

WATE1-3

THE WOOLMEN'S RESTLESS TOMB

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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A rich Waterdhavian guild wants to lay its former guildmaster to rest in lavish ceremony, but the guild tomb is occupied by undead. Adventurers are sought to clear out the undead and discover clues as to how they came to be there. A Living Forgotten Realms adventure set in Waterdeep for characters levels 7-10.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 7-10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or

their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and can affect magic item powers.

ADVENTURE BACKGROUND

With the death of Guildmaster Kalander Hornhand, the Solemn Order of Recognized Furriers and Woolmen is now run by Daundratha Hornhand (his wife), and a funeral is scheduled for Kalander at the guild tomb in the City of the Dead. Unfortunately, preparations for the funeral revealed undead in the tomb, and the new Guildmaster needs the tomb purged so that the ceremony can take place. Unbeknownst to the guild members, the undead were created by a powerful necromancer planning more trouble for Waterdeep than just disrupting one funeral. The guild members are unaware that the former guildmaster was murdered.

The search for this necromancer (and whoever might be backing him) forms a three-part Major Quest called “Quest for the Necromancer.” The necromancer—who does not appear in this adventure—is the son of a deceased Waterdhavian shipping merchant. The merchant lost a lucrative fur shipping contract and felt that his business was harmed by other guilds at the command of one of the Masked Lords. The son, bitter at his father’s humiliation and subsequent death, is out for revenge. His rage is mostly directed at those he knows, as the identity of the Masked Lord is unknown to him. An agent from Amn has backed the necromancer’s plan.

PLAYER’S INTRODUCTION

ADVENTURERS NEW TO WATERDEEP

When adventurers arrive at Waterdeep, the City Watch asks their business and if they are new to Waterdeep. Strange races are tolerated, but those of an evil reputation are watched closely. Adventurers are welcomed but expected to mind the laws. Weapons need not be peace-bonded, and citizens and foreigners may defend themselves. A summary of laws and penalties is posted near each city gate and by the docks. Residents of Waterdeep or previous visitors would already know this information (found in Appendix One.)

The City Watch recommends the adventurers stay at an inn known as Dagger’s Rest, located in Trade Ward. It is affordable and the owner caters to adventurers. The inn is run by Tessele Swiftwater, a tall, middle-aged woman with long brown hair and green eyes. Her smile and personality are warm and friendly. The inn has a notice board for people wanting to hire

adventures. When the PCs arrive at the inn, nothing is on the board.

Read or paraphrase the following to the players:

A dour drizzle falls on the Trade Ward, and only the most hardened or most needy occupy the Dagger’s Rest this morning. Quiet murmurs from a couple of the tables and the crackle of wood burning in the small fireplace are the only sounds.

A short human man grumbles as he enters, shaking water from his long wool cloak and nicely crafted mink fur hat. He looks around the room purposefully before his eyes settle on you, and he approaches quickly.

Wordlessly, he nods to each of you while placing a sealed letter on the table. He motions for you to open it, adjusts his hat, and hurries out into the misty rain.

If the PCs ask Tessele about the guild, she says the guild is very old, wealthy and stuffy. They are known for tight market control and concern about their reputation.

DM’S INTRODUCTION

The adventure begins as the PCs receive a missive inviting them to visit the guildhall of the Solemn Order of Recognized Furriers and Woolmen, to assist with an urgent problem. Upon doing so, they learn the elderly guildmaster has died and been replaced by his wife Daundratha Hornhand. The guildmaster’s public funeral is to be tomorrow at dawn, but the staff discovered undead in the tomb this morning.

The PCs are charged with clearing the tomb of danger and investigating why there are undead there. Undead in the City of the Dead are generally contained, and the Solemn Order has had no such issue previously. The PCs must accomplish this in time for the guild staff to prepare the tomb before the gates close this evening. This means the PCs need to finish by mid-afternoon.

Upon reaching the City of the Dead, the PCs can inquire as to disturbances and investigate the tomb. Inside, they discover zombies, then mummies, and finally skeletons, as well as evidence that the perpetrator intended to embarrass the guild. The PCs must interpret what they observe carefully, lest they derive incorrect conclusions.

In the final section of the tomb, the PCs find an altar used in a dark necromantic ritual, and the body of a guild member who was forced to open the locked tomb. With the undead cleared and information gathered, the PCs can return to the guild to inform the guildmaster of their progress. They are then asked to help again if needed (as part of a major quest continued in upcoming adventures).

ENCOUNTER 1: AMIDST THE MISTS

SETUP

Guildmaster Daundratha Hornhand (Diplomacy +12, Nature +11, Perception +11, Streetwise +7)

When the PCs agree to listen to the new guildmaster, continue with the following:

The drizzle and mist hang over the city. Within the Castle Ward, a large beaver statue with a wooden placard identifies an ornate stone two-story building as the Guildhall of the Solemn Order of Recognized Furriers & Woolmen. Inside, a clerk scowls at your presence but checks an appointment book and, still sitting behind his desk, directs you upstairs. In a small office there waits Guildmaster Hornhand.

The PCs arrive at the guildhall at mid-morning. Daundratha is a soft-spoken and kindly but very business-like human woman who usually wears a beaming smile below her large blue eyes. Today, her concern is evident and her demeanor terse. She prefers to not hire common adventurers, but she has only a few hours to get the tomb cleared and cleaned before darkness falls. The City of the Dead is closed after dark, and the ceremony is scheduled to occur shortly after first light the following morning. The ceremony will be her first public act as the new guildmaster, and she is somewhat nervous, though she attempts to appear confident. She can provide the following information:

- *What do you want us to do?* “The Guildmaster Kalander Hornhand died a few days ago, and his funeral is scheduled for tomorrow at dawn. The guild maintains a tomb in the City of the Dead, in which he will be interred. The tomb has not been opened in several years, and when our staff went to prepare the tomb this morning, they were chased from the tomb by undead. While undead are not uncommon in the City of the Dead, they are carefully monitored and sealed behind iron bars. These undead were not previously noted in our tomb, and as such, are dangerous. They may even not be the bodies of our guildsmen. We need you to clear the tomb of any dangers by mid-afternoon today so that preparations can resume and the tomb can be cleaned. If you can, find out why our tomb has been so violated.”
- *How do we get to the tomb?* “I can provide explicit instructions. You need this key to enter. No one other than guild members have accessed the tomb as far as we know.”
- *How will we be compensated?* “You will each be paid 100/125 gold pieces in a coin of your choosing. You will receive 50 gold pieces of that pay now and the remaining when you succeed.” She smiles a bit. “Also, we will craft for you each a custom-fit article of finery, either a vest or dress as appropriate. This eveningwear will be made of the finest skunk fur, carefully harvested to avoid a stench, as—ahem—distinguished folk such as yourselves should always wear clothing that will—er—set them apart at parties from others whose wealth comes from more traditional activities.” **Streetwise (DC 15):** While skunk fur attire would be fashionable to Waterdhavian commoners, the nobles would judge it as eccentric at best.
- *What can we expect to encounter?* “Our officials fled as soon as they identified our previous guild members moving about inside the tomb. You cannot blame them if they have few details about a rather traumatizing experience.”
- *From where did the undead come?* “We do not know. If you could provide any insight you may gain while doing your job, that would be most appreciated. We need to know if there is more at stake here.”
- *Whom might we involve?* “This needs to be kept quiet to avoid humiliating the guild. It may be possible to consult the City Watch, religious orders or other useful sources of information later, but hopefully that can wait until after the ceremony.”
- *What can we take?* “Please remove anything from the tomb that does not belong there. However, nothing inside the caskets should be touched.”
- *How long ago did he die?* “He died two days ago. There is a wake this evening for him, and the ceremony is to be just after full light in the morning.”
- *How did he die?* “It appears that he died of simple old age. He was found lying peacefully in his bed the morning of two days ago. Due to his ailing health and advanced age, his death was not a surprise.”
- *How did you get my name?* DMs should feel free to use whatever answer here fits the past exploits of the PCs. For example, if the PCs played WATE1-1 *Heirloom*, she might say: “Many powerful people and guilds like to keep tabs on all potential resources within this city. Geth Stormlight, a local sage, provided your names to me on the

basis of your work in the past. Also, Tessele Swiftwater at the Dagger's Rest recommended adventurers looking for work in the city.

ENDING THE ENCOUNTER

The PCs may wish to check some of the information they were told before going into the tomb. They may do so but must be quick about it if they hope to meet the timeline set by the guild.

If the PCs wish to use some of their contacts gained in previous adventures (story awards) to quickly check on information, they may learn additional information.

CITY WATCH

The death of Guildmaster Kalander Hornhand was not suspicious and no investigation was done.

- WATE02: Kerri Littlefield, a civilar in Trade Ward, can tell the PCs the previous information and also that the guild is very conservative and very conscious of the benefits to be gained from having a spotless reputation.
- WATE04: Senior officer of the City Watch, Orsar Darvin Tallfellow, can tell them the previous information and also that, though the guild is one of the wealthiest in the city, they do not directly involve themselves in politics of the city. However, politics within the guild and between the guilds is generally rife with intrigue.

NOBLE HOUSES (WATE01 & WATE03)

The guild is known for the quality of its products and its tight grip on the market.

TEMPLES

Within the city of Waterdeep are temples to Tempus, Gond, Selune, Sune, Amaunator, Torm, Oghma and Tymora as well as shrines of Silvanus, Mielikki and Kelemvor. However, without knowing what exact type of undead the PCs might be facing, the temples can give little helpful information other than the many are vulnerable to radiant energy and resistant to necrotic damage.

STREETWISE DC 20

The guild is known for its tight grip on the market: independents rarely do well, and those that do are usually bought out.

When the PCs agree to undertake the task and have received all information desired, proceed to Encounter 2.

MILESTONE:

This encounter does not count toward earning a milestone.

TREASURE

The PCs receive 50 gold pieces each if they agree to undertake the mission.

ENCOUNTER 2: WALK IN THE PARK

**SKILL CHALLENGE LEVEL 7/10,
COMPLEXITY 2 (600/1000 XP)**

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Diplomacy, Streetwise, Intimidate, Perception, Thievery, Nature, Religion, Dungeoneering, Heal, Arcana, History

The City of the Dead is an ancient burial ground: the largest green space in the city and an area that most citizens treat as a city park during the day. At night, however, all are forbidden entrance. A majority of the tombs included portals to extradimensional burial grounds. This had some unfortunate consequences during the Spellplague, as some tombs exploded or melted while others' portals stopped functioning or malfunctioned in some manner. A few ruins are still standing in the City of the Dead, and of late the upkeep of the grounds in some sections has been uneven.

