

Shadows Rising

A One-Round AD&D Living City Adventure

by Erik Mona

BLURB

The gangs of Ravens Bluff are uniting under a single banner, destroying all who will not bow to a mysterious shadow leader. Will you put a stop to their criminal plans?

ADVANCED DUNGEONS & DRAGONS, AD&D, and RPGA are registered trademarks of TSR, Inc. LIVING CITY and RAVENS BLUFF are trademarks of TSR, Inc. Copyright 1998 by TSR, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use, and may not be reproduced without approval of TSR, Inc. and the RPGA Network.

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 6-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

Judge's Introduction

After a brief cessation of hostilities, the gangs of the City of Ravens Bluff have once again erupted into open warfare. Entire watch parties have been killed in recent fighting, and lacking manpower and resources to combat the threat, the city is sorely pressed to do anything about it. The man assigned to halt the warfare, Watch Captain Aven Elonis, is at his wit's end, and has reluctantly decided to enlist the city's population of adventurers to help him.

Summary of Events

Prior to the beginning of the module, the PCs have been contacted by Captain Aven Elonis, who wishes them to

come to his office to discuss a matter of great import. When they arrive (Encounter One), Elonis asks them to help him with the city's gang problem, and enlists them into a special task force to investigate why certain gangs seem to be cooperating.

He suggests that the PCs visit the Green Knives, a gang based out of Crow's End, who have not joined up with the others, and who aren't involved in any serious criminal activity.

At the Green Knives HQ (Encounter Two), the party must find some means of getting a meeting with Bren Haverill, the leader of the gang (Encounter Three). There, they may help Haverill plan a defense of the Green Knives compound, or relations may go sour, complicating things for both Aven and the PCs.

While preparing for the attack of the Black Talons, one of the Living City's more notorious gangs, the PCs stumble upon one of the crimes of the Green Knives, and must either deal with it or ignore it completely (Encounter Four).

Regardless of what happens during the battle (Encounter Five), either the PCs or the Green Knives capture a member of the Black Talon gang, who tells them that many of the gangs are uniting under an unidentified shadow leader, who seems to know a good deal about the leaders of the gangs (Encounter Six). He will tell them flat out that he believes this shadow leader to be Anton Paere, the former Lord Thief-Taker of Ravens Bluff.

At this point, the leader of the Green Knives will explain a bit about Anton Paere, and will also tell the group that he knows a member of the Lord's gang, Samantha Sharks-Blood, is in the city. The PCs may investigate Samantha's boat (Encounter Seven), and will find that she is in fact a smuggler working for the Knives.

The information she has is this: Two months ago, a missive appeared in a secret location known only to Paere and his personal associates, asking them to join him in a new endeavor in the City of Ravens. Samantha chose not to go, but instead hid out near the meeting place, and saw her former associate, the lawyer Rismon Halakew, brutally murdered. Since then, she's been lying low. In this encounter, the PCs get a chance to learn more about Paere, his death, and his former associates.

Going back to Elonis with this information (Encounter Eight) is enough to get him to write out an order to exhume the body of Anton Paere. In order to exact this

order, the PCs will need to deal with a strange cleric of Jergal, the scribe of the city's Temple of Kelemvor, located in the graveyard (Encounter Nine).

At the exhumation, the party discovers not Anton Paere, but a powerful undead creature, who carries a scroll case. The parchment inside is empty, but words appear just as it is opened. The words form a taunting, rhyming poem that mentions something about "poor Samantha Sharks-Blood."

The PCs then must race to either Samantha's boat or the city watch outpost where she is being held, and must protect her against unusually powerful undead, as well as a simulacrum of Verrics of Langfor, the sole remaining member of Paere's gang (Encounter Ten).

This module also includes an opportunity for thief PCs to join the Green Knives. The gang first appeared in "A Last Request," by Cisco Lopez-Fresquet. Since that module, the organization has thrived, in part because it has drawn some of the best rogues in the city who do not wish to participate in the savage barbarism of the gang wars.

Though this module introduces the first opportunity to join the Green Knives, it also includes an opportunity to advance within the gang for those characters who may already be members (since not every Living City player will play modules in the order in which they are released).

Encounter One No Pastries Today. . .

Give *Handout One*: *Invitation to meet with Elonis*, to the players.

Following the directions at the bottom of your summons, you make your way to the Crow's End Watch Outpost, just outside the city walls, on the outskirts of Crow's End. After showing the summons to a junior watchman at the front door, you are escorted to the office of Watch Captain Aven Elonis. After a few minutes, several more adventurers fill the small room, and all of you look to the captain.

Deep circles surround his eyes. It's clear he hasn't slept in days. A half-eaten cinnamon roll rests on the table in front of him, partially covered by a handful of papers.

"Thank you for coming on such short notice," he says, his voice accentuated by a slow drawl. "I either know you, or have heard of you, and think you might

be the right folks to help me with a mission. I'm in charge of monitoring the gang activity in the town, and as you probably know, that hasn't taken much effort, lately. The gangs are openly warring with each other, and make few efforts to hide what they're doing.

"All the same, their fighting is dangerous, and is hurting lots of innocent people. We lost three squads of watchmen in the last month, and people are afraid to come out of their houses. Because of the losses, I'm short on men, and the Merchant's Council's been opposing giving me any more. My only option is to turn to y'all, and hope that you can help me with some of my problems."

Aven is usually a fun-loving individual, but the events of the past few months have sat poorly with him, and he is at present rather serious. He'll ask each individual in the group if they would be willing to help him stop the gang wars. If any of the PCs have infamy points that Aven might be aware of, he will single out that character, telling him or her that service to the city will likely help to redeem them -- he's called them because he thinks they deserve a chance to make things right.

The captain is so pressed for help that he will accept the service of any adventurers, even if the party consists of unsavory characters or outright criminals. He has the following information, which he will gladly share with the PCs.

- There are several gangs in the city. Some of them fancy themselves thieves guilds, and others are just common criminals. Some, however, are quite powerful, employing mages, clerics and worse.
- Fighting has really picked up in the last few months, and it appears that one gang, the Black Talons, is attempting to bring together all of the other gangs. So far, the tactic appears to be working.
- There are several gangs that have resisted the Black Talons, and who have refused to get involved in the fighting. Most of these have been targeted and exterminated by those gangs interested in unification.

If the party agrees to help Aven, he will name them honorary members of a special gang task force. For this honor, they receive a small badge, and a writ explaining their enrollment in Aven's Gang Task Force. This honor does NOT make them members of the city watch, and does not allow them any special abilities to weasel around the law. Very simply, the badge and writ show

city watch members that the PCs have been selected by Aven to help him deal with the gang problem in a time of crisis. Nothing more.

Should the PCs agree to help Captain Elonis, proceed.

“For your first mission as a member of my special task force, I’d like you to meet with a gang called the Green Knives. They’re based here in Crow’s End, and are trying their best not to get involved with this gang warfare. As far as I’ve been able to determine, the gang breaks laws only for profit -- they’re not murderers or rapists or anything like the Black Talons. They are, however, potential allies.

“One of these days, the Green Knives will break a law I can pin on them, and then they’ll have their day at the Compter. Until then, however, we’ve got to treat them with grudging respect.

“A Black Talon member we captured three days ago told us that the Talons were planning to hit the headquarters of the Green Knives some time this tenday, which leaves them about four days. I’d like you to go to their headquarters and warn them. If possible, and if you’re up to it, you might even offer to help them plan and execute a defense. The watch and the Green Knives are strange bedfellows indeed, but right now, we need all the allies we can get.”

Aven will encourage whatever methods necessary for the PCs to get themselves acquainted with the gang. He isn’t too thrilled with groups planning on infiltrating the gang by pretending to be villains themselves, but will agree with any reasonable plan. Finally, he will remind the group that their status as members of his task force in no way allows them to break any laws. Lastly, he will suggest that the PCs be careful.

Special Note: Some PCs may actually be members of the Green Knives. If this is the case, Aven does not know about it, and they should know better than to tell him.

Encounter 2 Emerald Blades

The flow of this encounter will vary extremely by the methods used by the PCs to approach the Green Knives. Most groups will probably just waltz up to the door, though some may apply for membership, or might even attempt to sneak into the headquarters on their own. Some PCs may even be members of the gang

themselves, which will make things considerably easier. Regardless, the following points should come into play.

The Green Knives are wary of strangers, and are very knowledgeable of the adventuring population of the city (+3 to all fame checks). Any infamy points in Lower Class (or having to do with the lower class) will be known by any members of the Green Knives. The gang is relatively moral, and will not be impressed by most infamy (unless it comes from killing the “fake Mohammed” in *Rogue of the World* -- the Green Knives hate that guy as much as everyone else, and will actually congratulate anyone who did this).

Despite the fact that they aren’t really horrible people, members of the Green Knives are inherently distrustful of the City Watch. Therefore, approaching their headquarters with badges and writs held high is perhaps not the best tactic. The group of any PC revealing a *green knife* to the doorman will be allowed immediate entry to the compound.

Regardless, the PCs will have to explain themselves, either to the rogue standing guard at the door, or to one of the other members of the group. If possible, they will be ushered into the private study of Bren Haverill, leader of the Green Knives.

If combat breaks out, use the Green Knives statistics included in the back of the module. If it makes sense to do so, run the next encounter, or adapt it to fit the manner of entry.

Encounter 3 Body and Blood

You are ushered through dark hallways and up a narrow staircase to the office of Bren Haverill, leader of the Green Knives. The short, foreign man escorting you opens a small door, and you are greeted with a view of Haverill himself, as he sits at a table with three associates. He is a tall man, though young, perhaps in his late twenties. He wears his black hair tied back, a long braid hanging down the front of his chest.

