

MOON RISING

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

BY CLAIRE HOFFMAN
WITH BRIAN GILKINSON

DEVELOPED BY KEITH HOFFMAN; EDITED BY DEREK POSPISIL

REVIEWED BY GREG MARKS AND M. SEAN MOLLEY

PLAYTESTED BY BRAD GILKINSON, KEITH HOFFMAN, MARK MIDDLETON,
JEFF RICHARDS, LYNN REGISTER, MARK BRADLEY, JASON BRADLEY, SUSAN
CARLSON, BRYAN DURRELL, MATTHEW HUDSON, PETER SECKLER, NANCY
LUDDEN, ROBERT LUDDEN, KEITH GRINER, BRIAN HATFIELD, BRAD
FRAGGIONATO, PHILIP HEWITT II, PAMELA BROZOWSKI, MATTHEW
BROZOWSKI, GARY JACKSON, DAVID RAMSAY, AND MATT YOUNG

A Masked Lord needs adventurers to journey to the Gates of the Moon and retrieve a protective artifact. This quest is surely for the good of Waterdeep, but what will it mean for those who lose their ancient guardian? A *Living Forgotten Realms* adventure set in Waterdeep and the Astral Sea for characters of the Paragon tier (levels 11-20).

This adventure is the beginning of the *Brightcloaks* Major Quest and assumes that the events of the *Restoring Splendor* Major Quest have already occurred. The *Brightcloaks* series continues with WATE3-2 and concludes with WATE3-3. Players are encouraged to use the same PC and to play the three parts of this trilogy in order.

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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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. 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 about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears 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 a WPN event (see above), 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. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain 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:

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** 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 just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** 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 in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, 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 written to support the entire Paragon tier of play (levels 11-20).

Any character of the appropriate tier may play the adventure, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five adventure levels within each tier. The choice of adventure level affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which adventure level they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an adventure level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the level 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either level 2 or level 4, but they will probably choose level 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an adventure level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct

cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure role-playing encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players

whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its 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 an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may 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. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as

milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

The following table is included for speed play. Should you need to improvise on the DC for a skill check, the table below should be used as a reference.

Adventure Level	Easy DC	Moderate DC	Hard DC
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

ADVENTURE BACKGROUND

Since 1130 DR (some 350 years ago), a schism has existed in House Moonstar due to Lord Vanrak Moonstar's alignment with Shar and the opposition of his sister, Lady Alathene Moonstar, a devout worshipper of Selûne. Until recently it was not known if either had survived the chaos of the Spellplague. Evidence found during the adventure *WATE2-3 Noble Dangers* pointed to the continued existence of Vanrak.

Vanrak seeks nothing less than the destruction of the Moonmaiden, but is content to begin by destroying House Moonstar, the House of the Moon (temple of Selûne in Waterdeep) and subjugating all of Waterdeep to the bitter comfort of the Dark Maiden. Vanrak is alive and well, and not being a fool, has been gathering information on where his greatest opponent, Lady Alathene, might be; if the Spellplague didn't destroy him, it might not have destroyed her, either.

Lady Alathene, formerly an archlich, was transformed by the Spellplague into a crystal statue and she and the Vault of the Stars were shifted to the Gates of the Moon. She cannot battle Vanrak in her current form. Lady Alathene is being treated as a guardian by a small village located on one of the floating islands of the Gates of The Moon dominion in the Astral Sea. The people who have adopted her have come to rely on her advice, wisdom and protection.

Vanrak has discovered her general whereabouts but as a servant of Shar, he cannot venture directly to the Gates of the Moon without incurring the wrath of Selûne. Therefore several of his agents seek out those who can travel to the Gates of the Moon to retrieve the

statue that is Lady Alathene. Whoever brings his sister to Vanrak can expect to be rewarded richly, in both prestige and monetary goods. One such agent is a Masked Lord of Waterdeep. How this came about and the details of the relationship between Vanrak and the Masked Lord are revealed in *WATE3-2*. Details about the Masked Lords can be found in Appendix A.

DETAILS FROM WATE2~3

Recently, adventurers discovered that a stationary earthmote over the Sword Mountains, north of Waterdeep, was inhabited by allies of Lord Vanrak Moonstar. These worshippers of Shar posed a threat to House Moonstar, the temple of Selûne and Waterdeep, but they were eradicated by the adventurers. The citadel held a keyed portal to well-hidden part of Undermountain, that place where Lord Vanrak hides. House Moonstar, the temple of Selûne and Vajra Safhar, the Archmage of Waterdeep and Blackstaff, are concerned about the continued threat by Lord Vanrak. The adventurers also discovered that someone was leaking information to Vanrak and his allies.

DM'S INTRODUCTION

Before beginning play, you need to discover what Waterdeep adventures the PCs have been involved in, if any. A PC who has played *NETH3-1* or *CORE1-15* may have a Story Award (*NETH03* Fury of the Moon, or *CORE30* Wrath of the Moon) that impacts them in some encounters.

The PCs may become involved in this adventure through multiple hooks. For those with no prior Waterdeep involvement, they can come across a notice in a broadsheet (a single, printed sheet of news).

PCs who are members of the Heirs of Mirt (story awards *WATE14* or *WATE24* grant automatic membership; see Appendix B for details) are sent a message from the organization.

PCs that have any one of the following story awards: *WATE6*, *WATE9*, *WATE11*, *WATE12*, *WATE15*, or *WATE17* are recommended to the Open Lord by those patrons or persons who are favorably inclined toward them about a prospective job.

Use **Handout 5** to assist you in tracking if a player's PC has any of the above listed Story Awards. Note that there might be other Story Awards, particularly those from the Netheril Story Area not listed here that could impact how the PC is viewed or even which invite he is given. Consider asking the players if the PC has any story awards that deal with the Church of Selûne or the Church of Shar.

SYNOPSIS

The Masked Lord seeks adventurers to retrieve an artifact that he tells them is a lost guardian of Waterdeep. He supplies them with the means to travel to the Gates of the Moon dominion in the Astral Sea via a portal in the Feywild. He promises them a substantial reward and makes arrangements for them to leave on the morrow.

Upon leaving the palace the PCs are accosted by an old woman. This woman is actually an avatar of Selûne who warns them that the Masked Lord may not have been telling the whole truth and that their actions may influence the struggle between good and evil in Faerûn.

If the PCs wish, they have enough time before leaving Waterdeep to do some investigating of their own regarding the locations they are to visit.

A guide provided by the Masked Lord leads the PCs to a location in Ardeep forest (a small, thick forest southeast of Waterdeep) where they can use a Fey Passage scroll to cross into the Feywild. A relatively calm journey in the Feywild ends with the PCs seeing another group of adventurers using the portal to cross to the Gates of the Moon ahead of them. Vanrak has hired these adventurers through an intermediary (a man named Denner) to obtain the crystal statue by any means necessary. The NPCs have no idea who their real employer is, nor do they know why he wants the statue.

At this point the PCs can decide if and how they wish to interact with the NPCs. They can attempt to discover what the other group is up to via stealth and observation, talking to them, or engaging in combat and beating the information out of them. The PCs may be able to bribe the NPCs into abandoning their mission. However, it is an expensive choice and most groups are likely to fight it out rather than pay the price.

When the PCs get to the village, they must convince the ruling council to tell them where the statue is. Once they meet Alathene, they then must convince her to return to Waterdeep.

Alathene either agrees to go with them, or agrees to give the PCs items and information instead. In either case, she accompanies the PCs to the inn, either to inform the village elders she is leaving or to arrange for the PCs to stay the night while she finishes the scroll for the PCs to take with them. Shortly after they get there the village is attacked by nerra, creatures of the Astral Sea. They have also been hired to capture Alathene by Vanrak.

Once the PCs help defeat the nerra, they can return to Waterdeep where a decision must be made regarding to whom the statue or information should go.

PLAYER'S INTRODUCTION

PCs that have played in prior Waterdeep adventures are made aware of the mission possibility from one of the following sources:

- Membership in the Heirs of Mirt (Story Awards WATE14 or 24, or by meeting requirements-see Appendix)
- Favor of one of the guilds (Story Awards WATE05, 09 or 11)
- Favor of the City Watch (Story Awards WATE02, 10 or 16)
- Favor of the Order of Magisters & Protectors (Story Award WATE17)

Handout 5 is a tracking sheet you can use to let the players specify which Story Awards their characters have. See the appropriate section below for introductions involving the above organizations.

Handout 3 is a synopsis of the events that occurred in WATE2-3. This is to help players with PCs that played the adventure remember what occurred.

PCs that have played prior Waterdeep adventures and received Story Awards denoting favors receive the following personal invitation delivered to their current lodgings. Give these players **Handout 1A**.

Dear Sir/Madam:

Your skill and bravery have benefited the City of Splendors in the past and you have been highly recommended to me by several distinguished citizens of our fair city. Therefore I extend an invitation to you to participate in an exciting expedition that offers an opportunity to add to the City's greatness - and, I am certain, to increase your own stature as well.

This mission is being organized by a Lord of Waterdeep. I am told it does involve some planar travel. If you wish to be considered, please present yourself at the palace with this letter, today at eight bells past highsun.

I thank you for giving this opportunity your highest consideration.

Dagult Neverember, Open Lord of Waterdeep
<official seal>

PCs that have played prior Waterdeep adventures but did not receive any Story Awards denoting favors receive the following personal invitation delivered to their current lodgings. Give these players **Handout 1B**.

Dear Sir/Madam:

Your skill and bravery are widely known. Perhaps you may be interested in an expedition that might greatly benefit both the city and yourself.

This mission is being organized by a Lord of Waterdeep. I am told it does involve some planar travel. If you wish to be considered, present yourself at the palace with this letter, today at eight bells past highsun.

*Dagult Neverember, Open Lord of Waterdeep
<official seal>*

PCs without prior involvement in Waterdeep adventures spot the following notice in either *The Vigilant Citizen* or the *Daily Luck*, two popular broadsheets. Provide these players with **Handout 1C**.

Experienced adventurers needed for mission that includes planar travel. Interested personages should present themselves at the Open Lord's Palace at eight bells past highsun this very day. Ask for Aumar Melagard.

HEIRS OF MIRT

Those PCs that are members of the Heirs of Mirt are informed personally of the opportunity while having a drink in the Member's Hall. Members of the Heirs of Mirt also receive an invitation from the Open Lord at the members' hall.

The members' hall is relatively quiet this afternoon. The warm spring breeze wafts in the open windows. A sandy haired halfling enters the room and glances around. After a moment, he approaches you:

"Good day. Would you be interested in a job? Someone is assembling a group of adventurers to go on a mission that includes planar travel. The odd thing is, you would be working for one of the Masked Lords. So the master would like you to see if you can get in on this."

- The halfling's name is Varkel Salibuck; he does not work here normally. The master just asked for him to see if there members who are available to go. PCs who played WATE2-3 *Noble Dangers* might have met this halfling courier before.
- Varkel is not sure exactly why the master wants some members of the society to be part of the team.
- The job is also advertised in two of the daily broadsheets.
- Certain well-placed individuals were asked for recommendations.

- PCs are asked to be there at 7 this evening, instead of 8, perhaps to give them a bit of advantage at being picked.
- Apparently a courier dropped off the notice with payment at each broadsheet, but no one took notice of what the courier looked like or if he worked for a company.
- It is not often that an actual Masked Lord hires adventurers, at least not publicly.
- With the Open Lord spending so much time lately in Neverwinter, this may be part of some maneuvering among the Lords for more power or prestige. It could also be the first step in ousting the current Open Lord.
- If pushed, Varkel reveals that he works in the household of Renaer Neverember. PCs who played WATE1-6 *Out of Hatred* met Renaer. Renaer instigated the creation of the Heirs of Mirt and serves as their patron. (He also appears in the novel *Blackstaff Tower* by Steven E. Schend.)

PCs might seek out information regarding the Masked Lords or the location of the meeting:

THE MASKED LORDS

General information on the Masked Lords is not hard to find and the basics are known to most citizens of Waterdeep. The Masked Lords of this time period are very good at keeping their identities secret. See **Appendix A** for details.

THE LORDS' PALACE

Also known as the Palace of Waterdeep, the Lords' Palace has numerous towers connected to various sized buildings and an inner courtyard. The Palace has four entrances; only the Main Gate is open to the public. The Lords' Palace is located in Castle Ward.

The Lords' Palace is the seat of government for Waterdeep. The white marble walls of the Palace house many of the city officials' offices, the Lords' Hall, the Hall of Justice, the Open Court, and living quarters for the Open Lord, currently Dagult "Dagger" Neverember. The Palace also includes some embassies of other cities and countries and has apartments for visiting envoys and trade delegations.

The Lords' Palace is not the same as Castle Waterdeep, which is a mighty fortress.

THEME: BLACKSTAFF APPRENTICE

If a PC has the character theme Blackstaff Apprentice (from *Dragon* issue 409, “Character Themes: Citizens of Splendor”) then you need to explain to the player that a different approach is required for his or her PC to join the adventure. A Blackstaff Apprentice would never be trusted by a Masked Lord with this mission; the politics of Waterdeep are messy and complicated.

We recommend that you give this player (or players) a separate introduction. Have the Blackstaff (instead of the Masked Lord) instruct the apprentice to join the mission. The apprentice can be introduced to the rest of the group after they have been hired by the Masked Lord, but before the group leaves Waterdeep (basically, after Encounter One). If none of the other PCs know the affected character, then Vajra writes a letter of introduction asking the group to accept the apprentice. Given that Vajra Safhar holds the illustrious title of Blackstaff, Archmage of Waterdeep, the rest of the group should be willing to accommodate this request. The Blackstaff provides compensation and funds any extra travel costs for her apprentice in the same amount as the other PCs in the party receive from the Masked Lord.

The Blackstaff requests that the apprentice PC’s participation not be revealed to the Masked Lord, and the character should report separately to the Blackstaff at the conclusion of the adventure. (Of course, if the other PCs choose to tell the Masked Lord afterwards, there’s nothing Vajra can do to stop them, but any consequences of this would occur off-screen.)

It shouldn’t come into play in this adventure, but just to be clear, Blackstaff Apprentice PCs in LFR are not allowed any access to Blackstaff Tower or any usage of the Blackstaff’s resources or magic items without her explicit authorization. Also, the *Dragon* article describes the Blackstaff as missing; this is absolutely not true in LFR. Vajra is quite present and this fact is well-known in Waterdeep.

THEME: MASKED LORD

The character theme Masked Lord of Waterdeep (from *Dragon* issue 409, “Character Themes: Citizens of Splendor”) is restricted in LFR. A Story Award or other official campaign documentation specifically granting this theme is required to take the theme. The PC must also be a Waterdeep resident or native. As of the time of this adventure’s writing, no such awards have been given out, but that doesn’t mean it will never happen.

