

Where You Were

(When Darkness Falls, Part III)

A One-Round Living City Tournament

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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- and dual-classed characters, count the highest attained class, plus 1 for each active class. So, an elf fighter/mage/thief at levels 3/3/4 counts as 6 total levels; a dual-classed human mage at level 3 (formerly a 7th level fighter) counts as 8 levels. Tiered events and foes are marked in 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+

DM BACKGROUND

This module is the third in a series of four modules (*When Darkness Falls*) dealing with the coming of an eclipse to the Living City. All the events of this module take place several weeks before the actual arrival of the eclipse.

The other modules are *What The??*, *For Sale*, and *Total Eclipse*. It is not necessary to have played in the previous modules to play this one.

DM SUMMARY

A conjurer named Bren has acquired a powerful magical item called *the Lunar Orb*. The *Lunar Orb* has been a great aid to Bren in his research into lycanthropy, and he has finally managed to find a way to control lycanthropes and their transformations. Bren has recently established a laboratory in a part of Sarbeen that has relatively easy access to the city sewers (because of the large numbers of wererats nearby), and begun large-scale experiments with captured lycanthropes.

As the adventure begins, the party is dining out at the McClarty Bistro at the south end of Raens Bluff. During the meal, the party is contacted by Lord Dunstan Moray, who sends a messenger to ask them to meet with him. Lord Dunstan is a minor city noble, but is known to be affluent.

While traveling to meet their employer, they encounter Ursa the werebear. After witnessing her transformation into a werebear, she informs them that the city's werereatures are experiencing unusual influences on their shapechanging abilities, almost as if something were interfering with the normal effect of the moon on lycanthropes. (This is a side effect of the research that Bren is doing with the Lunar Orb).

While still on the way to the meeting, they also see a detachment of the city watch, securing sewer grates against a possible incursion. If questioned, the city watch will inform the party that the watch has been ordered to seal the sewer entrances all over the city, but they do not know why.

The party continues on to meet their employer, Lord Dunstan Moray. Lord Dunstan wishes to hire the party to search for his niece Natasja, who was last seen entering the sewers with a detachment of the sewer brigade.

The party will need to check in with the Sewer Brigade before entering the sewers, as all sewer entrances are locked. Aliam, the captain on duty, will give the party written permission to enter the sewers, and will also provide a map showing the planned route of Natasja's sewer brigade patrol. He also provides a description of the members of the missing patrol.

After obtaining permission to enter, the party follows the map into the sewers. Shortly after entering the sewers, the party will come across the site where Natasja's patrol was ambushed. From there, they can track the ambushers back to Bren's laboratory. Along

the way, the party will have to deal with a pit trap, and locate a secret door.

Following the trail of the ambushers, they finally arrive at a large cavern in the old dwarven city of Sarbeen. This is where Bren has located his laboratory. As the party nears the building, Bren sends his controlled minions out to attack. When the party defeats his minions, Bren will use a word of recall to escape. **BREN IS SUPPOSED TO ESCAPE TO FIGHT ANOTHER DAY, AND SHOULD NOT BE CAPTURED.**

The module ends after the party rescues Nastasja, as well as possibly saving some of the controlled were-creatures as well.

Note that in monster listings, spells that have been precast will be written in ~~strikeout~~.

PLAYER INTRODUCTION

Read the following passage to the players:

It is a bright and sunny morning as you sit on the patio of the McClarty Bistro, enjoying the view south over the roofs of the city. While lingering over pastries and coffee, a small boy approaches your table, smiles up at you, and thrusts forth a message. "Message for you, Gov'nur."

As you take the message in hand, the boy smiles, tips his cap, and vanishes down the stairs to the street.

Give the players **PLAYER'S HANDOUT #1**.

Pause and allow characters that have not adventured together previously to introduce themselves to each other. This is all the background the characters will have prior to the beginning of the adventure. Spellcasters should choose spells at this point.

ENCOUNTER ONE

- Ursa -

As you walk towards your appointed meeting, you are struck by the sense of normalcy that has settled over the city the last few days. The warm spring weather, coupled with the lull in the fighting, has allowed the city to return to a semblance of its former prosperity. As you mull over these thoughts, your eyes are drawn to a woman, stumbling down the street towards you. It seems far too early in the day for such inebriation! Swaying, she falls to the ground, apparently passed

out before you. Before you have a chance to act, her body begins to undergo a distressing metamorphosis!

Allow the PCs time to ready weapons and spells, declare actions, and roll initiative. Then continue reading.

The woman's body grows larger, bursting forth from beneath her clothing. Large hairy limbs ending in sharp claws reach out. An elongated snout, small round ears and beady little eyes dominate a face now covered in fur, towering above you. A massive growl issues forth from the beast.

The mammoth head dips low and sniffs the air, then the growl changes, speaking in a low, rumbling common. "Your pardon, gentle sirs, It seems that I cannot control my form this day."

The bear's name is Ursa, and if questioned about her condition, she can impart the following information:

1. She is a werebear.
2. She, and others like her, are having trouble controlling their transformations. It has been happening for about a week.
3. Werebears are good aligned creatures.
4. Some force is interfering with or imitating the effects of the moon on were-creatures.
5. There is growing tension between the citizens of RavensBluff and were-creatures due to these effects.