The Guild's tomb was constructed after the Spellplague. The staff sent by the guild cleaned the outside before attempting to enter.

Continue with the following when the PCs begin their mission:

With the drizzle increasing, the wild, weed-infested lawns and unkempt green spaces of the City of the Dead lack their typical populace of sunbathers and picnickers, and the marble tombs are an unreflective, somber gray. The gloom provides a sinister air to the tall grasses and dead trees around the mausoleums.

With the directions provided, it is not difficult to locate the ornate, recently polished building that is your destination. The polish stands in sharp contrast to the grimy, weathered tombs surrounding it.

An old woman walks her dog nearby, and when she sees you, she approaches. She speaks with a cackling voice, "I'm sorry for your loss, children."

When the PCs enter the building, read the following:

The 'tomb' is a small, square marble building with the symbol of the guild engraved above the entrance. The key that Guildmistress Hornhand gave you unlocks the

front stone door and activates the portal within the walls. Inside the building, the portal appears, giving a shimmering, translucent image of a larger stone hallway beyond.

Arcana (DC 29) identifies this as a planar portal and reveals some magical property of the key activates it when the lock is opened.

If the ritual Analyze Portal is used, the PCs can discover that this is a keyed permanent portal to a site in the Eternal Sun dominion of the Astral plane. The portal has not been tampered with.

When the PCs travel through the portal, continue with the following:

At the gentlest touch, the portal bends time and space, whooshing you into the tomb.

SKILL CHALLENGE

The following is a multi-encounter skill challenge to collect as much information as the PCs can about the circumstances related to the infestation of the tomb with undead. Success in the overall challenge implies that enough useful information was gathered to have clues for the next portion of the major quest, while failure indicates lacking or misinterpreting crucial information.

This skill challenge extends over the entire adventure as PCs are able to acquire clues about the crime from each scene as they encounter it. Keep track of the total number of successes and failures through the various encounters of the entire adventure. The checks listed represent the acquisition of an individual clue, and as such, trying the same check multiple times is likely redundant. The PCs may use other skills to derive information or insights, giving them bonuses or penalties to other checks.

SCENE 1

This scene takes place within this encounter, while still outside the tomb. A total of three clues are available in this scene:

Diplomacy, Streetwise or Intimidate (DC 15/17): The PCs attempt to gather information from locals about the events leading to the discovery of undead in the tomb. With a success, the PCs locate a local merchant who observed the team of servants entering the tomb in the morning. He notes that they did not appear to notice anything unusual outside the tomb, and all entered (and exited, screaming, minutes later) as a group. Failure denies the PCs this information.

Thievery (DC 19/21): The PCs investigate the exterior of the tomb for clues of illicit entrance, specifically the door and checking for other possible entrances. With a success, the PCs confirm that the lock does not appear to have ever been forced open and that there are no other signs of entry. Failure results in the PCs believing that the lock shows signs of being picked.

Perception (DC 19/21): A PC checking for tracks finds traces of older tracks beneath those made by the Guild staff earlier this day. Because of the rain and the newer tracks, nothing more can be discerned unless they made a DC 27 Perception check. If they made this, they know the tracks are a tenday old and were made by more than one creature/person, and some of the tracks are strange, perhaps made by undead. On a failure the PC barely detects the tracks the staff made this morning.

SCENE 2

See **Encounter 3: Tanned Hides** for the situation and applicable checks. At least two clues can be found in this encounter. Encourage PCs to use knowledge and other skills that they feel are relevant to the situation.

SCENE 3

See **Encounter 4: Woolen Wraps** for the situation and the applicable check. At least one clue can be found in this encounter. The PCs may also gain favor with the guild by repairing the artwork besides gaining additional clues. Repairing the artwork does count as one success in the skill challenge.

SCENE 4

See **Encounter 5: Skin and Bones** for the situation and applicable checks. At least three clues can be found in that encounter.

ENDING THE ENCOUNTER

The challenge ends in Encounter 6, when the PCs report the results of their quest into the tomb to the guildmaster.

If the PCs have succeeded at the skill challenge, they have six or more pieces of useful information (or clues) to provide the guild about the source of the infestation. The guild is pleased and, besides paying them the agreed-upon amount, recognizes them as friends of the guild, awarding them Story Award WATE06.

If the PCs fail, they either provide minimal information or information that, when checked by the guild, is found to be inaccurate. The guild is unhappy with the shoddy investigation, and therefore the PCs do not receive Story Award WATE06.

EXPERIENCE POINTS

The PCs receive 120/200 xp each for succeeding on the skill challenge. The PCs get half xp if they fail.

ENCOUNTER 3: TANNED HIDES

ENCOUNTER LEVEL 6/8 (1250/1750 XP)

SETUP

This encounter includes the following creatures:

4 chillborn zombies (C)

1 zombie hulk (Z)

After entering the tomb, the PCs encounter the first set of the necromancer's creations and the second set of clues to the mystery.

As the adventurers enter the area, read:

The tomb is ornate and unquestionably the property of furriers and shepherds. Scenes of forests and mountain pastures are painted on the walls, and two rows of columns are decorated as tree trunks. Only the light you brought is present, and ahead the passage splits into two sections. In front of the fork is a small stone shrine to Chauntea, with a sculpture portraying the Great Mother sitting placidly on a fallen log and holding a young ewe.

If the characters proceed down the left passage, continue with the following:

The left fork leads to a long room with a row of caskets, with an alcove to the right providing additional space. The designs suggest middle-ranking members of the guild and the inscriptions suggest that most of those interred here were those members who died without family to bury them elsewhere. The setup seems very utilitarian, with all the space used or set aside for walking, but the artistry is quite detailed and precise, suggesting that the builder had an appreciation for both form and function.

When the characters proceed down the right passage, continue with the following:

As you travel down the right fork the air seems noticeably chill. This path leads to a long room with an alcove to the left providing additional space. The cold is more intense here but of more immediate concern are several rotting corpses standing alert and apparently ready to shamble toward you.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The entire tomb is unlit.

Columns: The columns are intricately carved stone, shaped to the form of birch trees, reaching to the ceiling. They provide cover and are blocking terrain.

Incomplete Squares: Medium and smaller creatures and squeezing large creatures can occupy squares filled with no more than a half-wall, and can do so without further penalty. Medium and smaller creatures can squeeze to occupy a square with less than half wall.

Secret Doors: The wall segments marked 's' and 'S' on the map are secret doors. In front of secret door 'S' (down the right passage) is a scuff mark on the floor as if something was dragged across the floor. The 'S' door (Perception check DC 12) leads to the room for Encounter 4, while the 's' door (Perception check DC 19) opens into a collapsed, impassible passage leading the same direction. The tomb had two symmetrical passages, but the necromancer found it easier and cheaper to funnel those entering the tomb toward the zombies rather than importing two sets.

TACTICS

The zombies are unintelligent, attacking in a straightforward manner. The chillborn zombies try to surround and slam one available target, if possible one doing radiant damage, letting *chillborn aura* damage accumulate. In odd circumstances the zombies may be unable to maneuver effectively toward that goal, and may even delay if their opponents show no ability to endanger them with ranged attacks. If possible, the chillborn zombies move past the first line of PCs, doing more damage with the chillborn aura and allowing the zombie hulk to move into melee.

The zombie hulk tries to fight from the alcove or the hallway so that it does not squeeze, and tries to avoid *chillborn aura* damage.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one chillborn zombie.

Six PCs: Add one chillborn zombie.

ENDING THE ENCOUNTER

When the combat is finished, if a PC searches the room or otherwise makes a DC 10 Perception check, continue with the following:

At least one casket has been obviously desecrated. Clearly visible, scrawled in Common across a casket in bright red dye is, “HA! Now we BOTH know that SHEV still lives!” The casket itself is unopened, and a placard reads simply “Shevya Rochu, a friend to all, 1368 - 1413”. No other caskets have been similarly altered, but one drawing of a mink in the forest scene nearby has been altered with the same ink to give it a goofy, exaggerated grin.

If the PCs open the casket, they see the decayed remains of human woman dressed in finely woven clothing. A Heal check (DC 19) determines that the state of the body matches what the PC would expect given the date of the body's death.

SKILL CHALLENGE SCENE 2:

Nature (DC 19/21): With a success, the PCs identify the ink as coming from the island of Moray in the Moonshae Isles. This is deduced because the ink itself is a particular plant resin native to that island, mixed with mink blood. On a failure, the PCs identify only that the ink is primarily blood. There has been sufficient time for the ink to dry that its age is not deducible. If the PC succeeds on this check, a History check can also be made for additional information.

History (DC 15/17) The island is passed by important ship routes through the Isle, but it is a primal place infested by lycanthropes who worship Malar.

Religion (DC 17/19): With a success, the PCs recognize “SHEV” as Shevarash, the unaligned Exarch of vengeance. With a failure, they equate it with Shevya Rochu's casket.

Dungeoneering (DC 17/19): The PCs can determine that the collapse of the tunnel on the left passage was recent and deliberate. (PCs are also able to infer this from information discovered deeper within the tomb.)

Insight (DC 15/17): No bodies are missing in this section of the tomb. The clothing of the chillborn zombies appears to be of fine quality, although a bit moldy.

EXPERIENCE POINTS

The characters receive 250/350 experience points each for defeating the zombies.

TREASURE

There is no treasure to be found here.

