

A Cleric in Crow's End

A One-round Living City Adventure

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

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

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

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

Tier Structure

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

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

Adventure Background

This adventure pits the PCs against a monster from the underdark, the Symbiotic Slayer. The creature, which found its way up from the ruins of Sarbreen into the sewers under Crow's End has found easy prey, Using its' host creatures it has been slowly feeding on the local populace. For the most part, the killing has gone unnoticed in an urban hellhole long jaded to violence, killing, and missing persons.

This scenario uses a freeform encounter matrix. The players are on a quest for a missing person. They should be allowed to go investigate at their discretion, pursuing what ever course they believe will lead them to the person they seek. A number of NPCs are provided to help their investigation and can be used to steer them back on course if the PCs get hopelessly confused. The fact is, the person they are looking for was killed before they were even hired, and the scenario does not end with finding his corpse.

The investigation should run the course of at least two days, and could take several.

Player's Introduction

The early morning drizzle tapers off as you enter the heart of the temple district. Before you stands the humble temple of Ilmater, its unadorned facade promising shelter and warmth. Just before dawn you received a letter from Father Andras, Painbearer of Ilmater, imploring you to meet with him shortly after the morning bell. So, here you are.

An elderly cleric in gray robes leads you to a poorly illuminated waiting room, where you find other adventurers, patiently sitting upon the wooden benches provided for your comfort.

The PCs may introduce themselves to each other.

A middle-aged man in gray robes and wearing a red skullcap enters the room.

Father Andras, hm, P(Sp)8 of Ilmater: AL LG; AC 10 (none); MV 12; hp 56; THAC0 16; #AT 1; Dmg 1d6 (Staff); SA Spells, Innate powers; SD Spells, Innate powers; Str 10; Dex 8; Con 17; Int 15; Wis 17; Cha 15; MR nil; SZ M; ML 19 (Fearless).

Spells: *1) cure lt x 4 purify food and drink; slow poison x2, hold person x3; cure disease x2; remove curse, dispel magic: neutralize poison x2.*

Innate Abilities (1/day each): *remove fear, draw upon holy might, favor of Ilmater, endurance of Ilmater.*

NWP Healing, Herbalism, Endurance, Religion, Read/Write Common, Diagnostics, Etiquette, Elven, Dwarven.

“Good morning to you all and thank you for responding to my summons. I am Father Andras. I urgently require your assistance. A devoted member of our clergy, Brother Urik, has mysteriously disappeared. Three days ago, Brother Urik didn't show up for the evening prayer. Of course,

emergencies happen, so we presumed that he was detained at Zinnia's, taking care of the poor. When he didn't appear for the night service, however, we knew something must have happened.

"Two priests were sent to inquire after him. Sister Karra, the superior at The Blessed Zinnia's Sanctuary, said that he had left for our temple well before sundown, he has not been seen or heard of since.

"The only other thing I can think of that may have relevance is a letter. This letter arrived two nights ago. Due to his unusual absence I have taken the liberty of opening it."

He holds forth the letter. Upon opening the letter it reads (**Player's Handout 1**):

Brother Urik, I think you're right. We've found another. I need to ask you some questions, so drop by the Station tomorrow morning. If you can't, I'll drop by Zinnia's around midday. -- Watch Sgt. Wellis. Crow's End Watch Barracks.

The Father Continues:

"I haven't the slightest notion of who this Sergeant Wellis is, or why Brother Urik would be involved with someone outside the order."

If asked he will describe Brother Urik, a bit embarrassed that such an important detail slipped his mind.

"He is of average height but quite gaunt due to devotional fasting. He is a mature man, with brown hair, just beginning to turn gray. He is clean-shaven and keeps his vestments in good order. You'll always find him carrying a large black medicine bag. It's a holdover from his pre-Ilmater life. It is an object in which he takes great pride."

The PCs will possibly have questions, Father Andras will be forthcoming with all he knows, but he has told them all he thinks related.

- Why does he feel that something is unusual about the disappearance?

"I know people always disappear in Crow's End, but Urik is a Painbearer. We don't carry wealth. We tend to those in pain and need. We seek to help all people with no thought of recompense or reward. There is no reason for the average criminal to harm us."

- Has Urik been acting unusual or has he any special traits or interests?

"Ilmater has many servants in this city, especially after the war. Regrettably, I am not familiar with the particulars of many clerics. I do know that Urik served the faith consistently and bravely throughout the war and has dedicated much of his time to aiding the many orphans of this city. You should talk to Sister Karra at Zinnia's. She dealt with him daily and can answer this question better than I."

- Why don't you find him yourself?

"As I said, I sent two of the younger priests to search for him, but their efforts were fruitless. With Brother Urik missing our efforts of healing and easing of pain of others are being over-taxed and the use of endless divinations would impose further burden."

- How much are you going to pay us?

"I have been authorized to offer you 20 gp each, as well as free food and healing while you are undertaking this assignment."

- If the PCs complain or try to barter for more -

"Well, I suppose I could request that the temple issue a five-day fast on the clergy. That should clear up funds for another 5 gp each."

- If that still isn't enough-

"As you may know, the faith of Ilmater is based upon selfless service to those in need. We do not throw opulent festivals. We do not adorn our churches or our clerics with riches. Any wealth we receive through donations is immediately converted into medicine or goods for the needy. Unfortunately, this means that I do not have the resources to promise you more than 25 gp each. I can try to raise additional funds, but I can't assure you of a specific amount."

- May we see Brother Urik's quarters?

"Certainly." He gets up and leads you down a long dark hall. "It is our practice to sleep in single room dormitories, both to save space and money and to promote a sense of community among the clergy." He opens a door.

Before you is a vast hall filled with row upon row and aisle upon aisle of identical wooden plank beds, with a single woolen blanket neatly folded at the foot of each. Andras leads you to one. "This is Urik's bed."

Searching it they find nothing.

When the PCs decide to leave, Father Andras gives them directions to Zinnia's Sanctuary in Crow's End. He doesn't know where the Crow's End Watch Barracks are located. If the PCs ask to take the letter he will allow them to do so.

With a final blessing of Ilmater, he will escort out the PCs.

If the PCs want to check if they know anything special about the above information, allow them to check. Local History reveals that:

- Andras is well known and respected as a discreet and selfless servant of Ilmater.
- The Blessed Zinnia's Sanctuary is a well respected orphanage, hospice, and soup kitchen based in a warehouse in Crows End.
- Wellis is the ranking officer of Crow's End Watch Barracks and the PCs can find that without difficulty.

Spells such as *ESP*, *detect evil*, *detect lie*, and *know alignment* reveal that Andras is Lawful Good and is telling the absolute truth, including the inability to pay more.

The Blessed Zinnia's Sanctuary

The rain drizzles down upon you as you make your way through the muddy streets of Crow's End. The labyrinth of dilapidated buildings and makeshift houses finally yields upon a tiny *warehouse-turned-orphanage, the Sanctuary of Zinnia. A line of bedraggled people shuffle into the cargo doors, which have been ornamented with simple terracotta relieves of infants and flowers. The people, veterans, widows, and cripples, stare with hungry eyes as you walk past the line. A woman in a habit of Ilmater notices you at the entry and beckons you to enter.*

"Greetings, good people. I am Sister Karra, humble servant of Ilmater. How may I ease your pains?"

Sister Karra, hf, P6 of Ilmater: AL LG; AC 10 (none); MV 12; hp 38; THAC0 18; #AT 1; Dmg 1d6 (Staff); SA Spells, turn undead; SD spells; MR nil; Str 8; Dex 8; Con 15; Int 14; Wis 18; Cha 17; SZ M; ML 12 (Steady) 18 (Fanatic when protecting children).

Spells: 1) *cure lt x 3 purify food and drink x2; slow poison x2, hold person x2, enthrall; cure disease x2, speak w dead.*

NWP Healing, Herbalism, Endurance, Religion, Read/Write Common.

Sister Karra is plain looking but has a forceful personality. She is pragmatic and strait forward, and protective of the orphans and foundlings of Crow's End.

The PCs will probably ask questions, such as:

- Do you know what has happened to Brother Urik?
"I don't know what has become of him, though I pray to holy Ilmater that he is healthy and safe. I saw him last three days ago when he left for the day. He told me that he was going to comfort a grieving parent before returning to the temple. Such is the duty of every Painbearer."

- Who is this grieving parent and where can we find them?