ENCOUNTER TWO

- city watch -

After learning what they can in encounter one, the party should continue on to their appointment. After several blocks they come across a group of City Watch standing around a sewer cover. (manhole cover)

As you continue on through the warm sunshine to your meeting, you recognize a small group gathered around a manhole cover. By the colors they wear, they are obviously members of the City Watch. As you watch, one of them gestures and begins a spell. Moments later, the stone surrounding the cover surges upwards to engulf the manhole, locking it into place.

The adventurers should probably be interested enough in approaching the City Watch to not need any encouragement. If they show no desire to approach and find out what is going on, then simply skip on to the next encounter.

If the party approaches the watchmen, they will notice that the group is made up completely of nonhumans. This patrol is composed of three dwarves, two gnomes, and a large halfling. They will be friendly and willing to talk about their duties.

Things that can be learned from the City Watch:

1. They have been ordered to seal the sewer entrances in this area. They believe that this order has been given for other areas of the city as well.
2. No one is sure exactly why they order was given, though they have some ideas....
3. The corporal in charge thinks that the enemy armies have discovered a secret entrance into the city sewers, and are planning a major sortie.
4. One watch member claims a friend of his in the sewer brigade told him strange creatures have been seen wandering in the sewers, possibly the result of an experiment by the Red Wizards of Thay.

ENCOUNTER THREE - a job offer -

Finally you arrive at your destination, Lord Dunstan Moray's marvelous mansion in the noble district. After a short pause while the butler announces your presence, you are ushered into the study, where a somberly dressed gentleman stands to greet you.

"Thank you for coming so quickly. It seems I have a family emergency, and it requires the kind of help that only adventurers such as yourselves can provide. My only niece, Nastasja, works in the branch of the City Watch known as the sewer brigade. On her last patrol, she and her companions failed to return. The city watch has done some searching of the sewers for a sign of what has befallen this lost patrol, but due to increased enemy activity, has been unable to devote enough manpower to the task.

Therefore, I would like to hire your group to search the area where the patrol disappeared, and see if you can determine what happened. If you cannot rescue my niece, I at least hope you can tell me her fate."

Lord Moray begins by offering 500gp per adventurer for this mission. He is willing to go as high

as 1000gp if the players try to bargain with him. He explains that the lost patrol entered the sewers near the Crow's End watch station, and suggests that the PCs visit there. He also provides the characters with a letter of introduction (give the players **PLAYER'S HANDOUT #2**) that they can show to the city watch to explain their mission, if necessary.

If the players remember to ask, he will provide them with a physical description of his niece.

ENCOUNTER FOUR -rat fight-

On their way to talk to the city watch, the party is attacked by rats—large mutant killer rats.

The rats are magically altered by Bren using blood from a wererat, and are far more potent (and sizable) than even giant rats. For higher tiers, describe the rats as the size of small ponies!

As you round a curve in the street, you hear a chittering coming from all around you. As you watch, rats seem to melt out from the walls surrounding you.

Combat notes:

Have the party roll for surprise normally, and then initiative. The party will not get an opportunity for ranged attacks before the rats close to melee, due to their sudden appearance. Place the rats in melee with the party, and continue from there.

Each PC that is successfully attacked must make a saving throw vs. Poison. There are no immediate effects from failed saving throws, but these wounds have a chance of infecting the PC with a disease. After the combat is over, roll percentile dice for each failed save. The chance of contracting lycanthropy varies for each tier, and is listed in the monster descriptions below.

Don't tell the PCs that have been infected what the result of the percentile die rolls were. For effects on infected PCs, use the following chart:

Infection results:

- 1/2 hour later—Infected PC begins to feel light-headed.
- 1 hour later—Infected PC is at -1 to hit and damage, or a 10% chance of spell failure.
- 2 hours later—Infected PC is at a -2 to hit and damage, or a 20% chance of spell failure.
- 4 hours later—Infected PC is at a -3 to hit and damage, or a 30% chance of spell failure

- 8 hours later—Infected PC is at a –4 to hit and damage, or a 40% chance of spell failure
- 16 hours later—Infected PC is at –5 to hit and damage, or a 50% chance of spell failure
- Every day after 16 hours, the PC must make an additional saving throw vs. Poison. Success means the PC has beaten the disease, and gradually recovers strength over the next week. A failed save inflicts 1d10 points of damage that cannot be healed until the disease has been cured.
- If the PCs successfully finish the module, they are automatically assumed to recover afterwards.

Curing the infection:

If a PC makes a successful healing proficiency check (or if they visit a temple), they can determine that the disease is a weak form of lycanthropy.

A *cure disease* spell or a paladin's cure disease ability will cure any affected PC.

