

# The Moon

**A One-Round Living City Adventure**

**by Victor Long**

When the Church of Selune asks adventurers to help find a valued member, can anything but foul play be expected?

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

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

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

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 Backstory

In the outskirts of Ravens Bluff lives a ranger who stands as one of the city's first line of defense against outside threats. Andrews Womack has done the city a great service both by being in an area in which he can easily meet approaching travelers, as well as by having the ability to recognize threats and react appropriately to them.

Womack is a devout follower of Selune. He attends services regularly, despite not living directly in the town. He tithes every month without fail.

Until last month.

Last month a traveler by the name of Ivar Bausley came toward Ravens Bluff. His intentions were to use the power his god, Cyric, had placed in him to set the forces of man and the forces of nature against one another. Bausley was a werewolf, disguising himself as an Avenger of Mielikki. He came upon Womack and spoke with him. He also betrayed him and nearly killed him.

Womack crept away to rest and heal. He prayed to Selune for guidance, but his prayers were interrupted by Cyric and Shar. Feeling betrayed at all sides, Womack cursed Selune and decided to handle Bausley his own way.

A couple of days later, once he was healed, Womack confronted Bausley. This time, he was ready, and this time the battle went differently. Bausley and Womack were evenly matched during the night, but once day began, and Bausley changed back into a human, and Womack changed into a wolf, the tide turned dramatically.

Womack killed Bausley, but found himself cursed. Whenever the moon could not be seen in the skies above The Vast, Womack became a bestial wolf over which he had no control. He went to his sister in Ravens Bluff, telling her of the curse upon him. She has not gone to anyone because she trusts her brother, and she trusts the gods to do what is best for him. She does not wish to offend whatever forms of penance he may be attempting by interfering.

Womack has not been seen now for two consecutive months, and the clergy of Selune are worried about him. Womack's chosen field of work is very dangerous, and he was well loved in Ravens Bluff. His absence has been noticed and felt, and the clergy think that it would be a good idea to send someone of experience to find out what may have happened to him.

Arakha Dunsoun finds some of Womack's fellow adventurer heroes and asks that they please go and check on him to be sure that he is well.

## Scene One, in which the heroes get involved:

Around midday, a sailor comes to visit one of the heroes. He is known as Redbeard Rum, and is large (6'2", 265 lbs), loud, and annoying. He is sober, however, this is not a condition that he plans on maintaining. Arakha Dunsoun has paid him a small purse of silver to summon any willing and available adventurer that he knows to an audience with her at moonup (sundown). He seeks out adventurers that are

not afraid to get their hands dirty in either a literal or figurative sense. He beats around the bush in delivering the message, however, first trying to get the character to have a drink, on him. Rum will tell the character to gather some drinking companions and meet him at the Flagon of Flames in the Harbour District.

After a few drinks, Rum will claim that strange things are happening. They are in the stars, he claims, and he will point to the sky, where the moon is visible during the day (it has been thus for three days now). He will ask the hero if there are other adventurers he knows of that could aid in the coming trial. Rum hopes to get more money from Dunsoun if he can deliver more than one hero to her. With luck, Rum can assemble the entire party, and have them at the Temple of Selune on time.

But, Dunsoun is not relying solely on Redbeard Rum. Her associate, Janice Roldelym, has hired Percivale Fernweave to also seek out adventurers. Fernweave is a thin, aristocratic elf dandy who proudly displays the Symbol of Chauntea on his green, yellow, and red billowing clothes. He seeks out adventurers that are of the clean, upstanding types. He, also, will buy characters a meal, although not at such a disreputable establishment. He will meet them all at the Tavern in the Garden in the Sixstar portion of the Uptown District.

Here, he tells them that the Moonhand, the Lady Arakha Dunsoun, would very much like to speak with them at sundown. He tells them that the priestess is looking for kind souls to do her and a friend of hers a favour, but that the task may be difficult. He claims that a personal friend of the Moonhand's is missing and that she is seeking experienced adventurers to determine if the disappearance is voluntary.

Any PCs or NPCs not at the table are busy and cannot accompany the heroes to either luncheon, though they are welcome to invite one another to the meeting.

### **Redbeard Rum**

Rum is a burly sailor. He looks kinda like a 6'4" dwarf, and acts like one as well, except for the fact that he likes the water so much that is. He is as fanatical about seamanship as the average dwarf is about mining, however. He is charismatic and will gladly spend the entire day with any heroes who join him at the bar, so long as they make their appointment. He doesn't care if they are drunk when they make the appointment, after all, he's spent some of the best days of his life drunk.

Rum was paid in advance by Dunsoun, and he has a steady job which he enjoys, so he is squandering his money by getting himself and anyone who'll sit at his table as drunk as possible. While doing so, he will

regale the heroes with tales of his own heroism, exciting stories such as the time he had to fight his way free of a pirate brig with naught but a paring (not parrying) knife and an overripe plum.

Keep in mind that Rum's presence in the module is to allow characters who would not associate with Percivale Fernweave to be summoned to the meeting. However, Rum is much more indirect, and should be used first.

### **Percivale Fernweave**

Fernweave is the penultimate elven dandy. He stands 4' tall, and has a musical, almost effeminate voice. He will appeal to the heroes altruism, and devotion to the gods of good. He will sit and have a quiet lunch with the heroes and explain that the clergy of Selune would very much like to speak with them this evening. He is very relaxed and peaceful and above all, dignified and polite. Characters that would not normally be swayed by his request really should meet Rum.

