

Knight and the Living Dead

A One Round AD&D Living City Tournament
a sequel to A Knight in the Big House

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Blurb: A Voice of the Past calls to the Adventurers of Ravens Bluff to assist her with her own past. Recommended for Knights, City Watch and clergy of Tyr. This is a sequel to "Knight in the Big House.

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

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

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

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

Tier Structure

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

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

DM Information

This is a standard Living City tournament set within Ravens Bluff, The Living City. In order to run this tournament you must make sure that you have read and understand the environmental effects that are surrounding Ravens Bluff. The city is recovered from a very costly war. It survived an eighteen-month siege and many changes in the government.

A number of months before the war broke out, a noble and Knight of the city, Lord Knight Careton DeFrague was arrested for the murder of his wife. In the process of attempting to prove his innocence, a number of facts became known:

- Lady Telimia Black-DeFrague had actually impersonated her husband in the many tournaments that he won, and was actually responsible for the numerous awards given to him.
- The Lord Knight was working with the Lady's lost brother Cartney to have her killed. She was the only known heir to the Black merchant house fortune.
- During the trial, the Lady, having been resurrected, promptly slew her husband in the courthouse. Her brother's body was also found in the city later that week although there was no sign of Lady Black.
- The Knights of the Griffon stripped Lord Knight DeFrague of all honors and rank and numerous members have petitioned to formally announce the entitlement of Lady Black should she be cleared of charges.

The module is broken out into the following encounters:

Introduction:

Lady Black will contact the PCs through a bakery in town. There will be a small message hidden within a muffin that is given to a PC during a normal day in the city. She would like to meet them at a waypost outside of the city in a few days. The message is actually personalized to the individual PC.

Encounter One: Traveling to the Waypost

The PCs will start towards the waypost only to find that the northern gate's winch is broken. The two-ton gate is down and the city engineers are attempting to fix the problem. Most of the merchant traffic is being sent south along the docks, but they hope to have the gate open shortly. The PCs will get a chance to meet each other and will be shortly on their way after a surprising assist is given to the engineers.

Encounter Two: Almost There

The PCs will travel the entire day towards the waypost. They are halfway to Lion's Crossing, a small village on the roads to Tantras and the Highbank Forest. During the evening, the PCs will come under attack by a group of creatures that have been sent out to make sure that they do not reach the meeting with Lady Black. The creatures can give a description of the individual that summoned them, if they are captured.

Encounter Three: Lion's Crossing

This is the waypost where Lady Black is planning on meeting with the PCs. The Lion's Pride is the local inn and she is there along with her two advisors. Her

father was very ill and her "death" almost destroyed him, so she went back to Tantras to make sure that he was okay. However, he did pass away a few months ago. She has been fighting with the forces of Tantras against Mrykyssa Jalan and has improved her already vast array of abilities. She has one problem: Many of her past foes have come back to attack her in Tantras and all of them were dead! Even the ones that she had not killed have come back, although they appear to have been recently murdered. She does not understand why, however, she was able to discretely determine that the last three attackers all came from Ravens Bluff.

Encounter Four: Analysis of the Facts

This encounter is set-up in sections to allow the PCs to formulate their ideas as to what is going on. There will be one more opportunity to reevaluate the proof before the conclusion. The evidence actually points towards a number of different sources. The PCs will have to determine what makes the most sense and how they want to proceed. Depending on how they want to proceed, they will go to one of the sections in Encounter Five.

Encounter Five: The First Step

This is the first encounter in which the PCs can confront, examine, explore, etc part of the mystery as to what is causing Lady Black's enemies to surface to attack her. The possibilities include:

- Her husband's tomb
- The Griffon Hall
- The Temple of Tyr
- The Graveyard – tomb of her attackers

Once the PCs explore their first step, they may come back to another option, or may proceed to one of the second step encounters.

Encounter Six: The Second Step

Here the PCs have proceeded a little closer to revealing the truth. Again, there are multiple second steps that the PCs may investigate and it is up to their own deductions as to where they want to go. The possibilities include:

- The DeFrague Manor House
- Counselor Slaughter

Encounter Seven: Elementary Dear Watson

About now the PCs might have an idea about what is going on. Whether they are correct is still a question that needs to be answered. A number of suspects and the encounters surrounding their "questioning or arrest" are listed in this section.

Conclusion-A:

The PCs succeed, not only do they survive but they figured out the mystery of who is attempting to have

Lady Black killed. They are appropriately rewarded and Lady Black appears before the Knight's Council of Ravens Bluff and the City Courts to answer the questions that have been two years in waiting.

Conclusion-B:

The PCs accuse the wrong person of the deed. Although they may have selected a lawbreaker or individual that has done wrong to Lady Black or the city, they do not solve the mystery of the event and the conclusion plays itself out in a decidedly unfortunate way.

Players Introduction

The day was perfect, a couple of possible adventures presented themselves during the day, however nothing seemed to work out. Finally making your way back home, a new bakery in town was handing out free blueberry muffins to everyone in the streets. The muffin tasted good, although you were surprised at the hard center. Your surprise grew as you came to realize that the center of the muffin held a small ceramic tube holding a message.

Give the players **Handout #1**. **NOTE:** There is a separate handout if the players are clergy, members of the church of Tyr, or members of the City Watch. That is contained in **Handout #2**.

Once they have read the handout you can continue with the introduction. **THEY ARE NOT CURRENTLY TOGETHER** unless the PCs actually know each other and spend time together.

The PCs can do whatever they wish over the evening. Figure that they received the message perhaps an hour or two prior to the evening sunset. When they are ready to go to the gates in the morning continue with encounter one. If they do any research on Lady Black during the evening they will be able to determine the following information (outside of their own experiences if they played, *A Knight in the Big House*):

- City Watch, or ex-City Watch members, can determine that the City Watch does have an open warrant for the apprehension of Lady Black for the murder of Lord DeFrague. The warrant lists that Lady Black is to be asked to turn herself in, but that under NO circumstances is she to be arrested or taken in against her will.
- Local History proficiency (under half) will determine that Lady Black was murdered by her husband whom she had impersonated previously

in tournaments. She was raised and then Lord DeFrague (her husband) was killed in the courthouse of Judge Carlos "Bloodstrike" deVentura.

- Local History proficiency (over half) will determine that Lady Black was married to Lord Carleton DeFrague who was convicted of her murder and was executed by Judge Carlos "Bloodstrike" deVentura.
- Silent Network members will be able to find out that Lady Black is the head of one of the largest merchant houses in all of Tantras.
- Priests or priestesses of Selune will know that Lady Black had asked the Temple to raise her if she was killed and was indeed raised after her death.
- Clergy of Tyr know that the City Watch is interesting in speaking with Lady Black, however there is no warrant for her arrest and she has not been charged with anything.
- Any Knight with at least 6 chivalry points has heard that Lord DeFrague was going to be stripped of his knighthood as Lady Black was actually fighting in tournaments for him. He took credit for her victories. They ended up stripping his knighthood away after his death.
- Any member of the clergy of Kelemvor or any PC necromancer will know that a number of graves in the city graveyard have been disturbed, and a number of bodies have gone missing. However, in the last occurrence, the grave simply exploded but no body was ever found.

Encounter One:

Traveling to the Waypost

Begin this encounter in the morning when the PCs are heading to the North Gates.

The overcast skies do little to raise your spirits this morning. A steady rain had fallen most of the night, and the skies tell perhaps of more rain later this day. The gates are very busy, however, a colorfully dressed man seems to catch your eye as he moves towards you. His assistants moving towards other adventurers of the city.

The man's name is Andrew and he has seven assistants with him. He is a horse trader in the city and was contacted to provide mounts to the PCs if they require one. He has light war-horses that should be able to support most PCs. He also has mules and ponies for the smaller stature adventurers.

This is also the chance for the PCs to meet each other. Andrew has a letter for each of them. It is **Players Handout #3**.

The PCs can select a pony, mule or light war-horse. Each does have complete gear and saddlebags with a week's worth of rations and five waterskins of water. When the PCs have finished with Andrew, continue with the following text.

A slight drizzle has begun to fall as you make your way towards the gates. Unfortunately, the way through the gates seems blocked as the winch that lifts the heavy iron bars has broken. Many await the opening of the gates.

Give the PCs a moment to consider what they would like to do. The guards are trying to run a new rope to replace the broken ones. The gate weighs about 5,000 pounds if the PCs are considering lifting it.

After a moment or two continue with the following text.