Tier 1

Rats (10): AL N; AC 7 (natural); MV 12; HD 1/2; hp 4; THAC0 20; #AT 1; Dmg 1d3 (bite); SA save or take an additional 1d3 +10% chance of disease; SD nil; MR nil; SZ S; ML 12 (due to magical control)

Tier 2

Rats (14): AL N; AC 7 (natural); MV 12; HD 1; hp 8; THAC0 20; #AT 1; Dmg 1d6 (bite); SA save or take an additional 1d4 + 20% chance of disease; SD nil; MR nil; SZ S; ML 12 (due to magical control)

Tier 3

Rats (16): AL N; AC 7 (natural); MV 12; HD 2; hp 15; THAC0 19; #AT 1; Dmg 1d8 (bite); SA save at –1 or take an additional 1d6 + 25% chance of disease; SD nil; MR nil; SZ S; ML 12 (due to magical control)

Tier 4

Rats (18): AL N; AC 7 (natural); MV 12; HD 4; hp 25; THAC0 17; #AT 1; Dmg 2d6 (bite); SA save at –2 or take an additional d8 + 35% chance of disease; SD nil; MR nil; SZ M; ML 12 (due to magical control)

Tier 5

Rats (20): AL N; AC 7 (natural); MV 12; HD 6; hp 30; THAC0 15; #AT 3; Dmg 1d6 (claw) 1d6 (claw) 2d6 (bite); SA save at –3 or take an additional d10 + 40% chance of disease; SD nil; MR nil; SZ M; ML 12 (due to magical control)

Aftermath:

Investigation of the bodies reveals that the rats look exactly like sewer rats on a larger scale.

A successful animal lore check, a spellcraft check at –5, or an intelligence check at 1/3 will give insight that the creatures did not act like normal rats, as if they were being controlled or influenced somehow.

ENCOUNTER FIVE - city watch redux -

The City Watch station in Crow's End is a common landmark, and finding it will not pose a problem for the PCs. If the PCs have been in town for any length of time, they will know where it is, and if not, any citizen they ask can provide directions.

At the Crow's End city watch station, all is hustle and bustle. You are directed to a small sitting room. After waiting a few minutes, a watch officer enters. "May I help you?"

The officer, whose name is Aliam, asks the PCs to explain their mission. After he understands why they are there, he becomes helpful, as the city watch is as interested in finding out what happened as Lord Moray is. The most efficient way to do this is show the officer the letter from Lord Moray.

The officer provides the party with the following assistance:

1. He can provide a map of the sewers, showing the assigned route of the patrol. (give them **PLAYER'S HANDOUT #3.**)
2. A written authorization to give the current guard at the sewer grate shown on the map.
3. Physical descriptions of the members of six members of the patrol, to aid in identification.

ENCOUNTER SIX A - the sewers -

The PCs must enter the sewers through the same entrance as the patrol—the river entrance. All manholes in this section of the sewers have been sealed until the situation is under control, and the sewer patrol will not unseal them for the PCs. They agree to unlock the river grate (it was too big to seal, so a patrol has been assigned to guard it) to allow the PCs access.

Entry into the sewers is as simple as showing the writ provided to you by Aliam. You now stand on the other side of a locked portcullis, with the good luck wishes of the guards still ringing in your ears. The sewer tunnel is dark, damp and foul smelling, even this close to the entrance.

Sewer passages are round tubes, a uniform 12 feet in diameter. A small stream of foul water flows down the middle of most passages, and there is enough room for adventurers to walk single file on either side of the water.

DM's note: Feel free to place the following items into the adventure, randomly, to add flavor and color for the PCs. They can be used as needed to help adjust the pacing and length of the module.

- A large piece of scaly leather floating on top of some stagnant water. Play this up to be mistaken for an alligator in the dim light.
- A melted metal breastplate. The breastplate has been blasted along one side by great heat. The breastplate is still shiny, and has not been in the sewers long.
- Sludge, slime, mold, mildew, and mud. Feel free to make them whatever colors and textures you like. DEX checks are encouraged.

ENCOUNTER SIX B

- clues -

As the party travels through the sewers, please refer to **DM'S HANDOUT #1** for the following encounters.

Ambush site:

Two bodies lie on the floor here. Signs of a struggle surround the area. You see bits of fur, splashes of blood, and several broken shortwords.

The bodies have been stripped of weapons, gold, and armor.

Searching the area uncovers the following facts. Feel free to have PCs roll observation checks, tracking rolls, or healing proficiencies as you deem appropriate.

1. The bodies were killed by large creatures using claw and bite attacks.
2. Both bodies are of male humans, wearing leather armor, teal cloaks, and city watch sewer brigade badges.

Tracks can be found leading away to the north. These tracks lead across the pit trap to the secret door.

Pit Trap: This trap will open if any weight greater than 200 pounds is placed upon it. This will likely take the weight of at least two PCs. The trap can be detected by a thief using Find/Remove Traps, or a cleric's Find Trap spell.

The pit does damage based on tier:

Tier 1: 1d6 falling damage.

Tier 2: 2d6 falling damage.

Tier 3: 2d6 falling damage, + 1d4 spikes for 1d4 damage each.

Tier 4: 2d6 falling damage, + 1d4 spikes for 1d4 damage each. Each spike is also poisoned, save vs. poison or take an additional point of damage over each of the next 10 rounds.

Tier 5: 2d6 falling damage, + 1d6 spikes for 1d4 damage each. Each spike is also poisoned, save vs. poison or take an additional point of damage over each of the next 20 rounds.