ENCOUNTER 3: TANNED HIDES STATISTICS (LOW LEVEL)

Zombie Hulk (level 6)		Level 6 Brute
Large natural animate (undead)		XP 250
Initiative +1 Senses Perception +3; darkvision		
HP 68; Bloodied 34; see also <i>rise again</i>		
AC 18; Fortitude 21, Reflex 15, Will 16		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Speed 4		
m Slam (standard; at-will)		
Reach 2; +10 vs. AC; 2d8+4 damage.		
M Zombie Smash (standard; recharge 6)		
Reach 2; targets Medium or smaller creature; +10 vs. AC; 4d8 +4, and the target is knocked prone.		
Rise Again (the first time the zombie hulk drops to 0 hit points)		
Make a new initiative check for the zombie hulk. On its next turn, the zombie hulk rises (as a move action) with 34 hit points.		
Alignment Unaligned Languages -		
Str 21 (+8)	Dex 6 (+1)	Wis 8 (+2)
Con 18 (+7)	Int 1 (-2)	Cha 3 (-1)

Chillborn Zombie		Level 6 Soldier
Medium natural animate (cold, undead)		XP 250
Initiative +5 Senses Perception +3; darkvision		
Chillborn Aura (Cold) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.		
HP 71; Bloodied 35; see also <i>death burst</i>		
AC 22; Fortitude 20, Reflex 16, Will 16		
Immune disease, poison; Resist 10 cold, 10 necrotic;		
Vulnerable 5 fire, 5 radiant		
Speed 4		
m Slam (standard; at-will) ♦ Cold		
+11 vs. AC; 1d6+4 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends); see also <i>ice reaper</i> .		
C Death Burst (when reduced to 0 hit points) ♦ Cold		
The chillborn zombie explodes. Close burst 1; +9 vs. Fortitude; 2d6+2 cold damage, and the target is slowed (save ends).		
Ice Reaper ♦ Cold		
The chillborn zombie deals an extra 5 cold damage to an immobilized creature.		
Alignment Unaligned Languages -		
Str 19 (+7)	Dex 10 (+3)	Wis 10 (+3)
Con 15 (+5)	Int 2 (-1)	Cha 6 (+1)

ENCOUNTER 3: TANNED HIDES STATISTICS (HIGH LEVEL)

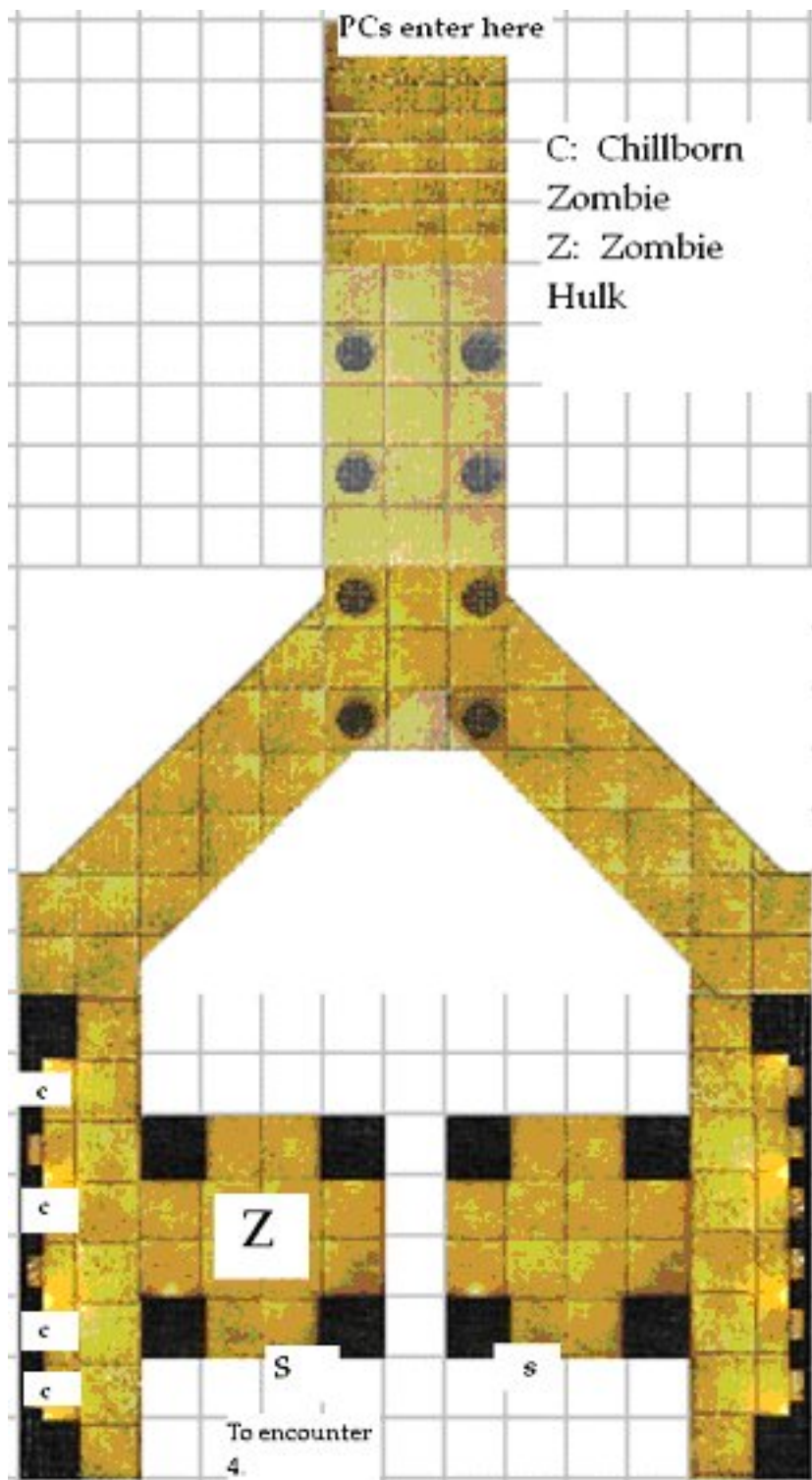
Zombie Hulk		Level 8 Brute
Large natural animate (undead)		XP 350
Initiative +2 Senses Perception +3; darkvision		
HP 88; Bloodied 44; see also <i>rise again</i>		
AC 20; Fortitude 23, Reflex 17, Will 18		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Speed 4		
m Slam (standard; at-will)		
Reach 2; +12 vs. AC; 2d8+5 damage.		
M Zombie Smash (standard; recharge 6)		
Reach 2; targets medium or smaller creature; +12 vs. AC; 4d8+5, and the target is knocked prone.		
Rise Again (the first time the zombie hulk drops to 0 hit points)		
Make a new initiative check for the zombie hulk. On its next turn, the zombie hulk rises (as a move action) with 44 hit points.		
Alignment Unaligned		Languages -
Str 21 (+9)	Dex 6 (+2)	Wis 8 (+3)
Con 18 (+8)	Int 1 (-1)	Cha 3 (+0)

Chillborn Zombie (level 8)		Level 8 Soldier
Medium natural animate (cold, undead)		XP 350
Initiative +6 Senses Perception +3; darkvision		
Chillborn Aura (Cold) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.		
HP 87; Bloodied 43; see also <i>death burst</i>		
AC 24; Fortitude 22, Reflex 18, Will 18		
Immune disease, poison; Resist 10 cold, 10 necrotic;		
Vulnerable 5 fire, 5 radiant		
Speed 4		
m Slam (standard; at-will) ♦ Cold		
+13 vs. AC; 1d6+5 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends); see also <i>ice reaper</i> .		
C Death Burst (when reduced to 0 hit points) ♦ Cold		
The chillborn zombie explodes. Close burst 1; +11 vs. Fortitude; 2d6+3 cold damage, and the target is slowed (save ends).		
Ice Reaper ♦ Cold		
The chillborn zombie deals an extra 5 cold damage to an immobilized creature.		
Alignment Unaligned		Languages -
Str 19 (+8)	Dex 10 (+4)	Wis 10 (+4)
Con 15 (+6)	Int 2 (+0)	Cha 6 (+2)

ENCOUNTER 3: TANNED HIDES MAP

DIRE TOMBS

Stairs / Hall	4x2	x2
Hall w/Pillars / Hall	8x3	x1
Diagonal Floor / Diagonal Floor	7x7	x2
Shelves / Hall	8x2	x2
Intersection / Intersection w/Skeleton	4x4	x2



ENCOUNTER 4: WOOLEN WRAPS

ENCOUNTER LEVEL 9/11 (2050/2900 XP)

SETUP

This encounter includes the following creatures:

2 mummy guardians (G)

1 mummy lord (L)

1 mad wraith (W)

The second room of the vault holds the bodies of elite guild members and the third set of clues to the necromancer's activity. Unfortunately, four of the previous guildmasters' bodies have been stolen and replaced with animated ones. (They became the chillborn zombies previously encountered.) This room is only intended to be entered for ceremonial purposes.

As the adventurers open the secret door into the room, read:

The door opens into a long corridor. The corridor widens into a foyer area with a large ornate offering urn. The room past this has a large crack in the floor, and near that crack a vase that probably once held cremated remains lies smashed. Enormous stone coffins with ornate carvings dominate the room. The coffins' lids sit ajar.

A painting of a bull elk, perhaps 15 feet in length, is prominent on the ceiling, and a gouge is cut haphazardly out of the stone, ruining the painting. The cut removed the rock in a single shard, as the missing stone is attached elsewhere on the painting, adhered to the ceiling.

Once the PCs enter the room:

From the corners of the trapezoidal room creatures, oddly dressed in ornate woolen wrappings, are marching purposefully your way while the sound of ominous and frightening voices rise softly around you.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The entire tomb is unlit.

Coffins: The coffins on the map are blocking terrain, and are made of sturdy stone several inches thick. The coffins are painted with similar pastoral scenes to those observed elsewhere in the tomb. A DC

14 Athletics or Acrobatics check enables a PC to get atop a coffin.

Crack in the Floor: This is a location of damage to the tomb. The floor is sharp and uneven, requiring a DC 14 Acrobatics check to avoid falling prone when moving through the square. Jumping the crack with Athletics (DC 10 standing jump in narrow areas and DC 20 in wider) bypasses the effect.

Incomplete Squares: Medium and smaller creatures and squeezing large creatures can occupy squares filled with no more than half wall, and can do so without further penalty. Medium and smaller creatures can squeeze to occupy a square with more than half wall.

Vase and Urn: The broken vase is now little more than pottery shards strewn about the floor, while the large urn holds ceremonial offerings to Waukeen. The squares with those items in them are both difficult terrain.

TACTICS

At the start of the encounter the mummies are hiding in the upper areas of the room. The mad wraith is hiding in the coffin, and since the lid is slightly askew, it can use its *mad whispers* while hiding there. The lid provides partial cover. If necessary, the mad wraith can use his phasing ability to leave the coffin and maneuver into a better tactical position without needing to climb out of the coffin. It can also pass through walls to get to PCs in the back.

The mummy guardians are unintelligent, marching forward to slam targets without tactics. However, the mummy lord and the mad wraith are intelligent, and coordinate their fight. They combine *mad whispers* and *plague of doom* to isolate a weak opponent and prevent other PCs from providing support, then rely upon the mummy guardians for damage.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one mummy guardian.

Six PCs: Add one mummy guardian.