Strangely enough with all the young men in the area, only a elderly old man seems to push to the front of the gates. "I see you have a slight problem. Is it the rope, or the iron that causes you concern. Well string your rope, while the iron moves for the people of the city." Surprisingly, the gate raises up into the air. The city guards quickly begin to restring the rope and attempt to brace the gate, although the gate's weight does not seem to be pushing back down towards the ground.

PCs are attracted to power and that was a display. They will most likely look for the old man. They can easily find him. He walked outside the gates, sat down on the ground, and is playing in the mud. (Some PCs may recognize him as Thought, a druid that they may know as the Sleeping Man from Veil of Darkness.)

Thought, hm, D24: AL N (sometimes); AC 0; MV 6 (usually does not go faster); hp 111; THAC0 8; #AT 1; Dmg by weapon; SA wizard spells; SD many; Int Genius (sometimes); MR 50%; SZ M; ML 18.

Spells Remaining: 15, 15, 15, 14, 13, 9, 5, 3, 2. Choose as needed.

Thought is not quite a druid, being older than most druidical religions in Faerun. He is connected to all of Aber-Toril and believes in doing what is best for the entire world. He feels as if he IS Aber-Toril and that Aber-Toril is he. He is also something of a wizard having the capability of casting any elemental spell as if an elemental specialist of that element.

He is not here to get in the PCs way, or to do anything. He wanted to leave so he asked the iron gate if it

would make itself light so that people could exit. Obviously it did. He is well over 2,000 years in age going into a hibernate sleep for hundred of years at a time. With this he is a bit on the loony side. (For those that have seen the movie *Excalibur* you can role-play him similar to Merlin as he also wears a skull plate and sometimes is seen carrying a large oak staff.)

If the PCs tell him of their quest he will not look surprised. But will tell them:

"Look, look in all the places but remember, the place where you look last may be your own grave."

He will not speak more about the subject and will hustle the PCs along. Once the PCs get going again continue with the following text:

The rest of the day is terrible. The rains that were threatening have come and you arrive well after dark into Mossbridges, having taken care in crossing the many small streams in the area swollen by the rainfall. The inn is easily found and the rooms prepaid just as the letter had promised. Of course, a warm fire is currently blazing away in the large common room.

There is nothing "to happen" here in Mossbridges. This is simply another way to help the PCs role-play by putting them in the inn. You can ask them if they will be keeping watches. If they do, go ahead and allow each to roll a D20 check against their constitution. Those who roll higher than their constitution have caught a small cold.

There is food and drink here. They are serving roast boar and have a fine selection of ales and wines including dwarven ales and elven wines. The drinks run from 1 sp for common ale or wine to 500 gp for an ancient bottle of elven wine.

In the morning you can continue with Encounter Two.

Encounter Two:

Almost There

The muddy roads make travel a bit slower and night is starting to fall well before the area of Fort Moonsilver. Of course, there has not been any rain today, so there is still a chance you can make Lion's Crossing by the end of tomorrow's travel. There are a number of campsites along the road many sheltered in the soft blanket of pine needles that have formed under the canopy of the fairly populous pine forest.

The PCs really have only a couple choices for campsites:

- Under the trees in the pine woods, a fairly extensive section of trees along the road.
- At the base or summit of one of the rocky hills on either edge of the forest. (This site is very hard, but not very muddy.)
- On the muddy road itself.

The horses don't mind either off-road site, since they are able to find some patches of grass in all areas. They cannot find grass in the road itself.

No matter where the PCs rest go ahead and get watches. Anyone with a cold should not take a watch. If they do, have them make another constitution check at -2. If they miss this one then they have really gotten a good cold and will be at -2 to all physical activities and statistics. That means -2 to strength, dexterity and constitution. It will take at least a day of complete rest to give them a chance of getting better.

On second shift, those PCs on watch can go ahead and make an alertness check. If they are successful they hear something two rounds prior to the attack. NOTE: The creatures do not give off any heat so infravision will not be helpful. During the two rounds, the PCs can quietly wake up one person a round, or nosily wake up the whole camp in one round. They hear something from at least two sides of the camp, but do not see anything.

Tier One:

Zombies (3): Int non; AL N; AC 8; MV 6; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD immune mind affecting spells, sleep, charm; MR nil; SZ M; ML 19.

Tier Two:

Zombies (6): Int non; AL N; AC 8; MV 6; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD immune mind affecting spells, sleep, charm; MR nil; SZ M; ML 19.

Tier Three:

Ghasts (10): Int Very; AL CE; AC 4; MV 15; HD 4; hp 24; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8; SA stench, paralysis; SD immune to mind affecting, sleep, charm; MR nil; SZ M, ML 14.

They exude a carrion stench in a 10' radius which causes retching and nausea unless a saving throw versus poison is made. Those failing to make the saving throw will attack at a penalty of -2. Their touch will cause all PCs to become rigid unless a saving throw versus paralyzation is successful. This paralysis lasts for 5-10 rounds.

Tier Four:

Ghasts (12): Int Very; AL CE; AC 4; MV 15; HD 4; hp 24; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8; SA stench, paralysis; SD immune to mind affecting, sleep, charm; MR nil; SZ M, ML 14.

They exude a carrion stench in a 10' radius which causes retching and nausea unless a saving throw versus poison is made. Those failing to make the saving throw will attack at a penalty of -2. Their touch will cause all PCs to become rigid unless a saving throw versus paralyzation is successful. This paralysis lasts for 5-10 rounds.

Wraiths (4): Int Very; AL LE; AC 4; MV 12, Fl 24 (B); HD 5+3; hp 33; THAC0 15; #AT 1; Dmg 1d6; SA energy drain of one level; SD immune to mind affecting, sleep, charm hold, death spells, cold-based magic, poison and paralysis, hit only by silver or +1 or better weapons; MR nil; SZ M; ML 15.

ALL Tiers:

Gorg: half-orc necromancer/priest of Jergal W2/P3: Int Very; AL NE; AC 7 (*bracers of defense AC 7*); MV 12; hp 20; THAC0 18; #AT 1; Dmg 1d4+3 (*warhammer +2*); SA nil; SD nil; MR nil; ML 10.

Magical Equipment: *Ring of Spell Storing - chill touch, bind undead* (used), *undead alacrity, resist turning, summon undead* (used) [all spells cast at 15th level].

Undead Alacrity: Duration 1 turn + 30 rounds; Area of Effect all the zombies; Effect: The zombies get normal initiative and have the same movement of normal humans. The Armor Class of the zombies is improved by one.

Resist Turning: Duration 1 turn + 30 rounds; Area of Effect all undead in a 30-foot diameter circle; Effect: 65% resistance to turning

Gorg has no spells remaining, he has used his spells and those on his scroll to protect the undead from turning. NOTE: This only protects the undead from the first round that they would be successfully turned, after that they can be turned normally. He can also activate the resist turning from his ring to give them a 65% resistance to further turning.

If the PCs capture Gorg he can tell them that Jergal spoke to him personally and instructed him to attack any group of adventurers that were heading for Tantras. He did not see Jergal, but he knew it was Jergal speaking to him. If he is alive, or being questioned via speak with dead, he has the following pieces of information:

- Jergal spoke to him just outside of Saprindon, one of the DeSheer's Estates.

- He was told where in the estate wall to search to find the scrolls and the ring that he wears.
- He was also told how to summon the undead, then bind them so he could release them when the adventurers were found.
- He believes that the end of the world is quickly approaching and Jergal is upset that so many still live upon its surface.

That is the only disturbance for the evening but it is enough to keep those with colds from feeling better and to prevent PCs from getting enough rest to regain spells. If they want to spend another eight hours here they will not get to Lion's Crossing in time.

If the PCs speak to the undead, they are newly killed (within 24 hours old) and still retain a little spark from their life. This may be important if they kill the 1/2 orc and do not have a way to speak with him. Of course the wraiths will not speak, but the zombies will. They remember their summoner, they will describe the half-orc and a strange stone wall with shields upon it. (This describes the bricks in the estate called Saprindon.

Encounter Three:

Lion's Crossing

The small hamlet rests on a babbling brook that runs the length of the Great Plateau. The major landmark in the hamlet is the Lion's Pride - a three-story inn and general store. The town is peaceful and very quiet enjoying the 140 odd miles between its doors and the gates of the bustling city of Ravens Bluff. The hamlet seems to house a number of small businesses catering to the newly established merchant trail.