Secret Door:

As you walk along, you notice a small sigil inscribed on the wall. Looking closer, you make out a simplified city watch logo, drawn on the wall in blue chalk.

If the party searches the area, they discover a secret door in the wall across from the sigil.

The secret door swings open, to reveal a passage that slopes sharply downward. A cold mist swirls forth, and gathers about your feet. The passageway beyond is definitely no longer part of the sewers.

Bit of Cloth:

As you stand in the middle of this intersection, a bit of color catches your eye. A few feet down the right hand passage lies a strip of teal cloth, half submerged in the trickle of water that flows towards you, and away down the left hand tunnel.

This strip of cloth was dropped by Nastasja, and is a clue to the PCs which passage to follow.

ENCOUNTER SEVEN - the discovery -

The trek through the darkness has become tedious. There is a feeling of foreboding as you sense the weight of the millions of pounds of rock that lie overhead. Every surface is wet, and the constant soft whisper of dripping water is the only sound to be heard.

Ahead, you see light! Approaching cautiously, you see that the tunnel opens into a vast hand-hewn cavern. The light comes from far overhead, far enough that by the time it filters to your level the illumination is soft and murky. Squinting across the distance, you can just make out the shape of a building against the far wall, over a hundred feet away. There is some sort of structure, perhaps a sculpture or fountain, in front of the building.

PCs who make a local history roll know that they have wandered into a section of the ancient city of Sarbreen that lies underneath Ravens Bluff.

Show the Players **PLAYER'S HANDOUT #4**. Let the PCs discuss their options, but at some point they will probably approach the building.

As you approach the building, you see that the shape in front of the building is a fountain. The fountain is full of water, and as you advance, you see several swans, swimming in the fountain. A strange sight indeed!

From within the building, the sound of deep chanting can be heard. Suddenly a figure appears in a second story window of the building. Leaning out, he sweeps his hand out in a grand gesture encompassing the entire courtyard. "Attack, my creatures!" he shouts, and you hear the words of a spell begin to tumble from his mouth....

The courtyard erupts in a flurry of activity. Several of the swans rise from the fountain, their bodies changing and warping as they fly towards you. From the building, strange furry figures rush forth.

Only the most inexperienced of parties would be surprised that combat is taking place. Proceed directly to initiative.

Combat and Tactics:

Some (or all, depending on tier) of the swans are Swanmays, under the magical control of Bren. Note that Swanmays are rangers, and thus of good alignment. They still detect as such, even under

magical control. They do not detect as having hostile or evil intent until they are commanded to attack. When commanded to attack, they spend one round transforming into human form and retrieving their weapons from the bottom of the fountain. At higher tiers, Bren will have cast strength on the Swanmays earlier in the day to increase their battle ability.

Neil, the wereboar, will have *invisibility* cast on him by Bren. He hides and waits for a chance to attack a PC from behind. He is still dressed in the remnants of a city watch uniform (make sure to describe this to the PCs after he becomes visible). At tiers 1-2 he uses a dagger or shortsword, and at tiers 3-5 he uses his natural weaponry. Encourage PCs to capture Neil without killing him.

Bren stays in the window of the building, casting spells and directing his troops. He begins by casting *monster summoning* spells to improve the odds, then attack individual PCs.

Bren is wearing a *ring of spell storing* with a modified *word of recall* in it. The round after his death, or if he is rendered helpless, his body is teleported away. The PCs can kill him, but they don't get to loot his body. **BREN IS SUPPOSED TO ESCAPE TO RETURN ANOTHER DAY**, and the DM should play it this way.

When Bren is teleported, only his *ioun stone* remains, which falls to the ground. Note that unless a PC is nearby to catch it (an *ioun stone* is AC -4) it falls to the ground, and must make a save vs crushing blow or brak apart. The *ioun stone* saves vs. crushing blow on a 4 or better.

When Bren is defeated, all controlled werecreatures (the swanmays and the wereboar) stop fighting and surrender. Any creatures Bren summons will fight mindlessly and to the death.

Tier 1:

Swanmays (2), hf R1: AL NG; AC 7 (dex); MV 12; HD 1; hp 9; THAC0 19; #AT 1; Dmg 1d6+1 (shortsword + strength); SA none; SD nil; MR nil; SZ M; ML 20 (due to magical control)

Neil, wereboar: AL N; AC 4; MV 12; HD 5+2; hp 15; THAC0 15; #AT 1; Dmg 1-6 (shortsword); SA none; SD silver or +1 or better weapon to hit; MR nil; SZ M; ML 20 (due to magical control)

Note: Begins combat invisible, 1st attack is at +4 to hit.

