

GILDING A NOBLE

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

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Stedd Moonstar is planning the first and hopefully best grand gala of the season. The Moonstar gala is almost ready; only a few last minute preparations are needed to make the party a huge success. This adventure starts the major quest, Restoring Splendor, which continues in WATE2-2 (P1) and concludes in WATE2-3 (P1). 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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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

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 session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer 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 may 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 the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

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 lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees 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 agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) 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 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 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 among 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 are encounters 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 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 affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

A year ago, an item of immense personal value to House Moonstar (a sextant used by the founder of the house) was stolen from the Moonstar family villa. The family legend is that if the sextant was lost, the family's fortunes would be forever ruined. Adventurers were hired by a former employee of the family to locate the sextant and

quietly return it back to its owner, Stedd Moonstar, Lord of the House Moonstar. The item was recovered in WATE1-1 *Heirloom*.

Stedd was overwhelmed with relief and took this as a sign from Selune to take his responsibilities to his family more seriously. Over the past year he developed a plan to increase the reputation and fortunes of House Moonstar. Part of his plan is the End of Winter Gala which he intends to make the social event of the season. The goodwill such a party will generate, and the back room deals he hopes to make, will greatly enhance House Moonstar's social and financial standing.

All that's left to make the gala a success is finishing a few small details.

DM'S INTRODUCTION

The adventure goal is for the PCs to complete three tasks in preparation for House Moonstar's End of Winter Gala. House Moonstar wants to use the gala to highlight their many good works. The first task occurs in the City of the Dead and is presented as a series of skill challenges. Encounter 3 is a Complexity 2 skill challenge that all groups are to attempt to complete. Of the three Complexity 1 skill challenges presented in Encounters 4 through 6, one is optional. The DM may decide which two encounters to use based either on the skills of the PCs or on which of the two encounters he feels the players will most enjoy.

The second task is to deal with a gang of lycanthropes in Field Ward on behalf of the temple of Selune.

The third task is to invite three people in Daggerford to the gala. To accomplish the third task, the PCs will need to kill a menace in the countryside.

This adventure takes place over multiple days. The PCs can choose to take extended rests without adversely impacting their ability to successfully complete the adventure.

CAMPAIGN NOTE: QUEST CARD OPPORTUNITY

Either Task 1 or Task 2 from the Quest Card: *In Slumber Remain* may be completed during the course of this adventure. Both tasks can be included for any table; however, any individual character may only fulfill one task during this adventure. Ask before the start of play if any players have the quest card and run the appropriate encounter(s).

The PCs gain the information needed to begin Task 1 during Encounter 9 and can actually complete it in Encounter 11.

Task 2 can be completed at the end of Encounter 7.

The DM is encouraged to convey the feeling that Waterdeep is a very large and cosmopolitan city that welcomes adventurers but is wary of havoc they may cause. Waterdhavians are generally friendly and consider themselves to be sophisticated, displaying a “we’ve seen it all” attitude. Also, the City Watch should not be portrayed as an adversary to be avoided or as incompetent; they are neither.

Characters (or players) who are new to Waterdeep should be shown Handout 1 so that they understand Waterdeep is a city of laws.

Remind the players of the “Knocking Creatures Unconscious” rule (PH 295), which works with any form of attack. The DM should also note the passive Perception of the PCs in advance. Also note that the Spellplague rendered detection and location magic non-functional within the city.

Those PCs who have the Waterdeep background gain a +2 bonus to History and Streetwise checks in Waterdeep.

WATERDEEP NOVEL CONNECTIONS

Leaplow Carver who appears in Encounters 2 through 6 originally appeared in the novel *City of the Dead*, by Rosemary Jones.

The broadsheet, *The North Wind*, was created by Erik Scott de Bie, for his novel *Downshadow*.

PLAYER’S INTRODUCTION

Read or paraphrase the following to the players:

A cold winter wind blows through the snowy streets of Waterdeep and past the door of your current residence. The faintest hint of spring can be detected as well - it won’t be long before the spring thaw begins. As you ponder your next move in the Crown of the North, you hear a knock at your door.

If the PCs open the door, a figure heavily bundled in furs (a servant of House Moonstar) hands the PCs a scroll. Through chattering teeth, the servant says he was instructed to wait for an answer. If the PCs don’t open the door, the servant ties the scroll to the handle of the door and leaves.

The scroll contains a request for aid by Lord Stedd Moonstar. Any of the PCs that have the story award WATE01 *Favor of House Moonstar* are addressed by name in a deeply respectful manner and Stedd asks for their help once again. Any PCs that have WATE05 *Favor of the House of the Moon* are also respectfully addressed by name and the letter notes that the PCs come highly recommended by the Temple of Selune. PCs with other

favorable contacts in Waterdeep are likewise invited by name.

The scroll indicates that if the PCs are interested they should come to the Moonstar Villa, located in the Sea Ward, at ten bells or at their earliest convenience.

PC BACKGROUND ON STEDD MOONSTAR

PCs who went on the adventure WATE1-1 *Heirloom*, recall that they were asked to secretly recover a valuable family heirloom (a sextant) from some robbers. If successful, they met Stedd Moonstar.

Assuming the PCs decide to go to House Moonstar, continue with:

As you make your way through the snow covered streets of Waterdeep, you hear a broadsheet vendor cry out “Read all about it! Can the bachelor head of House Moonstar defeat his curse?”

The vendor is selling the latest edition of *The North Wind*, a broadsheet dedicated to society gossip and fashion news. The headline story provides additional information about Stedd Moonstar. The broadsheet sells for 1 copper nib (1 cp). If one or more PCs purchase it, give them Handout 2: *The North Wind* Broadsheet.

PCs who read the broadsheet may discover the following additional information:

- A DC 14/16 Streetwise check reveals that Stedd Moonstar has been taking his duties more seriously as of late. Lord Moonstar’s interest seemed to be rekindled about a year ago when his house was robbed. The thieves were apprehended.
- The PCs may have met (rescued) Dala Silmerhelve in WATE1-1.
- The Lantan Collection was found and recovered by adventurers in WATE1-4.

ENCOUNTER 1: HELPING OUT

SETUP

Logan, dwarf butler
Lord Stedd Moonstar

If the PCs choose to accept the request for help from House Moonstar, read the following:

You arrive at a villa in the Sea Ward. The villa is besieged by construction workers who are feverishly restoring the building's worn and outdated exterior.

You are met at the door by a middle aged dwarf who introduces himself as Logan, Lord Moonstar's butler. He leads you past even more construction workers who appear to be repainting and repairing the interior. Eventually you find yourself in a small sitting room which is appointed with outdated and slightly dusty furniture. A young, dark-haired human, dressed in rich finery, is sitting in a large, overstuffed chair but rises to greet you.

Logan is a middle-aged male dwarf with an exceptionally long beard festooned with numerous star shaped crystals and a single large moon. Logan walks with a pronounced limp and is visibly nervous around the PCs. He believes that adventures are savages and fears the PCs will strike out at him in anger. This fear is based on a bombastic column in the *Mocking Minstrel* broadsheet. The writer of the column goes by the name of Vigilance and it often depicts adventurers as bloodthirsty brigands who periodically slaughter innocents. Logan manifests his nervousness by constantly wringing his hands and occasionally stumbling over his words.

The dark-haired human is Lord Moonstar. He politely greets the PCs, introduces himself, and welcomes them to his home. The only exception is PCs that have the story award WATE01 *Favor of House Moonstar*. These PCs are warmly greeted and Lord Moonstar has a look of great respect in his eyes.

After introductions are complete, Lord Moonstar asks the PCs to sit and offers them a drink or snack. (If time permits, he asks the PCs about their recent adventures. Present the question as a request; Stedd is interested in their actions because he finds it intriguing and he is being sociable. This is not a job interview since Lord Moonstar has already decided to hire the PCs. If the PCs don't care to share, that is fine.)

Lord Moonstar asks the PCs for their help.

I have a few things with which I need your help. A tenday from now I am hosting an End of Winter Gala and I need some critical tasks completed before the gala. I have the utmost confidence in you. Logan can fill you in on the details; I have a pressing appointment. Best of luck and thanks ever so much!

If the PCs stop him, Lord Moonstar is willing to answer a few quick questions:

- I am hoping to throw the first and best party of the season. I intend to re-introduce House Moonstar to the nobility and demonstrate what a valuable addition we are to Waterdhavian society.
- If asked about the curse, Stedd does not believe he or his family is cursed, just unlucky.
- If one or more PCs played WATE1-1 and ask Stedd about his sudden interest in improving his House, Stedd says that the return of his family heirloom (a sextant) touched him deeply and reminded him of his heritage. He wants to return his house to its former glory and is working hard to make that happen.
- If none of the PCs played WATE1-1 but someone asks Stedd about his sudden interest in improving his House, Stedd simply says it's for personal reasons, and does not elaborate.

Logan will inform the PCs of the following:

- Lord Moonstar has three tasks he needs completed quickly and quietly.
- Lord Moonstar is willing to pay 40/50 gp per person, per task.
- In addition, if the PCs successfully complete all three tasks, Lord Moonstar will provide a bonus payment.

If the PCs agree to take on the tasks, Logan asks them to go to the City of the Dead to complete the first task. House Moonstar has sponsored a refurbishment project in the north side of the City of the Dead. The project has run into a few snags that the foreman can't seem to resolve himself. Lord Moonstar wants the PCs to go to the City of the Dead and resolve these problems so the refurbishment can be completed.

Logan does not have any details about what is wrong but he can tell them the following:

- The City of the Dead is the cemetery for Waterdeep, and contains many generations of the dead. It is open to the public during the day but closes at dusk.

- The project is being overseen by Leaplow Carver. The Carvers are a reputable family that has been working in the City of the Dead for generations. A DC 12/14 Streetwise check confirms this. The Carvers build the mausoleums, coffins, and statuary used in the City of the Dead.
- If the PCs can't resolve the problem(s) themselves, they should report these problems to the Watchful Order of Magists and Protectors. Logan strongly urges them not to do so unless there is no other option. Lord Moonstar wants to project an image of competence, not helplessness.
- The other two tasks are not quite ready to be started. One is for the temple of Selune and the other involves delivering invitations to the gala.

PCs can also use their skills to learn the following information (Stedd and Logan do not provide this information):

- History DC 10/12: Image is important to the nobility of Waterdeep, and having a good image can lead to more influence and power for a noble. Sponsoring a public works project such as refurbishing part of the City of the Dead is a common project taken on by the nobility. However, if House Moonstar was unable to handle its own affairs and had to call on assistance of organizations such as the Watchful Order, it would tarnish their image.
- Streetwise DC 10/12: House Moonstar's refurbishment project is on a tight budget. House Moonstar could only afford to hire one of the more junior members of the Carver family who is rumored to be volatile. If House Moonstar runs into any problems on the project, they'll probably run out of funds before it is finished.
- PCs who learn the above information may also recall with a DC 12/14 History or Streetwise check that the Carver family has worked as stone carvers and caretakers for the tombs and mausoleums in the City of the Dead for generations.
- A DC 10/12 History check reveals it is traditional for many of the Waterdhavian nobility to throw a party during the spring months, often as a celebration of the end of winter.

When the PCs are ready, go to Encounter 2: City of the Dead - Repairs.

ENDING THE ENCOUNTER

Once the PCs have been given an assignment and Logan has answered any questions, he escorts the PCs out of the villa.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter and it does not count towards a milestone.

TREASURE

No advance payment is made.

ENCOUNTER 2: CITY OF THE DEAD – REPAIRS

SETUP

Leaplow Carver, human stone carver

The City of the Dead is a walled enclosure that serves as the cemetery for Waterdeep. The City of the Dead sports numerous white marble tombs and the occasional park-like green lawn. In warmer weather the City of the Dead serves as a park during the day for the citizens of Waterdeep. The grounds are off limits after dusk, and the gates are locked. The City Watch guards the gates. Many generations are interred in the City of the Dead, and to conserve space there are numerous portals to other places where the dead are buried. It is rare for someone to be buried in Waterdeep these days; most are buried elsewhere via the portals.

The PCs are guided to their destination in the northern section of the City of the Dead by the raucous noise of the restoration project currently in progress.

Read the following:

You come across a burly, dark-haired young man supervising a group of workers who are restoring a cobblestone path that winds its way through the snow-covered tombs and mausoleums. After blowing into his hands to warm them, he looks up and notices you. He walks over and with a charming smile says, “Are you the specialists from House Moonstar?”

Leaplow Carver can be extremely helpful, buy you a drink in a tavern, or punch you in the nose, or do all of these things, not necessarily in that order. Leaplow tends to buy his opponents drinks after he has knocked them down -- it's just "good fun" to him. He is always ripe for mischief and more than happy to get into trouble. If there are any women in the party, he is inclined to flirt, but will take rejection with a good-natured shrug. The City of the Dead and his family's reputation come first with Leaplow: if he thinks your project threatens either one, he will call on his burly brothers and cousins to chase you from the graveyard.

If the PCs acknowledge that they've been sent to help, Leaplow shares the following information:

- This area of the City of the Dead has suffered from significant neglect. Many of the tombs in the area haven't been maintained by their owners in decades. House Moonstar's generous offer to

refurbish the area will really make the area look fantastic!

- Leaplow Carver is a member of the Carver family and is acting as foreman for the restoration.
- The time frames and budget for the restoration project are quite tight. Leaplow doesn't have the time or money to hire anyone else to solve these problems. The winter weather has also been causing some delays as well.
- The restoration project has run into several snags that Leaplow is not sure how to deal with and keep within budget. Leaplow was told that House Moonstar was bringing in some expert troubleshooters – the PCs.

The PCs must try to solve Problem #1, as it is the most urgent. They must also attempt to solve any two of the remaining three problems.

- Problem #1: One of the tombs contains a portal that is malfunctioning – undead spirits are leaking through. If PCs pursue this, go to Encounter 3: City of the Dead – The Malfunctioning Portal.
- Problem #2: The body of a recently buried noble keeps getting thrown out of the tomb it is buried in every night. If PCs pursue this, go to Encounter 4: City of the Dead – The Undesired Noble.
- Problem #3: Underground diggers have breached several tombs in the area. The diggers must be located and stopped. If PCs pursue this, go to Encounter 5: City of the Dead – The Breach.
- Problem #4: An ornate stone tomb door was recently repaired and stolen before it could be re-installed. If PCs pursue this, go to Encounter 6: City of the Dead – The Stolen Door.

Complication: After the PCs have concluded any one of the skill challenges, go to the Interruption scene below.

SCENE: THE INTERRUPTION (AFTER ONE SKILL CHALLENGE HAS CONCLUDED)

A young elven boy runs up to you and hands you a small scroll. “Message for you from Lord Moonstar,” he says, handing you the scroll.

If the PCs open and read the scroll, give them Handout 3: The Note. The text of the note is repeated below:

The Temple of Selune needs help urgently. Lord Moonstar requests that you go to the temple as quickly as possible and ask for Silverstar Rayhn, who can describe the situation. The rest of the refurbishment project can wait.