Fernweave's presence is to allow characters who would not associate with the sort of man Redbeard Rum is to be summoned to the meeting.

## **Scene Two, in which the Heroes receive information:**

When the Moonhand of Selune meets the party, she does so with grace and radiance in a dimly lit grove within the walls of the Temple of Selune. She asks them if they have ever heard of Andrews Womack.

Womack has a Fame within the clergy of 12, so priestly characters may know, and be able to tell their fellows, that Womack is a great ranger living in the Highbank Forest. Elf characters have a 90% chance of knowing this already unless they dwell within the city, in which case they only have a 40% chance.

Dunsoun will verify the hero's information, and add the following information:

- Womack is also a devout follower of Selune.
- Womack keeps the Feldar Trail clear for passengers while still protecting the forest from those that would do it harm.
- Although he owns a home in the city, he lives in a cabin off of the Feldar Trail on this side of Dark Hollow.
- Womack is a personal friend of hers, but neither she, nor any of the clergy of Selune have seen him for over a month.
- Womack has missed two tithings, and this is very unlike him.

Dunsoun is worried for Womack's safety. She asks the heroes if they would please check with Womack and make sure that he is well.

Should the heroes request payment, she will offer them 500 GP each. Should this not be enough, she can be pressured to 750 GP each. However, this will negate the chances of the party receiving special aid from Selune at the end of the adventure.

She does not object to the party using magical means to travel. Indeed, she will stress that she is worried about Womack, and will offer mounts if the party asks for them.

If the party asks Dunsoun for leads as to whom to talk to concerning Womack, she will tell them that he has a sister named Carolina Womack living somewhere in the city, although she, herself, has never been properly introduced to her. She will also tell them of Kofi Tipsword, a mercenary that had been seen in Womack's company frequently before the war.

## Scene Three, in which the party meets its match:

Kofi Tipsword can be found at The Cracked Tankard in the Anvil section of Crow's End. He will be enjoying himself in the company of Genevelyn and Krishana Kambhampaty. Kofi is a bright and bright eyed mercenary with short fair hair who is proud of his muscular, unscarred body and displays it proudly. His companions are fair sisters who seem to share his preference for attire. Unlike the hard leather and iron straps that make up the sparse clothing of Tipsword, the Kambhampaty sisters seem to be wearing nothing more than multicoloured silk scarves tied in interesting patterns.

He is on the lookout for people who do not frequent The Cracked Tankard. This may, or may not, be the party depending on what kind of characters make it up. If any of the characters look out of place in this rough and tumble bar, Tipsword will silently signal Zilligen, his dwarf ally. Zilligen will approach the character and invite him or her over, extending the invitation to the companions.

While the party speaks to Kofi, they may learn the following:

- Andrews Womack was a powerful warrior before the war. The two were friends and allies for many years.
- Womack helped to defend the Temple of Selune when it was attacked by Talassans during the

war. He saved Dunsoun's life and converted. He now follows the teachings of Selune ... er, "religiously."

- Since the war, Tipsword himself has spent his time earning money as a barge guard. He goes where the callings of his own diety demands (he will tap on a symbol of Waukeen pinned to the leather sash that crosses his shoulder - the symbol of Mask on the back of this pin will not be noticable).
- It was after the war that Womack built his cabin in the Highbank Forest. Tipsword doesn't know where it is exactly but it is on this side of Dark Hollow.

The sisters will flirt with Tipsword and will also return the flirtations of any male character with a Charisma over 13. They do not know Womack, but will reveal that they know Kofi very well, and that they trust him.

Should the party mention Womack's sister, Kofi will only say, "I'm afraid that Carolina Womack is a fairly sensitive topic nowadays." The mention of Carolina is a signal for Kofi's band to attack. Only characters with Alertness can anticipate the ambush, and they do not have time to alert the rest of the party.

### Tier One:

**Kofi Tipsword**, hm T4: AL NG; AC 6 (0); MV 12; hp 26; THAC0 18 (17); #AT 1; Dmg 1D6+1 (2); SA nil; SD nil; MR nil; S 10, D 18, C 17, I 15, W 8, C 16; SZ M; ML 8.

Equipment: *short sword +1* (magical short sword with a crimson blade)

**Genevelyn Kambhampaty**, hf W3: AL NG; AC 7 (1); MV 12; hp 16; THAC0 20 (19); #AT 1; Dmg 1D4 (+1); SA spells; SD nil; MR nil; S 9, D 17, C 16, I 17, W 8, C 17; SZ M; ML 8.

Equipment: dagger

Spells: *magic missile, sleep, blindness*

**Krishana Kambhampaty**, hf W3: AL NG; AC 6 (0); MV 12; hp 16; THAC0 20 (19); #AT 1; Dmg 1D4 (+1); SA spells; SD nil; MR nil; S 9, D 18, C 16, I 16, W 8, C 17; SZ M; ML 8.

Equipment: dagger

Spells: *shocking grasp, reduce, glitterdust*

**Zilligen**, dm F3: AL NG; AC 4 (3); MV 12; hp 37; THAC0 16 (15); #AT 3/2; Dmg 1D8+5 (6); SA nil; DS nil; MR nil; S 18 (01), D 18, C 18, I 10, W 8, C 11; SZ M; ML 8.

Equipment: battle axe, banded mail

**Morrison Hughes:** em F3: AL NG; AC 4 (3); MV 12; hp 34; THAC0 12 (11); #AT 2; Dmg 1D6+2; SA nil; DS nil; MR nil; S 18, D 18, C 17, I 10, W 8, C 13; SZ M; ML 8.