ENDING THE ENCOUNTER

When the final enemy is destroyed, the PCs exposed to either or both levels *mummy rot* need to make saves against each before they take their short rest. Those that fail suffer the initial effect of the disease (as per DMG 49). See conclusion of Encounter Six for final resolution.

SKILL CHALLENGE SCENE 3:

Dungeoneering (DC 17/19): With a success, the PCs determine the scrape marks on the coffin lids imply it was opened from the outside. With a failure, the PCs conclude the scrape marks are from the claws of the undead in the room exiting their places of rest.

Religion (DC 19/21): The bodies were not originally buried in the ornate woolen wrappings.

Acrobatics or Athletics (DC 15/17): The PCs may wish to repair the damage to the artwork before the ceremony. Doing so requires a check to reach the ceiling to fix the stone. This gains them the goodwill of the guild and counts as a success.

Insight (DC 17/19): The bodies of the four guildmasters were animated into the four chillborn zombies in Encounter Three.

EXPERIENCE POINTS

The characters receive 410/580 experience points each for defeating the undead.

TREASURE

There is no treasure to be found here.

ENCOUNTER 4: WOOLEN WRAPS STATISTICS (LOW LEVEL)

Mummy Guardian		Level 8 Brute
Medium natural humanoid (undead)		XP 350
Initiative +6	Senses Perception +10; darkvision	
Despair (Fear) aura 5; enemies within the aura take a –2 penalty to attack rolls against the mummy guardian.		
HP 108; Bloodied 54		
Regeneration 10 (if the mummy guardian takes radiant damage, regeneration doesn't function on its next turn)		
AC 20; Fortitude 18, Reflex 16, Will 17; see also <i>despair</i> above		
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 fire		
Speed 5		
m Rotting Slam (standard; at-will) ♦ Disease, Necrotic		
+11 vs. AC; 2d8 + 3 necrotic damage, and the target contracts level 8 mummy rot.		
Alignment Unaligned		Languages Common
Str 16 (+7)	Dex 14 (+6)	Wis 12 (+5)
Con 18 (+8)	Int 14 (+8)	Cha 15 (+8)

Mad Wraith (level 8)		Level 8 Controller
Medium natural humanoid (undead)		XP 350
Initiative +9	Senses Perception +6; darkvision	
Mad Whispers (Psychic) aura 3; deafened creatures are immune; any enemy in the aura at the start of its turn takes 5 psychic damage and is dazed until the start of its next turn. (If the mad wraith take radiant damage, the aura is negated until the end of the mad wraith's next turn.		
HP 70; Bloodied 35		
AC 20; Fortitude 17, Reflex 20, Will 19		
Immune disease, poison; Resist 10 necrotic, insubstantial		
Vulnerable 5 radiant (see also <i>mad whispers</i> above)		
Speed fly 6 (hover); phasing		
m Touch of Madness (standard; at-will) ♦ Psychic		
+10 vs. Will; 1d6 + 6 psychic damage, and the target takes a –2 penalty to Will defense (save ends).		
M Touch of Chaos (standard; recharge 5 6) ♦ Psychic		
+11 vs. Will; 2d6 + 5 psychic damage, and the target moves up to its speed and makes a basic attack against its nearest ally as a free action.		
Spawn Wraith		
Any humanoid killed by a mad wraith rises as a free-willed mad wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.		
Alignment Chaotic Evil		Languages Common
Skills Stealth +14		
Str 6 (+2)	Dex 20 (+9)	Wis 6 (+2)
Con 12 (+5)	Int 11 (+4)	Cha 19 (+8)

Mummy Rot (Mummy Guardian)		Level 8 Disease
Endurance maintain DC 15, to improve DC 20		Disease Track
• The target is cured		
• Initial Effect: The target regains only half the normal number of hit points from healing effects.		
• The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease.		
• The target dies.		

Mummy Lord (Human Cleric 10)		Level 10 Elite Controller
Medium natural humanoid (undead)		XP 1000
Initiative +6	Senses Perception +10; darkvision	
Despair (Fear) aura 5; enemies within the aura take a –2 penalty to attack rolls against the mummy lord.		
HP 157; Bloodied 78		
Regeneration 10 (if the mummy lord takes radiant damage, regeneration doesn't function on its next turn)		
AC 24 (see also <i>shielding mace</i>); Fortitude 22, Reflex 20, Will 24		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 fire		
Saving Throws +2		
Speed 5		
Action Points 1		
m Shielding Mace (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d8 + 8 damage, and the mummy lord and one adjacent ally gain a +1 bonus to AC until the end of the mummy lord's next turn.		
M Awe Strike (standard; encounter) ♦ Fear, Weapon		
Requires mace, +12 vs. Will; 1d8 + 8 damage, and the target is immobilized (save ends).		
R Plague of Doom (standard; encounter) ♦ Necrotic		
Ranged 10; +12 vs. Fortitude; 3d8 + 8 necrotic damage, and the target takes a –2 penalty to all defenses until the end of the mummy lord's next turn.		
C Mummy's Curse (when reduced to 0 hit points) ♦ Disease		
Close burst 10; targets enemies; +12 vs. Will; the target contracts level 10 mummy rot (see below).		
Unholy Aid (immediate interrupt, when the mummy lord suffers an effect that a save can end, recharge 6)		
The mummy lord automatically saves against the triggering effect.		
Second Wind (standard; encounter) ♦ Healing		
The mummy lord spends a healing surge and regains 39 hit points. The mummy lord gains a +2 bonus to all defenses until the start of its next turn.		
Alignment Unaligned		Languages Common
Skills History +13, Insight +15, Intimidate +13, Religion +13		
Str 18 (+9)	Dex 12 (+6)	Wis 18 (+9)
Con 15 (+7)	Int 14 (+7)	Cha 15 (+7)
Equipment chainmail, mace		

Mummy Rot (Mummy Lord)		Level 10 Disease
Endurance maintain DC 17, to improve DC 22		Disease Track
• The target is cured		
• Initial Effect: The target regains only half the normal number of hit points from healing effects.		
• The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease.		
• The target dies.		

ENCOUNTER 4: WOOLEN WRAPS STATISTICS (HIGH LEVEL)

Mummy Guardian (level 10)		Level 10 Brute
Medium natural humanoid (undead)		XP 500
Initiative +7	Senses Perception +10; darkvision	
Despair (Fear) aura 5; enemies within the aura take a –2 penalty to attack rolls against the mummy guardian.		
HP 128; Bloodied 64		
Regeneration 10 (if the mummy guardian takes radiant damage, regeneration doesn't function on its next turn)		
AC 22; Fortitude 20, Reflex 18, Will 19; see also <i>despair</i> above		
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 fire		
Speed 5		
m Rotting Slam (standard; at-will) ♦ Disease, Necrotic		
+13 vs. AC; 2d8 + 4 necrotic damage, and the target contracts level 10 mummy rot.		
Alignment Unaligned		Languages Common
Str 16 (+8)	Dex 14 (+7)	Wis 12 (+6)
Con 18 (+9)	Int 14 (+9)	Cha 15 (+9)

Mad Wraith (level 10)		Level 10 Controller
Medium natural humanoid (undead)		XP 500
Initiative +10	Senses Perception +6; darkvision	
Mad Whispers (Psychic) aura 3; deafened creatures are immune; any enemy in the aura at the start of its turn takes 5 psychic damage and is dazed until the start of its next turn. (If the mad wraith take radiant damage, the aura is negated until the end of the mad wraith's next turn.		
HP 86; Bloodied 43		
AC 22; Fortitude 19, Reflex 22, Will 21		
Immune disease, poison; Resist 10 necrotic, insubstantial		
Vulnerable 5 radiant (see also <i>mad whispers</i> above)		
Speed fly 6 (hover); phasing		
m Touch of Madness (standard; at-will) ♦ Psychic		
+11 vs. Will; 1d6+7 psychic damage, and the target takes a –2 penalty to Will defense (save ends).		
M Touch of Chaos (standard; recharge 5 6) ♦ Psychic		
+12 vs. Will; 2d6+6 psychic damage, and the target moves up to its speed and makes a basic attack against its nearest ally as a free action.		
Spawn Wraith		
Any humanoid killed by a mad wraith rises as a free-willed mad wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.		
Alignment Chaotic Evil		Languages Common
Skills Stealth +15		
Str 6 (+3)	Dex 20 (+10)	Wis 6 (+3)
Con 12 (+6)	Int 11 (+5)	Cha 19 (+9)

Mummy Rot (Mummy Guardian)		Level 10 Disease
Endurance maintain DC 16, to improve DC 21		Disease Track
<ul style="list-style-type: none"> The target is cured Initial Effect: The target regains only half the normal number of hit points from healing effects. The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease. The target dies. 		

