



TORCHLIGHT
PRESS

DANGER IN THE DEAD KNIGHT

*TRAVEL INSIDE THE HEAD OF AN UNDEAD
PALADIN TO SAVE HER FROM HERSELF!*

Adventure Primer

CREDITS

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RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points	LG	Lawful good
AC	Armor Class	CG	Chaotic good
DC	Difficulty Class	NG	Neutral good
XP	experience points	LN	Lawful neutral
pp	platinum piece(s)	N	Neutral
gp	gold piece(s)	CN	Chaotic neutral
ep	electrum piece(s)	LE	Lawful evil
sp	silver piece(s)	CE	Chaotic evil
cp	copper piece(s)	NE	Neutral evil
NPC	nonplayer character		

Danger in the Dead Knight

Danger in the Dead Knight is a Fifth Edition adventure for 3 to 7 characters of 5th to 6th level, and is optimized for 5 characters with an average party level (APL) of 5.

This adventure takes place in a small town that could be transplanted to any fantasy setting. The characters must help an undead paladin deal with their broken oaths. They team up with a Cleric that can cast Astral Projection to go on a journey through the paladin's memories, helping it confront its failures.

BACKGROUND

Decades ago, the village of Honeywatch was no more than a patch of grass near the thinnest point of a river for miles. Two armies collided here, vying for control of the pass. One side was led by a young paladin named Lillian Highspark, and the opposition was led by an elven cleric named Mela Stonedane. It was Lillian's first time leading a larger force and she maneuvered them poorly, resulting in a massacre. She managed to survive but, overwhelmed with grief, she forsook her oaths and abandoned her post. She died without reconciling her actions and rose as an undead, the force of her guilt dragging her beyond the grave.

In recent years, Lillian has been seen and encountered around Honeywatch reliving her failures. She is often accompanied by Mela, who learned of Lillian's state and returned to Honeywatch to keep Lillian from accidentally hurting more people.

Adventure Hooks

Unusual Patronage. Rumor has it that there's a zombie in Honeywatch that walks around and drinks beer.

Plea of the Faithful. A letter from a high-ranking cleric named Mela Stonedane arrives. In it, she requests the characters provide her aid in helping an old acquaintance pass into the next life peacefully.

Disturbed Merchant. A wealthy merchant that does business with Honeywatch regularly bumped into an undead creature roaming the town. He was incredibly disturbed and is offering 500 gp for the creature to be taken care of so that he can return to Honeywatch without worry.

DRAMATIS PERSONAE

Lillian Highspark

Lillian is a **ghost** that can't be killed. When she is killed, she reappears in a random location within 1 mile of the town of Honeywatch. Additionally, she wears full plate armor.

Mela Stonedane

Mela is a **priest**. She is aware of her role in Lillian's past and spends some of her time trying to help Lillian pass into the afterlife. She has been unsuccessful thus far but has not lost hope.