"I can't recall her name, but I believe she works at the Drunken Dryad tavern, off Barrel Corner Alley. We heard rumors that her three children tragically disappeared four nights ago. Isn't that just horrible?!"

- Had Urik been behaving oddly before he disappeared?

"He was very concerned for the safety of the people, especially the poor. All the talk about mysterious disappearances had him really distraught. He would always talk to the people who come here for food and learn new rumors. I know he kept a list of missing people. I suppose he was obsessed with it, but somebody has to do something about the situation."

- Has she seen Sgt. Wellis?

"I saw Sgt. Wellis yesterday around midday. He was asking me similar questions. Naturally, he was quite upset to hear of Urik's disappearance. He told me that I could contact him at the station if I thought of something relevant to the disappearance of Urik or others."

- What does Sergeant Wellis look like?

He's big, really big. Six and a half feet tall, brown hair, red beard and a prominent nose...but don't tell him I said that.

- What do you know about the disappearances?

"Crow's End is a dangerous part of town, and it's true that crime and murder is almost a daily aspect of life here. These disappearances are too widespread to be common. I fear that there is some malign purpose behind it all. I pray to Ilmater that it ends."

When the PCs decide to leave, Karra will provide them with directions to the Drunken Dryad, or to the Station. She will offer to help them in any way. If they find out anything about Urik, she wishes to hear it. Before they leave, she'll ask:

“The children have been very upset since Brother Urik’s disappearance. To be honest, the sisters and I have been on edge as well. Last night, the children thought they heard something outside. It feels like a storm’s coming, and the children will be even more distressed. Would it be possible for your group to stay here tonight?”

Karra can't afford to pay the group anything. She's extremely worried and will try to persuade the PCs to spend the night. If she can't persuade them, she will accept their decision with disappointment but understanding.

If the PCs offer Sister Karra treasure to help the sanctuary, she will refuse it, looking around nervously if it is a large amount. It is safer in this area to have no gold or valuables, and she has taken a vow of poverty.

If they insist, she will instruct them to instead buy food and return with it. Any priests or paladins are also welcome to aid in the healing of the sick and injured.

Any attempt to use *true seeing*, *detect charm*, *detect evil*, *detect lie*, *know alignment* or *ESP* reveal that Karra is Lawful Good and is telling the absolute truth.

Talking With the Children

If the PCs wish to talk with the children, they'll have their hands full.

Children (42 misc.) m/f F0: AL N; AC 10 (none); MV 12; hp 3; THAC0 21 (St pen.); #AT 1; Dmg 1-2 (kick or bite); SA Screech; SD NA; Str 6; Dex 8; Con 8; Int 6; Wis 6; Cha 10; MR nil; SZ S; ML 4 (unreliable).

Any act of cruelty or violence on the part of the PCs will send these little tikes scattering. They can expect nothing less than a public outcry, followed by the full weight of the city's justice if they harm one of these kids.

The children are fearful and distrusting of strangers. The streets of Crow's End have taught them a number of cruel lessons before their years. PCs attempting to endear themselves to these children are in for an uphill struggle. (Reaction adj. -5.)

If PCs with low charisma insist on interrogating the kids, they'll run away, refusing to answer that PCs

questions or allow them to get near. If the PC persists, the children will scream for Sister Karra to come and rescue them.

There are over forty children at Zinnia's and each has at least one story to tell. The stories are as fantastic and childishy horrible as can be imagined. Prominent stories include:

- 1) Little kids, especially the bad ones, are being gathered for an evil wizard's experiment.
- 2) A slime monster is haunting the city, crawling into windows and eating people in their beds.
- 3) The alleyways are bad and monsters live there just waiting to grab people.

This encounter is intended as a role-playing opportunity. It is not essential to the plot resolution, but... If the PCs spend too much time talking to the children, Sister Karra will return and ask them with a quizzical look:

“Ummm... How is your investigation progressing?”

Any attempt to use *true seeing*, *detect charm*, *detect evil*, *detect lie*, *know alignment* or *ESP* reveals that these are absolutely normal children who may occasionally lie for the purpose of spicing up a story.

Information Gathering

At some point, the PCs may wish to speak with the locals, so as to gather rumors about the disappearances, especially Urik's. Unfortunately, the locals have no desire to speak with them.

The people of Crow's End will only talk to adventurers who are fellow residents, who look as though they should be fellow residents, priests of Ilmater or anyone with the information gathering non-weapon proficiency.

The locals will not talk with anyone who wears a City Watch badge, is dressed in armor better than chain mail, is a priest of the civic religions, or is wearing over 500 gp in clothing, equipment and jewelry. If a PC with a high charisma tries to talk with an NPC of the opposite sex, they may get some information, but the NPC will be more interested in talking about other things.

If the PCs role-play this encounter well or roll a successful information gathering check, give them the following information. If they do not, they get snubbed.

1. The Navy has been busy pressing new crews into service. (False)

2. Crow's End has never been safe, but even a few seasoned adventurers have vanished. (True)
3. Most of the disappearances happen at night. (True)
4. The Dock front and dark alleys are the most dangerous places. (True)
5. There may be a vampire at large in the city. (False)
6. Even the more veteran rogues in Crow's End are unnerved by the vanishing. They are afraid some sorcerer may be thinning their ranks. (True / False)

Crow's End Watch Barracks

You come to a squat building in the heart of Crow's End. The doorway is of massive iron-bound oak. Over the door is a brass plaque which has been vandalized so that only the engraved words 'Crow's' and 'watch' are legible. The building is covered by such a layer of filth that even the rain isn't capable of cleaning it.

When the PCs knock at the door, a voice comes from a grill, which has been set high on the door, inquiring what they want. If the PCs ask for Sgt. Wellis or declare themselves members of City Watch, a hatch opens at the top of the door. A mirrored object protrudes out of it, in which they can see the reflection of an eye. The voice will insist on seeing their badges if they claim to be City Watch. The object goes back into the hatch and the door opens.

"Come in. I'm corporal Been. What do you want?"

Corporal Been, hm T9: Int Exceptional; AL LN; AC 3 (Studded Leather); MV 12; hp 51; THAC0 15; #AT 1; Dmg 1d6 (club); SA Backstab; SD Nil; Str 12, Dex 18, Con 16, Int 16, Wis 16, Cha 6; MR nil; SZ M (5 1/2'); ML 12

- Where's Sgt. Wellis or can we speak with him?
"Sgt. Wellis isn't here. He left yesterday to go talk with some priest at Zinnia's. I was supposed to meet him down at the docks, but when I got there I couldn't find him. I tried asking around but just got hit with a mackerel for my efforts. The weather was cold and wet, so I gave up and came back here. The Sarge' hasn't been come back yet. Probably got in a fight with some lousy fisherman and was thrown off the dock."

- What does he know about Urik?

"Urik's that priest who was keeping a list of missing people. He's a pest, coming by almost every other day and trying to get us to investigate. He is kind of a kook, I mean, this is Crow's End. People are always disappearing."

- What does he know about the disappearances?
"Well, the number of missing people is definitely up. Wellis was handling the investigation. I'm just an errand boy. The Sarge' thought he had a lead after we found those bodies this tenday. That's why he was going to the docks."

- What bodies?
"We found three bodies floating off Dock 18 this tenday. The number isn't impressive for this neighborhood, but the conditions are. One was all hacked up and covered with a weird patch of fungus. Another looks like he was eaten by a bunch of little animals. The third is just a head and shoulder. We have all three, plus another that Wellis thought was related, down in the cellar."

If the PCs wish to see the bodies or ask to see any files Wellis may have regarding the disappearances, Been will be hesitant. At this time he will allow the PCs free access to the bodies and information if they have either a City Watch ranking or a writ from the temple of Ilmater.

If they do not meet these qualifications, or if the PCs have been rude or threatening, Been will insist that they try to find Wellis and get his permission. He suggests looking and asking around the docks.

- What does Sergeant Wellis look like?
He's big, really big. Six and a half feet tall, brown hair, red beard and a prominent nose...but don't tell him I said that.

If they are allowed to see the bodies, go to the section "The Dead."

Any attempt to use *true seeing*, *detect charm*, *detect evil*, *detect lie*, *know alignment* or *ESP* and other such spells will reveal that Been is lawful neutral and is telling the truth. If the PCs take any hostile action, he'll call for reinforcements from the barracks.

City Watch (10), hm T3: Int Average; AL LN; AC 7; MV 12; hp 15; THAC0 19; #AT 1 or 2; Dmg 1d6 (club) or 1d4 (dagger); SA Backstab; SD Nil; MR nil; SZ M; ML 12.

