

The Underground

One-Round Living City Adventure

by Chris Ruester

Part Two of the “Red Threats” Series

Blurb: “Prison life will be hard. There are dark things, though, that will make it harder.”

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a nametag 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 player's scoring sheets. This way their ratings and comments will not influence you.

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

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text

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

Judge's Background

The Cabal of Blood, a group of thirteen Red Wizards, has sought the links of lycanthropy. Through experimentation, they have been partially successful. They hope to someday build an army of elite lycanthrope warriors, brainwashed into their service. They will use this army to crush the cities along the Sea of Fallen Stars.

The Cabal's greatest weapon in this effort was its best spy, Sarkara "Darkbloom" DesMarkus. Being the twin sister of a well-known and liked adventuress, she infiltrated various parts of the City in her guise as a priestess of Lathander. Unfortunately, due to the rash actions of some of the Cabal's junior members, the attention of Charles O'Kane was focused on the Cabal's operations. Adventurers hired by O'Kane were successful in capturing Sarkara and bringing down part of the spy network of the Cabal. Sarkara was later convicted of her heinous crimes and was sentenced to Ill-Water.

Being all as it may, the flush of gold and magic was still low in the City and a large deal was struck. Using part of the Cabal's vast resources, hidden within the City, Sarkara paid

for and received a new sentence of life in the mining camps under the City. This is because she knew something about the camp the City did not.

The Cabal, learning of the founding of the mining camps and their associated holding pens, found a perfect opportunity to release one of its spies that had likewise been imprisoned. Using magic and the help of nearby drow, the Cabal set up a small network to allow prisoners escape, for a price. At the head of this "Underground Railroad" is its faithful spy, a priest of Velsharoon by the name of Alkaros DenerrŽ. Alkaros hopes to gather the evil denizens within the City to his support so that he can destroy the Temple of Kelemvor that has been built. The Cabal has been supporting Alkaros, and a romance has erupted between Alkaros and Sarkara.

General Blacktree, under the alias of Darmon Garoth, has been investigating the goings-on within the labor camps and supply stations, after secret reports of the disappearance of Sarkara along with dozens of others. Unfortunately, his hands are tied, since any open movement would alert the suspicion of the Cabal, and he is busy leading Ravens Deep. Blacktree knows the only way to break the Underground is by using adventurers. The only way to send in adventurers would be as prisoners. Dispatching a runner, he hopes to have his wife, Katherine, hire these adventurers. The adventurers will have to be trustworthy, and willing. Each will then be disguised as a prisoner who is going into the Underdark.

Once the adventurers are brought into first holding pen, the disappearances begin. In the middle of the night, a swarm of undead attacks the small outpost. During the melee, each adventurer will be struck down and kidnapped.

Time will pass, and the adventurers will awaken to find themselves in The Underground's own slave pens. A scruffy gentleman, who will present the option of escape, leads the pen. It is likely the PCs will warm up to the idea once they learn that there is an equipment locker with some of equipment nearby, which they will know is their equipment. The scruffy man can acquire all the equipment, but it will cost them...

While the party is escaping, a group of guards, led by Varce Deepminer, will attack. The attack is a ruse, to lessen Alkaros's forces and provide the PCs with a better cover. The party will have to "fight" their way through the guards to escape.

Going forward, they meet a group of seedy thieves, and can even work with them. Going up to the surface, they will have a chance to escape, or a chance to foil and capture these thieves.

Finally, the group will encounter Alkaros. Several different scenarios can play out, but in the end, they will have to defeat him. Of course, Alkaros has a special spell operating on his person that will allow him escape even if he is killed.

Once Alkaros and his men are finished with, more secrecy will be uncovered, and the chance to save the lives of other spies that were caught by the priest of Velsharoon.

At last, they can report back, be rewarded (or scolded) and enjoy knowing they helped defeat another Red Threat.

Players' Introduction

Read the following to the players after the players have selected which characters they intend to take on the adventure:

Another winter approaches completion. Reflecting back on last year, it can only be hoped this one is better. Many evils have been defeated, and many evils still exist. The darkness that has been hanging over the city has become almost palatable. Has all hope been lost?

These thoughts... these nightmares, are shattered when the message arrives. It is sealed by a small dip of golden wax. There are no clear signs of who sent it to you, but you know it will call you forth to adventure. You look about on this dreary morning; it is cold, and terribly depressing.

Ask the players what they are doing. Hint that staying home would simply mean being depressed and bored as well.

“You Have Been Selected...”

Summary: The PCs get some free food, and maybe get hired.

The message calls each adventurer to a small bakery. It is here that each is left to wait, in the cold. They will all eventually gather, and can introduce themselves.

The door to the bakery opens, and a petite, half-elven woman, wearing a long fur coat steps out. Lady Blacktree smiles at you, “I’m so very sorry to keep you waiting in this terrible cold. Please come inside and warm yourselves.”

You are led inside and can feel the warmth of the ovens, and the sweet smell of bread and pastries greets your nose. Lady Blacktree guides you to an upstairs room. The room is decorated sparsely, but has over half a dozen padded chairs for you to sit upon. A small tray holds fresh items from the store below. She offers each of you a cup of hot tea [any flavor] and as many pastries and breads as you wish.

After you are settled and comfortable, she sits herself behind a large desk. She smiles again. “I am so very grateful that you came, on such a terribly chill morning such as this. I hope I am not interrupting anything that you were planning to do today?”

“I would like to employ each of you, for a task that is very important. My husband needs a group of stalwart folk to enter the Underdark, to investigate some disappearances and attacks. He would employ some of his own guards, but he needs his guards where he is. It is also because these attacks and disappearances are taking place in the group of prisoners that are sent down there. He originally wanted to convict some adventurers, but I convinced him out of that.

Instead you can be disguised as prisoners. Unfortunately, you’ll still be without your magic, but I’ll make sure you won’t be in danger. This is a very important mission, and if it doesn’t get done, it might put the folks in Ravens Deep in danger.”

If the characters decide not to go, the module is over. Have them fill scoring sheets.

If the characters decide to go, continue.

Lady Blacktree smiles, “Oh, thank you, I am so glad you will go. I promise to make sure you won’t come to harm. I can pay each of you five thousand gold ravens right now and five thousand when you return. I suppose I could get some magic items instead, if you want?”

Don’t worry about the answer right now. Blacktree will not know what magic items she can get, but will not pay gold up front to those who ask for a magic item.

Lady Blacktree nods her head. “If you can meet me back here at midday, that will give me time to get some things done.”

“Going Down”

Summary: The PCs will get to meet Gerron, and be sent into the next Underdark caravan.

As you wait outside the storefront, Lady Blacktree walks up by herself. She whispers a word as she opens the door. She ushers you in, “I’m so very sorry for being late.” She leads your group back upstairs and beckons you to sit.

Let the players have time to make any discussion. Lady Blacktree only knows a friend of Charles will be showing up to handle the disguises.

Just as you sit down, the door to the room opens and a large man, wearing a hooded cloak enters. He stands about six and a half feet tall, with a medium build. The black cloak clings to him. Lady Blacktree smiles and rises. The figure quietly walks to the desk and stops. Quiet words are exchanged between Lady Blacktree and the man.

There is no way to discern what the conversation was.

The man nods and turns to your group and throws back his hood. He is a man in his early thirties, with long, raven-black hair, and grey-green eyes. He takes a neutral stance. Lady Blacktree walks around the desk and stands next to him. “This is Lord Blacktree’s friend. He is going to cast a powerful enchantment that will disguise your true features and feelings. I’m going to hide your equipment in a storage locker for the Underdark caravans. It is close enough you should be able to get to it if you need to. Once you are disguised, you are going to be teleported into a holding pen awaiting the caravan to go down.”

Lady Blacktree holds out some small bracelets. “These will allow you to teleport to your hand one item of your choosing. It only works on weapons and only on one particular weapon, the first one you teleport. I’m afraid there is not much I can do for those of you who cast spells. Now I must ask that you remove all of your equipment that can’t be hidden on your person or pass as part of prison clothing.

No cloaks, armor, bracers, weapons, etc. Use your best judgement. Some things, like rings, ioun stones, pearls, gems; are small and can be hidden easily. Others like boots are wearable without notice. The bracelets are okay because each prisoner has an ID bracelet. Katherine will wait for all the PCs magic and non-available (meaning can’t be hidden) equipment to be taken off. She will cast a *detect magic* for anything else, and to make sure the PCs have stuff well hidden. Advise PCs of the fact that prison life finds one being looted quite often.

The man is an avatar of Gerron, a minor demipower stationed in the Pirate Isles. See the DM Aid for more information on Gerron. Once the PCs are ready, he will cast a spell over them. Spellcraft cannot reveal anything since nobody would possibly know the spell cast. There is no saving throw since the PCs are allowing the spell to be cast. Normal disguise cannot be used in lieu of the spell, since it requires supplies the PC won’t have access to.

As the spell passes over you, your skin itches and your head aches. A flash of light is the last thing you remember, and then darkness... When you awaken, you have with you what you wore and didn’t give to Lady Blacktree. You find yourselves in a small cavern. Approximately thirty other prisoners are here with you, chained. You, as well, are in chains. A guard walks over to your group and proceeds to start waking up those around you that were sleeping. More guards come and begin passing out small strips of meat, something akin but much tougher than field rations. A large man with a bucket and ladle comes down the line and lets each prisoner, including yourselves, take a drink. The water is room temperature, but otherwise potable.

As soon as everybody in the line has been fed and watered, the group will begin to march. For those who don’t understand the meaning of march, it means moving at full movement rate constantly over a period of time. Those who are smaller will have to keep up by running or being picked up by their fellow prisoners. The guards won’t field questions, and will ignore the person asking.

PCs will retain the spells they had in memory at the beginning of this encounter.

“The Pits”

Summary: This encounter is part combat and part plot. It is designed to inform the PCs of the undead attacks and also test their combat prowess.

Time no longer holds meaning, for this is the Underdark. It is chill, dark, and your only source of light is the one carried by the guards or on the supply wagons you are with. If you were to guess, it has been nearly six hours since your last break. Just when you think your feet are going to fall off, the tunnel begins to even out, and looks roughly cut. Slowly, you are led through passages that appear to have been carved from the stone. It is then the caravan is stopped, and you are lead past it to the front.

At the front of the caravan is a large central cavern, from which several tunnels run off. To your right is a set of large, iron doors. The doors bear a strange double-sword mark. A loud clank sounds from behind the doors and they slowly swing inward. That is when a scream pierces the darkness. Then a yell from one of the other passages and two guards come running out. Both appear to be wounded from slashes in their chests. Multiple green lights pierce the darkness, each twins and moving. Slowly zombies begin to shamble into the light!

The zombies will attack the guards, the prisoners, and the prisoner-PCs. Make sure to display how no one in the caravan is being shown mercy. There will be as many zombies as you wish there to be, but at least a dozen. PCs that attempt to turn will be ignored. Spells can be cast, but without any components, it will be hard. The guards won’t notice spellcasters, since they are more concerned with fighting the zombies. These zombies are just a testing force, designed to wear down opponents. They aren’t tiered. It is your job to make the higher levels sweat. Overbearing rules should be enforced, allowing four-five zombies to tackle even a high-level fighter. Killing or maiming the PCs isn’t important, letting them know that things are not all rosy down here is. The guards will eventually either kill the zombies or manage to drag the PCs, the other prisoners, and the caravan wagons inside and closes the door.