We are not going to force the PCs into the meeting. There is a blacksmith, farrier, wheel maker, baker, carpenter and other support shops in the hamlet. There are also a few homes of what can only be the farmers who till the plateau to the west of the village. The descriptions of the different shops can be found in the appendix, although you may not require them. When the PCs decide to enter the Lion's Pride, continue with the following:

The Lion's Pride is clean, very clean, and two groups of merchants sit relaxed in the common room enjoying their conversation and the drinks and food served by a halfling waiter. A large fireplace easily heats the room while serving as the centerpiece of the common room.

A halfling walks up to you, his shirt sleeves rolled back and his apron just a bit stained, "So how

can we be of service today good friends. This is the Lion's Pride and we are here to serve, we only ask that if you have a disagreement that it be taken outside. However, I will warn you the Lord is a priest of Tyr and really does not smile on any wrongdoings or disturbances."

Many of the experienced adventurers may recognize Beans, from the Crescent Moon Inn. Beans was also in the module A Shipwreck for Kassy. He is the proprietor here at the Lion's Pride and has many wonderful dishes available as well as fresh baked goods. Of course, there is a large pot of beans as well. If they ask about Lady Black, Beans will motion them to one of the merchant groups.

The other group is made up of one very nervous wine merchant and his five guards. They have a shipment of wine destined for Ravens Bluff from the area of Silverymoon. Now that he is almost there he is getting really worried since he has not had any problems up to this point. If the PCs do not take the job from Lady Black, he will offer to hire them to help guard the rest of the way to Ravens Bluff - go to Encounter A.

Here are the NPCs at the other table:

Lady Black - one of the women at the table, her long black hair has more than a couple of streaks of gray. She has seen the PCs enter and is waiting for them to approach the table.

Lady Telemia Black hf F14: AL LN; AC 0 (elvin chain); MV 12; hp 87; THAC0 0; #AT 5/2; Dmg 1d8+9 (*longsword* +4); SA nil; SD nil; Int Genius; MR nil; SZ M; ML 15.

Equipment: *ring of non-detection*.

If the PCs question Lady Black and try to *detect alignment* or *detect lie* nothing shows up. She will claim it is her ring, which she will not take off since it is borrowed to help keep her location a secret from whomever is sending the creatures at her.

Baroness Marabel of Orlimmin - the Baroness leads the people of Orlimmin in a very casual way. She lives in Tantras and has aligned herself with Lady Black. The two share their love of weaponry and she has come with Lady Black to Lion's Crossing to speak with the local Ravens Bluff lord. Tantras cares not for the thieves and villains of Orlimmin so she is going to try to turn over the governing of the village to Lord Dandelion.

Countessa Marabel hf F9: AL LN; AC 0 (elven chain); MV 12; hp 72; THAC0 8; #AT 2; Dmg 1d8+5

(*longsword* +2); SA nil; SD nil; Int Exceptional; MR nil; SZ M; ML 13.

Sir Howard Trendle - Sir Howard is the nephew of Lady Black and although he is not a warrior, he is trying to learn the business she is in. He is a newly graduated priest of Oghma and he is learning so much that he sometimes can't believe this is the same Lady Black that went off to Ravens Bluff to live. She is helping him to compensate for his limited background, and he is enjoying the merchant life.

Howard Trendle hm Sp4 (of Oghma): AL LN; AC 3 (*bracers of defense* AC 5); MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d6 (*quarterstaff*); SA spells; SD spells; Int Genius; MR nil; SZ M; ML 14.

Spells Remaining: *command, hold person x2, cure light wounds*.

If the PCs rested the full eight hours, continue with section labeled Encounter Three-A. As long as the PCs continued directly the previous morning without spells continue with the following text:

The group to which Beans points is made up of two women and a young man. It appears that the two women are both bodyguards armed with weapons and wearing light armor, one of which appears to be still nursing a number of wounds. The young man seems very oblivious to the happenings in the inn, as he enjoys a steaming bowl of soup along with some fresh bread. He does not appear to miss many meals.

When the PCs approach, Lady Black will stand and speak with the PCs. It may appear as if the bodyguard is speaking for the lord but the PCs should realize that Lady Black is a woman and the young man eating is definitely not a Lady. There is no boxed text, use the DMs background and the items below to make the conversation. She has the following information that you should get into the conversation:

- Lady Black is a very wealthy head of a merchant family, and a very talented warrior.
- Her father became ill after the attack on her life and she has been in Tantras since. He passed away and she is now the head of the Black Merchant house and officially an exalted noble of Tantras.
- She helped defend Tantras against the forces of Jelan, which is when she met Baroness Marabel.
- She is confident, she has always been in control even when she was killed. She is upset about the attacks but wishes to solve the problem before any innocents are injured especially her nephew.
- The problems stated two weeks ago, two burglars broke into her house in Tantras and attempted to

steal a number of prized possessions including the trophy from her first tournament. The burglars were the same two morons that broke into her house in Ravens Bluff five years ago. They were named Morth and Baumbard and were sentenced to the Golden Ball for seven years. They must have died there since the bodies were very much dead. (Zombies)

- The next problem came at one of her shops where a man in armor demanded she face him on the field of honor. The problem was that the man was dead and had been raised as a lesser-power death knight. He was not aware of his undead status. She was forced to accompany him to the field of honor to protect the innocent people in the area. The Knight's name was Sir Jesper and he was killed during the war against Jelan. She had defeated Sir Jesper in tournament a number of years ago, although she was masquerading as Lord Careton at the time.
- She had a number of other small problems all of which involved previous foes from Ravens Bluff who were being sent after her. It was at this point she sent the requests to Ravens Bluff and began to make preparations.
- The last problem that occurred happened two nights ago here in Lion's Crossing. Sir Barak, a knight of the Griffon, attacked her during the evening. Sir Barak had recently been possessed by some type of creature. Not only did she have to face a formidable knight, but also she was trying not to kill him. When she finally knocked him unconscious she was barely alive, but managed to see what appeared to be the sneering face of her ex-husband.

She would like the PCs to find out who or what is sending old foes and acquaintances from Ravens Bluff after her and her businesses. She would love to come back and explain things to the city watch, but she does not want to bring this problem into the city.

She will offer each PC 500 gp in gems to accomplish this task for her. She has more supplies for the trip back to Ravens Bluff and she will pay them in advance. The horses are an additional payment.

She plans on staying here in Lion's Crossing for at least three days before heading south. She proposes that they meet in Mossbridges in 5 days time.

Encounter Three-A

Late to the Dance

The group to which Beans points seems to be packed for the road. Noticing your interest one of the two female warriors motions you over. "You're the adventurers from Ravens Bluff right? I am Telemia Black and I was the one that sent for you. I waited all

night and thought perhaps you decided not to take me up on the offer. Well, sit down let me tell you what is going on."

All the details are the same as above with the following exceptions:

- The last problem that occurred happened **three** nights ago here in Lion's Crossing. Sir Barak, a knight of the Griffon, attacked her during the evening. Sir Barak had recently been possessed by some type of creature. Not only did she have to face a formidable knight, but also she was trying not to kill him. When she finally knocked him unconscious she was barely alive, but managed to see what appeared to be the sneering face of her ex-husband.
- She would like the PCs to find out who or what is sending old foes and acquaintances from Ravens Bluff after her and her businesses. She would love to come back and explain things to the city watch, but she does not want to bring this problem into the city.
- She will offer each PC 250 gp in gems to accomplish this task for her. She has more supplies for the trip back to Ravens Bluff and she will pay them in advance. The horses are an additional payment.
- She plans on staying here in Lion's Crossing for at least five days before heading south. She will be delaying since she does not feel the PCs know what the meaning of prompt is. Therefore, she proposes that they meet in Mossbridges in 7 days time.

The trip back to Ravens Bluff will be uneventful. The PCs can heal and cast whatever spells they wish. Make sure that they realize that a number of days are going to go by so that they can cast multiple spells. This may be important, given the possible use of divination spells.

Encounter Four:

Analysis of the Facts

This encounter is designed as a jump off point for the following Encounter Five sections. It is broken out into two sections for information that comes later in the module. The PCs can go to Encounter Five or Encounter Six from here and it may all depend on the knowledge that the PCs have and what they are able to determine.

What is found in Encounter Five:

- Lord Careton DeFrague's tomb: this tomb is in the common graveyard in the city. The PCs can find

this information at the Temple of Kelemvor or the Office of the Undertakers.

- The DeFrague Manor House: the old DeFrague manor house can be lawfully searched if the PCs asked Lady Black for permission to enter.
- Griffon Hall: this is where Sir Barak was possessed and where he is resting after he returned to the city.
- The Temple of Tyr: if the PCs go searching for any records of the Black murder or the murder of Lord Careton DeFrague they will find them here at the Temple of Tyr.
- The City Department of Jails: the PCs might wonder what happened to the criminals that were sentenced to the Golden Ball, and the location of their graves.
- The DeSheer estate outside of the city, where the ½-orc saw Jergal, might also be investigated. This is an important piece of the puzzle, and the PCs will need to come back here after a while.