Go to Encounter 7: The Temple of Selune.

ENDING THE ENCOUNTER

The PCs can choose to take on the various tasks in whatever order they prefer. Each of the tasks is covered separately in the next four encounters.

Group Skill Checks: Some skill checks are defined as **Group** checks. A Group check is performed by all PCs in the group. If at least half the group successfully uses the skill in question then the PCs earn a success towards the skill challenge. If less than half the group successfully uses the skill in question then the PCs earn a failure.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter.

TREASURE

If the PCs complete at least two of the skill challenges successfully, a ghostly messenger in tattered livery approaches the PCs before they leave the City of the Dead and presents them with a *helm of battle* held upside down. The helmet is filled with ancient silver pieces worth a total of 30 / 50 gp. The dead appreciate the PCs' efforts to keep the resting place in good condition.

MILESTONE

The PCs do not reach a milestone until three skill challenge encounters associated with the City of the Dead are complete.

ENCOUNTER 3: CITY OF THE DEAD – THE MALFUNCTIONING PORTAL

**SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 2 (700/1000 XP)**

SETUP

Leaplow Carver, human stone carver
Morgan Estelmer, wizard

If the PCs ask Leaplow about the malfunctioning portal, read the following:

For centuries, the tombs in the City of the Dead have included portals to other planes due to a lack of room. Only the oldest tombs actually have the bodies buried locally. For one tomb, the keyed portal still works but the magic to keep undead inside the tomb has failed. Wraith-like spirits now roam freely through the portal especially at night. I'd like you to find a way to reseal the portal.

Leaplow shares the following information:

- The tomb and its portal belonged to House Estelmer. The House was active many years ago but was dissolved as a noble house after the Spellplague.
- I have a book describing what magic was placed on the tombs, or at least what anyone admits to.
- The spirits have been harmless so far. They mostly roam at night. Who knows what else could be on the other side and wander through the portal?

The small but ornate tomb frames the keyed portal. The family crest with four white skulls, three daggers, a green gauntlet, a quill pen, and a white book provide clear identification of the original owners.

SKILL CHALLENGE: THE MALFUNCTIONING PORTAL

Goal: Repair a malfunctioning portal to an extra dimensional graveyard so the dead can rest easy.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Arcana, Bluff, Diplomacy, Endurance, History, Intimidate, Religion, Streetwise

Other Skills: Arcana, Heal, History, Insight

Victory: The portal is completely repaired and the spirits within are contained.

Defeat: The portal is not repaired. The portal continues to let spirits roam. The Watchful Order of Magists and Protectors will eventually be called to permanently seal the portal.

SCENE 1: IDENTIFY A SOLUTION

The small, ornate tomb frames the portal. You'll need to identify a way of stopping the restless spirits without permanently sealing the tomb.

It takes one success to determine how to fix the problem. Once the PCs have gained one success, move to Scene 2. The following skills can be used to identify the problem:

Arcana DC 20/22 (1 success, 1 maximum)

A careful study of the portal reveals the necessary steps to fix it. One attempt per PCs is possible.

Usage of the 8th Level Ritual, **Analyze Portal**, DC 30 Arcana check, provides one success.

Bluff, Diplomacy, or Intimidate DC 18/20 (1 success, 1 maximum)

The PCs can question one of the ancient ghosts that occasionally wander through the portal. The ghosts are perceptive and unfriendly, but a PC may get the truth out of them. Only one attempt per ghost is possible.

History DC 12/14 (1 success, 1 maximum)

The Carver family keeps detailed records on each of the tombs, which can be read by the PCs. However, the book detailing the protections on this mausoleum was damaged many years ago. PCs can attempt to piece together the details on the ritual necessary to fix the portal by using their research skills. Different PCs may try; any one success is sufficient.

As these skill checks involve gaining knowledge, a single failure does not stop the PCs from trying another approach nor counts against the skill challenge. In the event of a total failure to obtain the information, Leaplow will suggest the PCs inquire with the Font of Knowledge or the Watchful Order of Magists and Protectors to provide the information on the ritual. This costs the group 25 gp and counts as one failure towards the skill challenge.

When the PCs achieve success, read the following:

The ritual was keyed to House Estelmer so that a member of the House could enter freely but others not

escorted could not activate and pass through the portal. A simple ritual has been identified to fix the problem, but it must be performed by a descendant of House Estelmer.

SCENE 2: LOCATE A FAMILY MEMBER

The PCs are challenged in this scene to find a remaining descendant of the House in Waterdeep. It takes three successes to locate the descendant. The descendant is named Morgan Estelmer. He is an elderly, barely sane wizard who currently resides in Mistshore.

WATE03 Lesser Favor of House Silmerhelve (not a success or failure)

PCs with this favor may ask House Silmerhelve for help in locating the descendant of House Estelmer. They gain a +4 bonus to all of their skill checks in this scene. House Silmerhelve knows a lot about the nobility of Waterdeep.

Religion DC 19/21 (trained only; 1 success, 1 maximum)

Blood calls blood, and the ghosts of House Estelmer can be compelled to help track down their descendant like a supernatural bloodhound. A religious ritual can be performed to compel the spirits to give a clue.

History DC 14/16 (1 success, 1 maximum)

The PCs know that House Estelmer was known for being expert sages, especially regarding lore dealing with the arcane, heraldry, and printing.

Insight DC 14/16 (not a success or failure)

The PC realizes that if the family was involved in sage-lore, then perhaps information on them can be gained at the local temple of Oghma. The PC gains a +2 bonus to diplomacy checks at the Font of Knowledge. This check is only available once a success is achieved on the above History check. The Insight check does not count toward the success or failure of the skill challenge.

AT THE FONT OF KNOWLEDGE

Diplomacy/Bluff DC 14/16 (1 success, 1 maximum)

PCs who are worshippers of Oghma succeed automatically (they gain one success in the challenge). The PCs learn that due to the chaos of the Spellplague, the family's fortune declined. Once the family lost its standing as a noble house, the records become skimpy. A "Morgan Estelmer" is listed as a user of arcane magic and his death is not recorded. They suggest that perhaps the Order of Magists and Protectors might have more knowledge of him. If he is still alive he would be fairly old.

WATE2-1 *Gilding a Noble*

AT THE ORDER OF MAGISTS AND PROTECTORS

Diplomacy/Bluff DC 14/16 (1 success, 1 maximum)

The PCs learn that Morgan Estelmer was a member in good standing but has not been active in some time. A location in Mistshore as of six months ago is provided. While he was not deemed a danger to the city it is noted that he did not seem to be completely sane.

Streetwise DC 14/16 (Group; 1 success, 2 maximum)

PCs can comb the streets of Waterdeep to find the descendant. Waterdeep is gigantic so the PCs need to work as a team to track down leads.

If the PCs know to search in Mistshore but have not yet achieved 3 successes then they can use this skill to find him.

As these skill checks also involve gaining knowledge, a single failure does not stop the PCs from trying another approach nor counts against the skill challenge.

In the event of total failure to obtain the information the group must pay 50 gp to information merchants and barkeepers to finally find Morgan Estelmer. This counts as a single failure towards the skill challenge.

SCENE 3: CONVINCE THE DESCENDANT

You found Morgan Estelmer residing in the ramshackle cabin of an ancient ship in Mistshore. The descendant of a once noble house of Waterdeep babbles inanely at you and sketches arcane symbols of questionable worth on the muddy floor.

Morgan Estelmer is an old, bitter human wizard who drove himself mad trying to restore his house back to power. Now voices gibber in his mind, making focusing on any complicated spellcasting difficult.

When the PCs ask Morgan to perform the ritual, he initially refuses. Morgan claims the voices tell him not to, but deep down he is afraid of coming into contact with anything that reminds him of his noble heritage - he is afraid that doing so will destroy what's left of his mind. PCs have to convince him to come with them and participate in the ritual. It takes one success to convince Morgan to help out.

Bluff, Diplomacy, or Intimidate DC 14/16 (1 success, 1 maximum)

Morgan is reluctant to help out, so the PCs must persuade him. The PCs may retry persuasion (different PC, different skill) until three failures have occurred.

Bribery (not a success or failure)

If the PCs offer a bribe of money to Morgan, he is deeply offended, and refuses any such offers. The PCs suffer a -2 penalty to all skill checks relating to Morgan for the remainder of this encounter.

Heal DC 18/20 (not a success or failure)

A PC may soothe the voices in Morgan's head, granting a +2 bonus to the next social skill check made in this scene.

History DC 10/12 or the story award WATE03 Lesser Favor of House Silmerhelve (not a success or failure)

PCs relating facts about the noble history of House Estelmer gain a +2 bonus to any other skill check in this scene. PCs can instead choose to remove 1 failure earned in this scene as well.

If the PCs do not convince Morgan Estelmer to help them, the skill challenge is a failure. See Ending the Encounter.

SCENE 4: PERFORM THE CEREMONY

Once the PCs get Morgan Estelmer to help out, they need to take him to the City of the Dead and help him overcoming the gibbering voices in his head to cast the ritual. Morgan is a trained ritual caster, but due to the voices, he needs coaching by the PCs. It requires one success to properly coach Morgan.

Arcana DC 10/12 (not a success or failure)

The ritual is based in religion. However, the successful use of the Arcana skill allows the PC to give Morgan some helpful tips, providing a +2 bonus to any other skill check in this scene. If the PC with the Arcana skill has the Ritual Caster feat, she provides a +4 bonus instead.

Endurance 17/19 (1 success, 1 maximum)

Lacking finesse, PCs encourage Morgan to relentlessly work through the ritual over and over again until he gets it right. Practice makes perfect.

Religion DC 14/16 (1 success, 1 maximum)

The ritual to seal the portal properly is religious in nature. PCs can coach Morgan to properly perform the ritual with the successful use of the Religion skill. If the PC performing the check has the Ritual Caster feat, she automatically succeeds.

Hire a Trainer (1 success, 1 maximum)

There are a number of qualified ritual casters in Waterdeep, and PCs can hire one if they wish. It costs 60 gp, and it automatically earns the PCs one success towards this skill challenge.

ENDING THE ENCOUNTER

Morgan Estelmer performs the ritual and the portal is sealed. Once the ritual is complete, Morgan stands and stares at the tomb of his ancestors for a time. After a while, he shakes his head sadly and leaves without saying another word.

Success: The portal is completely repaired and the spirits within are contained.

Failure: The portal is still open and continues to leak spirits.

EXPERIENCE POINTS

The characters receive 140 / 200 XP each for successfully completing the skill challenge. Award half experience if they failed the skill challenge.

MILESTONE

The PCs do not reach a milestone until three skill challenge encounters associated with the City of the Dead are complete.

ENCOUNTER 4: CITY OF THE DEAD – THE UNDESIRED NOBLE

**SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 1 (350/500 XP)**

SETUP

Leaplow Carver, human stone carver

Azath Dunflagon, deceased founder of House Dunflagon

Chostal Dunflagon, recently deceased Lord of House Dunflagon

If the PCs ask Leaplow about the problem with the recently interred noble, read the following:

Chostal Dunflagon, the Lord of House Dunflagon, passed away recently and was buried in the family's tomb. Unfortunately, the ancestral spirits that reside in the tomb must be angry at him for some reason. They keep tossing his body out of the tomb every night. This has been going on for the last tenday. If you could get the spirits to talk to you and fix whatever the problem is I would appreciate it.

Leaplow shares the following information:

- The situation is currently not public knowledge, but if it continues, word is sure to get out. Leaplow's not sure who will get the blame and he'd rather not find out. (Insight DC 10: Leaplow believes that no matter what happens, he will get the majority of the blame.)
- The tomb holds many generations of House Dunflagon's dead. The tomb has been quiet and peaceful up until this incident.
- The spirits don't want to talk to me. How could I know they did not want to arm wrestle to decide?

SKILL CHALLENGE: THE UNDESIRED NOBLE

Goal: The PCs must get the ancestral spirits of House Dunflagon to accept the body of the most recently deceased member of their House into their tomb before the living relatives of House Dunflagon find out.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Bluff, Diplomacy, Endurance, Intimidate, Religion, Thievery

Other Skills: Arcana, Perception, Religion.

Victory: The PCs get the ancestral spirits of House Dunflagon to accept the body of Chostal Dunflagon into their tomb.

Defeat: The body of Chostal Dunflagon is laid to rest in a public tomb with much finger pointing.

SCENE 1: QUESTIONING THE ANCESTRAL SPRITS

In this scene the PCs are attempting to get the ancestral spirits of this tomb to talk to them and explain why they are rejecting the body of the noble every night. It takes two successes to complete this scene: one success to get spirits (Azath Dunflagon) to reveal why they are rejecting the body, and another success to get Chostal Dunflagon to reveal the location of the money.

You may need to adjust the following based on how and when the PCs approach this. The gates are shut and locked at night but intrepid PCs may find a way into the City of the Dead by climbing the wall or other means. When the PCs first approach the tomb, nothing happens.

After the first success, read the following:

The air in front of you shimmers and a ghostly host appears all around you. Out of the crowd steps an old man wearing an archaic looking robe. "My name is Azath Dunflagon, founder of House Dunflagon. What do you wish to know, mortal?"

After the PCs earn their first success, Azath reveals that the ancestors of House Dunflagon refuse to accept the body of Chostal Dunflagon because he betrayed his noble heritage. He embezzled from the House, hoarding the money for his personal use at the expense of everyone else. Until the money is returned to the living relatives and the ghost of Chostal makes a formal apology, the ancestors will not let Chostal be buried anywhere in the City of the Dead.

Chostal Dunflagon is present as well. He is not a part of the ghostly host. He stands alone just across the road. Chostal does not know why he cannot join his ancestors. If the PCs explain why, he initially refuses. A DC 12/14 Insight check reveals that Chostal's too proud to admit his mistake. The PCs need to find a way to convince him to reveal where the money is.

After the PCs earn their second success, Chostal reveals where the money is. He hoarded the money in a hidden sub-basement of an abandoned villa in the Sea Ward. Chostal provides directions to the villa and mentions that the money is protected somehow; he cannot recall how for some reason (his brain was damaged when he died). If the PCs return the money, he will manifest and apologize to the living relatives of House Dunflagon.

The following skills can be used in this challenge:

Bluff or Intimidate DC 17/19 (1 success, 2 maximum)

PCs can attempt to convince the spirits into talking to mortals. If either of these skill checks results in a failure, in addition to earning a failure the PCs suffer a -2 penalty to all skill checks for the rest of the scene dealing with this spirit. If more than one failure is received, the penalty is not cumulative.

Diplomacy DC 14/16 (1 success, 2 maximum)

PCs attempting to coax the spirits out and speak to them diplomatically can get them to speak to mortals.

Religion DC 10/12 (1 success, 1 maximum)

By performing a religious rite to appease the dead, the PCs garner favor with the spirits of the tomb.