Next to Haverill, you note a slender, small woman with short red hair. She is attractive, in a masculine way, and wears well-oiled leather armor. Opposite the pair, a one-handed man in a red cape and an elven woman, face marred by an eyepatch, sit quietly. All are half-way through a meal, and look up at you expectantly.

Haverill will offer the party a seat at his table (several empty chairs line the walls) and will insist that they join his group in their meal of bread and wine. The wine, he says, is from a distillery in the nearby Highbank Forest, the bread from local fields. If the PCs decline his offer, he will be very upset, chiding them that they should trust him.

Bren Haverill, hm T13: Int Very; AL CN; AC -1 (*leather* +3, *Dex.*, *ring of protection* +2). MV 12; hp 43; THAC0 9; #AT 1; Dmg 1d4+6/1d4+6 (green dagger, Str.); SA nil; SD nil; MR nil; SZ M (5'11"); ML 18.

Bren's Green knife enchantments

Mask's Pride: (Seven charges) Haverill may burn a charge to take an extra action, force an opponent to reroll any die, or reroll one of his own dice. He may use as many charges as he wishes (theoretically taking up to eight actions in a single round).

Touch of Talona: Upon a successful hit with Haverill's dagger, the victim must save v. poison at -10 or die instantly.

Evertrue Striking: The dagger has been enchanted to +4, and does 1d4+6 points of damage to targets of any size.

All the same, Haverill doesn't trust the PCs. To ensure that no funny business goes on, he has engaged in one of his favorite activities -- poisoning would-be adversaries. He is devious, however, so the method of his poisoning is difficult to detect.

Neither the bread nor the wine are poisonous, in and of themselves. When mixed, however, they make a deadly poison, with an onset time of three hours. The poison is incredibly powerful (save vs. poison or die, those who save take 1d6 points of damage per level). Because of this, neither bread nor wine will detect as poison, and if asked, Haverill will say exactly this (which will foil *detect lie* -- he's dealt with Tyrrans before).

Haverill and his associates dine on the bread and wine. They are used to their leader's relatively common exercise, and know they have little to fear.

If a PC is a member of the Green Knives, Haverill will know it, but won't treat that PC any differently.

Haverill is not evil, however, and, after he has detected the PCs' cause, he will offer them a chocolate mint (actually a powerful antidote). He will never reveal that he has poisoned them, but will insist that anyone who ate and drank eat the mint, implying that it will be bad for their health if they do not do so.

After Haverill has decided he can trust the PCs, he will offer them each a mint, to seal the deal. If they are rude, and he decides he cannot trust them, he will order them out of the building, hoping the poison will hit them much later. Haverill and his Green Knife companions, of course, take a mint.

Should they offer to help him, even reluctantly, he will be glad to show them a (rough) map of his compound (**Player Map 1**), and listen to any suggestions they might have for defending the building.

Once the PCs have either accepted or declined his offer of food and drink, Haverill will introduce his companions. (Histories and character traits of these individuals are included in the Green Knives appendix.)

Farin Blackcat (red-haired burglar). "My long-time friend and right hand."

Farin Blackcat, hf T11: Int Very; AL N; AC 0 (*leather*, *Dex.*, *ring of protection* +2). MV 12; hp 36; THAC0 11; #AT 2; Dmg 1d6+5/1d4+5 (*shortsword* +3/*green dagger*, Str.); SA nil; SD nil; MR nil; SZ M (5'6"); ML 18.

Farin's Green Knife Enchantments

Saving Call: Whenever on her person, Farin's Green Knife acts as a *contingency* spell, instantly teleporting the thief to a location of safety the instant she reaches ten or fewer hit points.

Invisibility: Once per day, Farin can invoke a special power to become invisible, as if she had carefully applied *dust of disappearance* on herself. She frequently uses this to set up a backstab.

Consuming Fury: Because Blackcat is not evil, she has been extremely reticent to use this power, and will not do so unless sorely pressed. Once per month, on a successful backstab attack, Farin may drain her own life force to add to the force of the blow. For every one hit point of her own essence she devotes to the blow, five hit points of damage are dealt. Farin's lost hit points return at a rate of two per week.

Evertrue striking: Farin's blade has been enchanted to +3 quality, and deals 1d4+5 points of damage to targets of all sizes.

Durg Mamreeg (handsome, one-handed rake). "One of my brightest advisors."

Durg Mamreeg, hm W13: Int Very; AL NE; AC -6 (bracers of protection AC4, *Dex.*, *ring* +3, *cape* +3). MV 12; hp 44 (10 *stoneskins*); THAC0 16; #AT 1; Dmg 1d4+5 (x5); SA nil; SD nil; MR 35% (ring of magic resistance); SZ M (5'8"); ML 18.

Durg's spells: (1st) *magic missile* (x5). (2nd) *blur*, *misdirection* (precast). (3rd) *hold person* (x3), *flame*

arrow, slow. (4th) *enervation, Evard's black tentacles, fumble, improved invisibility, polymorph other.* (5th) *Bigby's interposing hand, cone of cold, hold monster, magic jar.* (6th) *Bigby's forceful hand, stone to flesh (rev.).*

Durg's Green Knife Enchantments: Since Durg Mamreeg is the individual who enchants most of the knives, his weapon is particularly powerful. It acts in all ways like a *dagger* +5.

Dancing Strike: By simply uttering a command word ("slice") and releasing his knife into the air, Mamreeg can cause it to strike as a hasted 15th level fighter dagger specialist (THAC0 0, 6/4 attacks per round). He need not concentrate on the blade in order for it to attack. If needed, he may order the blade to parry, granting him an AC of -10, even when casting spells.

Boon of Beshaba: This power may be used only once. By invoking it, Durg may force a single failed saving throw. This does not cost him an action, and he usually does it to cast magic jar on a particularly powerful fighter.

Elessica (elven maiden). "The powerful arm of the Green Knives."

Elessica, hf F12/T10; Int Very; AL N; AC -6 (bracers of protection AC4, Dex., ring +3, cloak +3). MV 12; hp 76 (10 *stoneskins*); THAC0 9; #AT 2; Dmg 1d10+5; SA nil; SD nil; MR nil; SZ M (5'5"); ML 18.

Elessica's Green Knife Enchantments

Striking Fury: At a thought, Elessica can command her sword to become a *longsword of striking*.

Quickling's Blessing: Without expending an action, Elessica can order her dagger to expend a special haste spell that does not include a harmful aging effect.

****Durg Mamreeg has specially enchanted all items owned by Green Knives masters so that they can be used ONLY by their current owners. If removed from their possession, the items lose all magical potency.****

Haverill will offer little information to the PCs, other than elaborating on some of the traps and locations within the house. Use the NPCs (especially Mamreeg) to point out flaws in the party's defense strategy, but do so sparingly in the high tiers. If the PCs have been rude, both Mamreeg and Elessica will return the favor.

Farin Blackcat, however, seems very gregarious, and very interested in the PCs, particularly those she cannot pin as obvious clerics or wizards. She asks insightful, probing questions, always with the air of playful

curiosity. While speaking with the PCs, Blackcat raises her eyebrows, surreptitiously scratches her chin, forehead and nose, and tugs on her ear. Though her actions may go unnoticed by the majority of party members, a thief will immediately identify them for what they are: Thieves' Cant.

In the silent language of rogues, Farin is attempting to gauge the party's thieves for information on why they have come here, and if they are to be trusted. Once someone catches on and responds in kind, Farin flashes a smile.

Her questions are simple: Why are you here, and is your group a threat to the Green Knives? In this way, Farin will learn which members of the group might be "problems," and will be sure to assign a personal escort to such individuals at all times they are within the Green Knives stronghold.

It may help to play this out by passing index cards with questions written on them to the PC(s) in question.

Any PCs who assist Farin Blackcat in this way will get an opportunity to join the Green Knives, as an initiate member. At some point during the preparation of the building's defenses, she will approach any PCs who gave her information and tell them about what the Green Knives represent (summarize information presented in Appendix One). If said PCs are already a member of the gang, she will later discuss their aid with Bren Haverill, who will upgrade their membership.

The Black Talons will attack on different days, based upon the party's tier. The gang's attack plans (by tier) are outlined in Encounter 5. Once the PCs have begun charting their defense, resist the urge to change these plans -- if they have anticipated the Talons' strategy, they should be rewarded, not punished.

Encounter 4 What's All This, Then?

The encounter should occur at some point during the party's preparation of the Green Knives stronghold. It'll be a lot more fun if it happens to the most lawful member of the party (and not, for instance, a member of the gang), but feel free to use your discretion.

While walking through the halls of the stronghold, you pass an open door, and are greeted by a strange site. Within the room, a small gnome stands on a stool, positioned in front of two easels. One of the easels holds a beautiful painting of a black-bearded

nobleman. The second looks like an exact replica, but is only half finished. As you look on, the gnome places a careful brushstroke on the unfinished painting, and releases a sigh of satisfaction.

This fellow is Brumbledum Wheedlewump, the Green Knives' resident art forger. He is obsessed with his work, and will not turn to look at anyone who enters his room, assuming them to be just another member of the Green Knives.

Wheedle will gladly tell anyone who asks that the piece is a "genuine Poladon," a portrait of Lord Blacktree, stolen from that worthy's home not one week ago. After some chit-chat, however, he will ask the PCs to leave him alone -- the Lord returns from the Underdark for a brief visit in three days, and Haverill wants the fake portrait back in Blacktree's study well beforehand.

