

# **EYES OF THE RAVEN**

**(Part 1 of the Bloody Fang Series)**

**A One-Round Living City Tournament**

**By Gail Reese**

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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. 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+

## GM Introduction

*Eyes of the Raven* is the first in a series of tournaments that is going to reveal an underground group call the Consortium of the Bloody Fang. The PCs will find out about how far the Bloody Fang has inserted itself into Ravens Bluff. In fact, they have infiltrated over 95% of the city. The background on the Bloody Fang is extensive and will be revealed slowly

over the course of the series. In this tournament, the building blocks of information are being set.

With the recent rumors of the possible induction of the Temple of Lliira into the Clerical Circle and the engagement of Ramsey DeVillars to Revelmistress Rachel Arren, the "powers that be" in the Bloody Fang have decided that the strongest Noble House should not be aligned directly to the Clerical Circle. Therefore, they have set their members out to destroy the Temple of Lliira and the DeVillars family. Of course, the fact that the eldest DeVillars' son, Lord Drake, has been revealed as the Black Knight of the Raven Knights is a bonus. The possibility to take down all of these factions would be a great step to furthering the cause of the Bloody Fang, ruling Ravens Bluff for a start.

As a twist of fate, the Harpers have been monitoring the situation. They have been aware of the presence of the Bloody Fang since the Consortium first started forming in Ravens Bluff. They are trying to stay neutral in the city. However, in the case of the Bloody Fang, they have their own reasons for wanting them destroyed. The Harpers are going to be making sure to see this happen. In addition, there are several Harper Friends and a couple of Harpers in Ravens Bluff, so there is more incentive to destroy the Bloody Fang in the interest of self-preservation. ***Please familiarize yourself with the NPC in the DM appendix, Sheenra Duth, as she a Harper who will be joining the PCs in this event.***

This scenario begins with the PCs being called to the Wyvern's Nest just after the night of a party at the Temple of Lliira celebrating the upcoming wedding of Ramsey and Rachel. It turns out that the happy couple end up missing. She has been kidnapped by Ramsey, who is now a part of the Bloody Fang and is a vampire, to lure Drake DeVillars to the rescue. The PCs will receive their briefing on the situation and will be sent out to find the Lord DeVillars and the Revelmistress. Along the way, they will find clues to what is really happening. They will meet a Harper who is directly monitoring this situation. And, finally, learn that Ramsey and the Bloody Fang have no intention of returning Rachel alive, so the PCs will have to make sure they get there "in the nick of time."

In addition to all of this, there is a Pit Fiend named Charbane that has been elevated in status in the Bloody Fang. He first appeared in the tournament "Knight Moves" and he is interested in learning more about the adventuring community of Ravens Bluff. Charbane has brought some of his "friends" from his home plane (the

first plane of the Nine Hells, where Tiamat resides) to find out how good the PCs really are.

Please keep in mind that there is the possibility of a chivalry point or a negative chivalry point at the end of this tournament. Find out who the Knights and/or Squires are and be aware of their actions. PCs should not get a chivalry point for merely playing this tournament.

As far as the PCs coordinating spells, they are not together at the beginning of this event.

## **ENCOUNTER 1**

### **NEVER LET THEM SEE YOU SWEAT**

*The celebrations surrounding the upcoming wedding between Ramsey DeVillars and Revelmistress Rachel Arren has kept many people of the city up late these last few nights. Many adventurers and citizens were invited to socialize at the temple with the DeVillars family.*

*This new morning has dawned and your morning routine is interrupted by the sound of a knock on the door. (pause for reactions) Opening the door, you see a courier standing there holding out a sealed scroll. "Message for you..."*

The PCs may make a heraldry check to recognize the seal, it is from the DeVillars noble house. If anyone chooses to not read or to ignore the message, the adventure is over for them. Have them vote and leave the table. Once the PCs open and read the message, continue. The message is on **Player Handout #1**.

*"I have a matter that needs to be addressed and is very important to my family. I would appreciate it if you would meet me for lunch at the Wyvern's Nest 2 bells past high sun. Simply show this message to Kovos Durva and he will show you to our meeting.*

*Yours, DeVillars"*

The amount of time the PCs have to do things before the meeting will depend on what time they decide to get up.

Some may choose to try to see the DeVillars before the meeting. If that happens, use the guidelines below.

1. The personal guards at the gates inform them that the family is not taking visitors.
2. If they try to get in by showing the message or by saying they have an appointment, they will be turned away because their name is not in the appointment book and the message says to meet whomever signed the message at the Wyvern's Nest.
3. If any PC tries to go invisible or use other magical or thieving abilities or items to gain entrance to the DeVillars estate, a magical ward will go off revealing the PCs location. The personal guards will have the PC arrested for trespassing. The fine being 200 gold with no jail time as the DeVillars will not press any further charges.

The PCs should be able to do any other normal, daily activities, use your discretion. Once the meeting time arrives and the PCs make their way to the Wyvern's Nest, continue.

*The marketplace is lively this afternoon as you make your way to the Wyvern's Nest. It seems as though there are more vendors now than there were before the war. As you round a corner, the tavern you seek comes into view. It is a two-story structure in Zakharan architecture.*

Many PCs will recognize this place and it's owner. Kovos Durva is a large, middle-aged man with striking Zakharan features. He has dark curly hair and a big thick mustache. He and his children run the tavern. The four daughters, Serina, Athenea, Callista, and Illya, range in age from 14 to 18 and are all quite attractive and personable. His two sons, Gregorio and Rudolfo, are 20 and 15, respectively. They are also big, well-muscled men with the distinctive Zakharan look. Kovos' daughters wait tables while the boys tend the bar. Kovos allows his daughters some flirting; however, he does not tolerate patrons who attempt to take liberties. The owner is a hospitable man who counts on the adventuring community for the continued success of his establishment. He may very well recognize a couple of the PCs that have been here before and will treat them accordingly.

*Stepping through the arched doorway into the Wyvern's Nest, you are assaulted with the spicy smell of the famed Zakharan fair this tavern is noted for. The waitresses are exotically beautiful and the bartenders handsome. A tall middle aged man approaches you with arms open. "Greetings my friends, how are you this fine afternoon? Is it to be a table for (however many PCs show up at a time)?"*

If the PCs show the message to Kovos, he will escort them across the atrium and through an archway on the other side. There is a private dining room there where Drake DeVillars is waiting. In this case, read the following.

*“Ah, yes, I was told to expect you. Please, this way.” Kovos turns and walks out into the atrium. Going past the exotic fountain where a pretty human woman sits singing and playing a lute; he leads you to an archway on the other side. Stepping through it, he opens a door and motions you inside.*

*You are ushered into a private dining room. There is a table set for 7 and a tall, armored man standing on the far wall with a glass of wine in his hand. This man is a very imposing and dark figure. His hair is black, his armor is black, his helm setting on the table is black, the scabbards for his weapons are black, and his great shield resting against the wall is black. Depicted in gold on the shield is a woman's head in a circle with three ravens in flight surrounding it. As he turns to look at you, you realize even his eyes are black. He must be very muscular judging by his armor. You recognize him as the Black Knight, a member of the Knights Council representing the Raven Knights, the highest order in Ravens Bluff.*

A PC Knight or Squire, or one with Heraldry, will immediately recognize the coat of arms of the Black Knight upon the shield (the symbol of Waukeen combined with the symbol of the Raven Knights). A PC with Local History may make a check to recognize the Black Knight.

If the PCs are not all together yet, Drake will introduce himself and make small talk until everyone has assembled. He will offer them drink and food, on him, of course. Once all the PCs have arrived, continue.

*“Greetings, and well met my friends. I am Drake DeVillars. I thank you for heeding my message and joining me today. Before you become nervous, no, I am not here in an official capacity. This is completely personal. Please, have a seat. There is much to discuss.”*

*“I am in need of assistance with a very delicate matter. Your reputations proceed you, that is why I have assembled this group. My brother and his fiancée have been abducted. They were taken from the Temple of Lliira sometime after the celebrations*

*ended last night. For those of you who don't know it, Ramsey, my younger brother, and Revelmistress, Lady Rachel Arren are to be married in two weeks. It appears as though someone doesn't wish this to happen. And I know the people responsible.”*

*“Before I go any further, I must warn you that the information I am going to reveal to you will put your lives in jeopardy. Many have died from having this knowledge and many have died protecting it. If you choose to back out now, you may do so before I continue. You will not be thought less of. However, if you help me and are successful, I am prepared to pay you for your services.”*

This is a real problem, once the PCs have knowledge about the Bloody Fang, they will be in real danger. If anyone does wish to leave, have them vote and the game is over for them. Do not stress this option because they are here to play.

*Lord DeVillars looks at each one of you in turn for your response.*

If the PCs ask about the compensation for the job, Drake will offer them each 500gp up front and 500gp once they have successfully completed the mission. This is not negotiable.

Once each PC has made the decision to help, Drake will reveal what he knows.

*“Last night, my family and I were at the festivities at the Temple of Lliira to celebrate the upcoming wedding. My family and I were there, of course. We left very late in the night and left my brother and Rachel to enjoy the rest of the celebration that lasted until morning.”*

*“This morning, when I went to see my mother for breakfast, she was very disturbed. She showed me a letter that was delivered. The news was not good, it told us that my brother and Rachel had been kidnapped and were being held for ransom. We went to the Temple of Lliira to make sure that it was true and they confirmed that the two were not there.”*

*“This is the letter that was delivered.”*

Give the PCs **Player Handout #2**. At this point, the PCs may ask any questions. Below are some possible responses.

**Who is the Green Bard?** He seems to be the one in the Bloody Fang that all the members go to for advice. He is a very talented musician; he plays the harp. However, he also seems to be the least powerful being in the organization.

**Who (or what) is the Bloody Fang?** It is an underground group that has been operating in Ravens Bluff for over 100 years. They have been gaining in strength as of late and survived the war completely intact. They are responsible for the death of Ian Graham, the former High Knight of the Right Hand of Tyr.

**Why would the Bloody Fang kidnap Ramsey and Rachel?** The DeVillars have been Harper friends since before coming to Ravens Bluff. That may have something to do with it. There is a long history between the Harpers and the Bloody Fang, but I don't know what it entails.

**Could there be something other than the ransom that the Bloody Fang is looking for?** I don't know. It could be possible that they are looking to hurt my family. But I don't know how or why.

**Do you know where they would have taken Ramsey and Rachel?** No, the only information was the letter.

**Can you give us a writ to arrest the individuals who have kidnapped Ramsey and Rachel?** No, you are working for me in a personal capacity not for the city.

If the PCs ask any other questions regarding the Bloody Fang or they run out of questions to ask, Drake will give them some general information that the Knights of the Raven have been able to gain through their efforts and the efforts of the Knights of the Hawk. That is the information in the text below.