Should you have a PC at the table who has legitimately gained the Masked Lord theme, that character may participate, but he or she gains no special advantages in this adventure. Any Masked Lord must take great pains to conceal his or her identity, including from the other Masked Lords, so the PC with the theme is unknown to the Masked Lord in this adventure (and likewise the Masked Lord’s identity cannot be known or discovered by this PC).

The PC Masked Lord is basically engaging in some subterfuge by going on another Masked Lord’s mission, but that shouldn’t cause a problem with the events of the adventure itself (though it might make some of the decisions more interesting).

ENCOUNTER 1: INTERVIEW IN THE LORDS' PALACE

SETUP

Masked Lord of Waterdeep

Heleve, a page, human male

Aumarr Dane Melagard, City Guard, human male

The PCs meet with a Masked Lord of Waterdeep. The Lord tells the PCs he has learned of a remarkable artifact in a small village on the Astral Sea in the Gates of the Moon dominion. He tells the PCs that he believes the artifact to originally have been a guardian of Waterdeep and desires its return. He provides directions to a portal on the Feywild which leads to the village.

The streets of Waterdeep are still busy this late spring evening as you approach the gleaming white marble walls of the Lords' Palace. The guards at the main gate note your passing but do not stop you.

The entry hall of polished marble is large and starkly furnished. Uncomfortable stone benches line the walls. Massive pillars hold up the upper floors accessed by an impressive staircase.

A young man wearing a tabard with the city's emblem on it approaches. "May I be of assistance?"

One of the numerous pages employed by the palace, Heleve shows the PCs with recommendation letters to a room down a corridor on the right. Those answering the advertisement are taken to a different room. There are guards outside of the rooms (just so no one goes wandering around on their own).

If you are not limited by time, you can role-play out a meeting. The PCs are interviewed by an Aumarr of the Guard (Aumarr is an officer's rank, similar to a captain). Aumarr Dane Melagard reviews the PCs' letters of introduction and asks some questions regarding their qualifications. Melagard is cautious and respectful, but wary of potential dangers. Of middle age with gray hair and a small goatee, he is a competent soldier. He is curious about what the Masked Lords are doing.

If you don't have time (or the players aren't inclined) to roleplay the interview, read or paraphrase the following:

As is usually the case in Waterdeep, advertising a mission in the broadsheets draws the interest of any number of sellswords. Including you, there are about

twenty people assembled here. Eventually an Aumarr comes around and speaks with each candidate individually. You must have met whatever qualifications he was looking for, as you are among the first to be taken to meet the Masked Lord.

The PCs are taken to a set of stairs and led up to a small room on the second floor. The room has several stout chairs arranged for conversation. The PCs have time to make introductions before the Masked Lord enters. Once all are seated and the PC introductions are made:

A black-robed person enters the room. His or her face and any other identifying details are completely concealed by a silver mask and a black helm.

In a deep, echoing voice, the robed figure speaks: "As you might realize, I am a Lord of Waterdeep. I have a task that requires adventurers of experience and talent. Are you capable of retrieving something from across the planes, something needed for the good of the city?"

The person appears to be six feet tall and his or her disguise is impenetrable. The mask and helm cover both the front and back of the head; the robes and gloves hide all skin. For convenience, we refer to the Masked Lord as "he" even though the person's gender cannot be determined by the PCs.

The Lord offers the following information.

- I do not expect you to do this out of the goodness of your hearts. Upon your return with the item in question, each of you will receive 1600/2750/5500/11,000/16,500 gp. The payment is from my own funds; in gratitude for your deeds, the city may also reward you.
- I have learned of a remarkable guardian for a small village in the Gates of the Moon dominion in the Astral Sea.
- The guardian is actually an artifact and is rumored to have originally been part of Waterdeep's defenses.
- I believe Waterdeep would benefit from the return of this artifact.
- Like many of Waterdeep guardians, it appears to be a statue of some type unless activated. Though I am not sure of the material it is made of, I believe it may vaguely resemble a woman. Of course it is enchanted.
- An affordable route is to go to the Feywild where there is a portal that gives access to the island in the Gates of the Moon on the Astral Sea where the village is located.

- I have discovered the location of a fey crossing in the Ardeep Forest (east and a bit south of Waterdeep) where you can use a ritual scroll to pass into the Feywild.
- At that point, you are not far from the location of the portal. If you follow the directions given, you should soon find your selves at the village of Maiden's Port.
- I do not know of any specific dangers, but that is why I am hiring adventurers; I expect you to overcome any obstacles.

If the PCs ask why he wants them to do this:

- As a Lord, it is my duty to protect the city and see that it prospers. Once I discovered this item existed, I determined that it would be of in the best interests of the city in these uncertain times.
- Besides it is possible that in the hands of one of our rivals or enemies, the artifact could be used against us.
- The artifact might be the key to unlocking and controlling other defenses of the City that have been inactive since the Spellplague.

Note that the items worn by the Masked Lord make it impossible to tell if he believes what he is saying either by magical means or use of the Insight skill.

To be clear, the PCs are given all of the following information and items:

- A guide to a grove in the Ardeep Forest where the PCs can create a passage (fey crossing) to the Feywild with use of the proper ritual (Travel should take about a day.)
- Two ritual scrolls of Fey Passage to use to pass from the material plane to the Feywild and to get back (The Masked Lord instead pays for the component costs if a PC knows the ritual.) Note that the ritual only allows the caster and 8 allies to cross. If the PCs intend on taking numerous companion creatures such as mounts with them, they might need to buy extra scrolls or pay for extra castings of the ritual at their own cost.
- Directions to get from the passage to the portal in the Feywild
- Directions on how to activate the portal
- General directions to get to the village (It is a small island so even if they get lost, they can eventually find the village.)
- The village is called Maiden's Port.
- The guide is scheduled to meet them at the South Gate at 10 bells tomorrow.

- The guide is Kheran Del, a half-elf. He has a scraggly blond beard, wears brown leathers, and rides a bay horse.
- Upon their return, the PCs should notify Aumarr Dane Melagard.

TROUBLESHOOTING

Although it's unlikely, the PCs may attempt to attack or unmask the Masked Lord. Remind the players that an assault on a Lord of Waterdeep is a severe offense (Crimes Against the Lords), typically punished by a 5000 gp fine, forfeiture of a magic item, or death if you cannot afford the fine.

- Guards in the hall come at the first sound of battle, a shout from the Masked Lord, or an alarm.
- A bell pull is within his reach to call for assistance.
- The DM may invent and describe any and all effects deemed necessary to prevent the Lord from being unmasked. In short, it is impossible.

Players who have previously played WATE3-2 may act on spoilers so there is a slight chance of this event. The DM is encouraged to find another way to send the PCs on the journey, likely with a scolding from the avatar in Encounter Two, and a 50% reduction in the base gold reward as a penalty imposed by the City (rather than a flat 5000 gp fine).

ENDING THE ENCOUNTER

Once the PCs have agreed and have all the information he can give them, he asks that they report back to him within a tenday if at all possible. The PCs leave the Palace of Waterdeep.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The Masked Lord promises a payment of 1600 / 2750 / 5500 / 11,000 / 16,500 gp per PC once the PCs return with the item in question. The PCs may bargain for up to 20% of the base gold to be paid in advance.

Before leaving, the Masked Lord also provides two ritual scrolls of Fey Passage (or the associated component cost for two castings, if a PC knows the ritual).

ENCOUNTER 2: A MEETING

Avatar of Selûne: (Insight +35, Perception +35)

Shortly after their meeting with the Masked Lord, the PCs meet a white-haired matron with a kindly smile. The matron is an avatar of Selûne but she does not reveal herself as such. She urges the PCs to find the guardian but cautions them not all is as claimed by the Masked Lord.

This encounter should be short; don't drag it out. The purpose is to make the PCs aware that while returning the item to Waterdeep could be helpful, giving it to the Masked Lord might not be the best course.

The avatar of Selûne recognizes any PCs with Story Award NETH03 Fury of the Moon or CORE30 Wrath of the Moon. At first she simply ignores these characters, refusing to answer their questions. If the PC becomes insistent she lectures them, suggesting they consider this as a chance at redemption.

Darkness has fallen while you were in the palace. As you walk down the still busy streets, an old woman walking towards you attracts your attention.

"Good eve to you on this gentle night." Though her body is bent with age and her face is lined with wrinkles, there is a sense of vitality to her bearing.

"The path you travel may not be as clear as the one who has set you upon it has claimed. It may indeed be time for the guardian to be returned to her city and her house or her temple, but whether it is in the city's best interests that she should be returned and given to a particular Lord of Waterdeep is not clear. Not all that the Masked Lord has said this night is true. He knows less than he believes. Be careful, young friends, as your choices will influence the battle between the dark and the light."

As she leaves, she bids you, "Good travels."

The PCs likely stop and question her further. She answers only briefly and tells them very little. If the PCs get insistent, she reminds them that they are on a public street; the City Watch and the public would quickly come to an old woman's aid.

POSSIBLE QUESTIONS AND ANSWERS:

- What do you know of our path/mission?

With a slightly indulgent smile she answers: "I know many things, but you must find your own path of Knowledge."

- Did the item we are being sent to collect really originate in Waterdeep?

"You might say it was born here."

- Is the item a guardian of Waterdeep?

"She has defended Waterdeep in the past."

- Does the item have a name?

"One was given her, but she may answer to other names now."

- Why do you refer to the item as "she"?

"Perhaps simply the same reason a sailor refers to his ship as a she; perhaps for other reasons."

- Who do you think we should give it to?

"You should choose wisely, but it must be your choice."

- Do you live in the city/ where do you live?

"I used to run an inn in Waterdeep some years back, perhaps I'll open another inn."

"Now let an old woman be on her way. You do not want to waste time explaining to the City Watch why you wanted to detain a harmless old woman, do you? You are too smart for that."

TROUBLESHOOTING

The use of a ring of true seeing or similar power does not reveal anything. Most divination powers and rituals do not work within Waterdeep, a residual effect of the Spellplague on the mythal and wards on and under the City.

A Moderate DC Insight check reveals that the old woman holds no malice and intends no harm to the PCs. She obviously does not intend to tell them everything she knows.

She is not wearing any outward symbol of Selûne. A Moderate DC Nature check confirms she is a natural humanoid. Beating the Hard DC reveals that for an old woman, she is in remarkably good health.

A native or resident of Waterdeep may make a Hard DC History check to recall that before the Time of Troubles (a time of great strife which occurred long before the Spellplague) an avatar of Selûne had been living in Waterdeep as an innkeeper.

ENDING THE ENCOUNTER

If the PCs insist on trying to follow her simply have her turn a corner and vanish. The PCs may now pursue any of their own tasks for the rest of the evening. They may want to do research, gather supplies, or just depart in the morning on the mission.

MILESTONE AND TREASURE

This encounter does not count towards a milestone. There is no treasure in this encounter.

ENCOUNTER 3: RESEARCH

Geth Stormlight: human male (+12 Diplomacy, +13 History, +13 Religion, +14 Perception, +12 Insight)

Rosalind Cloverleaf: half elf female (+14 Bluff, +12 History, +14 Streetwise)

Silverstar Rayhn, female genasi (Insight +13, Perception +13)

Jessail Eveningfall, High Priestess of temple of Selûne, half moon elf female (Insight +25, Perception +20)

Not all PCs simply accept a job and just do it. Some might want to do research on where they are going or on their employer. If the players are not interested in learning more, skip this and proceed to Encounter 4.

The information provided below is divided by the type of information sought. Check DCs are included for each topic. Additional information on the NPCs listed above (and throughout the adventure) can be found in **Appendix C**. A summary of some key information is provided for the players as **Handout 2**.

PLACES TO GO

Two locations where the PCs can go for information are The Font of Knowledge (temple of Oghma) and the House of the Moon (temple of Selûne). They might also seek out independent sages (using Streetwise) or the Benevolent Order of Magists and Protectors.

USE OF CONTACTS AND STORY AWARDS

PCs with the Story Award CORE17 from CORE1-9 *Ages Best Forgotten* or a divine boon of Oghma are given a warm welcome at the Font of Knowledge. PCs who played WATE1-1 *Heirloom* or WATE1-5 *Lost in the Fog* may have met two sages that work at the temple: Geth Stormlight, an elderly human male, and Rosalind Cloverleaf, a half-elf.

Those with the Story Award WATE05, WATE23 or a divine boon of Selûne get a friendly reception from the temple of Selûne (+2 bonus to any skill checks there in the case of WATE05; those with WATE23 are not charged a fee). The PCs may have met Rayhn (stormsoul genasi female) in WATE2-1 and they met the high priestess in WATE2-3.

If the PCs go to the Benevolent Order of Magists and Protectors for information and they have Story Award WATE17, the information only costs them 10 gp.

The above benefits are not otherwise noted in the following sections; it's up to you to make the necessary adjustments to prices and so forth.

HEIRS OF MIRT

Members can find out any of this information free of charge (by asking around the hall) or by using the organization's resources/reputation.

THE GATES OF THE MOON (ASTRAL DOMINION)

This information can be obtained from the Font of Knowledge (temple of Oghma) or the House of the Moon (temple of Selûne). This is considered esoteric knowledge and only those trained in Religion can attempt a check (Hard DC) to know details given in the Handout. If the check result is only good enough for a Moderate DC, then the PC can only know which goddesses are residents of the domain.

The Font of Knowledge requires a fee of 20 gp. A Diplomacy check (Moderate DC) is needed to lower fee to 10 gp. If a PC asks Geth Stormlight or Rosalind Cloverleaf for assistance, then they get a +2 bonus to their Diplomacy check. A PC who has Oghma as her patron deity or has Story Award CORE17 automatically is only charged the minimum fee. If she makes the Diplomacy check, then the fee is waived.

The House of the Moon staff may ask questions regarding why the PCs want to know about the dominion of their goddess. A Diplomacy check (Moderate DC) is needed to convince the NPCs that the PCs are not asking for information to use it against the goddess or those in her protection. If a PC has Story Award WATE05 then the priestesses do not question why the PC needs the information and only ask for a small donation. If the PC has Story Award WATE23 then they neither question why the PC wants the information nor ask for a donation. Any PCs with Story Awards NETH03 or CORE30 are "politely" asked to leave, and the Diplomacy check becomes a Hard DC as the clerics are much less willing to divulge information on their deity's dominion to anyone even associated with a known enemy.

The Benevolent Order of Magists and Protectors charges more than the temples. Their fees start at 30 gp for information on dominions in the Astral Sea.

General Information:

The Astral Sea is an infinite expanse dotted with countless small shards of land, scattered larger islands and the vast dominions of the gods.

The Gates of the Moon is the astral dominion inhabited by several good-aligned goddesses, including Selûne, Sune, and various exarchs.

