

WEB OF ILLUSION



Sample file

TABLE OF CONTENTS

Introduction	3	Scene 10	26
Spinning the Web	5	Scene 11	28
Scene 1	7	Scene 12	29
Scene 2	8	Scene 13	31
Scene 3	10	Exploring Mahakala	33
Scene 4	12	The Domain of Sri Raji	53
Scene 5	15	Cast of Characters	58
Scene 6	17	Arijani	58
Scene 7	20	Jahed	61
Scene 8	22	Minja.....	63
Scene 9	24		

Credits

Design William W. Connors
Editing Dezra D. Phillips & C. Terry Phillips
Cover Art Robh Ruppel
Interior Art Arnie Sweckel
Cartography David C. Sutherland III
Typesetting Angelika Lokotz
Production Paul Hanchette
Special Thanks Bruce Nesmith
 and David "Zeb" Cook
 and also Tim Brown
 and don't forget David Wise

TSR, Inc.
 POB 756
 Lake Geneva
 WI 53147
 USA



TSR Ltd.
 120 Church End
 Cherry Hinton
 Cambridge CB1 3LB
 United Kingdom

ADVANCED DUNGEONS & DRAGONS, AD&D, and RAVENLOFT are registered trademarks of TSR, Inc. DUNGEON MASTER, DM, MONSTROUS COMPENDIUM, and the TSR logo are trademarks owned by TSR, Inc. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc. ©1993 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English-language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors.

This material is protected under the copyright laws of the United States of America. Any reproduction of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

ISBN 1-56076-618-2
 9415

INTRODUCTION



eb of Illusion is an adventure set in the domain of Sri Raji, one of Ravenloft's much feared Islands of Terror. Over the course of this 64-page adventure, the player characters will step out of the mists into the heart of a tropical jungle, into the crowded city of Pakat, into the hushed halls of the Great University of Tvashsti, and at last into the temple of

Mahakala at the heart of Bahru, the Accursed City. Here, as the dark goddess Kali watches, they must battle the dread Arijani and, if they hope to survive and return home, destroy him.

Background Information

Sri Raji is a land of tropical jungles, tigers, and reincarnation. It is based on a highly fictionalized India, and the reader is well-advised to bear in mind that the land presented here is in no way intended as an accurate representation or parody of the true India.

Portions of this adventure are drawn from information presented in the *ADVANCED DUNGEONS & DRAGONS*® 2nd Edition *Legends & Lore* section on Indian mythology. This section is highly recommended reading for anyone planning to run this adventure.

Secret Societies

Two of the major forces in this book, the Dark Sisters and the Stalkers, are examples of secret societies. Ravenloft is dotted with these mysterious groups, and there is almost certainly no domain that can claim to be free of these mysterious orders. A *DUNGEON MASTER*™ (DM™) who enjoys the sort of intrigue and

mystery that these groups present will find the *Secret Societies* book in the *Forbidden Lore* boxed set most helpful.

Running This Adventure

In planning to run a RAVENLOFT® adventure, the DM is assuming a fairly hefty responsibility.

The RAVENLOFT setting demands much more in terms of theatrics, pacing, and mood than any other role-playing game. Still, for those who can master the skills required to referee such an adventure, the rewards are more than worth it.

In every RAVENLOFT adventure, there is some element that needs to be given special consideration. If this one element is kept in mind, the DM can create an air of mystery and uniqueness about his adventure.

In *Web of Illusion* there are a number of things that the DM can use to play up the alien nature of the environment. When they are in towns, it is important that they be constantly reminded of their place as outsiders. No one will look at them, let alone attempt conversation with them. Wherever they go, the PCs should have the feeling that they are being watched and are surrounded by people who wouldn't raise a finger to help them if they were attacked.

In the wilds, the PCs need to feel hunted. The DM should make certain that they understand what sort of environment the wilds of Sri Raji represent. Tigers prowl the underbrush, poisonous snakes wait to strike at every turn, and carnivorous plants constantly hunger for a meal. Traveling in the jungles of this dread domain is not much safer than trying to steal a dragon's horde.

Wrapping Things Up

W*eb of Illusion* is designed so that the players stand a good chance of destroying one of Ravenloft's dark lords. Several things can happen upon the death of such a person, and the DM will need to decide which is best for his campaign.