What is found in Encounter Six:

- Speaking with Counselor Straught: the PCs may want to speak with the man who defended Lord DeFrague and the criminals that attacked Lady Black.

After the PCs have run through four of the locations, continue with the following text:

A young woman suddenly comes running up to you. "Please hurry, they still have my sister." The woman retreats quickly the way she came between two buildings. As you react, a loud, "NO!" echoes from between the buildings.

Yes this is another set-up for the PCs, the "sister" of the woman has been killed by those waiting in the alley. The group is made up of four "killers" and the woman that came for help. The woman is a doppelganger and she will allow the PCs to protect her not attacking even if things are looking really good. She will however take the opportunity to learn all about the PCs that she can. The men are the only ones going to attack.

Tier One:

Street Rats (4) hm R2: Int Average; AL NE; AC 4; MV 12; hp 12; THAC0 20; #AT 2; Dmg 1d4; SA nil; SD nil; MR nil; SZ M; ML 9.

Tier Two:

Street Rats (4) hm R6: Int Average; AL NE; AC 4; MV 12; hp 36; THAC0 17; #AT 2; Dmg 1d6+1; SA poison (save or suffer an additional 5 hit points - only good the first 5 attacks for each weapon and each attack adds a bonus of +1 to the save); SD nil; MR nil; SZ M; ML 13.

Tier Three:

Wererats (Human form)(4): Int Very; AL LE; AC 6; MV 12; HD 3+1; hp 20; THAC0 17; #AT 1; Dmg 1d8 (longsword); SA nil; SD hit by silver or +1 or better weapons; MR nil; SZ M; ML 12.

Wererats (Man-rat form)(8): Int Very; AL LE; AC 6; MV 12; HD 3+1; hp 20; THAC0 17; #AT 1; Dmg 1d4 (bite); SA nil; SD hit by silver or +1 or better weapons; MR nil; SZ S; ML 12.

There is a 1% chance per point of damage done with a bite that the lycanthropy is spread to the PC.

Tier Four:

Rat-Fiends (12): Int Low; AL CE; AC 0; MV 18; HD 8; hp 56; THAC0 13; #AT 3; Dmg 1d8/1d8/2d6; SA paralysis, command of normal rats; SD never surprised, immune to sleep and cold-based spells, cold iron or magical weapons to hit; MR nil; SZ M; ML 20.

Uridez, called rat-fiends are hulking, man-sized creatures. They resemble leprous, muscular, hunchbacked rats walking on two short legs. They have all the normal powers of the tanar'ri. They have infravision and can create darkness in a 15' radius. They are also immune to electrical attacks, normal fire and poison. They automatically take half damage from magical fire and gases.

Those bitten by a rat-fiend's bite must make a successful saving throw vs. paralyzation or be paralyzed for 2d4 hours.

Giant Rats (8): Int Animal; AL NE; AC 7; MV 15; HD 1; hp 6; THAC0 20; #AT 1; Dmg 1d3; SA disease; SD nil; MR nil; SZ T; ML 20.

Below is the story that the PCs can get from the woman. The only true way that the PCs can "catch" her in the act is to have a *true sight* active at the time. If the PCs want to bring her sister back from the dead, she will ask that she be brought to the Temple of Sune as that is where they worshipped. The body does have a holy symbol to Sune, under the woman's bloody shirt, it can be found through the silver chain still around her slit neck.

- Her Sister's name was Dorithimarrow, or Dori.
- They always went to the market although they rarely went together, too many people gawked at them.
- They are beautiful each completely identical and having 17 charisma.
- The woman's name is Frolinda.

- She will collapse after the battle, finally realizing what has happened. This is completely believable - the doppelganger has a lot of practice. Her grief will be genuine, being the grief that haunted Dori about her mother's death a year ago.
- She does not have much to reward the PCs, but if any wish to join her later that night for dinner they are welcome. She will give them an address. (NOTE: If they decide to take her up on this, determine how many of the PCs will be coming. She will try to poison them if only one or two show up. The meal will be laced and the PCs will need to make two saving throws per normal tier to stay awake.)

Once the PCs have rescued the poor woman (yeah right!), they can continue with their investigation. If the PCs do have true sight or detect the poison somehow at dinner, here are the statistics for the doppelganger.

Doppelganger: Int Very; AL N; AC 5; MV 9; HD 4; hp 25; THACO 17; #AT 1; Dmg 1d12; SA surprise; SD immune to sleep and charm, saves as a 10th level fighter; MR nil; SZ M; ML 13.

Encounter Five:

The First Step

These small encounters detail the various places that the PCs can go for clues. Some other locations are found in Encounter Six. NOTE: The PCs might go to other locations, or try to locate the graves of possible criminals. You can adlib city officials helping them locate information and get them to one of the small set encounters.

The DeSheer estate outside of the city

This one is listed first since the PCs might actually stop here on the way back to the city.

The estate is dark as you approach. Only a thin wisp of smoke rises from one of the large outlying houses.

No one is currently at home. The caretaker and his family live nearby. The stone fence around the grounds does have an old shield design upon the surface of the topmost bricks. The wind and rains have marred most of the bricks, but if the PCs state that they search along the wall, they will find a brick covered in moss that is well preserved. It has the crest of a triumphant charger, its rider wielding a lightning bolt. A successful heraldry roll or a PC Knight of the Griffon will reveal this heraldry to be that of House DeFrague.

The estates are well over 100 acres so it will not be possible to search all of them. If the PCs decide to call on the caretaker you can continue with the role-playing. The caretaker's name is Herman and he, his wife Arleen and eight children live here and take care of the estates while Lord DeSheers is not in residence. He will have a loaded light crossbow when the PCs approach unless they have been vocal in announcing themselves.

He can tell the PCs that he has been the caretaker here for the last 30 years, and that the good Lord DeSheers kept him on after the Lord purchased the estate. The Lord does not spend that much time here so most of his work involves keeping up the landscaping. The Lord sends a group of men-at-arms on a weekly basis to make a sweep of the land to prevent any of the goblinoids from settling into the area.

If asked, he will inform the PCs that Lady Telemia and Lord DeFrague spent most of their time in the city, only taking holidays out at this estate. Lord DeSheers had been looking into the purchase of the estate well prior to Lord DeFrague's death.

The DeFrague Manor House

The DeFrague manor house is still at the same address in the residential district. Lady Black officially owns the house, however as she has not been in the city for at least a year, the house is in a state of disrepair.

The front door and backdoor are both locked and the grounds are a shambles. It does look like at least one or two neighbors have done some work on the edges of the property to keep it from going completely wild, however nearer the manor house the weeds are numerous.

The PCs will probably not have a warrant to enter, although if they asked Lady Black for permission, or a key, they will be able to enter the manor.

Most of the furnishings were removed from the manor house when Lady Black left town. There are only some furniture with dusty covers, and a few wall hangings.

There are no clues to the mystery found here at the manor house.

Griffin Hall

When the PCs come to Griffin Hall to speak with Sir Barak, read the following text:

Your request to speak with Sir Barak leads you to the practice yard where a huge black haired man stands directing a number of squires and warriors. Once you gain his attention, he turns the training over to one of the other knights and walks with you away from the training area. "I really do not know what happened. My last memory before the battle was going to sleep that evening in Griffin Hall. Then, I remember being revived the next afternoon in Lion's Crossing. I understand that there is at least two hard days ride between the sites, however, I know my horse never left the stables here, let alone went that kind of distance in one night."

The only way that the PCs can get any additional information is by using thought-reading types of magic. It must be done with Sir Barak's permission or it is very much against the law. The spells with the best chance of success would be *memory read* or *thought capture* done in the area near his bunk. If the PCs use either of these spells, give them the information below:

Thought Capture - Use of this spell will catch the following:
"He will do just wonderful, might even make an interesting fight."

The voice memory is female, although Sir Barak did not see the speaker.

Memory Read:

The only strange thought in Sir Barak's mind is an image of a tomb, with two headstones. One headstone reads "Careton DeFrague" and the other reads "Cartney Black." A shield of House Black rests near one of the tombstones.

Temple of Tyr

You are going to have to first determine why the PCs came to the Temple of Tyr. It is very possible they started here, since this was law-related. However, the only assistance that the Temple can provide is in the following areas:

If the PCs are looking to determine the legal results of the trial against Lord Careton DeFrague - this information is available. The courts found him, and the thugs that he hired to do the job, guilty of the murder of his wife. He was never sentenced since he was killed in the courtroom, and his body was buried at his country estate.