Bren, hm W(conj)5: AL NE; AC 5 (spell + dex), MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spells; SD word of recall; MR nil; SZ M; ML 15

Spells: ~~armor~~, *color spray*, *burning hands*, *grease*, *taunt*, ~~invisibility~~, *Melf's acid arrow*, *glitterdust*, ~~monster summoning I~~, *dispel magic*

Possessions: *ring of spell storing*, *ioun stone*

Summoned Monsters (3) orcs: AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d8 (longsword); SA none, SD none; MR nil; SZ M; ML 20 (summoned)

Tier 2:

Swanmays (2) hf R3: AL NG; AC 6 (dex); MV 12; HD 3; hp 20; THAC0 17; #AT 2; Dmg 1d6+1 (shortswords + strength); SA none; SD nil; MR nil; SZ M; MR nil; SZ M; ML 20 (due to magical control)

Neil, wereboar: AL N; AC 4; MV 12; HD 5+2; hp 30; THAC0 15; #AT 1; Dmg 1-6 (shortsword); SA none; SD silver or +1 or better weapon to hit; MR nil; SZ M; ML 20 (due to magical control)

Note: Begins combat invisible, 1st attack is at +4 to hit.

Bren, hm W(conj)6: AL NE; AC 5 (spell + dex), MV 12; hp 26; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spells; SD word of recall; MR nil; SZ M; ML 15

Spells: ~~armor~~, *color spray*, *burning hands*, *grease*, *taunt*, ~~invisibility~~, *Melf's acid arrow*, *glitterdust*, ~~monster summoning I~~, *dispel magic*, *flame arrow*

Possessions: *ring of spell storing*, *ioun stone*

Summoned Monsters (5) orcs: AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d8 (longsword); SA none, SD none; MR nil; SZ M; ML 20 (summoned)

Tier 3:

Swanmays, (3) hf R6: AL NG; AC 6 (dex); MV 12; HD 6; hp 42; THAC0 14; #AT 2; Dmg 1d6+2 (shortswords + strength); SA none; SD nil; MR nil; SZ M; ML 20 (due to magical control)

Neil, wereboar: AL N; AC 4; MV 12; HD 5+2; hp 42; THAC0 15; #AT 1; Dmg 2-12 (tusks); SA none; SD silver or +1 or better weapon to hit; MR nil; SZ M; ML 20 (due to magical control)

Note: Begins combat invisible, 1st attack is at +4 to hit.

Bren, hm W(conj)7: AL NE; AC 4 (spell + dex), MV 12; hp 32; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA spells; SD word of recall; MR nil; SZ M; ML 15

Spells: ~~armor~~, *color spray*, *burning hands*, *grease*, *taunt*, ~~invisibility~~, *Melf's acid arrow x2*, *glitterdust*, *monster summoning I*, *dispel magic*, *flame arrow*, ~~monster summoning II~~, *minor globe of invulnerability*

Possessions: *ring of spell storing*, *ioun stone*

Pre-Summoned Monsters, (5) lizard men: AL N; AC 5; MV 6; HD 2+1; hp 16; THAC0 18; #AT 3; Dmg 1d2 (claw) 1d2 (claw) 1d6 (bite); SA none, SD none; MR nil; SZ M; ML 20 (summoned)

If Bren casts *monster summoning I*, the following will appear:

Summoned Monsters, (7) orcs: AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d8 (longsword); SA none, SD none; MR nil; SZ M; ML 20 (summoned)

Tier 4:

Swanmays, (3) hf R8: AL NG; AC 6 (dex); MV 12; HD 8; hp 65; THAC0 12; #AT 5/2; Dmg 1d6+2 (shortswords + strength); SA none; SD nil; MR nil; SZ M; ML 20 (due to magical control)

Neil: (1) wereboar: AL N; AC 4; MV 12; HD 5+2; hp 52; THAC0 15; #AT 1; Dmg 2-12 (tusks); SA none; SD silver or +1 or better weapon to hit; MR nil; SZ M; ML 20 (due to magical control)

Note: Begins combat invisible, 1st attack is at +4 to hit.

Bren, hm W(conj)9: AL NE; AC 3 (spell + dex), MV 12; hp 40; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA spells; SD word of recall; MR nil; SZ M; ML 15

Spells: ~~armor~~, *enlarge*, *burning hands*, *grease*, *taunt*, ~~invisibility~~, *Melf's acid arrow x2*, *glitterdust*, *monster summoning I*, ~~monster summoning I~~, *dispel magic*, *flame arrow*, ~~monster summoning II~~, *stoneskin* (absorbs 7 attacks), *minor globe of invulnerability*, *monster summoning III*, *domination*

Possessions: *ring of spell storing*, *ioun stone*

Pre-Summoned Monsters, (6) lizard men: AL N; AC 5; MV 6; HD 2+1; hp 17; THAC0 18; #AT 3; Dmg 1d2 (claw) 1d2 (claw) 1d6 (bite); SA none, SD none; MR nil; SZ M; ML 20 (summoned)

Pre-Summoned Monsters, (9) orcs: AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d8

(longsword); SA none, SD none; MR nil; SZ M; ML 20 (summoned)

If Bren casts a *monster summoning I*, the following will appear:

Summoned Monsters, (9) orcs: AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d8 (longsword); SA none, SD none; MR nil; SZ M; ML 20 (summoned)

If Bren casts *monster summoning III*, the following will appear:

Summoned Monsters, (4) wererats: AL LE; AC 6; MV 9; HD 4; hp 25; THAC0 17; #AT 1; Dmg 1d8 (longsword); SA none, SD silver or +1 or better to hit; MR nil; SZ M; ML 20 (summoned)

Tier 5:

Swanmays, (4) hf R10: AL NG; AC 6 (dex); MV 12; HD 9; hp 90; THAC0 10; #AT 5/2; Dmg 1d6+4 (shortswords + strength); SA none; SD nil; MR nil; SZ M; ML 20 (due to magical control)

Neil, wereboar: AL N; AC 4; MV 12; HD 5+2; hp 62; THAC0 15; #AT 1; Dmg 2-12 (tusks); SA none; SD silver or +1 or better weapon to hit; MR nil; SZ M; ML 20 (due to magical control)

Note: Begins combat invisible, 1st attack is at +4 to hit.