Description (pg 63 FRCG):

Rocky islands float on or above a silvery sea. The moon waxes and wanes, often as visible during bright sunlight hours as it is at night. Natural beauty fills each island, along with elegant buildings that range from quant cottages to stately manors.

The Gates of the Moon is a place of beauty and joy, centered on Selûne's shining hall, Argentil. Surrounding Argentil's island is Sune's romantic city, Brightwater. The Great Wheel (seven earthmotes connected by loft bridges) is Tymora's realm.

Selûne (greater goddess), Sune (greater goddess), Sune's exarchs Lliira, Sharess, and Tymora (goddesses) all make their homes here.

Maiden's Port is a village on one of the islands that floats near the edge of the Gates of the Moon Dominion. As such it acts as a first port of call for any ships entering the dominion from the Astral Sea.

THE MASKED LORDS

General information on the Masked Lords is not hard to find and the basics are known to most citizens of Waterdeep. The Masked Lords of this time period are very good at keeping their identities secret. See Appendix A for details. A Streetwise check (Easy DC) or a History check (Moderate DC) provides this information. Little additional information is easily found or recalled. The identity of any current Masked Lord is not discoverable through any simple skill check or hired research.

THE FEYWILD

Most of this information is easily researched and known to those of Fey origin such as eladrin (moon elves and sun elves) without need for a check. Arcana checks could be used (Easy DC) or sages asked (5 gp max fee).

- In some respects the Feywild is a twin to the mortal world, but it is more verdant and wilder. Colors are sharper and more vivid. Forests sprawl under perfect blue skies and arcane power virtually thrums through the earth, air and sea.
- You can find many of the same geographic features in the Feywild as exist in the world, but the distances between them are distorted.
- The features themselves may be altered; a quiet stream might be a fast flowing river with dangerous rapids.
- Civilized landmarks such as cities might be only a hunting camp or a small clearing.

- In some places, the barrier between the material plane and the Feywild is thin, and some might pass through by accident. These thin places, called fey crossings, can be activated by either knowing the key phrase that activates a particular crossing or by using the Fey Passage ritual.

THE MISSION / THE ITEM

If PCs try to find out more information regarding the specific item they are being sent for, they run into a dead end. No one can either prove or disprove the item's existence. Even identifying how the Masked Lord came to know what he claims to know is a mystery. Sages can only state that a variety of magic items and artifacts have been associated with Waterdeep or its residents over the centuries.

There is a long history of guardian statues in Waterdeep. Some have been forgotten by a majority of Waterdhavians until something occurs to activate them. The recent arrival of the griffon Walking Statue atop Ahgharion's Tower (occurred in the novel *Blackstaff Tower* in 1479 DR) is proof that not all the Walking Statues were damaged beyond working in the Spellplague. No one is entirely sure what still works or if any have gone missing.

CHECKING OUT BROADSHEETS

The PCs might ask about what information they can gather from the various broadsheets published in Waterdeep or they might consider going to actual offices of such. If they do so tell them the following (there is also a handout with this):

The Mocking Minstral and the North Wind broadsheets both have articles about the upcoming nuptials of Dala Silmerhelve and Stedd Moonstar. However, the Mocking Minstral's article is laced with sly innuendo about "the Doom of House Moonstar" and questions the wisdom of the Lord Silmerhelve allowing such an alliance.

Consider bringing the article to the attention of the players if the PCs (players) are new to Waterdeep or have not interacted with House Moonstar previously as they might be find the information helpful in Encounter 10.

The PCs can discover the following with a Streetwise check (Easy DC)

- Stedd Moonstar is the current head of House Moonstar.

- Once a prominent and influential Noble House, House Moonstar had fallen on hard times and most of the family had either died off or moved elsewhere.
- In the last two years young Stedd has managed to start turning around the family finances and is showing signs of becoming a confident leader.
- No one is really sure what the “doom” refers to though there have been rumors about Stedd hiring adventurers -maybe it has something to do with that.

The PCs can do further research on the “doom of House Moonstar” if they want more information.

VANRAK MOONSTAR

The PCs can attempt research on Vanrak Moonstar or “the Doom of House Moonstar” at either of the temples or by making a History check. If the PC is a Waterdeep native the History check has a Moderate DC, if not it has a Hard DC. PCs that played WATE2-3 get a +2 bonus on this check. The PCs can discover the following:

- Almost 300 years ago Vanrak Moonstar converted to the worship of Shar.
- Waterdeep’s first temple of Selûne was destroyed by Vanrak and his allies.
- Before the Spellplague, House Moonstar spent a great deal of time and money attempting to find Vanrak’s lair in Undermountain.
- It is believed that one of Vanrak’s goals is to destroy House Moonstar.

SEARCHING FOR AN EASIER PATH

The PCs might question the complicated path that the Masked Lord has provided them to get to the Gates of the Moon. (Traveling to Ardeep Forest then to the Feywild and traveling to reach a portal to a specific island in the dominion.) While there are other rituals that let you cross the planes and go directly to a location, they are expensive (more than the Masked Lord is willing to pay) and require more specific knowledge of the location (Planar Portal) than either the Masked Lord or the PCs have access to. True Portal is Epic level and even more expensive. The high priestess of the temple of Selûne could send them directly to Argentil, but the PCs would need to pay the component cost (5000gp) and even with this ritual they would still need to find a way from the center of the dominion to the island. A party entirely made up of worshippers of Selûne might be granted permission in exchange for a hefty donation (2500gp) and a

complete explanation of why they are going there to use a portal on Argentil to the island. All others would need to hire passage on an astral ship (also a hefty fee per PC).

In comparison the ritual scroll of Fey Passage is relatively cheap and usable by anyone. The Masked Lord is not going to pay any additional costs if the PCs insist on taking an alternate route.

SHOPPING FOR SUPPLIES

If it is legal for a PC to buy something, it should be available for sale in Waterdeep. The PCs have time to purchase supplies before they depart the city.

ENDING THE ENCOUNTER

In a time-restricted environment, you should try and keep this encounter short and to the point.

MILESTONE AND TREASURE

This encounter does not count towards a milestone. There is no treasure in this encounter.

ENCOUNTER 4: INTO THE FEYWILD

The PCs travel to Ardeep Forest to use a ritual that grants them access to the Feywild. By passing into the Feywild here, they can then easily find the proper portal to the Gates of the Moon. The Masked Lord has provided a guide to get the PCs to the proper location for the Fey Passage, two ritual scrolls (one to get them there and one to return) and the items needed to key the portal to and from the Gates of the Moon dominion.

The guide is Kheran Del, a half-elf. He meets the PCs at 10 bells at the South Gate of Waterdeep. Kheran was hired by the City Guard and knows nothing about the mission other than where in Ardeep Forest the adventurers are to be taken. He has a scraggly blond beard, wears brown leathers, and rides a bay horse. He is aware that the location includes a place for crossing into the Feywild and assumes that is why the PCs are going there. If the PCs talk to him about their journey, he can confirm that the crossing point is not far from the portal that they seek. He has family that lives in the Feywild and is very familiar with the area.

The PCs can either ride or walk there. If they ride, then the guide offers to lead their mounts back to Waterdeep.

A simple day's journey, crossing the river to the south, takes you into the Ardeep Forest. Your guide leads you to a small vine-covered ruin.

"Here is the location you seek." He points to a stone archway that might have one time been the main entrance. "If you use that doorway, you should cross into the Feywild not far from the portal to the Gates of the Moon."

His job done, Kheran prepares to take his leave.

The ruins date from the time of Illefarn, the ancient elven empire that once covered the Sword Coast. A few partial walls, the doorway, and foundations are all that is left. Such ruins are often the location of a fey crossing and thus ideal for the PCs' use.

A passive Perception check (Moderate DC) means that the PC notices recent (within a day) footprints of a mixed group of humanoids in the vicinity of the ruins. If the PCs ask their guide about these tracks, he tells them that the presence of the fey crossing is not a secret, pointing to a small obelisk with writing on it in Espruar (elven) script. If translated, it identifies the doorway as a fey crossing.

The Fey Passage ritual (*Manual of the Planes* 150) transports the PCs to the Feywild. A skill check is not needed when performing this ritual. Note that the ritual only allows 9 creatures (the caster and 8 allies) to cross.

When the ritual is cast, the air in the doorway shimmers and on the other side the PCs can see a verdant forest that is subtly different than their side. The passage does not stay open long.

Once the adventurers have passed through:

The mystic passage closes behind you with the sound of trees swaying in the wind. You are in a small clearing. Behind you is a pair of standing stones instead of the ruin you passed through. The grass is deeper here and a brighter green. Four pathways led out of the circular clearing. According to your directions you are to take the one to the right, then cross a river via a wooden bridge.

Unusually for the Feywild, the directions are easy to follow and the PCs find the expected landmarks. A stone doorway and two circles of mushrooms stand in a clearing on the far side of the bridge.

The dense tree canopy arches above you, sometimes making the path feel more like a tunnel. The path wanders through the trees, as if whoever or whatever made it had an aversion to straight lines. Birdsongs and the chattering of small creatures assure you that there are other living things in this forest, but only those with keen vision catch even a glimpse of these denizens.

If playing this adventure in a home setting, you may add a role-playing encounter with some fauns here, but not when time is limited.

You hear the roar of the rushing river, before a turn in the path provides you with a view of it. The wood huddles close to the edge of the river. The river is fast flowing, but not very wide. Two huge trees on this side of the river stand about 20 feet apart. Wooden stairs wind up each tree to a platform of entwined branches that reach 60 feet across the river to another pair of trees similarly arranged on the other side of the river.

The "bridge" is actually branches of living trees that have crossed and wound around each other forming a sturdy, if uneven, twenty foot wide crossing. A similar arrangement on the other side allows the PCs to safely descend from the bridge. The river is 60 feet across.

The PCs may be concerned about the carrying capacity of the tree bridge over the river. So long as humanoids are the only creatures crossing, the bridge holds, but feel free to add some ominous creaking and cracking sounds. Particularly large creatures are definitely a problem getting up the steps and across the tree limb bridge. The tradeoff should be if the creature is big enough to break the bridge, they are probably big enough to ford the river. A Dungeoneering or Nature check (easy DC) should be able to point to safe passage. The river is 6-8 feet deep, fast moving and cold. If the PCs have other means to cross the 60 foot wide river, go with it.

Past the bridge and back on the path, the glade indicated on your map should not be too far ahead.

Once the PCs enter the woods on the far side of the bridge and approach the glade with the portal, the PCs discover that a second group of adventurers are about to enter the portal in the glade.

The PCs can interact with these potential rivals in a variety of ways:

- The PCs can approach the other adventurers and talk with them. Perhaps the NPCs can be convinced to divulge their plans. Encounter 5 presents a roleplaying encounter with skill checks where the PCs attempt to elicit the truth from the NPCs.
- The PCs can attempt to discover the other group's plans and destination by stealthily following and observing them. A skill challenge for that approach is presented in Encounter 6.
- If they succeed in learning the truth, or perhaps if they merely suspect but do not know the truth, the PCs may try to convince the NPCs to give up their mission without a fight. This option is described in Encounter 7.
- Following tracks at a distance beyond where the PCs could be detected is not a skill challenge, but merely involves skill checks and a delay of the game where no new information is being gained.
- The PCs might decide to engage the rival adventurers in combat. This option is detailed in Encounter 8. It's also possible that depending on how things unfold, the NPCs might be the group to initiate combat, either immediately or by setting up an ambush. In this case, you should set up whatever battle map is most appropriate for the circumstances.
- The PCs may start with one approach then shift to another. Roll with it!

Adjust the number of NPC adventurers based on the number of PCs. If there are only 4 PCs, remove the warforged. If there are 6 PCs, add an additional dragonborn. Maps of the portal area in the Feywild and the other side of the portal in the Gates of the Moon (on the Astral Sea) are provided in Encounter 8.

As you approach the portal glade, you see two [three] reddish-bronze scaled dragonborn in heavy armor, [a warforged wearing a dark purple robe,] a dark-haired and heavily tattooed muscular human male wearing hide armor, and a slender human female wearing a blue cloak over dark leather armor. They have activated the portal and are preparing to enter it.

The NPCs have not noticed the PCs yet unless the PCs are especially noisy. The PCs may wait and let the NPCs go through the portal ahead of them. If the PCs dither, the NPCs go through regardless. In that case, they see the following:

The man in hide armor enters the shimmering aura between the stones, followed by one of the dragonborn. After a brief pause, the woman enters the portal. The the warforged gestures to the remaining dragonborn to precede him. The shimmering aura vanishes after the warforged passes through.

TROUBLESHOOTING

The players may be split as to which course of action to take when they spot the NPCs. In such cases do not be surprised if a PC forces the issue by either walking forward loudly calling out to the NPCs or by launching an attack. However, if not, urge the players to quickly decide so not much game time is lost. Realistically, the NPC adventurers just step through the portal in the next few seconds if not interrupted.

ENDING THE ENCOUNTER

The players need to make a choice. If they want to talk with the NPCs, go to Encounter 5. If they want to follow the NPCs closely enough to spy on them without being observed, go to Encounter 6. If they want to attack the NPCs, go to Encounter 8. (All paths yield the same XP reward.)

MILESTONE AND TREASURE

This encounter does not count towards a milestone. There is no treasure in this encounter.

ENCOUNTER 5: MAY WE TALK?

IMPORTANT NPCs

Bente, warforged destroyer

Fergus, dragon-cult barbarian (human male)

Milata, doppelganger rogue (appears as human female)

Nal Dentarak Flamebrow, dragonborn noble (male)

Keshan, dragonborn templar (male)

SCALING THE ENCOUNTER

If there are 4 PCs, remove Bente, warforged destroyer; if there are 6 PCs, add Kalasar, dragonborn templar (brother of Keshan).

This encounter covers the PCs' first conversation with the NPC adventuring company. It is not intended to be run as a skill challenge, although skill checks are important to determine whether the PCs are able to discern when the NPCs are lying to them. Knowing each PC's passive Insight score might help you avoid making it too obvious when Insight checks are happening. As always, players are likely to do the unexpected.

The NPCs freely admit that they are heading to Maiden's Port, the same village to which the PCs are going. They claim that they are meeting an astral ship from Warrior's Rest (the astral dominion of Tempus). This is a plausible cover story. If that falls through, the NPCs have a second story prepared, which is that they are on a secret quest for the temple of Selûne in Westgate. Only if the PCs see through both of these false tales do they have a chance to learn the truth, which is that the group is after an artifact known as the Statue of Alathene. The NPCs intend to deliver the statue to someone (not a Lord of Waterdeep).

Ideally, the PCs get the NPCs to talk, identify when they are being told a falsehood, and "encourage" the NPCs to tell the truth. The cover stories are very plausible so the PCs may believe what they are told.

If the conversation goes especially well, the PCs might have an opportunity to convince the NPCs to abandon their mission peacefully (go to Encounter 7). On the other hand, one or both sides may instead resort to combat (go to Encounter 8).