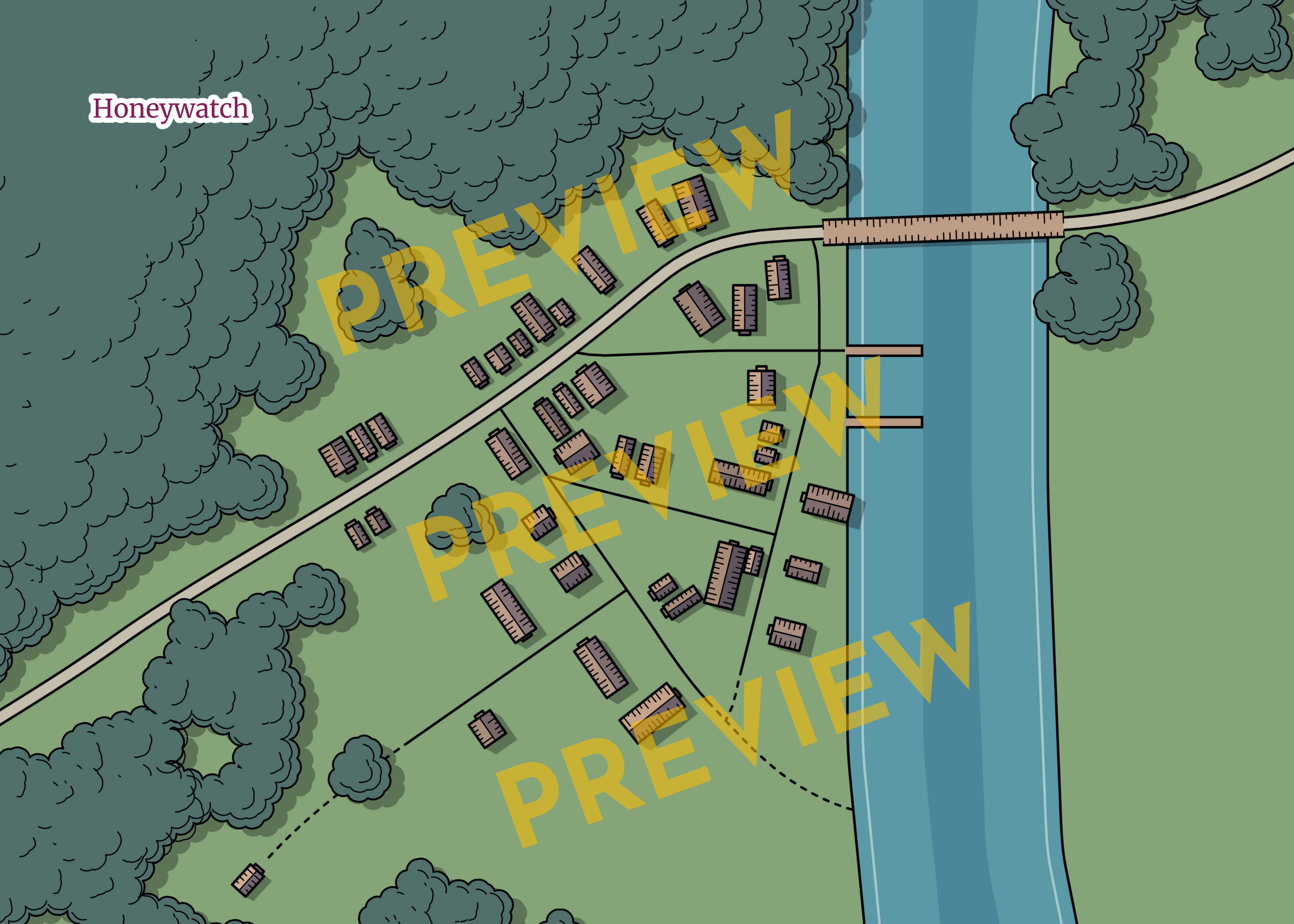
GETTING THE ADVENTURE

When the characters arrive in Honeywatch, Lillian is at the Manticore Tavern staring down an ale with Mela seated beside her. If asked, Mela provides an abbreviated version of Lillian's story:

- Lillian and Mela fought on opposite sides of a conflict.
- Lillian was inexperienced and led her battalion into a massacre.
- Inconsolable guilt consumed her and has kept her soul bound to the material plane after death.

Mela confirms that the characters intend to help her try and move Lillian's spirit along. Afterwards, she suggests that the characters speak with the barkeep and Rillon of The Ruby Cart. She tells the characters to meet her in the temple when they're ready and leaves with Lillian in tow.

Honeywatch



HONEYWATCH

This modest village was founded on the ruins of an ancient battlefield by religious scholars. Its residents are homely and kind. Today, the people here are known for their honey mead. The taverns are thriving and shrewd merchants go to great lengths to secure honey for trade. Unless otherwise noted, the townsfolk are neutral human commoners.

Manticore Tavern

The Manticore Tavern gets its name from the programmed illusion of a pacing, roaring manticore that floats above the tavern floor.

Bartender Tom. The bartender is a modest fellow named Tom. He has short, curled, red hair and brown eyes. Tom can provide the following information about Lillian:

- She began showing up in Honeywatch a few years ago.
- She doesn't attack anybody, even in self defense.
- Each day she enters the bar around 4pm and drinks four or five ales.
- She never finishes her last drink, just stares down it at her reflection.
- After she leaves the bar, she walks off out of town. Some kids followed her and said she vanished after crossing the tree line.

The Ruby Cart

This red wooden cart sits in front of Rillon's farm. Each day it's stocked with a variety of fruits, vegetables, and most importantly honey.

Rillon. A stocky darker-skinned woman with auburn hair and violet eyes. She has had a few encounters with Lillian, the undead paladin.

She's willing to tell the characters what she knows, but presses them to buy something at every chance. She can recount the following:

- Lillian comes by around 10 am each morning and buys a fruit.
- She walks off across the bridge out of town with the fruit.
- Rillon got curious one day and followed. She saw Lillian place the fruit atop a stone memorial of the battlefield.
- She doesn't know who built the memorial there.

Temple

The temple is a modest building with many good-aligned gods depicted in murals painted on its walls.

Mela is waiting at the temple with a non-verbal Lillian for the characters to return. When the characters are ready, she informs them that they are going to enter Lillian's mind. It is the only thing she has not tried yet.

Mela has a single-use magic item that casts the *astral projection* spell. The item is an ornate silver vase worth 800 gp with a jacinth gem worth 1,000 gp embedded at the center of ornate carvings. When the characters are ready, she casts *astral projection* on everybody and enters Lillian's mind on the astral plane. Once the vase is used, it crumbles into ethereal dust.