If the PCs are looking for information regarding Lady Black - There is much less information in this case. The Temple does know that Judge Carlos "Bloodstrike"

deVentura had a standing order that he wanted to speak with her. There was never a formal warrant issued for her arrest. The Watch knew she was in Tantras, however, since the order regarded no broken laws they have not pursued her.

If the PCs are going to the Temple to find Counselor Straught - they are given directions, or the priests will recommend one of their own barristers if the PCs feel they need a lawyer.

The City Department of Jails

This part of the government is new - a part of Mayor Thoden's new government. Different from the other government offices, this department is based in one of the City's jails: The Nevin Street Comptor. It is assumed that at sometime during the event the PCs are going to try to determine the location of Reda and, if possible, the disposition of the burglars that attack Lady Black in Tantras. Their names were Baumbard and Morth.

Given a little of the government run-around, you find yourselves outside the Nevin Street Comptor. The most luxurious of the Ravens Bluff's jails - if you can call any jail luxurious. Still, a friendly voice and a smile meet you at the door. "Good day folks, how might I help you today? I am Sergeant Carathew, and you might be?" The speaker is an older gentleman whose face you do not recognize from any of your past visits to the Comptor.

Carathew is exactly as he appears - a retired, 64-year-old human army sergeant who has taken this job to support his wife and help provide for his six children and 23 grandchildren. He is very proud of all of his family and will talk forever about them if the PCs get him going. He was brought in when most of the prisoners were removed and he does not know any of the previous guards. He is willing to ask for information if the PCs want. He is the only one on duty today - the Comptor currently only has four prisoners, and three of them are on weekend leave. He can find the following pieces of information for the PCs:

- Reda was sentenced to 15 years in the Golden Ball, however, she was transferred to the Comptor soon after the sentencing, never even going to the Golden Ball.
- Her lawyer made sure that she was well taken care of here and she spent most of her time on the Lord's Level of the Comptor.
- If asked, her lawyer was Counselor Straught.

- She was here to three years and then went to the mines to help look for the artifact.
- According to his records, she is listed as missing in the Underdark, perhaps killed in a section of the mine that collapsed a few months ago.

If he is asked about the others, they were each sentenced to 5 years of time at the Golden Ball. One of the four died on the Golden Ball and his body was sent to Tantras by special request. The request came from the previous Thayvian ambassador just before he left the city, and cost 1,000 gp plus shipment. Morth (the first to die) died about 2 years ago. Last year Baumbard died in the Underdark and his body was sent up with one of the caravans and was also forwarded to Tantras. They were sentenced with two others people. One named Karl - he has another year left to his sentenced, and is a supervisor in the Underdark exploration team. The fourth was named Hooter - he was lost in the same accident that took Reda.

Lord Careton DeFrague's tomb

The trick here is not exploring the tomb, but finding it. Finding the tomb will take some exploration. The location of the tomb can be obtained from the undertakers or the Temple of Kelemvor. Please make sure you role-play this even if it is not listed, since the information can be gathered in many different ways. Once they find the DeFrague tomb (it is in the public graveyard), continue with:

The DeFrague family plot is near the center of the public graveyard. There are a number of tombstones going back the last 70 years for the DeFrague family. However, there is no tombstone for Lord Careton DeFrague, nor is there a mausoleum for his body.

Encounter Six:

The Second Step

The PCs are getting close to the answers now - or at least they should have an idea of where to find the information. The only person that the PCs have not been able to speak with is Counselor Straught. They will be able to speak to the lawyer, but there is a problem: someone else has found the lawyer to be the key to the investigation and is moving to have him eliminated.

In order to speak with the lawyer, the PCs will have to get his address - this can be found at the Temple of Tyr, the Nevin Street Comptor, or at any of the courthouses in the city.

The day should be coming to a close before they can get to his home. They can go at night, or wait until the next day - it is up to the PCs.

Counselor Straught's home is a nice two-story townhouse in the residential district. There are two apartments in the townhouse. Although close to the destruction near the Temple of Sune, the building is most lucky to have not been too badly damaged. As you approach the address, a dark-dressed man comes out of the door quickly. Looking about the street, he sees you, swears at something, then points in your direction. Creatures flow from the doorway, moving quickly in your direction.

A little bit of information: If the PCs did play "A Knight in the Big House," the person in the doorway may be recognized as Hooter, one of the thugs that attacked the PCs in the tournament.

The townhouse belongs to the lawyer, however he owns both halves of the building and lives in the other half. The address given to the PCs is his business address. The PCs can notice that the front door was burst open. If they look inside, they find that the office has been ransacked.

Tier One:

Lesser Shadows (4): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 21; #AT 1; Dmg 2-5; SA strength drain; SD immune to *sleep*, *charm*, hold and cold-based attacks; MR nil; SZ M; ML 19.

Hooter, em T2/P4 (of Myrkul): AL NE; AC 5; MV 12; hp 20; THAC0 19 (thrown: 16); #AT 2; Dmg 1d4+2; SA daggers are poisoned (save vs. poison or suffer an additional 6 points of damage); SD nil; Int Average; MR 30% resistance to sleep and charm; SZ M; ML 14.

Equipment: 10 throwing daggers, 2 melee daggers, pouch with 500 pp minted in Tantras.

Tier Two:

Shadows (8): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 21; #AT 1; Dmg 2-5; SA strength drain; SD immune to *sleep*, *charm*, hold and cold-based attacks, +1 or better weapon to hit; MR nil; SZ M; ML 19.

Hooter, em T2/P4 (of Myrkul): AL NE; AC 5; MV 12; hp 20; THAC0 19 (thrown: 16); #AT 2; Dmg 1d4+2; SA daggers are poisoned (save vs. poison or suffer an additional 15 points of damage, 5 if save is made); SD nil; Int Average; MR 30% resistance to sleep and charm; SZ M; ML 14.

Equipment: 10 throwing daggers, 2 melee daggers, pouch with 500 pp minted in Tantras.

Tier Three:

Lesser Shadowraths (16): Int Very; AL NE; AC 4; MV 9; HD 4+4; hp 30; THAC0 17; #AT 1; Dmg 1d6; SA strength drain; SD hit only by +1 or better weapons; MR 10%; SZ M; ML 20.

The shadowraths will seek out and destroy wizards and worshippers of Mystra if Hooter is unconscious or dead.

These undead beings appear as totally black skeletons, with only their eye sockets aglow with red, deadly energy. Their attack inflicts 1-6 points of damage and requires the creature struck to save vs. death magic or lose of point of strength. Creatures completely drained of strength by lesser shadowraths die, and such a death is irreversible, even with a wish. Strength points return at a rate of one per hour. They turn as ghosts, although they are unaffected by the effects of sunlight.

Hooter, em T5/P4 (of Myrkul): AL NE; AC 5; MV 12; hp 31; THAC0 15 (thrown: 12); #AT 2; Dmg 1d4+2; SA daggers are poisoned (save vs. poison or suffer an additional 30 points of damage, 15 if save is made); SD nil; Int Average; MR 30% resistance to sleep and charm; SZ M; ML 14.

Equipment: 10 throwing daggers, 2 melee daggers, pouch with 500 pp minted in Tantras.

Tier Four:

Greater Shadowraths (12): Int Exceptional; AL NE; AC 0; MV 12; HD 5+5; hp 45; THAC0 15; #AT 5/2; Dmg 2d4; SA energy drain; SD hit only by +1 or better magical; MR 25%; SZ M; ML 20.

These appear as fallen warriors, many still dressed in armor and heraldry from the fallen soldiers of the war. However, they have no eyes, internal organs, or bones. Instead, they are filled with and animated by negative material energy.

The touch of a greater shadowrath causes 2d4 points of damage and requires a saving throw vs. death magic, failure means one experience level is drained. Beings completely drained of levels by a greater shadowrath die a permanent, irreversible death. Greater shadowraths are turned as mummies.

Hooter, em T7/P4 of Myrkul: AL NE; AC 5; MV 12; hp 41; THAC0 13 (thrown: 10); #AT 2; Dmg 1d4+2; SA daggers are poisoned (save vs. poison or suffer an additional 40 points of damage, 20 if save is made); SD

nil; Int Average; MR 30% resistance to sleep and charm; SZ M; ML 14.

Equipment: 10 throwing daggers, 2 melee daggers, pouch with 500 pp minted in Tantras.