Bren, hm W(conj)11: AL NE; AC 2 (spell + dex), MV 12; hp 60; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA spells; SD word of recall; MR nil; SZ M; ML 15
Spells: ~~armor~~, *enlarge*, *burning hands*, *grease*, *taunt*, *invisibility*, *Melf's acid arrow* (x2), *glitterdust*, *darkness 15' radius*, *monster summoning I*, ~~monster summoning I~~, *dispel magic*, *flame arrow*, *slow*, ~~monster summoning II~~, *monster summoning II*, ~~stoneskin~~ (absorbs 9 attacks), *minor globe of invulnerability*, *chaos*, ~~monster summoning III~~, ~~summon shadow~~

Possessions: *ring of spell storing*, *ioun stone*

Pre-Summoned Monsters, (6) lizard men: AL N; AC 5; MV 6; HD 2+1; hp 17; THAC0 18; #AT 3; Dmg 1d2 (claw) 1d2 (claw) 1d6 (bite); SA none, SD none; MR nil; SZ M; ML 20 (summoned)

Pre-Summoned Monsters, (9) orcs: AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d8 (longsword); SA none, SD none; MR nil; SZ M; ML 20 (summoned)

Pre-Summoned Monsters, (3) shadows: AL CE; AC 7; MV 12; HD 3+1; hp 27; THAC0 17; #AT 1; Dmg 1d4+1 (claw); SA strength drain, SD +1 or better weapon to hit; MR nil; SZ M; ML 20 (summoned)

Pre-Summoned Monsters, (4) wererats: AL LE; AC 6; MV 9; HD 4; hp 25; THAC0 17; #AT 1; Dmg 1d8 (longsword); SA none, SD silver or +1 or better to hit; MR nil; SZ M; ML 20 (summoned)

If Bren casts a *monster summoning I*, the following will appear:

Summoned Monsters, (9) orcs: AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d8 (longsword); SA none, SD none; MR nil; SZ M; ML 20 (summoned)

If Bren casts the *monster summoning II*, the following will appear:

Summoned Monsters, (6) lizard men: AL N; AC 5; MV 6; HD 2+1; hp 17; THAC0 18; #AT 3; Dmg 1d2 (claw) 1d2 (claw) 1d6 (bite); SA none, SD none; MR nil; SZ M; ML 20 (summoned)

After the combat is over, the PCs can search the building, and deal with any of the controlled NPCs that are still alive. NPCs will remember what occurred to them while they were controlled, but events are hazy and dreamlike. They will be thankful to the PCs for rescuing them, but are weak, confused, and unable to help the party in any manner.

ENCOUNTER EIGHT - the building -

Inside the building, the PCs discover a large, well-stocked alchemical laboratory. The small room at the back of the laboratory is used as a cell to hold prisoners for further experiments. The stairs lead up to the bedroom.

Entering the building, you see before you a large and well-stocked alchemical laboratory. Glassware crowds several tables in the center of the room, while around the edges several cabinets brim with strange pots, jars, and boxes. To one side, a set of stairs lead up to the second floor, while at the back of the room, a stout door can be seen.

The center of the laboratory is dominated by a large two foot diameter white globe in a wooden stand. The globe is glowing faintly.

The glowing globe is the *Lunar Orb* Bren has used to control lycanthropes. The globe detects very strongly as magical, and radiates enchantment/charm and conjuration/summoning magic.

Most of the alchemical apparatus is too bulky to be moved easily. However, interested characters can find a total of 500 gp worth of stuff that can easily be carted away.

If the party searches the laboratory, they find enough pages of scribbles and notes to make a guess at what Bren was trying to accomplish. Have the PC make a spellcraft check, and consult the following table:

Made by:

Failed: he was working with lycanthrope blood.

1-3: he was working on a way to control lycanthropes.

3-6: he sought a way to control lycanthropes, using an artificial substance to substitute for the phases of the moon.

7 or better: his notes indicate that this summer solstice will also be a full moon, and that the lycanthropes of the city will be at the peak of their power at this time.

Each level on the chart also reveals all information from the lower levels of success on the spellcraft check as well.

The Cell:

You open the door to reveal a small, sour-smelling chamber. A man and a woman blink pitifully at the light coming in through the door. The woman steps forward and asks, "Are you here to help us?"