***“The Consortium of the Bloody Fang has been in existence for over 100 years in and around the area now known at Ravens Bluff. They have been slowly gaining strength in numbers and influence in that time. This information has been a well-guarded secret for many years. It is highly classified and should not be repeated. The only reason I have been granted permission to repeat this is because of the lives in jeopardy. The other Raven Knights believe that it is time to start making the information public in hopes of flushing out the Consortium.”***

***“We know that they Bloody Fang has begun making their presence know more prominently in the last***

***year. They are looking for total world domination and will go to any lengths to obtain that goal. They were directly responsible for the presence of many extra-planar creatures. They are responsible for much arcane research and the discovery of related artifacts in the city. We do not know what the eventual ends will be.”***

***“I know that what I am asking you to get involved with is very dangerous and potentially lethal but, I need to find my brother and Rachel. They are in mortal danger and I can't sit back and let that happen. I want you to try to find them and bring them back. How you do this is up to you. I have made arrangements for the ransom. If you have to surrender it, so be it. If you have the opportunity to get any information regarding the Bloody Fang, it would be most helpful.”***

***“When you retrieve Ramsey and Rachel, please bring them to the DeVillars estate. I will leave word with the guards to allow you entrance. Thank you for helping my family and me. You don't know how much this means to us.”***

***The Black Knight goes to the corner of the room and picks up a large bag. “This is a bag of holding. Inside is the ransom that the Bloody Fang wants for the return of Ramsey and Rachel. Please be careful with it. It is not that I can't afford to lose the contents, but it may be the balance of the lives of two people I hold very dear.”***

***“Please be careful. I hope you are successful in this mission. May the gods be with you.”***

***With that, Drake DeVillars gathers his gear and leaves the room.***

The PCs may choose to look into the *bag of holding* to see what the ransom is, which is fine. Please keep in mind that the ransom was designated by the Bloody Fang and the bag was packed by the Black Knight. If the PCs take anything from the bag and keep it, it could prove to be a bad thing for them later. In addition, any Knight, Squire or City Watch member should try to make a PC return the item. Keep track of what is removed from the bag and who has it (if this happens at all).

***Allow the PCs to try to come up with some sort of strategy before leaving the private dining room if they so choose. However, once they do leave, continue with the following.***

*Leaving the private dining room, you again enter the courtyard of the Wyvern's Nest. The woman sitting by the fountain is singing quite a beautiful song. As you pass, you catch a few of the lyrics.*

*"In a dark, dark wood  
Oh so long ago  
Something lurked and pounced and stank  
As it prowled to and fro*

*In a dark, dark wood  
Oh so long ago  
By the waterfalls of the horse  
A lost man one dusk did go*

*In a dark, dark wood  
Oh so long ago  
Dropped the beast fangs agape  
Upon the poor lost one below*

*In a dark, dark wood  
Oh so long ago  
Teeth clashed and teeth slashed  
One more skull a grave to show"*

*For some of you, it sounds almost like an omen.*

The woman singing is actually a Harper. Her song has given the PCs a place to meet with her. Her name is Sheenra "Shining Eyes" Duth (see page 62 in The Code of the Harpers in the AD&D Forgotten Realms Accessory book). If there is a Harper or a Harper Friend in the group, they will recognize the code in the song in the second stanza to meet her at dusk at the Horseshoe Falls. If there is a Bard in the group, they will realize that there was a code and will need to make a Legend Lore NWP check to figure it out (bards who have kits that don't allow Legend Lore may make a check against Int-2). If there is a Druid or a Ranger in the party, they may make a Wisdom -4 check to recognize the code. If none of the above are in the party, a PC with Singing Proficiency, Ancient History (-4), or Local History (half) check to realize there is a code in the song. Once one of the PCs figures out that there is a code in the song, give them **Player Handout #3**.

Sheenra has been sent to Ravens Bluff by the Harpers to accompany the PCs on this mission. The Consortium of the Bloody Fang is an enemy of the Harpers and wants them neutralized. As per the lyrics of the song, she will meet the PCs at the top of Horseshoe Falls at dusk. If, for some reason, the PCs

do not pick up the meaning in the song or decide not to meet Sheenra, go to Encounter 3.

If the PCs do go to the Horseshoe Falls to meet with Sheenra, proceed to Encounter 2.

## ENCOUNTER 2 A HARPER, I PRESUME

Sheenra Duth will have no evil intentions towards the party and she will tell NO LIES. She is trying to join the party for the remainder of the adventure.

*Following the code in the song of the Bard at the Wyvern's Nest, as dusk arrives, you find yourself at the top of Horseshoe Falls. The rushing water seems to drown out even the singing of the birds. Looking around, you see a pretty, young, human come out of the trees.*

*The woman is wearing leather armor and dark clothing. There is a hand crossbow strapped to one hip and a longsword strapped to the other. She watches your group as she approaches. The face is the same as the woman who was singing at the Wyvern's Nest although she is now dressed for adventuring.*

Sheenra has long blonde hair and is very bouncy. She has the personality of someone who thrives just on being alive, no matter how much she has seen, and Sheenra has seen a lot. On the other side, she is very observant and can assess what a person is carrying at a glance. She is a very experienced thief and knows what she is doing.

*"Greetings, thank you for heeding my words and meeting me. My name is Sheenra Duth, and you are...?"*

Have the PCs introduce themselves. They may be wary of a stranger at this point, considering the mission they have taken. Sheenra will try to put them at ease as quickly as possible. She needs to gain their trust and to be able to trust them since they will be adventuring together. To do this, she will use all the skills at her disposal (See the DM Appendix 2 for details on Sheenra Duth).

Once the PCs are ready to hear her story, continue.

***“It is good to meet you. I understand that your business and mine are of a like nature and I believe that we could be mutually beneficial to each other. If you will sit with me, I will tell you a story and answer your questions to the best of my ability.”***

***“I know of your meeting with Drake DeVillars today; I also know of the kidnapping of his brother Ramsey and Revelmistress Rachel by the Consortium of the Bloody Fang. The people I work with are quite interested in what has happened as the DeVillars are good friends. To show you that I am to be trusted, I will now tell you information that has been kept secret for over 100 years.”***

Sheenra’s story is in **DM Appendix 1**. After the story, “Question and Answer” time will be available.

The PCs may ask any questions they wish at this point. The following is information that Sheenra has.

### **Question and Answer**

***Are you a Harper?*** Yes

***Why are the Harpers interested in the Bloody Fang?*** Because the Bloody Fang has a vendetta against the Harpers, or at least that is what we believe considering what we have learned.

***Does Sheenra know where Ramsey and Rachel are being held?*** Not specifically, but she has a general idea. She is hoping that there may be a sign or two to lead her in the right direction.

***Why does she want to help the PCs?*** Because they both have an interest in finding the Bloody Fang and in getting Ramsey and Rachel back to Ravens Bluff.

***How do the PCs know they can trust Sheenra? // Why should the PCs trust Sheenra?*** She would be more than happy to have a *detect lie* or like spell be cast on her. If the PCs don’t have availability of any such spell, she will do her best to convince them. She will make sure to take off her *ring of spell turning*.

***Who is the Green Bard?*** He is a member of the Bloody Fang, I can not seem to figure out his role in the organization.

***Does she know any more about the Bloody Fang?*** Only that the lich known as Thavverdasz is involved somehow with the body of Rundorl Moonsklan. We

believe that the Court sealed by Elminster was breached over 100 years ago.

**Important Note:** Please do not make up answers regarding the Consortium of the Bloody Fang as there is text written that will not be changed!! In addition, be very careful about the information you reveal in regards to the Harpers. The PCs can not become Harpers or Harper Friends as a result of this tournament.

Sheenra will also ask questions of the PCs. She will ask about what they know in regards to the kidnapping and Drake DeVillars. This will be more of a test than anything because she already knows the answers.

Please keep in mind that Sheenra is trying to help the PCs and has no evil intent, is not lying, and will not betray the PCs in any way.

Sheenra will try to encourage the PCs to leave this evening to at least get a start on the road, she knows of a safe camping place a few hours outside of town.

## **INTERMISSION ENCOUNTER 2 1/2**

***The smell of cooking bacon, eggs, and brewing tea greets you in the morning. Opening your eyes, you see Sheenra Duth cooking over the fire. She looks up and smiles a dazzling smile. “Good morning, nothing like a good breakfast to start the day. Please, join me.” With that, she returns to the fire and starts serving up food.***

The food is very good, should the PCs decide to partake in it. If not, she will leave it for the animals of the forest.

Once the PCs are ready to start the day, continue with the following.

***Sheenra addresses you; “It seems as though we have a choice to make. You have the ransom for the return of Ramsey and Rachel; however, we may be able to locate where they are being held. What would you like to do?”***

Allow the PCs to make a choice. If they choose to try to find where Ramsey and Rachel are being held, use the following.

*“I thank you for your trust in me. If we are unable to find any signs showing the whereabouts of Ramsey and Rachel, I assure you, we will go to the site of the exchange. Shall we be off, then?” Sheenra goes to her horse, tumbles on and starts riding in a more easterly direction.*

If they choose to go on to the drop site, use the following.

*“Your dedication to your assigned task is commendable, but should you decide that my suggestion has merit, I know of some places nearby where we might find the information we need to locate Ramsey and Rachel. Shall we be off then?” Sheenra goes to her horse, tumbles on, and starts riding in a northerly direction.*

In either case, proceed to Encounter 3.

## ENCOUNTER 3 THIS IS JUST A TEST

Sheenra may or may not be with the PCs at this point, use the appropriate boxed text below.

### If Sheenra is with the PCs

On the road, the PCs may ask questions of Sheenra; however, she will not tell them any details regarding the Harpers or any more about herself than what is provided in the DM Appendix 2. She will, however, give the PCs information from the “Question and Answer” part in Encounter 2.

*You begin to move into a more forested area. It seems to have a life of its own. “I know of a refuge in this area, I think we should stop there first.” says Sheenra.*

Have Sheenra converse with the PCs to try to get to know them a bit better. Allow the PCs to role-play for a while. When things seem to slow down or if the PCs are not getting into the role-playing, go to “The Test”.

### If Sheenra is not with the PCs

*You have been traveling for several hours headed to the ransom drop site north of Moss Bridges. The road has been quiet and the travel easy. Wildlife in the area seems to be thriving.*

Allow the PCs to role-play for a while. When things seem to slow down or if the PCs are not getting into the role-playing, go to “The Test”.

### The Test

Have any party members with Observation make a check to notice some slight movement in the trees and underbrush (Rangers and Thieves make their rolls normally, all others suffer a -4 penalty). Anyone without Observation who specifically states they are watching the surrounding area may make a Wisdom check @ 1/2 to notice. Those noticing the movement will not have to roll for surprise later when the attack is launched.

Charbane is testing the strength of the PCs with some baatezu friends. When killed, the baatezu will be banished back to the first plane of hell. Charbane will not make his presence known. In Tier 5, he has called a White Dragon named Natasha to test the PCs. If she is killed, she will be banished back to Tiamat’s Court.

*Just as the conversation comes to a lull, you hear a twig snap to the left.*

Have everyone who did not notice the movement earlier (or was not told about it) roll a d10 for surprise. Those that are surprised will have no action in the first round of combat.

*Out of the tree line come the shapes of hideous creatures. They are definitely not from this world.*

Some of the PCs may be familiar with the baatezu and will be able to identify them on sight. Also, there is the chance that some PCs may have a “friendly” association with the baatezu due to past dealings and associations; however, these creatures are from the first plane of hell and are actually against those on some of the other planes for various reasons that will not be covered here. Show no preferential treatment under any circumstances.