Equipment: long bow (range 6-30 feet indoors), banded mail

**Lars Olivadoti,** hm P3 of Mask: AL NG; AC 3 (-2); MV 12; hp 26; THAC0 20 (19); #AT 1; Dmg 1D6+1; SA spells, also: *darkness* 1/day, *shadowcloak* 1/tenday, *shadow door* 1/day; SD nil; MR nil; S 11, D 18, C 16, I 10, W 18, C 11; SZ M; ML 8

Spells: *blight*, *bless*, *cure light wounds*, *sanctuary*; *chant*, *heat metal*, *hold person*

**Tactics:** Last night, Kofi experienced a visitation within his dreams. A figure whom he recognized as his god, Mask, told him that strangers would come to him with the intention of finding and killing his old friend, Andrews Womack. He was told that they would ask of him and possibly even his innocent sister. Kofi determined that he would be ready for these assassins. He instructed the sisters to cast *armor* (the effective AC this grants is in parentheses) on the party and for Lars to cast *nap* at midday.

The six of them are all expecting a fight. As soon as the characters enter, Lars will step into his *shadowcloak* so as not to be noticed. He will then cast *blight* and *bless* (the effective bonuses to AC and THAC0 are in parenthesis) before the fight begins if possible.

The party has probably not noticed either Morrison or Lars. Morrison is at the top of the stairs, and will fire arrows over the balcony. Lars is sitting at the corner table near the door trying to cast quiet spells only.

At any time during the fight, should the heroes declare that they mean neither Andrews Womack nor his sister any harm, Kofi will call an end to the battle.

Their only goal is to stop the party, not to kill them. They want to protect Andrews, but not at the cost of their own lives. Should any of them die (past -10) or, should Kofi fall below 10 hp, they will surrender, and Lars will heal Kofi.

### **Tier Two:**

**Kofi Tipsword,** hm T6: AL NG; AC 6 (0); MV 12; hp 36; THAC0 17 (16); #AT 1; Dmg 1D6+1 (2); SA nil; SD nil; MR nil; S 10, D 18, C 17, I 15, W 8, C 16; SZ M; ML 8.

Equipment: *short sword* +1 (magical short sword with a crimson blade)

**Genevelyn Kambhampaty:** hf W5: AL NG; AC 7 (1); MV 12; hp 24; THAC0 19 (18); #AT 1; Dmg 1D4 (+1); SA spells; SD nil; MR nil; S 9, D 17, C 16, I 17, W 8, C 17; SZ M; ML 8.

Equipment: dagger

Spells: *burning hands*, *magic missile* (x2), *sleep*; *blindness*, *summon swarm*; *dispel magic*

**Krishana Kambhampaty,** hf W5: AL NG; AC 6 (0); MV 12; hp 24; THAC0 19 (18); #AT 1; Dmg 1D4 (+1); SA spells; SD nil; MR nil; S 9, D 18, C 16, I 16, W 8, C 17; SZ M; ML 8.

Equipment: dagger

Spells: *chill touch*, *colour spray*, *shocking grasp*, *reduce*; *glitterdust*, *Melf's acid arrow*; *flame arrow*

**Zilligen,** dm F5: AL NG; AC 4 (3); MV 12; hp 55; THAC0 14 (13); #AT 3/2; Dmg 1D8+5 (6); SA nil; DS nil; MR nil; S 18 (01), D 18, C 18, I 10, W 8, C 11; SZ M; ML 8.

Equipment: battle axe, banded mail

**Morrison Hughes,** em F5: AL NG; AC 4 (3); MV 12; hp 50; THAC0 10 (9); #AT 2; Dmg 1D6+2; SA nil; DS nil; MR nil; S 18, D 18, C 17, I 10, W 8, C 13; SZ M; ML 8.

Equipment: long bow (range 6-30 feet indoors), banded mail

**Lars Olivadoti,** hm P5 of Mask: AL NG; AC 6 (1); MV 12; hp 38; THAC0 18 (17); #AT 1; Dmg 1D6+1; SA spells, also *darkness* 1/day, *shadowcloak* 1/tenday, *shadow door* 1/day, *shadow monsters* 1/day; SD nil; MR nil; S 11, D 18, C 16, I 10, W 18, C 11; SZ M; ML 8.

Spells: *blight*, *bless*, *cure light wounds*, *faerie fire*, *sanctuary*; *aid*, *chant*, *heat metal*, *hold person*, *warp wood*; *feign death*, *prayer*

**Tactics:** Last night, Kofi experienced a visitation within his dreams. A figure whom he recognized as his god, Mask, told him that strangers would come to him with the intention of finding and killing his old friend, Andrews Womack. He was told that they would ask of him and possibly even his innocent sister. Kofi determined that he would be ready for these assassins. He instructed the sisters to cast *armor* (the effective AC this grants is in parentheses) on the party and for Lars to cast *nap* at midday.

The six of them are all expecting a fight. As soon as the characters enter, Lars will step into his *shadowcloak* so as not to be noticed. He will then cast

*blight* and *bless* (the effective bonuses to AC and THAC0 are in parenthesis) before the fight begins if possible. When the fight begins, he uses his *shadow monsters* ability to summon a 5<sup>th</sup> level fighter to protect him. After that, his priority of spells are: *prayer*, *hold person*, *faerie fire*, *heat metal* (if applicable), *warp wood* (if applicable), *chant*.