Remember attacking a member of the watch is against the law and carries a STIFF penalty.

The Waterfront

The persistent drizzle melts into the light fog which covers the docks. The stink of rotting wood, fish and sewage assaults your nostrils. The decaying wooden planks which make up the dock are slippery and slimy. Longshoremen look at you with disinterest.

Conspicuous PCs may draw jeers from the throng of hard working men. Flamboyantly dressed swashbucklers, provocatively dressed Sunites, or opulently attired nobles, will certainly be made to feel out of place with stares, if nothing else.

Check Encounter Reactions. Any result other than friendly will cause the dock workers to avoid and ignore the PCs. In answer to questions, they'll be facetious and obnoxious.

Example: *“Yeah, I saw Wellis here. He always comes by to skinny dip off the pier,” says the longshoreman, pointing into the sewage-laden water below.*

If any attempt is made to bribe them (5 gp or more), they'll answer questions freely and without sarcasm.

Attempts to intimidate the workers will not work quite as well. A group of longshoremen will “accidentally” swing a cargo net in the party's direction, forcing the PCs to make a Dexterity check or fall off the dock into the filthy waters.

If the PCs continue to be a problem to the workers, they'll notice more than a few big longshoremen holding pry bars, gaffs, and other potentially harmful items. The PCs will be strongly encouraged to leave.

A healthy donation to the “longshoremen's guild” will ease the tensions.

Longshoreman (30), hm T2: Int Average; AL CN; AC 7; MV 12; hp 9; THAC0 20; #AT 1 or 2; Dmg 1d6 (club) or 1d4 (dagger); SA Backstab; SD Nil; MR Nil; SZ M; ML 12.

The PCs will probably ask the following questions:

- Have you seen Sgt. Wellis?
“City Watch guy, right? He came around four or five days ago. There was some bodies in the river. The watch came and hauled them out. That Wellis guy ask all the lads if they knew any of the floaters, (the dead.) He came back a couple of times since.”
- When is the last time he was here?

“He stopped by yesterday, asking if anybody saw a priest. He went over by the old launch dock. I had work to do, so I wasn't payin' much attention.”

The launch dock is a small floating platform below the pier at water level. The longshoremen will point out the stairway for the PCs.

The stairway is narrow and has worn hemp railings. It sways in the current as does the floating wooden landing to which it leads.

Longshoremen will laugh and gather around to watch anyone who attempts to descend in metal armor, placing bets on his or her chance of going for a swim. Any PC who descends wearing armor heavier than hide (30 lbs) has to make a Dexterity check at -2. Anyone who fails slips, but they easily grab hold of the railing and regain their balance. Nevertheless, any PC with sense will realize the danger that heavy armor may present, as they look down into the filthy waters below.

As you reach the brine soaked landing, you immediately notice a huge sewer opening under the dock. Even though the interior is dark and foggy, you have the feeling that something large is moving off into the darkness. The current from the opening is strong and steady.

Any PC with observation, alertness, tracking, or upon searching the water specifically, will immediately notice a small figure pressed up against one of the filth covered piers by the sewage current.

Getting the body is no difficulty. The dock workers will help fish it out. The bloated body is that of a male halfling in waterlogged, bright green leather armor. Its right arm has been completely chewed off and the torso has been savagely clawed. The landing and the docks do not provide adequate forensic opportunities, especially in the rain and fog.

On a quick search, the body has a pouch of 5 gp, 30 gp, and 10 sp. Upon seeing this wealth, the longshoremen will wish to discuss salvage rights. The body also has a fine dagger at the side (*dagger +2, reach extender*) and a normal one up his sleeve. Hidden under the tunic are a silver dagger and a wooden scroll tube with a blurred map of the sewers near barrel corner. (See **Players Handout #2.**)

Anyone with diagnostics or upon a successful healing check can tell that the body has been dead for a day, it did not drown, and it appears excessively gaunt for a halfling. Further investigation will have to take place in better conditions.

If the PCs summon City Watch, it'll take four turns before Been and four watchmen arrive, wet and covered with garbage. Upon being assessed of the situation, Been will suggest that the PCs check out the sewer opening, since that was probably where Wellis went to investigate. Under no situation will Been or the watchmen go into the opening. He will instead suggest that he take the body to the watch station, taking the entire contingent of watchmen with him. At this point, he will allow the PCs to check Wellis' file and the bodies if they have not already done so.

The Sewer Opening

If the PCs decide to investigate the sewer opening, they will have to climb down a slippery wooden stairway. Any PC moderately encumbered or wearing an armor type which is heavier than hide (30 lbs) has to make a Dexterity check or slip. Any PC who slips will easily grab the railing and suffer no ill effect. This is simply a second warning to players wearing heavy armor and gear. If they insist on doing so, they've been warned.

The opening is a large, dark tunnel. The foul stench of sewage assaults your nostrils. The current coming from within is strong and splashes upon the narrow ledge on which you stand. The filth and wetness of the ledge makes your footing uncertain. As you begin to investigate you hear a definite splash echoing from within.

The sewer opening leads to a tunnel. The ledge goes along the side of the tunnel and a waterway cuts down the center.

The ceiling is 10 ft. high and the width is between 15 and 10 ft wide. See map and cross section. The water channel is 8' deep

Investigating the tunnel involves several difficulties. Firstly, there is no light within it and the floor has a slight mist. PCs using infravision are hampered by the mist and make all Dexterity checks and attacks at -1. Secondly, the stench is overwhelming.

Footing is slippery, requiring the PCs to be unencumbered and to restrict movement to 1/2 regular speed. If these conditions are not met, then the PCs must make one Dexterity check/tier at a penalty of -1/tier.

Note that because the surfaces in the tunnels are wet, slick, and covered with loose matter, *slippers of spider climbing*, or the *spider climb* spell will not be useful for aiding movement.

Moreover, dexterity checks must be made with the penalty above for every round of melee combat in which the PCs are encumbered or are wielding type S or B weapons weighing over 5 lbs.

If a check is failed, the PC falls into the water. Any PCs unfortunate enough to fall into the water are in a world of trouble.

1. First is the drowning problem, the water channel is 8' deep, that means their head is underwater. (see Drowning Rules, *Player's Handbook*.)
2. Second is the current, the surfaces in the water channel offer no purchase, and after the heavy rain the sewage is pouring into the harbor in huge amounts. Anyone in the water is moved 90' toward the mouth of the sewer each round, (60' if they have swimming.) Once there the depth of the water drops to 30'.
3. Third is at risk of contracting a debilitating disease. Every round spent in the filthy sewer water has a 10% cumulative chance of the PC contracting a disease.

Any attempt to breathe the sewer water (i.e.: *potion of water breathing*, *polymorph self*, *alter self*, *cloak of the manta ray* etc.) results a 90% chance of contracting the disease.

Debilitating diseases manifest in 2 turns with the loss of 1 Strength point, after which the PC loses another point every hour until Strength is reduced to 2.

PCs may attempt to help any comrades that have fallen into the water by reaching out a hand, weapon, or throwing a rope. A Strength check is required to pull a swimmer on to the ledge. If it fails, a Dexterity check must be rolled to avoid going in after them.

When the PCs pass the final check as required by their tier, they find a boot on the ledge. Nearby, they catch the glint of brass. Upon investigating, they find a twisted City Watch badge, still pinned upon a torn and bloody scrap of leather armor. It reads, "Sgt. Wellis."

At this point, roll for surprise, subtract 2 from their roll due to bad visibility, (dripping water, poor light, etc.)

The creature will either be waiting around a corner or in the water, as determined by the judge. It will try to allow only one PC to attack it at a time. If the PCs who encounter it are using infravision, the cold-blooded creature is considered invisible until a light source arrives. The creature also receives a +2 to hit due to the defenders being off-balance on the slippery ledge.

Tier One:

Lizard Man (1): Int Non-; AL LE; AC 5; MV 6, swim 12; HD 2+1; hp 15; THAC0 19 (17); #AT 1; Dmg 1-6 (spear); SA nil; SD immune to mind-affecting spells; MR nil; SZ M (7'); ML 18.

Tier Two:

Lizard Man (1): Int Non-; AL LE; AC 5; MV 6, swim 12; HD 5; hp 30; THAC0 15 (13); #AT 3; Dmg 1-2/1-2/1-6; SA nil; SD immune to mind-affecting spells; MR nil; SZ M (7'); ML 18.