((**NOTE:** for 57+ Levels, read the following...  
*Overhead, you see what looks like a cloud quickly approaching your group. But that’s no cloud, that is a White Dragon!*))

If the PCs make an Observation check, they will notice that the dragon is wearing a necklace with 5 stones in a circle set in platinum. The stones are onyx, bloodstone, pearl, jade, and blue agate. If appraised, priceless. The necklace has an *avoidance* spell cast on it.

Note that the baatezu in this melee normally cannot be hit by non-magical weapons. This special defense has been removed in the first tier and should also be removed in the second if the PCs do not possess magical weapons.

### Levels 4-13

**Black Abishai (2):** AL LE; AC 5; MV 9; HD 4+1; hp 21; THAC0 17; #AT 3; Dmg 1-4/1-4/2-5 (claw/claw/tail; no poison in tail); SA none; SD none; MR 10%; SZ L; ML 8 (if failed, will plane shift back to the first plane of hell); will not use spells except to plane shift

1/2 damage from cold attacks; immune to fire and poison; 2-8 points of damage if splashed with holy water. Will not use gate ability

### Levels 14-25

**Green Abishai (2):** Int Avg; AL LE; AC 3; MV 9; HD 5+2; hp 27; THAC0 15; #AT 3; Dmg 1-4/1-4/2-5 (claw/claw/tail; no poison in tail); SA none; SD +1 or better weapon to hit (see below); MR 20%; SZ L; ML 8 (if failed, will plane shift back to the first plane of hell); will not use spells except to plane shift.

1/2 damage from cold attacks; immune to fire and poison; 2-8 points of damage if splashed with holy water. Will not use gate ability

**Important Note:** If the PCs do not possess magical weapons, allow normal weapons to hit the baatezu.

### Levels 26-37

**Red Abishai (2):** Int Avg; AL LE; AC 1; MV 9; HD 6+3; hp 33; THAC0 13; #AT 4; Dmg 1-4/1-4/2-5 (claw/claw/tail) and by innate spell ability; SA Poison in tail (save or paralyzed for 1-4 rounds); SD +1 or better weapon to hit / Regenerate 1 hp per melee round unless damage done by holy water or a holy weapon; MR 30%; SZ M; ML 11 (if failed, will plane shift back to the first plane of hell)

Innate spell abilities available: change self, command, produce flame, pyrotechnics, and scare

1/2 damage from cold attacks; immune to fire and poison; 2-8 points of damage if splashed with holy water. Will not use gate ability

### Levels 38-56

**Green Abishai (2):** Int Avg; AL LE; AC 3; MV 9; HD 5+2; hp 27; THAC0 15; #AT 4; Dmg 1-4/1-4/2-5 (claw/claw/tail) and innate spell ability; SA Poison in tail (save or paralyzed for 1-4 rounds); SD +1 or better

weapon to hit; MR 20%; SZ L; ML 8 (if failed, will plane shift back to the first plane of hell)

Innate spell abilities available: change self, command, produce flame, pyrotechnics, and scare

1/2 damage from cold attacks; immune to fire and poison; 2-8 points of damage if splashed with holy water. Will not use gate ability

**Red Abishai (2):** Int Avg; AL LE; AC 1; MV 9; HD 6+3; hp 33; THAC0 13; #AT 3 / 1; Dmg 1-4/1-4/2-5 (claw/claw/tail) and by innate spell ability; SA Poison (save or paralyzed for 1-4 rounds); SD +1 or better weapon to hit / Regenerate 1 hp per melee round unless damage done by holy water or a holy weapon; MR 30%; SZ M; ML 11 (if failed, will plane shift back to the first plane of hell)

Innate spell abilities available: change self, command, produce flame, pyrotechnics, and scare

1/2 damage from cold attacks; immune to fire and poison; 2-8 points of damage if splashed with holy water. Will not use gate ability

### Levels 57+

**Black Abishai:** Int Avg; AL LE; AC 5; MV 9; HD 4+1;

hp 21; THAC0 17; #AT 3; Dmg 1-4/1-4/2-5 (claw/claw/tail; no poison in tail); SA none; SD +1 or better weapon to hit / see below; MR 10%; SZ L; ML 8 (if failed, will plane shift back to the first plane of hell); will not use spells except to plane shift

1/2 damage from cold attacks; immune to fire and poison; 2-8 points of damage if splashed with holy water. Will not use gate ability

**Green Abishai:** Int Avg; AL LE; AC 3; MV 9; HD 5+2; hp 27; THAC0 15; #AT 3; Dmg 1-4/1-4/2-5 (claw/claw/tail; no poison in tail); SA none; SD +1 or better weapon to hit; MR 20%; SZ L; ML 8 (if failed, will plane shift back to the first plane of hell); will not use spells except to plane shift.

1/2 damage from cold attacks; immune to fire and poison; 2-8 points of damage if splashed with holy water. Will not use gate ability

**Red Abishai (2):** Int Avg; AL LE; AC 1; MV 9; HD 6+3; hp 33; THAC0 13; #AT 4; Dmg 1-4/1-4/2-5 (claw/claw/tail) and by innate spell ability; SA Poison in tail (save or paralyzed for 1-4 rounds); SD +1 or better weapon to hit / Regenerate 1 hp per melee round unless damage done by holy water or a holy weapon; MR 30%; SZ M; ML 11 (if failed, will plane shift back to the first plane of hell)

Innate spell abilities available: change self, command, produce flame, pyrotechnics, and scare

1/2 damage from cold attacks; immune to fire and poison; 2-8 points of damage if splashed with holy water. Will not use gate ability

**White Dragon (Natasha/ Great Wyrn):** Int Low; AL CE; AC -7; MV 12, Fl 40 (C), Br 6, Sw 12; HD 19; hp 190; THAC0 1; #AT 3+ special (BW, Innate abilities, and spell abilities); Dmg 1-6/1-6/2-16 (claw/claw/bite) // BW 12d6+12; SA see below; SD see below; MR 65%; SZ G; ML 16

Innate abilities: *ice walking, gust of wind* (3 x day); *wall of fog* (3 x day // produces snow or hail rather than rain); *freezing fog* (3 x day // obscures vision in 100' radius, frost forms on ground and all surfaces in radius)

Breath Weapon: 70' long, 5' wide at mouth, 25' wide at base; save vs. BW for half damage; Dmg 12d6+12

Spells Available: 1<sup>st</sup> level - *burning hands, magic missile* (2), *shield* (precast), *feather fall*; 2<sup>nd</sup> level - *levitate* (2), *mirror image, flaming sphere, Tasha's uncontrollable hideous laughter*; 3<sup>rd</sup> level - *dispel magic* (2), *lightning bolt, fireball, prot from good 10' radius* (precast); 4<sup>th</sup> level - *wall of fire, polymorph other, Evard's black tentacles, dimension door*; 5<sup>th</sup> level - *wall of force, domination, chaos, avoidance* (precast on necklace of Tiamat's Court); 6<sup>th</sup> level - *chain lightning, true seeing* (precast)

If "killed," Natasha will be sent back to her home plane (the first plane of hell). Likewise, spells that would do this will affect her and send her back if they are successful.

Once the battle is over, go on to **Encounter 4A**.

## ENCOUNTER 4A

### THIS CAN'T BE HAPPENING

If Sheenra is with the PCs, continue with the following. If she is not with them, go to (##).

*"There is a small village on the way. There are friends of the Harpers there and messages are often transferred in this place. This is where I hope to get an idea of where Ramsey and Rachel are being held. It shouldn't take more than a few minutes. Do you mind if we stop there?"*

Hopefully, the PCs will agree to this. Once they do, proceed. Even if they don't agree, the village is ahead along their path and they must pass through it.

*## Just as dusk is setting in, after riding for almost two hours, you notice that the surrounding forest becomes very quiet.*

This should alert the PCs.

*As you continue along, an odor of smoke begins filling the air.*

The Bloody Fang found out that this was a village where Harpers would transfer information about Ravens Bluff and the surrounding area. In addition, there were a few Harper Friends in this village. What better revenge than to kill everyone and add them to an undead army that is being developed. That is what has happened.

*The smell of smoke does not increase; however, it is much too quiet in the forest for comfort.*

*Breaking through the tree line, you see a small group of dwellings, mostly cabin-type structures. Two of the small buildings are smoldering, but that is not what really catches your attention. The sight before you is that of total carnage. Dead bodies are scattered everywhere in various states of dismemberment.*

If any of the PCs were not involved in the war, have them make a Con check to see if they are able to keep their last meal down.

**DM Note:** If Sheenra is not with the party, at the beginning of Combat Round 2, she will come charging in on her horse and join the battle fighting on the side of the PCs.

*(\*\*NOTE: This text is only used if Sheenra is with the PCs. Sheenra looks around in a state of shock. Tears begin to stream from her eyes as she looks on the grisly scene. She drops to her knees by the body of a young child and begins to openly weep.)*

*As you look through the dead bodies, you notice that a few of them begin to move... to attack!! Clawed hands are reaching out as bodies begin to rise and try to tear into you while charred skeletons rise and advance on you.*

### Levels 4-13:

**Ghoul (3):** Int Low; AL CE; AC 6; MV 9; hp 8; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6 (claw/claw/bite); SA Paralyzation (when hit with claws or bite); SD immune to *sleep* and *charm*; MR Nil; SZ M; ML 11

Paralysis lasts for d6+2 rounds but does not affect elves.

**Skeleton (4):** Int Non; AL N; AC 7; MV 12; hp 7; THAC0 19; #AT 1; Dmg 1-6 (spear); SA Nil; SD immune to all *sleep*, *charm*, *hold* spells // immune to cold-based attacks // edged & piercing weapons 1/2 dmg; MR Nil, SZ M; ML Sp; Affected by Holy Water 2-8 points per vial striking the skeleton.

### Levels 14-25:

**Ghoul (3):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 8; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6 (claw/claw/bite); SA Paralyzation (when hit w/ claws or bite); SD immune to *sleep* and *charm*; MR Nil; SZ M; ML 11

Paralysis lasts for d6+2 rounds but does not affect elves.

**Ghast (2):** Int Very; AL CE; AC 4; MV 15; HD 4; hp 21; THAC0 17; #AT 3; Dmg 1-4/1-4/1-8 (claw/claw/bite); SA save vs. poison within 10' radius (stench) or attack @-2 / Paralyzation (when hit w/ claws or bite); SD immune to *sleep* and *charm* / *protection from evil* does not keep them at bay unless combined with cold iron; SZ M; ML 12

Paralysis lasts for d6+4 rounds.

**Ju-ju Zombie (2):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 27; THAC0 15; #AT 1; Dmg 1-6 (short sword); SA immune to *sleep*, *charm*, *hold*, *death magic*, *poisons*, mind affecting, illusions, electricity, magic missiles, and cold-based spells / +1 or better weapon to hit / blunt and piercing weapons 1/2 dmg/ Fire causes 1/2 dmg; SZ M; ML 12

Turned as specters.