The encounter presents the group with a dilemma -- here's a crime they can certainly pin on the gang, but doing so immediately might also hurt the chances of aligning Elonis and the Green Knives against the greater threat of unified gangs and guilds. What ultimately happens here is up to the conscience of the individual PC or PCs involved.

If the PCs do decide to arrest Brumbledum, they will have to manage some way to smuggle him out of the compound without gaining the notice of the Green Knives. If, foolishly, they decide that this is enough to bring down the entire gang, they are welcome to present their case to the watch, who will take the information down dutifully and then dutifully ignore it. There's so much crime on the streets that art theft is very low on the list of law enforcement priorities, particularly on the eve of a gang war.

Any threats to the Green Knives will be dealt with accordingly by the gang's masters.

Encounter 5 Running the Battle

Other than the leaders of the Green Knives, there are 25 members of the gang present. All of these are initiates and novitiates (i.e. cannon fodder) who will likely be unable to repel an attack force themselves.

Bren and the leaders will refuse to leave the house, and will steer any plans the PCs may come up with away from blatant sacrifice of the less experienced thieves. That said, feel free to exterminate as many thugs as needed to build up tension during the combats. The four

leaders will fight, but will only be able to hold off their opponents -- it's up to the PCs to save the Green Knives.

(All Tiers) Green Knives Members (24), T1: Int Very; AL CN; AC 2 (leather, Dex). MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d6/1d8 (short sword); SA nil; SD nil; MR nil; SZ M (6'); ML 15.

For the purposes of this encounter, these NPCs are cannon fodder. Use them to soak up hit-squad attacks if the PC group is having too difficult a time of the fight. Otherwise, the hit-squads focus on the nearest enemies and move on only once they are killed. Since actually playing this out would take hours, feel free to run such combats without dice. Also note that, unless instructed otherwise by the PCs, fully half of the members of the Green Knives will be asleep when the hit-squads come.

..

Tier One

Black Talon Hit-Squad (10), T2: Int Very; AL NE; AC 2 (leather, Dex). MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d6/1d8 (short sword, backstab x2); SA nil; SD nil; MR nil; SZ M (6'); ML 15. MS 50%, HS 45%.

The thieves will scamper up the compound walls two hours past midnight and break in through the skylight using glass-cutters. Thereafter, they will sneak through the building backstabbing guards and slitting throats of any sleeping Green Knives.

Black Talon Hit-Squad (5), F1: Int Very; AL CN; AC 2 (leather, Dex). MV 12; hp 8; THAC0 19; #AT 1; Dmg 1d6/1d8 (short sword); SA nil; SD nil; MR nil; SZ M (6'); ML 15.

Five rounds after the thieves enter the compound, or at the first sign of obvious commotion, the fighters will leap through the glass windows of the south wall, slaying all within the compound.

Tier Two

Black Talon Hit-Squad (10), T3: Int Very; AL NE; AC 2 (leather, Dex). MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d6/1d8 (short sword, backstab x2); SA nil; SD nil; MR nil; SZ M (6'); ML 15. MS 60%, HS 55%.

The thieves will scamper up the compound walls two hours past midnight and break in through the skylight using glass-cutters. Thereafter, they will sneak through the building backstabbing guards and slitting throats of any sleeping Green Knives.

Black Talon Hit-Squad (5), F2: Int Very; AL CN; AC 2 (leather, Dex). MV 12; hp 16; THAC0 18; #AT 1; Dmg 1d8/1d10 (long sword); SA nil; SD nil; MR nil; SZ M (6'); ML 15.

Five rounds after the thieves enter the compound, or at the first sign of obvious commotion, the fighters will leap through the glass windows of the south wall, slaying all within the compound.

Tier Three

Black Talon Hit-Squad (10), T5: Int Very; AL NE; AC 2 (leather, Dex). MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d6/1d8 (short sword, backstab x3); SA nil; SD nil; MR nil; SZ M (6'); ML 15. MS 70%, HS 65%.

The thieves will scamper up the compound walls two hours past midnight and break in through the skylight using glass-cutters. Thereafter, they will sneak through the building backstabbing guards and slitting throats of any sleeping Green Knives.

Black Talon Hit-Squad (5), F4: Int Very; AL CN; AC 2 (leather, Dex). MV 12; hp 32; THAC0 16 (specialized); #AT 1; Dmg 1d8+3/1d10+3 (long sword, Str.); SA nil; SD nil; MR nil; SZ M (6'); ML 15.

Five rounds after the thieves enter the compound, or at the first sign of obvious commotion, the fighters will leap through the glass windows of the south wall, slaying all within the compound.

Black Talon Hit-Squad (2), W(IN)5: Int High; AL CE; AC 4 (*armor* (13 points), Dex). MV 12; hp 23; THAC0 19; #AT 1; Dmg 1d4/1d4 (dagger); SA nil; SD nil; MR nil; SZ M (6'); ML 15.

Spells: (1st) ~~*armor*~~, *burning hands*, *color spray*, *magic missile* (x2). (2nd) ~~*blur*~~, *darkness*, *15' radius*, *stinking cloud*. (3rd) *fireball*, *lightning bolt*.

One wizard positions himself outside the front door, waiting to kill any fleeing gang members with a well-placed lightning bolt or fireball. The other follows one round behind the fighters.

Tier Four

Black Talon Hit-Squad (10), T5: Int Very; AL NE; AC 2 (leather, Dex). MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d6/1d8 (short sword, backstab x3); SA nil; SD nil; MR nil; SZ M (6'); ML 15. MS 70%, HS 65%.

The thieves will scamper up the compound walls two hours past midnight and break in through the skylight using glass-cutters. Thereafter, they will sneak through the building backstabbing guards and slitting throats of any sleeping Green Knives.

Black Talon Hit-Squad (5), F4: Int Very; AL CN; AC 2 (leather, Dex). MV 12; hp 32; THAC0 16 (specialized); #AT 1; Dmg 1d8+3/1d10+3 (long sword, Str.); SA nil; SD nil; MR nil; SZ M (6'); ML 15.

Three rounds after the thieves enter the compound, or at the first sign of obvious commotion, the fighters

will leap through the glass windows of the south wall, slaying all within the compound.

Black Talon Hit-Squad (3), F6: Int Very; AL CN; AC 2 (leather, Dex). MV 12; hp 48; THAC0 14 (Str., specialized); #AT 2; Dmg 1d8+3/1d10+3 (long sword, Str.) / 1d6+2/1d8+2 (short sword, Str.); SA nil; SD nil; MR nil; SZ M (6'); ML 15.

These fighters position themselves, along with one wizard, in the sewers leading to the compound. Four rounds after the thieves break in through the skylight, the wizard casts *knock* on the sewer door, and this group savages the compound from below.

Black Talon Hit-Squad (4), W(IN)7: Int High; AL CE; AC 4 (*armor* (13 points), Dex). MV 12; hp 23; THAC0 18; #AT 1; Dmg 1d4/1d4 (dagger); SA nil; SD nil; MR nil; SZ M (6'); ML 15.

Spells: (1st) ~~*armor*~~, *burning hands*, *color spray*, *magic missile* (x2). (2nd) ~~*blur*~~, *darkness*, *15' radius*, *stinking cloud* (or *knock*). (3rd) *fireball*, *lightning bolt*, *slow*. (4th) *phantasmal killer*, *wall of ice*.

One wizard positions himself outside the front door, waiting to kill any fleeing gang members with a well-placed lightning bolt or fireball. Two others follow one round behind the fighters. The last is with the sewer group.

Tier Five

Black Talon Hit-Squad (10), T5: Int Very; AL NE; AC 2 (leather, Dex). MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d6/1d8 (short sword, backstab x3); SA nil; SD nil; MR nil; SZ M (6'); ML 15. MS 70%, HS 65%.

The thieves will scamper up the compound walls two hours past midnight and break in through the skylight using glass-cutters. Thereafter, they will sneak through the building backstabbing guards and slitting throats of any sleeping Green Knives.

Black Talon Hit-Squad (5), F4: Int Very; AL CN; AC 2 (leather, Dex). MV 12; hp 32; THAC0 16 (specialized); #AT 1; Dmg 1d8+3/1d10+3 (long sword, Str.); SA nil; SD nil; MR nil; SZ M (6'); ML 15.

Three rounds after the thieves enter the compound, or at the first sign of obvious commotion, the fighters will leap through the glass windows of the south wall, slaying all within the compound.

Black Talon Hit-Squad (3), F6: Int Very; AL CN; AC 2 (leather, Dex). MV 12; hp 48; THAC0 14 (Str., specialized); #AT 2; Dmg 1d8+3/1d10+3 (long sword, Str.) / 1d6+2/1d8+2 (short sword, Str.); SA nil; SD nil; MR nil; SZ M (6'); ML 15.

These fighters position themselves, along with one wizard, in the sewers leading to the compound. Four

rounds after the thieves break in through the skylight, the wizard casts *knock* on the sewer door, and this group savages the compound from below.

Black Talon Hit-Squad (4), W(IN)7: Int High; AL CE; AC 4 (*armor* (13 points), Dex). MV 12; hp 23; THAC0 18; #AT 1; Dmg 1d4/1d4 (dagger); SA nil; SD nil; MR nil; SZ M (6'); ML 15.

Spells: (1st) ~~*armor*~~, *burning hands*, *color spray*, *magic missile* (x2). (2nd) ~~*blur*~~, *darkness*, *15' radius*, *stinking cloud* (or *knock*). (3rd) *fireball*, *lightning bolt*, *slow*. (4th) *phantasmal killer*, *wall of ice*.