Tier Three:

Lizard King (1): Int Non-; AL LE; AC 3; MV 9, swim 15; HD 8; hp 50; THAC0 13 (11); #AT 1; Dmg 3d6+2 (great trident); SA skewers for double damage (15 points minimum) if attack roll is 5 better than needed to hit; SD immune to mind-affecting spells; MR nil; SZ L (8'); ML 18.

Tier Four:

Srag, saltwater (1): Int Non-; AL LE; AC 2; MV 3, swim 12; HD 6+12; hp 50; THAC0 13 (11); #AT 3; Dmg 1-4/1-4/1d8+8; SA nil; SD immune to mind-affecting spells, regenerates 3 hp/round when immersed in water; MR nil; SZ L (10'); ML 18.

Tier Five:

Srag, saltwater (1): Int Non-; AL LE; AC 2; MV 3, swim 12; HD 6+12; hp 60; THAC0 13 (11); #AT 3; Dmg 1-4/1-4/1d8+8; SA nil; SD immune to mind-affecting spells, regenerates 3 hp/round when immersed in water; MR nil; SZ L (10'); ML 18.

When the PCs kill the creature, they will hear a loud twang, similar in sound to a bowstring being released. Any PC with observation or on a successful detect noise will hear a splashing sound going further into the sewer at a rate of 30. Attempts to catch it fail.

At this point, PCs may chose to search the entire sewer system and map it all out. The sewers are a complex labyrinth of tunnels, most of which are blocked by flooding. Allow the PCs to search if they so desire, but do not role-play it out. They find nothing but rubbish, raw sewage and more raw sewage. Moreover, keep track of the condition of PCs who have contracted a disease.

After searching the area for some time, the sound of whistles being blown comes from behind the party.

If the party investigates:

Upon returning to the surface, you find Been and a group of watchmen at the sewer opening. The rain is pouring down. Been seems agitated.

“Let’s get back to the barracks. We’ve got another body.” He says. “It’s your friend, Brother Urik.”

The Dead

The thick basement door is unbolting and opens onto a dark stairway. A single candle dimly illuminates the room below. Shrouded figures lie upon wooden benches. Corporal Been holds a rag over his nose and leads the way. As you follow, the dank smell of mildew, and the rancid stench of putrefied flesh hits you. Fighting back the nausea, you make it to the bottom. Been lights a few more thick candles.

The number of bodies varies according to what has happened in the adventure. A cursory examination of the bodies is unnerving but can be done by anyone. An in-depth investigation involving moving the bodies about requires a successful Constitution check. Failing results in nausea. Necromancers, priests of Ilmater or Kelemvor, paladins with the medicine kit and PCs with the diagnostic proficiency automatically succeed.

Body One:

The bloated body is that of a tall human male. It is extremely decayed. The middle of the back has developed a large gray patch of fungus. The body has been hacked from behind. Several ribs are broken.

Been’s information: “We found this one floating off the docks five days ago. It has a tattoo of a sea monster behind the left shoulder. We think it was Nokav the Big, a minor thug. He’s on the list of missing people, but, supposedly, he disappeared months ago.”

Diagnostic (Only characters with the qualifications above, or on a successful healing check, may gather this information.): Death was caused by a heavy cleaving object, such as an axe, about a tenday ago. The body shows signs of starvation or malnutrition. The fungal patch is of an unidentifiable type. It is centered upon a strange puncture, which seems to form a tube that penetrates into the stomach. The puncture has a build up of scar tissue around it.

Speak with dead: The spell seems to fail, resulting in a horrid hollow hissing sound, like loose gravel sliding into a grave.

Divinations: Detect evil reveals a faint evil emanating from the fungus.

Body Two:

The decaying head and shoulder of a human male is all that is left of this body. It appears as though the body was bitten off by something big.

Been's information: "This one was picked up by fishermen off the docks four days ago. Haven't made an identification yet."

Diagnostic (as above): Death was caused by being bitten in half, about six days ago. The body is completely drained of blood.

Speak with dead:

- Who are you? *"Elwer, cook on the Blue Wind."*
- How did you die? *"There I was, bent o'er a box, enjoying me ale for the second time. What suddenly I felt a tug at me leg and I fell flat on me face. I tried callin' for help, but me mouth was still occupied. The thing around me leg dragged me down the alley and then I felt the jaws crushing me with a horrible sucking sound."*
- Can you describe your killer? *"It was one great, big mouth and an unspeakable grasping tongue."*
- Where were you killed? *"In the alleyway, behind the Drunken Dryad tavern."*

Divinations: There is neither magic nor evil.

Body Three:

The body is of a human female. Although decay has set in, it is apparent that she was young and of moderate comeliness. She has an obvious sword wound in her back.

Been's information: "This was Kyris, a working girl from the Satin Stairs tavern and inn. We found her in an alley off Rose Lantern street, four days ago. Wellis thought her death might be related to the other, so we kept her here just in case."

Diagnostic (as above): Death was caused by being stabbed in the back, which occurred about five days ago. The body is completely drained of blood and there are tooth marks around the wound. The tooth marks

are indicative of a small human mouth, such as that of a child.

Speak with dead:

- Who are you?: *"Kyris of the Satin Stairs."*
- How did you die?: *"It was a slow night and I was bored, leaning against the corner wall of a dark alley. Before I knew it, someone yanked me back by my hair and I felt a cold pain inside my chest. I fell to the ground and was pulled into the darkness, pulled by my hair! I screamed and I screamed but nobody came to help me."*
- Can you describe your killer? *"It was too fast, too dark. I felt the little hands touching me, but I could see nothing."*
- Where were you killed? *"In the alleyway, off Rose Lantern street."*

Divinations: There is neither magic nor evil.

Body Four (If the body has already been found.):

The body is of middle aged man in gray Ilmater vestments. There is a stab wound in the side.

Been's information: "We found him in an alleyway off Barrel Corner. He had a black bag with him. It's a rarity to find a body that hasn't been looted in Crow's End."

Diagnostic (as above): Death was caused by being stabbed in the back, which occurred three days ago. The body is completely drained of blood with evidence of small tooth marks around the wound.

Speak with dead:

- Who are you? *"Brother Urik, Painbearer of Holy Ilmater."*
- How did you die? *"I was making my way home to the temple and thought to check on the Widow Talia. I had heard dreadful rumors that her children had disappeared. I was walking down Barrel Corner Alley, when a shadow leapt at me and stabbed me in the side. I fell to my knees and my vision became blurred. I prayed to Ilmater for peace and dignity in death and my vision became clear. A little halfling in green leather was sucking at my wound. He had a strange cord coming from underneath his armor. It was pulsing like a long thin worm. Then, everything went black."*
- Can you describe your killer? *"It was a halfling man in green leather armor. He looked feral and*

gaunt. I think that I've seen him about the Drunken Dryad before."

- Where were you killed? "*In an alleyway off Barrel Corner.*"

Divinations: Detect magic reveals the vial marked "Healing" as magical. There is no evil.

Items: The black bag contains medicinal supplies, a holy symbol of Ilmater, two vials of holy water and a vial marked "Healing," as well as a mallet and wooden stake. The bag itself is of well crafted leather.

Body Five (If the body has already been found):

The decaying body is that of a halfling male. An arm is missing and the torso has been clawed up.

Been's information: "I haven't a clue as to who this is."

Diagnostic (as above): Death was caused by having an arm chewed off. Death occurred yesterday. The body shows signs of starvation or malnutrition. There is a strange tube-like protuberance in the middle of the back. It seems to penetrate into the stomach and has a build up of scar tissue around it. A small patch of fungus has developed upon it. The fungus is unidentifiable.

Speak with dead: The spell fails, resulting in a horrid static hiss emanating from the mouth.

Divinations: Detect evil reveals a faint evil emanating from the fungus. Detect magic reveals the fine dagger as magical.

Items: 5 pp, 30 gp, 10 sp A wooden scroll tube with a map of the sewers near barrel corner. (Handout #2) A silver dagger, a fine dagger, and a common dagger.

Body Six (If the fight has taken place and the body recovered):

The body is that of the creature (Lizard Man, Lizard King, or Scrag) from the sewer.

Diagnostic (as above): This body shows signs of starvation or malnutrition. There is a strange tube-like protuberance in the middle of the back. It seems to penetrate into the stomach and has a build up of scar tissue around it. A small patch of fungus has developed upon it. The fungus is unidentifiable.

Speak with dead: The spell fails, resulting in a horrid static hiss emanating from the mouth.