### Levels 26-37

**Ghast (5):** Int Very; AL CE; AC 4; MV 15; HD 4; hp 21; THAC0 17; #AT 3; Dmg 1-4/1-4/1-8 (claw/claw/bite); SA save vs. poison within 10' radius (stench) or attack @-2 / Paralyzation (when hit w/ claws or bite); SD immune to *sleep* and *charm* / *protection from evil* does not keep them at bay unless combined with cold iron; SZ M; ML 12

Paralysis lasts for d6+4 rounds.

**Ju-ju Zombie (3):** AL NE; AC 6; MV 9; HD 3+12; hp 27; THAC0 15; #AT 1; Dmg 1-6 (short sword); SA

immune to *sleep*, *charm*, *hold*, *death magic*, *poisons*, mind-affecting, illusions, electricity, magic missiles, and cold-based spells / +1 or better weapon to hit / blunt and piercing weapons 1/2 dmg/ Fire causes 1/2 dmg, Turned as specters; SZ M; ML 12

*Creatures below are in one of the structures that are not burning. Determine randomly if the PCs begin searching the buildings.*

**Wraith (2):** Int Very; AL LE; AC 4; MV 12 / FL 24; HD 5+3; hp 33; THAC0 15; #AT 1; Dmg 1-6; SA Energy Drain (1 level/hit); SD immune to *sleep*, *charm*, *hold*, *death* and cold-based spells / immune to poison and paralyzation / hit by Silver or +1 or better weapons; Holy water causes 2-8 pts per vial that strikes ; SZ M; ML 15

### Levels 38-56

**Ju-ju Zombie (8):** AL NE; AC 6; MV 9; HD 3+12; hp 27; THAC0 15; #AT 1; Dmg 1-6 (short sword); SA immune to *sleep*, *charm*, *hold*, *death magic*, *poisons*, mind affecting, illusions, electricity, magic missiles, and cold-based spells / +1 or better weapon to hit / blunt and piercing weapons 1/2 dmg/ Fire causes 1/2 dmg, Turned as specters; SZ M; ML 12

*Creatures below are in one of the structures that are not burning. Determine randomly if the PCs begin searching the buildings.*

**Wraith (3):** Int Very; AL LE; AC 4; MV 12 / FL 24; HD 5+3; hp 33; THAC0 15; #AT 1; Dmg 1-6; SA Energy Drain (1 level / hit); SD immune to *sleep*, *charm*, *hold*, *death* and cold-based spells / immune to poison and paralyzation / hit by Silver or +1 or better weapons; Holy water causes 2-8 pts per vial that strikes; SZ M; ML 15

**Wight (3):** Int Avg; AL LE; AC 5; MV 12; HD 4+3; hp 28; THAC0 15; #AT 1; Dmg 1-4; Energy Drain (1 level / hit); SD immune to *sleep*, *charm*, *hold*, *death* and cold-based spells / immune to poison and paralyzation / hit by Silver or +1 or better weapons; Holy water causes 2-8 pts per vial that strikes; SZ M; ML 14

### Levels 57+

**Ju-ju Zombie (10):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 27; THAC0 15; #AT 1; Dmg 1-6 (short sword); SA immune to *sleep*, *charm*, *hold*, *death magic*, *poisons*, mind affecting, illusions, electricity, magic missiles, and cold-based spells / +1 or better

weapon to hit / blunt and piercing weapons 1/2 dmg/  
Fire causes 1/2 dmg, Turned as specters; SZ M; ML 12

*Creatures below are in one of the structures that are not burning. Determine randomly if the PCs begin searching the buildings.*

**Wraith (5):** Int Very; AL LE; AC 4; MV 12 / FL 24; HD 5+3; hp 33; THAC0 15; #AT 1; Dmg 1-6; SA Energy Drain (1 level / hit); SD immune to *sleep, charm, hold, death* and cold-based spells / immune to poison and paralyzation / hit by Silver or +1 or better weapons; Holy water causes 2-8 pts per vial that strikes; SZ M; ML 15

**Wight (5):** Int Avg; AL LE; AC 5; MV 12; HD 4+3; hp 28; THAC0 15; #AT 1; Dmg 1-4; Energy Drain (1 level / hit); SD immune to *sleep, charm, hold, death* and cold-based spells / immune to poison and paralyzation / hit by Silver or +1 or better weapons; Holy water causes 2-8 pts per vial that strikes; SZ M; ML 14

### **After the Battle**

If the PCs did not previously encounter Sheenra (i.e., they skipped Encounter 2), use Encounter 4B. When the PCs decide to search the buildings, use Encounter 4C.

## **ENCOUNTER 4B THE EYE OF THE STORM**

After the battle, Sheenra Duth will approach the party. She has no evil intention and will tell NO LIES. This village had a few Harper Friends in it and she was coming here hoping to find a lead on the Bloody Fang.

*The woman is wearing leather armor and dark clothing. There is a hand crossbow strapped to one hip and a longsword strapped to the other. She watches your group as she approaches. The face is the same as the woman who was singing at the Wyvern's Nest although she is now dressed for adventuring.*

*“Greetings. Please, do not be alarmed, I am the Bard from the Wyvern's Nest; my name is Sheenra Duth.”*

*With tears in her eyes, Sheenra looks around and begins to mumble. “How could this have happened? My friends, dead, so brutally... How? Why?” The woman begins to look through the bodies strewn*

*around. Suddenly, she drops to her knees and breaks down sobbing.*

The PCs may be wary of a stranger at this point, considering the mission they have taken. This village was once a safe haven for the Harpers as there were some Harper Friends that lived here. She is very upset. The PCs will be able to comfort Sheenra and help her search through the village.

If any of the PCs wish to perform burial rites on the dead, Sheenra will inform them that this village was mostly worshippers of Lathander and the bodies need to be burned.

At this point, many things could happen. Play it by ear with the following two sets of information. Eventually, Sheenra will calm down and get back to business, use the information below. The PCs will most likely search the buildings as well, use Encounter 4C.

### **Questioning the New Comer**

Sheenra will try to put the PCs at ease as quickly as possible. She needs to gain their trust and to be able to trust them since they will be adventuring together. To do this, she will use all the skills at her disposal. If the PCs attack Sheenra, she will simply teleport away (an ability granted her for this mission only). See the DM Appendix 2 for details on Sheenra Duth.

Sheenra has long blonde hair and is very bouncy. She has the personality of someone who thrives just on being alive, no matter how much she has seen, and Sheenra has seen a lot. On the other side, she is very observant and can assess what a person is carrying at a glance. She is a very experienced thief and knows what she is doing.

*“I have been following you since yesterday. I really need your help and I think you need mine. Please, I need you could trust me, if even for a little while?”*

*“I understand that your business and mine are of a like nature and I believe that we could be mutually beneficial to each other. If you will sit with me, I will tell you a story and answer your questions to the best of my ability.”*

*“I know of your meeting with Drake DeVillars today; I also know of the kidnapping of his brother Ramsey and Revelmistress Rachel by the Consortium of the Bloody Fang. The people I work with are quite interested in what has happened as the DeVillars are good friends. To show you that I am to be trusted, I*

*will now tell you information that has been kept secret for over 100 years.”*

Sheenra’s story is in **DM Appendix 1**. After the story, Question and Answer time will be available.

### **Question and Answer**

*Are you a Harper? Yes*

***Why are the Harpers interested in the Bloody Fang?*** Because the Bloody Fang has a vendetta against the Harpers, or at least that is what we believe considering what we have learned.

***Does Sheenra know where Ramsey and Rachel are being held?*** Not specifically, but she has a general idea. She is hoping that there may be a sign or two to lead her in the right direction.

***Why does she want to help the PCs?*** Because they both have an interest in finding the Bloody Fang and in getting Ramsey and Rachel back to Ravens Bluff.

***How do the PCs know they can trust Sheenra? // Why should the PCs trust Sheenra?*** She would be more than happy to have a *detect lie* or like spell be cast on her. If the PCs don’t have availability of any such spell, she will do her best to convince them. She will make sure to take off her *ring of spell turning*.

***Who is the Green Bard?*** He is a member of the Bloody Fang, I can not seem to figure out his role in the organization.

***Does she know any more about the Bloody Fang?*** Only that the lich known as Thavverdasz is involved somehow with the body of Rundorl Moonsklan. We believe that the Court sealed by Elminster was breached over 100 years ago.

**Important Note:** Please do not make up answers regarding the Consortium of the Bloody Fang as there is text written that will not be changed!! In addition, be very careful about the information you reveal in regards to the Harpers. The PCs can not become Harpers or Harper Friends as a result of this tournament.

Sheenra will also ask questions of the PCs. She will ask about what they know in regards to the kidnapping and Drake DeVillars. This will be more of a test than anything because she already knows the answers.

Please keep in mind that Sheenra is trying to help the PCs and has no evil intent, is not lying, and will not betray the PCs in any way.

## **ENCOUNTER 4C FINDING THE SURVIVOR**

After the fight, when the PCs begin searching for survivors, they will find a young (approx. 13 years old) girl in one of the houses. Her name is Katelyn Savage. She managed to escape the fate of the rest of the village by hiding in a secret area under the floor.

***Looking through the carnage and destruction of life, you hear soft crying coming from beneath the floor of the small cabin.***

The PCs may be very paranoid at this point; however, Katelyn is very much alive and her alignment is Chaotic Good. Sheenra will recognize her when she sees her. Please note the actions the PCs take, just in case they *fireball* first.

***Moving aside debris and broken bodies, you easily see a small door in the wood floor of this building. There is a small ring in the middle of one side. (Pause to get intentions) Raising the door, you see a dark hole in the floor and a young girl huddled inside.***

Katelyn is not hurt but is very scared. If Sheenra is present when the PCs get her out of the hole, she will run to her (if she is not there, Katelyn will go to a woman in the party / if there are no woman, she will go to a human PC not wearing armor). Once attached to someone, Katelyn will begin crying in earnest and hold onto the person very tightly.

Eventually, the PCs will be able to calm the girl and speak with her to get more information.

***Calming down, the girl stops crying and looks around. She walks to the corner of the room and picks up a rose-colored disc attached to a gold chain and puts in on. (This is a Holy Symbol of Lathander) You see the tears swell up in her eyes but she holds her emotions in check. “Who are you?”***

Allow the PCs to introduce themselves. Katelyn is going to be asking questions to try to figure out if she should trust the PCs. Once she has decided she can, she will tell her story about what happened and give information to Sheenra.

***“Did you chase off the things that did this?”***

***“Is anyone else still alive?”***

***“What are you going to do with the village, now?”***  
(Katelyn is hoping they will burn it so no one else can be turned into Undead.)

***“Why are you here?”***

***“Will you help me find my parents? I want to make sure they are buried properly.”*** (This can wait until later and Katelyn wants to make sure the bodies of her parents are burned.)

***“Will you come back and get me and take me to Ravens Bluff when you head back there?”***

Once Katelyn is satisfied that she can trust the PCs she will tell them what she knows about what happened.