If the PCs are completely fooled by the NPCs' cover story, that likely means no immediate resolution and instead an ambush by the NPCs after Encounter 11 and before the Conclusion.

INTRODUCTIONS

This encounter can occur in the Feywild or in the Gates of the Moon dominion. The option to talk expires when the NPC adventurers ambush the PCs to take the artifact. Any PC with the Story Award NETH03 Fury of the Moon or CORE30 Wrath of the Moon suffers a -5 penalty to Diplomacy and a -2 penalty to all defenses if this encounter is taking place in the Gates of the Moon astral dominion, but not if the conversation is taking place in the Feywild.

If the players are not interested in roleplaying, don't force them. Just call for the appropriate skill checks and keep the encounter short. When talking as a group, the dragonborn Nal Dentarak Flamebrow always takes the lead; his social skills are much better than the others. If the PCs manage to get one of the other NPCs alone, particularly the barbarian, you can reduce the listed skill check DCs from Hard to Moderate or from Moderate to Easy.

When first greeted by the PCs, the NPCs are wary and cautious. Read the following:

The apparent leader of this group is a dragonborn of noble appearance. He wears chainmail over a red tunic and has a longsword sheathed on one hip. In response to your hail, he sketches a brief bow.

"I am Nal Dentarak Flamebrow. My companions and I are on a tight schedule, but I believe we can spare a moment to share a few pleasantries with fellow travelers."

Nal Dentarak Flamebrow wears chainmail over a red tunic and has a fine longsword. Keshan (and his brother Kalasar, if there are 6 PCs) is wearing plate and carries a spear. Fergus has a war pick and several throwing axes. Bente is carrying a quarterstaff. Milata has a longsword. Please refer to **Appendix C** for a more detailed description of each of these NPCs.

Milata also has a silver medallion around her neck. A Perception check (Hard DC) observes enough details about it to permit a Religion check (Easy DC) which confirms it as being a holy symbol of Selûne.

A TWISTY LITTLE CONVERSATION

Once introductions have been made, the PCs may engage the NPCs in conversation. There are three key points in this encounter at which a Diplomacy or Intimidate check is needed, but you should call for as many additional skill checks as needed.

The first key check occurs when the PCs ask the NPCs to explain their mission or destination. On a successful check, the NPC shares **Cover Story A**,

which can be evaluated using Insight to decide if the PCs believe it or not.

If they do not believe the first story, a second key check causes the NPCs to change their tale; they now share **Cover Story B** with the PCs. Again, Insight may be used to give the players a sense of how much their characters think they can trust this story.

Finally, if the PCs disbelieve both the first and second cover stories and can succeed on yet a third Diplomacy or Intimidate check, the NPCs admit the truth of their mission (see “Getting the Truth”).

CHATTING THEM UP

One or more of the PCs engage the other group in conversation regarding the reason for their travels.

The PCs can use various means to get the NPCs to talk to them. Offers of drink or other friendly gestures may provide a bonus as the DM warrants. Additional secondary skill checks may also be used to improve later diplomacy, intimidate or insight skill checks.

NPC TALKING POINTS

These bullets are intended to facilitate general conversation. Elaborate or embellish as desired. Consult **Appendix C** for background on the NPCs.

Nal Dentarak Flamebrow, dragonborn noble

- Like all adventurers, I like to make money, and with as little effort as possible. Not that I am lazy. Are you familiar with ways to invest money for a good profit? I understand such is possible in Waterdeep. Do you have any recommendations?
- Do you know Waterdeep well? I recently made my first visit to the city. The citizens seem friendly enough, but slightly wary. Is it because I am dragonborn or an adventurer? Do you know of any dragonborn residents of Waterdeep?
- What training have you had? Did you attend a formal academy or school? Are you a member of a society?

Keshan, dragonborn templar

- Glory in battle and honor in life, for oneself, for one’s clan—nothing else matters. What is your code? Do you seek fair combat?
- I have never traveled this far before, but I follow Flamebrow. He is a good leader.

Kalasar, dragonborn templar

- What is the greatest battle you have experienced personally? Have you ever led warriors into battle?
- Does Waterdeep offer warrior training? I visited the Field of Triumph. I understand that the House of Heroes, dedicated to Tempus, is the largest temple in Waterdeep. Is that true?

Fergus, barbarian

- The spirit of the Great Worm has sent me on the quest. I was chosen by my tribe to undertake this journey.
- My home is above the Spine of the World. [A mountain range in the North.]

Bente, Warforged

- I am a mercenary, but what I most enjoy is exploring new places and studying new magic. This type of work pays for my interests.
- Does the unknown frighten you?

Milata, [apparent] female human priestess

- I used to live in Westgate. I heard that many in Waterdeep worship Selûne and her temple was very beautiful so I traveled to Waterdeep to see it. They were right!
- I heard that a temple to Selûne was started in Westgate a couple of years ago, I think in a former temple to Mask. [Milata does not know the names of the priestesses to Selûne in Westgate, but the PCs might.]
- Who are the truly powerful people in Waterdeep? What secret groups are there?

Bluff (Hard DC)

The PCs try to sell a cover story to the NPCs, such that the NPCs become more willing to talk to them. Success grants the next PC to make a Diplomacy or Intimidate check a +2 bonus. Failure results in a -2 penalty to all subsequent Diplomacy, Intimidate, or Bluff checks.

Diplomacy (Moderate DC)

The PCs try and bargain for information or come up with some convincing (and true) reason that the NPCs should share information with them.

Intimidate (Moderate DC)

The NPCs are not easily intimidated, but on a successful use of this skill, they pretend to be impressed, and give the PCs their cover story (which is false).

Insight (Moderate DC)

The PC's observation of the expressions and body language of the NPCs aids in determining the right words to use to get information from them. Successful use of this skill gives a +2 bonus to the next use of Bluff, Diplomacy, or Intimidate. Only one Insight bonus can be used on a given skill check.

Religion (Moderate DC)

The PC uses her detailed knowledge of religions and the goddesses known to inhabit the Gates of the Moon to influence the discussion. Selûne (greater goddess of the moon, stars and navigation), Sune (greater goddess of beauty and love), Tymora (goddess of good luck), Lliira (exarch of joy), and Sharest (exarch of cats) reside there.

This skill can also be used to assist negotiations or to assist in determining how truthful the NPCs are being by giving a +2 bonus to the party's next Bluff, Diplomacy, Intimidate, or Insight check. Only one Religion bonus can be added to a given check.

FIRST SUCCESS: COVER STORY A

The NPCs do not want to hint at their real purpose. However, they assume that saying nothing would be even more suspicious, so they have a well-rehearsed cover story. The dragonborn noble, Nal Dentarak, tells the PCs:

- We are meeting a ship that is due to dock in the village of Maiden's Port within a few days.
- The village is a port for ships from other dominions as well as those who peacefully navigate the Astral Sea.
- The priestess is acting as a guide for us.
- The ship is from Tempus' dominion, Warrior's Rest. Our friend, Fergus, is on a quest for his tribe who are followers of Uthgar (exarch of wildlands). We won't know more until the vessel docks.

Insight (Hard DC)

The PC uses her abilities to determine how truthful the NPCs are being. Success gives the impression that the speaker is being deceptive.

If the PCs confront the NPC adventurers with information that seems to contradict their story, or the PCs simply state that they do not believe the first story, another successful Diplomacy (Hard DC) or Intimidate (Hard DC) check results in the NPCs offering their second cover story.

SECOND SUCCESS: COVER STORY B

The dragonborn noble reacts with an angry denial when the PCs express doubt about his story. Before the situation can escalate, however, Milata (the "human" priestess) lays a calming hand on his shoulder. "I think we can be more open with our friends," she says.

- Milata admits, "You are correct; our mission is more complicated than we wished to admit, but I want there to be no doubts between us. As a priestess of Selûne on a quest, I arranged for these others to accompany me."
- The quest is to find an item to grace the (relatively new) temple in Westgate. (This harks back to events in DRAG1-1.)
- There are many evil forces in the world who would seek to stop us if they knew of our holy mission. Because of the nature of this quest, I felt it would be more prudent for us to have a cover story ready. But I can see that you are honorable and trustworthy.
- Fergus, the human male, credits Tymora with saving his life numerous times and he promised to personally see that this priestess (Milata) is safely on her quest.
- Nal Dentarak (dragonborn noble) is on leave from the Platinum Cadre (military organization in Tymander whose members are followers of Bahamut) with his brother(s) Keshan (and Kalasar if there are 6 PCs). Getting to see exotic places and show their skill in arms in a righteous cause seemed like the ideal thing to do while on leave.
- The warforged Bente (if there are 5 or 6 PCs) has not traveled the planes before, so he was eager to join the group.

Insight (Hard DC)

The PC uses her abilities to determine how truthful the NPCs are being. Success gives the impression that the speaker is being deceptive. Failure gives the impression the speaker does not appear to be deceptive.

If the PCs confront the NPC adventurers again, another successful Diplomacy (Hard DC) or Intimidate (Hard DC) check results in the NPCs offering the truth. Alternatively, the PCs could offer to pay for the truth, which unlocks the path of Bribery.

Diplomacy (Easy DC)

With a successful check the NPCs accept a bribe of 50 gp each to reveal their true mission. (Note that

this bribe is not sufficient to get them to abandon their mission; see Encounter 7 for that.)

THIRD SUCCESS: GETTING THE TRUTH

If the PCs either pay for or coerce a confession, the NPCs reveal the following:

- We were hired in Downshadow by a man named Denner. Average build, human male, black hair, wore dark clothing and a mask (DM note: this does not match the description of the Masked Lord who hired the PCs). Paid us very handsomely for the task.
- Their job is to get a statue that is a magical artifact. The statue resembles an old female mage named Alathene.
- The artifact is supposed to be located in some ruins on the edge of Maiden's Port.
- We were warned that the villagers might not want the artifact to leave as it has somehow been part of the village defenses.
- We are to bring it to Denner in Downshadow.
- We think Denner is a factor for someone else. [A factor is like a business agent who is authorized to make deals on another person's behalf. Factors are very common.]
- Denner said something about none of the Lord's usual people would be able to get here. Denner suggested that we pretend to be followers of Selûne or one of the other goddesses that inhabit this domain if anyone asked. [No knowledge who the Lord is.]
- Nal Dentarak admits he did some checking on Denner; paid a crime lord named Morthos a pouch of gold. Denner has some connection to the Shadowfell, and was also involved with a temple of Shar in Downshadow that was destroyed by some adventurers a while back. [a reference to WATE1-2]

TROUBLESHOOTING

So what happens if the NPCs tell their first cover story and the PCs accept it at face value? Remember that the NPCs do not know why the PCs are here either, so once the NPCs think they are safe, they want to learn why the PCs are here.

If the PCs admit that they are also going to Maiden's Port, then the NPCs suggest traveling together. Nal Dentarak wants to see if he can find out a bit more about the PCs as they walk to town. He asks questions and avoids answering as many as he can. He plans to break away from the PCs once in the outskirts of the town. Along the way, there are ample

possibilities for the PCs to realize that perhaps there is more here than meets the eye.

Keshanis is used to hiding his true allegiance. Having been trained by the Cult of the Dragon in a hidden fortress in Tymanther, he is well-schooled in secrecy. Therefore Keshan tends to speak slowly, considering each word. (By contrast, words often seem to tumble out of his younger brother Kalasar, who harbors dreams of being the central figure in a great tale of battle.)

For the benefit of the cover story, Milata acts lighthearted and flirtatious, but she is actually quite dour by nature. Even though lying (bluffing) and double-crossing others is second nature to her, the PCs can trip her up on fine details regarding Religion. The holy symbol she wears was actually stolen and she does not carry anything else to back up her claims of being a priestess of Selûne.

Bente is amused by all this secrecy and the playacting of the cultists. He claims to be "just the hired help" with a slight grin (which is actually true). If the PCs press him, he pulls out one of the interlocking ring puzzles in his pocket and focuses on trying to work it out as he goes along. He tries to avoid conversation.

Fergus is the weakest link in the group. At home in the wilderness and harsh climates where common sense and knowledge can get you through most trouble, he is not used to lying. The cover story that Fergus is on a vision quest makes him uncomfortable. He is not well prepared to answer specific questions and tries to only talk about tribal life in general.

The following set of skill checks are merely examples for the PCs to attempt during the trip into town. They are not meant as an exclusive list of relevant skills. The NPC adventurers are competent, so attempts to try them up on normal tradecraft are not successful, but not all the NPCs are skilled at bluffing.

MILATA

Discussing faith with a priestess of Selûne can be enlightening... or perhaps not.

Religion (Moderate DC)

Milata makes a few mistakes while discussing religious rituals and beliefs. Either the formal education of priestesses of Selûne is getting sloppy or this particular priestess is not what she seems.

FERGUS

Fergus, the Uthgardt barbarian, is covered with tattoos on his face and body. Perhaps they pertain to his tribe?

Insight (Moderate DC)

The PC's observation of the expressions and body language of Fergus indicates discussion about the quest is making him uncomfortable. Perhaps he is hiding something? (This may suggest to the players that finding a way to get Fergus alone and quiz him directly would be an easier way to get to the truth than talking to the slicker, more polished NPCs.)

Perception (Moderate DC)

The tribal tattoos include numerous depictions of a dragon. In some of the depictions the dragon almost seems skeletal; especially when the light hits his skin a certain way. A successful Perception check unlocks the following History and Religion checks.

History (Moderate DC)

The PC remembers that the Great Worm Tribe was originally ruled by a benevolent, draconic creature. It was slain by adventurers over a hundred years ago.

Religion (Moderate DC)

The PC remembers that the Great Worm Tribe is thought to still benefit from the spirit of the creature that once ruled them, but there is nothing to suggest it does so in a corporeal form such as a skeleton. The only cult known to worship skeleton dragons, also known as Dracoliches, is the Cult of the Dragon.

THE DRAGONBORN (ANY OF THEM)

The dragonborn is obviously well-trained and has a military bearing. Perhaps he can tell a few tales about life in Tymanther.

History (Hard DC, or Easy for Tymantheran PCs)

PCs with any of the House Jalt (Tymanther) Story Awards get a +2 bonus on this check per award. PCs that are members of the Platinum Cadre automatically succeed (no check required).

The coloring and decoration of the armor and clothing of the dragonborn do not match any of the patterns used by the Platinum Cadre of Tymanther. This is highly suspicious given their claims.

ENDING THE ENCOUNTER

If they learn the true mission of the NPC adventurers, the PCs may decide to stop the NPCs. The PCs may try to talk (or bribe) the NPCs into aborting their mission, or they can attack the NPC adventurers in order to stop them. The NPC adventurers are basically mercenaries who were contracted to do this mission, so they are not willing to die for their employer, and they will accept a better financial offer if they get one.