The woman is Nastasja, and the man is Ed. They are all that is left of the City Watch patrol. They are very happy to see the PCs, and willingly join them, asking for weapons and armor, if available. They relate the story of how their patrol was ambushed by wererats to any PC who will listen. Ed shows off several bite marks, which may make the PCs rather nervous (Ed did not contract lycanthropy).

The Bedroom:

The stairs lead up to a small ascetic bedroom. A simple opening in the wall serves as a window, looking out into the courtyard where you minutes ago battled the wizards creatures. There is little of interest

in the room, though a small chest at the foot of the rough mattress does catch your eye...

The chest contains 200 gp and a bag containing 1000 gp worth of rare incense and herbs (this is actually the material component for a find familiar spell).

AFTERMATH

Returning to the city, the party is welcomed back first by the City Watch, and then Lord Moray. Finally, if they rescued the lycanthropes, they meet with Ursa the werebear.

As you emerge from the sewers, your eyes are assaulted by the too-bright light of the open sky. Immediately you find yourself surrounded by the sewer patrol guarding the grate. "What did you see? Did you find out what happened to our patrol?"

Soon after, you find yourselves seated back at the sewer brigade headquarters, telling your story.

The City Watch wants to know all about the wizard Bren, and asks the players to provide as good a description as they can. The city confiscates the *Lunar Orb* for investigation by the wizard's guild.

The city watch also provides for any prisoners and lycanthropes that the PCs rescued.

After answering all the questions of the city guard, the PCs can take Nastasja to her uncle.

Lord Moray is overjoyed to see his niece returned safe and sound, and after giving her a long and close hug, begins to lecture her. "Now are you willing to settle down? This adventuring nonsense has got to stop, or worry will be the death of me!"

Nastasja sighs and shakes her head. "I was fine, uncle. Things are always better than you seem to think. She turns to you, and smiles. "Besides, aren't you forgetting to thank my rescuers?"

Lord Moray flushes a bit, but addresses your party "Thank you. I see that you have successfully brought my niece back to me from whatever dangers she has embroiled herself in this time! I will always be in your debt, and cannot thank you enough. You must come to a dinner party I will hold in your honor, a week from tonight. Please, it is the least I can do."

Lord Moray will try his best to convince the PCs to attend, but will not insist upon it. Any PC who attends has a wonderful evening, with excellent food, and is

introduced to several influential nobles in the city. Any PC who attends earns one fame point in Upper Class.

If the PCs did not kill Neil the wereboar or any of the Swanmays, and treated the Swanmays with respect and kindness, read the following:

It has been several days since your strange adventure in the sewers, and you are all rather surprised to receive the mysterious message asking you to gather together again at the McClarty Bistro. Arriving at the bistro, you are surprised to see a familiar-looking woman waiting for you. After a moment's confusion, you remember the werebear from the beginning of your adventure.

At your approach, Ursa stands and smiles at your group "I wish to thank you for your bravery in saving my fellow werefriends, and have brought you a token of our thanks and friendship."

She then hands your group a medium-sized bag. "I wish I could stay and eat with you, but I must return to my grove; I have been gone too long already. I have paid for your meal, so stay and enjoy each other's company."

With that, she turns and leaves the bistro.

Inside the bag, the PCs find the *cameo of the werebear*.

THE END

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

Give PCs 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.

Award experience for each of the following categories. You do not have to award maximum xp unless you feel the players earned it.

ENCOUNTER ONE

Learning of effects on Lycanthropes 50 xp

ENCOUNTER TWO

Figuring what they think is happening 50 xp

ENCOUNTER THREE

Getting a description of Nastasja 50 xp

ENCOUNTER FOUR

Defeating the rats 50 xp

ENCOUNTER FIVE

Getting the map and authorization 50 xp

Getting a list of descriptions 50 xp

ENCOUNTER SIX

Searching the ambush site 100 xp

Avoiding the pit trap 50 xp

ENCOUNTER SEVEN

Winning the battle 100 xp

OR

Winning the battle with no innocents killed 200 xp

ENCOUNTER EIGHT

Rescuing the prisoners 50 xp

Discovering the potion 50 xp

Figuring out what Bren was up to 50 xp

Total Experience for Objectives: 800 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,300 xp

For Tier 2: 2,600 xp

For Tier 3: 3,900 xp

For Tier 4: 5,200 xp

For Tier 5: 6,500 xp

TREASURE SUMMARY

If it is not on this list, the PCs cannot have it!

ENCOUNTER SEVEN

- *scarlet & blue sphere ioun stone*: +1 bonus to Intelligence-related proficiencies and checks. It does not confer actual Intelligence attribute. It aids memory, but does not make the user smarter.

ENCOUNTER EIGHT

- 200 pp
- 500 gp of alchemical apparatus
- components of a *find familiar* spell: This small bag contains fine incense and rare herbs worth 1,000gp. It can be sold for that amount, or used as the material component of a *find familiar* spell, provided that the user has such a spell in their spellbook. If used to summon a familiar, the wizard can choose which of the standard familiar types from the *Player's Handbook* appears.
- *potion of healing*

AFTERMATH

- *cameo of the werebear*: (make sure that there is a PC's name on the cert before it is given out) This beautifully carved malachite stone has the profile of a bear carved into it. The stone is suspended from a silver chain, and the whole set is worth 500 gp. This cameo was given to the abovenamed PC by Ursa the werebear. It provides a +1 reaction bonus from any good or neutral-aligned werecreature if worn openly, and a -1 reaction penalty from any evil-aligned ones. This cameo was given as a gift of friendship by Ursa. She will be very disappointed if she finds out it has been traded, given away, or is owned by someone besides the PC named on the cert
- 500-1000 gp per PC from Lord Dunstan.