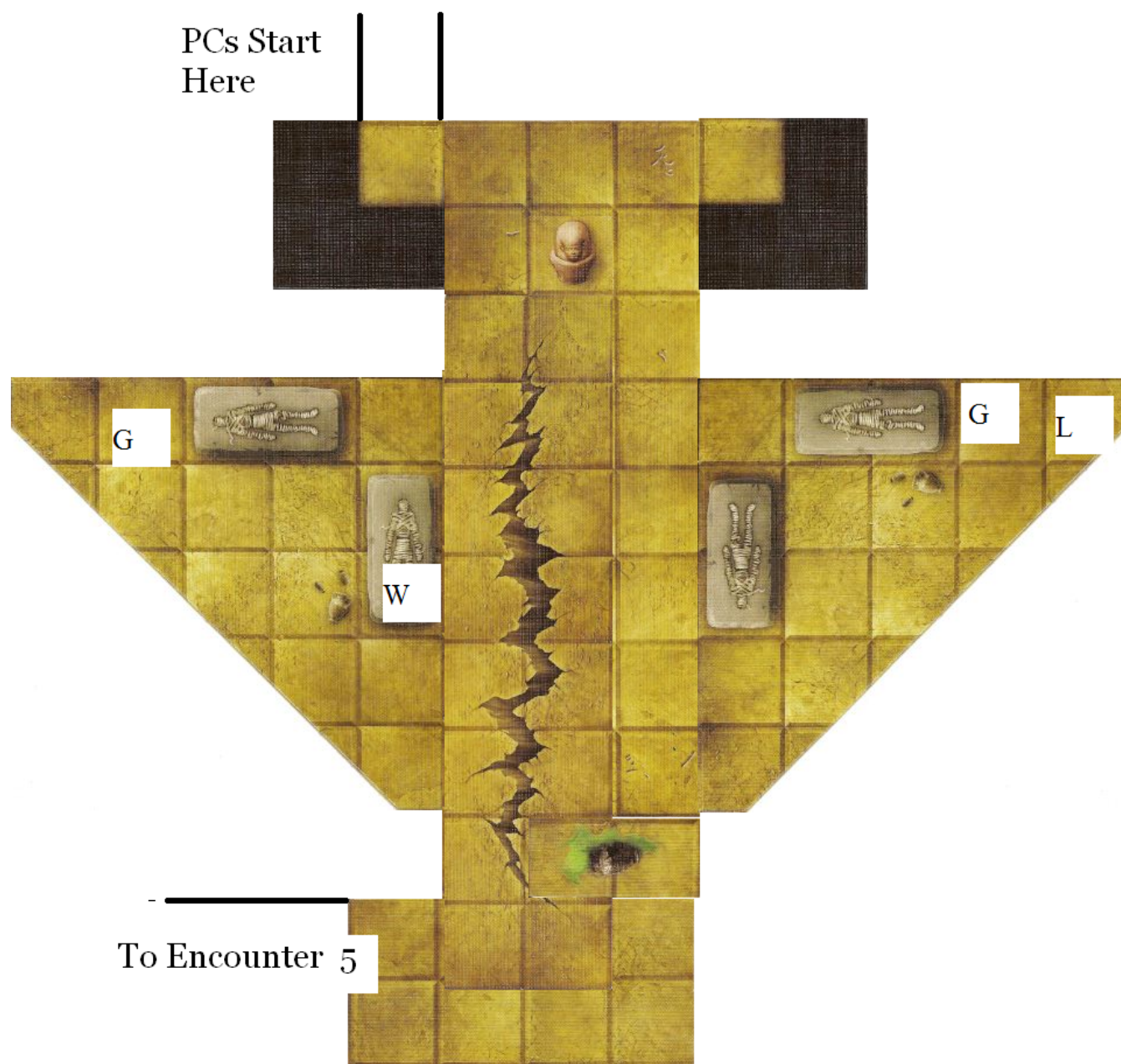
Mummy Lord (Human Cleric 12)		Level 12 Elite Controller
Medium natural humanoid (undead)		XP 1400
Initiative +7	Senses Perception +10; darkvision	
Despair (Fear) aura 5; enemies within the aura take a –2 penalty to attack rolls against the mummy lord.		
HP 189; Bloodied 94		
Regeneration 10 (if the mummy lord takes radiant damage, regeneration doesn't function on its next turn)		
AC 26 (see also <i>shielding mace</i>); Fortitude 24, Reflex 22, Will 26		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 fire		
Saving Throws +2		
Speed 5		
Action Points 1		
m Shielding Mace (standard; at-will) ♦ Weapon		
+14 vs. AC; 1d8 + 9 damage, and the mummy lord and one adjacent ally gain a +1 bonus to AC until the end of the mummy lord's next turn.		
M Awe Strike (standard; encounter) ♦ Fear, Weapon		
Requires mace, +14 vs. Will; 1d8 + 9 damage, and the target is immobilized (save ends).		
R Plague of Doom (standard; encounter) ♦ Necrotic		
Ranged 10; +14 vs. Fortitude; 3d8 + 9 necrotic damage, and the target takes a –2 penalty to all defenses until the end of the mummy lord's next turn.		
C Mummy's Curse (when reduced to 0 hit points) ♦ Disease		
Close burst 10; targets enemies; +14 vs. Will; the target contracts level 12 mummy rot (see below).		
Unholy Aid (immediate interrupt, when the mummy lord suffers an effect that a save can end, recharge 6)		
The mummy lord automatically saves against the triggering effect.		
Second Wind (standard; encounter) ♦ Healing		
The mummy lord spends a healing surge and regains 47 hit points. The mummy lord gains a +2 bonus to all defenses until the start of its next turn.		
Alignment Unaligned		Languages Common
Skills History +14, Insight +16, Intimidate +14, Religion +14		
Str 18 (+10)	Dex 12 (+7)	Wis 18 (+10)
Con 15 (+8)	Int 14 (+8)	Cha 15 (+8)
Equipment chainmail, mace		

Mummy Rot (Mummy Lord)		Level 12 Disease
Endurance maintain DC 18, to improve DC 23		Disease Track
<ul style="list-style-type: none"> The target is cured Initial Effect: The target regains only half the normal number of hit points from healing effects. The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease. The target dies. 		

ENCOUNTER 4: WOOLEN WRAPS MAP

DIRE TOMBS

Hall / Hall w/Pillars	8x3	x1
Corner / Floor	2x2	x2
Hallway / Barred Hallway	4x2	x1
Floor w/Crevasse / Hall	8x2	x1
Mummy Corner / Runes	5x5d	x2
Urn / Skull	1x1	x1
Broken Vase/Broken Tablet	1x2	x1



ENCOUNTER 5: SKIN AND BONES

ENCOUNTER LEVEL 7/9 (1600/2150 XP)

SETUP

This encounter includes the following creatures.

- 2 flameskulls (F)
- 2 skeletal tomb guardians (S)
- 1 skull lord (L)
- 3 decrepit skeletons (M)

After entering the tomb, the PCs encounter the third set of the necromancer's creations and the fourth set of clues to the mystery.

As the adventurers enter the area, read:

This room appears to be mostly empty, perhaps planned for future use. It is undecorated, supported by four square columns large enough to be decorated with carvings later. An area towards the back of the room is strewn with rubble.

The far wall of the room is illusionary. Creatures on the far side can see the PCs enter the room. The PCs can pierce the illusion with a DC 19/21 passive Insight check. Check each PC's passive Insight upon entering the room: a success lets the PC realize there is something not quite right. Thereafter, as a minor action, a DC 17/19 active Insight checks allows those PCs to disbelieve the illusion. If a PC warns others that the wall is an illusion, the other PCs only have to make one Insight check each.

When PCs deal with the undead and proceed through the wall, continue with the following (if there are young players or other sensitive individuals, you should modify the description):

The other side of the illusionary wall reveals further unused space. However, this room has a grotesque scene. A large stone has been used as a makeshift altar for some dark deity, as the corpse of a ewe lies sprawled across it. The corpse has been skinned, and fresh blood, apparently only minutes old, is evident.

The sheep is headless, but her head is not hard to find. A few feet from the stone lies a male halfling, neatly decapitated, with a note pinned to his chest. The ewe's head has replaced the halfling's, neatly grown together at the spine. The halfling's own head lies haphazardly discarded in the corner, the bloody

sheepskin stuffed into its mouth. The wool is still attached.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The entire tomb is unlit.

Columns: The columns on the map are blocking terrain.

Illusionary Wall: The highlighted line on the map represents a one-way illusionary wall (DMG pg 68), opaque when viewed from the entrance side of the room and transparent when viewed from its far side. Thus, all the creatures can see the entrance to the room, and they may surprise PCs by attacking through the wall. The wall provides total concealment but no cover. It is not an obstacle. Knowing it is illusionary does not mean they can see past it.

Debris: On the map where the cobwebs fully cover the square is debris which makes the squares difficult terrain.

Large Stone: The dais with the thrones on the map represents a large stone altar on a dais. This area is difficult terrain.

TACTICS

Under the command of the skull lord and flameskulls, the creatures attempt to function as an effective team. At the start of the encounter the skeleton minions are hiding behind the pillars while the rest are hiding behind the illusionary wall.

The flameskulls begin by making a Stealth check from behind the illusionary wall, and they opening with their *fireball* encounter power on PCs still grouped in the hallway. The flameskulls may try to remain hidden by use of cover or concealment. The skull lord uses its *skull of bonechilling fear* to isolate a single opponent for the guardians to attack and its *skull of death's command* to continually revive minions. The minions move forward but try to maintain at least 3 squares distance between them.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one flameskull.

Six PCs: Add one flameskull.

ENDING THE ENCOUNTER

When the final creature is destroyed and the PCs move past the illusionary wall, read:

The grotesquely misplaced ewe's head suddenly begins to speak, a haughty, amused voice magically projecting from the sheep's mouth. "Hello, I'm Vogu Sarwin. It is a shame I had to die, but I couldn't be allowed to ruin this surprise, could I? I had to open the door with my key; otherwise my suffering was completely unnecessary, as was my trip from Purskul. Kind of like my killer's suffering: avoidable.

The voice chuckles, and continues, becoming quieter. "What I had was little, and it was taken away. What you had was much, and you and others took from me. I hope your ceremony is ruined, and that the sycophants in attendance have had their appetites ruined as well. As for me, my work is not yet done."

SKILL CHALLENGE SCENE 4

The PCs may attempt various checks relating to the scene here, and the information provided by the mouth.

Heal (DC 17/19): The PCs may search the corpses for clues. On a success, the PCs realize that the bodies were recently killed, although they have been preserved using the Preservation ritual. On a failure, they notice only that the bodies have been magically preserved, so they could in fact be very old.

Arcana/Religion (DC 15/17): The PCs can investigate the altar, the corpses and such. With a success, they determine that the undead were brought here under control of a single necromancer. On a failure, the PCs conclude that all the undead were animated here.

Arcana (DC 17/19): The PC realizes that the ritual which allowed the horridly sewn-together creature was set to activate when a living creature approached it.

Insight (DC 10/12): From the speech of the Necromancer, the PC infers that Vogu's key was used to open the tomb. The PC also realizes that this was done as part of one man's larger plan for vengeance.

History (DC 21/23): With a success, a PC recalls that Purskul is in Amn, and six months ago a graveyard there was mysteriously exhumed, and the bodies were never recovered. With a failure, the PC recalls only that Purskul is an important although dangerous route for trade in Amn, with many bandits operating near the city.

Perception (DC 13/15): On the body of the halfling are numerous mundane items. Pinned neatly to the halfling's chest is a note saying "Unlike some guilds I know, I don't steal from the less fortunate." Among the items is a key ring; however, one of the fobs used to connect the keys to the ring does not have a key upon it.

After they leave the tomb, the PC can attempt a **Streetwise (DC 21 / 23)** regarding the town of Purskul in Amn and learn that six months ago a graveyard there

was mysteriously exhumed, and the bodies were never recovered. On a failure all they can find out is that caravans going there always employ extra guards.

EXPERIENCE POINTS

The characters receive 320/430 experience points each for defeating the skeletons.

TREASURE

Under the altar is a ritual book containing Preservation, Mordenkainen's Joining, Dark Light, Arcane Mark, and Amanuensis.