It's also possible that the PCs discover the truth, but decide to ignore it. The PCs may plan to get the artifact first and, if the NPCs want to attack, so be it. Nothing is wrong with that option.

If the PCs decide to try to talk the NPCs out of their task, go to Encounter 7.

If the PCs decide to confront the NPCs in battle then go to Encounter 8.

If the PCs never learn the true mission, once they have reached the outskirts of the village, the NPCs part ways from the PCs to "go meet a friend." The NPCs then circle around and out of the village, setting up an ambush for the PCs on their way back to the portal. In this instance, Encounter 8 occurs after Encounter 11. Use Map 3 and reposition the NPCs as the PCs are entering the map from the village.

TIME MANAGEMENT

This encounter can run long, especially if the PCs are unsure what to talk about with the NPCs or how to question them. If you are running this at a convention or in a time sensitive environment, then you may need to adjust later encounters. Adjustments should be based on the play style of the PCs; call combats when it is obvious the PCs have won or shorten roleplaying with the village elders.

MILESTONE AND TREASURE

This encounter does not count towards a milestone. There is no treasure in this encounter.

ENCOUNTER 6: WHO GOES THERE?

SKILL CHALLENGE LEVEL

12/14/16/18/20, COMPLEXITY SPECIAL

IMPORTANT NPCs

Bente, warforged destroyer

Fergus, dragon-cult barbarian (human male)

Milata, doppelganger rogue (appears as human female)

Nal Dentarak Flamebrow, dragonborn noble (male)

Keshan, dragonborn templar (male)

SCALING THE ENCOUNTER

If there are 4 PCs, remove Bente, warforged destroyer; if there are 6 PCs, add Kalasar, dragonborn templar (brother of Keshan).

The PCs have decided to follow the NPCs stealthily for a while to discover what their intentions are. As a reminder, the PCs saw the following when the NPCs went through the portal:

The man in hide armor enters the shimmering aura between the stones, followed by one of the dragonborn. After a brief pause, the woman enters the portal. The warforged gestures to the remaining dragonborn to precede him. The shimmering aura vanishes after the warforged passes through.

If the PCs immediately activate the portal and go through, then the NPCs are still within sight. (See Encounter 8 Map 2) Any lengthy discussion by the PCs means the NPCs have moved on. They are not trying to hide their trail so the PCs can still follow.

Fergus, Nal Dentarak Flamebrow, Keshan (and his brother Kalasar, if present) are all members of the Cult of the Dragon (see FRCG 246) who work as mercenaries to gain funds for their cult. (A good portion of the cult's current activities are devoted to refilling their coffers.)

The dragonborn are originally from Tymanther, and were trained in the cult's hidden Wyrms Academy. Nal Dentarak Flamebrow suspects that their allegiance to the cult (rather than their personal abilities) was a factor in their employer's decision to hire them, but he doesn't know this for certain.

The group the PCs are following consists of:

Nal Dentarak Flamebrow, the dragonborn noble, is about six and a half feet tall with reddish-bronze scales and a large frill. He wears chainmail over a red tunic, and has a sheathed longsword on his left hip.

Keshan and his brother Kalasar (the latter is only present when there are 6 PCs) are members of the same clan as Nal Dentarak, but because of their relative youth and inexperience they do not use their clan name. Both are tall (not quite seven feet) but thin and long limbed, with reddish-bronze scales. (Keshan's scales are darker than his both his brother and Nal Dentarak.) The dragonborn wear plate armor and carry spears. Keshan is the elder and speaks slowly, considering each word, while the words often seem to tumble out of Kalasar. The brothers generally take rear guard positions.

Fergus is an Uthgardt barbarian (human) originally of the Great Worm tribe. He is an imposing figure at six-foot-four and 320 pounds. Half of his face is covered in tattoos as are his arms. His long dark hair is braided. Despite his youth, wrinkles surround his deep blue eyes and he has a ruddy complexion from exposure to the harsh sun and winds of his homeland. He generally takes the point position when traveling in the wilderness.

Bente the warforged is a few inches short of six feet. His metal body is embellished with swirling designs winding around arcane symbols in black and red enamel. His dark purple robe has numerous pockets. He keeps small puzzles in them to amuse himself with when idle.

Milata currently appears as a dark haired female human, barely five feet tall, with grey eyes and wearing dark blue leather. She has a small symbol of Selûne on a leather thong around her neck. She wears a cloak to help throw opponents off guard when fighting.

Expanded NPC descriptions can be found in **Appendix C**.

SKILL CHALLENGE: WHO GOES THERE?

Goal: The PCs attempt to determine the other group's purpose and destination

Complexity: Special

Primary Skills: Arcana, Insight, Intimidate, Perception, and Stealth

Other Skills: Nature and Religion

Victory: The PCs discover what the NPCs' goals are without alerting them to the PCs presence.

Defeat: The PCs alert the other group to their presence such that the NPCs delay, ambush, or attack the PCs.

In this skill challenge, the PCs are following while hiding from the NPCs and trying to observe the NPCs. Since the PCs are close enough to see, they do not need to make Perception checks to follow the NPCs, but everyone who wants to stay close enough to the NPCs to overhear their conversations needs to make a Stealth check to remain hidden each time the group moves. For simplicity's sake, you can divide the skill challenge into "scenes" for those PCs who are trying to actively gather information from the NPCs. (To be clear, these are not group skill checks.)

At the beginning of a scene, each of the participating PCs makes an individual Stealth check against the Moderate DC. If they all succeed, each participating PC may then make a Perception check (and possibly use other skills) to learn more about the NPCs. The skill challenge ends when the PCs feel that they have learned enough and voluntarily end the challenge, when one of the PCs following is spotted by the NPCs (see below), or when you decide that the PCs have learned all they can through such observations.

The total number of successes and failures does not matter. Any individual failure on a Stealth check might end the skill challenge. On the first failed check by any PC, the NPCs make an active Perception check. If none of the NPCs spot the PC that failed, then the skill challenge continues. However, the second failed Stealth check by the same PC automatically ends the skill challenge (with that PC being noticed).

This skill challenge cannot occur in the Feywild; both groups have passed through the portal into the Gates of the Moon dominion. Any PC with the Story Award NETH03 Fury of the Moon or CORE30 Wrath of the Moon has a -5 penalty to Diplomacy checks and a -2 penalty to all defenses once in the Gates of the Moon Dominion.

SNEAKING AND HIDING

The PCs attempt to hide their presence from the NPCs as they travel to the village.

Nature (Moderate DC) (secondary team)

PCs that are not part of the "sneaky team" can still assist that team's efforts. This skill helps the group avoid hazards that would give away their presence to the NPCs, take the best approach for the terrain, and

so forth. Success grants a +2 bonus to another character's Stealth check; failure imparts a -2 penalty. Successful checks from different PCs do not stack, but failed checks do.

Perception (Moderate DC) (secondary team)

PCs that are not part of the "sneaky team" can still assist that team's efforts. This skill allows the PC to spot good hiding places up ahead, figure out how the NPCs are arranged so that it's easier to stay out of their sight lines, and so forth. Success grants a +2 bonus to another character's Stealth check; failure imparts a -2 penalty. Successful checks from different PCs do not stack, but failed checks do.

Stealth (Moderate DC) (primary team)

Each PC stealthily watching the NPCs must individually succeed on a Stealth check. If all members of the "sneaky team" succeed, each of them then gets to make a Perception check to learn something (see "Overheard Conversations").

If any individual PC fails the Stealth check, the NPCs become suspicious and make active Perception checks against all the participating PCs' actual Stealth check results (regardless of success or failure).

If none of the PCs are spotted, the skill challenge can continue, but the PCs do not get to make any Perception checks during this scene (the NPCs stop talking when they think they are being followed). The PCs must begin another scene (which requires another round of Stealth checks) if they wish to continue stalking the NPCs.

As soon as any individual PC fails his or her second Stealth check, that PC is automatically spotted by the NPCs (regardless of the actual numeric check results by either side) and the challenge ends.

OVERHEARD CONVERSATIONS

The following conversations are all in Common as that is the only language the NPCs all know.

Passive Insight (Moderate DC)

Any PC whose passive Insight score is higher than the Moderate DC gets a +2 bonus on all Perception checks to overhear the NPCs, as the character's ability to interpret body language, read lips, or otherwise determine what's important and what's not important comes in handy.

Perception (Moderate DC)

On a success, the PC manages to overhear a conversation from a distance. A failed check simply

means that the PC could not distinguish enough words to determine what was said. The PCs cannot be detected by the NPCs on failed Perception checks. The detection step occurred via the Stealth checks that they already made.

A bullet of information should be provided for each round of successful Stealth-Perception checks.

- The NPCs discuss how they are going to handle carrying the statue back to Waterdeep. They ultimately decide to manhandle the statue into a *portable hole*.
- They are not sure how well the statue is guarded, or if they can simply convince the villagers that Selûne has decided that the statue is needed elsewhere. They discuss options including sneaking in and just taking it. They have no qualms about killing any guards/villagers that get in their way.
- They debate what their options are if for some reason they cannot get the statue. If they destroy the statue, they still need to bring back the pieces, if they expect to get paid. Sneaking it back into Downshadow would be easier if it was in pieces, but their employer did not actually include this as an option when they were hired. They discuss a contingency plan if Denner betrays them.
- When Bente and Milata are apart from the dragonborn and the Warforged, the PCs overhear a brief conversation about their search for exotic ingredients needed for the ritual used by the Cult (they don't say which cult, just "the cult"). With their payment from this job, they should be able to buy the remaining items. A concern is mentioned that the Sharrans may be dragging the Cult into a fight with Selûne.

Each successful Perception check also unlocks other skill checks to learn something about the NPCs. Each PC may choose one of the following checks to make following a successful Perception check. These checks represent the PC observing a specific NPC more closely, so the player must choose which NPC to observe before making the check. Success with these checks grants some additional information about the chosen NPC; failure has no ill effects. Multiple characters can observe the same NPC if they wish, but each PC only gets to make one secondary skill check.

Arcana (Moderate DC)

The PC can assess the NPCs' arcane abilities and resources. Give the character an insight regarding one of the NPCs (perhaps drawn from an appropriate stat block). If made specifically about Bente the warforged, the PC can confirm that the NPC is indeed a living construct as well as an arcane spellcaster.

Religion (Moderate DC)

The PC can assess the NPCs' divine abilities and resources. Give the character an insight regarding one of the NPCs (perhaps drawn from an appropriate stat block). If they haven't figured this out already, a successful Religion check specifically directed at Milata strongly suggests that she is not really a priestess of Selûne.

Insight (Easy DC)

The PC recognizes that the NPC adventurers are serious, even ruthless, about their work, and can get a sense of the chosen NPC's state of mind or the power dynamics within the NPC party (who's in charge).

Insight (Moderate DC)

The PC gains an idea of what sort of battle tactics a particular NPC might use. Give the character an insight regarding one of the NPCs (perhaps drawn from an appropriate stat block).

ENDING THE ENCOUNTER

The encounter is over whenever the PCs discover all the information, are detected by the NPCs, or decide to stop trying to make additional skill checks.

Success: If the PCs overhear all of the conversations, they now know a lot more about the NPCs, most importantly that the NPCs are here to steal the same statue that the PCs were sent to retrieve. The PCs can decide when, where and if combat is to occur (Encounter 8) or if they wish to try to talk to the NPCs and gain more direct information (Encounters 6) or persuade the NPCs to change their plans (Encounter 7).

Failure: The PCs alert the other group to their presence. The opportunity to learn more by observation is gone. Unless the PCs quickly approach openly, the NPCs then attempt to ambush them. (Go to Encounter 8.)

MILESTONE AND TREASURE

This encounter does count towards a milestone. There is no treasure in this encounter.

ENCOUNTER 7: CAN WE MAKE A DEAL?

SKILL CHALLENGE LEVEL
12/14/16/18/20, COMPLEXITY 1

IMPORTANT NPCs

Bente, warforged destroyer
Fergus, dragon-cult barbarian (human male)
Milata, doppelganger rogue (appears as human female)
Nal Dentarak Flamebrow, dragonborn noble (male)
Keshan, dragonborn templar (male)

SCALING THE ENCOUNTER

If there are 4 PCs, remove Bente, warforged destroyer; if there are 6 PCs, add Kalasar, dragonborn templar (brother of Keshan).

Run this encounter if the PCs decide to try and persuade the NPC adventuring company to abandon their mission without a fight. Expanded NPC descriptions can be found in **Appendix C**.

Depending on the outcome of Encounters 5 and/or 6, the PCs believe that the NPCs are either:

- Coincidentally going to the same village for a completely unrelated purpose
- Going to the same village and possibly even looking for the same artifact, but for a good-aligned temple in Westgate
- Attempting to get the exact same artifact that the PCs are after for a mysterious and probably unsavory employer in Downshadow

What argument or incentive can you produce to get the other group of adventurers to change their plans?

Bente and Milata are doing this job for the money and do not care about the safety of Waterdeep or any higher purpose. Offers of payment in exchange for dropping their mission can convince these two. Though they dislike the notion, it is possible to convince Fergus, Nal Dentarak, and Keshan that they are not honor-bound to complete their mission. However they do feel required to bring something back to enrich the cult's coffers. The NPCs have no vested interest in Waterdeep, so arguments using the safety of the city do not help the PCs.

Ultimately, the players may refuse to offer a sufficient payment to the NPCs. If so, the negotiations fail.

SKILL CHALLENGE: MAKE A DEAL

Goal: The PCs seek to get the NPCs to give up their mission

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Diplomacy, Intimidate

Other Skills: Bluff, History, Insight, Religion

Victory: the PCs get the NPCs to take money to abandon their mission

Defeat: the PCs think that the NPCs have agreed to take the money and abandon their mission; however the NPCs plan on letting the PCs get the statue and then ambush the PCs.

This encounter can occur in the Feywild or in the Gates of the Moon dominion. Note that any PC with the Story Award NETH03 Fury of the Moon or CORE30 Wrath of the Moon suffers a -5 penalty to Diplomacy and a -2 penalty to all defenses within the Gates of the Moon.

The skill challenge breaks into four distinct successes needed across three scenes:

- Bente and Milata agree to abandon the task if they are paid off (one success needed).
- Fergus and the dragonborn have to be convinced that they can abandon the mission honorably, in addition to taking the money, for them to agree. (two successes needed)
- Once the NPCs are on board with the notion, the two sides must reach agreement on the amount of payment (final success).

SCENE 1: CAN WE PAY YOU TO GO AWAY? (1 SUCCESS)

Getting the entire group of NPCs to agree to drop their mission is challenging. The easiest way to start is by working on those who are only in it for the money.