Zombies (12+): AL N; AC 7; MV 9; hp 8 each; THAC0 19; #AT 1; Dmg 1d4+1/1d6+1; SA None; SD Nil; MR Nil; SZ M; MR 20 (they just keep going and going and going).

“Prison Gab”

Summary: During their stay, the PCs can learn things...

For the past three days or so, all you have done is sleep and mill around in a large cavern. Every few hours, the guards check outside the doors, only to quickly slam them close. Then for nearly two hours afterward the doors are pounded on. You’ve heard the guards talk about undead, and it appears that even the meager few priests that were brought with the caravan cannot turn these things.

It is during this time that each PC will be individually approached and get to discuss things with one of the prisoners, or with the guards. DM Aid #2 has a long list of info that can be pandered around, just be sure that for each CLUE, a COUNTERCLUE is also released. This will keep the amount of truth and lies circulating contiguous. Intelligent

players might piece it all together, but try to present enough of the counterclues to make certain guesses unlikely.

Every once and a while, have one of the guards get grabbed by the undead at the door, to heighten the level of fear.

“Bust Down, Drag Out”

Summary: One of the guards isn't quick enough for *these* undead. That's when it becomes a, well... a fight.

Another month has passed, and supplies are now rationed. The attacks have not ceased and the morale of the guards is starting to falter. Every time the guards check the door, it seems more and more time is lost closing it as the undead try to enter. While you watch another check, suddenly the door is slammed aside and the guards' rush to close it. This time, though, something much larger and meaner has plans. You watch in total horror as a thing that might have once been a troll throws the guards back and slams the door wide. Undead creatures begin to pour in, more than some of you have ever seen in your entire existences. Past twenty you stopped counting, and more are waiting outside the doors to come in!

There are base 60 undead (4 troll-ghouls, 15 gnoll-zombies, 40 zombies, 1 direguard).

Use the Tier modifiers below, *rounding up*. Raise the Tier by one for this encounter only if a priest of Kelemvor is in the party. The modifier for parties past Tier 4 is x 4. These undead cannot be turned. They will attack relentlessly until their prey (the PCs) are down. Use overbearing rules to knock big fighters and other powerful characters down. Undead will concentrate on priests trying to turn them and magic-users. Make sure the PCs understand that the undead are attacking and subduing the guards and other prisoners and dragging them off.

Tier 1: Total Levels 4-13

Troll-Ghouls: AL CE; AC 4; MV 15; hp 16; THAC0 18 (Str 18/01); #AT 2 (no bite since they are trying to subdue); Dmg 1d3+3/1d3+3 (Str 18/01); SA Paralyzation; SD Sleep, Charm; MR Nil; SZ L; ML 20.

Gnoll-Zombies: AL N; AC 6; MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD sleep, charm, hold, death magic, poisons, cold; MR Nil; SZ M; ML 20.

Zombies: AL N; AC 7; MV 6; hp 16; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD sleep, charm, hold, death magic, poisons, cold; MR Nil; SZ M; ML 20.

Direguard: AL NE; AC 6; MV 12; hp 36; THAC0 15; #AT 1; Dmg 1d8/1d12 or 1d6 (long sword or fist); SA Special; SD Blink; MR Nil; SZ M; ML 15.

Special: *Blink* 1/turn; lasts for four rounds; requires a full turn to recharge. *Magic Missile* once per 3 rounds; 2 missiles for 1d4+1 each. Can see *invisible* objects and creatures. Suffer

damage as skeletons from edged weapons, fire, spells, and holy water.

Tier 2: Total Levels 14-27

Tier one x 1.5

Tier 3: Total Levels 28-37

Tier one x 2

Tier 4: Total Levels 38+

Tier one x 2.5

Once all of the PCs are down, they will be dragged off by the undead.

“Make a Deal/Fight the Good Fight”

Summary: The PCs will be presented with a deal and a fight.

You slowly regain consciousness to find yourself staring upwards at a cavern ceiling. A voice calls out; “I’m glad most of you decided to be awake! Now, where were we?” Strong hands grab you and haul you to your feet. You are in a large cavern, surrounded by other prisoners. You are still in shackles, and there are over a dozen men wearing plate mail and a strange symbol (red moon over a dagger). At the front of the cavern, standing on a large outcropping of rock, is a small man in many layers of silk. He looks Calimshite from his dress and his accent confirms this.

“Now that most of you are awake, we will begin, yes? I am El’shad Laudeen, hailing from the great city of Calimport. I, too, was a prisoner like you. I am now free because of the great work of the Mighty Alkaros and his many friends. Great things have this man done for me, and he will for you as well! As his humble voice, I ask that you repay this great kindness with your reputable services. If you be wishing to return to your life in prison, speak and we will return you back to the guards. They will believe you honorable prisoners, and you might well gain yourself shortened time there.”

El’shad will only know that the service he requires will be unique to each person’s ability. He will offer to acquire for the PCs some equipment. Regardless if the PCs agree or not, there will be an attack.

El’shad holds up his hand to quiet the questions of the prisoners. There is a loud boom in one of the connecting chambers. Suddenly, the room explodes in action as dozens of guards led by a short man in full plate armor bearing the symbol of Torm storm the crowd. Just as quickly, uncounted numbers of undead begin to swarm in from other chambers. A full-out melee is in progress!

The room quickly fills with a multitude of undead, prisoners, El’shad’s mercenaries, Blacktree’s guards, and Varce

Deepminer, their leader. Varce will remain busy throughout the melee; save for Tier 4, where he will confront the PCs. Otherwise, Blacktree's guards will attack to subdue the PCs.

El'shad will wait for the PCs to either finish off the guards, or step in and destroy the guards himself. Again, you will be required to use your best judgement on how many guards will attack the PCs.

Varce Deepminer half-dm F9: Int Avg; AL LG; AC -5 (full plate + ring +3 + shield +2); MV 9; hp 91; THAC0 12 (8; Spec + Str 18/01 + *bastard sword* +2); #AT 2; Dmg 1d8+7/1d12+7 (*bastard sword* +2 + Str 18/01 + spec); SA None; SD -2 dmg per die against fire; MR Nil; SZ M (5' 3"); ML 18.

Stats: Str 18/01, Dex 7, Con 18, Int 9, Wis 13, Cha 18.

Saves: As Fighter 9. Bonuses: +5 Dwarven Blood (Poison, RSW, Spells), +3 Ring (all), +2 Shield (all frontal external).

Guards hm F1: AL LG & LN (split evenly); AC 5 (Chainmail); MV 9; hp 10; THAC0 20; #AT 1; Dmg 1d6/1d8 (short sword); SA None; SD Nil; MR Nil; SZ M; ML 12.

El'shad Laudeen hm dual- (T13)/W14: AL LE; AC -5 (*bracers AC 3 + ring +2 + cloak of the bat* + Dex 19); MV 12; hp 77; THAC0 15 (1; *long sword* +3 + Str 18/00 + *girdle*); #AT 5/2; Dmg 1d8+9/1d12+9 (*long sword* +3 + Str 18/00); SA Spells, Backstab (x4 dmg, +4 hit); SD *contingency* with *teleport without error* if damaged below 50% hp, Spell Turning; MR 25%; SZ M (5' 6"); ML 13.

Stats: Str 14 (18/00), Dex 19, Con 15, Int 17, Wis 12, Cha 14.

Saves: As best of Thief 13/Wizard 14. Bonuses: +2 Ring (all). Magic: *bracers of defense AC 3*, *ring of protection +2*, *cloak of the bat*, *long sword of speed +3*, *gauntlets of ogre power*, *girdle of warrior's power*, *amulet of magic resistance 25%*, *ring of spell turning*.

Varce has been brought into Blacktree's plan. While he disagrees with the method that has been chosen, he is leading this raid to thin out the ranks of undead and mercenaries, while recapturing the prisoners. At the same time, he will be providing the prisoner-PCs with a better cover. The guards only know to use subduing force on the prisoners. In Tier 4, Varce will make errors in his combat, and be attacking at -4 to hit to make it *appear* he is attempting to subdue the prisoner-PCs. He will only deal half damage per strike, but will appear to do the rolled damage.

The guards will have some of the prisoner-PC's equipment. On Round 4, Varce will call for a pullback to draw the undead and enemy mercenaries away. Most of the other prisoners will have been subdued or have run in the commotion. During this "retreat" the guards will drop some of the prisoner-PC's equipment. Swords, shields, rings, nothing extremely large or odd (no armor!).

El'shad will urge the prisoner-PCs to follow him. If the PCs do not, then they will lose and be captured. Attempting to

fight El'shad counts as not following him. El'shad, if attacked, will simply use his contingency to *teleport without error*. Go to **Outcome Two**.

If the PCs do follow El'shad, then proceed to **Encounter Seven**.

"Moving On"

Summary: The PCs will have the chance to go to the surface

El'shad leads you through twisting and sloping tunnels, stopping at a dead end. He speaks a quiet word and the wall disappears to be replaced with a large, iron door. He fumbles with the lock for a moment and it swings wide open. As he walks in, a light appears on the tunnel ceiling. Along the walls are several large shelves, all filled with crates and boxes.

He will point to the crates, saying he stole them from the equipment storage areas for the Underdark caravans. The PCs will find all of their remaining equipment in the many crates and boxes. Once the PCs have finished re-equipping themselves, he will recommend they meet his master, Alkaros. If spellcasters ask, El'shad will give them two hours of time to memorize spells.

It is also at this point the PCs can honorably bow out, by offering payment of 4,000 XP/Tier in magic (for parties that obviously don't have the magic, take gold in similar amounts; milk the party for as much as possible without crippling their ability to defend themselves) to El'shad. El'shad will then lead them to the surface and the party can proceed to **Outcome Three**. The PCs have no hope of defeating El'shad, he will simply *teleport without error* back to his own personal lair. The PCs will then have to spend the next six months crawling around in the Underdark to make it back to the surface. Take them to **Outcome Four**. The PCs, if they agree, can continue.

"Raid the Cookie Jar" (optional encounter)

It is at this point that you must make a decision based on the remaining time in the game. If time is of the essence, then move down to "**Can We Fight?**". If not, you may move to this optional encounter.

El'shad moves quickly, making his way through the tunnels with ease. Finally the tunnels expand into a larger area. Four men are sitting around a small crate, apparently playing a card game. As they see you and El'shad enter, they rise, keeping their weapons in easy reach.

El'shad will tell the PCs that they are to go with these gentlemen to the surface for a raid on a warehouse. If any of the PCs refuse, El'shad will remind them of their agreement and his saving them. The characters have four options: they can still refuse, in which case a battle will break out; they can

renegotiate by offering to pay El'shad; they can go on the warehouse raid; OR they can wait for Alkaros to return.

In the case of the first option, go to **“Can We Fight?”**, but have Alkaros enter combat in Round 3. In the case of the second option, El'shad will except no less than 2,000 xp/level (use the highest level PC in the party to calculate), in magic items. Go to **Outcome Two**. For the third option, El'shad will promise the characters payment of 2,000GP/level (each character is paid individually based on his/her level) and an even split of any magical loot, continue with this Encounter. The fourth option has the PCs simply wait until Alkaros enters the room, use **“Can We Fight?”**.

