creation, minor creation, negative plane protection, reflecting pool, restoration, shades, shadowcat, shadow engines, shadow magic, shadow monsters, shadow walk, summon shadow, vanish*

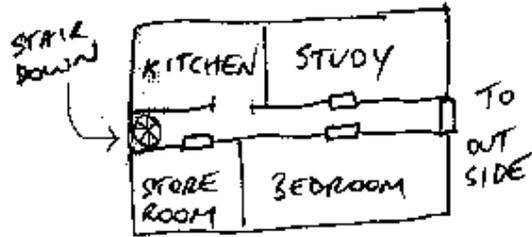
All attempts at turning of undead are made as if the caster is a level lower than they actually are.

Judge's Map 1 (For High Level Adventure)

THE BASE VERTICAL VIEW

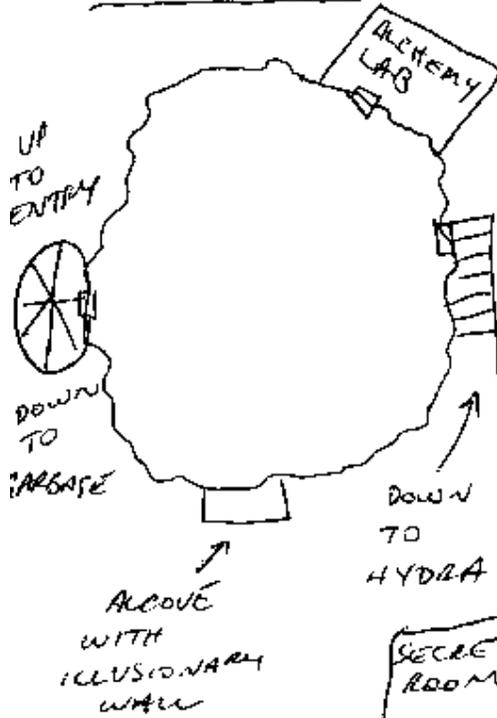


ENTRY LEVEL

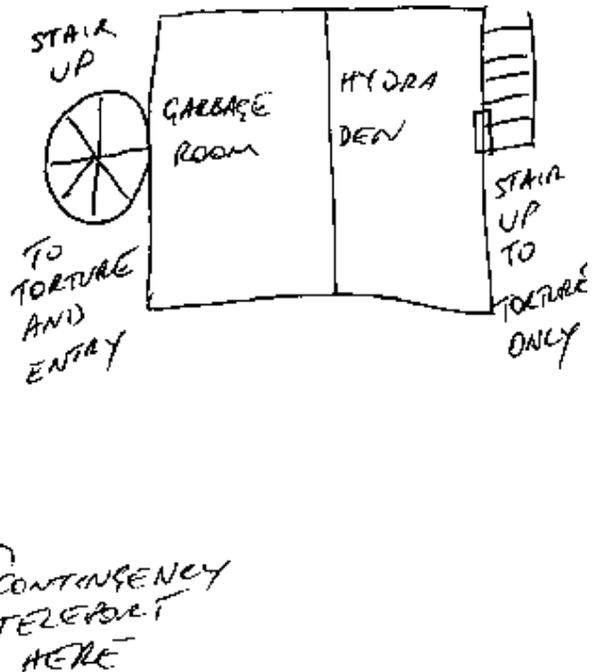


NOTE: Size of the staircases have been exaggerated on the below maps for ease of viewing only. Treat them as if they are the size of the staircase on the entry level

TORTURE LEVEL



OFFAL LEVEL



Player's Handout 1

The translated scroll says:

In the days of yore, a wise woman and seer came before a lowly acolyte priest of the god of the morning and spoke in riddles, talking of some dark future and making prophecy of the fall of man. Her babblings are recorded here so that men of wisdom in years to come may have a chance to decipher the words as she spoke them:

And it shall come to pass:

*A renegade fiend shall desire dominion of the lands above
He shall find the means to cross the void from the pit
The turncoat, deeply vested in magic will be subverted to assist
He shall raise an army in order to subjugate the denizens of this land*

*When the spy is held captive and the gate shall glow with the fires of the pit
Then shall the domination of the lands above begin in earnest.*

So sayeth the seer.

Player's Handout 2

The following passage is found during the research on fiends

Some say that the word is that a fiend is simply a being that's given itself over to the pursuit of evil, a thing with strange looks, unfathomable goals and tremendous powers.

That's for the small-minded. Fiends are, to tell the truth, more than physical beings. They're born of evil – or, as some would have it, of Evil. Primal malevolence is one of the roots of their nature. Of course, that doesn't mean all fiends are on the same level of power. A glabrezu can have a manes for breakfast and it might have another glabrezu as well. Whether that's due to individual achievement or chalked up to a quirk of nature, the truth of the matter is that all fiends are formed and shaped by their environment. The hateful essence of the Lower Planes permeates every piece of a fiend's body.

Of course, according to famed scholar of fiends and the undead, Dr. Van Richten, the easiest way for a Prime to become a fiend is to practice the dark ways of the path of evil during their mortal life. After their death, the essence of that person travels to the Lower Plane that most matches the ethics the Prime showed during life and arrives there as one of the Larvae. If it can survive the feeding frenzies and tortures of the fiends that live on that plane, there is a chance, however small, that the Larva might evolve into a lesser fiend.