Promise of Discretion (not a success or failure)

If the PCs promise the spirits that they will keep the matter quiet and fix the problem without anyone finding out, the PCs receive a +2 bonus to all Bluff or Diplomacy checks in this scene. The PCs must be sincere in their promise; otherwise just treat it like a Bluff check.

SCENE 2: RECOVERING THE STOLEN FUNDS

The PCs must make their way to the closed villa in order to find the stolen funds. The villa is closed during the winter months because the sea storms become incredibly violent in winter, and those with means move to warmer climates in wintertime.

The windows and doors are locked, so PCs either need to break in or pick the lock. After they enter the house, a quick search of the basement of the house reveals a secret door leading to a sub-basement. The sub-basement is flooded with elemental energy that flows and surges wildly throughout the area. The energy is contained by a ring of magical runes. On the far side of the room are two large chests which contain the stolen money. The PCs cannot get to the other side without passing through the energy (it reaches to the ceiling and touches the side walls in one spot). The PCs need get across the room and retrieve the chests. It takes a total of two successes to retrieve the chests.

Arcana DC 19/21 (1 success, 2 maximum)

PCs can attempt to use their arcane knowledge to modify the magical runes surrounding the room to suppress the magical energy. A success means the runes are suppressed long enough for one chest to be retrieved. The PC attempting this skill loses one healing surge on a failure.

Acrobatics DC 14/16 (1 success, 2 maximum)

PCs can attempt to move through the elemental energy without getting damaged. Success means the PC retrieves one of the two chests. On a failure, the PC does not retrieve a chest and loses one healing surge.

Endurance DC 19/21 (1 success, 2 maximum)

PCs can attempt to endure the elemental discharges and grab a chest. A success allows the PC to move through the energy flow despite the pain, and a failure means the PC is overcome with agony and is forced to retreat. The character loses one healing surge regardless of whether the skill check is a success or failure.

Perception DC 10/12 (not a success or failure)

PCs can analyze the ebb and flow of energy and time their movements through the room when the energy is weakest. A successful Perception check grants a +2 bonus to the next Acrobatics or Endurance check made in this scene.

Thievery DC 14/16 (1 success, 2 maximum)

PCs can attempt to manipulate the magical runes surrounding the room to suppress the magical energy. A success means the runes are suppressed long enough for one chest to be retrieved. The PC attempting this skill loses one healing surge on a failure.

ENDING THE ENCOUNTER

Success: The PCs appease the ancestral spirits. They let Chostal Dunflagon be buried in the family tomb.

Failure: The PCs do not appease the ancestral spirits. The spirits refuse to let Chostal Dunflagon be buried in the family tomb. Leaplow arranges for the body to be buried in a public tomb. However, the incident becomes a news item in *The North Wind* broadsheet and political enemies of House Moonstar quietly blame the restoration project as the cause of the trouble.

EXPERIENCE POINTS

The characters receive 70 / 100 XP each for successfully completing the skill challenge. Award half experience if they failed the skill challenge.

MILESTONE

The PCs do not reach a milestone until three skill challenge encounters associated with the City of the Dead are complete.

ENCOUNTER 5: CITY OF THE DEAD – THE BREACH

**SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 1 (350/500 XP)**

SETUP

Leaplow Carver, human stone carver

If the PCs ask Leaplow about the breaches into some of the tombs, read the following:

Three tombs have been breached from underground by a group of diggers from the Warrens. I need some help getting the breaches re-sealed. I also need you to locate the diggers and get them to stop digging so close to tombs.

Leaplow can share the following information:

- The tombs are centuries old; the bodies are actually in the ground under the City of the Dead.
- The three tombs belong to unrelated merchants, administrators, and priests of Calladuran Smoothands, exarch of mining.
- Nothing was stolen, as far as Leaplow can tell. Leaplow refuses to talk about what wealth the bodies had, or still have.
- I don't care about tossing them in jail. (No, don't kill them.) Can't you just beat them up? That is what I would do. (DM Note: good opportunity here to roleplay Leaplow's philosophy.)

BACKGROUND: THE WARRENS

The district known as the Warrens is home to many gnomes, halflings, and dwarves. The district is completely underground and consists of 5-foot high ceiling rooms and suites opening off a few winding street tunnels. The district is in the process of expanding under the City of the Dead. These tunnels occasionally disturb old burial sites located in the City of the Dead.

SKILL CHALLENGE: THE BREACH

Goal: Determine who is digging underneath the City of Dead from the Warrens and put a stop to it.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Athletics, Dungeoneering, Endurance, Intimidate, Perception, Religion, Streetwise

Other Skills: None

Victory: The breaches are repaired and the source of the digging is located and stopped.

Defeat: The breaches are repaired and the source of the breach is located and stopped. However this takes Leaplow long enough that the work is not done before Lord Moonstar's gala.

Leaplow shows the PCs the three breaches that he's discovered. Leaplow asks the PCs if they could repair two of the breaches; he can finish the third on his own. DM Note: If you wish, allow the usage of Dungeoneering and Perception to locate the breaches without the aid of Leaplow to count as one scene and one success towards this skill challenge.

SCENE 1: REPAIR BREACHES

Repairing the breaches requires more than one person. It takes two successes to complete this scene and each success cannot be earned by the same PC.

Athletics DC 14/16 (1 success, 2 maximum)

The PCs can engage in some manual labor to fix the breach.

Dungeoneering DC 10/12 (not a success or failure)

PCs can use their knowledge of tunnels to make the repairs go more quickly. The successful use of this skill provides a +2 bonus to all skill checks in this scene.

Endurance DC 14/16 (1 success, 2 maximum)

The PCs use their endurance to persevere through the manual labor needed to fix the breach.

Hiring Laborers to do the Work (2 successes, 2 maximum)

PCs may choose to hire a team of laborers to fix the breach. Hiring a team of qualified laborers is expensive; the laborers are nervous about working in a graveyard and also charge extra since it's a rush job. Hiring qualified laborers costs 50 gp total and automatically earns the PCs two successes towards this skill challenge. Hiring unqualified laborers is cheaper at 10 gp and earns the PC two successes and one failure towards this skill challenge.

Make Whole ritual or other repair-related ritual (1 success, 2 maximum):

Each successful casting of a Make Whole ritual fixes a breach and earns the PCs one success. Each casting of the Make Whole ritual costs 25 gp in components. A failed casting of the ritual does not earn the PCs a failure. Other repair-related rituals can be used as well.

SCENE 2: LOCATE CAUSE OF BREACHES

The PCs need to enter the Warrens and find who is causing the breaches. It takes one success to locate the source of the breaches.

Dungeoneering DC 14/16 (1 success, 1 maximum)

PCs can use their knowledge of underground tunnel construction to quickly navigate the tunnels and find the source of the breaches.

Perception DC 20 (1 success, 1 maximum)

There are fresh tracks near where the known breaches occurred, and PCs can follow the tracks.

Streetwise DC 19/21 (1 success, 1 maximum)

PCs asking around can locate an old dwarf who saw the diggers just a couple of hours ago and provide directions. Halflings, gnomes, and dwarves who have the Waterdeep background gain a +2 bonus on this check.

PCs succeeding in this scene find a group of ten gnomes and halflings digging a tunnel under the City of the Dead with old, rusty tools. The gnomes and halflings do not put up a fight and are barely coherent. A DC 10 Heal or Insight check reveals the gnomes and halflings are possessed by undead spirits. The possessed humanoids mumble about mining and digging for the riches of the earth.

The humanoids were expanding a tunnel and accidentally broke into the tomb dedicated to the priests of Calladuran Smoothhands. The spirits of the dead reawakened and possessed the humanoids in order to fulfill their god's desire to dig and mine.

The gnomes and halflings continue to try and dig while they are possessed. A ritual needs to be performed to free these humanoids from the possession. If PCs consider simply restraining the possessed to stop the breaches, make it clear that the possessed will constantly try to break their bonds and over time do grievous injuries to themselves.

SCENE 3: PERFORM AN EXORCISM

In order to stop the possessed gnomes and halflings from creating new breaches, the spirits possessing them must be exorcised. It takes one success to exorcise all the spirits. The released spirits depart without further incident.

Arcana DC 21/23 (requires Ritual Caster feat; 1 success, 1 maximum)

Exorcising spirits normally requires religious rites, but the effect can be duplicated with an arcane ritual.

Intimidate 18/20 (1 success, 1 maximum)

The possessing spirits are normally not afraid of being destroyed, but a particularly persuasive PC can convince them to return to their grave.

Religion DC 14/16 (trained only, 1 success, 1 maximum)

PCs successfully performing an exorcism rite can free the possessed gnomes and halflings.

Hire a Priest of Kelemvor (1 success, 1 maximum)

The PCs can hire a priest of Kelemvor to rid the halflings and gnomes of the possessing spirits. This is an automatic success. He charges 20 gp for this service unless the PCs make a DC 14/16 Diplomacy check.

ENDING THE ENCOUNTER

Success: The breaches are repaired and the source of the digging is located and stopped.

Failure: The breaches are repaired belatedly and not before Lord Moonstar's gala.

EXPERIENCE POINTS

The characters receive 70 / 100 XP each for successfully completing the skill challenge. Award half experience if they failed the skill challenge.

MILESTONE

The PCs do not reach a milestone until three skill challenge encounters associated with the City of the Dead are complete.

ENCOUNTER 6: CITY OF THE DEAD – THE STOLEN DOOR

**SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 1 (350/500 XP)**

SETUP

Leaplow Carver, human stone carver

Taygun, halfling laborer

Amil, small time tiefling gangster and bakery shop owner

If the PCs ask Leaplow about the tomb door that was stolen, read the following:

We were working on restoring an old tomb owned by a family of mages. A battle between a gang and the Watch occurred here. The fighting damaged the fluted columns and door to the tomb. My uncle repaired the door and just delivered it. The next day, it was gone.

Leaplow can share the following information:

- I believe one of my workers took it - a halfling named Taygun. Taygun and his friends stopped showing up for work just after the theft occurred.
- The door is quite ornate. It has fancy writing on it in some otherworldly language (Supernal) describing the deeds this family had performed. Our log entries of the tomb suggest the door provides magical protection to whatever building it protects, but I didn't see anything magical when we removed the door.
- We could try to replicate the door, but that would take more time and money than House Moonstar has dedicated to the project. Also, sometimes the dead don't rest easy if you replace parts of their tombs - I'd rather not chance it.

SKILL CHALLENGE: THE STOLEN TOMB DOOR

Goal: Retrieve the stolen ornate tomb door and replace it on the tomb.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Athletics, Bluff, Diplomacy, Intimidate, Perception, Stealth, Thievery

Other Skills: None

Victory: The tomb door is recovered unharmed and replaced.

Defeat: The tomb door is recovered and can be replaced. However, the door was damaged during its

absence and will have to be repaired at great expense and delay.

SCENE 1: FIND THE DOOR

Leaplow believes that one of the workers, a halfling named Taygun, stole the door. Leaplow gives the PCs the halfling's last known address, a rundown tenement in the Trade Ward.

When the PCs arrive at the tenement, Taygun denies stealing the door. The PCs must earn one success to get him to talk.

Bluff or Intimidate DC 14/16 (1 success, 1 maximum)

The PCs can either scare or trick Taygun into talking.

Diplomacy DC 19/21 (1 success, 1 maximum)

The PCs can try to reason with Taygun, but he's not easily swayed.

Perception DC 19/21 (1 success, 1 maximum)

PCs searching Taygun's room find a sales receipt for the door. The door was sold to Amil the Baker for 100 gp.

When the PCs get Taygun to talk, they learn that he sold it to a baker named Amil to pay off some gambling debts. Taygun owed 90 gp, and sold the door to his tiefling bookie for 100 gp (he plans to gamble tonight with the 10 gp difference). If pressed on why a baker needs such a stout, ornate door, Taygun admits that Amil may also be involved in illegal activities and he probably wanted the door to protect his stolen merchandise.

SCENE 2: RETRIEVE THE DOOR

The door was purchased by a small time thief named Amil who owns a modest bakery in the Trade Ward. Amil installed the door in the basement to protect some of his illicit valuables. The PCs must find a way to reacquire the door. Going through legal channels could take weeks or even months; time that the House Moonstar refurbishment project does not have.

It takes three successes to retrieve the door. The PCs may try to solve this problem using social means, or give Amil a taste of his own medicine and "liberate" the door from his possession.

Negotiation

Bluff, Diplomacy, or Intimidate DC 14/16 (1 success, 3 maximum)

PCs can attempt to negotiate with the current owner, Amil.

Bribery (3 successes, 3 maximum)

Amil is fond of the door, but agrees to part with it for 150 gp. This earns the PCs three successes.

Repossession (Theft)

PCs may try to steal the door back. It requires one success to get in, one success to obtain the door, and one success to get the door back out. The PCs can wait to break in when Amil is out of the building, in which case his bakery staff is on duty.

Bluff or Intimidate DC 14/16 (first and third success only, 1 success, 2 maximum)

The PCs either scare the bakery workers into letting them in or come up with a convincing lie.

Bribery (first and third success only, 1 success, 2 maximum)

PCs can bribe the bakery staff to look the other way for 10 gp or more. If the bribe is paid, the PCs earn one success. Two bribes are needed (for ingress and egress).

Stealth DC 14/16 (first and third success only, Group check, 1 success, 2 maximum)

The PCs sneak into the bakery and past the workers. This check is a group check and must be attempted by all of the PCs entering the building. If at least half the PCs succeed, the group earns a success.

Combat (first and third success only, 2 successes, 2 maximum)

PCs can fight their way in. The bakery workers are no match for the PCs and are easily defeated. However, the door is damaged during the fighting. The PCs earn two successes and two failures.

Athletics DC 14/16 (second success only, 1 success, 1 maximum)

The PCs can use brute force to open and remove the door.

Thievery DC 14/16 (second success only, 1 success, 1 maximum)

The PCs can pick the lock of the door and finesse it off its hinges.

ENDING THE ENCOUNTER

Success: The tomb door is recovered unharmed and replaced.

Failure: The tomb door is recovered but the door was damaged. The repair costs more money and further delays the project.

EXPERIENCE POINTS

The characters receive 70 / 100 XP each for successfully completing the skill challenge. Award half experience if they failed the skill challenge.

MILESTONE

The PCs do not reach a milestone until three skill challenge encounters associated with the City of the Dead are complete.

ENCOUNTER 7: THE TEMPLE OF SELUNE

SETUP

Silverstar Rahyn, female genasi

The Temple of Selune, located in the Sea Ward, is more commonly known as the House of the Moon. It is a large, majestic structure. It is usually a more open and airy place, but now many of the windows and doors are boarded up. Winter storms frequently lash the Sea Ward with torrents of water (much like a hurricane) and the temple has prepared for the worst.

PCs entering the temple can ask for Silverstar Rahyn (Silverstar is the title the priests of Selune use). If a PC has the story award *LURU06 Mark of the Beast*, their mark begins to painfully burn and the PC has a severe headache while in the temple of Selune. An acolyte guides the PCs to a small cubicle, where Silverstar Rahyn is meditating.