NOTE: NO PC PRIEST WILL HAVE ANY KNOWLEDGE OF THESE UNDEAD. PLAYERS MAY HAVE READ THE DESCRIPTION OF THE CREATURE, BUT THEY HAVE NO PRIOR EXPERIENCE WITH THEM.

There are a couple of keys to this encounter. The first is that the PCs should try to capture Hooter alive. If they do, they can get the following information from him:

- He was hired to bring these undead to this address and allow them to complete their task.
- He was contacted by Reda while in the Underdark. She had a job that needed to be done, and was able to get the two of them out of the Underdark. When the job is complete, she will get them away from the city.
- The coin came from Reda. She received it from whoever hired her and arranged for her to be freed from the Underdark.
- Hooter raised his fellow burglars and sent them to attack Lady Black in Tantras

Hooter he will ask that he be allowed to leave town, never to return, in exchange for these last two pieces of information:

- Reda believes that Lady Black was never killed and had Lord DeFrague killed out of jealousy. However, Hooter thinks these attacks are coming from something else, since it would be a miracle if the undead caused Lady Black to even break a sweat. Perhaps Lady Black did it herself.
- He is supposed to meet Reda at Lord DeFrague's country estate. He does not know where it is, but he wasn't going to tell Reda that. He believes she was going to kill him after the job was complete, so he planned on getting out of town and heading off towards Procampur.

Note: He does not have any spells or holy symbols upon him. However, if the PCs search him, they can find a symbol of Myrkul on his hand.

Obviously if they killed him it is going to be a little tougher to get the above information. If the PCs *speak with dead*, Hooter will only give the PCs the last two pieces of information if they ask him **DIRECTLY**, or if they offer to raise him and then release him.

The PCs will be able to speak to Straught after the fight. He was watching what was going on from the other part of the townhouse and will come out only after the undead appear gone and Hooter is under control.

A man walks out of the other door of the townhouse, "Now what is going on, and why has this man brought these creatures into my house. Thank you for the job you have done, but I would prefer answers."

Counselor Maximillian R. Straught is a slightly overweight man of 44 years. He is used to being in control and although he is deeply disturbed at the attack, he does not show it.

He does have a little bit of information that he can give the PCs if they ask the proper questions:

- He did represent Lord DeFrague, and the trial is very clear in his mind. He has always believed that Lady Black arranged to have her husband set up for the crime.
- Since Lord DeFrague did not return from the dead when one of the fellow Lords attempted to have him raised, Straught did not take it any further.
- He was the one that asked that Lady Black appear in the city to answer some questions, although the war started soon after and most forgot about it.
- He was the one that arranged the burial of Lord DeFrague and Lady Black's brother (the other person who was killed in the city). He buried them at Lord DeFrague's country estate.
- Straught was actually fairly good friends with Lord DeFrague and was very upset about the whole ordeal.
- The DeFrague country estate was sold after the war - the proceeds going into the funds that helped elect Lady Amber Thoden to the position of mayor. Straught was the executor of the estate. He arranged to sell the estate to Lord DeSheers, although the small tomb on the property still officially belongs to Straught, since that is where Lord DeFrague and Lord Black were buried.

Straught will offer to accompany the PCs to the estate if they MUST see the graves for themselves. He feels that perhaps he can help resolve a great mystery by his presence. However, he will insist that they wait until the next day to go to the country estate. If the PCs waited until morning to visit him, he will go with them immediately.

Other possible locations:

Thayvian Embassy

No one will speak to the PCs about this subject, or any other. The affairs of the previous ambassador were an embarrassment and they will not discuss it further.

Temple of Selune

The PCs will only be able to speak to someone during the evening hours. It is a half moon though, and the high priestess will not see the PCs. The temple will remember the affair, however, they are not the most ardent record keepers and only Murial knows if she actually did a raise dead.

Encounter Seven

Elementary Dear Watson

It is important to get the PCs thinking about who they believe is guilty. They should have to explain their investigation to Straught if he is with them. Otherwise, try to get a feel for who they believe may be the culprit in the scheme. Here is the truth:

Lord DeFrague did have Lady DeFrague killed, however, she was warned ahead of time and bribed the four burglars to plant the evidence on Lord DeFrague while she "arranged" to have another body placed in her place.

Lord DeFrague was proving to be a very soft husband and was having an affair with Reda. He was also seen plotting the whole death with Lady DeFrague's brother Cartney. Lady Black was always the smartest member of the family and realized the extent of the plot, so she took a route that the conspirator's would not understand and ended up surprising both parties with the "death." She "arranged" to have herself raised at the Temple of Selune. Once dead she was easily able to influence the evidence that was found by the PCs and presented to court. Thus, she was able to have Lord DeFrague proven guilty (he was). She then slew him with the enchanted sword. She also murdered her supposedly dead brother, leaving the body to rot in one of Ravens Bluff's alleys.

By the strictest sense she is guilty of murdering her brother, although he would have been convicted of being an accessory to her own murder.

As for these new attacks. Reda escaped from the Underdark mines and, with the help of the wizards of Thay, and some merchants in Sembia, has set-up Lady Black once again. She has arranged the attacks and, with the help of one of the Priests of Myrkul out of Sembia, has sent the undead after Lady Black. She is

trying to get her to come to Ravens Bluff where they will produce proof that she was never killed and that the Temple of Selune did not raise her. They have also arranged a number of witnesses that saw Lady Black slay her brother in the Sleepy Dwarf Tavern.

When the PCs get to the Estate they should get there about the same time that Lady Black reaches the estate. She left the rest of her party in Mossbridges so she could visit the old estate (since she was so close).

Just as a reminder:

Lady Black - one of the women at the table, her long black hair has more than a couple of streaks of gray. She has seen the PCs enter and is waiting for them to approach the table.

Lady Telemia Black: hf F14: Int Genius; AL LN; AC 0 (elven chain); MV 12; hp 87; THAC0 0; #AT 5/2; Dmg 1d8+9 (*longsword* +4); SA nil; SD nil; MR nil; SZ M; ML 15; Equipment: *Ring of Non-Detection*.

Counselor Straught – he is an overweight man of about 44 years of age. Balding and wearing a conservative outfit of black.

Counselor Straught hm W6: Int Genius; AL LN; AC 6 (*bracers of defense* AC 7); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d4+2 (*dagger* +2); SA nil; SD nil; MR nil; SZ M; ML 9.

The small graveyard is in the back of the DeSheers estate and is easily accessed by a back gate that is locked. Counselor Straught has the key. The shadows of the evening begin to grow as the sun falls over the Dragon's Reach. The graveyard seems very overgrown, its stones and monuments covered in grass and plants. Coming from around the largest monument is an armored woman, her breastplate showing the Black family symbol. "I knew it!" is all that Counselor Straught says before taking cover behind Lord Careton's gravestone.

Lady Black is in a bad mood, especially since the PCs are in the company of that scavenger Straught. Give them a moment or two to yell at each other. Remember Lady Black is a lady and a merchant, but she is a tough warrior and knows the kind of language that neither a lady or a merchant lord is assumed to know. She wants to know what the PCs are doing and why they are here. Of course it is possible that the PCs might accuse her of crimes at this point. If they do, she will laugh and ask how they want to proceed. She has sensed the trap and will not go willingly, she will fight an honorable combat with one of the PCs. If they win, she goes with them

(Conclusion A). If she wins, she goes back to Tantras (Conclusion B).

The PCs might not accuse her, in which case continue with the encounter:

A terrible wind kicks up and dirt explodes from the graves, an armored skeleton rises from one of the graves. From the other grave steps a gorgeous man, his face reminding you of Lady Black's.

The PCs might attack at this point, if they do not, read the following:

Lady Black places her helm on her head, "Courtney, I thought I felt your touch to this whole plot! Why? Why drive father mad? Why did you not just kill him!"

A woman moves into the area at this point. The pale man laughs, saying "Sister, I took what I needed from father as you took from our skeletal friend here. Now I want the business - all of it! My servant has the papers you will need to sign, that is unless you want to be destroyed, and these mortals along with you."

Straught will produce some papers, but Lady Black will already start to attack. There is work for the PCs as well. Counselor Straught, Reda and Lord DeFrague will try to interfere with the other battle if the PCs do not intervene.

Tier One:

Counselor Straught hm W6: Int Genius; AL LN; AC 6 (*bracers of defense* AC 7); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d4+2 (*dagger* +2); SA nil; SD nil; MR nil; SZ M; ML 9.

Spells Remaining - *color spray, comprehend languages, detect magic, light, ESP, mirror image, feign death, secret page.*

Straught will defend himself with the *color spray* but will try to stay out of the fight if possible.