One wizard positions himself outside the front door, waiting to kill any fleeing gang members with a well-placed lightning bolt or fireball. Two others follow one round behind the fighters. The last is with the sewer group.

Invisible Stalkers (3); Int High; AL N; AC 3 (1); MV 12 Fl 12 (A); HD 8; hp 60; THAC0 13; #AT 1; Dmg 4d4; SA surprise; SD invisibility; MR Nil SZ L (8' tall); ML 14.

These creatures have been summoned and tasked by the shadow leader to destroy all living creatures within the compound not affiliated with the Black Talons. The invisible stalkers slip in through the chimney or, if that way is blocked, they wait for another opportunity to enter.

Thereafter, they concentrate on killing anything they come into contact with, making no distinction between gang member or PC (selecting whatever is nearest to them). Due to their invisibility, these creatures impose a -6 on their surprise attempts. Although they are fully invisible on the Prime, faint outlines can be seen on the Border Ethereal. Those who cannot see invisible stalkers suffer a -2 to attack rolls against them.

It is strongly suggested that the judge map out the compound, to scale, and use miniatures to describe this battle. If the plans of the PCs block the various hit-squads, feel free to come up with new methods -- but NOT until the plans have actually failed. This is a major opportunity for the PCs to press their advantage, and robbing them of that could spell the doom for the entire group.

The intention is not to wipe out the party. If this appears to be happening, allow the inner circle of the Green Knives to shine, or have the enemies withdraw after more than half of the party has been felled.

Encounter 6 Gang War Aftermath

Regardless of what happens, the Green Knives will eventually repel the Black Talon invaders. During the course of this, they manage to capture Urdin Wainright, a member of the Black Talon gang who seems more talkative than any other captive. If the PCs are still around, they may interrogate Wainright themselves. If not, Elonis will receive a message that the Knives have a prisoner who is talking, but that any and all interrogation will have to take place at the headquarters. Aven will send the PCs.

Haverill leads you into a dark room where a single man sits, his arms and legs tied with rope to a heavy chair. His face is bruised, and he looks at the floor. Haverill shakes his head. "Talk, dog," he says. "Tell these people what you told me."

Despite appearances, the man has not been beaten, but received his injuries during the fight. He speaks fearfully, however, almost certain that Haverill and his minions are within inches of slitting his throat. He's come to expect such treatment in the Black Talons.

Wainright reveals the following information.

- The squad that hit the Green Knives tonight weren't all Black Talons. Some of them came from the Scarecrow gang or the Port Disciples, two recently ravaged gangs that had reason to hate the Green Knives.
- The gangs are working together because a shadow leader has surfaced. He's never seen this leader, but knows that the gang lords fear him, because he seems to know a lot of incriminating things about them.
- So far, at least eight gangs are united, and they've been given orders to destroy all of the gangs who refuse.
- Urd was talking to some friends, and all of them have a theory. In fact, he thinks the fear of this theory might be one of the reasons the gang bosses are all so afraid.
- The theory is this: The "shadow leader" is Anton Paere, the former Lord Thief Taker or Ravens Bluff.

After revealing this information, Urd Wainright demands to be set free. Obviously, he no longer has any

leverage on the party, and they may do whatever they wish with him.

At this point, Haverill will ask the party to accompany him to another room, where he will share with them the following information about Anton Paere.

- Anton Paere was a former power player in the city, known as the Lord Thief Taker. In this capacity, he allegedly kept a watch on thieves. In reality, he united and controlled them, creating the most powerful group of rogues the city has ever known.
- Just prior to the outbreak of the war against Myrkyssa Jelan, Paere was murdered. He was found with a knife in the small of his back, the traditional “warning” from the Black Talon gang.
- Paere had several associates. Among them was the dwarf Kedrick, who was killed with Paere, the lawyer Rismon Halakew, who still practices, a female wizard named Verrics of Langfor, who has not been seen for about a year, a halfling named Naravil Hoskin, who is believed dead, and a sea pirate called Samantha-Sharks-Blood.
- Those associates of Anton Paere who were not killed either fled the city (like Samantha), or surrounded themselves with guards and distanced themselves from Paere’s reputation and activities (such as Halakew).

Finally, Haverill will reveal that one of Paere’s former associates, Samantha Sharks-Blood, is actually still in the city. She is a smuggler, who often works with the Green Knives, and captains the caravel *Wingrider*, currently in the harbor. He won’t be specific about the sort of work they do together, but he will offer to write a letter of introduction to her, if the PCs think she should be contacted.

At this point, the PCs have two options. They can either go directly to Samantha, or they may wish to share the information about Anton Paere with Aven Elonis immediately. In the former case, proceed to **Encounter 7**. In the latter, go to **Encounter 8**.

Encounter 7 Just Couldn’t Stay Away. . .

The Wingrider is like many of the dozen ships currently docked in Ravens Bluff, and you smile as you realize that’s probably exactly the point. A lone man stands near the extended gangplank, smoking a

cigar and keeping watch on the docks below. His left arm rests on a large iron bell attached to the deck.

This is Arfuun Digs, the second mate of the *Wingrider*. He will be skeptical of the PCs, and demand to see their letter, if they profess to have one. He will accept no bribes, and will not even admit that Samantha Sharks-Blood is on board. At the sign of any trouble, Digs will ring the bell, summoning the entire crew, including Samantha. The captain herself professes to be Thalma Wends, a merchant from Sembia. Upon seeing Haverill’s letter, she will invite the PCs belowdecks for a discussion.

Of course, many parties will prefer to fight, in which case they will have ample opportunity to murder a dozen zero-level humans. Samantha and Arfuun are the only moderately skilled crewmen aboard at this time, though the rest will do their best to dispatch any interlopers.

Wingrider crew (14), hm F0: Int Avg.; AL N; AC 10. MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA nil; SD nil; MR nil; SZ M (6’); ML 13.

Samantha Sharks-Blood, hf F9: Int Very; AL NE; AC 0 (*chain mail* +2). MV 12; hp 39; THAC0 11 (spc. Trident); #AT 2; Dmg 1d6+4/3d4+3 (trident +1, specialization); SA nil; SD nil; MR nil; SZ M (5’9”); ML 15.

Samantha appears older than her 25 years, despite the youngish cut of her red hair and the freckles that mark her face and arms. Dark circles line her eyes, as if she hasn’t slept much in the last few weeks.

If attacked, she will attempt to defend herself with her *trident* +1. If the situation looks incredibly dire, she will bring her *oil of fiery burning* to bear.

Arfuun Digs, hm F10: Int Very; AL NE; AC 2 (leather, Dex.). MV 12; hp 54; THAC0 11; #AT 3; Dmg 1d8+5/1d10+5 (longsword, specialization, Str.); SA nil; SD nil; MR nil; SZ M (5’7”); ML 18.

Arfuun Digs is a sea-salt well into his fifth decade on the Sea of Fallen Stars. He met Samantha recently, in Calaunt, and sees himself as her protector and sometimes lover. He will react poorly to any attack, attempting to slay as many attackers as soon as possible in order to discourage further fighting. There is little to recommend Digs as a human being, but he is fiercely loyal to Samantha Sharks-Blood.

If Samantha is warned of Paere’s apparent return, she will become sad, though not surprised, and will relate the following story.

“Two months ago, I received a letter upon putting in here in Ravens Bluff. It was a simple missive, and said only one word, “Elerio.” That was one of Paere’s old codes, and meant that he was requesting a meeting behind the statue of the archmage Elerio in Essena Square, at midnight that night.

“I had seen them put Anton into the ground, so I was skeptical of the message. If anyone could dodge death, I figure it would be Anton, but I just couldn’t believe it. The way I figured it, only the surviving members of Anton’s inner circle would know the code, and we hadn’t spoken in years. I wasn’t about to fall into a trap.

“So, I disguised myself as a beggar, and hid out in an alley looking out into Essena Square. The statue of Elerio isn’t there, anymore, but the spot is still shadowy and secluded. I waited seven hours until, at midnight, I saw a form sneak its way to the spot.

“I could tell immediately that it was Rismon. Of all Anton’s associates, he’d be the only one stupid, or self-absorbed enough, to assume that this wasn’t some sort of trap. Sure enough, after he waited almost half an hour, the shadows in the area seemed to take form, and I watched in horror as Rismon Halakew was beaten to death. I wanted to do something. . . to try to help him, but I knew that if I showed myself to those shadows, I’d be killed, too.”

“I immediately left for Scardale -- I have some friends there. Last week, though, I got a message from an. . . associate, telling me about an opportunity to unload some goods for unheard of prices. Once I finish the sale, I’m out of here for good.”

Her contact was arranged through an associate she will not name. In fact, if the party shifts their questioning in this direction, she will suggest that they leave.

The *Wingrider* is, of course, loaded to the gills with stolen merchandise and illegal contraband. If the PCs wish to arrest Samantha and her crew, they have ample evidence in the form of illegal drugs and forged manifests. If arrested, she and her crew are taken to the Harbor District Watch Outpost, which has a holding facility for them until the morning, when they will be arraigned and tried.

PCs who take Samantha's personal items (*chain mail* +2, *trident* +1 and *oil of fiery burning*) without reporting their theft to the watch will be asked to return the items or be thrown in jail. The items are stolen merchandise, and must be returned to the city watch.

Encounter 8 Back to Aven

Should the PCs return to Aven after encounters 6 or 7, he will be extremely disappointed to hear that Paere may be back in business. Still, such information will make sense to him, and he will be somewhat relieved to now have a face and name for his mysterious adversary.