***“My name is Katelyn Savage. I have lived in this village with my parents my entire life. I was planning on going to Ravens Bluff next year to study at the Temple of Lathander. The majority of the people who lived here were worshippers of Lathander and I hope to become a Priestess one day. This village has been a known place of friends to the Harpers for years. Many times Harpers passing through will stop here to rest, get supplies, and leave messages for other Harpers. That is how I know Sheenra.”***

***“Two nights ago a bard came to the village seeking refuge for the night. I don’t remember his name. Sometime in the middle of the night, I woke up to the sound of wolves howling. I looked out the window and saw that there were wolves and different types of undead creatures everywhere attacking the village. I quickly hid in the floor to avoid being killed and have been there ever since. I don’t remember when the screams finally stopped.” Katelyn stops to catch her breath and blinks away the tears in her eyes.***

Katelyn doesn’t remember anything else; however, she has a message for Sheenra that she will freely reveal. It is in Harper code and is of no use to the PCs if Sheenra has been killed or has fled because the PCs attacked her. The code will reveal that Ramsey has been turned into a vampire and is going to do the same with Rachel. In addition, he is now working for the Bloody Fang. Finally, it will reveal that he is planning on killing his brother at the exchange.

Katelyn has not seen Ramsey or Rachel and does not know anything about this. Another Harper by the name of “Parrot” left the note in the village. She will ask the PCs to help her burn the bodies of the villagers before they leave. Katelyn will also ask them to escort her back to Ravens Bluff when they return.

At this point, it should be very evident that the PCs will have to ambush Ramsey at the exchange point. Allow them to devise a plan, as the exchange is to take place the next night. Regardless of search efforts, they will not be able to find his hiding place because he is actually in Ravens Bluff in the central graveyard and Rachel is with him.

When the PCs have finished talking to Katelyn, go to Encounter 5.

## **ENCOUNTER 5 SET THE TIMER**

Allow the PCs to choose whether they try to arrive early at the exchange point to set an ambush or whether they arrive on time. Use the appropriate boxed text below.

### **Setting an Ambush**

Allow the PCs to come up with a plan of action and set traps if they choose. The area is rather sparse except for 5 trees, a log, and a stream. It is time for the PCs to get creative, give them some time to set things up.

***Arriving at the site of the exchange well before dusk should give you plenty of time to get the lay of the land and be prepared.***

***The site is on the top of a gentle, hill. Looking around, you see that there are 5 trees arranged in a circle. There is a log about 10’ long in the center. Off to the right, there is a stream about 50 yards away. The rest of the area is very open for about a 200-yard radius.***

Sheenra will not be able to offer any assistance in regards to setting things up as she has very little experience with undead, especially vampires.

As long as time permits, allow an appropriate amount of time for preparations. If the players seem to be ready or they begin to waste time, continue.

*Just as the sun sets, the area goes very quiet and still. All of a sudden, a cloud of gas forms in the center of the circle of trees and several wolves begin to howl.*

This is Ramsey DeVillars, he is materializing. Keep in mind that, unless he is totally destroyed, he will go gaseous and return to his coffin in the Central Cemetery of Ravens Bluff in the DeVillars crypt. Rachel Arren is not with him.

If the PCs try to communicate with Ramsey, he will be very arrogant and truthful with his information; after all, he has all the time in the world. Go to “Question and Answer Time.”

If the PCs attack Ramsey, refer to **DM Aid 3** for stats and abilities. If Ramsey returns to Ravens Bluff, the PCs will find him in the DeVillars crypt. That is also where he will return if he loses this fight and is not destroyed. Go to Encounter 6.

### **Arriving on Time**

*Arriving at the exchange point just at dusk per the instructions, you hear the howl of wolves, and it doesn't seem that far off.*

*The site is on the top of a gentle hill. Looking around, you see that there are 5 trees arranged in a circle. There is a log about 10' long in the center. Off to the right, there is a stream about 50 yards away. The rest of the area is very open for about a 200-yard radius.*

*Suddenly, the area goes very quiet and still and a cloud of gas forms in the center of the circle of trees and several wolves begin to howl. When the gas takes form, you recognize the man standing in the middle of the circle as Ramsey DeVillars. He turns, smiles (revealing a gleaming set of canine fangs), and says, “Where is my brother?”*

This is Ramsey DeVillars, who is a vampire. Rachel is not with him; she is back in Ravens Bluff in the DeVillars crypt. Keep in mind that, unless he is totally destroyed, he will go gaseous and return to his coffin in the Central Cemetery of Ravens Bluff.

At this point, the PCs have a choice to make... ask them for their intentions... if they are undecided, start counting down from 5. When you get to 1, Ramsey will go gaseous and return to Ravens Bluff provided the PCs have not attacked him. He is evil and has no desire

to change this. There will be no converting him or dissuading him from his plans.

If the PCs attempt to talk with Ramsey, they will quickly discover that he is a vampire...fangs and all. He will be very arrogant and truthful with his information; after all, he has all the time in the world and does not consider the PCs a threat. Go to “Question and Answer Time.”

If the PCs attack Ramsey, refer to **DM Aid 3** for stats and abilities. If Ramsey returns to Ravens Bluff, the PCs will find him in the DeVillars crypt. That is also where he will return if he loses this fight and is not destroyed. Go to Encounter 6.

Question and Answer Time

*When did you become a vampire?* About 6 months ago.

*How did you become a vampire?* I was out taking a walk one night and stopped by the ruins of a family I grew up with. It was then that I saw the light and the benefits of embracing this life. I have never looks back. (this is all the Green Bard is allowing him to remember and it is true)

*Why do you want to kill your brother?* With him out of the way, it is a simple matter to get my hands on the fortune my family has amassed. A small matter when you look at the bigger picture.

*Who is the Green Bard?* A guy who I talk to occasionally when I have a problem. But he is no one special. And no threat to me.

*Are you working with / for the Bloody Fang?* Yes, they are helping me get what I want.

*Where is Rachel?* She is with me. Don't worry, she is safe. Of course, I have no intention in giving her up. I want her to be with me... forever.

*Do you want your old life back?* No.

Ramsey will add:

*This is not your battle, why don't you leave before you are destroyed. Do not interfere with my plans or that of the Bloody Fang, you will die, permanently, if you do. Warn my brother if you want, but it will do him no good.*

At this point, the PCs have a choice to make... ask them for their intentions... if they are undecided, start

counting down from 5. When you get to 1, Ramsey will go gaseous and return to Ravens Bluff provided the PCs have not attacked him. He is evil and has no desire to change this. There will be no converting him or dissuading him from his plans.

If the PCs attack Ramsey, refer to **DM Aid 3** for stats and abilities. If Ramsey returns to Ravens Bluff, the PCs will find him in the DeVillars crypt. That is also where he will return if he loses this fight and is not destroyed. Go to Encounter 6.

## ENCOUNTER 6 NOW WHAT DO WE DO?

Again, the PCs have a choice to make, they could decide to go back to Ravens Bluff and seek out Drake DeVillars and tell him what they know. Or they may try to discover where Ramsey's coffin is, this could be difficult.

**Choice 1...** Go to the village to pick up Katelyn and then find Drake DeVillars and give him the information, go to Section 1.

**Choice 2...** Try to find Ramsey's coffin without assistance. Sheenra will suggest they go back to Ravens Bluff and tell Drake what has happened, continue with the following then go to the (\*\*) in Section 1.

**Choice 3...** Find Drake DeVillars and give him the information without getting Katelyn first, continue with the following then go to the (\*\*) in Section 1.

***“I have a way of returning us to the city immediately, please trust me in this as I feel time is of the essence. If we use this method, we could easily spend the night here so we can all rest.”***

If the PCs allow this, the night will pass without incident. In the morning, Sheenra will take out a small glass ball... it is an enchanted gem with a *teleport without error* spell held in it.

***“Now, get close and make sure you are all touching each other as well as your mounts. This is a one way trip.” With that said, she smashes the glass ball on the ground.”***

Continue at the \*\* in Section 1.

**DM Note:** Please note whether or not the PCs pick up Katelyn on their way back (provided that they have met her). If they forget, Sheenra will remind them and will not return without her.

### **SECTION 1 (Getting Katelyn)**

***Reaching the village to pick up Katelyn on the way back to Ravens Bluff, Sheenra says, “I have a way of returning us to the city immediately, please trust me in this as I feel time is of the essence. If we use this method, we could easily spend the night here so we can all rest.”***

If the PCs allow this, the night will pass without incident. In the morning, Sheenra will take out a small glass ball... it is an enchanted gem with a *teleport without error* spell held in it.

***“Now, get close and make sure you are all touching each other as well as your mounts. This is a one way trip.” With that said, she smashes the glass ball on the ground.”***

***(\*\*) A blue mist surrounds you, the ground seems to dissipate from beneath your feet, then everything goes black for a moment. The next thing you know, you are standing out front of the Temple of Lathander in Ravens Bluff.***

Once the PCs get a grasp on their surroundings, they should think to leave Katelyn at the temple. If they forget, Sheenra will guide her there. After that, the PCs should go in search of Drake DeVillars.

The Black Knight is currently at the Wyvern's Nest. If the PCs wish to send a runner, they will find one immediately. Once they have found Drake, continue.

***It is a relatively quick trip to the Wyvern's nest this morning. Upon arriving, you see Drake DeVillars sitting alone at a table on the right wall. He is dressed as you saw him before. Seeing you, he motions for you to join him.***

***“I don't supposed I need to ask why you are here. Well, seeing as you have returned, I assume you have retrieved Revelmistress Rachel and Ramsey. Where you able to catch the people who took them?”***

At this point, the PCs should tell their tragic story of what has happened to Ramsey. They will most likely ask why Drake didn't know the fate of his brother. Regardless, continue.

*You see Drake's face drastically tighten at your news. He seems to be keeping a very tight reign on his emotions. "My mother and I have had some very trying times in this last year and Ramsey moved out of the house when he returned from the war. When we would see him, it was usually for dinner and nothing seemed amiss. I can't believe this has happened."*

*"If you are sure that he is not willing to change, I see no recourse other than to destroy Ramsey. I know that you have already done so much for me and my family, may I now ask you to do this for me? I make sure that you are properly compensated."*

Drake will offer the PCs another 500gp to do this for him. If the PCs ask why he is not doing it himself, *"He is my brother, please understand."* This will be said with much emotion and honesty.

If the PCs agree, continue.

*"The only place I can think of that would be safe for Ramsey, is in the family crypt at the Central Cemetery. I know this is going to be very dangerous, is there anything you need to do what I have asked?"*

DeVillars will give them anything they need, within reason, to kill his brother. This includes +1 magical weapons they can borrow (any standard weapon), holy water, holy wafers, and a writ to enter the crypt, just in case.

*"Here is the key to the crypt. It is located in the center of the Cemetery and marked with the family name and crest. When all is said and done, please send word and I will meet you here. Please, be careful, but make sure Ramsey is destroyed. May Lathander's Light be with you."*

If the PCs agree go to the crypt, go to Encounter 7.

If the PCs do not agree to continue the adventure, go to Conclusion A.

## ENCOUNTER 7 HERE, VAMPY

Hopefully, the PCs will think to take on the vampire during the day, especially if he has not been hurt. If they don't, Sheenra will make the suggestion.