Silverstar Rahyn is a large, muscular female watersoul genasi with angry green skin and deep blue lines of energy coursing throughout her body. She is very curt and impatient with the PCs through most of the conversation, punctuated by occasional periods of utter calm and happiness. Storm season plays havoc with her moods.

Silverstar Rahyn reveals the following information:

- A gang of lycanthropes has been preying on the citizens of the Field Ward. The gang has been involved in theft and extortion. They started out targeting individuals and have recently moved on to harassing shopkeepers.
- The City Watch is investigating but so far no arrests have been made. The Church wants the PCs to locate the gang's lair and search it for evidence of their illegal activities. If there is evidence it should be turned over to the City Watch. If there isn't any evidence, the PCs should report back to the Temple with the location of the lair and anything they might have learned.
- Silverstar Rahyn thinks that if there is any evidence of the gang's illegal activities, it would be in their lair. Lycanthropes tend to gather and hoard valuables in one location, much like the animals they become.
- The mission is somewhat time sensitive. There is a small, peaceful community of shifters located in the Field Ward. Despite their peaceful nature (and the fact they do not spread lycanthropy) there is a growing undercurrent of fear among the general population about the shifters. Rayhn

is concerned that if the gang continues to operate in the Field Ward, the fear will boil over and innocent shifters will be killed.

- Silverstar Rahyn gives the names of a couple shopkeepers who have been harassed by the gang. The shopkeepers have not talked to the Watch - they fear for their lives. Rahyn hopes they may be more forthcoming with the PCs.
- The church is willing to provide nonmagical silvered weapons. Silvered weapons thwart the lycanthropes' regenerative abilities. The weapons must be returned. Silverstar Rahyn can also answer any questions about the common abilities and powers of lycanthropes.
- The Moonstars have always been devoted worshippers of Selune.
- If the PCs ask why the Temple isn't doing this task on its own, Silverstar Rahyn replies that Lord Moonstar offered his services in whatever way possible. The temple leadership thought this was a good way for Lord Moonstar to contribute to the community.

A DC 10/12 Religion check reveals that the church is well known for its interest in containing evil lycanthropes and has gathered extensive information on the nature and habits of lycanthropes.

QUEST: IN SLUMBER REMAIN - TASK 2

As you are leaving you notice a man apparently waiting to speak with a priestess. His winter jacket is laid across a sailor's duffel that is on the floor beside him. The rolled up sleeves of his shirt reveal his muscular forearms. Upon the right arm is a tattoo of a flame.

This is Jal Kedan, a sailor. While his physique suggests that he is still a young man, the eyes of a much older man are set in his sea-weathered face.

If a PC comes up to him and tells him "*The cleansing flame thrives during even the coldest night.*" And then asks "*When will the next conflagration of souls occur?*" he answers: "*If you seek to open the conflagration of souls you will have to ask a traveler from beyond the stars.*"

Jal Kedan is here to see a priestess and as soon as he is done speaking someone comes to escort him to his meeting.

The "traveler from beyond the stars" refers to an immortal extra planar being.

BACKGROUND: THE FIELD WARD

The Field Ward is a rather crowded area that was once the caravan camping fields for the city. The district is the home to all walks of life who lack coin to hire lodgings

or own buildings in old Waterdeep. Many of the Ward's residents first arrived as the ravages of the Spellplague began. The Ward is a noisy, lively area that's home to poor (and a few wealthy) elves, half-bloods of all sorts, and dwarves who are determined to get the respect they are sure they deserve.

SCENE 1: INVESTIGATION IN THE FIELD WARD

It is up to the PCs to determine how they want to investigate the gang in the Field Ward. In general, the PCs should not have a difficult time locating the gang since the lycanthropes aren't taking steps to hide their whereabouts. As a general rule, locating the gang or their lair should only take one successful skill check.

PCs can talk to the contacts provided by Silverstar Rahyn. The shopkeepers tell the PCs that the gang has been relentlessly shaking them down for protection money. One thug even threatened to hunt down the shopkeeper's children and infect them! The thugs have been hanging out at a cheap local bar called the Ironhead.

PCs can independently search for the current whereabouts of the gang. A DC 10/12 Streetwise check turns up that the gang is hanging out at the Ironhead.

PCs choosing to follow the thugs back to their lair must make a DC 20/21 Stealth check. The PCs make the check as a group; if at least half the PCs are successful then it is a success. Success means they follow the gang back to their lair and remain undetected. Failure means the gang members realize they are being followed and attack the PCs to teach them a lesson.

PCs can also ask around about possible locations of the gang's lair. A DC 19/21 Streetwise check successfully locates the lair without the gang finding out. If the PCs fail by 5 or less, they still determine the location but the gang hears about the inquiry and ambushes the PCs.

PCs speaking to the lycanthropes are berated and belittled. They have little respect for the PCs but won't start a fight in a location with a lot of witnesses. They prefer to wait until later and ambush the PCs somewhere on the street.

ENDING THE ENCOUNTER

Once the PCs have located the lycanthrope gang, there is one of two ways it can be resolved. First, the PCs could confront the gang somewhere in the street. They may also try and set up an ambush for the gang. Possibly the PCs want to capture and question the gang or, if the investigation in the Field Ward is taking too long, the gang could learn of the PCs' activities and ambush them

somewhere on the street. In either case, use Encounter 8a: Lycanthropic Thugs - On the Street as a basis.

The other option is the PCs could track the thugs back to their lair, break in, and attack them. In this case, go to Encounter 8b: Lycanthropic Thugs - The Lair.

If the PCs break into the lair while the thugs are out, determine how likely it is that the PCs can get in and out undetected. If you think they get caught, use the "Lair" encounter. If they aren't immediately detected, assume the PCs are ambushed by the thugs before they can get out of the Field Ward or to a Watch station. Between the wererats and the wereserpent, the gang is very good at tracking its prey.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

If the PCs complete this mission and uncover evidence of the lycanthropes' criminal activity, Silverstar Rahyn is pleased. On behalf of the Temple of Selune, the PCs are given a *shapechanger's sorrow* +2 (low level only) or a *symbol of divine reach* +3 (high level only) in appreciation of their aid.

ENCOUNTER 8A: LYCANTHROPIC THUGS – ON THE STREET

ENCOUNTER LEVEL 8/10 (1750/2500 XP)

SETUP

This encounter includes the following creatures at low level:

Sullas, wereserpent (level 8) (S)

2 wereboars (level 8) (B)

2 wererats (draen ralgael) (R)

This encounter includes the following creatures at high level:

Sullas, wereserpent (level 10) (S)

2 wereboars (level 9) (B)

3 wererats (draen ralgael) (level 9) (R and R2)

The purpose of this encounter is to present the elements of a confrontation with the gang somewhere on the streets of Waterdeep. The exact setup depends on who is initiating the confrontation. The PCs may have located the gang and decided to jump them, or the gang has heard of the PCs' investigations and has arranged an ambush. In the map provided for this encounter, the confrontation takes place at a small square that acts as a juncture for two streets.

As the adventurers enter the area, read:

There is little movement through the icy streets of the Field Ward - a cold winter wind has encouraged most to seek the warmth of a hearth fire.

If the gang is not hiding, read the following:

Ahead of you is a small group of humans wearing thick furs to protect them from the cold. Their feral looking faces and their animalistic walk suggest the possibility that the furs are actually their skin, and not just worn for comfort.

What occurs next depends on how the PCs approach the gang. If the PCs wish to hide (to follow or observe the gang) it requires a DC 20/21 Stealth check. The PCs make the check as a group; if at least half the PCs are successful then it is a success. See Encounter 7, the "Investigation in the Field Ward" scene, on how to adjudicate this.

PCs wishing to speak to gang can do so. The gang has a lot of success of late and is feeling confident. The leader of the gang, the female wereserpent Sullas, does the talking for the gang in heavily accented Common. A DC 25 History check made by a PC trained in the skill reveals the accent is from Najara, a reclusive snake kingdom that lies to the southeast of Waterdeep. Most of what she says is likely to be lies, and PCs succeeding in a Bluff vs. Insight check determine she's lying.

Sullas can relate the following:

- She denies being involved with any illegal activity, and claims she and her friends are entrepreneurs and are looking to open a business in the area, perhaps a tavern (A partial lie. The gang hopes to expand into legitimate businesses eventually for money-laundering purposes).
- If PCs confront her about her relationship to Najara, she claims she emigrated from there years ago and into a better life in Waterdeep. She suffered terribly in her homeland and never wants to go back (a lie).

If Sullas believes the PCs are getting too nosy, she cuts the conversation off and the gang leaves. The gang then attempts to set up an ambush somewhere along the street. See the Tactics section for how the gang prefers to work. Note that if the PCs are setting up their own ambush, some of the same hiding spots and tactics are available to them. Use passive Perception and Insight to assist them in realizing the full potential of the location.

FEATURES OF THE AREA

Barrels: There is a large stack of barrels lined up next to one of the road entrances. While stacked, the barrels are blocking terrain.

If the stack is pushed with a move action, they topple over and break open, creating a slick of fish oil 2 squares wide by 4 squares long (most likely blocking the road). Fish oil is challenging terrain. Creatures moving through fish oil must make a DC 14/16 Acrobatics check or fall prone. Intact barrels can also be attacked; they have defenses of 10 and break open on the first hit. Barrels broken open this way spray fish oil in a close burst 1.

Buildings: Buildings line the side of the road. PCs can climb the buildings with a DC 20 Athletics check. Each building has a locked door (Thievery DC 20). Creatures attacking from the roof have cover against creatures on the ground.

Carts: There are several carts in the square that are used to sell goods. These carts are manned by a single seller, who hides under a cart once combat begins. The carts can provide cover.

Crates: There is a large stack of crates next to one of the road entrances. While stacked, the barrels are blocking terrain.

If the crates are pushed over with a move action, they topple over and block the road in an area 2 squares wide by 4 squares long. Creatures moving through the crates must make a DC 14/16 Athletics check or else their path is blocked. If a creature succeeds in their Athletics check by 5 or more, they reduce the DC to move through the crates by 2 for the rest of the encounter.

Fountain: The water fountain is empty of water and is blocking terrain.

Icy Patches: Puddles of water have frozen solid on the street and are quite slippery. Creatures starting their turn or moving through a square of ice must make a DC 14/16 Acrobatics check or fall prone. The icy patches can also be avoided by jumping over them.

Snow: There are small spots of snow throughout the area, but the residents of the Field Ward do a good job of keeping the streets clear. The snow does not hinder movement.

TACTICS

If this encounter is being used as an ambush, the gang spreads out to hide behind crates, barrels, and carts. The goal of the gang is to isolate several PCs in the square so that it is difficult for the PCs to flee. The gang does not have ranged powers so fighting in an enclosed area favors them. One wereboar or wererat is stationed next to the barrels and the crates. Their first action is to knock the barrels and crates over, making the square harder to get out of.

Once combat has started, the wereboars change into their dire boar shape and charge the nearest creature. The wereboar continually attacks with its *gore* power.

The wererats attempt to move together and flank with a lightly armored opponent. The wererats prefer to attack in their dire rat form.

The wereserpent shifts to its snake form and moves to attack either lightly armored creatures or creatures using ranged attacks. The wereserpent first attempts to *bite* its victim and then *tail grab* them. It then moves the grabbed foe into a flanking position with one of its allies.

The wereserpent has worked with other humanoids for quite some time. Modify its serpentine shift power as follows:

Serpentine Shift (move; at-will)
The wereserpent shifts 4 squares, and all allies within 10 squares can shift 2 squares as a free action.

SCALING THE ENCOUNTER

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

Four PCs: Remove one wereboar.

Six PCs: Add one wererat.

ENDING THE ENCOUNTER

A City Watch patrol shows up approximately three minutes after the start of combat. If the PCs are still in the area, they are questioned. The Watch tries to determine what crimes, if any, were committed. See the Appendix for details on crimes and their punishments. If any crimes are committed that warrant arrest or incarceration, the PCs are arrested for a few hours and then released. House Moonstar uses its political influence to get all charges and fines dropped. PCs who can prove the lycanthrope gang is extorting payments from shopkeepers (from the evidence in their lair; see Encounter 8b) are released, with the thanks of the Watch.

If the thugs are captured, they can be questioned about the location of their lair. They are not going to give it up willingly, but a DC 14/16 Bluff or Intimidate check convinces a gang member to reveal the location of the lair. A DC 19/21 Diplomacy or Intimidate check can be made to get a captured gang member to confess the crimes they've committed. The gang's possessions can also be searched; a DC 14/16 Perception check uncovers a scrap of paper with the address of the lair. See the Investigation in Field Ward section of Encounter 7 for other ways the PCs can find the lair.

If the players seem satisfied by apprehending the gang members on the city streets without searching for their lair, subtly encourage them to investigate the lair, because otherwise they will miss out on the treasure contained within.

Once the PCs successfully deal with the lycanthrope gang, they should return to Encounter 2, helping Leaplow in the City of the Dead to solve two further problems (their earlier progress having been interrupted by the Temple of Selune's request).

EXPERIENCE POINTS

The characters receive 350 / 500 XP each for defeating the lycanthropes. Award half experience if they failed the combat challenge.

ENCOUNTER 8B: LYCANTHROPIC THUGS – THE LAIR

ENCOUNTER LEVEL 8/10 (1750/2500 XP)

SETUP

This encounter includes the following creatures at low level:

Sullas, wereserpent (level 8) (S)

2 wereboars (level 8) (B)

2 wererats (draen ralgael) (R)

This encounter includes the following creatures at high level:

Sullas, wereserpent (level 10) (S)

2 wereboars (level 9) (B)

3 wererats (draen ralgael) (level 9) (R and R2)

The thugs have taken over a bar that has recently been foreclosed on called the Rusty Nail and are using it as their base of operations.

As the adventurers enter the bar, read:

The smell of stale hops mixed with pungent animal fur assaults your senses as you enter the Rusty Nail. The tavern has a couple tables and chairs, as well as a long bar towards the back.

If the PCs look into the small storage room in the back, read the following:

The small room in the back of the bar is filled with cots. Each cot is burdened with a large assortment of low quality blankets that appear to be infested with vermin.

The gang stores their cots in the back room, pulling them out at night and positioning them near the fireplace.

FEATURES OF THE AREA

Curtains and Blankets: Old, musty curtains and blankets line the wall of in an attempt to keep out drafts. Creatures may attempt to hide behind these curtains however they take a -2 penalty to Stealth.

Fireplace: The tavern has a large fireplace on one side of the room. If the gang is present, a roaring fire is lit. Anyone starting their turn in or entering the fireplace takes 8 fire damage.

Tables and Chairs: Squares containing these objects are treated as difficult terrain. The tables can be flipped over to provide blocking terrain for Large or smaller creatures.

Tavern Bar: The three foot high tavern bar is considered blocking terrain that provides cover. A creature can jump over the bar as part of a move with a DC 14/16 Athletics check.

Door: The front door (AC/Reflex: 5, Fortitude: 10, HP: 20, Break DC 16) is typically locked with a poor quality lock that requires a DC 18 Thievery check to unlock.