The party has probably not noticed either Morrison or Lars. Morrison is at the top of the stairs, and will fire arrows over the balcony. Lars is sitting at the corner table near the door trying to cast quiet spells only.

At any time during the fight, should the heroes declare that they mean neither Andrews Womack nor his sister any harm, Kofi will call an end to the battle.

Their only goal is to stop the party, not to kill them. They want to protect Andrews, but not at the cost of their own lives. Should any of them die (past -10) or, should Kofi fall below 10 hp, they will surrender, and Lars will heal Kofi.

### **Tier Three:**

**Kofi Tipsword**, hm T8: AL NG; AC 6 (0); MV 12; hp 46; THAC0 16 (15); #AT 1; Dmg 1D6+1 (2); SA nil; SD nil; MR nil; S 10, D 18, C 17, I 15, W 8, C 16; SZ M; ML 8.

Equipment: *short sword +1* (magical short sword with a crimson blade)

**Genevelyn Kambhampaty**, hf W7: AL NG; AC 7 (1); MV 12; hp 32 (9 stonelines); THAC0 18 (17); #AT 1; Dmg 1D4 (+1); SA spells; SD nil; MR nil; S 9, D 17, C 16, I 17, W 8, C 17; SZ M; ML 8.

Equipment: dagger

Spells: *burning hands*, *magic missile* (x2), *sleep*; *blindness*, *spectral hand*, *summon swarm*; *dispel magic*, *vampiric touch*; *charm monster*

**Krishana Kambhampaty**, hf W7: AL NG; AC 6 (0); MV 12; hp 32 (9 Stonelines); THAC0 18 (17); #AT 1; Dmg 1D4 (+1); SA spells; SD nil; MR nil; S 9, D 18, C 16, I 16, W 8, C 17; SZ M; ML 8.

Equipment: dagger

Spells: *chill touch*, *colour spray*, *shocking grasp*, *reduce*; *glitterdust*, *Melf's acid arrow*, *scare*; *flame arrow*, *melf's minute meteors*; *phantasmal killer*

**Zilligen**, dm F7: AL NG; AC 4 (3); MV 12; hp 73; THAC0 12 (11); #AT 2; Dmg 1D8+5 (6); SA nil; DS nil; MR nil; S 18 (01), D 18, C 18, I 10, W 8, C 11; SZ M; ML 8.

Equipment: battle axe, banded mail

**Morrison Hughes**, em F7: AL NG; AC 4 (3); MV 12; hp 66; THAC0 8 (7); #AT 2; Dmg 1D6+2; SA nil; DS nil; MR nil; S 18, D 18, C 17, I 10, W 8, C 13; SZ M; ML 8.

Equipment: long bow (range 6-30 feet indoors), banded mail

**Lars Olivadoti**, hm P7 of Mask: AL NG; AC 6 (1); MV 12; hp 50; THAC0 16 (15); #AT 1; Dmg 1D6+1; SA spells, also *darkness* 1/day, *shadowcloak* 1/tenday, *shadow door* 1/day, *shadow monsters* 1/day, *demi-shadow monsters* 1/day; SD nil; MR nil; S 11, D 18, C 16, I 10, W 18, C 11; SZ M; ML 8

Spells: *blight*, *bless*, *cure light wounds*, *faerie fire*, *sanctuary*; *aid*, *chant*, *heat metal*, *hold person*, *warp wood*; *feign death*, *prayer*, *snare*; *cure serious wounds*, *protection from lightning*

**Tactics:** Last night, Kofi experienced a visitation within his dreams. A figure whom he recognized as his god, Mask, told him that strangers would come to him with the intention of finding and killing his old friend, Andrews Womack. He was told that they would ask of him and possibly even his innocent sister. Kofi determined that he would be ready for these assassins. He instructed the sisters to cast *armor* (the effective AC this grants is in parentheses) on the party and *stoneskin* on themselves and for Lars to cast *nap* at midday.

The six of them are all expecting a fight. As soon as the characters enter, Lars will step into his *shadowcloak* so as not to be noticed. He will then cast *blight* and *bless* (the effective bonuses to AC and THAC0 are in parenthesis) before the fight begins if possible. When the fight begins, he uses his *shadow monsters* ability to summon a 7<sup>th</sup> level fighter to protect him. After that, his priority of spells are: *prayer*, *hold person*, *faerie fire*, *heat metal* (if applicable), *warp wood* (if applicable), *chant*. If there are spellcasters in the party, he will choose *protection from lightning* as well, but he knows that none of his allies will cast a *lightning bolt*.

When the fight starts, the party has probably not noticed either Morrison or Lars. Morrison is at the top of the stairs, and will fire arrows over the balcony. Lars is sitting at the corner table near the door trying to cast quiet spells only.

At any time during the fight, should the heroes declare that they mean neither Andrews Womack nor his sister any harm, Kofi will call an end to the battle.

Their only goal is to stop the party, not to kill them. They want to protect Andrews, but not at the cost of their own lives. Should any of them die (past -

10) or, should Kofi fall below 10 hp, they will surrender, and Lars will heal Kofi.

#### **Tier Four:**

**Kofi Tipsword**, hm T10: AL NG; AC 6 (0); MV 12; hp 56 (11 Stoneskins); THAC0 19 (17); #AT 1; Dmg 1D6+1 (2); SA nil; SD nil; MR nil; S 10, D 18, C 17, I 15, W 8, C 16; SZ M; ML 8.