FRACTURED MEMORIES

On the map of fractured memories Lillian appears as the central figure made of golden light. The stone platforms floating around her connected by bridges of light represent her fractured sense of self.

General Features

Unless otherwise noted, locations in the map of Fractured Memories have the following features.

Weightless. Characters traveling through this area of the astral plane are weightless. They gain a flight speed of 20 feet and can hover.

Light. The entire area is brightly lit by a golden armored figure.

Traversing Bridges. To cross the bridges in Lillian's mindscape, the characters must help Lillian navigate challenging moments in her memories. Scenes that involve combat end after all of the foes are defeated. Characters may sit in non-combat bridges until they are ready to move on. If Lillian dies in a scene, the scene begins again from the beginning.

KEYED LOCATIONS

The following locations are keyed to the map of the Fractured Memories.

1 - Arrival

Read the following:

This barren rock floats in space over a massive golden figure wearing plate armor. A broken archway leads to a shimmering golden bridge.

2 - Station Promotion

Read the following:

The air shimmers and shifts into a battlefield tent set up on a sunny field. A tall, imposing woman calls a young Lillian forward and issues her command of a battalion. Lillian attempts to reject the promotion, saying that she is not ready, but the woman insists.

Hazard: Mental Strain. Each character must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage as they experience Lillian's stress and anxiety.

Insight. A character that succeeds on a DC 13 Wisdom (Insight) check discerns that the tall woman was Lillian's mentor as well as military leader.

3 - Battle

Read the following:

The air shifts into a chaotic battle near a river. Heavy wind and rain hammer the field, and it's clear that Lillian's soldiers are woefully outnumbered.

Finding Lillian. Characters must locate Lillian in the havoc by making a DC 14 Wisdom (Perception) check, locating Lillian on a success, or taking 3 (1d6) psychic damage on a failure.

Encounter: War Band. There is one human **knight** for every three characters in the party and one human **thug** for every character in the party. The knights and bandits initially focus on Lillian, hurling insults and reprimanding her for being unprepared as they attack. The characters can't deal damage to a knight or thug until they've drawn their attention off of Lillian. A character can draw attention off of Lillian by using an action to taunt one target and succeeding on a DC 14 Charisma (Intimidation) or Charisma (Persuasion) check. Award characters with advantage on the check if they offer rebuttals or console Lillian.

4 - Survive

Read the following:

The space shimmers and changes into a forest. Lillian is running in a dead sprint as soft lights wink in and out of the air around her, bobbing alongside her.

Encounter: Will-o'-Wisps. There is one **will-o'-wisp** for each character in the party. Lillian is moving 50 feet per round, completely focused on fleeing. The will-o-wisps target her until they are damaged by another creature. Each time a will-o'-wisp is killed, Lillian slows down by 10 feet, to a minimum of 10 feet per round, and visibly begins to relax. After all of the will-o'-wisps are defeated, Lillian stops and takes a long, deep breath.

5 - Survivor's Guilt

Read the following:

The air shimmers and shifts into an old tavern. The patrons are drinking merrily and laughing loudly, except for one. Alone, stooped over an ale, is Lillian. She is staring at her reflection in the drink when she looks up meekly and asks, "Would you help me?" before ghastly undead appear in the crowd.

Encounter: Ghosts. Lillian's fixation on her regrets manifests as one **ghost** for each character in the party. The characters can't damage the ghosts directly. To damage the ghosts, the characters must help Lillian. A character can spend an action to provide Lillian with positive reinforcement, dealing 10 (3d6) psychic damage to one ghost of their choice.

Allow the players to be creative. Some examples of positive reinforcement that the characters may provide are:

- Cheering Lillian on.
- Giving her a high five.
- Reminding Lillian about the good things she has done.

6 - Portal Home

After the sixth bridge is traversed a bright pillar of iridescent light beams out of the center of the pedestal. Lillian steps out of the light and gingerly thanks the characters, saying, "I have been lost for so long, but I can start to see my path again. Thank you for helping me take the first steps." When the characters are ready, they can return to the material realm where they will discover that Lillian's body is gone.

CONCLUDING THE ADVENTURE

At the end of the adventure the characters have traversed Lillian's memories and helped her begin the path to reconciliation and self-love. Having achieved this, they have allowed Lillian to move on from undeath.

Adventure Hook Resolutions

There were three adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

Unusual Patronage. The rumors were mildly inaccurate, Lillian wasn't a zombie, but she was undead.

Plea of the Faithful. If the characters respectfully help Lillian pass, Mela expresses her gratitude. In exchange for their generosity, she grants the characters one favor that they can call in at a later time. She will cast Resurrection for them, once, for free.

Disturbed Merchant. As long as Lillian has moved on, the merchant gladly pays out the promised 500 gp.

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