If they have yet to encounter Samantha sharks-Blood, Aven will suggest they do so, noting that she is wanted for several crimes connected to Paere’s old operation.

More importantly, however, he feels the need to address Anton Paere.

“I was involved in the investigation into Paere’s death,” Aven says, clearly frustrated. “The man had been stabbed in the small of the back, but we determined that he’d in fact been killed by magic. The priests on the case with me said he doubted Paere could ever be raised from the dead -- and he certainly wasn’t fooling us about being dead in the first place -- I felt his cold skin with my own hands.”

Aven furrows his brow. *“Still, we need to be sure.”* You wait next to his desk as Aven scribbles on an officially-cut piece of parchment. *“Take this to the temple of Kelemvor, in the graveyard. It’s an order to exhume the corpse of Anton Paere. Anton’s body, the body I saw buried with my own eyes, had a metal plate covering part of the skull. Dig him up. See if it’s there. Let’s get to the bottom of this mess.”*

Aven cannot personally accompany the PCs, as he is buried in work.

Encounter 9 Digging up Anton

You proceed to the Temple of Kelemvor, showing Aven’s writ to the dark-skinned priestess who greets you at the front door. After looking over the parchment, she directs you to a small shrine at the side of the temple, saying that you will need to deal with the Jergali priest within to execute the order.

The bald man within the small, cramped shrine is tall and exceedingly gaunt, his sallow skin pulled tightly across his bones. All around the small office you see books stacked upon scrolls stacked upon rolled-up maps, all in meticulous order. The man himself seems completely engrossed in his reading, a volume called

“Dissecting the Mountain Dwarf,” when you enter. He takes a moment to finish a sentence, and looks up at you, his gray eyes regarding you intently. With a slow, deep voice, he speaks.

“I am Ghorus Thoth. I am a Scrivener. . . of Doom. For what reason have you intruded upon my studies?”

Ghorus is a spooky man, a cleric of Jergal and the scribe of the Temple of Kelemvor. He is also in charge of the records detailing who is buried in each plot of the cemetery. An intensely serious scholar, he has little time for the intrusions of the PCs. He will ask for the writ, read it, and immediately pull a well-used tome from his desk, cross-referencing Paere’s name with the listing of burial plots.

After searching his book for nearly five minutes, Ghorus stops, his eyebrows raised. “I see,” he says deliberately. “Anton Paere is buried in plot AA-23, in the east wing of our cemetery. I shall fetch a man to help you dig him up.”

The man pauses purposefully, his head cocked slightly to one side. “Traditionally, non-believers are expected to pay a service fee to the Church of Kelemvor for exhumation. . . .”

The PCs may donate whatever they wish. If they give more than 100 gp, Ghorus will be pleased, though expressing this emotion will likely mean only that he raises an eyebrow at the donating character.

Ghorus assigns a strong dwarf to the plot, and explains to him precise directions on how to locate Paere’s grave. The dwarf grabs a large shovel, and leads you to a location nearly 20 minutes from the temple proper. The gravesite is unmarked, and the dwarf looks up at you expectantly, waiting for the order to begin.

When the signal is given, continue.

A little less than an hour later, the dwarf reaches the wooden top of Paere’s coffin. He ties a rope around a handle, and climbs out of the pit. Again, he awaits your signal.

Agents of the shadow leader have placed a little surprise in the coffin, and it isn’t Anton Paere. Roll surprise checks for the group, as an undead creature emerges from the coffin. . . .

Tiers 1 & 2

Ju-Ju Zombie: Int Low (6); AL LE; AC 6; MV 9; HD 3+12; hp 26; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD Hit only by +1 or better magical weapon; MR Nil SZ M (6’ tall); ML 15.

Ju-ju zombies use normal initiative rules. They are immune to electricity and magic missiles. Note that many low-tier parties will be unable to harm the ju-ju zombie, and will need to flee, seeking help from the temple of Kelemvor.

Tier 3

Wraith: Int Very (11); AL LE; AC 4; MV 12, Fl 24 (B); HD 5 +3; hp 26; THAC0 15; #AT 1; Dmg 1d6; SA Energy drain; SD Hit only by silver or +1 or better magical weapon; MR Nil SZ M (6’ tall); ML 15.

The chilling touch of a wraith does 1-6 points of damage, as well as draining the victim of one experience level. Silver weapons only do half damage. Magic weapons do full damage, causing black vapor to boil away from the body of the wraith. They are immune to sleep, charm, hold and death based spells. Animals will detect their presence within 30 feet and refuse to move forward, panicking if necessary.

Tier 4 and 5

Mummy: Int Low (6); AL LE; AC 3; MV 6; HD 6 +3; hp 29; THAC0 13; #AT 1; Dmg 1d12; SA Fear, disease; SD only hit by magic weapons, which do half damage, immune to sleep, charm, hold and cold-based spells; MR Nil SZ M (6’ tall); ML 15.

The touch of a mummy infects the victim with mummy rot, which will permanently drain two points of Charisma per month, until the victim dies in 1-6 months. The disease can be cured only by a *cure disease* spell.

The mere sight of a mummy causes such terror in any creature that a saving throw vs. spell must be made or the victim becomes paralyzed with fright for 1 to 4 rounds. Numbers will bolster courage; for each six creatures present, the saving throw is improved by +1.

Mummies are vulnerable to fire. Damage from magical fire is applied at +1 point per die.

None of the above creatures may be turned!

After the battle, the PCs can determine that their bodies have been covered with some sort of oil. In fact, it is this oil that helps the undead resist turning – a diabolical discovery of the Shadow Leader of the Black Talons.

The coffin holds a sealed scroll tube. When the PCs open it, they will discover a blank parchment. Miraculously, however, words begin to appear on the

page, just as they are written. Read these letters to the players one at a time, and allow them to spell out the following clue:

*“No needed plate upon my brow,
I must kill those who will not bow.
To let them live, I can’t allow,
Take Sam! She’s dying, even now!”*

The message refers, of course, to Samantha Sharks-Blood, who, by the time the PCs reach the graveyard, has been targeted by the shadow leader for extermination.

What happens next is entirely up to the PCs, and will depend largely upon what they have done with Samantha Sharks-Blood. Should the PCs attempt to rush to her aid, proceed to either Encounter 10A (if she is still aboard the *Wingrider*) or Encounter 10B (if she has been imprisoned in Watch Outpost #18).

Encounter 10A Samantha’s Last Stand

You rush back to the port, hoping you’ll make it to the Wingrider in time. The ship still sits in the harbor, but two men in black leather armor stand on the dock, near the gangplank. They scan the docks for intruders, drawn and weapon-blacked shortwords at the ready.

The PCs have six rounds to get aboard the *Wingrider* and save Samantha Sharks-Blood. If they do not reach her in time, she is killed by the agents of the mysterious shadow leader.

Before going up the gangplank to the ship proper, the PCs must get past two “guards” positioned on the docks.

Tier One

Zombie “Guards” (2): Int Non- (0); AL N; AC 8; MV 6; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD Spell immunities (mind affecting, *death spell*, *sleep*, *poison*); MR Nil SZ M (6’ tall); ML 15.

Tiers Two-Five

Ju-Ju Zombie “Guards” (2): Int Low (6); AL LE; AC 6; MV 9; HD 3+12; hp 26; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD Hit only by +1 or better magical weapon, immune to mind-affecting spells; MR Nil SZ M (6’ tall); ML 15.

Remember the timeframe for Samantha’s survival. Once on board, the PCs can easily hear screams from belowdeck. The bodies of human crewmembers litter the deck, some slain by spell, some apparently torn apart.

In the ship. . .

To get to the lower deck, the PCs must open the door and walk down the stairs. At the foot of the stairs, a simulacrum of Verrics of Langfor, one of Paere’s former companions, awaits them with spells. Samantha and Digs (if still alive) stand against a wall, fighting off zombies. The bodies of several seamen litter the floor.

Tier One

Zombie “Guards” (8): Int Non- (0); AL N; AC 8; MV 6; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD Spell immunities (mind affecting, *death spell*, *sleep*, *poison*); MR Nil SZ M (6’ tall); ML 15.

The flesh of these zombie has been coated with a special oil, and they may not be turned.

Verrics of Langfor, hef W10 (Simulacrum): Int Very; AL LE; AC -4/-2 (*cloak of protection +2*, *blur*, *armor*, *Dex.*). MV 12; hp 32 (10 *stoneskins*); THAC0 17; #AT 1; Dmg per spell; SA nil; SD nil; MR nil; SZ M (5’10”); ML 18.

Spells: (1st) *burning hands*, *charm person*, *grease*, *spook*. (2nd) *blindness*, *darkness*, 15’ radius, *glitterdust*. (3rd) *protection from good*, 10’ radius. (4th) *fumble*, *shout*. (5th) *passwall*.

The true Verrics of Langfor has not been seen in some time. This, her simulacrum, is a servant of the Shadow Leader. She has cast most of her spell compliment preparing for this battle. After the PCs open the door, she will cast an offensive spell at them from the foot of the stairs. Thereafter, she casts *passwall* on the deck, and floods the cabin. Unless rescued, everyone belowdeck will be completely submerged in six rounds.

Tier Two

Ju-Ju Zombie “Guards” (8): Int Low (6); AL LE; AC 6; MV 9; HD 3+12; hp 26; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD Hit only by +1 or better magical weapon, immune to mind-affecting spells; MR Nil SZ M (6’ tall); ML 15.

The flesh of these zombie has been coated with a special oil, and they may not be turned.