Lord DeFrague (skeleton): Int non; AL N; AC 7; MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6; SA nil; SD half damage from slashing weapons; immune to sleep, charm and hold; MR nil; SZ M; ML 18.

Reda hf W6: AL LE; AC 6; MV 12; hp 16; THAC0 18; #AT 3; Dmg 1d3 (*darts*); SA spells; SD nil; Int Genius; MR nil; SZ M; ML 10.

Spells Remaining: *magic missile x2, sleep, invisibility, levitate, haste undead, lightning bolt.*

Reda will cast her *haste* the first round to speed up the skeleton and the vampire.

Cartney Black, Cerebral Vampire: AL CE; AC 1; MV 12, FI 18 (A); HD 8+3; hp 67; THAC0 10; #AT 1; Dmg 1d6+3; SA see below; SD see below; Int Very; MR nil; SZ M; ML 18.

The vampire's gaze acts as *hypnotic pattern* unless a saving throw vs. spells is made.

The touch of the vampire acts as a *confusion* spell unless a saving throw at -4 is successful. A confused victim may be drained at a rate of 1 wisdom and intelligence point per round.

It requires +1 or better magical weapons to hurt the vampire, and it regenerates 3 hit points of damage per round. If it is reduced to 0 hit points, it turns to gaseous form and returns to its coffin in the grave to reform.

Sleep, charm, hold and other mind- or life-affecting spells do not affect the cerebral vampire. They are also unaffected by poison, disease and all forms of paralysis. Cold- and electricity-based attacks only inflict half-damage. The sun does NOT AFFECT these vampires, they must only spend 8 of every 24 hours sleeping in the coffin in which it was buried.

Tier Two:

Counselor Straught hm W6: AL LN; AC 6 (*bracers of defense AC 7*); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d4+2 (*dagger +2*); SA nil; SD nil; Int Genius; MR nil; SZ M; ML 9.

Spells Remaining: *color spray, comprehend languages, detect magic, light, ESP, mirror image, feign death, secret page.*

Straught will defend himself with the *color spray* but will try to stay out of the fight if possible.

Lord DeFrague (giant skeleton): Int non; AL N; AC 4; MV 12; HD 4+4; hp 28; THAC0 15; #AT 1; Dmg 1d12; SA one 8d6 *fireball* once per hour; SD half damage from slashing weapons; immune to sleep, charm and hold, missile weapons only inflict one point of damage per strike; MR nil; SZ L; ML 18.

He can be turn as a mummy but, only takes half-damage from cold-based spells and no damage from fire based spells.

Reda hf W6: AL LE; AC 6; MV 12; hp 16; THAC0 18; #AT 3; Dmg 1d3 (darts); SA spells; SD nil; Int Genius; MR nil; SZ M; ML 10.

Spells Remaining: *magic missile x2, sleep, invisibility, levitate, haste undead, lightning bolt.*

Reda will cast her *haste* the first round to speed up the skeleton and the vampire.

Cartney Black, Cerebral Vampire: AL CE; AC 1; MV 12, FI 18 (A); HD 8+3; hp 67; THAC0 10; #AT 1; Dmg 1d6+3; SA see below; SD see below; Int Very; MR nil; SZ M; ML 18.

The vampire's gaze acts as *hypnotic pattern* unless a saving throw vs. spells is made.

The touch of the vampire acts as a *confusion* spell unless a saving throw at -4 is successful. A confused victim may be drained at a rate of 1 wisdom and intelligence point per round.

It requires +1 or better magical weapons to hurt the vampire, and it regenerates 3 hit points of damage per round. If it is reduced to 0 hit points, it turns to gaseous form and returns to its coffin in the grave to reform.

Sleep, charm, hold and other mind- or life-affecting spells do not affect the cerebral vampire. They are also unaffected by poison, disease and all forms of paralysis. Cold- and electricity-based attacks only inflict half-damage. The sun does NOT AFFECT these vampires, they must only spend 8 of every 24 hours sleeping in the coffin in which it was buried.

Tier Three:

NOTE: On this tier Lady Black will look to the PCs to help coordinate who she should attack. She can attack either Lord DeFrague or her brother as they are both a great danger.

Counselor Straught hm W6: AL LN; AC 6 (*bracers of defense AC 7*); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d4+2 (*dagger +2*); SA nil; SD nil; Int Genius; MR nil; SZ M; ML 9.

Spells Remaining: *color spray, comprehend languages, detect magic, light, ESP, mirror image, feign death, secret page.*

Straught will defend himself with the *color spray* but will try to stay out of the fight if possible.

Lord DeFrague (skeleton warrior): Int Genius; AL NE; AC 2; MV 6; HD 9+12; hp 66; THAC0 8; #AT 1;

Dmg 1d8+6 (long sword); SA see below; SD +1 or better weapon to hit; MR 90%; SZ M; ML 18

He can not be turned. The sight of the creature causes *fear* in any PC with fewer than 5 hit dice.

Reda hf W6: Int Genius; AL LE; AC 6; MV 12; hp 16; THAC0 18; #AT 3; Dmg 1d3 (darts); SA spells; SD nil; MR nil; SZ M; ML 10.

Spells Remaining: *magic missile x2, sleep, invisibility, levitate, haste undead, lightning bolt.*

Reda will cast her *haste* the first round to speed up the skeleton and the vampire.

Cartney Black, Cerebral Vampire: Int Very; AL CE; AC 1; MV 12, Fl 18 (A); HD 8+3; hp 67; THAC0 10; #AT 1; Dmg 1d6+3; SA see below; SD see below; MR nil; SZ M; ML 18.

The vampire's gaze acts as *hypnotic pattern* unless a saving throw vs. spells is made.

The touch of the vampire acts as a confusion spell unless a saving throw at -4 is successful. A confused victim may be drained at a rate of 1 wisdom and intelligence point per round.

It requires +1 or better magical weapons to hurt it and regenerates 3 hit points of damage per round. If it is reduced to 0 hit points it forms back in its coffin, the coffin is not here, it is in basement of Councilor Straught's home. If Straught is alive at the end, he can tell the PCs this information.

Sleep, charm, hold and other mind- or life-affecting spells do not affect the cerebral vampire. They are also unaffected by poison, disease and all forms of paralysis. Cold- and electricity-based attacks only inflict half-damage. The sun does NOT AFFECT these vampires, they must only spend 8 of every 24 hours sleeping in the coffin in which it was buried.

Tier Four:

NOTE: On this tier Lady Black will look to the PCs to help coordinate who she should attack. She can attack either Lord DeFrague or her brother as they are both a great danger.

Counselor Straught hm W6: AL LN; AC 6 (*bracers of defense AC 7*); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d4+2 (*dagger +2*); SA nil; SD nil; Int Genius; MR nil; SZ M; ML 9.

Spells Remaining: *color spray, comprehend languages, detect magic, light, ESP, mirror image, feign death, secret page.*

Straught will defend himself with the *color spray* but will try to stay out of the fight if possible.

Lord DeFrague (Death Knight): Int Genius; AL CE; AC 0; MV 12; HD 9; hp 72; THAC0 6; #AT 1; Dmg 1d8+8 (*long sword +2 of vampiric life stealing*); SA see below; SD +1 or better weapon to hit; MR 75%; SZ M; ML 18.

His sword transfers half the damage done to healing himself. He constantly generates *fear* in a 5'-radius, and he can cast *detect magic, detect invisibility, and wall of ice* at will. Twice per day it can cast *dispel magic*. Once per day it can use either *power word, blind, power word kill* or *power word stun*. It can also cast a 20-die *fireball* once per day. ALL OF ITS MAGICAL SPELLS FUNCTION AT THE 20TH LEVEL OF ABILITY.

It can not be turned but it can be dispelled by *holy word* spell if it fails its magical resistance. If it rolls less than an 11% on any MR roll, the spell is reflected back upon the caster.

Reda hf W8: AL LE; AC 6; MV 12; hp 16; THAC0 18; #AT 3; Dmg 1d3 (darts); SA spells; SD nil; Int Genius; MR nil; SZ M; ML 10.

Spells Remaining: *magic missile x2, sleep, invisibility, levitate, haste undead, lightning bolt, protection from normal missiles (* already cast), polymorph other, stonesskin (*already cast 7 stonesskins).*

Reda will cast her *haste* the first round to speed up the death knight and the vampire.

Cartney Black, Cerebral Vampire: Int Very; AL CE; AC 1; MV 12, Fl 18 (A); HD 8+3; hp 67; THAC0 10; #AT 1; Dmg 1d6+3; SA see below; SD see below; MR nil; SZ M; ML 18.