INTRODUCTION



If the heroes succeed in killing Sri Raji, the domain of Sri Raji may well cease to exist. However, there is likely to be some black-hearted villain waiting in the wings, hoping for just such a chance.

DMs who wish to keep the place around should assume that the Dark Powers transfer rulership of the domain to another person. The DM will need to make changes to the domain, as it will now have to reflect the evils of its new master.

Fear and Horror Checks

At no point in this adventure is the DM instructed to make a fear or horror check (or a madness check, for those using the *Forbidden Lore* boxed set). These rules were inserted into the game to promote role-playing and, as such, will need to be used when and where the DM thinks it necessary.

If the players are good at acting their parts when scared, the DM will have no need of such

artificial game aids. The DM should encourage the players to have their characters act in a manner that fits the situation at hand. Thus, fear, horror, and madness checks should be used only as a last resort.

Psionics

This adventure is written without any specific mention of the rules for psychic powers presented in the *Complete Psionics Handbook* or the *Forbidden Lore* boxed set. If one or more of the characters in the party is psionic, the DM will have to do a little bit of quick thinking in some places. However, the rules presented in *Forbidden Lore* should keep the task fairly manageable.

Now, let's step into the mists and see what awaits us in the *Web of Illusion*.

SPINNING THE WEB



his adventure has two major parts. The first of these details the events that follow the characters' arrival in Sri Raji. The second begins when the heroes reach Arijani's temple. It covers the exploration of that horrid place and the confrontation with the dark lord himself.

The first part of *Web of Illusion* is

presented in a series of scenes, not unlike the outline of a book or motion picture. The second part of the adventure is written in a more traditional "dungeon delving" style.

Ideally, the DM will take the time to read the entire adventure through carefully before attempting to referee the adventure. The format of this section, however, makes it somewhat easier for the DM to administer during the course of the game with a minimum of preparation time.

All of the scenes in this section are comprised of several elements. Each of these presents a certain type of information. Taken as a whole, they provide all the information that the DM will need to adjudicate that portion of the adventure. The following text describes the various elements and their purpose.

Overview

This section of the scene provides the Dungeon Master with a quick description of the events that are about to occur. It will generally provide enough information for the DM to quickly visualize the upcoming scene and anticipate any unusual actions that players might take.

Preparation

This portion explains to the Dungeon Master exactly what steps must be taken to get the scene started. For instance, it might list the types of monsters that are encountered so that the DM could have their *Monstrous Compendium*™ sheets handy. Further, it might provide a series of conditions that the DM must be sure are met before the encounter can proceed. The first scene of the adventure, for example, can only begin when the player characters are deep in a jungle or thick forest, so the DM must somehow ensure that the PCs have entered such an area.

In many cases, it is possible to reach a specific scene in several ways. When this is so, the preparation section will point out the most probable variants and offer advice on how to resolve the encounter in these cases.

Narrative

Each scene opens with some boxed text that can be used to introduce the players to their characters' situation. Depending on the theatrical preferences of the DM and the players, this can be either read as is, condensed and paraphrased, or expanded upon.

Additional bits of boxed text may follow later in the scene to describe unusual events that come about because of the actions of the players or during the course of the adventures.

Resolution

This is the heart of the scene. In this section, the Dungeon Master is given all the details that are needed to run this portion of the adventure. Complete descriptions of the monsters encountered, the goals of NPCs, and the like will be found in this section.

While there is a single direction that every scene is expected to take, the players certainly have the ability to divert the adventure from its designed course. Enough information is provided in this section of the adventure to ensure that the DM can cope with even the most unusual turn of events.

SPINNING THE WEB



Theatrics

This portion of the text is included to give the Dungeon Master an idea of the mood that each scene is supposed to convey. Scenes that are mostly combat oriented, for instance, will generally need fast-paced staging, with little time for player discussion and debate. Other parts of the adventure might be more leisurely.

Tips on presenting the encounter might include important elements of the background to emphasize or key phrases and clues that must not be missed.

Background

While the previous section describes everything that the Dungeon Master needs to know in order to administer the

scene, this section provides background information that may prove useful. It might include subtle information about an NPC's true motives and long-range goals, the history of certain objects, or past events that the DM might wish to introduce into the adventure at a later time.

Aftermath

After the players have completed the scene, this section gives the Dungeon Master the information needed to determine what happens next.