*Finding the Central Cemetery of Ravens Bluff is easy. You have passed it many a time and have even gone there on a few occasions. The gates are open.*

*In the center of the cemetery, the DeVillars crypt is easily found. There is a large lock on the door and no windows. For a crypt, it is rather large. Maybe 15 ft high, 20 ft across, and 30 ft long.*

Allow the PCs to make any preparations they feel are needed. There are no traps on the building and the key easily opens the lock.

Continue when they open the door.

*The key easily opens the lock. The door is heavy, but well oiled and opens easily. With the sunlight filtering in, you are able to make out several shapes around the interior room. There are 5 coffins on slabs in a line.*

**\*\*See DM Appendix #4** for the layout of the coffins.\*\*

There are humanoid bodies on the floor in the crypt. Some of the bodies are actually undead, the number depends on the total PC levels.

### Levels 4-13:

**Ghoul (3):** Int Low; AL CE; AC 6; MV 9; hp 8; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6 (claw/claw/bite); SA Paralyzation (when hit with claws or bite); SD immune to *sleep* and *charm*; MR Nil; SZ M; ML 11  
Paralysis lasts for d6+2 rounds but does not affect elves.

**Skeleton (4):** Int Non; AL N; AC 7; MV 12; hp 7; THAC0 19; #AT 1; Dmg 1-6 (spear); SA Nil; SD immune to all *sleep*, *charm*, *hold* spells // immune to cold-based attacks // edged & piercing weapons 1/2 dmg; MR Nil, SZ M; ML Sp; Affected by Holy Water 2-8 points per vial striking the skeleton.

### Levels 14-25:

**Ghoul (3):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 8; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6 (claw/claw/bite); SA Paralyzation (when hit w/ claws or bite); SD immune to *sleep* and *charm*; MR Nil; SZ M; ML 11  
Paralysis lasts for d6+2 rounds but does not affect elves.

**Ghast (2):** Int Very; AL CE; AC 4; MV 15; HD 4; hp 21; THAC0 17; #AT 3; Dmg 1-4/ 1-4/ 1-8; SA save vs.

poison within 10' radius (stench) or attack @-2 / Paralyzation (when hit w/ claws or bite); SD immune to *sleep* and *charm* / *protection from evil* does not keep them at bay unless combined with cold iron; SZ M; ML 12

Paralysis lasts for d6+4 rounds.

**Ju-ju Zombie (2):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 27; THAC0 15; #AT 1; Dmg 1-6 (short sword); SA immune to *sleep*, *charm*, *hold*, *death magic*, *poisons*, mind affecting, illusions, electricity, magic missiles, and cold-based spells / +1 or better weapon to hit / blunt and piercing weapons 1/2 dmg/ Fire causes 1/2 dmg; SZ M; ML 12

Turn as specters.

### Levels 26-37:

**Ghoul (4):** Int Low; AL CE; AC 6; MV 9; hp 8; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6 (claw/claw/bite); SA Paralyzation (when hit with claws or bite); SD immune to *sleep* and *charm*; MR Nil; SZ M; ML 11

Paralysis lasts for d6+2 rounds but does not affect elves.

**Giant Skeleton (3):** Int Non; AL N; AC 4; MV 12; HD 4+4; hp 24; THAC0 15; #AT 1; Dmg 1d12 (bone-bladed scythe); SA once every 6 turns skeleton may reach into chest and pull a sphere of fire that can be hurled as an 8d6 *fireball*; SD immune to all *sleep*, *charm*, *hold* spells // immune to fire // 1/2 dmg from cold-based spells and edged or piercing weapons; MR Nil; SZ L (12' tall); ML 20

Affected by Holy Water 2d4 pts for each vial that hits, turn as mummies.

### Levels 38-56

**Ghoul (3):** Int Low; AL CE; AC 6; MV 9; hp 8; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6 (claw/claw/bite); SA Paralyzation (when hit with claws or bite); SD immune to *sleep* and *charm*; MR Nil; SZ M; ML 11

Paralysis lasts for d6+2 rounds but does not affect elves.

**Ghast (1):** Int Very; AL CE; AC 4; MV 15; HD 4; hp 21; THAC0 17; #AT 3; Dmg 1-4/1-4/1-8 (claw/claw/bite); SA save vs. poison within 10' radius (stench) or attack @-2 / Paralyzation (when hit w/ claws or bite); SD immune to *sleep* and *charm* / *protection from evil* does not keep them at bay unless combined with cold iron; SZ M; ML 12

Paralysis lasts for d6+4 rounds.

**Skeleton (4):** Int Non; AL N; AC 7; MV 12; hp 7; THAC0 19; #AT 1; Dmg 1-6 (spear); SA Nil; SD immune to all *sleep*, *charm*, *hold* spells // immune to cold-based attacks // edged & piercing weapons 1/2 dmg; MR Nil, SZ M; ML Sp; Affected by Holy Water 2-8 points per vial striking the skeleton.

**Giant Skeleton (3):** Int Non; AL N; AC 4; MV 12; HD 4+4; hp 24; THAC0 15; #AT 1; Dmg 1d12 (bone-bladed scythe); SA once every 6 turns skeleton may reach into chest and pull a sphere of fire that can be hurled as an 8d6 *fireball*; SD immune to all *sleep*, *charm*, *hold* spells // immune to fire // 1/2 dmg from cold-based spells and edged or piercing weapons; MR Nil; SZ L (12' tall); ML 20

Affected by Holy Water, 2d4 pts for each vial that hits; turn as Mummies.

### Levels 57+

**Wraith (3):** Int Avg; AL LE; AC 4; MV 12 / FL 24; HD 5+3; hp 33; THAC0 15; #AT 1; Dmg 1-6; SA Energy Drain (1 level / hit); SD immune to *sleep*, *charm*, *hold*, *death* and cold-based spells / immune to poison and paralyzation / hit by Silver or +1 or better weapons; Holy water causes 2-8 pts per vial that strikes; SZ M; ML 15

**Wight (3):** Int Very; AL LE; AC 5; MV 12; HD 4+3; hp 28; THAC0 15; #AT 1; Dmg 1-4; Energy Drain (1 level / hit); SD immune to *sleep*, *charm*, *hold*, *death* and cold-based spells / immune to poison and paralyzation / hit by Silver or +1 or better weapons; Holy water causes 2-8 pts per vial that strikes; SZ M; ML 14

**Ghoul (3):** Int Low; AL CE; AC 6; MV 9; hp 8; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6 (claw/claw/bite); SA Paralyzation (when hit with claws or bite); SD immune to *sleep* and *charm*; MR Nil; SZ M; ML 11

Paralysis lasts for d6+2 rounds but does not affect elves.

**Ghast (1):** Int Very; AL CE; AC 4; MV 15; HD 4; hp 21; THAC0 17; #AT 3; Dmg 1-4/1-4/1-8 (claw/claw/bite); SA save vs. poison within 10' radius (stench) or attack @-2 / Paralyzation (when hit w/ claws or bite); SD immune to *sleep* and *charm* / *protection from evil* does not keep them at bay unless combined with cold iron; SZ M; ML 12

Paralysis lasts for d6+4 rounds.

**Skeleton (4):** Int Non; AL N; AC 7; MV 12; hp 7; THAC0 19; #AT 1; Dmg 1-6 (spear); SA Nil; SD

immune to all *sleep, charm, hold* spells // immune to cold-based attacks // edged & piercing weapons 1/2 dmg; MR Nil, SZ M; ML Sp; Affected by Holy Water, 2-8 points per vial striking the skeleton.

### **Finding Ramsey and Rachel**

After the fight, the PCs will then have to find Ramsey and Rachel. (use DM Appendix #4) Rachel is currently in a magically induced sleep, still very much alive. There are 3 other coffins in the room. The center one has the remains (quite dead) of Lord DeVillars, the other 2 are empty. All of the coffins are secured to the stone slabs they rest on by means of magic and can not be moved.

When the PCs find Ramsey DeVillars, use the appropriate stats from **DM Appendix #3**.

### **Rachel's Coffin**

*Inside the coffin is a beautiful woman wearing the robes and holy symbol of Lliira. It is Revelmistress Rachel Arren. She is breathing but her eyes are closed.*

If the PCs check the body, they will be able to determine that she is alive.... body heat, no fangs, still wearing holy symbol.

**DM Note:** If the PCs end up killing Rachel and don't have her raised, use Conclusion B.

### **Ramsey's Coffin**

When the PCs open the coffin with Ramsey in it, use the appropriate text for the condition of the vampire. If they fought him before, he will be immobile and easily killed (Option A). If he is healthy, he will immediately attack the PC opening the coffin (Option B).

#### **Option A**

*Opening this coffin, you see the wounded body of Ramsey DeVillars. He is not moving.*

At this point, the PCs need to kill the vampire by appropriate methods: Exposing the body to the sunlight // a stake through the heart, then cutting off the head and stuffing it with holy wafers.

#### **Option B**

*Opening this coffin, the vampire attacks.*

The PC opening the coffin will be attacked, use appropriate stats from **DM Aid 3**.

After the fight, the PCs may take Rachel to the Temple of Lliira to be cared for. If the PCs killed her, they will be asked to pay for the *raise dead* spell. They may refuse but will be penalized later in the summary.

## **CONCLUSION A "I UNDERSTAND"**

If the PCs decide not to kill Ramsey for Drake:

*"I understand how you feel about killing my brother for me. I guess this is just something I will have to face."*

*"Because the arrangement we made was for you to bring back Ramsey and Rachel and that has not been done, I will not pay you the balance. Instead, I will give your group another 200 gp for the information you brought back."*

*With that, Drake DeVillars gets up and begins to leave. Sheenra looks at the group, "I have to go with him. Thank you for your trust. Maybe we will meet again someday." She rises and leaves.*

*A few days later, the headline of the Trumpeter catches your eye... "Ramsey DeVillars, War Hero, Found Dead" You can only assume that is the official report and that the Black Knight was successful.*

Have the players vote and then award experience points and distribute treasure. Please note that any Knight, Squire, or Knight Squire will receive a negative chivalry point for not aiding the Black Knight. This is listed in the Treasure Summary.

## **CONCLUSION B WE DIDN'T MEAN TO KILL HER**

If the PCs did destroy Ramsey but ended up killing Rachel:

*After taking care of the situation for Drake DeVillars and making sure that Ramsey was finally dead, you took Revelmistress Rachel to the Temple of Lliira. It was an unfortunate accident that you didn't make sure of her state of life before acting. The temple will be able to take care of her.*

*Finding a runner, you send a message to Drake DeVillars to meet with him. As planned, he meets you at the Wyvern's Nest.*

*He speaks with Stavros and then asks you to join him in the private dining room again. "How did things go? Is Ramsey truly dead? How is Rachel?"*

Hopefully, the PCs will not lie to Drake. If they do not tell him that they were responsible for Rachel's death, Sheenra will.

*"Seeing as how you were successful with the mission, here is the balance of what I owe you." He places several pouches on the table. "There is 1000 gp in gems in those pouches, I believe that clears up the matter of compensation. Do you have the bag of holding that I gave you for the ransom?"*

Again, they should not lie, however, if they do, Sheenra will speak up. If the PCs have not taken anything, Drake will allow the PCs to choose 2 of the items.