The leader of the mercenaries moves your group through the caverns and tunnels with an almost expert precision. Soon you find yourselves in the sewers of the city, heading somewhere, you know not where. He reaches one of the manhole ladders and stops the group. “When we get up there, take out targets clean, non-lethal if possible. We get in and we get out, no random racing around, no waiting. Key term is stealth and quickness. The less we’re seen, the better.” Quickly the mercenaries race up the ladder, opening the manhole carefully and quietly.

The party has the opportunity here to escape, unnoticed. The mercenaries are only concerned about themselves at the moment and are not trying to keep track of the party. If they race up the ladder and move away from this warehouse and towards the shop that Lady Blacktree is in, they can make it; go to **Outcome Two**. If the party chooses then to attack the mercenaries, use the stats from **“Can We Fight?”**. The mercenaries will realize they are being double-crossed and make an effort to escape back into the sewers (where they will easily lose even Sewer Patrol members). Three rounds into any open battle, three watch members will come in and attempt to stop the melee (or at least alert the rest of the Night Watch to what is happening). If this occurs, the party will be arrested and sent to **Outcome One**. If the party simply follows the mercenaries to the warehouse, continue. Tailor to what the party may do (perhaps they will try to trap the mercenaries or alert the watch in some way?).

As you wait near a backdoor with the other mercenaries, one of them plays with the lock. The door opens silently inward and the mercenaries move inside. Inside the warehouse are dozens of crates and some furniture. What the mercenaries are targeting, though, lies further forward, an office.

Use Map #2. The only way the party will get the magic is if they find it. If somebody was smart enough to close the door, then the Watch will not notice until **TWO TURNS** have passed. If the door is left open, a Watch private will notice the open door and report back to the nearest officer in **ONE TURN**. Remember to stick to the search times! If a PC is alone, use the search time, if there is two, halve the search time, but that is it, sometimes too many hands can confuse more than help. Also remember that the party can do something, like trip up the mercenaries long enough to allow the Watch to catch them all, or something else. On who is holding what: If someone finds it, they keep it. The

mercenaries, when they are finished with their assigned work in the Office will move to areas at your discretion.

Try to keep track of who is holding what.

The mercenary Shadow-Runners are working to open a safe (4 rounds; B-1) for papers that expose a ring of thieves running the warehouse. Then they will go for another safe (2 rounds; B-3), then the desk (3 rounds; B-2). Finally, they will take a round to trash the room (just for fun).

Remind the PCs that it is Grand Theft to steal items from the warehouse, even if thieves operate it. All of the items in the warehouse are possible evidence in a City Watch investigation.

With the distant whistle of the Watch, the mercenaries quickly finish grabbing what they can and bolt for the back door. Once out of the warehouse they make their way to the manhole and back into the sewers.

It is at this point the party can decide to make a different path for themselves (again). If they make for the opposite direction of the whistle, they can make it out of the area. Go to **Outcome Two**. If the party captures the mercenaries, or otherwise causes them to get caught, allow the Watch to help clean up. Go to **Outcome One**. Otherwise, continue to **“Can We Fight?”**.

“Can We Fight?”

Summary: The PCs are allowed to meet with the leader, the person who was arranging the escapes from the prison. The PCs will instantly be identified for who they are and an attempt to dispose of them will be made.

Remember to play with the box text if the PCs were with the Shadow-Runners and get back with them. Things like El'shad leading and such will have changed.

You are led through the tunnels, twisting and turning. Soon you see light up ahead. As you enter, you notice (insert number according to Tier) men. One is dressed in a grey tunic and wields a gray staff in his hand. A holy symbol (religion check: Velsharoon) hangs from his neck. Seeing your group he looks at El'shad unhappily. “I ask you to get me more help and instead you bring these adventurers?”

El'shad walks over to the gray-robed man, “But master, these are no adventurers, they have committed heinous crimes, and were wanted by Blacktree’s guards. Surely that qualifies them for such a great task as you ask?” The man in gray snarls and shoves the small man in silk down (El'shad). “You fool, they aren’t what you think they are!”

It is at this point that Alkaros will attack. He has a *know alignment* running and can easily tell none of the PCs are evil. Alkaros will use every means at his disposal, including trying to grab a PC and ransom him/her. El'shad will not stay around, teleporting back to his private lair.

Combat Notes: Alkaros was a Necromancer prior to dual-classing to a Specialty Priest of Velsharoon. As such, he still retains his bonus spells (these are noted with a *). Spells that were cast prior to combat will be struck (and duration or other effects will be noted in parenthesis).

See DM Aid #3 for Powers and Abilities of SP of Velsharoon.

Tier 1: Party levels are 4-13

Alkaros hm dual- (W2)/P(sp)2 of Velsharoon: Int Genius; AL LE; AC 4 (*ring of protection* +2 + Dex 18); hp 12; THAC0 20; #AT 1; Dmg 1d6/1d6 (staff); SA Spells; SD nil; MR nil; SZ M; ML 16.

Spells

Wizard: 1st: *magic missile*, *grease*, *chill touch**;

Priest: 1st: *curse*, ~~*claws of velsharoon*~~ (2 claws), *protection from good*.

Crawling Claws (2): AL N; AC 7; hp 6; THAC0 20; #AT 1; Dmg 1d4 (armored foe), 1d6 (unarmored foe); SA Nil; SD Immune to death magic, charm, sleep, hold, turning, control undead, holy water; MR See Defenses; SZ T (hand); ML 20.

Tier 2: Party levels are 14-25

Alkaros hm dual- (W4)/P(sp)4 of Velsharoon: Int Genius; AL LE; AC 1 (*armor* + *ring of protection* +2 + Dex 17); hp 24; THAC0 18; #AT 1; Dmg 1d6/1d6 (staff); SA Spells; SD see below; MR nil; SZ M; ML 16.

Spells

Wizard: 1st: *chill touch**, *magic missile* x2, ~~*armor*~~ (12 points); 2nd: *blindness*, ~~*magic missile reflection*~~ (2 turns; activates via *contingency*, a gift from Crom), *spectral hand**; *web*;

Priest: 1st: *claws of velsharoon*, *curse*, *cause light wounds* x2, *protection from good*; 2nd: *heat metal*, ~~*resist fire*~~ (2 rounds), *silence*, 15' radius x2.

Tier 3: Party levels are 26-37

Alkaros hm dual- (W6)/P(sp)6 of Velsharoon: Int Genius; AL LE; AC -1 (*ghost armor* + *ring of protection* +2 + Dex 16); hp 36; THAC0 18; #AT 1; Dmg 1d6/1d6 (staff); SA Spells; SD see below; MR nil; SZ M; ML 16.

Spells

Wizard: 1st: *chill touch**, *magic missile* x4; 2nd: *agannazar's scorcher*, *blindness*, ~~*magic missile reflection*~~ (2 turns; activates via *contingency*, a gift from Crom), *spectral hand**; 3rd: ~~*ghost armor*~~ (5 rounds), *lightning bolt*, *paralyze**;

Priest: 1st: *claws of velsharoon*, *curse*, *cause light wounds* x2, *protection from good*; 2nd: *heat metal* x2, ~~*resist fire*~~ (3 rounds), *silence*, 15' radius x2; 3rd: *cause disease*, *dispel magic*, *meld into stone*.

Tier 4: Party levels are 38+

Alkaros hm dual- (W8)/P(sp)8 of Velsharoon: Int Genius; AL LE; AC -3 (*ghost armor* + *ring of protection* +2 + Dex 18); hp 48; THAC0 16; #AT 1; Dmg 1d6/1d6 (staff); SA Spells; SD see below; MR nil; SZ M; ML 16.

Spells

Wizard: 1st: *chill touch**, *magic missile* x4; 2nd: *agannazar's scorcher*, *blindness*, ~~*magic missile reflection*~~ (2 turns; activates via *contingency*, a gift from Crom), *spectral hand**; *web*; 3rd: ~~*ghost armor*~~ (7 rounds), *mummy touch*, *lightning bolt*, *paralyze**; 4th: *belyn's burning blood**, *evard's black tentacles*, ~~*minor globe of invulnerability*~~ (6 rounds);

Priest: 1st: ~~*claws of velsharoon*~~ (8 claws), *curse*, *cause light wounds* x2, ~~*protection from good*~~ (5 rounds); 2nd: *aid* (4 rounds; +8 hp), *heat metal* x2, *silence*, 15' radius x2; 3rd: *cause disease*, *dispel magic* x2, *meld into stone*; 4th: ~~*free action*~~ (7 turns), ~~*protection from lightning*~~ (80 pts), *poison*.

Note: Alkaros has undergone a *Velsharoon's death pact*, and as such will be instantly *teleported* away when he dies or when he calls out a secret word. Nothing short of a *ward against teleportation* would prevent him from escaping (and *ward* requires a turn to prepare).

Shadow-Runners

Tier 1: Party levels are 4-13

Eric hem multi- F1/W1/T2: Int High; AL LN; AC 2 (*ghost armor* + Dex 15); hp 12; THAC0 20 (19; Str 18/01); #AT 1; Dmg 1d8+3/1d12+3 (long sword + Str 18/01); SA Spells, Backstab (+4 hit, x2 dmg); SD nil; MR nil; SZ M; ML 14.

Spells: *magic missile*

Roger hm F2: Int Avg; AL CN; AC 4 (chain mail + Dex 15); hp 28; THAC0 19 (18; Str 18); #AT 1; Dmg 1d8+2/1d12+2 (long sword + Str 18); SA none; SD nil; MR nil; SZ M; ML 12.

Richard hm W(In)2: Int Genius; AL N; AC 3 (*ring of protection* +3 + Dex 18); hp 12; THAC0 20; #AT 1; Dmg 1d4/1d3 (dagger); SA Spells; SD nil; MR nil; SZ M; ML 13.

Spells: *burning hands*, *magic missile*

Leonard hm T3: Int High; AL N; AC 5 (studded leather + Dex 16); hp 18; THAC0 19; #AT 1; Dmg 1d8+1/1d12+1 (long sword + Str 16); SA Backstab (+4 hit, x2 dmg); SD nil; MR nil; SZ M; ML 13.

Tier 2: Party levels are 14-25

Eric hem multi- F3/W3/T4: Int High; AL LN; AC 1 (*ghost armor* + Dex 16); hp 31; THAC0 18 (17; Str 18); #AT 1; Dmg 1d8+2/1d12+2 (long sword + Str 18); SA Spells, Backstab (+4 hit, x2 dmg); SD nil; MR nil; SZ M; ML 14.

Spells: *magic missile* x2; *agannazar's scorcher*

Roger hm F4: Int Avg; AL CN; AC 3 (chain mail + Dex 16); hp 56; THAC0 17 (15; Str 17 + spec); #AT 3/2; Dmg 1d8+3/1d12+3 (long sword + Str 17); SA none; SD nil; MR nil; SZ M; ML 12.

Richard hm W(In)4: Int Genius; AL N; AC 2 (*ring of protection* +4 + Dex 18); hp 24; THAC0 19; #AT 1; Dmg 1d4/1d3 (dagger); SA Spells; SD nil; MR nil; SZ M; ML 13.

Spells: *burning hands*, *magic missile* x3, *agannazar's scorcher* x2, *invisibility*

Leonard hm T5: Int High; AL N; AC 4 (studded leather + Dex 17); hp 30; THAC0 18; #AT 1; Dmg 1d8+1/1d12+1 (long sword + Str 16); SA Backstab (+4 hit, x3 dmg); SD nil; MR nil; SZ M; ML 13.