Diplomacy (Moderate DC) (1 success, 1 maximum)

The successful use of this skill opens the path of Bribery. With a successful check, Milata and Bente agree to accept cash to abort their mission, pending agreement on the amount. The barbarian and the dragonborn are not persuaded merely by money; they speak of honor. Proceed to Scene 2.

Insight (Moderate DC) (not a success or failure)

The PCs' observation of the rival group has given them an edge. The next PC to make a Diplomacy check or an Intimidate check gains a +2 bonus.

Intimidate (Hard DC) (1 success, 1 maximum)

With a successful check, Milata and Bente agree to accept cash to abort their mission. The barbarian and the dragonborn snarl back they are honor-bound to finish the task. Proceed to Scene 2.

SCENE 2: WE ARE HONORBOUND TO CONTINUE (2 SUCCESSES)

If a PC mentions that they know Morthos (Story Awards WATE04 or WATE29) and could assist the NPCs in finding more work, or in keeping their reputations as reliable mercenaries, the PC gains one automatic success in this scene. (1 maximum)

Bluff (Hard DC) (1 success, 1 maximum)

The PC explains the vengeance that Waterdeep, Selûne, the Heirs of Mirt, etc. is sure to pursue against their cult or their future interests if the NPCs oppose them.

History (Moderate DC) (1 success, 1 maximum)

The PC's knowledge of the history of the conflict between Selûne and Shar, and the ties of Waterdeep to Selûne, makes the NPCs reflect on the possible dangers they would face if they work against the interests of Waterdeep.

History (Hard DC) (1 success, 1 maximum)

The PC's knowledge of the long history of the Cult of the Dragon, and the lack of cooperation with followers of Shar, aid their arguments with four of the NPCs.

Insight (Moderate DC) (not a success or failure, 1 maximum)

The PC's observation of the rival group has given them an edge in their dealings. The next PC to make a primary skill check gains a +2 bonus on that check.

Religion (Easy DC) (1 success, 1 maximum)

The PCs remind the NPCs what the gods have done in the past to those who abuse inhabitants of their astral dominions.

Streetwise (Hard DC) (1 success, 1 maximum)

The PC's knowledge of how deals get done in Downshadow gives them an edge in their dealings. For Waterdeep citizens, this is a Moderate DC.

Once the PCs have achieved two successes in this scene (and have not accumulated a total of three failures in the skill challenge) proceed to Scene 3.

SCENE 3: SETTING THE PRICE (1 SUCCESS)

The more money offered, the lower the DC to reach agreement. The NPCs will not accept less than 800 / 1375 / 2750 / 5500 / 8250 gp apiece (per NPC) to abandon their mission. This lower bound on the amount of money is a hard limit; pure reasoning or threats (outside of combat) cannot change it. The NPCs initially demand twice this amount (1600 / 2750 / 5500 / 11000 / 16500 gp per NPC) and can be negotiated downward from there.

Note: All these amounts are expressed per NPC rather than as a lump sum, because the number of NPCs is equal to the number of PCs. In effect, each PC is paying off one NPC in order to get the NPCs to abandon their quest. By design, the NPCs initially demand an amount equal to the amount that the PCs are being paid by the Masked Lord. Through negotiations, the PCs can get the cost down to half what they are being paid to undertake the mission, but no lower. If the numbers seem artificial, feel free to negotiate in more plausible round numbers (e.g. instead of asking for 1375 gp, ask for 1400).

For this scene, PCs cannot use the Aid Another action with Diplomacy or Intimidate, but each PC can make an individual skill check with no penalty for failure. Only the best check result among the party is considered for success or failure on getting the NPCs to accept the offered price.

If the two sides cannot reach agreement on price (the PCs won't offer a high enough amount) then the NPCs take whatever amount the PCs offer, and then ambush them later (see "Ending the Encounter").

Diplomacy or Intimidate (Hard DC) (1 success)

With a successful check, the NPCs accept the offered payment as long as it is at least the minimum required amount (see above).

If the PCs offer at least 1200 / 2060 / 4125 / 8250 / 12375 gold pieces (per NPC) the DC becomes Moderate.

If the PCs offer 1600 / 2750 / 5500 / 11000 / 16500 gold pieces (per NPC) the DC becomes Easy.

On a failed check, negotiations continue; however, the NPCs will no longer accept a lower offer than the offer the PCs just made (i.e. the PCs will have to raise their offer before they can make another Diplomacy or Intimidate check).

If the PCs reach three total failures for the skill challenge, or if the PCs never make an offer that at least meets the minimum, then the NPCs accept the PCs' best offer, but ambush them later (see "Ending the Encounter").

Insight (Hard DC) (not a success or failure)

The PCs can get a sense of what the NPCs' minimum price is by succeeding on an Insight check. A failed check causes the PC to over-estimate the minimum required amount by 10% (failed by 5 or less) or 25% (failed by 6 or more).

ENDING THE ENCOUNTER

If the PCs succeed at the skill challenge, they can ensure that the NPCs comply with the agreement by escorting them back to the portal if they wish before continuing on to the village (proceed to Encounter 9).

Success: The PCs get the NPCs to accept money to abort their mission. The PCs bypass Encounter 8.

Failure: The NPCs take whatever amount they can get, letting the PCs think the NPCs have agreed, but ambush the PCs later in the adventure (Encounter 8 occurs after Encounter 11). On the plus side this does allow the PCs to get their money back after the fight, assuming they win.

MINOR OBJECTIVE

The PCs complete a Minor Objective by convincing the NPCs to abandon their mission. This encounter does count towards a milestone.

TREASURE

If the PCs succeed at this encounter, it unlocks additional treasure at the Conclusion: an *Arkhosian scepter* (of appropriate level) and a *true portable hole*.

ENCOUNTER 8: FIGHT THOSE ADVENTURERS!

ENCOUNTER LEVEL 12/14/16/18/20
(3,500/5,000/7,000/10,000/14,000 XP)

SETUP

This encounter includes the following creatures at all ALs:

Bente, warforged destroyer (W)

Fergus, dragon-cult barbarian (S)

Milata, doppelganger rogue (R)

Nal Dentarak Flamebrow, dragonborn noble (D)

Keshan, dragonborn templar (T)

SCALING THE ENCOUNTER

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

Four PCs: Remove the warforged destroyer

Six PCs: Add another dragonborn templar

Run this encounter if the PCs fight the NPC adventurers.

If the PCs start combat before exiting the Feywild, then use Map 1.

If the PCs attack the NPCs (or the reverse) immediately after arriving in the Gates of the Moon dominion, then use Map 2.

If the groups have passed beyond the portal areas, use Map 3 and arrange the NPCs accordingly.

If the PCs are attempting to ambush the NPCs as the NPCs leave with the statue, then allow the players to choose the map, but relocate the NPCs to a sensible marching order.

In short, use whichever map best fits the situation. However, in playtest Map 3 proved to be used most frequently. If you are preparing to run this adventure at a convention or game store consider focusing your preparation on that map.

Note that any PC with the Story Award NETH03 Fury of the Moon or CORE30 Wrath of the Moon takes a -5 penalty to Diplomacy and a -2 penalty to all defenses within the Gates of the Moon dominion.

If the PCs are being ambushed, then have the NPCs make Stealth checks to see how well the NPCs are hidden.

FEATURES OF THE AREA

There are three possible maps for this fight. Terrain features that appear on all maps for this encounter are described below. Terrain features that are unique to the maps are presented after.

Illumination: Bright sun

Large Grey Rocks: Only 1 square high, getting on top of these takes 2 squares of movement. PCs attempting to do anything but just stand while on top of these round rocks must make an Acrobatics check (DC 20). If the check fails, the PC falls prone.

Groups of Trees: The trees provide cover but are not difficult terrain.

FEATURES ON MAP 1

Mushrooms / Circle of Mushrooms: These squares are difficult terrain.

Portal/Standing Stones: The portal is made up of 3 large stones. Two stand up on edge and the third serves as the lintel. When the portal is active, a shimmering haze fills it. Otherwise, the stones are blocking terrain and, unless a creature goes through the “doorway,” the squares are difficult terrain.

FEATURES ON MAP 2

Single Trees: Single trees with a defined trunk can be climbed (Athletics DC 15). Upper branches (that can support most PCs) are 4 squares high. Lower branches are 2 squares high. The trunk provides cover and is blocking terrain.

Portal/Standing Stones: The portal is made up of 3 large stones. Two stand up on edge and the third serves as the lintel. When the portal is active, a shimmering haze fills it. Otherwise, the stones are blocking terrain and, unless a creature goes through the “doorway,” the squares are difficult terrain.

Moonpath Aura: the light blue and white squares surrounding the portal define the area of an aura designed to prohibit/delay the entrance of enemies (evil or dedicated to Shar). A PC with Story Award NETH03 Fury of the Moon or CORE30 Wrath of the Moon takes 10 damage when entering or starting his or her turn in one of these squares.

Statues: The three statues are representations of Selûne, reflecting the phases of the moon. They are blocking terrain and provide cover.

Cave: Set into the small hillside is a cave that has been walled closed with stone. The door has had the Arcane Lock ritual used on it. The cave is the occasional home of a werebear devoted to Selûne.

Water Basin / Pool of Moonlight: No matter the time of day, these pools of water always reflect the

light of the moon. A character entering these squares must swim (Easy DC Athletics) or catch the stone edge of the pool to hang on to as they can not touch bottom. PCs in heavy armor need to beat the Moderate DC. The pool can be used for scrying rituals.

FEATURES ON MAP 3

Brown Rocks: These rocks are blocking terrain 3 squares high and provide concealment. Athletics checks are needed to ascend (DC 20) or descend (DC 15) without falling. Some of the areas around the rocks are difficult terrain due to loose rocks.

Water Basin / Pool of Moonlight: No matter the time of day, these pools of water always reflect the light of the moon. A character entering these squares must swim (Easy DC Athletics) or catch the stone edge of the pool to hang on to as they can not touch bottom. PCs in heavy armor need to beat the Moderate DC. The pool can be used for scrying rituals.

Stone Blocks: These blocks are seats provided for those who wish to meditate while at the pool, or use the pool for scrying. They are too short to provide cover, but the squares they are in are difficult terrain.

Mound: The gentle slope is easy to get up and the top is only 1 square high. It can provide cover for Medium and smaller creatures.

TACTICS

Note: If this encounter happens after Encounter 11, then all the NPCs flee after becoming bloodied.

If the NPCs are ambushing the PCs, then the plan is to wait with readied actions until most of the PCs have moved forward into the area south of the tree stump. Note that the dragonborn and Fergus actually belong to the Cult of the Dragon and fight to the death.

Though the warforged and doppelganger coordinate the use of their abilities to work with the others, they flee rather than fight until death. If one of these NPCs drops below one-quarter of his or her starting hit points, or if a single attack does damage greater than or equal to half of the NPC's current hit points, that NPC attempts to flee.

The doppelganger considers herself to be the "weakest" in this group. She uses *feint* to get whatever advantage she can muster, and looks for easier targets (avoiding those in heavy armor if she can). If bloodied, she looks for an opportunity to hide long enough to change her appearance and sneak around behind the PCs before reappearing or escaping.

The first act of the dragonborn noble is to move on top of the mound so that the templars can see him. Note that if his initiative is higher than the PCs, he then delays to move and use *shadow wrath* on as many enemies as possible. If an ally becomes bloodied, he moves into position and uses *maddening oratory* to heal them. Note that this works on all of his allies. If the PCs have spread damage around rather than concentrate fire, he does not wait for someone to be bloodied to use this (relying on the power to recharge).

Since his powers can knock people prone and or move them around, Bente looks to target a "softer looking" PC to be moved near the doppelganger or bunch a couple for the templar to bash on. The warforged has no desire to engage in melee combat and uses *rumblestaff* to disengage if put in that position.

ENDING THE ENCOUNTER

If the PCs keep any of the NPC adventurers alive, they can be questioned. They admit they were hired by Denner in Downshadow. (See Encounter Five for other information the PCs can gain from the NPCs.)

If the PCs take prisoners, then the PCs need to decide what to do with them. They can take the prisoners along to the village, or force them to go back through the portal to the Feywild (making sure they do not have the wherewithal to activate the portal to return here). The dragonborn and Fergus are honorable enough to be trusted with giving their parole. Without the support of the others, Milata and Bente are not willing to take on the PCs a second time.

If the NPCs are dead, the PCs should determine what they do about the bodies. Depending on where the battle took place the PCs might have access to enough stones (Map 3) to cover the bodies or they might simply pull the bodies into the surrounding forest.

MINOR OBJECTIVE

The PCs complete a Minor Objective by capturing, killing, or driving off the NPCs. This encounter does count toward a milestone.

TREASURE

The PCs may seize an *Arkhosian scepter* (of appropriate level) and a *true portable hole* from the NPCs (either alive or dead).

ENCOUNTER 8: FIGHT THOSE ADVENTURERS! (AL 12)

Dragonborn Noble	Level 14 Controller (Leader)
Medium natural humanoid, dragonborn	XP 1,000
HP 132; Bloodied 66	Initiative +9
AC 28, Fortitude 23, Reflex 25, Will 28	Perception +18
Speed 6	
TRAITS	
Noble Authority	
Aura sight; dragonborn allies in the aura gain a +2 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC (+20 when bloodied)	
Hit: 3d8 + 9 damage.	
R Fire Web (Fire) • At-Will	
Attack: Ranged 5 (one creature); +18 vs. Reflex (+19 when bloodied)	
Hit: 3d6 + 5 fire damage and the target is Immobilized and gains vulnerable 5 fire (save ends both).	
A Shadow Wrath (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 (enemies in burst); +18 vs. Will (+19 when bloodied)	
Hit: 4d6 + 11 necrotic damage and the target is blinded (save ends).	
C Maddening Oratory (psychic) • Recharge 5, 6	
Attack: Close burst 5 (enemies in burst); +16 vs. Will (+17 when bloodied)	
Hit: 4d6 + 11 psychic damage and the target is dazed (save ends).	
Effect: Dragonborn allies in the burst gain 10 hit points.	
MINOR ACTIONS	
C Dragon Breath (Fire) • Encounter	
Attack: Close blast 3 (creatures in blast); +20 vs. Reflex (+21 when bloodied)	
Hit: 3d6 + 8 fire damage.	
FREE ACTIONS	
Arkhosian Scepter • Daily	
Use this power as you use your dragon breath power. Your <i>dragon breath</i> becomes an area burst 1 within 10 squares for this attack.	
Skills Bluff +17, Diplomacy +17, Insight +18, Stealth +14	
Str 14 (+9)	Dex 15 (+9) Wis 22 (+13)
Con 12 (+8)	Int 16 (+10) Cha 20 (+12)
Alignment unaligned Languages Common, Draconic, Giant	
Equipment chainmail, longsword, Arkhosian scepter +3	

Reskinned to dragonborn (was Drow Noble). Added Draconic to languages and dropped Elven. Swapped out *darkfire* for *dragon breath* and changed alignment. Added magic item power.