*"I thank you again for taking care of this matter for my family. You don't know how much it meant to me. Now, if you will excuse me, I should go see about Rachel then be with my mother." With that said, he rises and leaves.*

*Sheenra looks at the party, "Well, it has been good working with you. I am sure we will meet again." She rises and follows after the Black Knight.*

Have the players vote and then award experience points and distribute treasure.

## **CONCLUSION C**

### **"WELL, IT'S DONE"**

Complete success.... Ramsey is destroyed and Rachel is alive:

*After taking care of the situation for Drake DeVillars and making sure that Ramsey was finally dead, you took Revelmistress Rachel to the Temple of Lliira.*

*Finding a runner, you send a message to Drake DeVillars to meet with him. As planned, he meets you at the Wyvern's Nest.*

*He speaks with Stavros and then asks you to join him in the private dining room again. "How did things go? Is Ramsey truly dead? How is Rachel?"*

Allow the PCs to tell their story. Sheenra will be very quiet.

*"Seeing as how you were successful with the mission, here is the balance of what I owe you." He places several pouches on the table. "There is 1000 gp in gems in those pouches, I believe that clears up the matter of compensation. Do you have the bag of holding that I gave you for the ransom?"*

The PCs should not lie, however, if they do, Sheenra will speak up. If the PCs have not taken anything, Drake will allow the PCs to choose 3 of the items for going above and beyond the call of duty.

*"I thank you again for taking care of this matter for my family. You don't know how much it meant to me. For those of you that are Knights and Squires, what you have done for me is the epitome of chivalry, I will make the record with the appropriate orders. In addition, for taking such good care of Rachel, I will see to it that the favors of the Temple of Lliira are bestowed upon you. Now, if you will excuse me, I should go see about Rachel then be with my mother." With that said, he rises and leaves.*

*Sheenra looks at the party, "Well, it has been good working with you. I am sure we will meet again." She rises and follows after the Black Knight.*

Have the players vote and then award experience points and distribute treasure.

So ends part 1 of the Bloody Fang series.

## **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.

**Encounter Two:**

Meeting Sheenra at Horseshoe Falls	25 xp
Getting Information from Sheenra	25 xp

**Encounter Three**

Defeating the Baatezu/ White Dragon	200 xp
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**Encounter Four:**

Defeating the undead	100 xp
Helping Katelyn	25 xp

**Encounter Five:**

Setting an ambush	25 xp
Defeating Ramsey	200 xp
(not necessarily destroying him)	
Defeating summoned creatures	50 xp

**Encounter Six:**

Remembering to bring Katelyn back to Ravens Bluff	25 xp
---------------------------------------------------	-------

**Encounter 7:**

Defeating the undead	100 xp
Destroying Ramsey	200 xp
If already destroyed, the PCs cannot get this award	
Finding Rachel and not killing her	25 xp

Total Base Experience: **800 xp**

**Role-playing Experience: 0-500 xp**

**Total Possible Experience:**

Levels 6 - 13	<b>1,300 xp</b>
Levels 14 - 25	<b>2,600 xp</b>
Levels 26 - 37	<b>3,900 xp</b>
Levels 38-56	<b>5,200 xp</b>
Levels 57+	<b>6,500 xp</b>

## 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.

**Encounter One:**

- 500 gp from Drake DeVillars

**Conclusion:**

Refuse to Destroy Ramsey:

- 200 gp from Drake DeVillars

Destroy Ramsey but Kill Rachel:

- 1000 gp (each) in gems from Drake DeVillars
- Choice of 2 items listed below

Destroy Ramsey and Rescue Rachel:

- 1000 gp (each) in gems from Drake DeVillars
- Choice of 3 items listed below

No more than three of the magical items can be awarded to any table for any reason.

Items to choose from:

*Bag of holding, small* (30 cu ft, 250 lbs limit)

*Globe of Cirulon:* This is a clear, crystal sphere about 4" in diameter, imbedded with chips of gold, copper, silver, brass, and bronze. It rests on a small pillow of clouds. Once per day, the owner can touch the globe and be affected as if he or she received a *heal* spell (returning all but 4 hit points). Further, the globe is EXTREMELY fragile. Any time the person carrying the item has to make a saving throws vs any damaging effect, or takes any damage from a fall of 5 feet or more, the globe has to make a saving throw vs crushing blow or be destroyed. The saving throw for the globe must be made regardless of whether the PC made his or her saving throw. This globe functions only for the original owner (may not be traded) and has 10 charges. Each use drains one charge. It may not be recharged.

*Minor gem of retaliation:* The owner of this gem gains a +3 bonus to any saving throw made against evocation spells, and acquires a save of 18 (but not the +3 bonus) against any evocation spell that normally does not allow a saving throw (such as *ice storm*). No other modifiers can apply to the base 18 saving throw. This holds true with area of effect spells also, anyone else in the area suffers all effects normally. The gem must be worn in order for it to function and it will

automatically function (like a *ring of spell turning*) until removed. This item functions only for the original owner (may not be traded) and has 10 charges. Each use to create or modify a saving throw drains one charge. It may not be recharged.

*Ring of life protection:* This ring will negate the effects of 6 levels worth of energy drain attacks. If the wearer is struck by an energy draining undead (or effect), charges are drained from the ring and no levels are lost. Once drained, the ring disintegrates. This ring functions only for the original owner (may not be traded).

*Lens of ultravision:* A circular lens. When held before the eye, it enables the user to sense radiation in the ultraviolet spectrum. In effect, the user is able to see in total darkness as if in bright moonlight. General outlines can be distinguished from up to 240 feet away, and details can be seen clearly for 120 feet distance. Of course, the device must be held so as to be able to look through it. The lens is about 1 1/2" in diameter and is a faceted prism of aquamarine. This item functions only for the original owner (may not be traded) and has 10 charges. Each charge activates the item for one turn, whether it is used or the whole turn or not. The item cannot be recharged.

*Grave key:* (1) If this key is inserted into the dirt of a burial site and turned, the remains buried there rise out of the grave and obey the wielder of the key (one zombie or skeleton, depending on the state of decomposition). Note that using the key in this fashion is an evil act, and may affect the PC's alignment and class standing. This power can be used once in a 24-hour period, and the animated dead remains animated for the same 24-hour period. (2) If this is placed on a sealed coffin, crypt, tomb, and the like (provided there is no magic involved in the sealing - it has no effect on a *wizard locked* coffin, for example) it will open instantly. **\*\*NOTE: Each time a character uses this item, there is a 10% chance that their alignment will change to Evil\*\***

### **Chivalry Points**

Knights and Squires will be awarded a Chivalry Point if they behave in a chivalrous manner throughout the tournament, destroy Ramsey DeVillars, and rescue Rachel (or at least pay for her *raise dead* spell). They will receive a negative Chivalry Point if they refuse to destroy the vampire or if they kill Rachel and refuse to pay for her *raise dead*.

### **Fame Award**

If the PCs refuse to destroy Ramsey DeVillars, they receive no fame award. If they kill Rachel and refuse to pay for her *raise dead*, they will receive an Infamy Point. If they destroy Ramsey and rescue Rachel, or pay for her *raise dead*, they will receive one Fame Point in Upper Class.

Player Handout #1

*“I have a matter that needs to be addressed and is very important to my family. I would appreciate it if you would meet me for lunch at the Wyvern’s Nest 2 bells past high sun. Simply show this message to Kovos Durva and he will show you to our meeting.*

*Yours, DeVillars”*

Player Handout #2

*To the DeVillars Family,*

*We have taken your son, Ramsey and his fiancée, Revelmistress Rachel Arren. It will cost you to have them returned. Follow the instructions, and you will have them back, safe and sound.*

*Get together the following items and put them in a bag of holding. Ride 2 days North of Ravens Bluff and to the east off the road to the area marked on the map located on the back of this letter. Please, do not be stupid.... this is for pure profit, it is about time you share some of the wealth.*

*The exchange will take place in three days just after sunset. Please be prompt, we hate to be kept waiting.*

*Items:*

*Globe of Cirulon  
Minor Gem of Retaliation  
Shield +2 of Deflection  
Ring of Life Protection  
Lens of Ultravision  
Grave Key*

*Remember, all is fair in love and blackmail.*

*Yours truly,*

*The Green Bard*

*“In a dark, dark wood  
Oh so long ago  
Something lurked and pounced and stank  
As it prowled to and fro*

*In a dark, dark wood  
Oh so long ago  
By the waterfalls of the horse  
A lost man one dusk did go*

*In a dark, dark wood  
Oh so long ago  
Dropped the beast fangs agape  
Upon the poor lost one below*

*In a dark, dark wood  
Oh so long ago  
Teeth clashed and teeth slashed  
One more skull a grave to show”*

## **SHEENRA DUTH'S STORY OF THE BLOODY FANG**

Several hundred years ago, a bold, brave and proud Harper discovered a great danger the Red Wizards of Thay were planning to release on the unsuspecting peoples of all nations. A plot so foul that it threatened to enslave all of Faerun. It was known as the "Spell of Undeath," and with it the Red Wizards hoped to turn the populations of entire cities into undead servants. The Harper's name was Rundorl Moonsklan.

The Harpers and Red Wizards fought a war of assassination, with many powerful good and evil beings dying in the confrontation. Moonsklan grew in power within the Harpers and dreamed of even becoming the Harper King.

Then Moonsklan learned that the Red Wizards were following exhausted Harpers back to the Dragon Reach, capturing them and, afterwards, slaying the Harpers with much cruelty. But the Red Wizards' evil did not end with their victims' deaths. The wizard's used powerful arcane spells to convert the Harpers' bodies into undead of unusual power. The Red Wizards were creating an army of undead Harpers.

Fear entered Moonsklan's soul and he made a dreadful decision -- trying to use evil to defeat evil. In the Thunder Peaks, north of Daerlun, Moonsklan went to bargain with the lich Thavverdasz to gain his aid in defeating the army of undead Harpers controlled by the Red Wizard lich Szass Tam. Thavverdasz agreed.

In the confrontation that followed, the undead Harpers became Thavverdasz's servants, which he used to increase his dominion. The lich also took over Moonsklan's mind and the lich learned of his dream to become the first Harper King. Turning Moonsklan into a special undead, and adding him to the ranks of his undead Harper army, Thavverdasz proclaimed himself the Harper King.

What followed was chaotic war -- with several forces fighting against the Harper King and each of the other powers. It involved the Cult of the Dragon, the Harpers, and the Red Wizards. No mercy was shown, no quarter asked. This was a war of annihilation.

At one point, Szass Tam appeared in the now proclaimed Court of the Harper King and both liches fought a duel of arcane power, where it appeared that Szass Tam was defeated. Sages say it was many years before that lich was able to recover from the wounds caused by this conflict. After his victory, with his undead army also victorious in the field against Cult of the Dragon forces, Thavverdasz knew Glory. Walking through the wreckage, the lich stopped to pick up a skull of a Harper he had slain many years before. The self-proclaimed Harper King then fell victim to a trap set by the mage Elminster. The skull exploded and when Elminster arrived in the courts, he quickly disposed of the lich's shattered form and the now leaderless undead Harper army. The great mage also oversaw the sealing of the Courts using powerful arcane spells that turned the old lich's lair into a series of deadly traps. That is where sages and the wise say the struggle ended. They are wrong....