Edward hem F3: Int Avg; AL N; AC 5 (Chainmail); hp 37; THAC0 18 (17; spec); #AT 3/2; Dmg 1d8+2/1d12+2 (long sword + spec); SA nil; SD nil; MR nil; SZ M; ML 12.

Tier 3: Party levels are 26-37

Eric hem multi- F5/W5/T6: Int High; AL LN; AC 1 (*ghost armor* + Dex 16); hp 49; THAC0 16 (14; Str 18/51); #AT 1; Dmg 1d8+3/1d12+3 (long sword + Str 18/51); SA Spells, Backstab (+4 hit, x2 dmg); SD nil; MR nil; SZ M; ML 14.

Spells: *burning hands*, *magic missile* x3; *agannazar's scorcher*, *invisibility*; *lightning bolt*

Roger hm F6: Int Avg; AL CN; AC 2 (chain mail + Dex 17); hp 72; THAC0 15 (13; Str 18/01 + spec); #AT 3/2; Dmg 1d8+5/1d12+5 (long sword + Str 18/01 + spec); SA none; SD nil; MR nil; SZ M; ML 12.

Richard hm W(In)6: Int Genius; AL N; AC 1 (*ring of protection* +5 + Dex 18); hp 36; THAC0 19; #AT 1; Dmg 1d4/1d3 (dagger); SA Spells; SD nil; MR nil; SZ M; ML 13.

Spells: *burning hands* x2, *magic missile* x3; *agannazar's scorcher* x2, *invisibility*; *dispel magic*, *lightning bolt* x2

Leonard hm T7: Int High; AL N; AC 3 (studded leather + Dex 18); hp 42; THAC0 17; #AT 1; Dmg 1d8+1/1d12+1 (long sword + Str 16); SA Backstab (+4 hit, x3 dmg); SD nil; MR nil; SZ M; ML 13.

Edward and George hem F5: Int Avg; AL N; AC 2 (Chainmail + Dex 17); hp 55; THAC0 16 (13; Str 18/51 + spec); #AT 3/2; Dmg 1d8+5/1d12+5 (long sword + Str 18/51 + spec); SA nil; SD nil; MR nil; SZ M; ML 17.

Tier 4: Party levels are 38+

Eric hem multi- F6/W6/T7: Int High; AL LN; AC 1 (*ghost armor* + Dex 16); hp 56; THAC0 15 (13; Str 18/51); #AT 1; Dmg 1d8+3/1d12+3 (long sword + Str 18/51); SA Spells, Backstab (+4 hit, x3 dmg); SD nil; MR nil; SZ M; ML 14.

Spells: *burning hands* x2, *magic missile* x2; *agannazar's scorcher*, *invisibility*; *lightning bolt* x2

Roger hm F7: Int Avg; AL CN; AC 1 (chain mail + Dex 18); hp 73; THAC0 14 (10; Str 18/00 + spec); #AT 2; Dmg 1d8+8/1d12+8 (long sword + Str 18/00 + spec); SA none; SD nil; MR nil; SZ M; ML 12.

Richard hm W(In)7: Int Genius; AL N; AC 0 (*ring of protection* +6 + Dex 18); hp 32; THAC0 18; #AT 1; Dmg 1d4/1d3 (dagger); SA Spells; SD nil; MR nil; SZ M; ML 13.

Spells: *burning hands* x2, *magic missile* x3; *agannazar's scorcher* x2, *invisibility* x2; *dispel magic*, *lightning bolt* x2; *otiluke's resilient sphere*, *polymorph self*.

Leonard hm T9: Int High; AL N; AC 3 (studded leather + Dex 18); hp 58; THAC0 17; #AT 1; Dmg 1d8+1/1d12+1 (long sword + Str 16); SA Backstab (+4 hit, x4 dmg); SD nil; MR nil; SZ M; ML 13.

Edward, George, and Gregory hem F7: Int Avg; AL N; AC 0 (Plate mail + Dex 17); hp 73; THAC0 14 (11; Str 18/51 + spec); #AT 2; Dmg 1d8+5/1d12+5 (long sword + Str 18/51 + spec); SA nil; SD nil; MR nil; SZ M; ML 17.

The *ring of protection* +3 only works on that NPC. Once he is dead or it is removed, it is worthless. As soon as the battle ends, the PC's disguises dissolve.

“Dark Foretellings”

Summary: The party has defeated Alkaros and his men. They find several people who were previously caught trying to infiltrate The Underground. One of these is an agent of Charles Blacktree...

Change the following based on whether the party captures the villains alive or dead.

As you look over the scene of the battle, all you can see are bodies, but not the gray-robed man. There is also noticeable difference in the texture of stone. You also notice your forms have returned to their original.

Gerron spell ends with the battle. With Alkaros gone an illusion spell he cast no longer functions and so the secret door is apparent. The wall holds a secret latch. Behind one of the bricks is a switch that causes the wall to shift open. Inside is Alkaros' lab, and some prison cells. Alkaros was smart enough to see through most disguises and managed to capture many agents that had been sent to find him and The Underground. There are four cells, all are occupied.

Cell One: *Kesmon Brightblade* (LN dm F4): Kesmon was the architect for the Underdark prison complexes and the many outposts. He is currently at 1 hp from torture at the hands of Alkaros. Kesmon explored the pathways that lead out of the caravan route and attempted to follow them, but found Alkaros and his men instead. He will be very grateful for assistance, and will help the party get back to the surface.

Cell Two: *Lystral* (NG hef dual- F8/W9): Lystral is an agent of the Harpers. She has been working in the city quietly for the last year, ever since the Harpers uncovered part of the plot by the Cabal of the Moon's Blood. Her path crossed that of the Shadow-Runners several months ago and she agreed to join them. Her teammates betrayed her to Alkaros for a substantial reward. She is currently at 0 hp and requires healing that will bring her past 5 hp to regain consciences. She will be very grateful and will remember the party-members when she reports to her superiors.

Cell Three: *Becker Winston* (CG hm T5): Becker was working for Lord Blacktree and had infiltrated The Underground. He got caught when one of the 'Runners saw him up-top with a City Guardsman. He has been able to pick his way out of his cuffs and has been waiting for a time when he can sneak out. He will be glad to see the party and will promise not to forget what they did.

Cell Four: *Carter* (NE hm W14): Carter is an agent of the Cult of the Dragon. While he was intrigued by The Underground, he was more interested in leaving the Underdark than doing any "grunge work" for Alkaros. He is currently at -5 hp, having recently been subjected to a powerful disease. In order to save Carter, a party will have to use healing magic and then somehow *cure* the disease that he is afflicted with. While Carter will remain evil, he is not stupid. He knows the only way to get out alive is by cooperating. If he survives and makes it out to report (unlikely since Becker knows who he is), he will not forget the party's generosity.

At the far end of the laboratory is the door to Alkaros' private living quarters. When the party enters, read the following:

As you open the door, you see a nicely furnished bedchamber. In the center, with her back to you, is a tall lady wearing dark-blue robes that cling to her suggestively. Long, black hair cascades down her back, with almost a hint of blue in it. She slowly turns, and you can see she is no older than twenty winters. The most striking feature is her eyes, dark-blue which seem to dance with arcane fire. She smiles coldly at you, "I see you have finished him. This is good."

This is not an avatar of Mystra, nor an avatar of Hecate. It is a being known as Tehtravese. She will not let on that, though. She only smiles if asked if she is Mystra and frown if asked if she is Hecates. She will nod if asked if she knew Alkaros. She will frown if asked if she was his ally or was helping him. PCs can feel free to cast divinations. They reveal nothing. Hostile magic will be reflected back for two times the maximum damage of the original, only on the caster (meaning a fireball would erupt upon the PC that cast it, but would not expand and deal damage to other PCs). She will stand there, gauging the PCs for three rounds, listening to questions, usually ignoring them. Then read the following:

The woman smiles coldly again. "Alkaros broke our agreement. I do not give knowledge for free. Nothing I give

is free." She smiles again and then is no longer there. A dark chill runs through each of you.

Nothing more can be learned save Tehtravese (pronounced TEH-JRA-VAY) is a powerful servant. If the party does a full search of the room (which requires a turn and one member to make a successful half-Intelligence check), they will discover a list of prisoners that went through The Underground. Other papers detail what passages are used for The Underground and where most escapees leave from.

Another note of interest is the fact the quarters are large enough (and appear lived in) for two people. The closets not only have Alkaros' clothing, but clothing for a female (it is Sarkara's clothing, and is sized differently than the Tehtravese). Inside one of the dresses is a small note from Sarkara, confirming the fact she has escaped and is still in the city. Somewhere. Under the bed is a box containing 10,000 gp in star sapphires.

Outcome One "Going Home"

Summary: The PCs are successful.

As you are led to the surface, you cannot help but wonder about what has happened while you were underground. It has been many tendays since you have seen the sun's light. As you crawl out of a sewer manhole, you feel the morning's rays on your face. The skyline tells you that you are only a few blocks from your destination.

You make your way to the bakery where your adventure began, avoiding most of the morning bustle. Just as you are nearing, three officers come around the corner. The officers wave to your group as they pass, and you notice they are smiling. Seeing no pastries, you remember you are no longer prisoners.

The door opens and you see Lady Blacktree. She smiles as she sees you and those who you have in tow. Rushing your group in, she hurriedly awaits your report. She seems elated at your words.

She offers to escort you to a place where you can clean up, and rest. It is mid-morning as you are lead uptown to the Temple District. There you are healed and (finally) allowed to clean the dirt of one moon of prison life from your bodies.

Those who are Knights or Squires will receive a Chivalry Point (based on their actions).

If the party saved Lystral, she will see that the Harpers take notice of their efforts (each PC receives a *Recognition* certificate). This recognition is not important now, but might lead to future good (or bad) things for the PC.

Lady Blacktree offers each PC a sum of 10,000 gp (remember the ones that got paid at the beginning of the module, they would not receive the cash) for their help. PCs may give up

this sum for a selection from the list below provided the party did not steal from the warehouse.

If they stole from the warehouse, they will not receive the offer for the magic below. Those who stole from the warehouse will receive a “Thief!” Negative Chivalry Point/Infamy Point.

Each PC may select only one item from the following list (based on the above restrictions). There is only one of each item.

- *Bastard sword +2, “Deathstryke”*
- *Bracers of power (10 charges)*
- *Gauntlets of the Faithful Knight*
- *Ring of minor maxing (5 charges)*

The bracelets that Lady Blacktree gave the group lose their magic one tenday after the adventure is over. She does not ask for them back. They are worth 100 gp.

Outcome Two “Jailbirds”

Summary: The party is caught by the Watch, whether deliberately whilst holding some of Alkaros’ men or while combating Varce’s men.

You are brought back to the surface, and wait in the jail for hours, days it seems. The guard finally comes to release you, and you are lead into a private room, where Lady Blacktree waits. She appears upset.

As soon as Katherine enters the room, the PCs will return to the original appearance, startling the guards. Depending on what the PCs did, she will not be happy. While she can have Charles pardon them, they have seriously jeopardized the mission. If the PCs got the Shadow-Runners captured, she will be less upset. She will pay each PC 10,000 gp and will tell them she will make sure that their records are cleared.

The bracelets that Lady Blacktree gave the group lose their magic one tenday after the adventure is over. She does not ask for them back. They are worth 100 gp.