ENCOUNTER 5: SKIN AND BONES STATISTICS (LOW LEVEL)

Skull Lord (level 7)	Level 7 Artillery (Leader)
Medium natural humanoid (undead)	XP 300
Initiative +6 Senses Perception +5; darkvision Master of the Grave (Healing) aura 2; undead allies in the aura gain regeneration 5 and a +2 bonus to saving throws. This aura ends when the <i>skull of death's command</i> is destroyed. HP 34; Bloodied 17; see also <i>triple skulls</i> AC 21; Fortitude 18, Reflex 19, Will 20 Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant Speed 6	
m Bone Staff (standard; at-will) ♦ Necrotic, Weapon +10 vs. AC; 1d8 damage plus 1d6 necrotic damage.	
R Skull of Bonechilling Fear (minor 1/round; at-will) ♦ Cold, Fear Ranged 10; +12 vs. Will; 1d6 + 1 cold damage, and the target is pushed 5 squares.	
R Skull of Death's Command (minor 1/round; at-will) ♦ Necrotic Ranged 10; the skull lord restores a destroyed undead minion within range. The restored undead minion's level must be no higher than the skull lord's level +2. The restored minion stands in the space where it fell (or in any adjacent space, if that space is occupied) as a free action, has full normal hit points, and can take actions (as normal) on its next turn.	
R Skull of Withering Flame (minor 1/round; at-will) ♦ Fire, Necrotic Ranged 10; +12 vs. Fortitude; 2d6+1 fire and necrotic damage.	
Triple Skulls ♦ Healing When a skull lord is reduced to 0 hit points, one of its skulls (determined randomly from the three listed above) is destroyed, and it loses the ability to use that power. If the creature has any skulls remaining, it instantly heals to full hit points (34 hit points). When all three skulls are destroyed, the skull lord is destroyed as well.	
Alignment Evil Languages Common Skills Bluff +13, Insight +10, Intimidate +13 Str 14 (+6) Dex 16 (+7) Wis 15 (+6) Con 17 (+7) Int 16 (+7) Cha 21 (+9) Equipment staff, 3 iron crowns	

Decrepit Skeleton (level 5)	Level 5 Minion
Medium natural animate (undead)	XP 63
Initiative +3 Senses Perception +3; darkvision HP 1, a missed attack never damages a minion. AC 20; Fortitude 17, Reflex 18, Will 17 Immune disease, poison Speed 6	
m Longsword (standard; at-will) ♦ Weapon +10 vs. AC; 5 damage.	
r Shortbow (standard; at-will) ♦ Weapon Ranged 15/30; +10 vs. AC; 4 damage.	
Alignment Unaligned Languages - Str 15 (+4) Dex 17 (+4) Wis 14 (+4) Con 13 (+3) Int 3 (-2) Cha 3 (-2) Equipment heavy shield, longsword, shortbow, quiver of 10 arrows	

Skeletal Tomb Guardian (level 6)	Level 6 Brute
Medium natural animate (undead)	XP 250
Initiative +8 Senses Perception +10; darkvision HP 86; Bloodied 43 AC 19; Fortitude 18, Reflex 19, Will 16 Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant Speed 6	
m Twin Scimitar Strike (standard; at-will) ♦ Weapon The skeletal tomb guardian makes two scimitar attacks against the same target: +9 vs. AC; 1d8 + 2 damage (crit 1d8 + 10). This also holds true for opportunity attacks.	
M Cascade of Steel (standard; at-will) ♦ Weapon The skeletal tomb guardian makes two <i>twin scimitar strike</i> attacks (four scimitar attacks total).	
M Sudden Strike (immediate reaction, when an adjacent enemy shifts; at-will) ♦ Weapon The skeletal tomb guardian makes a melee basic attack against the enemy.	
Alignment Unaligned Languages - Str 18 (+7) Dex 20 (+8) Wis 14 (+7) Con 16 (+6) Int 3 (-1) Cha 3 (-1) Equipment 4 scimitars	

Flameskull (level 7)	Level 7 Artillery
Tiny natural animate (undead)	XP 300
Initiative +6 Senses Perception +10 HP 64; Bloodied 32 AC 20; Fortitude 17, Reflex 22, Will 20 Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant Speed fly 10 (hover)	
m Fiery Bite (standard; at-will) ♦ Fire Reach 0; +9 vs. AC; 1 damage plus 1d8 fire damage.	
R Flame Ray (standard; at-will) ♦ Fire Ranged 10; +11 vs. Reflex; 2d6 + 5 fire damage.	
A Fireball (standard; encounter) ♦ Fire Area burst 3 within 20; +11 vs. Reflex; 3d6+5 fire damage. <i>Miss:</i> Half damage. The flameskull can exclude two allies from the effect.	
Mage Hand (minor; at-will) ♦ Conjuration As the wizard power <i>mage hand</i> (<i>Player's Handbook</i> 158).	
Illumination The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.	
Alignment Unaligned Languages Common, Elven Skills Stealth +11 Str 5 (+0) Dex 16 (+6) Wis 14 (+5) Con 16 (+6) Int 22 (+9) Cha 20 (+8)	

ENCOUNTER 5: SKIN AND BONES STATISTICS (HIGH LEVEL)

Skull Lord (level 9)	Level 9 Artillery (Leader)
Medium natural humanoid (undead)	XP 400
Initiative +7 Senses Perception +6; darkvision	
Master of the Grave (Healing) aura 2; undead allies in the aura gain regeneration 5 and a +2 bonus to saving throws. This aura ends when the <i>skull of death's command</i> is destroyed.	
HP 38; Bloodied 19; see also <i>triple skulls</i>	
AC 23; Fortitude 20, Reflex 21, Will 22	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6	
m Bone Staff (standard; at-will) ♦ Necrotic, Weapon	
+12 vs. AC; 1d8+1 damage plus 1d6 necrotic damage.	
R Skull of Bonechilling Fear (minor 1/round; at-will) ♦ Cold, Fear	
Ranged 10; +14 vs. Will; 1d6+2 cold damage, and the target is pushed 5 squares.	
R Skull of Death's Command (minor 1/round; at-will) ♦ Necrotic	
Ranged 10; the skull lord restores a destroyed undead minion within range. The restored undead minion's level must be no higher than the skull lord's level +2. The restored minion stands in the space where it fell (or in any adjacent space, if that space is occupied) as a free action, has full normal hit points, and can take actions (as normal) on its next turn.	
R Skull of Withering Flame (minor 1/round; at-will) ♦ Fire, Necrotic	
Ranged 10; +14 vs. Fortitude; 2d6+2 fire and necrotic damage.	
Triple Skulls ♦ Healing	
When a skull lord is reduced to 0 hit points, one of its skulls (determined randomly from the three listed above) is destroyed, and it loses the ability to use that power. If the creature has any skulls remaining, it instantly heals to full hit points (38 hit points). When all three skulls are destroyed, the skull lord is destroyed as well.	
Alignment Evil Languages Common	
Skills Bluff +14, Insight +11, Intimidate +14	
Str 14 (+6)	Dex 16 (+7) Wis 15 (+6)
Con 17 (+7)	Int 16 (+7) Cha 21 (+9)
Equipment staff, 3 iron crowns	

Decrepit Skeleton (level 8)	Level 8 Minion
Medium natural animate (undead)	XP 88
Initiative +3 Senses Perception +3; darkvision	
HP 1, a missed attack never damages a minion.	
AC 22; Fortitude 19, Reflex 20, Will 19	
Immune disease, poison	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+13 vs. AC; 6 damage.	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +13 vs. AC; 5 damage.	
Alignment Unaligned Languages -	
Str 15 (+6)	Dex 17 (+7) Wis 14 (+6)
Con 13 (+5)	Int 3 (+0) Cha 3 (+0)
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows	

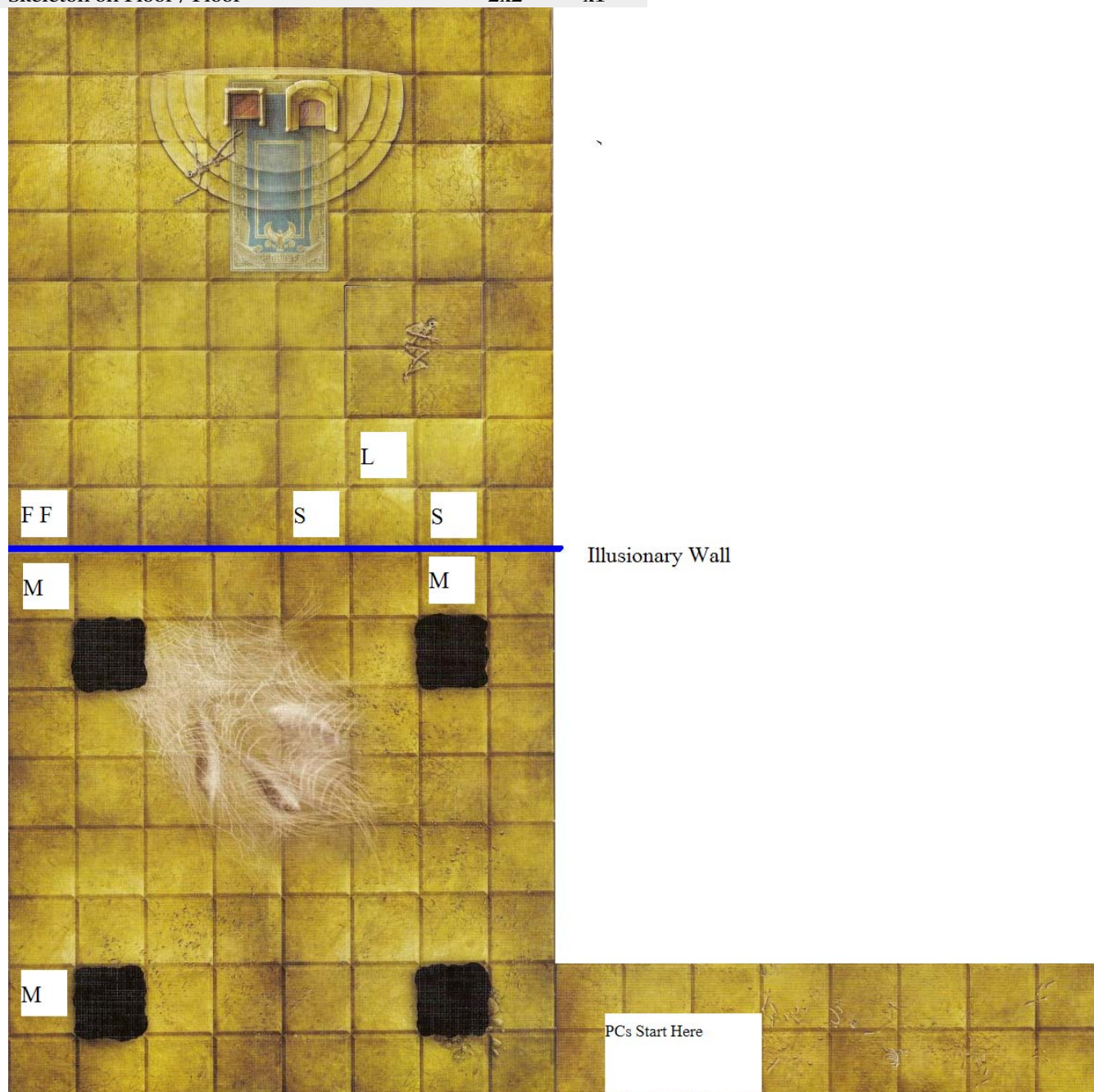
Skeletal Tomb Guardian (level 8)	Level 8 Brute
Medium natural animate (undead)	XP 350
Initiative +9 Senses Perception +11; darkvision	
HP 106; Bloodied 53	
AC 21; Fortitude 20, Reflex 21, Will 18	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6	
m Twin Scimitar Strike (standard; at-will) ♦ Weapon	
The skeletal tomb guardian makes two scimitar attacks against the same target: +11 vs. AC; 1d8 + 3 damage (crit 1d8 + 11). This also holds true for opportunity attacks.	
M Cascade of Steel (standard; at-will) ♦ Weapon	
The skeletal tomb guardian makes two <i>twin scimitar strike</i> attacks (four scimitar attacks total).	
M Sudden Strike (immediate reaction, when an adjacent enemy shifts; at-will) ♦ Weapon	
The skeletal tomb guardian makes a melee basic attack against the enemy.	
Alignment Unaligned Languages -	
Str 18 (+8)	Dex 20 (+9) Wis 14 (+6)
Con 16 (+7)	Int 3 (+0) Cha 3 (+0)
Equipment 4 scimitars	