Divinations: *Detect evil* reveals a faint evil emanating from the fungus.

If the PCs do not have anyone capable of diagnosing the bodies or of casting *Speak with dead*, **Been will suggest that they have one of the sisters of Zinnia's do it.** Sister Karra will do so if asked, taking another opportunity to ask the PCs to guard the orphanage tonight, if they have not already volunteered. She is only able to cast three *Speak with dead* spells each day with notice, the PCs can suggest which bodies should receive the spell each day. This will of course reduce the number of *Cure Disease* spells she has available for that day...

Information Gathering (Part Two)

At this point, the PCs may have specific places to investigate and specific questions to ask. Again, the residents of Crow's End are not friendly to outsiders, only talking to those PCs that are residents, priest of Ilmater, or have the information gathering proficiency. High charisma PCs may also gather some information, depending on the roll-playing situation.

1. Barrel Corner alley is where they can find the Drunken Dryad tavern and the Widow Talia's apartment. If players make inquiries at the tavern, they will be able to get Talia's address for 10 gp. If the PCs are investigating at night, Talia, a young comely woman, will be tending to tables. She does not wish to discuss the matter and will break into tears if pressed. Eventually, she will calm down and answer questions, if properly soothed and sympathized with.

She says that she was collecting stories for Brother Urik. The disappearances are spoken of nightly and are getting even more horrific in detail. Months ago, during the war, people started speaking about the sewers becoming increasingly dangerous. Then, the alleyways became dangerous as well. Now people aren't even safe at home. She believes that something under the city is preying upon the citizens, and it is becoming more powerful and aggressive.

She knows that Urik agreed with this viewpoint. She had a friend, a halfling by the name of Millot, who decided to investigate the sewers. She thinks he was probably looking for treasure, because he was a shady sort, like most adventurers. He was making a map, and

he said that he found something special. He didn't say exactly what he had found, but that it was relevant to the disappearances. He disappeared over a tenday ago. She doesn't know anything else.

2) Rose Lantern Street is where the Satin Stairs Inn and tavern is located. It is a dreary place of business. The rooms are dimly lit and the air is thick with the scent of cheap aromatic herbs. Discussion of the disappearances is strongly discouraged by the house management as being bad for business. PCs that persist on questioning will be politely asked to leave.

Upon donation of 5 gp, a PC will be granted a private audience with one of the employees, where they will be free to ask any questions they want. Unfortunately, she doesn't know much about the disappearances, but she has had a related experience. Six days ago, she foolishly cut through a dark alley. Something flew past her head and thudded into the wall next to her. It was a shiny hand axe. She heard a clanging of metal. She looked and saw an ugly little dwarf in shiny armor climbing out of the sewer. She ran away as quickly as possible. She will give directions to the alley, but will go nowhere near any alley if she can avoid it.

Kyris was one of dozens of streetwalkers in the area, nameless and faceless to the locals. No other information can be learned about her.

Defending Zinnia's

Thunder and lightning rage outside as rain pounds at the building. Dinner in the Sanctuary is a simple oat gruel with hard wheat bread, but it fills your stomach. The sisters offer an evening prayer and usher the children off to their rooms. Sister Karra approaches you with wool blankets.

"I cannot express my gratitude at your presence. Throughout the day, I've had foreboding and feelings of anxiety. I feel so much better to have you all here." She places the blankets upon some wooden benches. "Will these serve as adequate bedding?"

Karra will allow female PCs to sleep in the sisters' dormitory, which is not really an improvement, as they will have to share a plank of marginally greater width with another person. One sister will stay awake throughout the night, saying prayers in the chapel. One sister will be in the girl's dormitory. An elderly sister will be in the boy's dormitory. Karra will also suggest that a PC should stay in the dormitories as well, with males guarding the boys and females guarding the girls.

If any PCs are injured or diseased, Karra will do whatever she can to help them. If they ask her to memorize *Speak with Dead*, she will do so. If they mention Urik's death to her, she will be crestfallen but accepting of this as Ilmater's will.

The layout of the warehouse is important in this encounter. There are three entry ways:

- 1) cargo doors in the refectory,
- 2) business door in the chapel,
- 3) back door in the pantry.

The ground floor has no windows. The second floor has windows in the refectory and both dormitories. The rooms are as follows:

A) Refectory. This is the dining hall. Stairs leading to the second floor are along the northern wall.

B) Shrine. This is an Ilmater shrine, with simple terra-cotta ornaments and candelabra. There is no furniture, as the devout are expected to kneel on the hard stone floor.

C) Kitchen. This is a huge and well-equipped facility, as one would expect of a renowned charity kitchen.

D) Sister's Dormitory. This is a small room with simple plank beds.

E) Pantry. This room is well stocked with simple dietary staples.

F) Female Dormitory. This huge room houses 24 girls. The beds are luxurious by Ilmater standards, with pillows and two blankets.

G) Male Dormitory. This huge room houses 18 boys. The beds are luxurious by Ilmater standards, with pillows and two blankets.

The storm is frightful in its fury, as thunder and lightning keep you on edge. The wind knocks at the shutters and stray drafts cause candle lights to flicker. The rain beats a constant drumbeat upon the roof. The doors and windows are all locked. All is silent. Suddenly, the crash of splintering wood resounds through the Sanctuary.

Tier One:

Frogs, Giant (2): Int Non-; AL LE; AC 7; MV 3, swim 9, jump up to 100'; HD 3; hp 15; THAC0 16 (12

when attacking with tongue); #AT 1; Dmg 2-8; SA tongue entraps victim, victims under 250 lbs are reeled in during the same round in which they were struck, victims over 250 but under 500 lbs are reeled in during the next round: if a 20 is rolled on the frogs attack, a victim shorter than 3 feet is swallowed whole; SD immune to mind-affecting spells, not afraid of fire; MR nil; SZ M (6', tongue is 18'); ML 18.

Frogs, Killer (1): Int Non-; AL LE; AC 8; MV 6, swim 12; HD 1+4; hp 8; THAC0 18; #AT 3; Dmg 1-2/1-2/2-5; SA charges first opponent gaining a +2 to hit, but is AC 9; SD immune to mind-affecting spells; MR nil; SZ S (3'); ML 18.

Round 1) One giant frog and one killer frog break through pantry door.

Round 2) One giant frog breaks through window in male dormitory.

Round 3) Child swallowed by giant frog and asphyxiates in 3 rounds, unless prevented by a PC.

Tier Two:

Frogs, Giant (3): Int Non-; AL LE; AC 7; MV 3, swim 9, jump up to 100'; HD 3; hp 20; THAC0 16 (12 when attacking with tongue); #AT 1; Dmg 2-8; SA tongue entraps victim, victims under 250 lbs are reeled in during the same round in which they were struck, victims over 250 but under 500 lbs are reeled in during the next round: if a 20 is rolled on the frogs attack, a victim shorter than 3 feet is swallowed whole; SD immune to mind-affecting spells, not afraid of fire; MR nil; SZ M (6', tongue is 18'); ML 18.

Frogs, Killer (6): Int Non-; AL LE; AC 8; MV 6, swim 12; HD 1+4; hp 8; THAC0 18; #AT 3; Dmg 1-2/1-2/2-5; SA charges first opponent gaining a +2 to hit, but is AC 9; SD immune to mind-affecting spells; MR nil; SZ S (3'); ML 18.

Round 1) Two giant and three killer frogs break through pantry door.

Round 2) One giant and three killer frogs break through window in male dormitory.

Round 3) Child swallowed by giant frog and asphyxiates in 3 rounds, unless prevented by a PC.

Tier Three:

Frogs, Giant (5): Int Non-; AL LE; AC 7; MV 3, swim 9, jump up to 100'; HD 3; hp 20; THAC0 16 (12 when attacking with tongue); #AT 1; Dmg 2-8; SA tongue entraps victim, victims under 250 lbs are reeled in during the same round in which they were struck,

victims over 250 but under 500 lbs are reeled in during the next round: if a 20 is rolled on the frogs attack, a victim shorter than 3 feet is swallowed whole; SD immune to mind-affecting spells, not afraid of fire; MR nil; SZ M (6', tongue is 18'); ML 18.

Frogs, Killer (9): Int Non-; AL LE; AC 8; MV 6, swim 12; HD 1+4; hp 10; THAC0 18; #AT 3; Dmg 1-2/1-2/2-5; SA charges first opponent gaining a +2 to hit, but is AC 9; SD immune to mind-affecting spells; MR nil; SZ S (3'); ML 18.