Outcome Three “Early Edition”

Summary: The party is able to get away from Alkaros and his men and get back to the bakery where Lady Blacktree was stationed.

As you make your way through the streets, you watch for City Guards, but luckily see none. Your anxious knocks resound through the merchant district. It seems you wait for hours, finally there is a shuffling of feet and an older gentleman wearing an apron opens the door. He looks your

group over, “We’re closed.” A hand slips onto his shoulder and Katherine Blacktree looks over from behind him, “They are friends.”

You are brought back upstairs. She listens to your report, appearing worried. She nods when you are finished. “Very worrying, Charles will be upset about this. I hope some way can be found to end this. I am very glad you made it back in one piece.”

Each PC will notice they have returned to their original form. Each PC is offered 10,000 gp by Lady Blacktree as a reward for their help.

The bracelets that Lady Blacktree gave the group lose their magic one tenday after the adventure is over. She does not ask for them back. They are worth 100 gp.

Outcome Four “Can You Hear the Shot in the Dark?”

Summary: The party has escaped with their equipment, but without a guide.

You have spent countless hours, maybe days or tendays, exploring, looking for the right paths. It is very hard, but there are signs that even the untrained can notice. The occasional movement in the darkness, though, makes you wonder if you are being followed or not. It appears you will be trapped down here a while.

The PCs are trapped for the next six months (mark TRAPPED on the character tracking form). Luckily, they manage to get out alive. Unfortunately, nobody knows where he or she is for those six months. There is barely enough food to survive, and the PCs will be extremely malnourished when they return. They will break surface some several miles outside the city. If they bother returning, Lady Blacktree will be alarmed and happy they survived. She will give them each 10,000 gp.

The bracelets that Lady Blacktree gave the group lose their magic one tenday after the adventure is over. She does not ask for them back. They are worth 100 gp.

Here ends “The Underground”

Experience Point Summary

Experience is calculated as follows for Living City events.

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

Levels 4-13 x 1

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

PCs should get the experience for the tier for which they qualify; regardless of which tier is actually played. For example, if you have a Tier 3 group and 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 Three

Defeated zombies 25 xp

Encounter Six

Subdued Guard(s) 25 xp

“Can We Fight?”

Defeated Villains 500 xp

Encounter Ten

Found and Saved ALL captives 150 xp

OR

Some of the captives died 50 xp

OR

Only Carter died 100 xp

Max Experience for Objectives 700 xp

Role-playing Experience 0-500 xp

Total Possible Experience 1,200

Tier 2 2,400

Tier 3 3,600

Tier 4 4,800

Treasure Summary

If it is not listed below, the PCs can't keep it.

Note: It is impossible for a party to acquire all items listed. Follow the module text for the stated encounters.

Encounter Eight

All of the loot in the warehouse was stolen, and is confiscated by the Watch. If the PCs hold something back, it is mysteriously stolen the following tenday.

Encounter Ten

- 10,000 GP in star sapphires

Outcome One

- Recognition -- Harpers (see below)
- *Bastard Sword* +2, “*Deathstryke*” -- This *bastard sword* +2 constantly hums and glows a bright green when unsheathed. It can only be wielded by Good beings, and will emit a piercing scream if held by Neutral beings. Evil beings receive 12 damage per round they touch the sword. Once per adventure, the wielder of *Deathstryke* can choose a target. Against that target, *Deathstryke* will deal double damage dice for five rounds. Once a target is chosen, it cannot be changed within that adventure. *Deathstryke* is considered Neutral Good, with Ego 12

and Int 12. The wielder will hear the word “Strike!” when the double-damage power is in use. The weapon’s humming cannot be silenced by any means.

- *Bracers of Power* -- These magical bracers work as *bracers of defense AC 8*. However, they have 10 charges, and the use of a charge increases their protection according to the chart below. The bracers cannot be recharged. When the last charge is expended, the *bracers* become *bracers of defense AC 8*.

AC 7 for one turn	one charge
AC 6 for one turn	two charges
AC 5 for one turn	four charges
AC 3 for one turn	six charges
- *Gauntlets of the Faithful Knight* -- This pair of plate gauntlets can be fit with a suit of plate armor, and if paired with magical plate armor, the armor and gauntlets are counted as one item against a paladin’s magic item limit. Upon the hands of a paladin, these gauntlets enhance his or her healing abilities, doubling the hit points healed by their *lay on hands* ability once per adventure.
- *Ring of Minor Maxing* -- This finely crafted gold ring will modify any one spell cast to the maximum of any variable (only one part of the spell can be maximized: range, duration, or area of effect, NOT damage), or double it for set numbers. Each use (spell effected) drains one charge. The ring has five charges, and can never be recharged.

Outcome 1-4

- 10,000 GP each from Lady Blacktree

Knights/Squires

Chivalry Point -- The Squire/Knight must have not only acted valiantly in the face of his or her foes, but saved the lives of fellow knights and agents of the city and other goodly organizations. Knights and Squires cannot receive this and the Thief infamy point. Because Carter is not a good person, he does not count against the Squire/Knight’s deeds, though every effort must have been made to save him.

Fame

None -- This mission was secretive enough that they will not garner any fame.

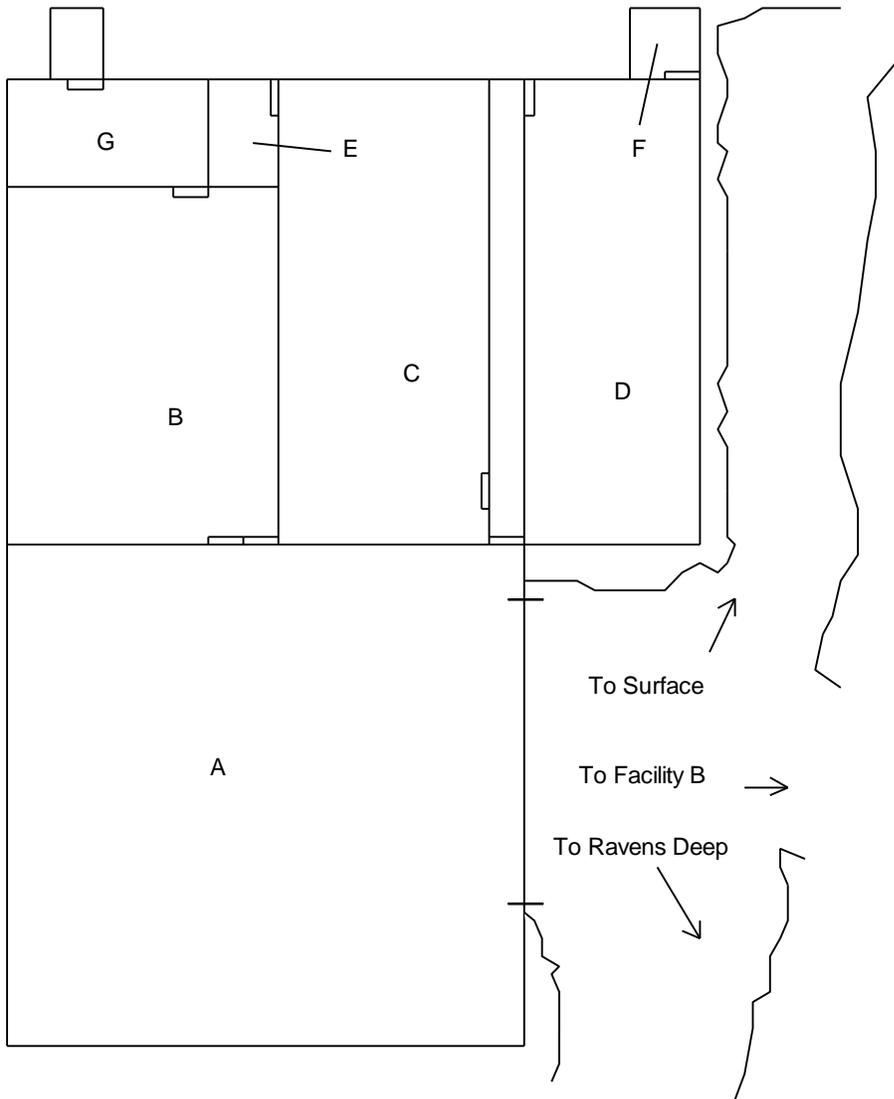
Recognition

Harpers -- This character’s actions unknowingly helped save a Harper agent. The Harpers have long memories, and this might lead to good things for some, and bad for others.

Infamy

Thief! -- “You aided and/or abetted in the theft of items from the private property of another.” Knights and Squires receive a Negative Chivalry Point and must present this at the next opportunity to a Knight’s Council Representative and receive an appropriate punishment. City Watch PCs immediately are booted out. This is considered an Infamy Point as well.

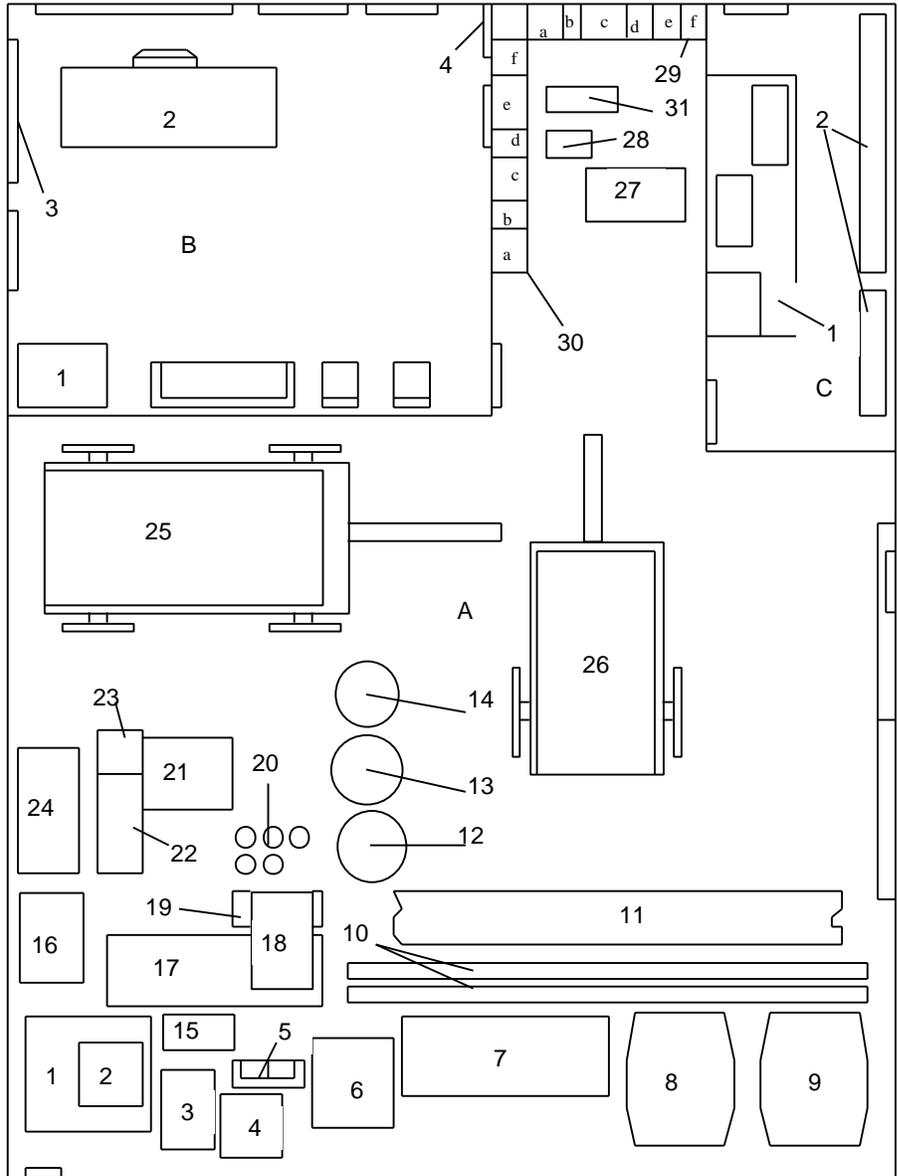
Map #1 "Underdark Prisoner Holding Facility A" (Encounters 3-5)