Fame Award:

PCs who successfully complete the scenario and attend the party earn one fame point each in upper class.

PLAYER HANDOUT #1

Hello.

I have need of your services for a mission that could involve some danger. Time is of the essence, so if you are interested, please come to my home immediately.

Signed,

Lord Dunstan Moray

PLAYER HANDOUT #2

To whom it may concern;

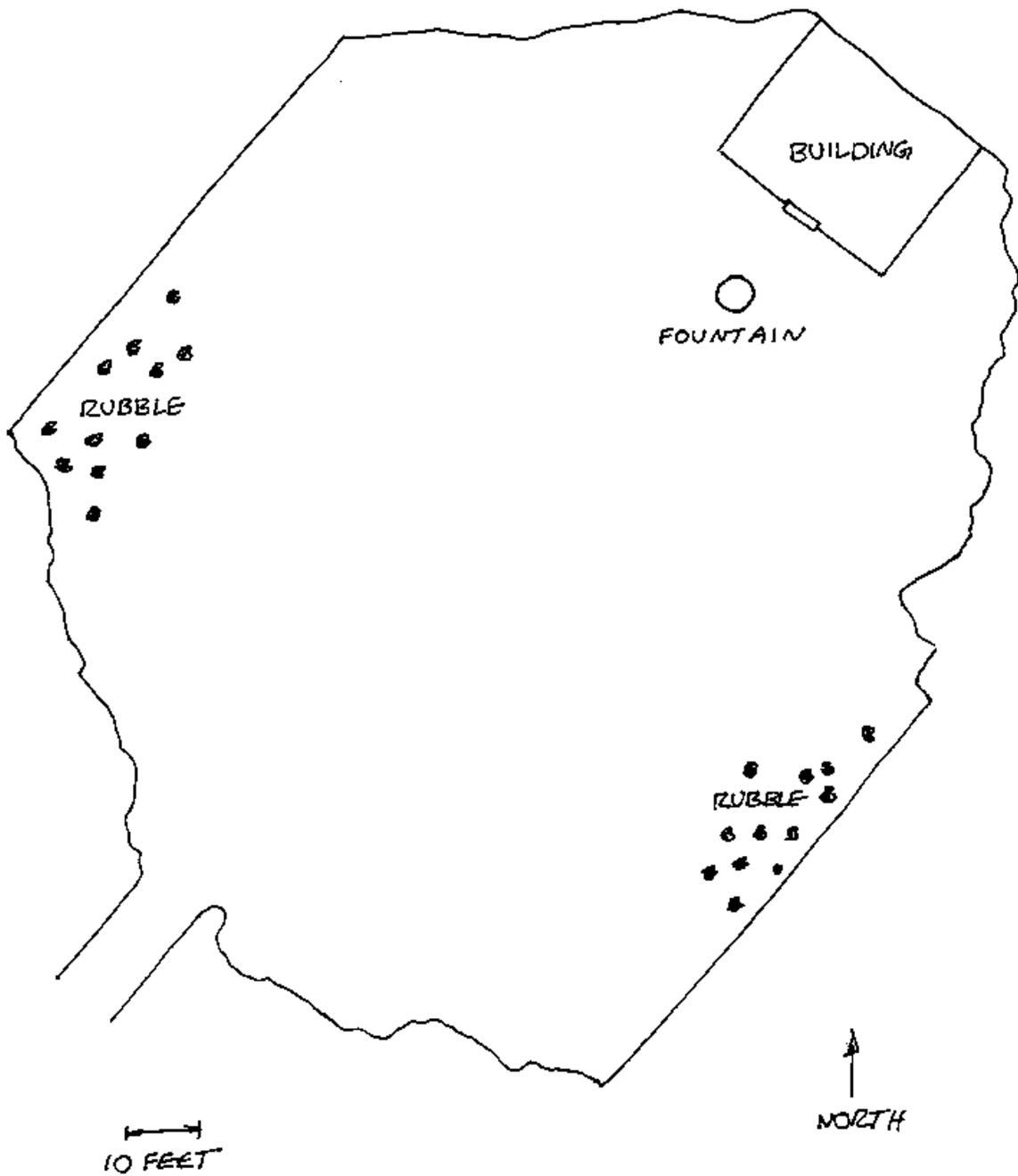
Let it be known that the bearer of this document is working for me, seeking to find my niece Nastasja Moray. Any member of the City Watch is asked to provide what assistance they can to the bearer of this document. What they ask they ask in my name.

Signed,

Lord Dunstan Moray

WHERE YOU WERE
PLAYER'S HANDOUT #4

CAVERN MAP



WHERE YOU WERE
DM'S HANDOUT #1

SEWER MAP