Warforged Destroyer	Level 10 Artillery
Medium natural humanoid, living construct	XP 500
HP 81; Bloodied 40	Initiative +9
AC 22, Fortitude 22, Reflex 23, Will 21	Perception +7
Speed 6	
Saving Throws +2 ongoing damage	
STANDARD ACTIONS	
m Quarterstaff (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 8 damage.	
M Rumblestaff (force, implement) • Encounter	
Attack: Melee 1 (one creature); +15 vs. Fortitude.	
Hit: 4d8 + 12 force damage and the target is pushed 2 squares and knocked prone.	
R Thunder Orb (implement, thunder) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Reflex.	
Hit: 3d6 + 8 thunder damage, and the destroyer pushes the target 2 squares.	
R Collision Bolt (force, implement) • Encounter	
Attack: Ranged 10 (one creature); +15 vs. Fortitude	
Hit: 4d8 + 12 force damage.	
Secondary Attack: (one or two creatures within 3 squares of original target); +17 vs. Fortitude	
Hit: 3d8 + 8 force damage, and the destroyer slides the target 3 squares toward the primary target	
Effect: After all the attacks are resolved any target hit by an attack is knocked prone if it is adjacent to another target.	
A Destruction Sphere (implement, thunder) • Encounter	
Attack: Area burst 3 within 10 (creatures in burst); +14 vs. Reflex.	
Hit: 4d8 + 12 thunder damage and the target is knocked prone.	
Miss: half damage.	
MINOR ACTIONS	
Warforged Resolve (healing) • Encounter	
Effect: The destroyer gains 8 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 8 hit points.	
Skills Arcana +15, Nature +14, Stealth +16	
Str 17 (+8)	Dex 18 (+9) Wis 15 (+7)
Con 15 (+7)	Int 16 (+8) Cha 12 (+6)
Alignment unaligned Languages Common	
Equipment robe, quarterstaff	

Doppelganger Rogue	Level 12 Skirmisher
Medium natural humanoid, shapechanger	XP 700
HP 118; Bloodied 59	Initiative +12
AC 26, Fortitude 24, Reflex 25, Will 25	Perception +12
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d8 + 7 damage (+3d8 if the doppelganger has combat advantage).	
MINOR ACTIONS	
M Shapeshifter Feint • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Change Shape (polymorph) • At-Will	
Effect: A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual	
Skills Bluff +15, Insight +12, Stealth +15	
Str 16 (+9)	Dex 18 (+10) Wis 13 (+7)
Con 14 (+8)	Int 10 (+6) Cha 18 (+10)
Alignment unaligned Languages Common, Giant	
Equipment longsword	

Fergus, Dragon-Cult Barbarian	Level 11 Brute
Medium natural humanoid, human	XP 600
HP 141; Bloodied 70	Initiative +8
AC 24 Fortitude 25, Reflex 22, Will 23	Perception +10
Speed 6,	
Saving Throws +2 against fear effects	
STANDARD ACTIONS	
m War pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit :3d8 + 12 (crit 2d8 + 36)	
r Hurling Axe (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +14 vs. AC	
Hit: 3d8 + 12 damage.	
M Pounding Tide (weapon) • At-Will	
Requirement: Fergus must be wielding a war pick.	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d8 + 12 (crit 2d8 + 36) and the barbarian pushes the target 3 squares, and the barbarian shifts 3 squares into a square that is adjacent to the target.	
Skills Bluff +6, Insight +10, Stealth +8	
Str 24 (+12)	Dex 16 (+8) Wis 20 (+10)
Con 21 (+10)	Int 10 (+5) Cha 12 (+6)
Alignment unaligned Languages Common, Draconic	
Equipment 3 throwing axes, hide armor, war pick	

1-2 Dragonborn Templar	Level 12 Soldier
Medium natural humanoid, dragonborn	XP 700
HP 118; Bloodied 59	Initiative +9
AC 28, Fortitude 24, Reflex 18, Will 21	Perception +13
Speed 6	
Immune fear	
TRAITS	
Venom of the Dragon	
The dragonborn templar gains a +2 bonus to attack rolls against a bloodied target.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC (+20 vs. AC when templar is bloodied)	
Hit: 3d8 + 7 damage, and the target is marked until the end of the templar's next turn.	
C Wrath of the Dragon (weapon) • Recharge when first bloodied	
Attack: close burst 1 (enemies in burst); +17 vs. Fortitude (+18 vs. Fortitude when templar is bloodied)	
Hit: 3d8 + 10 poison damage, and ongoing 5 poison damage (save ends) and the target is pushed one square.	
MINOR ACTIONS	
C Dragon Breath (poison) • Encounter	
Attack: Close blast 3 (creatures in blast); +15 vs. Reflex (+16 vs. Reflex when templar is bloodied)	
Hit: 4d6 + 3 poison damage.	
TRIGGERED ACTIONS	
M Fierce Rebuke (weapon) • At-Will	
Requirement: Requires spear	
Trigger: When an adjacent marked enemy shifts.	
Attack (Immediate interrupt): Attack: Melee 1 (one creature); +19 vs. AC (+20 vs. AC when templar is bloodied)	
Hit: 4d8 + 15 damage and the target is knocked prone	
Skills Athletics +18, Intimidate +15	
Str 24 (+13)	Dex 12 (+7) Wis 16 (+9)
Con 14 (+8)	Int 8 (+5) Cha 19 (+10)
Alignment unaligned Languages Common, Draconic	
Equipment plate armor, spear	

Reskinned to dragonborn (was Drow Templar). Added Draconic to languages and dropped Elven. Renamed several powers to fit new theme. Added *dragon breath*, swapped Stealth for Athletics, and changed alignment.

ENCOUNTER 8: FIGHT THOSE ADVENTURERS! (AL 14)

Dragonborn Noble		Level 16 Controller (Leader)
Medium natural humanoid, dragonborn		XP 1,400
HP 148; Bloodied 74		Initiative +10
AC 32, Fortitude 27, Reflex 29, Will 32		Perception +19
Speed 6		
TRAITS		
Noble Authority		
Aura sight; dragonborn allies in the aura gain a +2 bonus to attack rolls and a +2 bonus to damage rolls.		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC (+22 when bloodied)		
Hit: 3d8 + 11 damage.		
R Fire Web (Fire) • At-Will		
Attack: Ranged 5 (one creature); +20 vs. Reflex (+21 when bloodied)		
Hit: 3d6 + 7 fire damage and the target is Immobilized and gains vulnerable 5 fire (save ends both).		
A Shadow Wrath (necrotic) • Recharge 6		
Attack: Area burst 2 within 10 (enemies in burst); +20 vs. Will (+21 when bloodied)		
Hit: 4d6 + 13 necrotic damage and the target is blinded (save ends).		
C Maddening Oratory (psychic) • Recharge 5, 6		
Attack: Close burst 5 (creatures in burst); +18 vs. Will (+19 when bloodied)		
Hit: 4d6 + 13 psychic damage and the target is dazed (save ends).		
Effect: Dragonborn allies in the burst gain 10 hit points.		
MINOR ACTIONS		
C Dragon Breath (Fire) • Encounter		
Attack: Close blast 3 (creatures in blast); +23 vs. Reflex (+24 when bloodied)		
Hit: 3d6 + 11 fire damage.		
FREE ACTIONS		
Arkhosian Scepter • Daily		
Use this power as you use your <i>dragon breath</i> power. Your dragon breath becomes an area burst 1 within 10 squares for this attack.		
Skills Bluff +18, Diplomacy +18, Insight +19, Stealth +15		
Str 14 (+10)	Dex 15 (+10)	Wis 22 (+14)
Con 12 (+9)	Int 16 (+11)	Cha 20 (+13)
Alignment unaligned Languages Common, Draconic, Giant		
Equipment chainmail, longsword, Arkhosian scepter +4		

Reskinned to dragonborn (was Drow Noble). Added Draconic to languages and dropped Elven. Swapped out *darkfire* for *dragon breath* and changed alignment. Added magic item power.

Warforged Destroyer		Level 12 Artillery
Medium natural humanoid, living construct		XP 700
HP 93; Bloodied 46		Initiative +8
AC 24, Fortitude 24, Reflex 25, Will 24		Perception +9
Speed 6		
Saving Throws +2 ongoing damage		
STANDARD ACTIONS		
m Quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d6 + 10 damage.		
M Rumblestaff (force, implement) • Encounter		
Attack: Melee 1 (one creature); +17 vs. Fortitude.		
Hit: 4d8 + 14 force damage and the target is pushed 2 squares and knocked prone.		
R Thunder Orb (implement, thunder) • At-Will		
Attack: Ranged 10 (one creature); +17 vs. Reflex.		
Hit: 3d8 + 10 thunder damage, and the destroyer pushes the target 2 squares.		
R Collision Bolt (force, implement) • Encounter		
Attack: Ranged 10 (one creature); +17 vs. Fortitude		
Hit: 4d8 + 14 force damage.		
Secondary Attack: (one or two creatures within 3 squares of original target); +19 vs. Fortitude		
Hit: 3d8 + 10 force damage, and the destroyer slides the target 3 squares toward the primary target		
Effect: After all the attacks are resolved any target hit by an attack is knocked prone if it is adjacent to another target.		
A Destruction Sphere (implement, thunder) • Encounter		
Attack: Area burst 3 within 10 (creatures in burst); +16 vs. Reflex.		
Hit: 4d8 + 14 thunder damage and the target is knocked prone.		
Miss: half damage.		
MINOR ACTIONS		
Warforged Resolve (healing) • Encounter		
Effect: The destroyer gains 9 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 9 hit points.		
Skills Arcana +14, Nature +13, Stealth +15		
Str 17 (+9)	Dex 18 (+10)	Wis 15 (+8)
Con 15 (+8)	Int 16 (+9)	Cha 12 (+7)
Alignment unaligned Languages Common		
Equipment robe, quarterstaff		

Doppelganger Rogue	Level 14 Skirmisher
Medium natural humanoid, shapechanger	XP 1,000
HP 134; Bloodied 67	Initiative +13
AC 28, Fortitude 26, Reflex 27, Will 27	Perception +13
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d8 + 9 damage (+3d8 if the doppelganger has combat advantage).	
MINOR ACTIONS	
M Shapeshifter Feint • At-Will	
Attack: Melee 1 (one creature); +17 vs. Reflex	
Hit: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Change Shape (polymorph) • At-Will	
Effect: A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual	
Skills Bluff +16, Insight +13, Stealth +16	
Str 16 (+10)	Dex 18 (+11) Wis 13 (+8)
Con 14 (+9)	Int 10 (+7) Cha 18 (+11)
Alignment unaligned	Languages Common, Giant
Equipment longsword	

Fergus, Dragon-Cult Barbarian	Level 13 Brute
Medium natural humanoid, human	XP 800
HP 161; Bloodied 80	Initiative +9
AC 26, Fortitude 27, Reflex 24, Will 25	Perception +11
Speed 6,	
Saving Throws +2 against fear effects	
STANDARD ACTIONS	
m War pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d8 + 14 (crit 2d8 + 38)	
r Hurling Axe (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +16 vs. AC	
Hit: 3d8 + 14 damage.	
M Pounding Tide (weapon) • At-Will	
Requirement: Fergus must be wielding a war pick.	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d8 + 14 (crit 2d8 + 38) and the barbarian pushes the target 3 squares, and the barbarian shifts 3 squares into a square that is adjacent to the target.	
Skills Bluff +7, Insight +11, Stealth +9	
Str 24 (+13)	Dex 16 (+9) Wis 20 (+11)
Con 21 (+11)	Int 10 (+6) Cha 12 (+7)
Alignment unaligned	Languages Common, Draconic
Equipment 3 throwing axes, hide armor, war pick	

1-2 Dragonborn Templar	Level 14 Soldier
Medium natural humanoid, dragonborn	XP 1,000
HP 134; Bloodied 67	Initiative +10
AC 30, Fortitude 26, Reflex 20, Will 23	Perception +14
Speed 6	
Immune fear	
TRAITS	
Venom of the Dragon	
The dragonborn templar gains a +2 bonus to attack rolls against a bloodied target.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC (+22 vs. AC when templar is bloodied)	
Hit: 3d8 + 9 damage, and the target is marked until the end of the templar's next turn.	
C Wrath of the Dragon (weapon) • Recharge when first bloodied	
Attack: close burst 1 (enemies in burst); +19 vs. Fortitude (+20 vs. Fortitude when templar is bloodied)	
Hit: 3d8 + 12 poison damage, and ongoing 5 poison damage (save ends) and the target is pushed one square.	
MINOR ACTIONS	
C Dragon Breath (poison) • Encounter	
Attack: Close blast 3 (creatures in blast); +17 vs. Reflex (+18 vs. AC when templar is bloodied)	
Hit: 3d6 + 6 poison damage.	
TRIGGERED ACTIONS	
M Fierce Rebuke (weapon) • At-Will	
Requirement: Requires spear	
Trigger: When an adjacent marked enemy shifts.	
Attack (Immediate interrupt): Attack: Melee 1 (one creature); +21 vs. AC (+22 vs. AC when templar is bloodied)	
Hit: 4d8 + 17 damage and the target is knocked prone	
Skills Athletics +19, Intimidate +16	
Str 24 (+14)	Dex 12 (+8) Wis 16 (+10)
Con 14 (+9)	Int 8 (+6) Cha 19 (+11)
Alignment unaligned	Languages Common, Draconic
Equipment plate armor, spear	

Reskinned to dragonborn (was Drow Templar). Added Draconic to languages and dropped Elven. Renamed several powers to fit new theme. Added *dragon breath*, swapped Stealth for Athletics, and changed alignment.

ENCOUNTER 8: FIGHT THOSE ADVENTURERS! (AL 16)

Dragonborn Noble	Level 18 Controller (Leader)
Medium natural humanoid, dragonborn	XP 2,000
HP 164; Bloodied 82	Initiative +11
AC 32, Fortitude 27, Reflex 29, Will 32	Perception +20
Speed 6	
TRAITS	
Noble Authority	
Aura sight; dragonborn allies in the aura gain a +2 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC (+24 when bloodied)	
Hit: 3d8 + 13 damage.	
R Fire Web (Fire) • At-Will	
Attack: Ranged 5 (one creature); +22 vs. Reflex (+23 when bloodied)	
Hit: 3d6 + 9 fire damage and the target is Immobilized and gains vulnerable 5 fire (save ends both).	
A Shadow Wrath (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 (enemies in burst); +22 vs. Will (+23 when bloodied)	
Hit: 4d10 + 18 necrotic damage and the target is blinded (save ends).	
C Maddening Oratory (psychic) • Recharge 5, 6	
Attack: Close burst 5 (creatures in burst); +20 vs. Will (+21 when bloodied)	
Hit: 4d6 + 15 psychic damage and the target is dazed (save ends).	
Effect: Dragonborn allies in the burst gain 10 hit points.	
MINOR ACTIONS	
C Dragon Breath (Fire) • Encounter	
Attack: Close blast 3 (creatures in blast); +25 vs. Reflex (+26 when bloodied)	
Hit: 3d6 + 13 fire damage.	
FREE ACTIONS	
Arkhosian Scepter • Daily	
Use this power as you use your <i>dragon breath</i> power. Your dragon breath becomes an area burst 1 within 10 squares for this attack.	
Skills Bluff +19, Diplomacy +19, Insight +20, Stealth +16	
Str 14 (+11) Dex 15 (+11) Wis 22 (+15)	
Con 12 (+10) Int 16 (+12) Cha 20 (+14)	
Alignment unaligned Languages Common, Draconic, Giant	
Equipment chainmail, longsword, Arkhosian scepter +4	

Reskinned to dragonborn (was Drow Noble). Added Draconic to languages and dropped Elven. Swapped out *darkfire* for *dragon breath* and changed alignment. Added magic item power.