TACTICS

If the lycanthropes are aware of the PCs before the PCs enter the lair or if they know the PCs are coming, they hide themselves as best they can, leaving the front door unlocked. The wererats hide near the door (behind some curtains), the wereserpent hides under a table in snake form, and the wereboars hide behind the bar. The creatures jump out and attack after half the PCs have entered the building. One of the wererats, as a move action, closes and locks the front door.

Once combat has started, the wereboars change into their dire boar shape and charge the nearest creature. The wereboar continually attacks with its *gore* power.

The wererats attempt to move together and flank with a lightly armored opponent. The wererats prefer to attack in their dire rat form.

The wereserpent shifts to its snake form (unless it knew the PCs were coming, in which case she starts the encounter in snake form) and moves to attack either lightly armored creatures or creatures using ranged attacks. The wereserpent first attempts to *bite* its victim and then *tail grab* them. It then moves the grabbed foe into a flanking position with one of its allies.

The wereserpent has worked with other humanoids for quite some time. Modify its serpentine shift power as follows:

Serpentine Shift (move; at-will)

The wereserpent shifts 4 squares, and all allies within 10 squares can shift 2 squares as a free action.

SCALING THE ENCOUNTER

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

Four PCs: Remove one wereboar.

Six PCs: Add one wererat.

ENDING THE ENCOUNTER

If the PCs kill the lycanthropes or capture them and turn them over to the City Watch with evidence of their crimes, the authorities and residents of the Field Ward are quite grateful.

PCs searching the house find a small, locked safe built into one of the stone walls. There are several possible ways to get the safe open:

- The lock on the safe can be picked with a DC 20 Thievery check.
- The door of the safe can be pried off with a DC 20 Strength check.
- The PCs can search the Rusty Nail for the key to the safe. This takes an hour and requires a DC 24/26 Perception check; the key is well hidden.
- The safe can be hacked open. This takes quite a bit of time and risks damaging the contents of the safe. There is a 25% chance that the ledger in the safe is destroyed.
- If the gang members have been captured, they can be questioned. A DC 19/21 Bluff, Diplomacy, or Intimidate check can be made to get a captured gang member to reveal the location of the key to the safe. Another check can be made to get a gang member to confess the crimes they've committed.

PCs opening the safe find a ledger, written in Common, containing information about "protection" payments received from various shopkeepers in the Field Ward. The ledger is more than enough for the City Watch to have the lycanthropes arrested, tried, and found guilty of extortion.

There is also a non-magical amulet with the symbol of a stylized snake in the safe. PCs making a DC 12/14 History check determine the snake is a symbol of Najara, a snake kingdom located southeast of Waterdeep. The other lycanthropes are unaware of the wereserpent's connection to Najara; they just went along with her plans for the money.

Once the PCs successfully deal with the lycanthrope gang, they should return to Encounter 2, helping Leaplow in the City of the Dead to solve two further problems (their earlier progress having been interrupted by the Temple of Selune's request).

EXPERIENCE POINTS

The characters receive 350 / 500 XP each for defeating the lycanthropes. Award half experience if they failed the combat challenge.

TREASURE

In addition to the ledger, there is also a magical rod in the safe. At low tier, it is a *torch of misery*. At high tier, it is a *rod of first blood*.

REFERENCE: DISEASES

To save space, here are the progression tables for the two diseases that the lycanthropes might inflict on PCs. See "Lasting Effects" on page 4 for information about how to deal with any diseases that the PCs are still carrying at the end of the adventure.

Filth Fever	Level 3 Disease
Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower	
The target is cured.	
<>	
Initial Effect: The target loses one healing surge	
<>	
The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.	
<>	
Final State: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.	

Moontusk Fever	Level 6 Disease
Endurance improve DC 17, maintain DC 12, worsen DC 11 or lower	
The target is cured.	
<>	
Initial Effect: The target takes a -2 penalty to saving throws while bloodied	
<>	
While bloodied, the target can roll only one saving throw at the end of its turn, even if it is affected by multiple effects.	
<>	
Final State: When the subject rolls a saving throw while bloodied, it rolls two dice and takes the lower of the two results.	

ENCOUNTER 8: LYCANTHROPIC THUGS STATISTICS (LOW LEVEL)

Wereboar (Level 8)	Level 8 Brute
Large natural humanoid (shapechanger)	XP 350
Initiative +4 Senses Perception +5	
HP 81; Bloodied 40; see also <i>bloodied resilience</i> and <i>death strike</i>	
Regeneration 5	
AC 19; Fortitude 23, Reflex 18, Will 19	
Immune moontusk fever; Vulnerable silver (if the wereboar takes damage from a silver weapon, regeneration does not function on its next turn).	
Speed 6 (8 in boar form)	
m Maul (standard; at-will) ♦ Weapon	
+11 vs. AC; 2d6 + 7 damage.	
m Gore (standard; at-will) ♦ Disease	
+11 vs. AC; 1d8 + 7 damage, and ongoing 5 damage (save ends), and the target is exposed to moontusk fever.	
M Death Strike (when the wereboar drops to 0 hit points)	
The wereboar makes a maul or a gore attack.	
Bloodied Resilience (while bloodied)	
The wereboar gains a +2 to all defenses and deals ongoing 10 damage with its gore attack instead of ongoing 5 damage.	
Change Shape (minor; at-will)	
A wereboar can alter its physical form to appear as a dire boar or a unique human (see Change Shape, <i>Monster Manual</i> , page 280).	
Alignment Evil Languages Common	
Skills Athletics +14, Endurance +12, Intimidate +9	
Str 20 (+9) Dex 10 (+4) Wis 12 (+5)	
Con 16 (+7) Int 10 (+4) Cha 11 (+4)	

Draen Ralgael	Level 8 Skirmisher
Medium natural humanoid (shapechanger)	XP 350
Initiative +11 Senses Perception +6, low light vision	
HP 91; Bloodied 45	
Regeneration 5 (if Draen takes damage from a silver weapon, regeneration does not function on its next turn).	
AC 24; Fortitude 22, Reflex 23, Will 21	
Speed 6. climb 4 (not in human form)	
m Short Sword (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d6 + 5 damage.	
m Bite (standard; at-will) ♦ Disease	
+13 vs. AC; 1d8 + 2 damage, and ongoing 5 damage (save ends), and the target is exposed to filth fever.	
Change Shape (minor; at-will)	
Draen can alter his physical form to appear as a dire rat or a unique human (see Change Shape, <i>Monster Manual</i> , page 280). He loses his bite in human form.	
Combat Advantage	
Draen deals 2d6 extra damage on melee attacks against any target he has combat advantage against.	
Alignment Evil Languages Common	
Skills Bluff +12, Stealth +15, Streetwise +12, Thievery +15	
Str 13 (+5) Dex 21 (+9) Wis 15 (+6)	
Con 19 (+8) Int 13 (+5) Cha 14 (+6)	
Equipment: cloak, short sword.	

Wereserpent (Level 8)	Level 8 Controller (Leader)
Medium shadow humanoid (reptile, shapechanger)	XP 350
Initiative +8 Senses Perception +10; low-light vision	
HP 76; Bloodied 38	
Regeneration 5 (if the wereserpent takes damage from a silver weapon, regeneration does not function on its next turn).	
AC 22; Fortitude 21, Reflex 20, Will 19	
Speed 6, climb 4 (in snake form only), swim 4 see also <i>serpentine shift</i>	
m Scimitar (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d8 + 6 damage (crit. 1d8 + 14 damage).	
m Bite (standard; at-will) ♦ Poison	
+14 vs. AC; 1d6 + 6 damage, and the target takes a -2 penalty to attack rolls and is weakened (save ends both).	
M Tail Grab (standard; at-will)	
+14 vs. AC; the target is grabbed (until escape). A wereserpent can only grab one creature at a time.	
M Drag Foe (move; at-will)	
Affects a target the wereserpent has grabbed; +12 vs. Fortitude; the wereserpent can move up to its speed and pull the grabbed target with it.	
M Constrict (standard; at-will)	
Affects a target the wereserpent has grabbed; +12 vs. Fortitude; 1d4 + 6 damage, and the target is dazed until the end of the wereserpents next turn.	
Serpentine Shift (move; at-will)	
The wereserpent shifts 4 squares, and serpent allies within 10 squares can shift 2 squares as a free action.	
Change Shape (minor; at-will)	
A wereserpent can alter its physical form to appear as a crushgrip constrictor or a unique human (see Change Shape, <i>Monster Manual</i> , page 280). It cannot use its bite, constrict, or tail grab attack while in human form and cannot make scimitar attacks while in snake form.	
Alignment Evil Languages Common, one other	
Skills Acrobatics +13, Bluff +13, Stealth +13	
Str 20 (+9) Dex 17 (+7) Wis 12 (+5)	
Con 15 (+6) Int 10 (+4) Cha 18 (+8)	
Equipment: leather armor, scimitar.	

ENCOUNTER 8: LYCANTHROPIC THUGS STATISTICS (HIGH LEVEL)

Wereboar (Level 9)	Level 9 Brute
Large natural humanoid (shapechanger)	XP 400
Initiative +4 Senses Perception +5	
HP 89; Bloodied 44; see also <i>bloodied resilience</i> and <i>death strike</i>	
Regeneration 5	
AC 20; Fortitude 24, Reflex 19, Will 20	
Immune moontusk fever; Vulnerable silver (if the wereboar takes damage from a silver weapon, regeneration does not function on its next turn).	
Speed 6 (8 in boar form)	
m Maul (standard; at-will) ♦ Weapon	
+12 vs. AC; 2d6 + 7 damage.	
m Gore (standard; at-will) ♦ Disease	
+12 vs. AC; 1d8 + 7 damage, and ongoing 5 damage (save ends), and the target is exposed to moontusk fever.	
M Death Strike (when the wereboar drops to 0 hit points)	
The wereboar makes a maul or a gore attack.	
Bloodied Resilience (while bloodied)	
The wereboar gains a +2 to all defenses and deals ongoing 10 damage with its gore attack instead of ongoing 5 damage.	
Change Shape (minor; at-will)	
A wereboar can alter its physical form to appear as a dire boar or a unique human (see Change Shape, <i>Monster Manual</i> , page 280).	
Alignment Evil Languages Common	
Skills Athletics +14, Endurance +12, Intimidate +9	
Str 20 (+9) Dex 10 (+4) Wis 12 (+5)	
Con 16 (+7) Int 10 (+4) Cha 11 (+4)	

Draen Ralgael (Level 9)	Level 9 Skirmisher
Medium natural humanoid (shapechanger)	XP 400
Initiative +11 Senses Perception +6, low light vision	
HP 99; Bloodied 49	
Regeneration 5 (if Draen takes damage from a silver weapon, regeneration does not function on its next turn).	
AC 25; Fortitude 23, Reflex 24, Will 22	
Speed 6. climb 4 (not in human form)	
m Short Sword (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d6 + 5 damage.	
m Bite (standard; at-will) ♦ Disease	
+14 vs. AC; 1d8 + 2 damage, and ongoing 5 damage (save ends), and the target is exposed to filth fever.	
Change Shape (minor; at-will)	
Draen can alter its physical form to appear as a dire rat or a unique human (see Change Shape, <i>Monster Manual</i> , page 280). He loses his bite in human form.	
Combat Advantage	
Draen deals 2d6 extra damage on melee attacks against any target he has combat advantage against.	
Alignment Evil Languages Common	
Skills Bluff +12, Stealth +15, Streetwise +12, Thievery +15	
Str 13 (+5) Dex 21 (+9) Wis 15 (+6)	
Con 19 (+8) Int 13 (+5) Cha 14 (+6)	
Equipment: cloak, short sword.	

Wereserpent (Level 10)	Level 10 Controller (Leader)
Medium shadow humanoid (reptile, shapechanger)	XP 500
Initiative +9 Senses Perception +11; low-light vision	
HP 92; Bloodied 46	
Regeneration 5 (if the wereserpent takes damage from a silver weapon, regeneration does not function on its next turn).	
AC 24; Fortitude 23, Reflex 22, Will 21	
Speed 6, climb 4 (in snake form only), swim 4	
m Scimitar (standard; at-will) ♦ Weapon	
+16 vs. AC; 1d8 + 7 damage (crit. 1d8 + 15 damage).	
m Bite (standard; at-will) ♦ Poison	
+16 vs. AC; 1d6 + 7 damage, and the target takes a -2 penalty to attack rolls and is weakened (save ends both).	
M Tail Grab (standard; at-will)	
+16 vs. AC; the target is grabbed (until escape). A wereserpent can only grab one creature at a time.	
M Drag Foe (move; at-will)	
Affects a target the wereserpent has grabbed; +14 vs. Fortitude; the wereserpent can move up to its speed and pull the grabbed target with it.	
M Constrict (standard; at-will)	
Affects a target the wereserpent has grabbed; +14 vs. Fortitude; 1d4 + 7 damage, and the target is dazed until the end of the wereserpents next turn.	
Serpentine Shift (move; at-will)	
The wereserpent shifts 4 squares, and serpent allies within 10 squares can shift 2 squares as a free action.	
Change Shape (minor; at-will)	
A wereserpent can alter its physical form to appear as a crushgrip constrictor or a unique human (see Change Shape, <i>Monster Manual</i> , page 280). It cannot use its bite, constrict, or tail grab attack while in human form and cannot make scimitar attacks while in snake form.	
Alignment Evil Languages Common, one other	
Skills Acrobatics +14, Bluff +14, Stealth +14	
Str 20 (+10) Dex 17 (+8) Wis 12 (+6)	
Con 15 (+7) Int 10 (+5) Cha 18 (+9)	
Equipment: leather armor, scimitar.	