Equipment: *short sword +1* (magical short sword with a crimson blade)

**Genevelyn Kambhampaty**, hf W9: AL NG; AC 7 (1); MV 12; hp 40 (11 Stoneskins); THAC0 20 (19); #AT 1; Dmg 1D4 (+1); SA spells; SD nil; MR nil; S 9, D 17, C 16, I 17, W 8, C 17; SZ M; ML 8.

Equipment: dagger

Spells: *burning hands, magic missile (x2), sleep; blindness, spectral hand, summon swarm; dispel magic, slow, vampiric touch; charm monster, fire shield; chaos*

**Krishana Kambhampaty**, hf W9: AL NG; AC 6 (0); MV 12; hp 40 (11 Stoneskins); THAC0 20 (19); #AT 1; Dmg 1D4 (+1); SA spells; SD nil; MR nil; S 9, D 18, C 16, I 16, W 8, C 17; SZ M; ML 8.

Equipment: dagger

Spells: *chill touch, colour spray, shocking grasp, reduce; glitterdust, Melf's acid arrow, scare; blink, flame arrow, Melf's minute meteors; phantasmal killer, shout; conjure elemental*

**Conjured Earth Elemental**: AL N; AC 2 (1); MV 6; hp 40; THAC0 13; #AT 1; Dmg 4D8; SA nil; SD +2 or better weapons to hit; MR nil; ML 16

**Zilligen**, dm F9: AL NG; AC 4 (3); MV 12; hp 91 (11 Stoneskins); THAC0 16 (15); #AT 2; Dmg 1D8+5 (6); SA nil; DS nil; MR nil; S 18 (01), D 18, C 18, I 10, W 8, C 11; SZ M; ML 8.

Equipment: battle axe, banded mail

**Morrison Hughes**, em F9: AL NG; AC 4 (3); MV 12; hp 82; THAC0 12 (11); #AT 2; Dmg 1D6+2; SA nil; DS nil; MR nil; S 18, D 18, C 17, I 10, W 8, C 13; SZ M; ML 8.

Equipment: long bow (range 6-30 feet indoors), banded mail

**Lars Olivadoti**, hm P9 of Mask: AL NG; AC 6 (1); MV 12; hp 62; THAC0 19 (17); #AT 1; Dmg 1D6+1; SA spells, also: *darkness 1/day, shadowcloak 1/tenday, shadow door 1/day, shadow monsters 1/day, demi-*

*shadow monsters 1/day; SD nil; MR nil; S 11, D 18, C 16, I 10, W 18, C 11; SZ M; ML 8.*

Spells: *blight, bless, cure light wounds (x2), faerie fire, sanctuary; aid, chant, heat metal, hold person (x2), warp wood; feign death, prayer, pyrotechnics, snare; cure serious wounds (x2), protection from lightning; raise dead;*

**Conjured Earth Elemental**: AL N; AC 2 (1); MV 6; hp 16; THAC0 13; #AT 1; Dmg 4D8; SA nil; SD +2 or better weapons to hit; MR nil; ML 16

**Tactics:** Last night, Kofi experienced a visitation within his dreams. A figure whom he recognized as his god, Mask, told him that strangers would come to him with the intention of finding and killing his old friend, Andrews Womack. He was told that they would ask of him and possibly even his innocent sister. Kofi determined that he would be ready for these assassins. He instructed the sisters to cast *armor* (the effective AC this grants is in parentheses) and *stoneskin* on the party and for Lars to cast *nap* at midday.

The six of them are all expecting a fight. As soon as the characters enter, Lars will step into his *shadowcloak* so as not to be noticed. He will then cast *blight* and *bless* (the effective bonuses to AC and THAC0 are in parenthesis) before the fight begins if possible. When the fight begins, he uses his *shadow monsters* ability to summon a 9<sup>th</sup> level fighter to protect him. Krishna will summon an Earth Elemental, and he will match with a *demi-shadow* Earth Elemental of his own. After that, his priority of spells are: *prayer, hold person, faerie fire, heat metal* (if applicable), *warp wood* (if applicable), *chant*. If there are spellcasters in the party, he will choose *protection from lightning* as well, but he knows that none of his allies will cast a *lightning bolt*.

When the fight starts, the party has probably not noticed either Morrison or Lars. Morrison is at the top of the stairs, and will fire arrows over the balcony. Lars is sitting at the corner table near the door trying to cast quiet spells only.

At any time during the fight, should the heroes declare that they mean neither Andrews Womack nor his sister any harm, Kofi will call an end to the battle.

Their only goal is to stop the party, not to kill them. They want to protect Andrews, but not at the cost of their own lives. Should any of them die (past - 10) or, should Kofi fall below 10 hp, they will surrender, and Lars will heal (or Raise) Kofi.

Once Kofi, or one of his men, surrenders, and Lars heals their leader, Tipsword will explain his actions:

*Just last night, I was visited in a dream by the Lord of Shadows. The hawk nosed man was dressed all in black and gifted me with a magical short sword with a crimson blade (which he has been using in this battle and will hold up benignly at this point if he is able). He told me that strangers would come who would ask of my old friend. He told me to beware of them, for they meant Andrews harm. He charged me with the protection of my friend as well as the protection of his sister, who is innocent of whatever he has done to offend you. I am not as strong as Andrews, however, and I have failed him.”*

Suspicious characters who know of Mask may recognize that it was not his image that visited the thief, Kofi Tipsword, in his dream. Instead, they may recognize the description of Cyric the Mad. If they point this out, Kofi will throw the sword from his hands and spit upon it, for Cyric is most hated of all of Mask’s enemies.