Flameskull (level 9)	Level 9 Artillery
Tiny natural animate (undead)	XP 400
Initiative +7 Senses Perception +11	
HP 76; Bloodied 38	
AC 22; Fortitude 19, Reflex 24, Will 22	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed fly 10 (hover)	
m Fiery Bite (standard; at-will) ♦ Fire	
Reach 0; +11 vs. AC; 1 damage plus 1d8 fire damage.	
R Flame Ray (standard; at-will) ♦ Fire	
Ranged 10; +13 vs. Reflex; 2d6 + 6 fire damage.	
A Fireball (standard; encounter) ♦ Fire	
Area burst 3 within 20; +13 vs. Reflex; 3d6+6 fire damage. <i>Miss:</i> Half damage. The flameskull can exclude two allies from the effect.	
Mage Hand (minor; at-will) ♦ Conjuration	
As the wizard power <i>mage hand</i> (<i>Player's Handbook</i> 158).	
Illumination	
The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.	
Alignment Unaligned Languages Common, Elven	
Skills Stealth +12	
Str 5 (+1)	Dex 16 (+7) Wis 14 (+6)
Con 16 (+7)	Int 22 (+10) Cha 20 (+9)

ENCOUNTER 5: SKIN AND BONES MAP

DIRE TOMBS

Hall / Floor w/Crevasse	8x2	X1
Floor w/Webs / Floor	8x8	X1
Throne Room / Sun Room	8x8	x1
Skeleton on Floor / Floor	2x2	x1



ENCOUNTER 6: TELLING THE TALE

SETUP

Guildmaster Daundratha Hornhand (Diplomacy +12, Nature +11, Perception +11, Streetwise +7)

The PCs need to report back to the guildmaster regarding their success, or failure, as well as any information they have gleaned doing the skill challenge.

Your mission in the tomb complete, the guildmaster awaits your report.

Besides describing the undead they found, the PCs should be informing her about what evidence they found regarding why and how this occurred.

If the PCs ask, Vogu Sarwin—the dead halfling in Encounter 5—was a member of the guild with the rank of Master. He traveled a great deal, and he was thought to have recently left on a trip. The guildmaster last saw him personally two tenday ago. As a Master in the guild, Vogu has access to the keys to the burial chambers.

Depending on how well they did, the PCs might know any of the following:

True clues/conclusions:

- If they made the Perception check to find the traces of older footprints beneath the recent ones outside the mausoleum, then they may conclude that at least some of the undead were brought to the tomb [Encounter 2].
- The necromancer who did this entered the tomb by abducting a guild member, Vogu Sarwin, and forcing him to use his key. [Encounter 5]
- The death of Vogu Sarwin was recent, but as the body had a preservative ritual placed on it, the details of death are impossible to tell.
- Marks on the outside of the coffins indicate they were opened from the outside. [Encounter 4]
- Some undead were brought to the tomb by a necromancer. [Encounter 5]
- The undead may have originally come from a cemetery in Purskul. [Encounter 5]
- Whoever caused this crime blames the guild for his misfortune.
- The rare ink used is from an animal on the island of Moray, which is part of the Moonshaes. Only a few shops in Waterdeep or Baldur's Gate carry that ink.
- Whoever did this knows at least something about how the guild works, as he knew which guild

member would have a key to the mausoleum and portal.

- The crime was planned in advanced (theft of the bodies from cemetery in Amn), but because the death of Vogu Sarwin was recent, and because of the age of the tracks (a ten-day ago) it seems as if the death of the late guildmaster was anticipated.

False information / conclusions:

- It looks as someone picked the lock to the mausoleum.
- The reason this was done has something to do with the deceased guild member Shevya Roche. [Encounter 3]
- Some of the undead animated naturally. [Encounter 4]
- The undead were all animated from buried guild members. [Encounter 5]
- Vogu Sarwin was killed sometime ago and his body preserved. [Encounter 5]
- Some rival in the town of Purskul in Amn may be involved. [Encounter 5]

TROUBLESHOOTING

The PCs may decide they need to investigate the clues they found further before reporting to the guildmaster personally. They can send a simple message to her so that the cleaning of the tomb can begin (and met their mid-afternoon deadline) while following up on the clues.

COMPLETE SUCCESS

If the PCs have succeeded in both clearing the undead and completing the skill challenge, continue with the following when the PCs give their report:

As she hears your report, her brow is furrowed with concentration. At its conclusion, she nods and says, "It looks like you have made some good headway on the source of this event. Apparently, this is not the last we will hear of this necromancer. I would like to commission you to get to the bottom of this, on behalf of my guild. As it is, the funeral can continue without incident. Thank you for all your help. Here is the rest of your fee, and you are welcome to attend the funeral if you would like."

The PCs earn both story awards.

PARTIAL SUCCESS

If the PCs have succeeded in clearing the undead but failed the skill challenge, continue with the following when the PCs give their report:

As she hears your report, her brow is furrowed with concentration. At its conclusion, she frowns, and says, "Something about this incident just doesn't add up. I will need to consider what to do next. It may be that I will need to have someone do further investigating and might call on you if you are willing. As it is, the funeral can continue without incident. Thank you for all your help. Here is the rest of your fee, and you are welcome to attend the funeral if you would like."

The PCs receive the story award WATE08 Quest for the Necromancer but not WATE07 Friend of the Furriers.

ABJECT FAILURE

If the PCs do not succeed in clearing the undead, inform them that they can return to the tomb after leaving it if necessary. If they are unwilling to return, or are out of time, continue with the following when the PCs give their report:

She frowns and growls at you, "What did I hire you for? Just get out of my office. I need to think. Goodbye!"

The PCs receive neither story award, and do not gain the rest of the promised fee.

CONCLUSION

If the PCs were successful at destroying any of the undead in the tomb, they are sought out by a priest of Kelemvor who wishes to reward them for their efforts.

Shortly after the funeral of the guildmaster, a priest of Kelemvor approaches you. "I witnessed some people removing bodies from a tomb. When I asked what they were doing, they explained that these were undead and that you were the ones who destroyed them. I am Oren, a priest of Kelemvor, and as my god is a foe of undead, I would be interested in hearing what happened."

If the PCs tell him what they faced and destroyed:

- He asks if they have informed the City Watch regarding what happened.
- If any PC has contracted *mummy rot*, he offers to perform the cure disease ritual for the cost of the components (180 gp). Note that he has +15 to Heal checks and helps by using his Heal for free (see below).

- He wants to reward their deeds.

He has some magical items that he awards the PCs in recognition of their service to Kelemvor.

Players who have a PC that contracted *mummy rot*, if the disease was not eliminated by usage of the cure disease ritual, either by a PC or by an NPC, need to resolve the disease: to either "cured" or "final state," as per the DMG 49-50. Assume that multiple extended rests occur at the end of the adventure and ask for successive Endurance skill checks (or substituted Heal skill checks by another PC) until the disease either reaches "cured" or "final state." If at "final state," annotate the condition and effects on the PC's Adventure Log notes for that adventure. In any community, PCs may purchase a cure disease ritual for 20% over cost, i.e., 180 gp. The PCs may share the cost. Usage of the cure disease ritual does not have to occur in the same adventure, but the PC is subject to the "final state" conditions until the disease is gone. A raise dead ritual may be used if either the disease or the cure disease ritual results in death.

TREASURE

The guild pays the PCs 100/150 gp and gives them skunk fur clothing if they succeeded (no value for resale of the skunk fur).

Based on the PCs success at killing undead, the priest offers the PCs a reward each, from the following:

- Succeeding in Encounter 3: a *cloak of survival* +2 (low-level version only), *periapt of wisdom* +3 (high-level version only), a *skeleton key* or 100/150 gold pieces
- Succeeding in Encounter 4: a *hat of disguise*, a *belt of blood* or 100/150 gold pieces
- Succeeding in Encounter 5: *elven boots*, *survivor's belt* or 150/200 gold pieces

More successes mean more choices, and the gold is what makes up the "more gold" option). Those who are successful in all of the encounters have their choice of any treasure bundle, only limited by whether the adventure was played at the low or high tier.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: Walk in the Park

120/200 XP

Encounter 3: Tanned Hides

250/350 XP

Encounter 4: Woolen Wraps

410/580 XP

Encounter 5: Skin and Bones

320/430 XP

Total Possible Experience

1100/1560 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold Per PC

150/200 gp

(from Guild: Encounter 1: 50/50 gp, Encounter 6: 100/150 gp)

EACH PC SELECTS ONE OF THE FOLLOWING:

Bundle A: *cloak of survival* +2 (L9) (low-level version only)

Found in Encounter 6

Bundle B: *periapt of wisdom* +3 (L13) (high-level version only)

Found in Encounter 6

Bundle C: *elven boots* (L11)

Found in Encounter 6

Bundle D: *hat of disguise* (L10)

Found in Encounter 6

Bundle E: *skeleton key* (L10)

Found in Encounter 6

Bundle F: *survivor's belt* (L11)

Found in Encounter 6

Bundle G: *belt of blood* (L10)

Found in Encounter 6

Bundle H: ritual book of Preservation, Mordenkainen's Joining, Dark Light, Arcane Mark, and Amanuensis

Found in Encounter 5

Consumable Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *glowstone* (L10) plus 150/300 gp to their total gold per PC. The player should write the consumable gained on their adventure log.