Key:

A -- Common Room; B -- Dining Area; C -- Men's Sleeping; D -- Women's Sleeping;
E -- Men's Wardrobe; F -- Women's Wardrobe; G -- Kitchen

Map #2 "Warehouse Raid" (Encounter 8)

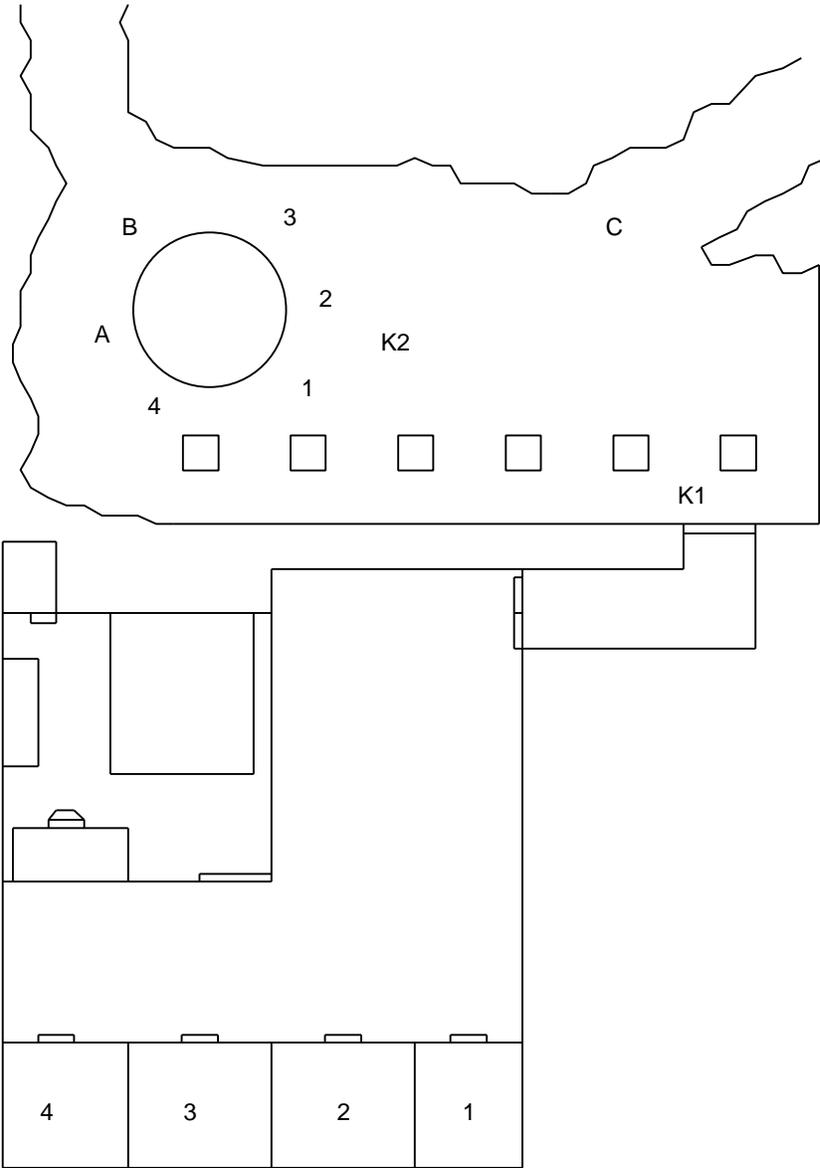


Map #2 Key

- A** This is the main warehouse. It is where most stuff is stored. It is very large and has recently become very filled with equipment and various sundries.
- A 1** This crate contains pieces of chairs, a total of three.
- A 2** This crate holds a large winch, used for loading on ships.
- A 3** This crate is holding grapefruit.
- A 4** This crate holds several canisters filled with grease.
- A 5** This is a large couch, covered in a leathery tarp. It appears to be of Kara-Turan make, and is quite expensive (12,000 GP).
- A 6** Within this crate are sheets of metal, most likely used in the production of armor.
- A 7** This long crate holds custom-made beams. It might be for a ship.
- A 8** This very large (60 gallon) keg holds fresh water.
- A 9** This very large (60 gallon) keg holds some foul-smelling liquid (Grog).
- A 10** These two large beams are awaiting movement to the shipyards. They might not be long enough, though for a main mast. Most likely they will be shaved to fit for a mizzen mast.
- A 11** This very large amount of cloth has a future as a ship's main sail. It is standard quality.
- A 12** This large (20 gallon) keg holds ale.
- A 13** This large (20 gallon) keg holds a strange mixture of sand and larger, metallic-looking particles. (This is smoke-powder being illegally smuggled in by the band of thieves that operates this warehouse.)
- A 14** This large (20 gallon) keg holds a strange-smelling fluid (gasoline, recently invented in Halruaa).
- A 15** This crate is as tall as a normal person. It holds a bar and hanging clothing. Assorted styles and fits.
- A 16** This crate holds varied tools.
- A 17** This long crate is filled with saw-dust. Inside is multiple pieces of art worth a fortune (25,000 GP).
- A 18** This crate is very small and holds some pieces of art worth 2,000 GP.
- A 19** This crate holds several hundred pounds of balled string.
- A 20** These small (5 gallon) kegs hold water, ale, Grog, and gin.
- A 21** This crate has several game-hunting trophies.
- A 22** This crate, labeled "Fragile" is filled with saw-dust. Somewhere in the saw-dust is hidden parts to seven Gondgunnes, likewise being smuggled into Ravens Bluff.
- A 23** This crate holds two sets of china.
- A 24** This large crate holds nearly a hundred swords.
- A 25** This large carriage can hold six people plus two drivers.
- A 26** This large cart can carry both of the 60-gallon kegs, it is that large.
- A 27** This large chest is locked. Inside is a fine set of china and silverware, worth 500 gp.
- A 28** This small chest is locked. Inside is a ship-in-a-bottle and a book on the history of the Netheril city-state Grog, along with detailed history on the drink.
- A 29** All are locked and require 1 round to check.
- A 29a** This one has a small satchel with a spellbook, titled "*Braving the Elements.*"
- A 29b** This one has a small case. Inside the unlocked case are two places where one would put *bracers of defense*.
- A 29 c-f:** All empty.
- A 30** See A 29.
- A 30a** This one has a small case. Inside the locked case are empty spots for six throwing stars.
- A 30 b-f:** All empty.
- A 31** This chest is locked and trapped with a poisoned needle. Save vs. poison or fall asleep for six rounds. Inside are several sets of thieves' picks, some thief equipment (choose from the Thief's Handbook), and at the bottom a locked case. Inside the case are five small *cubes of mystical vanishing*.
- B** This is the main office. The Shadow-Runners will go for this room first. Inside is some chairs and a couch for folks to sit and wait, along with a safe, and many framed paintings. Beautiful ships, beautiful women, and beautiful sea-views of the ports of Ravens Bluff and Waterdeep.
- B 1** This safe is over two tons of steel. The door alone could take ten men to lift. A *weighty chest* spell has been cast on it by a spellcaster under the effects of an *enlarge*, making the safe four tons if someone other than him tries to lift it. It would take 7,000 points of damage to break the door, in the process destroying whatever is within. The Shadow-Runners go for this first. It is opened in four rounds of careful picking, twisting, and playing with. The lock is a combination tumbler involving two keys. Any thief that is not an expert in locks (more than three slots in the Locksmithing proficiency and 95% Open Locks) would never open it. It requires four successful Open Locks rolls, with a -80%, -65%, -50%, and -40% penalties on these four rolls (in order). Inside are papers tracking the smuggling operations throughout the ring the warehouse owners hold. With these papers, the Underground hopes to blackmail the ring into helping them. Using these papers, the City Watch could bust over a dozen thieves operating in Ravens Bluff, and shut down several smuggling operations, including a slavery operation owned by a drow thief by the name of "Arthour."

- B 2** This is the owner's desk. All of the drawers are locked. This will be the third target of the Shadow-Runners, and will be started on in the seventh round. Inside are more papers showing millions of gold pieces being laundered through the warehouse. Also are shown several legit operations involving shipbuilding projects and storage for several ship owners such as Rear Admiral Quincy Blackmantle.
- B 3** This painting hides a safe. The Shadow-Runners will spot it in the fifth round they have been in the office. Inside the locked safe is tradebars worth 12,000 GP.
- B 4** This hidden safe is very unnoticeable. Inside is 50,000 GP in platinum tradebars. Also inside is a *brooch of comfort*.
- C** This is a cold storage room. It is cooled by brown mold. PCs standing in the room for more than four rounds are chilled for 1d4 points of damage each round thereafter.
- C 1** This room is for goods that require very cold storage (0 to 50; F). The farther in the room, the colder it gets. Staying in the front part of this room for more than 2 rounds they will be chilled for 1d4 points of damage each round thereafter. In the far back, staying for more than 1 round will get the character frozen for 1d4 damage per round for 4 rounds and 1d6 every round after that. Inside a small box near the front is a box of fruits. In the box is an apple that has a blue tag on it. This is an *apple of healing*. It requires three rounds to find the apple if someone is searching using *detect magic*, because the thieves cast a *protection from fire* enchantment on the box and the lingering aura makes it a pain to discern magical auras inside the box. It requires five rounds without *detect magic*.
- C 2** These shelves are filled with fine wine. Among the wines are four bottles of Everquisst. There are three bottles of Zzar, a spice wine from Calimport. Also there is seven bottles of Neverwinter Mintwater, and a bottle of green, strange-smelling liquid. It is called "Eltherian Zime," and is extremely intoxicating.

Map #3 "The Hideout Battle" (Encounter Eight/Nine)



DM's Aid 1 "Gerron"

Gerron

(Lord of Secrets, Keeper of the Hidden, Patron of Spies, Leira's Hand, Consort of the Mistshadow)

Demipower of Prime Material Plane, CN

Portfolio:	Secrets, hidden knowledge, spies, hidden items, illusions, magic that hides or obscures
Aliases:	None/Unknown
Domain Name:	Toril/Faerž n
Superior:	None (previously Leira)
Allies:	Leira (now dead), Thoth, Selž ne, Valkur the Mighty
Foes:	Shar, Cyric, Gargauth, Umberlee, Mask
Symbol:	Triangle with a silver circle within its peak and grey mists flowing downward
Wor. Align.:	Any

Gerron (GEAR-on) is the god of secrets, and those who hold them. He held alligence to Leira, while she lived. He is typically worshipped by those who must hold confidences or dire secrets. While Shar delights in dark mystery for harm to others, Gerron holds secrets to something that should only be given to the worthy. His dominion extends to knowledges not discovered, though he lets these things be known at his whim. This has brought him scorn from Oghma, Mystra, Savras, and Tyr, all gods who hold knowledge or truth in their purview. He holds the greatest power over obscuring that which is not yet known to discovery. He holds this power even to the exclusion of other deities, a gift from now-dead Leira. While he enjoys holding the dark whisperings of mortals and gods alike, he has been known to release such knowledge at surprising moments. He is a dark and moody power, prone to long silences and staring into the souls of others. Among his enemies, he considers Mask a traitor, though not for reasons most surmise.