Kofi will admit that he does not know where Carolina Womack lives, but that he knows that Andrews Womack had a painting of her made to have with him in his cabin. He suggests that the heroes may be able to use the painting to find her.

## **Scene Four, in which the heroes travel to Womack’s cabin:**

In the Highbank Forest, Andrews Womack has a cabin. Although Womack is a competent ranger, he is not a druid. Successful tracking or similar methods will turn up the trail to the cabin. Failing that, a thorough search of the wood will reveal the cabin. Of course, sharp parties will have already gotten directions from Dunsoun.

The party should arrive at the cabin during the day. If this is so, the following should be read to them:

*The woods open to a small clearing, in the centre of which stands a small cabin. The windows have curtains, but the shutters are open, as is the main door. You can see clearly into the building. Outside, scraps of food and bone are clearly visible. It does not appear that the entire area has been cleaned in weeks. Small animals scurry away from the cabin as you approach. Larger animals simply come to the door. A pack of wolves, nearly a dozen in number, meander about, idly taking notice of you, wondering if you have come to remove them from their new den.*

The wolves are cautious and skittish. Any attack on any of them will cause the others to flee in separate directions. Anyone befriending the wolves will find them passive. Anyone talking to them will discover that they were told by another wolf, a “leader without a pack” that this den was unoccupied.

The inside of the cabin has fallen into disrepair. Food has been torn open and eaten by various animals, rendering it all unfit for human consumption. Furnishings have also been torn apart and transformed into bedding for various types of animals. A thorough search will reveal, however, a journal kept by Andrews Womack.

The final entry reads as follows:

*“Tonight is the first night of the full moon, and so I shall travel in the morning to Ravens Bluff to pay my respects to my goddess. When I go, I shall also visit Laerlyn Snowbrook and petition for an audience with her for the traveler Ivar Bausley.*

*“Ivar came to me during this day. He says that he is an Avenger of Mielikki and that he has been sent to punish Ravens Bluff for the pollution of the lands surrounding the city. He and I had a long and meaningful talk. He is quite devoted in his faith, but misguided. I explained that the clergy of Chauntea were taking great measures to restore the land.*

*“I pointed out that the city was in the process of cleaning up the pollution, and that an attack on the city, led by him, would not only be futile, but would also hinder the efforts of the druids. Although his arrogance causes him to actually believe that he could lead the surrounding forces of nature against the city to victory, he does have the wit to realize that the overall goal is restoration of nature, not just the punishment of those who defiled it.*

*“Ivar has agreed to speak with a representative of Shauntea. I hope that Laerlyn Snowbrook can afford us the time. Ivar seems confident and powerful, he would make a good ally if he could be convinced that we work toward the same goals.”*

## **Scene Five, in which the heroes investigate Ivar Bausley’s camp:**

The notes in Womack’s cabin also tell where Bausley has set up camp. It is nearby, and there is still plenty of daylight should the heroes want to investigate the campsite.

The campsite is still there, although it is a month old. Like the cabin, it has fallen into disrepair. Packs have been torn open by animals, and belongings are strewn about. Clothing and anything useful has been torn and used by animals for various reasons.

Womack, as a werewolf, visits this place every day in wolf form. His wolf form does not want him to discover anything useful, so it visits to scatter and defile evidence. His human form, at night, tries to put the scene back together again. This is why the campsite has not been eradicated.

However, when the party enters the campsite, they find a large russet-colored wolf rooting around. The wolf is the leader of a pack, two normal wolves for every tier of the heroic party. Womack is cunning, and will attack the party as well. He will concentrate his efforts on the attacker that is physically least intimidating to wear down the numbers of his opponents.

Womack is not tiered. He will fight until his pack has been defeated, or until he takes damage, whichever comes first. The pack will delay the heroes long enough for Womack to escape. Low tier parties should flee once they realize that they cannot hurt Womack. Should they refuse, the Judge should use his own judgement on whether Womack will leave any of them alive or not.

**Wolf:** AL N; AC 7; MV 15; HD 3+1; hp 24, THAC0 18; #AT 1; Dmg 1D4+1; SA nil; SD nil; MR nil; SZ S; ML 9.

**Womack:** AL CE (temporarily); AC 5; MV 15; HD 5+5; hp 43; THAC0 15; #AT 1; Dmg 2D4; SA infect with lycanthropy; SD silver or +1 or better weapons to hit, Sanctuary (see appendix); MR nil; SZ M; ML 12.

Once the heroes have gotten rid of the wolf pack, or have fled from the pack and returned to the now empty campsite, they can find some of Ivar's belongings. Ivar was in reality a follower of Cyric, the Lord of Strife. His intention was to delay the healing of the lands by distracting the efforts of the Church of Chauntea.

There are not a lot of clues for the heroes to find here, because Ivar did not keep a journal, and his belongings have been ruined. However, should the party make a thorough search of the remains, they will find a key. Anyone with an appropriate skill (Heraldry, Local History), class (Thief), kit or background (Judge discretion) should recognize the emblazoning on it as a key to a Ravens Bluff dwelling on the outskirts of the Tentowers district, in Mortonbrace. Also, under the campfire ashes is buried an Unholy Symbol of Cyric.

This Symbol is magical, and has the power to *charm woodland animals*. With the power in this Symbol, Ivar could have set the birds, insects, and all animals surrounding Ravens Bluff into a battle frenzy and a blood lust that would have, although not been powerful enough to destroy the city, been effective enough to wound or even maim the city proper.