ENCOUNTER 8A: LYCANTHROPIC THUGS – ON THE STREET MAP

TILE SETS NEEDED

DU2 Streets of Shadow x2

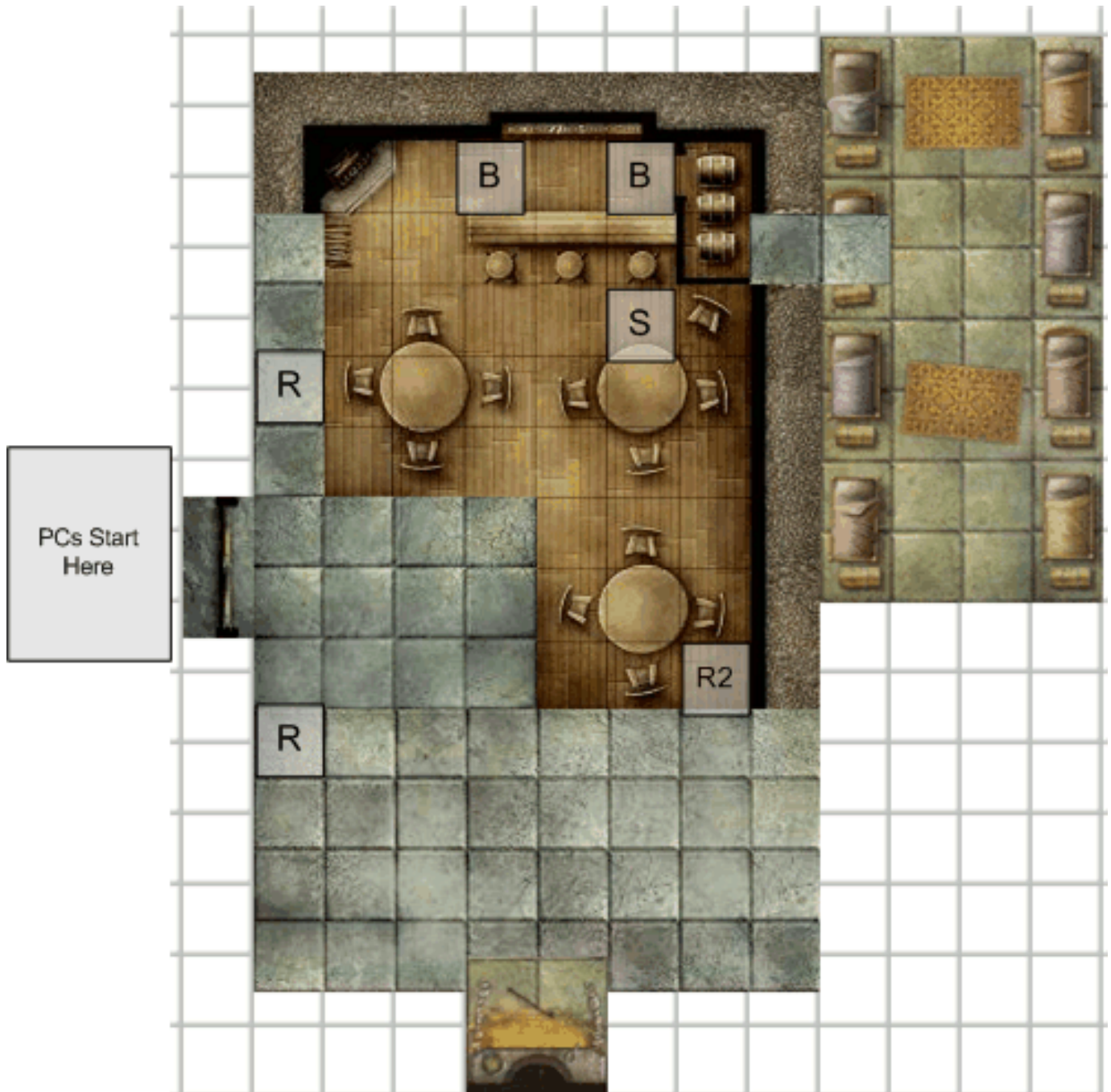
Starting Area: The starting area for the PCs and positions for the monsters are only suggestions and assume a group walking towards an ambush. The setup will vary depending on who is initiating combat.



ENCOUNTER 8B: LYCANTHROPIC THUGS – THE LAIR MAP

TILE SETS NEEDED

DT1 Dungeon Tiles x1, DU1 Halls of the Giant Kings x1



ENCOUNTER 9: DELIVERING INVITATIONS

SETUP

Captain Jorrz Errowd
Cynda, the Blood-Soaked Singer
The Duke of Daggerford

When the PCs return to the Moonstar villa for their next assignment, mention that the repairs have progressed further. The roof is completely repaired or half the villa has been completely resurfaced and whitewashed, for example.

If the PCs have not yet finished three tasks for Leaplow Carver, the butler will raise an eyebrow and remind them that they should only return to the villa once they have finished with their projects in the City of the Dead..

Once the PCs have attempted to solve three problems for Leaplow, and looked into the matter at the Temple of Selune, either Lord Moonstar or his butler meets with them. If the PCs have succeeded at every task so far, Lord Moonstar greets them personally; otherwise he delegates the meeting to his butler.

There is one final task. The End of Winter Gala is coming up shortly. All of the local guests have been invited, but there are three out of town guests I'd like you to locate and invite. From what I hear of these three individuals, I doubt any would accept a written invitation delivered by a normal courier.

The three guests are:

- Cynda, the Blood-Soaked Singer. Cynda is a wandering dragonborn bard and is famous for her ballads of battle. She is rumored to have recently survived a visit to Najara, a monstrous snake kingdom to the southeast of Waterdeep. Cynda's attendance would be a great draw for the Gala. She is visiting Daggerford so the PCs should be able to catch up with her on the road.
- Captain Errowd, who commands the skyship *Shield of Savars*. Captain Errowd is a successful businessman and is also renowned for his oracular powers. He regularly docks in Daggerford.
- The Duke of Daggerford. The Duke controls the southern trade route and is influential in trade matters as a result. The Duke rarely visits Waterdeep and may be reluctant to travel.

Three elegant, formal invitations are handed to the PCs. Lord Moonstar will cover the expense of renting a riding horse for each PC if needed. He will urge faster transportation than walking. If a PC has the Linked Portal ritual, she may use it for faster transportation. Waterdeep has a public permanent teleportation circle outside the South Gate which would reduce the component cost to 50 gp for the outward bound leg. However, Daggerford does not have a permanent teleportation circle.

If the PCs want to hire a magister from the Watchful Order to cast the ritual for them, it will cost them 30 gp above the component cost. The magister is not going to travel with them to Daggerford though, so the PCs are on their own for the return journey.

A DC 17/19 Streetwise check uncovers a rumor that Captain Errowd hates entering Waterdeep because he believes it interferes with his oracular powers.

BACKGROUND: DAGGERFORD

Daggerford is a town that lies along the Shining River on the Sword Coast. It is a modest sized walled town built against the side of a low hill, with a number of outlying hamlets, farms and estates. The town is strategically placed along the Trade Way and fortified by the local duke's castle. The castle is a three-story dwarven-crafted stone keep built on the hillside. Daggerford is approximately 150 miles southeast of Waterdeep, making it a three-day journey by riding horse.

Daggerford is primarily a farming community, but it also sports a large number of craftsmen and artisans. Its streets are unpaved and the buildings are ramshackle in appearance. The town takes its name from a 600-year-old legend about a boy who fended off a tribe of lizardmen with only a dagger. The first community was built along the shores of the river at that spot.

SCENE 1: CYNDA THE BLOOD-SOAKED BARD

Unless the PCs have some means of travelling at an extremely fast rate, the trip most likely takes 3-4 days. If the PCs do have a means of fast travel (such as teleporting) move this encounter to Daggerford, where Cynda is spending her last night in the town.

If the PCs are traveling at a normal pace, on one of the nights the PCs spend outdoors, as the PCs are looking for a place to camp, they come across a caravan which has stopped for the night. A large deer is roasting over an open fire, and many of the caravan folk are clustered around the fire, listening to a beautiful song about heroes engaged in bloody battle.

If you know one or more of the PCs' past exploits (and time permits), feel free to make the song about one of their past adventures (otherwise the song is about some other heroes). The PCs should recognize the song, but there should be some inaccuracies.

The singer is Cynda, also known as the Blood-Soaked Singer for her beautiful but gore-filled songs of heroic battles. Cynda is a short female dragonborn whose scaly hide is painted blood red. (Her natural scale color is blue which is fairly rare.) Cynda prefers to sing, but occasionally plays the dulcimer.

After her performance, the PCs can speak to Cynda. Cynda is quite interested in the PCs and their exploits and closely questions them on their recent adventures. When the PCs provide her with the invitation and ask her to attend, read the following:

Cynda ponders the invitation a moment, and then looks at you intently. "I'll attend Lord Moonstar's party and sing, provided each of you give me stories of your battles. Perhaps your deeds will find their way into a new ballad of mine."

Cynda wants the PCs to each relate a story of their past exploits. Cynda is only interested in true stories that involve hard fought battles against worthy foes. Each PC must provide their own story.

After the PCs have each provided a story of their past heroism, determine if Cynda agrees to attend. Cynda agrees to attend if at least half the PCs have told her an interesting story (DM's discretion). Cynda is interested in the content of the story, not the quality of how it's told. She is interested in dramatic battles, particularly those that are bloody.

The players may elect to use skill checks rather than roleplaying the scene. Allow each player to substitute a skill check in place of a story; if at least half the PCs succeed, Cynda agrees to attend. PCs may make a DC 13/15 History (to think of a memorable battle), Intimidate, or Diplomacy check. PCs may also try a DC 18/20 Bluff check to tell a false story.

If, in your opinion, any PC tells a particularly good story (and remember, it has to offer the possibility of gore in order to impress Cynda), the Blood-Soaked Bard writes a ballad about that character's exploits and sings it at the gala. That character will earn the story object **WATE19 Blood-Soaked Ballad** at the conclusion of the adventure. Not every character necessarily needs to earn this award, though all of them can if all of their stories are fantastic.

SCENE 2: THE DUKE OF DAGGERFORD

PCs looking to speak to the Duke of Daggerford must go to his castle. The Duke's chief advisor, a stern, bookish man named Samuel, agrees to set up an audience with the Duke that afternoon (or the next morning, if the PCs go to the castle in the afternoon or evening). PCs returning to the castle at the appointed time are ushered into a lavish audience chamber.

A servant sporting the livery of Daggerford ushers you into an audience chamber, located deep in the castle. "<insert PCs name>, here to see the Duke of Daggerford". A proud looking bald man in noble finery sits on a plain throne, regarding you carefully. The man gestures curtly at you. "Speak," he says.

The Duke of Daggerford is a muscular male human, about five and a half feet tall. He is bald, sports a long black moustache, and has a scarred left ear. The Duke is a hard but fair man who must remain constantly vigilant since his town is periodically attacked by raiders. Many travelling merchants come through his town, and he has become jaded about people's promises - he'll believe it when he sees it. When speaking to the PCs, he is polite but succinct.

The Duke of Daggerford listens to the PCs' request to attend the House Moonstar gala. After considering their request, he agrees to attend - on one condition. A pair of gigantic lizards has been rampaging through the outlying farms of Daggerford. The lizards have been destroying crops stored for the winter, eating cattle, and terrorizing the peasants. If the PCs kill the lizards, the Duke will attend the End of Winter Gala.

The Duke provides the following information:

- One of the peasants who survived an attack on his farm reported that the lizards are blue, have lots of legs, and are bigger than a wagon. One of them is also incredibly quick. A DC 15 Nature check identifies the creature as a behir.
- The Duke has mobilized his militia to look for the beasts and drive them off if they can. The Daggerford militia does not have a lot of experience dealing with large, monstrous beasts and it may cost a number of lives.
- If asked, the Duke provides a scout from his militia that can guide the PCs through his lands and help them track the beasts. The Duke does not offer this; he assumes the PCs can handle tracking the lizards on their own.
- If the PCs ask for additional payment, he refuses. He is not hiring mercenaries and is not interested in bargaining like a merchant.

A DC 10/12 Diplomacy or DC 14/16 History check reveals that custom would dictate that the Duke will provide a reward for success, but it would be unseemly for the Duke to discuss such rewards in advance.

If the PCs agree to hunt down the lizards, the Duke thanks them and says the citizens of Daggerford eagerly await an end to the monstrous threat. Go to Encounter 10: The Rampaging Monster.

If the PCs initially refuse, the Duke tries to convince the PCs to take on the beast, citing the great danger for Daggerford's helpless farming families. PCs insisting on a monetary reward do not receive a promise from the Duke. The Duke dismisses the PCs and later that day a servant of the Duke (one of the Duke's guards) happens to run into the PCs. During the course of their conversation the servant mentions that the Duke would be obligated to give the PCs a financial reward if they aided the community. A DC 10 Insight check reveals that the guard was most likely sent by the Duke.

SCENE 3: CAPTAIN ERROWD

Captain Errowd can be found on his skyship, the *Shield of Savras*, which is currently floating over a pasture just outside the town of Daggerford. Captain Errowd has recently returned from the inhospitable mountains known as the Star Mounts with a shipful of gems and rare metals. Captain Errowd is planning to spend the next week in town selling his cargo to merchants bound for the Moonshae Isles or Waterdeep.

PCs approaching the ship are hailed by a pair of crewmen, who are keeping a careful watch for thieves and bandits. PCs asking to speak to Captain Errowd are allowed to board after having to wait for a few minutes.

Captain Errowd is a male eladrin, a bit more than six feet tall, with coal black hair, silvery skin, and eyes the color of basalt flecked with gold. When speaking with the PCs he is warm and jovial. Captain Errowd is well traveled and comments on the PCs' dress and actions in relation to some obscure humanoid or monstrous tribe. If asked, he admits he is an oracle but cannot perform divinations on demand. The visions must come to him, he cannot seek them out.

When the PCs invite Captain Errowd to House Moonstar's End of Winter Gala, at first he insists he cannot go. He claims that his trade routes are going to take him far from Waterdeep and cannot be adjusted. A DC 15/17 Insight check reveals he is lying and has some other reason for not going to Waterdeep.

If PCs persist, he thinks it over and agrees to attend only if the Duke of Daggerford attends as well. Captain Errowd does a lot of business in Daggerford and wants to use the social occasion to generate some goodwill

with the Duke. Also, Captain Errowd doesn't think the PCs can convince the Duke to attend.

Captain Errowd won't budge on his conditions to attend. If the PCs continue to press him, he refuses to discuss it further and kicks them off his ship. He'll still attend if the PCs can get the Duke to go, even though he kicked them off his ship.

Once the PCs have their answer from Captain Errowd, they are encouraged to leave as quickly as possible. Captain Errowd has a cargo to offload and wants to focus on finding buyers for it.

QUEST: IN SLUMBER REMAIN - TASK 1

If any of the PCs is attempting to complete the first task of the Quest: *In Slumber Remain*, then before they leave, Captain Errowd points at them and it seems as if his ocular eye is focused upon them before he says:

The book you seek can be found among the tattered remains of Harken's estate where the Magpie is joined with the Gannon by the docks of the great port.

Streetwise/History DC (14/16): Magpie & Gannon's is the largest and best store for books, charts, and maps in Waterdeep. The shop is located in the Dock Ward. On a check result of 20 or higher, the PCs also learn that although Gannon is not a sage as such, he is reputed to be a follower of Oghma. Some believe Magpie travels and acquires rare books, but no one is really sure if that is all she does. [PCs who participated in CORE1-9 *Ages Best Forgotten* met Gannon selling books.]

The PCs can pursue this once they get back to Waterdeep. (See Conclusion)

ENDING THE ENCOUNTER

This encounter ends when the PCs have either succeeded or failed at convincing the dragonborn bard Cynda, the Duke of Daggerford, and Captain Errowd to attend House Moonstar's winter gala.