Consumable Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *augmenting whetstone* (L11) plus 0/150 gp to their total gold per PC. The player should write the consumable gained on their adventure log.

Consumable Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *unguent of darkvision* (L11) plus 0/150 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350/500 gp to their total gold per PC.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Make sure to mark the story award codes next to each character that earned them on the tracking form.

WATE06 Friend of the Furriers

The Solemn Order of Recognized Furriers & Woolmen considers you a friend and ally. They invite you to guild parties and ceremonies and will disclose information on other Waterdhavian guilds.

WATE07 Quest for the Necromancer

The Solemn Order of Recognized Furriers & Woolmen has charged you with tracking down the necromancer responsible for crimes against the guild. This story award represents the beginning of a major quest, to be continued in later Waterdeep adventures, WATE1-4 (levels 7-10) and WATE1-6 (levels 11-14).

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the PCs gain Quest for the Necromancer, WATE08?

- a. No
- b. Yes

2. The PCs destroyed the undead in which encounters?

- a. none of the encounters
- b. Encounter 3 only
- c. Encounter 3 and 4 only
- d. all encounters

3. The PCs reported that the NPC behind this:

- a. is a skilled Necromancer
- b. has some connection to Amn
- c. may have some connection to the Moonshaes
- d. all/most of the above
- e. none of the above

4. The PCs reported that the NPC behind this:

- a. has a personal grudge against the guild
- b. has inside knowledge of the guild
- c. planned this for some time
- d. all/most of the above
- e. none of the above

5. Did the PCs disclose what happened to anyone outside of the guild?

- a. Yes, to Oren, the priest of Kelemvor
- b. Yes, to the City Watch and Oren
- c. Yes, to a noble house they have a favor from
- d. Yes, to more than one of the above
- e. No

6. The PCs were not successful because the entire party :

- a. fled rather than died
- b. died in Encounter 3
- c. died in Encounter 4
- d. died in Encounter 5
- e. They succeeded.

NEW RULES

Mordenkainen's Joining

You join two blocks of stone as though they had been cut and dragged that way from the mountain. With your help, the wall should have no gaps whatsoever.

Level: 6 **Component Cost:** 50 gp

Category: Creation **Market Price:** 360 gp

Time: 10 minutes **Key Skill:** Arcana (no check)

Duration: Instantaneous

Two nonliving objects join together permanently. The boundary between them becomes as smooth and unnoticeable as possible—for objects that could fit together naturally, such as two blocks of stone, two planks of wood, or two pieces of a weapon, the ritual makes them completely seamless.

Reference: *Dragon* 366, page 58.

Preservation

Wizards use this spell to keep their tomes from mold and other dangers. Explorers wish the wizards would do the same for trail rations.

Level: 2 **Component Cost:** 25 gp

Category: Warding **Market Price:** 100 gp

Time: 10 minutes **Key Skill:** Arcana or Nature

Duration: Permanent

You enchant a quantity of nonliving organic material so that it resists all natural deterioration. Rot, mold, consuming vermin, and the like all leave the enchanted material alone. Damage intentionally done can still harm the material.

Your Arcana or Nature check determines how much material you can affect with one ritual casting.

Arcana or Nature Check Result: Quantity

19 or lower	10 pounds
20–24	20 pounds
25–29	50 pounds
30–39	100 pounds
40 or higher	200 pounds

Reference: *Dragon* 366, page 58.

Glowstone

Level 10

This fist-sized stone glows faintly and can be used to create a bright burst of radiant light that harms undead creatures.

Other Consumable: 200gp

Enhancement: Attack rolls and damage rolls

Property: A glowstone radiates dim light in a 2-square radius.

Power (Consumable Radiant, Zone): Standard Action. Use the glowstone to create a zone of bright illumination in an area burst 2 within 5 squares of you. Any undead creature that is vulnerable to gradient damages that enters or starts its turn within the zone is affected as if it had taken radiant damage. For example, a skeleton that has vulnerable 5 radiant takes 5 radiant damage if it enters or starts its turn in the zone. The zone remains until the end of the encounter or for 5 minutes, whichever comes first. Using this power turns the glowstone to dust.

Reference: *Adventurer's Vault*, page 191.

Hat of Disguise

Level 10

This chapeau appears as you wish, changing you and your equipment as it transforms.

Item Slot: Head **5000gp**

Property: When using this item's power gain a +5 item bonus to Bluff checks to pass off a disguise.

Power (At-Will Illusion): Standard Action. You gain the appearance of any humanoid race of the same size category as you. Your clothing and equipment alter appearance to reflect this change. The illusion does not alter sound or texture, so a creature listening to you or touching you might detect the illusion.

Reference: *Adventurer's Vault*, page 142.

Skelton Key

Level 10

This ornate key opens locks with ease.

Wondrous Item **5,000gp**

Power (Daily): Standard Action. You touch the key to a locked door, chest, gate, or other object, make a Thievery check with a +20 bonus against the DC required to open the lock.

Reference: *Adventurer's Vault*, page 177

Survivor's Belt

Level 11

This belt gives you the ability to stabilize even when near death.

Item Slot: Waist **9000gp**

Property: You roll 2 death saving throws, taking the higher result.

Reference: *Adventurer's Vault*, page 167

Belt of Blood

Level 10

This bloodstained belt helps you recover from serious injuries.

Item Slot: Waist **5000gp**

Property: Your healing sure value increases by your Constitution modifier while you are bloodied.

Reference: *Adventurer's Vault*, page 16

Augmenting Whetstone

This rough sharpening stone temporarily grants your weapon a magical enhancement.

Level: 11 **Cost:** 350 gp

Whetstone

Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +3 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.

Reference: *Adventurer's Vault*, page 190.

Unguent of Darkvision

Darkness is less impenetrable with this black ointment..

Level: 11 **Cost:** 350 gp

Other Consumable

Power (Consumable): Standard Action. Rub this unguent on your closed eyelids. You gain Darkvision for 1 hour.

Reference: *Adventurer's Vault*, page 192.

APPENDIX 1: LAWS OF WATERDEEP

The First Plaintiff: Crimes Against The Lords

Severe Offenses: Treason, Assault Upon or Impersonation of a Lord, Assault Upon or Impersonation of a Magister, Forgery of an Official Document

Serious Offenses: Theft, Vandalism or Arson Against the City, Impersonation of Guardsman or Officer of the Watch, Repetition of Lesser Offenses, Willful Disobedience of any Edict Uttered Against One by a Lord

Lesser Offenses: Unlawful Observation or Copying of an Official Document, Assault Upon Any City Officer Who is Acting in the Line of Duty.

Minor Offenses: Blasphemy against Lord, Magister or any City Officer

The Second Plaintiff: Crimes Against the City

Severe Offenses: Poisoning of City Wells, Murder, Spying, Sabotage

Serious Offenses: Fraud, Fencing Stolen Goods, Unlawful Dueling, Murder with Justification, Repetition of any Lesser Offenses

Lesser Offenses: Bribery of a City Officer or Official; Hindrance of City Watch/Guards in their Duty

Minor Offenses: Bribery, Unlawful Flight over the City, Blasphemy Against Foreign Ambassadors, Vagrancy, Littering (includes relief of human wastes in public), Brandishing a Weapon Dangerously or Threatening without Due Cause, Dangerous Operation of a Coach, Wagon or other Conveyance.

The Third Plaintiff: Crimes Against the Gods

Severe Offenses: Defiling of a Holy Place

Serious Offenses: Theft of Temple Goods or Offerings, Tomb-Robbing, Repetition of any Lesser Offense

Lesser Offenses: Assault Upon a Priest or Lay Worshipper

Minor Offenses: Public Blasphemy of a God or Priesthood, Drunkenness and Disorderly Conduct at Worship

The Fourth Plaintiff: Crimes Against Citizens

Severe Offenses: Arson, Rape, Assault Resulting in Mutilation or Crippling, Magical Assault, Forgery, Slavery

Serious Offenses: Robbery, Burglary, Theft or Killing of Livestock, Repetition of a Lesser Offense, Usury

Lesser Offenses: Damage to Property, Assault (Wounding), Assault on Livestock, Unlawful Hindrance of Business

Minor Offenses: Assault (without wounding or robbery), Excessive Noise

Applying Waterdeep Law to the PCs

A DM should use discretion as to the application of the laws while trying to convey that Waterdeep is a generally a lawful society. Black-robed magisters promptly adjudicate each case. Generally, adventurers (PCs) are not to be jailed or imprisoned but fined. The magisters have the authority to waive fines or add stern lectures as appropriate. Any of the Masked Lords of Waterdeep may direct that all charges be dropped. They are inclined to overlook minor or lesser offenses if in the assistance of the City Watch, protection of the City or enforcement of City laws, a noble house, a guild or a business, and let the culprit off with a stern warning. Fines can be levied as follows with DM discretion as to PC ability to pay: Minor: 10 gp, Lesser: 100 gp, Serious: 1000 gp, Severe: 5000 gp and confiscation of a magical item appropriate to PC level, and possible eviction from the city. Self defense is always legal, but excessive use of lethal force can be a problem. Likely offenses by PCs are underlined above. Lawyers do not exist in the Forgotten Realms.

PLAYER HANDOUT 1

This letter was placed on a barroom table at the Dagger's Rest, and addressed to you.

A matter of delicate concern has arisen, and the Solemn Order of Recognized Furriers & Woolmen will pay a considerable sum of money to the addressee to have it resolved by mid-afternoon. Please visit me immediately, Daundratha Hornhand, at the Guildhall in Castle Ward.

*Thank you,
Guildmaster Daundratha Hornhand*