The Symbol, again, is magical, and can be detected easily by a *detect magic* or a *detect evil* spell or ability. Use of the Symbol is an Evil Act that opens the pathway for Cyric to claim one's heart. Any hero using it to control animals is turned Evil and can only be cured by a *wish* or a *remove curse* cast at 25<sup>th</sup> level (the former hero will resist this).

## Scene Six, in which the heroes return to Ravens Bluff:

The heroes may have already visited Andrews Womack's home in the city, if so then this encounter will go differently. However, given the clues, it is more likely that this will not be thought of until the dead end at Ivar's campsite has been met.

Womack owns property in Ravens Bluff and has relatives there. His sister, Carolina Womack, tends to his house as he spends most of his time at the cabin. Some heroes may wonder why a ranger would own property in a city. Womack does so to give his sister a civilized place to live, and to afford himself a safe haven should he need extensive time for healing.

Carolina is not surprised that the heroes have come to visit. She has been expecting visitors for almost a month now. She invites them to stay for supper, as the hour is getting late. When the heroes ask about her brother, she is very honest and forthcoming about it. She tells them that he has visited her recently.

Andrews came to visit her during the night two weeks ago, and again last week. He is facing a personal crisis, she tells the heroes, and is in need of solitude. He visited her so that she would not worry. She did not go to the priests about Andrews's visits, because they were personal, between he and she. She reasoned that, when Selune decided it was time for Andrews to have help with his problem, she would send aid, but that it would be improper and a disservice to her brother to ask for aid on his behalf.

Carolina has a personal garden. Observant heroes with knowledge of herbs or planting will notice a small new crop of spices. At first glance the spice appears to be horseradish. Carolina uses a generous amount in her cooking.

A closer inspection of the spice, if such is done, reveals it to be aconite, a toxic relative of horseradish. Knowledgeable heroes may realize that aconite is the proper name of wolfsbane. Others may not. The information should be delivered carefully from the Judge to the players. At this time, the heroes may not be expecting lycanthropy to intrude on their lives during this adventure.

Carolina uses the spice to discover if any of the party has contracted lycanthropy. By now, they may have, as they may have fought Womack at the campsite. The full moon is two days hence, so now the party is on a definite time schedule.

Carolina will sympathize with the heroes, and will tell them everything that she knows. After Andrews spake with Ivar, he was betrayed. That very night (the night of the journal entry), Ivar attacked Andrews with the forces of nature at his side. Birds pecked at Andrews's face, and obscured his vision. Bugs bit and stung his arms and legs. And, Ivar himself assumed the form of a great wolf, and nearly killed the ranger.

Andrews fled to a cave near Dark Hollow that he knew of. He had used it before, for shelter from storms, and, although he knew the reputation of Dark Hollow, had never had any problems using the cave. Here, he hid from Ivar and his minions.

Andrews bound his own wounds, and prayed to Selune for aid. However, Selune appeared to him in the form of a mocking, raven haired beauty who advised him to accept his fate and die before dancing away into the ether.

When he awoke, he cursed his goddess, and placed his trust in himself, and in his own strength. He found that he was healing quickly, and so he hunted Ivar and, on the last night of the full moon, he found his prey.

This time, the ranger was ready for battle with the werewolf, and had taken preparations. The fight, however, was evenly matched and the two battled for hours. The battle was finally interrupted by Lathandar's gaze on the horizon. As the rays of sunlight fell upon Ivar, his curse was interrupted, and he reverted to human form. However, Andrews's own curse came to light as well. The sunlight burned his skin, and melted it away, leaving a great wolf in its wake that destroyed Ivar.

Carolina tells the heroes of this tale, and that she knows of Andrews's curse. He is a werewolf, but Selune never fully abandoned him, so he is protected from the curse of lycanthropy during the night. Instead, the curse claims him during the day, when it is harder for him to obtain prey. This has prevented him from being overwhelmed by the curse. Andrews Womack does not recognize this as a good thing, however. He feels that his curse is worse than most lycanthropy

because he must endure the change for 27 days of the month instead of merely 3 nights.

However, Andrews has told her that he feels he deserves his curse. He failed Selune when he first battled Ivar. And, then later, he refused to die for her and join her when she advised him to.

Cyric is known for impersonating gods. He convinced Shar to interrupt Andrews's prayers to Selune and answer them her own way. Characters with Religion (+2 if a follower of Selune) may recognize that it was Shar's image, not Selune's that was described in Andrews's vision.

Andrews is not evil. He has been misguided and set upon the path of evil. He is still recoverable, if he can be cured of lycanthropy.

### **Carolina Womack**

Carolina Womack is a kind and generous person. She lives in Mortonbrace and works at the Coliseum. She is a good cook, and knows very little about herbalism. She knows enough to know that wolfsbane is harmful if ingested by a lycanthrope. She does not know that it is also harmful to normal people as well.

Carolina is a hearty woman, strong and attractive. The aconite has never caused her to become ill. She is concerned for her brother, but is also concerned that he, or that Ivar, may have infected others who would do her harm. A werewolf wanting revenge on Womack may strike at her through his sister, so she is careful.

She can fight if necessary, but the party should not attack her. If necessary, treat her as a Fighter with all the appropriate abilities she needs and has at a level equal to the table tier.

## **Scene Seven, in which the heroes deduce the plot and save the day:**

Again, Cyric is known for impersonating gods. Convincing Womack that it was the mechanisms of Cyric that caused him to feel betrayed is the key to saving him.