Round 1) Two giant and three killer frogs break through pantry door.

Round 2) One giant and three killer frogs break through window in male dormitory.

Round 3) Child swallowed by giant frog and asphyxiates in 3 rounds, unless prevented by a PC. Two giant and three killer frogs break through cargo door.

Tier Four:

Frogs, Giant (6): Int Non-; AL LE; AC 7; MV 3, swim 9, jump up to 100'; HD 3; hp 20; THAC0 16 (12 when attacking with tongue); #AT 1; Dmg 2-8; SA tongue entraps victim, victims under 250 lbs are reeled in during the same round in which they were struck, victims over 250 but under 500 lbs are reeled in during the next round: if a 20 is rolled on the frogs attack, a victim shorter than 3 feet is swallowed whole; SD immune to mind-affecting spells, not afraid of fire; MR nil; SZ M (6', tongue is 18'); ML 18.

Frogs, Killer (14): Int Non-; AL LE; AC 8; MV 6, swim 12; HD 1+4; hp 10; THAC0 18; #AT 3; Dmg 1-2/1-2/2-5; SA charges first opponent gaining a +2 to hit, but is AC 9; SD immune to mind-affecting spells; MR nil; SZ S (3'); ML 18.

Round 1) Two giant and five killer frogs break through pantry door.

Round 2) Two giant and four killer frogs break through window in male dormitory.

Round 3) Child swallowed by giant frog and asphyxiates in 3 rounds, unless prevented by a PC. Two giant and five killer frogs break through cargo door.

Tier Five:

Frogs, Giant (8): Int Non-; AL LE; AC 7; MV 3, swim 9, jump up to 100'; HD 3; hp 22; THAC0 16 (12 when attacking with tongue); #AT 1; Dmg 2-8; SA tongue entraps victim, victims under 250 lbs are reeled

in during the same round in which they were struck, victims over 250 but under 500 lbs are reeled in during the next round: if a 20 is rolled on the frogs attack, a victim shorter than 3 feet is swallowed whole; SD immune to mind-affecting spells, not afraid of fire; MR nil; SZ M (6', tongue is 18'); ML 18.

Frogs, Killer (18): Int Non-; AL LE; AC 8; MV 6, swim 12; HD 1+4; hp 12; THAC0 18; #AT 3; Dmg 1-2/1-2/2-5; SA charges first opponent gaining a +2 to hit; SD immune to mind-affecting spells; MR nil; SZ S (3'); ML 18.

Round 1) Two giant and five killer frogs break through pantry door. One giant and two killer frogs break through the chapel door.

Round 2) Two giant and five killer frogs break through window in male dormitory.

Round 3) Male child swallowed by giant frog and asphyxiates in 3 rounds, unless prevented by a PC. Three giant and five killer frogs break through cargo doors.

Round 4) One giant and three killer frogs break through window in female dormitory.

Round 5) One giant frog swallows a child in female dorm.

IMPORTANT NOTE: The Killer Frogs will try to swarm the PCs keeping them engaged and distracted while the giant frogs go after the children. PCs charging the giant frogs while engaged will give the killer frogs opportunity attacks.

AN EVEN MORE IMPORTANT NOTE: Although this combat may not seem particularly threatening to the PCs, they are not the targets of the attack. The children are frightened and vulnerable targets. The PCs are racing against superior numbers to kill the giant frogs before they can devour the children. It is the duty of the PCs to defend the children. Seeing one of them eaten alive would be far worse than taking a few hit points or using some charges on a magic item...

There are a few tactical points to consider. Areas C, D, E, F, and G are dark. Unless the PCs bring a light source, they will be fighting in darkness. The characters on the staircase and walkway in area A will be targeted for tongue attacks. If the attack is successful, and the character is pulled towards the frog, they will receive 2d4 hp of damage for falling over the railing or 1d6+1 for being dragged down the stairs.

In the event that a child is swallowed, inform any PC who chooses to attack the swallowing frog that blows to it may also harm the child within. If they make a called shot (-4 to hit) to strike carefully, allow them to do so with no chance harming the child. On a successful strength check, the PC may also pry open the frog's mouth, allowing the child an extra round of air for every round in which the PC maintains an opening. Unfortunately, the PC automatically receive 2 hp/tier of damage from the frog's sharp teeth and they lose all dexterity bonuses against all other attacks that round. Do not allow a child to die if the PCs are brave and self-sacrificing (i.e.: Ilmater intervenes in support of such heroism).

Finally, every time a frog is killed, the PCs hear a twanging sound. PCs who take a round to observe the situation will notice that each frog has a strange cord coming from its back, leading out the way it came in.

When a frog dies, the cord detaches and shoots out of the building, producing the twanging sound. If a PC makes a called shot to hit the cord while it is still attached, the frog immediately dies and the cord shoots off. Upon investigating the frog's back, a strange tube-like protuberance is obvious.

If a PC attempts to grab a cord, they need to hit AC 2. If they grab it, they have to make a strength check to hold it. If they keep their grab on it, the cord goes slack. The cord is a nasty tube, in appearance similar to a blood vessel. Following the tube leads to the sewer opening in the alleyway behind the Sanctuary. The cord is broken a few feet beyond the opening.

Alleyway at Night

If the PCs decide to defend the Sanctuary by waiting in the alleyway, or if they decline to defend the sanctuary, the combat with the frogs will be totally different.

First, the rain is overwhelming, turning the narrow alleyway into a minor brook. Armor class is penalized at -2, due to uncertain footing.

Secondly, the alley is not lighted, with usual darkness penalties. Infravision is also reduced due to the haze of rain. Moreover, the frogs do not have a heat pattern.

The combat will begin with the killer frogs pouring out of the sewer opening. They are small creatures and can swarm over the nearest target. After the melee begins with the killer frogs, the giant frogs will team up

against the smallest, lightest target and draw it into the sewer. They will all attack this victim.

Finally, when the combat is over, have the PCs roll a save vs. poison. Any PC who fails begins to feel weak. The rigors of the day and night have weakened that PC, who has now contracted a common cold. They suffer a -1 penalty to all initiative and surprise rolls, due to stuffy head, running nose, coughing and sneezing, for the remainder of the adventure or until *cure disease* is cast.

The Sewers

At some point, the PCs will figure out that the cause of the disappearances can be found in the sewers. They will most likely begin a detailed exploration. In no circumstance will Been or any of the Watch enter the sewers. They will post a guard at the point in which the party enters, if such is requested.

If they have found the halfling's map or have already invested a considerable amount of time after the fight with the sewer creature, they find a wide fissure in the sewer wall. Upon investigation, it appears to be a narrow tunnel leading down into darkness. They hear a strange sound, it might be a cat or a dog. There is also a background scampering noise.

To the Puppeteer's Liar

The narrow fissure finally connects with a larger tunnel. It is a smooth, well-formed tunnel, perhaps of dwarven construction. The air is heavy, but dry. The tunnel is perfectly silent, excepting the sounds created by your party. A sense of oppression weighs down on you and an alien presence seems to be at your side. Of course, no one is there.

Searching to the right reveals that the tunnel has caved in. Searching to the left brings the party to a narrow, 2-ft. wide chasm, which seems to be a bottomless pit. Dropping light coins, bells, or other such means of height detection merely gets the item lost in the vast distance below.

As you investigate the chasm, a clanging, metallic noise comes from further along the sewer passage. It sounds like the steps of a person wearing heavy metal armor. The clanging stops. The tunnel is silent.

If the PCs walk beyond the chasm in the direction of noise, a macabre sight is before them.

Turning a corner, you see the tunnel open out into a large, dark chamber. The floor is buried under thousands of bones, forming mounds which tower up to ten feet in height, the mortal remains of countless missing people. Amidst this gruesome sight is a dwarven warrior in shining ornamental full plate armor. A terrible hollow hissing sound rattles in his throat as he raises a flashing hand axe for battle.

PCs running into melee with the dwarf are automatically surprised by the true enemy, the symbiotic slayer, which is not visible from the entryway. PCs who stay outside the chamber will not be able to see the slayer, but they will certainly see its tendrils attacking their hapless companions.

The chamber is dark. It is 40'x40' with a ceiling 20' high. The entryway is five feet wide and eight feet tall. The symbiotic slayer is a huge creature which resembles a horrible, bleeding scab, with vein-like tendrils emerging from the surface. Depending on the tier, the slayer will be attached to the left wall (tier 1-3) or on the ceiling (tier 4-5), totally covering the stone surface.