Verrics of Langfor, hef W10 (Simulacrum): Int Very; AL LE; AC -4/-2 (*cloak of protection +2*, *blur*, *armor*, *Dex.*). MV 12; hp 32 (10 *stoneskins*); THAC0 17; #AT 1; Dmg per spell; SA nil; SD nil; MR nil; SZ M (5’10”); ML 18.

Spells: (1st) *burning hands, charm person, grease, spook*. (2nd) *blindness, darkness, 15' radius, glitterdust*. (3rd) *protection from good, 10' radius, web*. (4th) *fumble, shout*. (5th) *passwall*.

Tier Three

Ju-Ju Zombie “Guards” (14): Int Low (6); AL LE; AC 6; MV 9; HD 3+12; hp 26; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD Hit only by +1 or better magical weapon, immune to mind-affecting spells; MR Nil SZ M (6' tall); ML 15.

The flesh of these zombie has been coated with a special oil, and they may not be turned.

Verrics of Langfor, hef W10 (Simulacrum): Int Very; AL LE; AC -4/-2 (*cloak of protection +2, blur, armor, Dex.*). MV 12; hp 32 (10 *stoneskins*); THAC0 17; #AT 1; Dmg per spell; SA nil; SD nil; MR nil; SZ M (5'10"); ML 18.

Spells: (1st) *burning hands, charm person, grease, spook*. (2nd) *blindness, darkness, 15' radius, glitterdust*. (3rd) *slow, protection from good, 10' radius, web*. (4th) *fumble, shout*. (5th) *passwall*.

Tier Four

Ju-Ju Zombie “Guards” (20): Int Low (6); AL LE; AC 6; MV 9; HD 3+12; hp 26; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD Hit only by +1 or better magical weapon, immune to mind-affecting spells; MR Nil SZ M (6' tall); ML 15.

The flesh of these zombie has been coated with a special oil, and they may not be turned.

Verrics of Langfor, hef W10 (Simulacrum): Int Very; AL LE; AC -4/-2 (*cloak of protection +2, blur, armor, Dex.*). MV 12; hp 32 (10 *stoneskins*); THAC0 17; #AT 1; Dmg per spell; SA nil; SD nil; MR nil; SZ M (5'10"); ML 18.

Spells: (1st) *burning hands, charm person, grease, magic missile*. (2nd) *blindness, darkness, 15' radius, glitterdust*. (3rd) *lightning bolt, protection from good, 10' radius, slow, web*. (4th) *fumble, shout*. (5th) *passwall*.

Tier Five

Ju-Ju Zombie “Guards” (26): Int Low (6); AL LE; AC 6; MV 9; HD 3+12; hp 26; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD Hit only by +1 or better magical weapon, immune to mind-affecting spells; MR Nil SZ M (6' tall); ML 15.

The flesh of these zombie has been coated with a special oil, and they may not be turned.

Verrics of Langfor, hef W10 (Simulacrum): Int Very; AL LE; AC -4/-2 (*cloak of protection +2, blur, armor, Dex.*). MV 12; hp 32 (10 *stoneskins*); THAC0 17; #AT

1; Dmg per spell; SA nil; SD nil; MR nil; SZ M (5'10"); ML 18.

Spells: (1st) *burning hands, charm person, grease, magic missile*. (2nd) *blindness, darkness, 15' radius, glitterdust*. (3rd) *lightning bolt, protection from good, 10' radius, slow, web*. (4th) *fumble, shout*. (5th) *passwall*.

Tactics: The ju-ju zombie footpads will concentrate on killing Samantha and crew, while the *simulacrum* of Verrics of Langfor will stand at the bottom of the stairs, ready to take out anyone who comes to thwart her plans.

Aftermath: If captured, Verrics of Langfor will refuse to reveal any information, save to tell the party that they will be killed by the Shadow Leader. “The Shadow Leader hunts in Darkness. The Shadow Leader knows your names.”

Thereafter, she will bite a hollow tooth, unleashing a powerful poison in her body. She immediately melts into snow, the stuff of a simulacrum.

If Samantha survives, she will explain that, while the simulacrum looked like her former associate, it seemed better trained in the magical arts than would normally be possible for a simulacrum of the friend she once knew.

Verrics' *cloak of protection +2* and jar of *oil of proof against turning* may be kept by the PCs.

Encounter 10B Samantha's Last Stand

You rush to Watch Outpost #18, and immediately notice that something is amiss. Two men stand outside the structure, dressed in the garb of the city watch. Both hold drawn short swords, and the weapon of the man on the left is marred by a smudge of fresh blood.

The men are not members of the city watch. In fact, any PC with the observation proficiency may make a roll to notice that the tunic of the man on the left is torn, perhaps from a recent battle, and that neither man seems to fit in his clothes. PCs will have to fight the silent guards (which are obviously zombies upon close inspection) if they wish to gain entry.

Tier One

Zombie “Guards” (2): Int Non- (0); AL N; AC 8; MV 6; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d8; SA Nil;

SD Spell immunities (mind affecting, *death spell*, *sleep*, *poison*); MR Nil SZ M (6' tall); ML 15.

Tiers Two-Five

Ju-Ju Zombie "Guards" (2): Int Low (6); AL LE; AC 6; MV 9; HD 3+12; hp 26; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD Hit only by +1 or better magical weapon, immune to mind-affecting spells; MR Nil SZ M (6' tall); ML 15.

Inside the Watch Outpost

Once the PCs have made it into the watch outpost, they will have six rounds to rescue Samantha Sharksblood and her crew. Those entering the building immediately hear screams coming from the basement.

Inside the structure, the stripped bodies of two guards, as well as several still-armored city watch corpses are evident.

The door leading town to the basement has been triple-locked, and must be picked (the key is downstairs with the attackers). Alternately, the PCs may smash through the door, or open it via magic.

Tier One

Zombies (8): Int Non- (0); AL N; AC 8; MV 6; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD Spell immunities (mind affecting, *death spell*, *sleep*, *poison*); MR Nil SZ M (6' tall); ML 15.

The flesh of these zombie has been coated with a special oil, and they may not be turned.

Verrics of Langfor, hef W10 (Simulacrum): Int Very; AL LE; AC -4/-2 (*cloak of protection +2*, *blur*, *armor*, *Dex.*). MV 12; hp 32 (10 *stoneskins*); THAC0 17; #AT 1; Dmg per spell; SA nil; SD nil; MR nil; SZ M (5'10"); ML 18.

Spells: (1st) *burning hands*, *charm person*, *grease*, *spook*. (2nd) *blindness*, *darkness*, *15' radius*, *glitterdust*. (3rd) *protection from good*, *10' radius*. (4th) *fumble*, *shout*. (5th) *passwall*.

The true Verrics of Langfor has not been seen in some time. This, her simulacrum, is a servant of the Shadow Leader. She has cast most of her spell compliment preparing for this battle. After the PCs open the door, she will cast an offensive spell at them from the foot of the stairs. Thereafter, she tries her best to keep the PCs away from the cells, where her zombies are making short work of their mission.

Tier Two

Ju-Ju Zombies (8): Int Low (6); AL LE; AC 6; MV 9; HD 3+12; hp 26; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD Hit only by +1 or better magical weapon,

immune to mind-affecting spells; MR Nil SZ M (6' tall); ML 15.

The flesh of these zombie has been coated with a special oil, and they may not be turned.

Verrics of Langfor, hef W10 (Simulacrum): Int Very; AL LE; AC -4/-2 (*cloak of protection +2*, *blur*, *armor*, *Dex.*). MV 12; hp 32 (10 *stoneskins*); THAC0 17; #AT 1; Dmg per spell; SA nil; SD nil; MR nil; SZ M (5'10"); ML 18.

Spells: (1st) *burning hands*, *charm person*, *grease*, *spook*. (2nd) *blindness*, *darkness*, *15' radius*, *glitterdust*. (3rd) *protection from good*, *10' radius*, *web*. (4th) *fumble*, *shout*. (5th) *passwall*.

Tier Three

Ju-Ju Zombies (14): Int Low (6); AL LE; AC 6; MV 9; HD 3+12; hp 26; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD Hit only by +1 or better magical weapon, immune to mind-affecting spells; MR Nil SZ M (6' tall); ML 15.

The flesh of these zombie has been coated with a special oil, and they may not be turned.

Verrics of Langfor, hef W10 (Simulacrum): Int Very; AL LE; AC -4/-2 (*cloak of protection +2*, *blur*, *armor*, *Dex.*). MV 12; hp 32 (10 *stoneskins*); THAC0 17; #AT 1; Dmg per spell; SA nil; SD nil; MR nil; SZ M (5'10"); ML 18.

Spells: (1st) *burning hands*, *charm person*, *grease*, *spook*. (2nd) *blindness*, *darkness*, *15' radius*, *glitterdust*. (3rd) *slow*, *protection from good*, *10' radius*, *web*. (4th) *fumble*, *shout*. (5th) *passwall*.

Tier Four

Ju-Ju Zombies (20): Int Low (6); AL LE; AC 6; MV 9; HD 3+12; hp 26; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD Hit only by +1 or better magical weapon, immune to mind-affecting spells; MR Nil SZ M (6' tall); ML 15.

The flesh of these zombie has been coated with a special oil, and they may not be turned.

Verrics of Langfor, hef W10 (Simulacrum): Int Very; AL LE; AC -4/-2 (*cloak of protection +2*, *blur*, *armor*, *Dex.*). MV 12; hp 32 (10 *stoneskins*); THAC0 17; #AT 1; Dmg per spell; SA nil; SD nil; MR nil; SZ M (5'10"); ML 18.