The vampire's gaze acts as *hypnotic pattern* unless a saving throw vs. spells is made.

The touch of the vampire acts as a *confusion* spell unless a saving throw at -4 is successful. A confused victim may be drained at a rate of 1 wisdom and intelligence point per round.

It requires +1 or better magical weapons to hurt it and regenerates 3 hit points of damage per round. If it is reduced to 0 hit points it forms back in its coffin, the coffin is not here, it is in basement of Councilor

Straught's home. If Straught is alive at the end, he can tell the PCs this information.

Sleep, charm, hold and other mind- or life-affecting spells do not affect the cerebral vampire. They are also unaffected by poison, disease and all forms of paralysis. Cold- and electricity-based attacks only inflict half-damage. The sun does NOT AFFECT these vampires, they must only spend 8 of every 24 hours sleeping in the coffin in which it was buried.

At the end of the combat, the PCs may have to explain all that has happened to Lady Black. She will still go into town to speak with the City Watch. Please mark on the summary a rating for the PCs testimony 1-5 with 5 being the most in favor for Lady Black.

If Counselor Straught is alive, he can show the PCs where the coffin for Cartney is, otherwise, Cartney will escape the PCs. Mark this on the summary sheet as well.

Continue with the Conclusion, if Lady Black was killed go to Conclusion C.

Conclusion

After the mess at the graveyard, Lady Black appears in the courthouse and at the Temple of Tyr, she is pleased with the destruction of the undead. She is asked to remain in the city while the Watch takes your testimony in the affair. Lady Black makes good your salary for the trip and even throws in the bonus of two potions of extra-healing.

Conclusion A: PCs arrest Lady Black

Lady Black is brought to justice in the courts of Ravens Bluff. Witnesses are produced that tell of the murder of her brother in The Sleepy Dwarf tavern and no proof can be found that she was raised at the Temple of Selune, but the most damning evidence is Lady Black's own reluctance to speak on her behalf. She is sentenced to 10 years at the Nevin Street Comptor although she is easily able to procure a room on the Lord's Level of the Comptor.

Conclusion B: PCs fail to arrest Lady Black

With your testimony and the witnesses that show up to give evidence of her murder of her brother in the Sleepy Dwarf tavern, Lady Black is found guilty of murder of Cartney Black. However, since Lady Black is not in the city and she has refused to leave Tantras for Ravens Bluff, the city has no prisoner. The relationship with Tantras is stressed and prices of many of the goods that come through Tantras have

increased. There is evidence that the Merchant's Council is attempting to have the decision reversed before the economy is truly damaged.

Conclusion C: Lady Black Dies!

The battle was terrible and it will be a while before all the wounds are truly healed. Unfortunately Lady Black died during the battle and her remains do not respond to the attempts made on behalf of the Merchants Council to bring her back to life. Amazingly, Cartney Black shows up in Tantras and takes over the Black Merchant House, although he quickly gets the reputation of a shady merchant.

This Ends *Knight and the Living Dead*

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:

Defeating the undead	75 xp
Making the appointment on time	25 xp
Capturing Gorg alive	25 xp

Encounter Four:

Defeating the rats or rat creatures	100 xp
Defeating the doppelganger either here or later (INDIVIDUAL AWARD - if more than one PC was involved split this up)	200 xp

Encounter Five:

Getting the information from the lost memory of
Sir Barak 25 xp

Encounter Six:

Defeating the shadows or shadow creatures 100 xp
Keeping Hooter alive 100 xp

Encounter Seven:

Defeating the undead 150 xp
Destroying permanently the vampire 100 xp
If Lady Black is alive at the conclusion 100 xp

Total Experience for Objectives: 1,000 xp
Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,500 xp

For Tier 2: 3,000 xp
For Tier 3: 4,500 xp
For Tier 4: 6,000 xp

Fame Award

PCs receive one Fame Point in Merchants, Upper Class, or Government for discovering the truth of Lady Black's situation.

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.

The only magical item in the module that should not be included is on tier four of encounter seven - the Death Knight's evilly aligned sword. The sword will do 2d8 damage each round of contact with any being that is not CE. It will also produce flame to burn anything used to wrap it up. The only thing the PCs can do with it is to bring it immediately to a church to be destroyed.

- *Ring of spell storing* with: *chill touch*, *undead alacrity*, *resist turning* [all spells cast at 15th level] - NOTE these spells may not be changed for other spells, nor may they be recharged into the ring; once they are used they are gone.
- *Bracers of defense AC 7*
- *Warhammer +2*
- 500 gp or 250 gp in gems
- Two *potions of extra-healing*

IF THE PCs KILL COUNSELOR STRAUGHT:

- *Dagger +2*

Straught's bracers of defense AC 7 turn out to be borrowed from a relative, who claims them.

IF LADY BLACK DIES: her items go to Cartney Black as family property.

Players Handout #1

The Message

Greetings Adventurer,

My name is Lady Telimia Black and I was once a noble of your city before circumstances including my death forged a separation of my presence in Ravens Bluff. The circumstances of my death and subsequent self-imposed exile from Ravens Bluff seem to have returned in some manner.

Innocent people are being manipulated and are being killed. I would prefer to see this stopped. If you would be willing to assist me, be at the North Gates of the city at first light tomorrow morning, I will have horses available for you as well as direction.

I hope to see you in the near future,

Lady Black

Players Handout #2

Letter to PC

Good Day _____ (personalized to the PC)

I would like the opportunity to speak with you. I have arranged for a number of adventurers to receive a similar request to meet at the North Gate of the city at first light in the morning and I would like to request your presence as well.

My name is Lady Telimia Black and I do understand that your City Watch still has a “request” to question me regarding the death of my husband. Unfortunately, my father, who ran our family business in Tantras, was been very ill. He passed away nine months ago. I felt obligated to stay by his side during his illness, and then to put the business back on the right track before returning to Ravens Bluff to answer any questions.

It has been a long time, but I am sure the watch and other nobles have not forgotten. However, there is a problem. Many of the warriors that I defeated in the past have returned and are attempting to kill me. Normally, that may be just an aspect of wounded pride since they were not aware that I was a woman when I defeated them. However, many of them were no longer among the living when they attacked me. Something is happening and I would like to first have this mystery answered before I subjugate myself to the questions of the Watch.

So please, meet the others at the North Gates and I hope to see you shortly.

Lady Black

Players Handout #3:

Letter with Directions

I thank you for answering my request. I have instructed a local merchant by the name of Andrew to make available riding mounts for each of you. These mounts are yours to keep, whether you accept my proposition or not. Each mount should also have riding gear and saddlebags with at least five days worth of food and water within them. If they do not, please go ahead and purchase those supplies and I will reimburse you out of the funds that Andrew was to get.

I will be arriving tonight at Lion's Crossing, a small waypost on the road to Orlimmin. If you travel the rest of today you will arrive at Mossbridges. I have reservations at The Shade Tree, one of the two inns in the town. Just tell the manager you want the Black rooms. The rooms and dinner have been prepaid. The next day, head north towards Tantras. I do not know if you will get to the lands of Fort Moonsilver that day, but you can camp along the road to Tantras.

At Fort Moonsilver, there is a new trail that heads away from the Tantras road. Take this trail, it will lead through the Coribon Hills and onto the Grand Plateau. It is a hard trail but you should not face any danger. On the north side of Fort DeVillars you will find Lion's Crossing. By the way, if you find yourself past Fort Moonsilver there is a wonderful lake just before the hills, a bit cold but very clear and refreshing.

Lady Black

Knight and the Living Dead DM SUMMARY FORM

The summary form is broken out by the conclusion used. Just fill in the section near the conclusion that you used. Return the form to Network HQ with scoring packets for the convention.

Conclusion:

Which creatures did Lady Black kill? Vampire DeFrague Reda

What kind of testimony did the PCs give 1-5 (5 being most supportive) 1 2 3 4 5

Did Cartney escape the PCs? YES NO

Circle the NPCs that remained alive at the conclusion: Reda Straught Hooter Gorg

Conclusion A:

Circle the NPCs that remained alive at the conclusion: Hooter Gorg

Which PC defeated Lady Black in combat: _____

Conclusion B:

Circle the NPCs that remained alive at the conclusion: Hooter Gorg

Which PC challenged Lady Black in combat: _____

Conclusion C:

Which creatures did Lady Black kill? Vampire DeFrague Reda

Circle the NPCs that remained alive at the conclusion: Reda Straught Hooter Gorg

DM NAME: _____ RPGA # _____