Womack is easily found at this point. Carolina will give the heroes a map to his location. This final encounter should be a straightforward discussion between the party and Womack. The success or failure of the adventure will reside not in the strength of the heroes, but in their wit in presenting the evidence that they have gathered.

Selune is still with Womack, and he can be cured relatively easily (compared to curing most lycanthropes, anyway). Before he can be cured,

however, he must be convinced that he is worthy of curing. This is easily done by presenting the Unholy Symbol of Cyric, or by a convincing hero discussing the vision with him.

Curing the lycanthropy is easy. Ivar is the sire werewolf, and he is already dead. All that needs to be done is the casting of *remove curse* by a priest of Selune during the full moon.

Andrews can be found in the cave that his sister mentioned. By the time the party gets there, it will be the night of the full moon, so Andrews is human, coherent, and willing to talk.

Or, the heroes may decide to kill Andrews instead of curing him. Andrews accepts his curse, but he will not die willingly. He will fight to the best of his ability, and take as many of the heroes with him as he can.

Arakha Dunsoun will arrange for the curing of Womack should he return to Ravens Bluff willingly. She will also arrange for the curing of any heroes that contracted lycanthropy while helping her if they did not demand payment earlier in the adventure. If they did demand payment, she will feel obligated to request payment for the curing.

## The End

### Addendum:

The author would like for Kofi Tipsword and his band to become recurring characters in future Living City adventures that he writes. It would be appreciated if he could be contacted at Thenodrin@aol.com should one of the characters die. Thank you.

## 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. 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.

Did the heroes defeat Tipsword's band?	50 XP
OR	
Did the heroes defeat Tipsword's band without killing any of them?	100 XP
Did the heroes investigate the cabin?	25 XP
Did the heroes investigate the campsite?	25 XP
Did the heroes chase off Andrews?	100 XP
OR	
Did the heroes run from Andrews?	25 XP
Did the heroes find the Unholy Symbol?	50 XP
Did the heroes correctly identify the wolfsbane?	50 XP
Did the heroes cure Andrews?	200 XP
OR	
Did the heroes kill Andrews?	50 XP
Total Experience for Objectives:	550 xp
Roleplaying Experience:	0-500 xp

<b>Total Possible Experience:</b>	<b>1,050 xp</b>
For Tier 2:	2,100 xp
For Tier 3:	3,150 xp
For Tier 4:	4,200 xp

## Treasure Summary

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.

From Tipsword if he is killed:

- Crimson-bladed *short sword* +1

If the heroes cured Andrews:

- *long sword* +2
- *dagger* +1
- *bracers of defense* AC 5
- *potion of animal control*

Also, the heroes receive the Unholy Symbol of Cyric. This is a highly magical, highly powerful, highly evil item. Anyone keeping it will become corrupted by it at its first use and become an NPC follower of Cyric of either LE, NE, or CE alignment depending on what the hero started as. The party should volunteer a method of destruction rather than attempt to keep it.

Should a ranger of at least 7<sup>th</sup> level destroy it personally, it will release eldritch sparkles that will summon a wolf follower. Dual-classed former rangers cannot have this follower.

**Wolf:** AL N; AC 7; MV 15; HD 3+1; hp 24, THAC0 18; #AT 1; Dmg 1D4+1; SA nil; SD nil; MR nil; SZ S; ML 9.

## Appendix: Andrews Womack

Andrews Womack was a kind person whose only goal in life was the protection of those less fortunate than himself. To this end, he became a ranger, so that his protection would extend to the plants and animals around him as well as to his fellow man. He trusted that his good works and the love of his goddess would see him through all trials, and he believed that he would one day die in the service of his calling.

This changed when Shar and Cyric caused him to believe that Selune had abandoned him. He believes that Selune was finished with him, and that it is against her wishes that he yet lives. He trusts only in himself now, but he has not given up in his mission to protect others. He has taken seclusion in a dangerous part of The Vast so that his animalistic side will be hindered in its efforts to kill and destroy.

Womack is a werewolf who changes from a handsome burly man of 6'2", 275 lbs, to a great russet coloured wolf that stands 4' at the shoulder. His curse is such that he only turns into a werewolf when the moon is not shining upon him. Therefore, during the daylight, for 27 days out of the month, he suffers lycanthropy. This is actually a boon from Selune, to protect him and prevent other werewolves from corrupting him. Womack considers it a curse, because the average werewolf is forced into wolf form only 3 nights out of the month. Womack has had to give up a lot of personal liberty for this curse, but lives have been spared because he was human at night, and not a ravaging beast.

Womack cannot control his transformations. If the moon is not out, or if he takes damage, he will change. If damage causes the transformation, he will enter bloodlust as per the AD&D rules: a +2 bonus to attack and damage, and a -2 bonus to AC. Womack does not have a transitional form. Instead he enjoys the ability to Sanctuary himself once per day, but only while he is in wolf form. This form of Sanctuary is similar to, but more powerful than, the 1<sup>st</sup> level priest spell of the same name.

**Sanctuary:** When Womack uses his Sanctuary ability, all creatures attempting to attack him must make a Save vs spells at a penalty equal to two times the tier of the table. Those failing the save lose track of Womack for the duration of the spell and cannot even locate him. This effect lasts for seven rounds. Should Womack attack during this time, not only is the effect dispelled, but Selune's displeasure at the abuse of her boon will be obvious, as Womack suffers penalties equal to two times the tier of the table to all of his attack rolls, damage rolls, and saving throws for seven rounds. This includes the attack that dispelled the effect.