Spells: (1st) *burning hands*, *charm person*, *grease*, *magic missile*. (2nd) *blindness*, *darkness*, *15' radius*, *glitterdust*. (3rd) *lightning bolt*, *protection from good*, *10' radius*, *slow*, *web*. (4th) *fumble*, *shout*. (5th) *passwall*.

Tier Five

Ju-Ju Zombies (26): Int Low (6); AL LE; AC 6; MV 9; HD 3+12; hp 26; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD Hit only by +1 or better magical weapon, immune to mind-affecting spells; MR Nil SZ M (6' tall); ML 15.

The flesh of these zombie has been coated with a special oil, and they may not be turned.

Verrics of Langfor, hef W10 (Simulacrum): Int Very; AL LE; AC -4/-2 (*cloak of protection +2, blur, armor, Dex.*). MV 12; hp 32 (10 *stoneskins*); THAC0 17; #AT 1; Dmg per spell; SA nil; SD nil; MR nil; SZ M (5'10"); ML 18.

Spells: (1st) *burning hands, charm person, grease, magic missile*. (2nd) *blindness, darkness, 15' radius, glitterdust*. (3rd) *lightning bolt, protection from good, 10' radius, slow, web*. (4th) *fumble, shout*. (5th) *passwall*.

Tactics: The ju-ju zombie footpads will concentrate on killing Samantha and crew, while the *simulacrum* of Verrics of Langfor will stand at the bottom of the stairs, ready to take out anyone who comes to thwart her plans.

Aftermath: If captured, Verrics of Langfor will refuse to reveal any information, save to tell the party that they will be killed by the Shadow Leader. "The Shadow Leader hunts in Darkness. The Shadow Leader knows your names."

Thereafter, she will bite a hollow tooth, unleashing a powerful poison in her body. She immediately melts into snow, the stuff of a simulacrum.

If Samantha survives, she will explain that, while the simulacrum looked like her former associate, it seemed better trained in the magical arts than would normally be possible for a simulacrum of the friend she once knew.

Verrics' *cloak of protection +2* and *jar of oil of proof against turning* may be kept by the PCs.

Encounter 11 Summation

After the PCs thwart the Verrics of Langfor simulacrum, they will likely take their clues to Aven Elonis. He will examine them, asking the group to explain the entire series of events, from the graveyard to the final confrontation. If Samantha survived, he will

be disappointed with the group if she is not brought to justice. After he has all the clues, read the following.

Aven furrows his brow and shakes his head slowly. "Everything I've seen today leads me to believe the Lord Thief Taker is back in action. I don't know where he is, but I'll be watching the gangs like a hawk. Sooner or later, I will catch him, and I hope that you, my special task force, will be there to bring him to justice."

Aven will thank the group, and tell them that he will contact them soon to delve deeper into the mystery of the warring gangs of Ravens Bluff.

PC thieves who impressed Farin Blackcat may have chosen to become a member of the Green Knives. In this case, they are to receive the *green knife*, a symbol of their membership, and a copy of Appendix One: The Green Knives, so they know what they're getting themselves into. Obviously, membership is not offered to thieves in parties that "turned in" the gang.

Existing members of the Green Knives who both feed information about the party to Farin AND who aid in the defense of the stronghold receive a promotion (one rank) within the ranks of the Green Knives. Members who have already attained the rank of Least Master receive no promotion, as they are expected to give their lives for the gang.

The End

Experience Point Summary

Experience is calculated as follows for Living City events.

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

Levels 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 a Tier 4 group.

Encounter Two

Gaining access to compound without bloodshed: 50 xp

Encounter Three

Getting a mint from Bren, or refusing to eat and drink: 50 xp
 Planning a defense: 100 xp

Encounter Four

Using forged painting against Green Knives, or reporting it: 100 xp

Encounter Five

Successfully defending compound: 100 xp

Encounter Seven

Getting story from Sam: 50 xp
 Arresting Sam: 50 xp

Encounter Nine

Defeating undead creature: 100 xp

Encounter Ten

Saving Samantha: 200 xp
 Defeating enemies: 100 xp

Experience for objectives: 900 xp
 Roleplaying experience: 0-500 xp

Total possible experience: 1,400 xp
 For Tier 2: 2,800 xp
 For Tier 3: 4,200 xp
 For Tier 4: 5,600 xp
 For Tier 5: 7,000 xp

As the owner progresses in rank, the green knife will be enchanted. If any of these enchantment certificates come from the same module, the entire dagger is removed from play.

Binding of the Novitiate: This enchantment has been placed upon the *Green Knife* of a member promoted from Initiate to Novitiate of the Green Knives. It grants the blade a +1 enchantment. This enchantment may only be gained in a module, and cannot be traded or given away.

Binding of the 1st: This enchantment has been placed upon the *Green Knife* of a member promoted from Novitiate to Full Member of the Green Knives. It grants the blade a +2 enchantment (non-cumulative), and allows the PC to backstab as if three levels higher. This enchantment may only be gained in a module, and cannot be traded or given away.

Binding of the 2nd: This enchantment has been placed upon the *Green Knife* of a member promoted from Full Member to Least Master of the Green Knives. It grants the blade a +3 enchantment (non-cumulative), and the ability to *shapsehift* into a short sword for five rounds, twice per adventure. This enchantment may only be gained in a module, and cannot be traded or given away.

Oil of Proof Against Turning: When the contents of this flask are applied over the entire body of a creature, that creature cannot be turned by a cleric for a period of one full day. The oil is sweet-smelling, and functions both for undead and for paladins, who may be turned by powerful evil priests. The flask contains three applications.

Cloak of protection +2

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.

Green Knife: This green bladed dagger is a symbol of the PC's membership in the Green Knives, a street gang operating in Crow's End. No matter what spells, permanent or otherwise, are cast upon it, it does not radiate as magical under any form of divination. Without any enchantments, the blade marks a member as an Initiate in the gang. The green knife may be owned and used only by a thief or multi- or dual classed thief (not bard), and may not be traded or given away.

Players' Handout One: Invitation

Dear adventurer,

Please meet me in my office at the Crow's End Watch Outpost, just inside Crow's End. I have a problem, and would very much like your help with it.

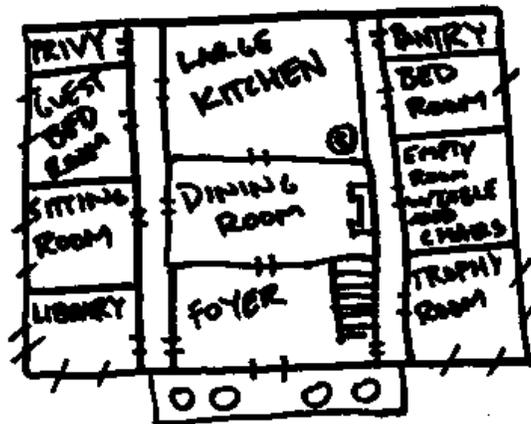
Signed,
Aven Elonis
Watch Captain
etc. & etc. & etc.

Map One: Green Knives Stronghold

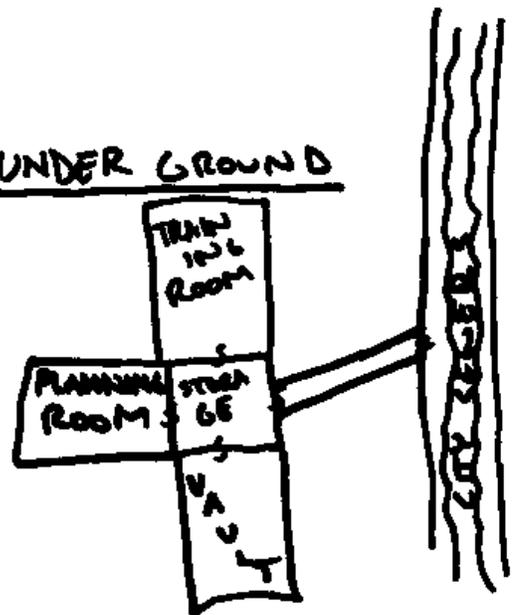
UPPER LEVEL



LOWER LEVEL

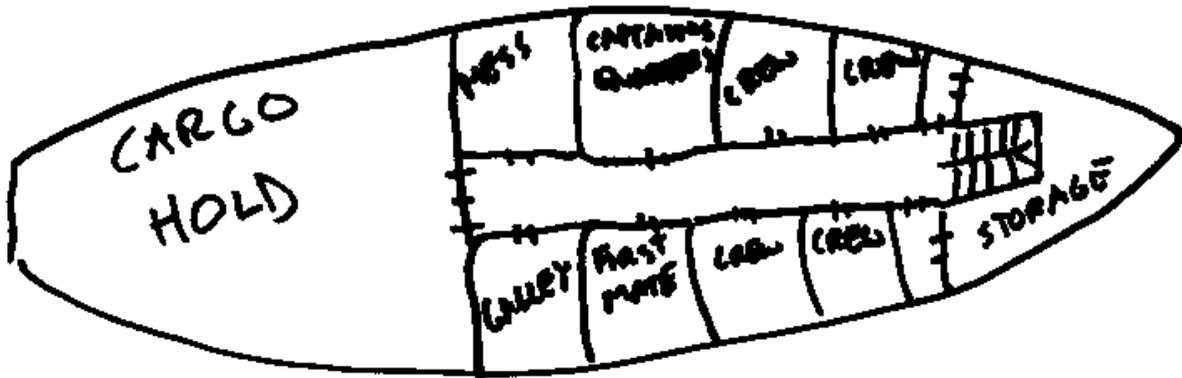
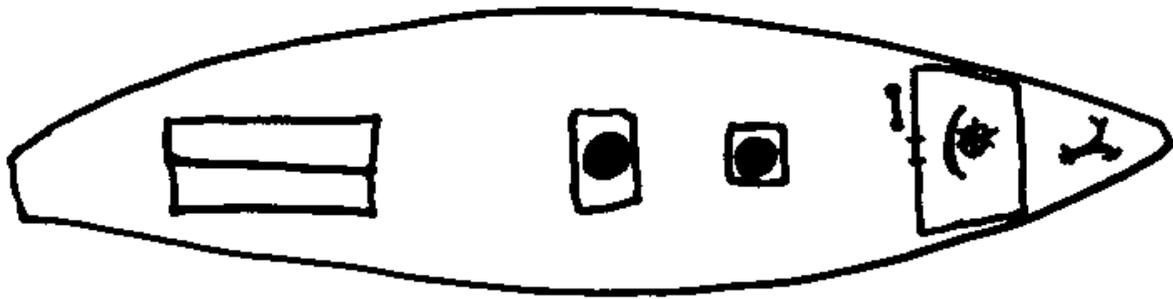