Over 100 years ago, a pirate ship docked in Ravens Bluff and a crewmember left the boat carrying a large bag. No one on the ship attempted to stop the crewmember, who it appeared was jumping ship. The ship, known as the Mist Queen, left the port a short time later and was never seen again by living men. This was the rebirth of a dream -- a nightmare. Using the then wide-open city as a refuge this man, through the use of sharp wits and more than a touch of magic, created an organization that has become the Consortium of the Bloody Fang. Their goal, total world domination and the lasting deaths of all those who once opposed the Harper King -- Elminster, Khelben Blackstaff, Szass Tam, and others. But the leadership is not in any hurry to accomplish its long-range goal.

Over the years, the Harpers have been able to gather this information about the Bloody Fang and its presence in the city of Ravens Bluff. Unfortunately, we have not been able to determine the strength, power, numbers, or who the actual leader is. The one thing we have determined is that Thavverdasz is involved. As a result, there is a very dangerous situation. Time is no enemy to the dead, and when the dead walk, the living need to fear.

The following information is from “*The Code of the Harpers*” by TSR Inc.

## SHEENRA “SHINING EYES” DUTH

(Human Female Thief 14)

Str 12; Dex 17; Con 12; Int 17; Wis 16; Cha 18

Armor Class: 2                      THACO: 14

Move: 12                              Number of Attacks: 1

Hit Points: 41                      Damage: By weapon type

Alignment: CG

Special Abilities: +2 on all missile attacks due to dexterity

Thieving Abilities: PP 70, OL 70, FT 80, MS 75, HS 60, DN 80, CW 80, RL 80

Weapon Proficiencies: Long Sword, Dagger, Dart, Hand Crossbow, Staff (Ambidextrous)

Nonweapon Proficiencies: Blind-fighting, Dancing, Direction Sense, Musical Instrument, Reading Lips, Riding (Land-based), Singing, Ventriloquism

Languages: Common, elvish, and a few words of Orcish

Magical Items: *ring of spell turning*, +1 dagger, *potion of extra-healing*, *ring of feather falling*, *ring of free action* (in a hollow left boot-heel that still has room for gems and the like)

Possessions: Longsword, four stiletto-type daggers, two everyday gowns, rebec (lute-like instrument), fourpipes (recorder- and pan-pipes-like instrument), two splendid gowns, spare boots and dark, nondescript clothes, leather armor

Treasure: 28 pp (on money-sash customarily wound around right calf, under a filthy bandage); belt pouch holding 12 gp, 11 sp, 14 cp; leather anklet (left leg) that holds 1 sapphire (worth 1,100 gp), a garnet (330 gp), and 4 bloodstones (each worth 50 gp)

Age: 26, Ht: 5'10", Wt: 126 lbs.,

Hair: Ash-blonde, Eyes: Brown

Sheenra is that rarest of things: an experienced, traveled adventuress whose delight in being alive seems to grow with each passing year. her smile and laughter are infectious; her joy shines from her eyes, and she has the knack of making a room full of strangers feel happy with only a few sentences or a joke or song.

She is good looking (in a pert, bouncy sense), but it is her personality and manner that make her so arresting. This makes her far more noticeable than most thieves strive to be. She has become adept at taking in and remembering thousands of minute details as she walks, without seeming to. She can walk through a room full of laughing and talking Waterdhavian nobles without slowing down, but she has spotted hidden daggers in

their costumes, whose underwear needs washing (and who isn't wearing any), how heavy their purses are -- and who's using money belts or necklace-pouches instead.

Sheenra was born in Athkatla, in Amn, and grew up surrounded by wealth and the bustle of commerce -- and the cruel intrigues and trickery of unscrupulous competing merchants. Because of her father's dealings, she ended up losing both of her parents. In retribution, she killed the people responsible for her parents' death. Eventually, Sheenra started following a minstrel she saw perform at a roadside inn. He tried to lose her for days, to no avail. It was then that the minstrel dropped her off at Twilight Hall, a refuge for the Harpers. It was under her tutelage there that her talent for music and song blossomed. In addition, she began volunteering for any missions she could. Finally, after much perseverance, she finally gained her place among the Harpers.

Sheenra's joy at the various sensations and experiences of life is so convincing because it is honest: now that she's free to do what she wants, she really does take a delight in life.

She loves what she's doing, whether it's crawling through the mud of a pigsty to get to a good spot to eavesdrop on an interesting conversation or dancing on wine-soaked tables while fat, drunken Calishite women snarl at her and hurl goblets and the remnants of their meals her way. Sheenra is a true adventurer, always eager to get on with it -- no matter how dangerous or unpleasant it promises to be. As she put it once: she's lost everything she cared for, so what does it matter what happens to her now? The best way to get along from day to day is to enjoy the ride, so -- wheee!

Sheenra was sent to Ravens Bluff by the Harpers just after the “Great War.” The Harpers were concerned because they have a great interest in the city and the “Friends” they have there. Shortly after arriving, Sheenra found out about the Consortium of the Bloody Fang and reported it back to the Harpers. She was informed of the story and told to try to find out as much as she could. In addition, she should try to hold their activities at bay as best she could. When the Bloody Fang targeted the DeVillars, Sheenra decided to get involved.

## Ramsey DeVillars (Vampire)

About 6 months ago, Ramsey DeVillars went for a walk around the Noble District of Ravens Bluff. He stopped to look at the ruins of a house towards the North wall. When he went inside, he interrupted an evil spell being cast by The Green Bard to create some undead.

Seeing this as a “golden opportunity,” The Green Bard cast a spell on Ramsey and convinced him that it would be nothing but beneficial to become a vampire, get control of his family’s wealth by killing his brother and mother, and then work with the Bloody Fang to take over the world. It was that fateful moment that took a commander from the Ravens Bluff army and turned him into a creature of evil.

At that point, Ramsey’s mother and brother were very busy looking after other things. So it was easy to deceive them and, through the ring given him by the Bloody Fang, appear to be human. After a month or so, he realized that disappearing with his fiancée’ after one of the Lliiran parties would be the way to bring his brother to the middle of nowhere so he could kill him. In addition, he realized that he didn’t want to be without Rachel so he decided to keep her in a trance-like state of sleep until he could make her his “bride.”

Levels 4-13

**Vampire (Fighter 7/ Mage 4):** Int Exceptional; AL CE; AC 1; MV 12, fl 18; HD 8+3; hp 40; THAC0 11; #AT 1; Dmg 1-4 + 4 (dagger); SA Gaze (*charm person / innate*) / summon bats; SD immune to *sleep, charm, hold* spells, poison and paralysis // 1/2 dmg by cold and electric-based attacks / will go to gaseous form when reduced to 2 hp. (no magical weapons required to hit and no level drain in this tier)

Spells Available: *magic missile, chill touch, sleep, detect invisibility, mirror image*

\*will summon 10 bats on round 2 of combat.

**Large Bats (10):** Int Animal; AL N; AC 8; MV 3, fl 18; HD 1; hp 4; THAC0 20; #AT 1; dmg 1d2; SA nil; SD nil; SZ M (5’-6’ wingspan); ML 6

Levels 14-25

**Vampire (Fighter 8/ Mage 5):** Int Exceptional; AL CE; AC 1; MV 12, fl 18; HD 8+3; hp 40; THAC0 11; #AT 1; Dmg 1-4 + 4 (dagger); SA Gaze (*charm person / innate*) / summon bats / Energy drain 1 level per hit; SD +1 or better magic weapon to hit // immune to *sleep, charm, hold* spells, poison and paralysis // 1/2

dmg by cold and electric-based attacks / will go to gaseous form when reduced to 2 hp. (one level drain in this tier, you should not require magical weapons to hit if the PCs do not possess any)

Spells Available: *jump, magic missile, chill touch, sleep, detect invisibility, mirror image, dispel magic*

\*will summon 20 bats on round 2 of combat.

**Large Bats (20):** Int Animal; AL N; AC 8; MV 3, fl 18; HD 1; hp 4; THAC0 20; #AT 1; dmg 1d2; SA nil; SD nil; SZ M (5’-6’ wingspan); ML 6

Levels 26-37

**Vampire (Fighter 9/ Mage 6):** Int Exceptional; AL CE; AC 1; MV 12, fl 18; HD 8+3; hp 40; THAC0 11; #AT 1; Dmg 5-10; SA Gaze (*charm person / innate*) / summon wolves / Energy drain 2 levels per hit; SD +1 or better magic weapon to hit // immune to *sleep, charm, hold* spells, poison and paralysis // 1/2 dmg by cold and electric-based attacks / will go to gaseous form when reduced to 2 hp

Spells Available: *jump, magic missile x 2, chill touch, detect invisibility, mirror image, dispel magic, fireball*

\*will summon 8 wolves on round 2 of combat.

**Wolves (8):** Int Low; AL N; AC 7; MV 18; HD 3; hp 18; THAC0 16; #AT 1; dmg 2-8; SA nil; SD nil; SZ M; ML 10

Levels 38-56

**Vampire (Fighter 11/ Mage 9):** Int Exceptional; AL CE; AC -1 (9 stone skins); MV 12, fl 18; HD 8+3; hp 40; THAC0 9; #AT 1; Dmg 5-10 + 4; SA Gaze (*charm person / innate*) / summon wolves / Energy drain 2 levels per hit; SD +1 or better magic weapon to hit // immune to *sleep, charm, hold* spells, poison and paralysis // 1/2 dmg by cold and electric-based attacks / will go to gaseous form when reduced to 2 hp

Spells Available: *jump, magic missile x 2, chill touch, continual darkness, detect invisibility, mirror image, dispel magic, fireball, lightning bolt, polymorph other, stone skin* \* (already cast), *wall of force*

\*will summon 8 wolves on round 2 of combat.

**Dire Wolves (8):** Int Semi; AL N; AC 6; MV 18; HD 4+4; hp 28; THAC0 15; #AT 1; dmg 2-8; SA nil; SD nil; SZ L; ML 10

Levels 57+

**Vampire (Fighter 13/ Mage 11):** Int Exceptional; AL CE; AC -1 (10 stone skins); MV 12, fl 18; HD 8+3; hp 40; THAC0 8; #AT 1; Dmg 5-10 + 4; SA Gaze (*charm person / innate*) / summon wolves / Energy drain 2 levels per hit; SD +1 or better magic weapon to hit // immune to *sleep, charm, hold* spells, poison and paralysis // 1/2 dmg by cold and electric-based attacks / will go to gaseous form when reduced to 2 hp  
Spells Available: *jump, magic missile x 2, chill touch, continual darkness, detect invisibility, mirror image, dispel magic, fireball, lightning bolt, protection from good 10' radius, polymorph other, stone skin* (already cast), *phantasmal killer, cone of cold, wall of force*  
\*will summon 8 wolves on round 2 of combat.

**Dire Wolves (8):** Int Semi; AL N; AC 6; MV 18; HD 4+4; hp 28; THAC0 15; #AT 1; dmg 2-8; SA nil; SD nil; SZ L; ML 10

**DM APPENDIX 4**

Layout of the DeVillars Crypt