Gerron's Avatar

(Illusionist 25, Thief 22, Cleric 18, Fighter 13)

Gerron appears as a man wearing black leather armor with dark purple eyes and long, black hair. He can assume any form, but will always retain a mane of long, black hair. He can cast spells from any school or sphere, but prefers illusions and magic that obscures or hides.

AC -6; MV 15, Fl 20; HP 183; THAC0 8; #AT 5/2; Dmg 1d8+13 (*Darkbane* +4, +7 STR, +2 spec. bonus in long sword)

MR 70%; SZ M (6 feet) or L (12 feet)

Str 19 Dex 22 Con 19 Int 23 Wis 23 Chr 17

Spells P:8/8/8/6/4/2, W:6/6/6/6/6/6/6/5*

Saves: PPDM 4, RSW 3, PP 5, BW 5, Sp 4

* Assumes one extra illusion/phantasm spell per level.

Special Att/Def: Gerron can maintain any spell from the school of illusion indefinitely after casting it. Gerron carries the long sword *Darkbane* at all times. *Darkbane* is a *long sword* +4 that deals double damage to all magic-wielding beings it strikes. It can absorb or reflect 50% of all magical

attacks back at their source. It can cleave through any and all barriers, as well as enhance or disrupt any illusion it touches.

Gerron's knowledge of the darkness within other's souls allows him to anticipate their actions and motivations, giving him initiative even when facing divine or immortal enemies. By gazing into the eyes of another being, he can see within their mind, know everything they know, and remember it with clarity as if he had experienced the foreign memories. This ability works automatically on mortals, regardless of magical or innate protections, while deities of a status higher than Lesser are immune.

Gerron's presence negates all immunities to illusions, save those of deities. He can obscure any object, place, or person by thought alone. This obscurement operates even against the eyes of Demi and Lesser powers. He can continue to cast illusion spells even after he has surpassed his daily limits. Gerron can see through any illusion, lie, or other attempt to obscure, even those of other deities. Gerron is immune to all illusions, enchantments, and mind-altering magic he does not wish to be effected by. Gerron can *shapechange* at will, and can use all of the form's powers and abilities, while retaining alignment and intelligence.

Other Manifestations

Gerron sometimes appears as a silver wolf with purple eyes. In this form he typically guides followers to secret caches and holds. He shows his favor by the appearance of a ghost ship that leads to secret harbors and islands. Adventurers seeking a great treasure or secret passage occasionally find a purple nimbus surrounding a secret door or lining a pathway towards their goal.

The Church

Clergy: Specialty priests, clerics, and illusionists

Clergy's Align: NG, CG, N, CN

Turn Undead: SP: Yes, C: Yes, Ill: No

Comm. Undead: SP: No, C: No, Ill: No

All specialty priests and clerics of Gerron receive religion (Faerunian) as a bonus nonweapon proficiency. All clergy must take the Disguise nonweapon proficiency.

Gerron has few temples in the Realms, since most of his followers only found small cults. There are many shrines to the Lord of Secrets throughout the Inner Sea area, hidden deep within cities. He holds his primary interest in the Pirate Isles, where he is called upon to aid salvage operations and treasure hunters. He has slowly been extending his grasp into the field of politics, building contacts in the Inner Sea cities.

The clergy of Gerron consists of a large amount of specialty priests. Full 50% of the clergy are specialty priests, 30% are clerics and the rest are illusionists. After the Godswar and Leira's death, Gerron's powerbase began a steady comeback. He has resisted removing himself to the Outer Planes, believing he serves his best interest by remaining where he is. While he has acquired a considerable following, he is still held back by the lack of followers in other Inner Sea cities.

Gerron has little or no real hierarchy within his church, since worship is so locally based. The only true leaders are

those few who were members before the Godswar. Gerron is unknown outside of the Sea of Fallen Stars.

Titles are eschewed for the benefit of keeping outsiders from understanding the faith.

Dogma: Priests of Gerron hold to the belief that knowledge is power. The more you hold, the more powerful you are. Accumulating and hoarding are the bread and butter of the faith. Blackmail is for those who worship money, not Gerron. If that which you can hide is better than that which is known, you increase the drive of others. It is not wrong to hold something in confidence or hide that which you have from others, for it gives them the reason to continue their prying. Without secrets the world would be dreary indeed, the want, the need to know would be gone.

Day-to-Day Activities: Everyday is different from the last. Nothing should be consistent, else others would know. Most priests will use disguise on themselves and change disguises throughout the day, always once at Highsun.

Holy Days/Important Ceremonies: Once a year, at a location kept secret and changed every two years, a grand meeting is held. The time likewise varies, depending on the whims of the current "Seat." Many of the priesthood attend this festival, known as "the Secret Seating." At this festival, priests trade secrets, walk undisguised, and speak only the absolute truth. A secret election is then held to decide who will host the next event.

Major Centers of Worship: There exist only a few shrines, most scattered about the Inner Sea, deep within the cities there. The largest shrine lies somewhere within the Pirate Isles, known only to a select few priests. This is where Gerron commonly can be found.

Affiliated Orders: There are no knightly orders of Gerron. A small group of Bards exist that travel the Sea of Fallen Stars, gathering info and suppressing knowledge best left hidden. This group, known as the Holders, commonly infiltrates Guilds, learning all that can be known and reporting the most sensitive of info to the church.

Priestly Vestments: Behind closed doors, priests of Gerron hold to dark clothing with silver trim. Those who seek to uncover knowledge for power and wealth always frown upon; outward exposure of priesthood as it invites intrusion.

Adventuring Garb: Adventuring priests garb in whatever suits them, and hide their holy symbol by use of a false symbol. Gerron accepts the open wearing of symbols other than his own, and in fact encourages this false use unofficially, as it can protect his priesthood.

Specialty Priests (Mystifiers)

Requirements:	Intelligence 13, Wisdom 13, Charisma 14
Prime Req.:	Intelligence, Wisdom
Alignment:	CG, CN
Weapons:	Any
Armor:	All armor types up to and including plate mail; no shields
Major Spheres:	All, astral, charm, divination, healing, numbers, protection, thought
Minor Spheres:	Chaos, guardian, travelers
Magical Items:	Any usable by Priests and Illusionists
Req. Profs:	Disguise (see above)

Bonus Profs: Reading/writing (Common)

- Humans and half-elves can become mystifiers.
- Mystifiers can select nonweapon proficiencies from the Rogue group for no additional cost.
- Mystifiers have a +1 bonus to all saves against illusion/phantasm magics.
- Mystifiers can access Illusion/Phantasm and Enchantment/Charm spells, regardless of what sphere they actually lie in.
- Mystifiers have their own secret language, very similar to Ruthlek. It is a non-magical writing and as such is immune to *true seeing*.
- At 3rd level, mystifiers can become protected by *minor concealment* once per tenday.
- At 5th level, mystifiers can *know alignment* once per day.
- At 5th level, mystifiers can obscure their mind as a *ring of mind shielding* for one hour per level. This ability is usable once per tenday.
- At 7th level, mystifiers can become protected by *major concealment* once per tenday.
- At 9th level, mystifiers can cause an area effect similar to *false seeing*, the reverse of *true seeing*. This ability is usable once per moon (month).
- At 10th level, mystifiers can cast *know secrets* once per tenday.
- At 12th level, mystifiers are able to use *true seeing* (as the 6th-level priest spell) once per day.
- At 15th level, mystifiers become immune to all mind-altering spells and effects lower than 4th level.

Gerronian Spells

Gerron's spells are well-known to clergy members of priestly and wizardly persuasion alike.

Minor Concealment (Pr 2; Wiz 3; Abjuration, Enchantment/Charm)
Sphere: Charm, Thought
Range: 0
Duration: 1 hour/level
Components: V,M
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

Minor Concealment places the caster under minor protections that *obscure alignment*, and allow the caster to make *undetectable lies*. A successful *dispel magic* will cause the *concealment* to drop for one round per level of the dispel's caster. The material component for this spell is a white scarf that is wrapped around the caster's throat.

Unfallible Disguise

(Pr 3; Wiz 4; Illusion/Phantasm)
Sphere: Charm, Protection
Range: Touch
Duration: Special
Components: V,S,M
Casting Time: 1 round
Area of Effect: One person
Saving Throw: None

Upon touch and recitement of the incantation, the caster causes the recipient to become totally disguised. Nothing short of *true seeing* can discover the true identity of the subject. The disguise only extends to appearance and voice, not mannerisms and attitudes. To cast this spell, the subject must have the Disguise nonweapon proficiency and have successfully disguised him or herself. This spell will obscure the subject's alignment, true intentions, voice, and appearance to unfallibly match the person the subject is attempting to appear as.

The spell ends when the subject fails a Disguise roll, which he or she must make every hour the disguise is continued, to a maximum of 24 hours. The material components are the disguise kit used, and a fine porcelain mask, which shatters at the end of the spell.

Major Concealment (Pr 5; Wiz 5; Abjuration, Alteration, Illusion/Phantasm)

Sphere: Charm, Protection, Thought

Range: 0

Duration: 1 hour/level

Components: V,S,M

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

The *major concealment* spell is a more powerful version of the *minor concealment* spell. The caster is completely changed with the casting of this spell. Their appearance is altered to whatever they wish, and they enjoy the benefits of *obscure alignment* and *undetected lie*. The use of a *dispel magic* allows the caster of this spell to save to remained *concealed*. *True seeing* only detects that the caster is not what he or she appears to be, nothing more.

Know Secrets (Pr 5, Wiz 6; Divination)

Sphere: Charm, Divination

Range: 50 yards

Duration: 2 rounds/level

Components: V,S

Casting Time: 6

Area of Effect: 25' radius

Saving Throw: Special

This powerful version of *ESP* allows the priest to sift the minds of all those who are within the area of effect, which is centered on the caster. Nothing can be hidden from an intruding priest if a target fails its saving throw. If a target is successful in saving, then the priest learns only one small secret, such as a white lie the person told. If the target fails, the priest can view the darkest secrets within the target, even ones the target has buried from him/herself. Magic items that protect the target's mind from intrusion only grant the target a +4 on his/her saving throw. The priest must make eye contact with a target in order to penetrate his/her mind. Blindness and other ailments do not prevent the spell from operating.

DM's Aid 2 "Clues and Counterclues" (Encounter 4)

Here is a list of Clues and Counterclues to present to PCs. Use role-playing to spice up the details. Be lavish when presenting counterclues and don't be afraid to expand it into the wildest tales you can think up.

Clues

- The undead attacks have been occurring ever since the caravans started coming through.
- There is talk of a powerful undead living under the city.
- Some of the mumblings are that dark gods are worshipped in secret, ones not even known to those above.
- A laughing skull (the symbol of Velsharoon) was seen carved into one of the stones.
- The Red Wizards of Thay have been hiring mercenaries for Underdark explorations.
- A grey-robed man was one of the first prisoners to disappear.
- The prisoners that have disappeared have all been ex-mercenaries, assassins, and thieves.
- If you let the undead take you, you'll be freed.