Tier One:

'Puppet' Warrior, dm F5: Int Non-; AL LE; AC 1 (Full Plate); MV 6; hp 20; THAC0 14; #AT 1; Dmg 1d6+3 (Hand axe +3); SA nil; SD immune to mind-affecting spells; Special weakness: called shot at tendril in back (AC 2) instantly kills it; Str 15, Dex 8, Con 12, Int 0, Wis 0, Cha 2; MR Nil; SZ M (4 1/2'); ML NA

Symbiotic Slayer (1): Int Non-; AL LE; AC 10, tendril 2; MV 0, tendril 15; HD 6; hp 30; THAC0 15; #AT 1 per 2 PCs; Dmg 1-4; SA tendrils attach to victim on a successful hit, victim must make a save vs. poison or be *confused* (as per 4th level mage spell); SD immune to mind-affecting spells; MR nil; SZ H (20'x40' patch); ML 18.

Tier Two:

'Puppet' Warrior, dm F7: Int Non-; AL LE; AC 0 (Full Plate and shield); MV 6; hp 40; THAC0 11; #AT 3/2; Dmg 1d6+6 (Hand axe +3, Str); SA nil; SD immune to mind-affecting spells; Special weakness: called shot at tendril in back (AC 2) instantly kills it; Str 18/01, Dex 8, Con 12, Int 0, Wis 0, Cha 2; MR Nil; SZ M (4 1/2'); ML NA

Symbiotic Slayer (1): Int Non-; AL LE; AC 10, tendril 2; MV 0, tendril 15; HD 8; hp 48; THAC0 13;

#AT 1 per PC; Dmg 1-4; SA tendrils attach to victim on a successful hit, victim must make a save vs. poison or be *confused* (as per 4th level mage spell); SD immune to mind-affecting spells; MR nil; SZ H (20'x40' patch); ML 18.

Tier Three:

'Puppet' Warrior, dm F9: Int Non-; AL LE; AC 0 (Full Plate and shield); MV 6; hp 63; THAC0 8; #AT 2; Dmg 1d6+8 (Hand axe +3, Str, Specialization); SA nil; SD immune to mind-affecting spells; Special weakness: called shot at tendril in back (AC 2) instantly kills it; Str 18/01, Dex 8, Con 12, Int 0, Wis 0, Cha 2; MR Nil; SZ M (4 1/2'); ML NA

Symbiotic Slayer (1): Int Non-; AL LE; AC 10, tendril 2; MV 0, tendril 15; HD 10; hp 70; THAC0 11; #AT 1 per PC; Dmg 1-4; SA tendrils attach to victim on a successful hit, victim must make a save vs. poison or be *confused* (as per 4th level mage spell); SD immune to mind-affecting spells; MR nil; SZ H (20'x40' patch); ML 18.

Once per hour the Symbiotic Slayer can expel an opaque cloud of spores in a 30' radius. Anyone within the cloud is at a penalty of -4 to attack rolls, armor class, and saving throws (Blind fighting will reduce the penalty to only -2 to attack rolls.) The opaque cloud persists for 4 rds, or until cleared by a *gust of wind* or similar magic.

Tier Four:

'Puppet' Warrior, dm F11: Int Non-; AL LE; AC 1 (Full Plate); MV 6; hp 87; THAC0 7/9; #AT 3; Dmg 1d6+9 x2 / 1d6+6 (Hand axe +3, Str, Specialization right hand/ Str, Specialization left.); SA nil; SD immune to mind-affecting spells; Special weakness: called shot at tendril in back (AC 2) instantly kills it; Str 18/76, Dex 8, Con 12, Int 0, Wis 0, Cha 2; MR Nil; SZ M (4 1/2'); ML NA

Symbiotic Slayer (1): Int Non-; AL LE; AC 10, tendril 2; MV 0, tendril 15; HD 12; hp 90; THAC0 9 (+1 for higher ground, +2 for defender off-balance, adjusted THAC0 6); #AT 2 per 1 PC; Dmg 1-4; SA tendrils attach to victim on a successful hit, victim must make a save vs. poison or be *confused* (as per 4th level mage spell); SD immune to mind-affecting spells, attached to ceiling and out of weapon reach except for polearms; MR nil; SZ H (40'x40' area patch); ML 18.

Once per turn the Symbiotic Slayer can expel an opaque cloud of spores. Anyone within the cloud is at a

penalty of -4 to attack rolls, armor class, and saving throws (Blind fighting will reduce the penalty to only -2 to attack rolls.)

The cloud also causes victims within the cloud to save vs. breath weapon. Those failing their saving throws are coughing and gagging, unable to act for 1d4+1 rds. Those who make their saves must exit the cloud in order to speak or cast spells with verbal components.

The spore cloud persists for 8 rounds unless cleared by a *gust of wind* or similar magic.

Tier Five:

'Puppet' Warrior, dm F13: Int Non-; AL LE; AC 1 (Full Plate); MV 6; hp 102; THAC0 4/6; #AT 7/2; Dmg 1d6+11 x2 / 1d6+8 (Hand axe +3, Str, Specialization right hand/ Str, Specialization left.); SA nil; SD immune to mind-affecting spells; Special weakness: called shot at tendril in back (AC 2) instantly kills it; Str 18/00, Dex 8, Con 12, Int 0, Wis 0, Cha 2; MR Nil; SZ M (4 1/2'); ML NA

Symbiotic Slayer (1): Int Non-; AL LE; AC 10, tendril 2; MV 0, tendril 15; HD 14; hp 112; THAC0 7 (+1 for higher ground, +2 for defender off-balance, adjusted THAC0 4); #AT 3 per 1 PC; Dmg 1-4; SA tendrils attach to victim on a successful hit, victim must make a save vs. poison at -4 or be *confused* (as per 4th level mage spell); SD immune to mind-affecting spells, attached to ceiling and out of weapon reach except for polearms; MR nil; SZ H (40'x40' patch); ML 18.

Once per four rounds the Symbiotic Slayer can expel an opaque cloud of spores. Anyone within the cloud is at a penalty of -4 to attack rolls, armor class, and saving throws (Blind-fighting will reduce the penalty to only -2 to attack rolls.)

The cloud also causes victims within the cloud to save vs. breath weapon. Those failing their saving throws are coughing and gagging, unable to act for 1d4+1 rds. Those who make their saves must exit the cloud in order to speak or cast spells with verbal components.

The spore cloud persists for 8 rounds unless cleared by a *gust of wind* or similar magic.

Note: At tiers 4 and 5, the symbiotic slayer is out of weapon reach, excepting polearms. It is possible for the PCs to climb the mounds of bones to strike at it with size M weapons. Size S weapons are still too small to reach. Climbing the bones has a few disadvantages. Firstly, the defenders will be off-balance, granting a +2

to hit for their opponents. Secondly, the bones are neither stable nor sturdy, creating a 50% chance per round that a PC slips and loses all attacks for that round. Check at the beginning of each round.

When the final blow is landed against the symbiotic slayer, it loses cohesiveness and falls to the ground as a disgusting, bleeding gel.

PCs who were struck by the tendrils feel weak and light-headed. Upon the symbiot's death, the tendrils popped out of them with a by-now familiar twang, but a strange tube-like protuberance was left in the PC's back. Further investigation reveals a slight fungal growth developing at the edge of the tube. The PCs die in two days unless they get a *cure disease* spell cast upon them, which can be easily obtained from Sister Karra or the temple of Ilmater. Upon receiving the cure, the protuberance immediately scabs up and falls off.

If the PCs choose to search the symbiot's lair for treasure, it can take hours digging under the mass of bones. They easily find the dwarf's fine hand axe and full plate armor. If *detect magic* is used, the hand axe radiates magic. Moreover, a valuable topaz amulet worth 2,000 gp, is also found and it detects as magic. If the adventurers make an exhaustive search, they find 1,000 gp worth of items and small change, including 30,000 cp, 2000 sp, 100 gp. Small personal items make up the rest of the treasure (400 gp). Such items include cheap jewelry, simple wedding rings, wooden hair pins and berets for little girls, locket with a loved one's hair or name within, and general adventuring goods. None of these items are magical or worth more than 5 gp each.

Afterwards

The gray dismal sky and steady drizzle greet you as your party emerges from the sewers. The filthy streets and dreary buildings of Crow's End are unchanged, as are the people, who look at you with a mix of curiosity, fear, disgust and hostility in their hungry eyes. Corporal Been emerges from the shadows and approaches you.