If the PCs secure the attendance of the Duke of Daggerford, Captain Errowd is surprised, but he's a man of his word and agrees to come to the gala. In addition, he offers the PCs a ride back to Waterdeep on his skyship, the *Shield of Savras*. Captain Errowd is intrigued by the PCs' heroism and wants to hear more about their adventures.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

COMBAT ENCOUNTER 10: THE RAMPAGING MONSTER

ENCOUNTER LEVEL 8/10 (2100/3000 XP)

SETUP

This encounter includes the following creatures at the low tier:

behir bolter whelp (level 7) (B)

juvenile behir thunderlance (level 9) (J)

This encounter includes the following creatures at the high tier:

behir bolter whelp (level 9) (B)

juvenile behir thunderlance (J)

At the start of the encounter, read:

As you travel through the snow covered hills, you hear a thunderous roar of bestial anger followed by a sizzling sound.

The sounds the PCs hear are two behir attacking a remote farm, looking for food.

When the PCs decide to continue on, determine if the behir hear them. If the PCs do not choose to be stealthy, the behir automatically hear them. If the PCs choose to sneak forward, they must make a Stealth check vs. each behir's passive Perception. If the behir hear the PCs approaching, they fling snow on themselves in an attempt to disguise themselves as snow piles.

As the adventurers enter the area, read:

As you reach the edge of the woods, though the falling snow, you see a small farmstead. The farmhouse is burning and you can tell that there are two people still inside, struggling to get out. You also hear a cry for help from someone trapped under a wagon.

If the behir do not hear the PCs approaching, read the following:

Several large, blue, multi-legged lizards shuffle around angrily. One is clawing at a barn door, trying to reach the animals inside, while the other menaces a pair of peasants trapped under the wagon.

If the behir attempt to disguise themselves as snow piles but are spotted by the PCs, read the following:

You also see several piles of snow left over from the residents' snow removal efforts. Several of the piles seem oddly formed, more in the shape of a giant lizard than a pile of snow.

At the start of this encounter, it is snowing (see Features of the Area for details). PCs can choose to wait until it stops snowing, which happens one hour later. If they do so, there is no falling snow during the encounter. However, while they wait, the behir nosily finish off the peasants in the farmhouse and settle down for a post-dinner nap. The PCs automatically fail the skill challenge.

FEATURES OF THE AREA

Falling Snow: A heavy snowfall is in progress at the start of the encounter. The snowfall does not hamper movement but all squares are lightly obscured.

Snow Pile: Several snow piles can be found in the area, created by the residents after the last snowfall. The snow piles behind the house are eight feet high and are blocking terrain. A snow pile can be climbed on or over with a DC 15 Athletics check. Attacking while on top of a snow pile requires a DC 10 Acrobatics check.

The rest of the snow piles are only three feet high: they provide cover and are very difficult terrain, costing 3 squares of movement per square.

Barn: The barn is 3 squares high. There is a pair of large barn doors and windows suitable for a Medium size creature to enter easily or for a Large size creature to squeeze through. The walls of the barn are sturdy (Fortitude 10, AC/Reflex 5, immune to effects that target Will, hp 60; Break DC 18), and a creature inside the barn has superior cover when attacking through windows or doors. Climbing the sides of the barn requires a DC 20 Athletics check. Creatures on the roof of the barn have cover from creatures on the ground. If the barn door is opened, the cows inside stampede (see Stampede, below).

Overtaken Cart: The overturned cart is blocking terrain. Two peasants are trapped underneath it (see skill challenge). The cart is quite heavy but can be set upright with a DC 20 Athletics check (this frees any trapped peasants; see "crushing wagon" scene in the skill challenge below). If set upright, the cart can be pushed by the PCs using their movement rate. The cart is 2 squares high and can be pushed against the side of the barn to allow easy access to the roof (no climb check required).

Stampede: If the barn doors are opened while the behir are alive, a stampede occurs. A stampede is 3 squares by 3 squares in size, has a move of 6 and

provides cover. The stampede is also hindering terrain; creatures moving through the stampede voluntarily take 4 points of damage per square. A stampede moves as quickly as it can towards the nearest edge of the map that is away from the behir. Stampedes that move through an occupied square make a trample attack (+13 vs. Reflex; 1d8+5 damage and the target is knocked prone). If attacked, the stampede has 14 for all defenses. Each hit kills one cow; the stampede has 9 cows (one per square).

Trees: There are a few small, stubby trees that provide cover.

TACTICS

The behir bolter whelp attempts to hide in a snowdrift if it hears the PCs approaching, in the hope of surprising them. As soon as a PC is within six squares, it charges and attacks with its *knockdown rush* power (readying an action to do so if it is not being attacked). If the bolter is not hiding, it charges the nearest foe with its *knockdown rush* power. Once in melee it attacks with its *claw*. If two or more PCs are near it, the bolter uses *lightning shock*.

The juvenile behir thunderlance retreats to the top of the barn at the start of the encounter (it can climb, so there is no check required). The thunderlance then attacks the PCs from the top of the barn with its *thunder lance* power and then with its *lightning breath*. While waiting for its breath weapon to recharge, it takes the total defense action as long as no one comes after it. If a PC climbs to the roof of the barn, the thunderlance attempts to *devour* the PC.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the behir bolter whelp by two levels. Drop its hit points by 64, lower all its defenses and attacks by 2, and damage by 1.

Six PCs: Add another juvenile behir thunderlance.

SKILL CHALLENGE LEVEL 7/10: TRAPPED PEASANTS

Goal: During the course of their rampage, the behir have damaged the house and put several family members in danger. The PCs must act quickly in order to save the family.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Endurance, Thievery

Other Skills: Strength

Victory: The peasants are successfully saved.

Defeat: One or more of the peasants die before being rescued.

SCENE 1: BURNING BUILDING

Two of the peasants (mother and baby daughter) are trapped in the burning farmhouse. In order to save them, a PC needs to brave the flames and pull them to safety. This scene is worth two successes; one for each peasant.

This scene becomes increasingly difficult as time passes. At the beginning of the 4th, 6th, 8th, and 10th rounds, increase all the skill check DCs by 1. On the 12th round, one of the peasants dies. On the 14th round, the other peasant dies.

The following skills can be used to rescue a peasant. To attempt a rescue, the PC needs to be adjacent to an entrance to the farmhouse and must spend a standard action to make the appropriate check (or simply plunge into the fire and voluntarily take damage). On a failed skill check, the PC takes 1d6 + 6 fire damage from the flames and fails to rescue a peasant.

Acrobatics DC 14/16 (1 success, 2 maximum)

By dodging the flames, PCs are able to rescue a peasant.

Endurance DC 14/16 (1 success, 2 maximum)

By enduring the heat, PCs are able to rescue a peasant. If the PC doesn't take precautions (such as covering themselves in water or placing a cloth over their nose and mouth) the DC is 1 higher.

Take Damage (1 success, 2 maximum)

The PC chooses to rescue a victim, regardless of the damage. The PC takes 3d6 + 6 fire damage and receives an automatic success.

SCENE 2: CRUSHING WAGON

Two of the peasants (father and son) are trapped under an overturned wagon laden with cobblestones and are slowly being crushed to death. The PCs must free the peasants before they die.

This scene becomes increasingly difficult as time passes. At the beginning of the 4th, 6th, 8th, and 10th rounds, increase all the skill check DCs by 1. On the 12th round, one of the peasants dies. On the 14th round, the other peasant dies.

The following skills can be used to rescue a peasant. To attempt a rescue, the PC must be adjacent to the wagon and must spend a standard action to make the appropriate check.

Athletics DC 14/16 (1 success, 2 maximum)

You muscle the wagon up just enough to free one of the peasants. If the PC elects to try and free both peasants at once, increase the DC by 5. PCs succeeding with the more difficult DC also turn the cart upright; see “Overturned Cart” in Features of the Area, above.

Strength DC 25: (2 successes, 2 maximum):

By breaking the wagon in a critical location, the PC can free both peasants.

Thievery DC 14/16 (1 success, 2 maximum)

You use your nimble hands to reach under the wagon and pull a peasant free.

ENDING THE ENCOUNTER

Once the creatures have been defeated and the peasants rescued, any peasants that are still alive thank the PCs for saving them.

The creatures must have come searching for food and when they arrived at the farm attempted to break into the barn to get at the livestock. The peasants depend on the livestock for their income and moved to defend their farm despite the enormous risk.

Once the Duke of Daggerford learns of the defeat of the behir, he thanks the PCs for their aid and confirms that he will attend the House Moonstar End of Winter Gala. If the PCs have already met with Captain Errowd, they can now return and secure the Captain's attendance as well; see Encounter 9, Scene 3 for details.

EXPERIENCE POINTS

The characters receive 350/500 XP each for successfully defeating the behir. Award half experience if they failed the combat challenge.

In addition, the characters receive 70/100 XP each for successfully completing the skill challenge. Award half experience if they failed the skill challenge.

TREASURE

If the PCs successfully eliminate or drive off the behir, the Duke thanks the PCs for their efforts and gifts them with *gloves of ice* and a *shield of deflection* (paragon tier).

ENCOUNTER 10: THE RAMPAGING MONSTER STATISTICS (LOW LEVEL)

Behir Bolter Whelp (Level 7)	Level 7 Solo Solider
Large natural magical beast	XP 1500
Initiative +10 (see <i>lightning reflexes</i>)	Senses Perception +6; tremorsense 10
HP 320; Bloodied 160	
AC 23; Fortitude 18, Reflex 20, Will 18	
Resist 10 lightning	
Saving Throws +5	
Speed 8, climb 5	
Action Points 2	
m Claw (standard; at-will)	
Reach 2; +14 vs. AC; 2d6 + 4 damage.	
M Bite (standard; at-will) ♦ Lightning	
Reach 2; +14 vs. AC; 1d6 + 4 damage plus 1d6 lightning damage.	
M Knockdown Rush (minor; recharge 4 5 6)	
The behir bolter whelp charges and makes the following attack: +15 vs. AC; 1d12 + 5 damage, and the target is knocked prone.	
M Rip-Claw Response (immediate reaction, when hit by a melee attack; at-will)	
The behir bolter whelp makes a claw attack against the triggering creature.	
C Lightning Shock (standard, recharge 6 and when first bloodied) ♦ Lightning	
Close burst 2; +12 vs. Reflex; 2d10 + 6 lightning damage. Miss: half damage.	
Lightning Reflexes	
The behir bolter whelp acts three times in a round, on initiative count 20, 15, and 5. It cannot delay or ready actions. On its turn, it has a standard action instead of the normal allotment of actions. It can use one immediate reaction between each pair of turns.	
Alignment Unaligned	Languages Common, Draconic
Str 17 (+6)	Dex 20 (+8) Wis 17 (+6)
Con 16 (+6)	Int 7 (+1) Cha 11 (+3)

Juvenile Behir Thunderlance (Level 6)	Level 6 Artillery
Large natural magical beast	XP 250
Initiative +4	Senses Perception +5; darkvision
HP 63; Bloodied 31	
AC 18; Fortitude 20, Reflex 18, Will 18	
Resist 15 lightning	
Speed 8, climb 4	
m Bite (standard; at-will)	
+13 vs. AC; 1d8 + 3 damage.	
R Lightning Breath (standard; recharge 3 4 5 6) ♦ Lightning	
Area blast 1 within 10; +13 vs. Reflex; 3d6 + 3 lightning damage, and all creatures adjacent to the target take 5 lightning damage. <i>Miss</i> : half damage.	
R Thunder Lance (standard, encounter)	
The behir thunderlance sends a sphere of crackling energy from its mouth. The behir thunderlance targets up to two creatures with its thunder lance; the first target must be within 10 squares of the behir, and the second target must be within 10 squares of the first; +11 vs. Reflex; 3d8 + 3 lightning damage, and the target is pushed 2 squares and knocked prone.	
M Devour (standard; sustain minor; recharge when no creature is affected by this power)	
+15 vs. Reflex; 2d8 + 2 damage and the target is grabbed (until escape). While grabbed, the grabbed creature is pulled into the behir's space, is restrained, and can only target the behir. The behir thunderlance can sustain the power as a minor action, dealing 10 damage and maintaining the grab. After escaping, the target is placed in any square adjacent to the behir.	
Alignment Unaligned	Languages Common
Skills Athletics +12	
Str 19 (+7)	Dex 13 (+4) Wis 14 (+5)
Con 21 (+8)	Int 7 (+1) Cha 12 (+4)

ENCOUNTER 10: THE RAMPAGING MONSTER STATISTICS (HIGH LEVEL)

Behir Bolter Whelp (Level 9)	Level 9 Solo Solider
Large natural magical beast	XP 2000
Initiative +11 (see <i>lightning reflexes</i>)	Senses Perception +7; tremorsense 10
HP 384; Bloodied 192	
AC 25; Fortitude 20, Reflex 22, Will 20	
Resist 10 lightning	
Saving Throws +5	
Speed 8, climb 5	
Action Points 2	
m Claw (standard; at-will)	
Reach 2; +16 vs. AC; 2d6 + 5 damage.	
M Bite (standard; at-will) ♦ Lightning	
Reach 2; +16 vs. AC; 1d6 + 5 damage plus 1d6 lightning damage.	
M Knockdown Rush (minor; recharge 4 5 6)	
The behir bolter whelp charges and makes the following attack: +17 vs. AC; 1d12 + 6 damage, and the target is knocked prone.	
M Rip-Claw Response (immediate reaction, when hit by a melee attack; at-will)	
The behir bolter whelp makes a claw attack against the triggering creature.	
C Lightning Shock (standard, recharge 6 and when first bloodied) ♦ Lightning	
Close burst 2; +14 vs. Reflex; 2d10 + 7 lightning damage. Miss: half damage.	
Lightning Reflexes	
The behir bolter whelp acts three times in a round, on initiative count 20, 15, and 5. It cannot delay or ready actions. On its turn, it has a standard action instead of the normal allotment of actions. It can use one immediate reaction between each pair of turns.	
Alignment Unaligned	Languages Common, Draconic
Str 17 (+7)	Dex 20 (+9) Wis 17 (+7)
Con 16 (+7)	Int 7 (+2) Cha 11 (+4)

Juvenile Behir Thunderlance	Level 10 Artillery
Large natural magical beast	XP 500
Initiative +6	Senses Perception +7; darkvision
HP 87; Bloodied 43	
AC 22; Fortitude 24, Reflex 22, Will 22	
Resist 15 lightning	
Speed 8, climb 4	
m Bite (standard; at-will)	
+17 vs. AC; 1d8 + 5 damage.	
R Lightning Breath (standard; recharge 3 4 5 6) ♦ Lightning	
Area blast 1 within 10; +15 vs. Reflex; 3d6 + 5 lightning damage, and all creatures adjacent to the target take 5 lightning damage. <i>Miss</i> : half damage.	
R Thunder Lance (standard, encounter)	
The behir thunderlance sends a sphere of crackling energy from its mouth. The behir thunderlance targets up to two creatures with its thunder lance; the first target must be within 10 squares of the behir, and the second target must be within 10 squares of the first; +15 vs. Reflex; 3d8 + 5 lightning damage, and the target is pushed 2 squares and knocked prone.	
M Devour (standard; sustain minor; recharge when no creature is affected by this power)	
+19 vs. Reflex; 2d8 + 4 damage and the target is grabbed (until escape). While grabbed, the grabbed creature is pulled into the behir's space, is restrained, and can only target the behir. The behir thunderlance can sustain the power as a minor action, dealing 10 damage and maintaining the grab. After escaping, the target is placed in any square adjacent to the behir.	
Alignment Unaligned	Languages Common
Skills Athletics +14	
Str 19 (+9)	Dex 13 (+6) Wis 14 (+7)
Con 21 (+10)	Int 7 (+3) Cha 12 (+6)

ENCOUNTER 10: THE RAMPAGING MONSTER MAP

TILE SETS NEEDED

DT4 Ruins of the Wild x2, DT3 Hidden Crypts x1, DU5 Sinister Woods x2



ENCOUNTER 11: CONCLUSION

SETUP

Logan, Stedd Moonstar's Butler

Stedd Moonstar, Lord of House Moonstar

Once all three tasks are complete, the PCs can return to inform Lord Moonstar's butler, Logan, of their success.