Counterclues

- The undead come from a deepspawn controlled by a corrupt city official.
- A member of the city's knights, himself undead, is the one creating the undead hordes.
- A temple to Glasya was discovered in the ruins under the city.
- Mystra's rival, Hecates, is behind the attacks.
- Zhent scouts were seen traversing the tunnels near Ravens Deep.
- A woman in red robes was one of the first prisoners to disappear.
- All the prisoners that have disappeared are now part of the undead attacking.
- Without the ID bracelets, the undead won't harm you.

DM's Aid 3

"Abilities and Powers of Specialty Priests of Velsharoon"

Specialty Priests (Necrophants)

REQUIREMENTS:	Intelligence 11, Wisdom 16
PRIME REQ.:	Intelligence, Wisdom
ALIGNMENT:	LE, NE, CE
WEAPONS:	Any bludgeoning (wholly Type B) weapons
ARMOR:	None
MAJOR SPHERES:	All, creation, healing, necromantic, protection, summoning, time, wards
MINOR SPHERES:	Combat, elemental, guardian, numbers, sun (reversed only), thought
MAGICAL ITEMS:	Same as clerics, plus wizard items specifically suited to use by necromancers (such as <i>staves of skulls</i>)
REQ. PROFS:	Healing
BONUS PROFS:	Reading/writing (Common), reading/writing (Thorass)

- Necrophants know a great deal about undead creatures and the secret mysteries and intricacies of the human body. This knowledge is separated into two fields: anatomy and necrology. (These fields of knowledge are identical to the anatomy and necrology nonweapon proficiencies from the *Complete Book of Necromancers*.)
 - Anatomy:* Necrophants are students of the human form including the structure, function, and location of bones, muscles, organs, and other soft tissues. This skill provides the scholarly foundation for the necrophant's special abilities. This proficiency also comes in handy with certain necromantic spells that require fresh body parts that have been carefully harvested from cadavers. In addition, a detailed knowledge of anatomy can help with both the treatment of disease and the accurate artistic representation of the human body. Characters with the anatomy nonweapon proficiency automatically increase their skill with healing and artistic ability proficiencies (+2 bonus to both ability checks). When checking their necrology knowledge, necrophants make an ability check against their Intelligence score.
 - Necrology:* Necrophants are well versed in necrology, the lore of undead creatures. When checking their necrology knowledge, necrophants make an ability check against their Wisdom score. Their knowledge may be used to help determine the probable lairs, dining habits, and history of such creatures (no ability check needed). Whenever a necrophant confronts a undead creature, she or he may be able to specifically identify the creature (discerning between a ghast and a common ghoul, for instance) with a successful ability check. In addition, provided the necrophant makes another successful ability check, she or he recalls the creature's specific weaknesses and natural defenses or immunities. At the DM's discretion a failed ability check (in either of these cases) reveals misleading or even completely erroneous information which may actually strengthen or otherwise benefit the undead creature.
- Necrophants may cast wizard spells from the school of necromancy in addition to priest spells. These spells are cast as if the necrophant were a necromancer of the same level. For example, a 3rd-level necrophant casts wizard spells as a 3rd-level necromancer. Necrophants pray for their wizard spells instead of studying to memorize them, and chosen wizard spells replace priest spells potentially available for use that day. (In other words, the wizard spell occupies a priest spell slot.) Necrophants gain access to 8th-level wizard spells at 16th level and 9th-level wizard spells at 18th level. A necrophant must have a Wisdom of 18 or higher and an Intelligence of 16 or higher to gain access to the 8th-level spells, and a Wisdom of 18 or higher and an Intelligence of 18 or higher to gain access to the 9th-level spells. If a necrophant is able to gain high-level wizard spells, every 8th-level spell prayed for occupies a 6th-level priest spell slot and every 9th-level spell prayed for occupies a 7th-level priest spell slot. Necrophants are always able to read necromancy spells on scrolls or in wizard spellbooks as if they knew *read magic* (but studying spells from a spellbook is useless to them). No more than three-quarters of a necrophant's total number of spells available (round down) can be taken as wizard spells.
- Necrophants can cast *chill touch* (as the 1st-level wizard spell) once per day.
- At 2nd level, necrophants can cast *speak with dead* (as the 3rd-level priest spell) once per day.
- At 3rd level, necrophants can cast *spectral hand* (as the 2nd-level wizard spell) once per day. Necrophants can cast both wizard and priest spells through a *spectral hand*, whether it is employed as a granted ability or cast as a spell.
- At 5th level, necrophants can cast *animate dead* (as the 3rd-level priest spell) once per day.
- At 7th level, necrophants can cast *wraithform* (as the 3rd-level wizard spell) once per day.
- At 10th level, necrophants can cast *gaseous form* (as the 5th-level spell) once per day.
- At 15th level, necrophants can cast *energy drain* (as the 9th-level wizard spell) once per day.

Velsharan Spells

Necromancers in the clergy of Velsharoon have developed analogous wizard spell versions for each of the following incantations. The casting time for the wizard versions of these spells is given in parentheses after the priest version's casting time.

1st Level

Claws of Velsharoon (Pr 1; Wiz 1; Necromancy)

Sphere:	Necromantic
Range:	Touch
Components:	V, S, M
Duration:	Permanent
Casting Time:	4 per claw (1 per claw)
Area of Effect:	1 severed limb per level
Saving Throw:	None

This spell enables the spellcaster to animate one crawling claw per level of experience. Once created, crawling claws can be directed by the telepathic commands of their creator or given duties similar to that of a skeleton. If any crawling claws are later destroyed, the spellcaster can animate additional severed limbs, but the total number of animate crawling claws can never exceed the caster's level.

The material components for this spell are a number of severed limbs equal to the number of crawling claws to be animated and the priest's holy symbol.

4th Level

Assume Undead Form (Pr 4; Wiz 4; Alteration, Necromancy)

Sphere:	Necromantic
Range:	0
Components:	V, S, M
Duration:	1 round/level
Casting Time:	1 round (1 round)
Area of Effect:	The living caster
Saving Throw:	None

This spell enables the spellcaster to assume the form of an undead creature, with all of the attendant abilities, for the duration of the spell. By means of *assume undead form*, spellcasters can turn themselves into any type of undead they are familiar with of 8 HD or less that they could possibly turn if of six levels lower in experience than their current level. Hence a 7th-level priest could assume the form of a skeleton, zombie, ghoul, shadow, or wight, and an 8th-level priest could assume any of those forms as well as that of a ghost. The only difference in abilities between spellcasters using *assume undead form* and true undead creatures is that no victims can arise as undead creatures as a result of a spellcaster's attacks while assuming the form of an undead creature. Hence if the spellcaster assumes the form of a wight and then drains all of the life energy levels of an opponent, the opponent does not later arise as a half-strength wight under his or her control.

While in undead form, the caster cannot use spells or employ any other granted powers, spell-like abilities, or other special abilities. Hit points, Intelligence, and Wisdom are unchanged, but otherwise the spellcaster acquires the strengths and weaknesses of the assumed form including immunities to certain spells, if any. Any hit points lost while in undead form are not regained upon reversion to the original form.

This spell does not work for undead spellcasters.

The material components for this spell is a small piece of bone or flesh from the body of a being who is now undead.

5th Level

Gaseous Form (Pr 5; Wiz 5; Alteration, Necromancy)

Sphere:	Necromantic, Elemental Air
Range:	0
Components:	S, M
Duration:	1 turn/level
Casting Time:	8 (5)
Area of Effect:	The caster
Saving Throw:	None

This spell enables spellcasters to assume the *gaseous form* of a vampire. In this state, they are able to disperse their bodies and anything they carry or wear into clouds of elemental vapor, essentially becoming invisible. While in *gaseous form*, the spellcaster can escape from almost any confinement. Any small crack or hole that allows air to penetrate allows passage by the spellcaster in *gaseous form*.

No form of attack or spellcasting is possible while in *gaseous form*, but the spellcasters can flow/fly near the ground at a base movement rate equal to their Intelligence and maneuverability class B. A *gust of wind* spell or even normal strong air currents blow the spell's users at air speed in the direction of the gust.

In *gaseous form*, the spellcaster is all but immune to attack. Only magical fire or lightning has any effect, inflicting normal damage. A whirlwind inflicts double damage upon spellcasters in *gaseous form*.

The spellcaster immediately returns to his original form upon the expiration of the spell duration or by voluntary ending the spell.

The material component for this spell is a pinch of vampire dust or a vial of air from the Elemental Plane of Air.

7th Level

Velsharoon's Death Pact (Pr 7; Wiz 7; Necromancy, Alteration)

Sphere: Necromantic, Summoning
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One individual (usually the caster)
Saving Throw: None

This manifestly evil spell is a variant of the *death pact* spell from the *Complete Book of Necromancers*. This powerful pact has enabled many "slain" priests to return from the dead and eliminate their enemies. By completing this ritual, a Velsharan priest forges a powerful pact with Velsharoon the Vaunted. The covenant ensures that a chosen individual will survive an untimely death. A *Velsharoon's death pact* is triggered whenever the protected individual is reduced to fewer than 0 hit points (mortally wounded) due to combat, spell, or accident. In the same round, the subject receives the following benefits.

- The individual (or his or her remains) and all possessions are transported immediately back to a religious sanctuary as if by a *word of recall*. The location of the sanctuary must be specified at the time of forging the *Velsharoon's death pact*.
- Upon arrival, the individual receives a *raise dead* spell (if necessary) and automatically succeeds at any required system shock survival roll.
- Any severed or amputated limbs are instantaneously *regenerated*.
- The body is cleared of lingering enchantments with a *dispel magic* (bestowed at caster's level), whether beneficial or baneful, and cleansed of all poisons, diseases, blindness, curses, and insanity.

A *Velsharoon's death pact* remains in effect indefinitely until the conditions established at the time of its forging have been fulfilled. The pact may be established to benefit an individual other than the caster. The chosen one must be in good standing with the Velsharoon faith and is most commonly a member of the clergy who has reached 9th level and is undergoing the Pact of Everlasting ceremony. *Velsharoon's death pact* must be cast in an unholy sanctuary consecrated to Velsharoon to be effective. A *dispel magic* cannot end a *Velsharoon's death pact* prematurely.

This powerful spell is not without its costs, however. Forging a death pact is an exhaustively stressful process, drawing the casting priest (and the spell recipient, if other than the caster) into dragging audiences with extraplanar powers. As a result, establishing a *Velsharoon's death pact* ages the caster five years and requires at least one week for complete recuperation for the spell's caster and recipient, during which time the priest cannot cast any spells or engage in any physically demanding activity. Furthermore, when the pact is invoked, the mystical transport and instantaneous healing enacts another toll, this time aging the recipient for five years (if the individual was raised, she or he also loses 1 point of Constitution permanently). This cost can be mitigated through the sacrifice of good-aligned sentient creatures in Velsharoon's name at the end of the spellcasting. For each such creature sacrificed, one year of aging caused by the spell is negated first from the caster of the spell and then from the aging penalty to be applied to its recipient when the spell's activation conditions are met. Finally, for each such creature further sacrificed, the week of recuperation is eliminated for first the spell's caster and then the spell's recipient.

The spell's material components are seven drops each of the caster's blood, the recipient's blood, unholy water, and dew.