UNDER GROUND



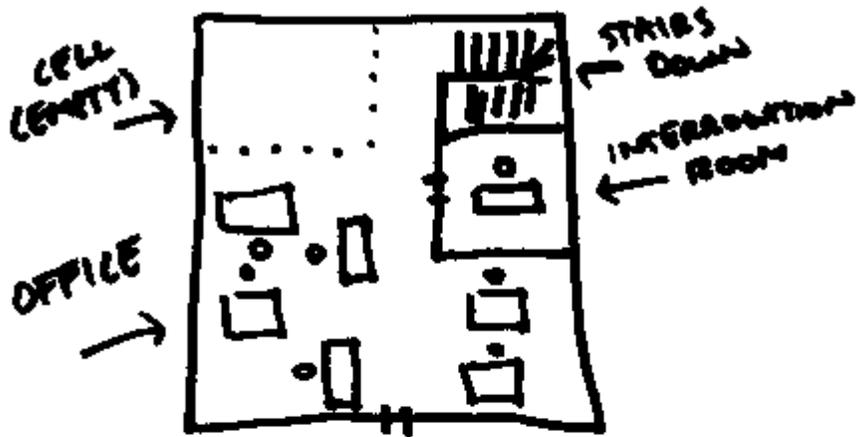
○ = PILLAR ⊙ = TRAP DOOR (DOWN) ◻ = FIRE PLACE + = WINDOW
 ⊙ = TRAP DOOR (UP)

Map Two: The Wingrider

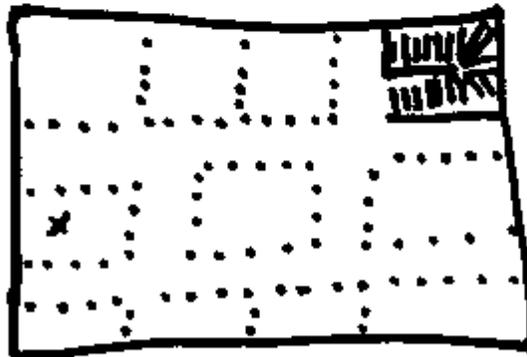


Map Three: Harbor District Watch Outpost

STREET LEVEL



JAIL LEVEL



- x = SAMANTA, ZOMBIES AND CREW
- o ALL CELLS LOCKED
- o ALL OTHER CELLS EMPTY

Appendix One: The Green Knives

Mission: The primary mission of the Green Knives is the accumulation of stolen goods. Its members are not simply greedy scoundrels, but adventuresome thrillseekers. The moment of sheer terror a cutpurse feels as he slips his knife between the cords of a noble's purse, the exhilaration of a rooftop chase -- these things are far more important to the Green Knives than the actual bounty, though few complain when spending their spoils.

Regalia: All members of the Green Knives carry a curved, green-bladed knife, and wear a piece of green clothing at all times.

Membership: Membership in the Green Knives is limited to residents of Ravens Bluff, and is to be kept secret. Preference is given to members of the lower class -- those who have had to learn their skills to survive -- but the gang's leadership recognizes the value of having members in many quarters. There exists a general malaise toward the well-to-do among the rank and file of the gang, however.

The Green Knives place no restriction on race, though members are predominantly humans or elves. A few halflings and gnomes participate, though usually in more subdued capacities. Dwarves are nearly unheard of in the Green Knives, though there is no formal restriction on their entry.

PCs may join the Green Knives by invitation only, either through a contact with one of the gang's leaders in a module, or through activities at an officially sanctioned Living City interactive. The PCs receive no "in game" benefit from membership, other than increased opportunity for mayhem in selected modules.

Promotions within the ranks of the gang are likewise distributed only in modules or at interactives. Further, only one promotion is permitted per "instance," so rising through the ranks is, in general, a rather protracted experience.

Tenets

- A member of the Green Knives may never draw a weapon against another member of the gang, unless the leader has officially declared the opponent a traitor.
- The best way to get caught is to break the laws. A crime that has not been thrice-planned is no crime at all. Likewise, all alibis should have the power of at least three agreeing voices.
- Those who kill for greed are not Green Knives. Therefore, any member who murders another for any reason other than defense of the self or defense of the gang will be dealt with by the gang itself.

- The government of Ravens Bluff is largely corrupt, and favors the wealth of adventurers and nobles over that of the common man. This is perhaps the strongest message of the Green Knives, and the driving force of the gang.

Leadership

Bren Haverill, Leader: Human male, T13, CN.

At 26, Bren Haverill is about the same age as many of the gang leaders in Crows End, though he has surrounded himself with more experienced, older advisors. He inherited the leadership of the Green Knives from his father, Dunstan Haverill, who was killed in a duel with a competing gang lord about a decade ago.

Though he had to work hard to deserve the respect of his members, Haverill has now achieved this, and has shaped the Green Knives into one of the most independent, and respectable, gangs in the Living City.

Haverill is an honorable man, though he has a dark streak that many have come to fear. He is usually the last to react to a situation with violence, but when his gang is challenged, he has been known to go to extreme lengths to exact vengeance.

Bren is tall and well-muscled, though thin. His black hair is tied back in a long braid, and he wields a powerful green stiletto, which is said to possess incredible powers.

Farin Blackcat, Master: Human female, T11, N.

Farin Blackcat is the on-again off-again lover of Bren Haverill, leader of the Green Knives. When the two get along, she is one of his most trusted advisors. When they are feuding, she deals with it by leaving the gang for an extended period. During these times, she tests her skills as an independent cat-burglar, the profession that gave Farin her name.

Farin is young, at 22, but very well-muscled and wise beyond her years. She wears her bright red hair cut short. Her past was difficult, and she does not enjoy talking about it. It is soon clear, however, that whatever darkness lies in her past has been long since dealt with, as Blackcat is by far the most gregarious and fun-loving of the entire gang.

Her knowledge of the city and the way it works has been acknowledged even by Durg Mamreeg, and her skill at getting in and out of well-guarded locations is legendary. Farin counts Marcus Shadowborn, Ravens Bluff's so-called King of Thieves, among her closest friends, and the folk hero often helps her identify up-and-coming thieves who might make good members of the Green Knives.

Durg Mamreeg, Master: Human male W13, NE (with neutral tendencies).

Durg Mamreeg is the brilliant, one-handed mage-advisor of the Green Knives. He was recruited by Farin into the Knives from a gang known as the Evermen. The Evermen made a name for themselves several years ago, when their assassins murdered the wife of a noble visiting from Cormyr. The incident caused a massive crack-down on Crow's End, but the Evermen eluded capture by the City Watch.

The Evermen were wholly evil -- most of them worshipped Bhaal, Lord of Murderers. Seven years ago, however, Farin Blackcat, then a least master of the Green Knives, convinced Mamreeg that the evils of the Evermen would soon lead him to an early grave.

Mamreeg agreed, and defected to the Green Knives, but not before summoning a lesser demon within the Evermen's compound. None survived.

Since then, Durg Mamreeg has turned away from such magic, and now focuses his time on aiding Bren Haverill, who he has come to respect. He acts as chief advisor to the leaders of the gang, and also enchants items for members. Mamreeg mastered the enchantments upon the *green knife* symbols of the membership, and many are surprised when they see the handicapped man working complex spells with a single hand.

Mamreeg appears to be in his late fifties. He is quite tall and lean, and wears a red cape. When out of doors, he covers his balding head with a black leather skullcap. He wears a short beard, trimmed to a devilish point below his chin.

Elessica, Master: Elven female, T10/F12, N.

Elessica is, simply put, the brawn of the Green Knives. A highly-skilled fighter and puissant cutpurse, Elessica frequently goes on solo missions at the behest of Haverill or one of the other Masters. Her tracking abilities are legendary, and it is said that she can find even an invisible stalker in a snowstorm, without it noticing her approach.

Despite her talents, or perhaps because of them, Elessica is slightly arrogant, and speaks plainly about the faults of others, often directly in front of them. This has gotten her into a great deal of trouble with, among others, Hathmar Blademark, Marcus Shadowborn and Forsineous, the self-proclaimed Rogue of the World.

Cynward, Master: Human male, P9 (Mask), N(E).

Cynward is seldom mentioned in the company of Bren Haverill. The priest of Mask was a prominent advisor to his father, but he vanished about a year prior to the appearance of Myrkyssa Jelan. Most assume that he fled the city, and will not return.