When the PCs arrive at the house, read the following:

You arrive back at the Moonstar villa after concluding your task in Daggerford. The reconstruction of the villa is almost complete, and its newly refurbished exterior outshines all of the other mansions in the area.

Lord Moonstar and his butler, Logan, greet the PCs. Lord Moonstar asks the PCs how their task of delivering invitations went. After hearing about their success (or failure), Lord Moonstar thanks the PCs for their effort and pays them what they were promised. If at least two of the three main tasks (overall success at the City of the Dead, the House of the Moon, and in Daggerford) were successful, the PCs get the story award **WATE18 Favor of House Moonstar**. If the PCs succeeded at all three tasks (no failures), then they also receive personal invitations to the End of Winter Gala and get additional magic items (see Treasure).

If the PCs met the Blood-Soaked Bard in Encounter 9 and convinced her to attend the Gala, they will hear at the End of Winter Gala a song she composed about the heroic deeds of these adventurers she met. If any of their tales of adventure were good enough to earn a personal ballad, Cynda sings those songs as well, and Lord Moonstar offers a toast to the PC in question. This is commemorated by the story award **WATE19 Blood-Soaked Ballad**.

EXPERIENCE POINTS

The PCs earn the minor quest reward of 70/100 XP if they completed all three of the major tasks successfully.

TREASURE

The PCs earn up to 40/50 gp per major task completed, up to a total of 120/150 gp.

If the PCs succeeded at all their tasks, Lord Moonstar also gifts them with a *belt of vigor* (paragon tier) and *elven boots*.

QUEST: IN SLUMBER REMAIN - TASK 1

If there is not enough time left to role-play this out simply tell the player the information found in the bulleted list below, which is what they learn from reading the book.

When the PCs arrive at Magpie & Gannon's read the following:

This old stone building is a bit different from most in this area as it seems that someone has bothered to do some restorative work on it. Instead of a window, there is a wooden plaque with the name "Magpie & Gannon" listed. Underneath that is "Charts, Maps, Folios, and Books." A stout, iron-strapped, wooden door with a small spy hole bars entrance.

The PCs need only knock and Gannon comes and lets them into the dark and very dusty shop. Gannon (a male human) is very thin with a long narrow nose and high cheekbones. His long dark hair is pulled back from his face and he is clean shaven. He dresses entirely in black.

The shop is full to the brim with racks loaded with books, folios and rolled charts and there is a case with drawers for large flat maps. After shutting the door and shuttering the small window, Gannon takes them to a cleared area with a desk and three chairs. He sits down. If there are more than two PCs, he apologizes for the lack of space, but he rarely has more than one customer at a time.

Gannon can provide the following information:

- Yes, he does have some objects that he bought from the sale of the estate of Tre'ka del Harkin.
- Hakin spent his early years traveling to far-flung places, collecting items along the way. The estate included some fine maps in decent but worn condition and a few books, which I am afraid were not well cared for.
- The maps sold quickly, but I still have one box of his books left. (Gannon haggles a bit but eventually sells the PC the books for 30/50 gp.)
- Among the books there is one moldy, extremely old tome titled "That Which May Threaten." Much of the book cannot be deciphered. It seems to have been written by T'la Que Merta, a sage working in the land of Melabrauth. (This is in Returned Abeir.)
- The author never mentions his patron's name, using only the title "Dragonlord."
- There are numerous hints that there is something that sleeps beneath the ruins of Darkturret. Whatever sleeps there is the key to an even greater horror. Or at least, so thought this sage.

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.

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 3: The Malfunctioning Portal 140 / 200 XP

The PCs may earn XP for any two of Encounters 4, 5, and 6, but not for all three of them.

Encounter 4: The Undesired Noble 70 / 100 XP

Encounter 5: The Breach 70 / 100 XP

Encounter 6: The Stolen Door 70 / 100 XP

Encounter 8: Lycanthropic Gang 350 / 500 XP

Encounter 10: The Rampaging Monster 420 / 600 XP

Minor Quest: Completed All Tasks 70 / 100 XP

Total Possible Experience 1120 / 1600 XP

Gold per PC 150 / 200 gp

(Encounter 4: 30 / 50 gp; Conclusion: 40/50 gp per major task, up to a maximum of 120 / 150 gp)

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 something else of value. Each player makes one and only one selection for their character; players may choose the same treasure 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 amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *helm of battle* (Level 9; PH)
Found in Encounter 2

Bundle B: *shapechanger's sorrow +2** (Level 9; AV)
Found in Encounter 7

Bundle C: *torch of misery** (low-level version only) (Level 10; AV2)
Found in Encounter 8b

Bundle D: *rod of first blood* (high-level version only) (Level 13; PH)
Found in Encounter 8b

Bundle E: *shield of deflection (paragon tier)* (Level 12; PH)
Found in Encounter 10

Bundle F: *gloves of ice** (Level 11; AV2)
Found in Encounter 10

Bundle G: *belt of vigor (paragon tier)* (Level 12; PH)
Found in Conclusion

Bundle H: *elven boots* (Level 11, PH)
Found in Conclusion

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 *potion of clarity* (Level 10) plus

150 / 300 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

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 rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

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.

WATE18 Favor of House Moonstar

Lord Stedd Moonstar is grateful to this PC for his or her help in preparing for the End of Winter Gala by performing various good deeds for the city, the temple of Selune, and House Moonstar.

Lord Moonstar will seek the help of this adventurer and will recommend the PC for employment to friends. Lord Moonstar will vouch for the PC to the City Watch and assist in obtaining invitations to social events.

This story award also denotes the start of the Major Quest, *Restoring Splendor*, which will continue in WATE2-2 and end in WATE2-3.

This story award counts as one favor towards the seven needed to join The Heirs of Mirt, a Waterdhavian adventurers' society.

WATE19 Blood-Soaked Ballad

The dragonborn bard Cynda, known as the Blood-Soaked Bard because of her preference for gory songs of heroic battles against worthy foes, has composed a song in this character's honor. In the space below, write the title or a brief description of the song, which should be based on the story of personal valor that this PC told Cynda.

Cynda's song about this PC quickly spreads; as a result, the character's fame grows among the adventuring societies of Faerun. This story award counts as one favor towards the seven needed to join The Heirs of Mirt, a Waterdhavian adventurers' society.

ADVENTURE QUESTIONS

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

1. What happened to the amulet with the stylized snake?

- a. Discarded, lost, not taken, sold
- b. Kept by a PC
- c. Given to the temple of Selune
- d. Given to the City Watch or other official
- e. Given to House Moonstar

2. How many successes in the City of the Dead cleanup projects were achieved?

- a. 0
- b. 1
- c. 2
- d. 3
- e. 4

3. What was the fate of the gang of lycanthropes?

- a. Not encountered or escaped
- b. PCs were killed or retreated
- c. Captured
- d. Killed
- e. Other

4. The Blood-Soaked Singer:

- a. was not encountered
- b. did not agree to attend the Gala
- c. agreed to attend Gala (players used skill checks)
- d. agreed to attend Gala (players roleplayed)

5. The Duke of Daggerford:

- a. was not encountered
- b. refused to attend the Gala
- c. agreed to attend the Gala

6. Captain Jorrz Errowd:

- a. was not encountered
- b. refused to attend the Gala
- c. agreed to attend the Gala

NEW RULES

Potion of Clarity

Level 5+

Lvl 5 50 gp Lvl 20 5,000 gp
Lvl 10 200 gp Lvl 25 25,000 gp
Lvl 15 1,000 gp Lvl 30 125,000 gp

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once during the encounter as a free action, you can reroll a d20 roll you just made, gaining a +1 bonus to the reroll. You must use the result of the reroll

Level 10: +2 bonus.

Level 15: +3 bonus.

Level 20: +4 bonus.

Level 25: +5 bonus.

Level 30: +6 bonus.

Reference: *Adventurer's Vault*, page 188.

Shapechanger's Sorrow

Level 9+

Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp

Weapon: Axe, Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d12 damage per plus against creatures not in their natural form.

Property: You gain a +1 bonus to all defenses against creatures not in their natural form.

Power (Daily): Free Action. Use this power when you hit with the weapon. The target reverts to its natural form and cannot use powers with the polymorph keyword (save ends).

Reference: *Adventurer's Vault*, page 77.

Torch of Misery

Level 10+

Lvl 10 +2 5,000 gp Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp
Lvl 20 +4 125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Property: When you hit an enemy with a fire or radiant attack power using this rod and deal damage to it, that enemy grants combat advantage to you on your next attack against it.

Power (At Will): Minor Action. Green flame bursts from the end of the rod, illuminating the area around you like a torch. You can end this effect as a free action.

Reference: *Adventurer's Vault 2*, page 37.

Gloves of Ice

Level 9+

Lvl 11 9,000 gp Lvl 21 225,000 gp

Item Slot: Hands

Property: Choose one: Your cold attacks gain a +2 bonus to damage rolls, or your cold attacks ignore 5 of the target's resistance to cold. You can switch between properties as a minor action.

Reference: *Adventurer's Vault 2*, page 59.

APPENDIX

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 in Handout One. Lawyers do not exist in the Forgotten Realms.

TYPICAL WATERDEEP CITY WATCH PATROL

A normal Waterdeep City Watch patrol consists of at least 8 watchmen, all armed and carrying watch horns to summon reinforcements. A patrol consists of a civilar (captain or lieutenant), an armar (sergeant) and watchmen/watchwomen. A typical captain is 7th level and the sergeant might be 6th level. The remaining patrol members would be 3rd level or 4th with a mix of martial and arcane abilities. Their uniform colors are green, black and gold. If reinforcements are needed, another similar patrol will arrive in two minutes and a 16-member, heavily armed City Guard patrol arrives in five minutes.

MASKED LORDS OF WATERDEEP

One open lord (Dagult “Dagger” Neverember) and about twenty Masked Lords rule Waterdeep and meet usually once a tenday in secret conclave or open court. The Masked Lords all appear identical due to identical magical black helms, silver masks, and black robes that veil their appearance and voice. They all appear to be 6 feet tall with the same physique and their voices are deep, hollow baritones (even if the Lord is a lady). No magic will reveal them and the items are rumored to offer magical protections. The Lords are rumored to have magic amulets and rings as well but the reliability of any streetwise information is suspect. The penalty for impersonating a Masked Lord is death, enforced by the Blackstaff.

TIME AND SEASON

The hour of the day is noted by a bell in Waterdeep Castle. The current season is winter; the month is Alturiak, also called the Claw of Winter. Dawn occurs around 8 bells in the morning and sunset occurs around 5 bells in the afternoon.

HANDOUT 1: LAWS OF WATERDEEP

THE FIRST PLAINT: 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 PLAINT: 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 PLAINT: 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 PLAINT: 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

HANDOUT 2: *THE NORTH WIND* BROADSHEET

PROFILES IN LORDLY MIGHT: STEDD MOONSTAR

Beauties and maids of Waterdeep, take heed! This season's most eligible bachelor is Lord Stedd Moonstar. While once just a pretty face among the lads, Lord Moonstar has bloomed over the winter months into a strapping young stag, and is sure catch the eye of many of Waterdeeps most eligible women. Don't let yourself miss his eye!

Stedd Moonstar rose to lead his family at an early age. Much of the Moonstar family left Waterdeep for various reasons, including Stedd's older sister, Rayne Moonstar. Sources suggest that House Moonstar is cursed.

Stedd has been out and about at many of this winter's social functions, and sources close to the family confirm that Stedd has rebuilding and expanding House Moonstar's business portfolio.

With Stedd's recent mercantile conquests, we here at *The North Wind* fully expect him to turn his sights toward romance once spring is in the air. One likely pairing is with Leana Hawkwind, who has held out against the advances of several young men of excellent wealth (but not very good breeding) despite fierce pressure from her father. Dala Silmerhelve has also recently become available, though sources believe her father will insist on a match with someone from House Nandar. Finally, there are several eligible bachelorettes in House Phulbrinter, although the penchant for expensive shopping trips may be problematic for House Moonstar.

THE MATCHMAKER'S CORNER

The hottest lady on the matrimonial market is, without doubt, Dala Silmerhelve, the only daughter of House Silmerhelve. This is one maid who won't stay that way for long. Dala's father has been making inquiries with many of the other noble houses in search of a "worthy" match. House Silmerhelve, as you know, is a very old and wealthy House, so the lucky bachelor who can catch her eye could win himself not only a beautiful woman but a hefty inheritance.

EYES ON THE TRENDS: PLUMAGE

Spring is in the air and gala season is almost upon us. Insiders at many of the Waterdhavian fashion boutiques tell us that feathered outfits are sure to be all the rage this spring. Winter has been a particularly drab affair and many of the social elite are eager to strut their stuff with headdresses full of exotic feathers. The brighter, the better!

EYE ON THE PALACE

The merchant adventurer Wenton del Morrow has successfully petitioned Open Lord Dagult Neverember for access to the Lantan Collection. The Collection, stolen many years ago, was recovered last year by adventurers. The collection contains many advanced plans and models, such as the designs for the Timehands. Saer del Morrow presented the Open Lord with a plan for a public works project based on designs found in the collection. After much consideration, the Open Lord agreed that del Morrow could design a working model. The rather handsome merchant is rumored to be quite wealthy - he owns a vibrant shipping business that specializes in trading with races that live beneath the waves.

VISITORS FROM MOONSHAE ISLES

Teresa Mac Rynn, daughter of noted merchant from the Moonshae Isles, Evan Mac Rynn, cut a fashionable figure in her new forest green satin gown which perfectly set off her rich red locks while enjoying an evening of opera at New Olamm. As her father makes his fortune buying and selling weapons, Teresa acquires her spring wardrobe of the latest fashions. Rumor has it that the Mac Rynns will be frequent visitors to Waterdeep. Look lively lads, if you're to win her fiery heart!

HANDOUT 3: THE NOTE

The Temple of Selune needs help with a problem in Field Ward. Lord Moonstar requests that you go to the temple as quickly as possible and ask for Silverstar Rayhn, who will describe the situation. The refurbishment project can wait. Thank you.

Logan