"Well, you look awful, but alive. I suppose that's all we can ask for." He gives you a grin, which is almost friendly. "Come on. Let's go to the barracks and write up the report."

The PCs may go with Been and fill a report. With directions provided by the PCs, Been will have a

contingent of Sewer Patrol clear out the symbiot's lair. Any of the findings the PCs leave behind will go to the next of kin or to a charitable cause with the following exceptions:

Been will give the PCs the halfling's *dagger* +2, *reach extender*, the dwarf's *hand axe* +3, the full dwarven plate armor (1,000 gp value), and a topaz amulet (2,000 gp value, casts *control temperature* as per 4th level priest spell one time only). PCs in the City Watch will be recommended for promotion.

When the PCs return to the temple of Ilmater, Father Andras will be glad to see them and provide the agreed upon reward. He will bear the news of Urik's death with quiet acceptance. If the PCs defended the Sanctuary, Andras will be touched by their selfless bravery. He will declare them as eternal friends of Ilmater and offer the temple's services to them. Moreover, he will offer as additional reward Brother Urik's fine carrying case.

Finally, if the PCs helped to defend Zinnia's, and have proven themselves brave, compassionate, patient and selfless, they wake up and notice a beautiful, small tattoo of a white zinnia flower on their arm. It is a sign of Ilmater's blessing. It can be called upon only once, then the tattoo disappears. It will allow one other person of the PC's choice to re-roll a failed saving throw, but must be used within one round of the failed roll. Moreover, the PC need not be conscious for this power to work. It cannot be traded.

The End

Experience Summery

Experience is calculated as follows for Living City events.

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

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually

played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Information Gathering

Discovering nature of the Murders	25 xp
Casting Speak with dead or asking Sister Karra to do so.	25 xp
Recovering and reporting the Body of the Halfling	50 xp

The Sewers

Defeating the Creatures	100 xp
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Defending Zinnia's

No children harmed	300 xp
OR	
Children hurt, but not killed	200 xp
OR	
One child killed	100 xp
OR	
More than one child killed	none

The Lair

Defeating the Slayer	200 xp
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Total Experience for Objectives: 700 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,200 xp

For Tier 2: 2,400 xp

For Tier 3: 3,600 xp

For Tier 4: 4,800 xp

For Tier 5: 6,000 xp

Treasure Summery

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

Introduction

- Reward of up to 25 gp each

The Waterfront

- 10 sp, 30 gp, 5 pp
- *Dagger +2 reach extender*: This dagger functions as a *dagger* +1 in the hands of most people. In the hands of a gnome or halfling, its blade extends and it functions as a *short sword* +2, while maintaining the weapon speed of a dagger. It

cannot be thrown when extended, and it extends automatically in the hands of a gnome or halfling.

- Silver dagger worth 25 gp

The Dead

- Well-made Medicine Bag (non magic): This good sized handbag is non-magical but well made. It has small internal pockets for storing delicate flasks, vials, and bottles. It is also double skinned and stitched. The bag itself saves vs. fire or lightning at +1. Items within the bag save at +1 vs. crushing blow.
- *Potion of healing*
- Two vials holy water

The Lair

- 30,000 cp, 2,000 sp, 100 gp
- 120 Misc. baubles worth 400 gp total
- Full plate mail (dwarven sized): This sturdy made suit of Full Plate Armor is constructed to fit a dwarf. It is heavy, but extremely well made, inlaid with images of the dwarven gods. The Armor weighs 80lbs, but makes its item saving throw at +1. This armor is non-magical, providing an AC of 1 (AC 0 with shield.) Due to its durability and artistic quality the suit is valued at 1,000gp.
- *Hand axe +3*: This Weapon has a stout oak haft and a mithril blade. A successful hit with this weapon inflicts 1d6+3 vs small or man-sized opponents, 1d4+3 vs large.
- Topaz: A golden amulet on a golden chain, this item has the design of a fire breathing hell hound and a frost breathing wolf entwined about a central spherical topaz. The amulet is enchanted to store a single castings of *control temperature 10' radius*. (P4) The spell is cast at 10th level

Conclusion

- Gift of Ilmater (one use) for each PC who defended the sanctuary: This blessing from the Ilmater takes the form of a small mark, like a birthmark or tatoo, in the shape of a white zinnia flower on the arm. The gift of Ilmater will allow one other person of this PC's choice to re-roll a failed saving throw, but must be used within one round of the failed roll. Activating the gift does not require an action, but the PC must be conscious for this power to work. This gift cannot be to affect the PC upon whom it is placed, only others. It cannot be traded, sold, or given away. Once the power of the gift is invoked the mark fades. It can be called upon only once.

Fame Awards

The PCs may take one Fame point in one of the following:

- Uncovering the mystery of disappearances will win each PC +1 fame in City Watch or Lower Class.
- Defending the sanctuary earns one point in Temples

The PCs get to choose one of these, not both.

City Watch Advancement

If the PCs successfully defend Zinnia's AND destroy the Symbiotic Slayer and are a member of the Watch, they will be recommended for promotion. This recommendation takes the form of a 200 xp credit (250 xp if a Sewer Brigade member), towards the PC's next advancement. The advancement is processed at a City Watch booth at an interactive.

NPC Appendix

Father Andras, hm, P(Sp)8 of Ilmater: AL LG; AC 10 (none); MV 12; hp 56; THAC0 16; #AT 1; Dmg 1d6 (Staff); SA Spells and innate powers; SD Spells and innate powers; Str 10; Dex 8; Con 17; Int 15; Wis 17; Cha 15; MR nil; SZ M; ML 19 (Fearless).

Spells: *1) cure lt. x 4 purify food and drink; slow poison x2, hold person x3; cure disease x2; remove curse, dispel magic: neutralize poison x2.*

Innate Abilities: Remove Fear, Draw Upon Holy Might, Favor of Ilmater, Endurance of Ilmater. NWP Healing, Herbalism, Endurance, Religion, Read/Write Common, Diagnostics, Etiquette, Elven, Dwarven.

As a specialty priest of Ilmater, Father Andras is driven to help alleviate the pain and suffering of those in need. He is also struggling to get the City of Ravens Bluff to recognize Ilmater as a civic religion. He is honest and forthright with the PCs in all dealings, providing them whatever aid he can, including casting spells from his usual list. His principle concern is keeping the wheels of the church rolling smoothly, but the disappearance of Brother Urik troubles him greatly.

Sister Karra, hf, P6 of Ilmater: AL LG; AC 10 (none); MV 12; hp 38; THAC0 18; #AT 1; Dmg 1d6 (Staff); SA Spells, turn undead; SD Spells; Str 8; Dex 8; Con 15; Int 14; Wis 18; Cha 17; MR nil; SZ M; ML 12 (Steady) 18 (Fanatic when protecting children).

Spells: *1) cure lt x 3 purify food and drink x2; slow poison x2, hold person x2, enthrall; cure disease x2, speak w dead.*

NWP Healing, Herbalism, Endurance, Religion, Read/Write Common.

Sister Karra was made a widow in the recent war. Consoled after her loss by a kind priestess of Ilmater, she turned her grief into a dedication to alleviating the pain and suffering of others. She views the orphans of Crow's End as the children she and her late husband were never lucky enough to have.

Corporal Been, hm T9: Int Exceptional; AL LN; AC 3 (Studded Leather); MV 12; hp 51; THAC0 15; #AT 1; Dmg 1d6 (club); SA Backstab; SD Nil; Str 12, Dex 18, Con 16, Int 16, Wis 16, Cha 6; MR Nil; SZ M (5 1/2'); ML 12

Corporal Been is a realist. Crow's End is a boiling pot of trouble since the war, and the watch has neither the manpower nor the resources to cool it off, their job is just to keep the lid on tight so it doesn't boil over.

Been is an honest man. He is not a coward but isn't stupid either. He has respect for the law-abiding citizens of the city, but has no patience for troublemakers and will not hesitate to using his cudgel on such miscreants.

His captain was reassigned a month ago, and his immediate superior (Sgt. Wellis) has disappeared, and no replacement has been sent as of yet (due to political obstacles.) This has put him in the position of command, a position he is not comfortable with at all.

Players Handout #1

Brother Urik,

I think you're right. We've found another. I need to ask you some questions, so drop by the Station tomorrow morning. If you can't, I'll drop by Zinnia's around midday.

-- Watch Sgt. Wellis. Crow's End Watch Barracks.

HT HT //

Suppers!
out!