Warforged Destroyer	Level 14 Artillery
Medium natural humanoid, living construct	XP 1,000
HP 105; Bloodied 52	Initiative +11
AC 26, Fortitude 26, Reflex 27, Will 256	Perception +9
Speed 6	
Saving Throws +2 ongoing damage	
STANDARD ACTIONS	
m Quarterstaff (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 12 damage.	
M Rumblestaff (force, implement) • Encounter	
Attack: Melee 1 (one creature); +19 vs. Fortitude.	
Hit: 4d8 + 16 force damage and the target is pushed 2 squares and knocked prone.	
R Thunder Orb (implement, thunder) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Reflex.	
Hit: 3d6 + 12 thunder damage, and the destroyer pushes the target 2 squares.	
R Collision Bolt (force, implement) • Encounter	
Attack: Ranged 10 (one creature); +19 vs. Fortitude	
Hit: 4d8 + 16 force damage.	
Secondary Attack: (one or two creatures within 3 squares of original target); +19 vs. Fortitude	
Hit: 3d8 + 12 force damage, and the destroyer slides the target 3 squares toward the primary target	
Effect: After all the attacks are resolved any target hit by an attack is knocked prone if it is adjacent to another target.	
A Destruction Sphere (implement, thunder) • Encounter	
Attack: Area burst 3 within 10 (one creature); +18 vs. Reflex.	
Hit: 4d8 + 16 thunder damage and the target is knocked prone.	
Miss: half damage.	
MINOR ACTIONS	
Warforged Resolve (healing) • Encounter	
Effect: The destroyer gains 10 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 10 hit points.	
Skills Arcana +15, Nature +14, Stealth +16	
Str 17 (+10) Dex 18 (+11) Wis 15 (+9)	
Con 15 (+9) Int 16 (+10) Cha 12 (+8)	
Alignment unaligned Languages Common	
Equipment robe, quarterstaff	

Doppelganger Rogue	Level 16 Skirmisher
Medium natural humanoid, shapechanger	XP 1,400
HP 150; Bloodied 75	Initiative +14
AC 30, Fortitude 28, Reflex 29, Will 29	Perception +14
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage (+3d8 if the doppelganger has combat advantage).	
MINOR ACTIONS	
M Shapeshifter Feint • At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Change Shape (polymorph) • At-Will	
Effect: A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual	
Skills Bluff +17, Insight +14, Stealth +17	
Str 16 (+11)	Dex 18 (+12) Wis 13 (+9)
Con 14 (+10)	Int 10 (+8) Cha 18 (+12)
Alignment unaligned	Languages Common, Giant
Equipment longsword	

Fergus, Dragon-Cult Barbarian	Level 15 Brute
Medium natural humanoid, human	XP 1,200
HP 181; Bloodied 90	Initiative +10
AC 28, Fortitude 29, Reflex 26, Will 27	Perception +12
Speed 6,	
Saving Throws +2 against fear effects	
STANDARD ACTIONS	
m War pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d8 + 16 (crit 2d8 + 40)	
r Hurling Axe (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +18 vs. AC	
Hit: 3d8 + 16 damage.	
M Pounding Tide (weapon) • At-Will	
Requirement: Fergus must be wielding a war pick.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d8 + 16 (crit 2d8 + 40) and the barbarian pushes the target 3 squares, and the barbarian shifts 3 squares into a square that is adjacent to the target.	
Skills Bluff +8, Insight +12, Stealth +10	
Str 24 (+14)	Dex 16 (+10) Wis 20 (+12)
Con 21 (+12)	Int 10 (+7) Cha 12 (+8)
Alignment unaligned	Languages Common, Draconic
Equipment 3 throwing axes, hide armor, war pick	

1-2 Dragonborn Templar	Level 16 Soldier
Medium natural humanoid, dragonborn	XP 1,400
HP 150; Bloodied 75	Initiative +11
AC 32, Fortitude 28, Reflex 22, Will 25	Perception +15
Speed 6	
Immune fear	
TRAITS	
Venom of the Dragon	
The dragonborn templar gains a +2 bonus to attack rolls against a bloodied target.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC (+24 vs. AC when templar is bloodied)	
Hit: 3d8 + 11 damage, and the target is marked until the end of the templar's next turn.	
C Wrath of the Dragon (weapon) • Recharge when first bloodied	
Attack: close burst 1 (enemies in burst); +21 vs. Fortitude (+22 vs. Fortitude when templar is bloodied)	
Hit: 3d8 + 14 poison damage, and ongoing 5 poison damage (save ends) and the target is pushed one square.	
MINOR ACTIONS	
C Dragon Breath (poison) • Encounter	
Attack: Close blast 3 (creatures in blast); +19 vs. Reflex (+20 vs. AC when templar is bloodied)	
Hit: 3d6 + 8 poison damage.	
TRIGGERED ACTIONS	
M Fierce Rebuke (weapon) • At-Will	
Requirement: Requires spear	
Trigger: When an adjacent marked enemy shifts.	
Attack (Immediate interrupt): Attack: Melee 1 (one creature); +21 vs. AC (+22 vs. AC when templar is bloodied)	
Hit: 4d8 + 16 damage and the target is knocked prone	
Skills Athletics +20, Intimidate +17	
Str 24 (+15)	Dex 12 (+9) Wis 16 (+11)
Con 14 (+10)	Int 8 (+7) Cha 19 (+12)
Alignment unaligned	Languages Common, Draconic
Equipment plate armor, spear	

Reskinned to dragonborn (was Drow Templar). Added Draconic to languages and dropped Elven. Renamed several powers to fit new theme. Added *dragon breath*, swapped Stealth for Athletics, and changed alignment.

ENCOUNTER 8: FIGHT THOSE ADVENTURERS! (AL 18)

Dragonborn Noble	Level 20 Controller (Leader)
Medium natural humanoid, dragonborn	XP 2,800
HP 180; Bloodied 90	Initiative +12
AC 34, Fortitude 29, Reflex 31, Will 34	Perception +21
Speed 6	
TRAITS	
Noble Authority	
Aura sight; dragonborn allies in the aura gain a +2 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC (+26 when bloodied)	
Hit: 3d8 + 15 damage.	
R Fire Web (Fire) • At-Will	
Attack: Ranged 5 (one creature); +24 vs. Reflex (+25 when bloodied)	
Hit: 3d6 + 11 fire damage and the target is Immobilized and gains vulnerable 5 fire (save ends both).	
A Shadow Wrath (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 (enemies in burst); +24 vs. Will (+25 when bloodied)	
Hit: 4d6 + 17 necrotic damage and the target is blinded (save ends).	
C Maddening Oratory (psychic) • Recharge 5, 6	
Attack: Close burst 5 (creatures in burst); +22 vs. Will (+23 when bloodied)	
Hit: 4d6 + 15 psychic damage and the target is dazed (save ends).	
Effect: Dragonborn allies in the burst gain 10 hit points.	
MINOR ACTIONS	
C Dragon Breath (Fire) • Encounter	
Attack: Close blast 3 (creatures in blast); +27 vs. Reflex (+29 when bloodied)	
Hit: 3d6 + 14 fire damage.	
FREE ACTIONS	
Arkhosian Scepter • Daily	
Use this power as you use your <i>dragon breath</i> power. Your dragon breath becomes an area burst 1 within 10 squares for this attack.	
Skills Bluff +20, Diplomacy +20, Insight +21, Stealth +18	
Str 14 (+12)	Dex 15 (+12) Wis 22 (+16)
Con 12 (+11)	Int 16 (+13) Cha 20 (+15)
Alignment unaligned Languages Common, Draconic, Giant	
Equipment chainmail, longsword, Arkhosian scepter +5	

Reskinned to dragonborn (was Drow Noble). Added Draconic to languages and dropped Elven. Swapped out *darkfire* for *dragon breath* and changed alignment. Added magic item power.

Warforged Destroyer	Level 16 Artillery
Medium natural humanoid, living construct	XP 1,400
HP 117; Bloodied 58	Initiative +12
AC 28, Fortitude 28, Reflex 29, Will 27	Perception +10
Speed 6	
Saving Throws +2 ongoing damage	
STANDARD ACTIONS	
m Quarterstaff (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d6+14 damage.	
M Rumblestaff (force, implement) • Encounter	
Attack: Melee 1 (one creature); +21 vs. Fortitude.	
Hit: 4d8 + 18 force damage and the target is pushed 2 squares and knocked prone.	
R Thunder Orb (implement, thunder) • At-Will	
Attack: Ranged 10 (one creature); +21 vs. Reflex.	
Hit: 3d6 + 14 thunder damage, and the destroyer pushes the target 2 squares.	
R Collision Bolt (force, implement) • Encounter	
Attack: Ranged 10 (one creature); +21 vs. Fortitude	
Hit: 4d8 + 18 force damage.	
Secondary Attack: (one or two creatures within 3 squares of original target); +21 vs. Fortitude	
Hit: 3d8 + 14 force damage, and the destroyer slides the target 3 squares toward the primary target	
Effect: After all the attacks are resolved any target hit by an attack is knocked prone if it is adjacent to another target.	
A Destruction Sphere (implement, thunder) • Encounter	
Attack: Area burst 3 within 10 (one creature); +20 vs. Reflex.	
Hit: 4d8 + 18 thunder damage and the target is knocked prone.	
Miss: half damage.	
MINOR ACTIONS	
Warforged Resolve (healing) • Encounter	
Effect: The destroyer gains 11 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 11 hit points.	
Skills Arcana +16, Nature +15, Stealth +17	
Str 17 (+11)	Dex 18 (+12) Wis 15 (+10)
Con 15 (+10)	Int 16 (+11) Cha 12 (+9)
Alignment unaligned Languages Common	
Equipment robe, quarterstaff	

Doppelganger Rogue	Level 18 Skirmisher
Medium natural humanoid, shapechanger	XP 2,000
HP 166; Bloodied 83	Initiative +15
AC 32, Fortitude 30, Reflex 31, Will 31	Perception +15
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage (+3d8 if the doppelganger has combat advantage).	
MINOR ACTIONS	
M Shapeshifter Feint • At-Will	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Change Shape (polymorph) • At-Will	
Effect: A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual	
Skills Bluff +18, Insight +15, Stealth +18	
Str 16 (+12)	Dex 18 (+13) Wis 13 (+10)
Con 14 (+11)	Int 10 (+9) Cha 18 (+13)
Alignment unaligned Languages Common, Giant	
Equipment longsword	

Fergus, Dragon-Cult Barbarian	Level 17 Brute
Medium natural humanoid, human	XP 1,600
HP 201; Bloodied 100	Initiative +11
AC 30, Fortitude 31, Reflex 28, Will 29	Perception +13
Speed 6,	
Saving Throws +2 against fear effects	
STANDARD ACTIONS	
m War pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 18 (crit 2d8 + 42)	
r Hurling Axe (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +21 vs. AC	
Hit: 3d8 + 18 damage.	
M Pounding Tide (weapon) • At-Will	
Requirement: Fergus must be wielding a war pick.	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 18 (crit 2d8 + 42) and the barbarian pushes the target 3 squares, and the barbarian shifts 3 squares into a square that is adjacent to the target.	
Skills Bluff +9, Insight +13, Stealth +11	
Str 24 (+15)	Dex 16 (+11) Wis 20 (+13)
Con 21 (+13)	Int 10 (+8) Cha 12 (+9)
Alignment unaligned Languages Common, Draconic	
Equipment 3 throwing axes, hide armor, war pick	

1-2 Dragonborn Templar	Level 18 Soldier
Medium natural humanoid, dragonborn	XP 2,000
HP 166; Bloodied 83	Initiative +12
AC 34, Fortitude 30, Reflex 24, Will 27	Perception +16
Speed 6	
Immune fear	
TRAITS	
Venom of the Dragon	
The dragonborn templar gains a +2 bonus to attack rolls against a bloodied target.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC (+26 vs. AC when templar is bloodied)	
Hit: 3d8 + 13 damage, and the target is marked until the end of the templar's next turn.	
C Wrath of the Dragon (weapon) • Recharge when first bloodied	
Attack: close burst 1 (enemies in burst); +23 vs. Fortitude (+24 vs. Fortitude when templar is bloodied)	
Hit: 3d8 + 16 poison damage, and ongoing 5 poison damage (save ends) and the target is pushed one square.	
MINOR ACTIONS	
C Dragon Breath (poison) • Encounter	
Attack: Close blast 3 (creatures in blast); +21 vs. Reflex (+22 vs. AC when templar is bloodied)	
Hit: 4d6 + 9 poison damage.	
TRIGGERED ACTIONS	
M Fierce Rebuke (weapon) • At-Will	
Requirement: Requires spear	
Trigger: When an adjacent marked enemy shifts.	
Attack (Immediate interrupt): Attack: Melee 1 (one creature); +25 vs. AC (+26 vs. AC when templar is bloodied)	
Hit: 4d8 + 21 damage and the target is knocked prone	
Skills Athletics +21, Intimidate +18	
Str 24 (+16)	Dex 12 (+10) Wis 16 (+12)
Con 14 (+11)	Int 8 (+8) Cha 19 (+13)
Alignment unaligned Languages Common, Draconic	
Equipment plate armor, spear	

Reskinned to dragonborn (was Drow Templar). Added Draconic to languages and dropped Elven. Renamed several powers to fit new theme. Added *dragon breath*, swapped Stealth for Athletics, and changed alignment.

ENCOUNTER 8: FIGHT THOSE ADVENTURERS! (AL 20)

Dragonborn Noble	Level 22 Controller (Leader)
Medium natural humanoid, dragonborn	XP 4,150
HP 196; Bloodied 98	Initiative +14
AC 34, Fortitude 31, Reflex 33, Will 36	Perception +22
Speed 6	
TRAITS	
Noble Authority	
Aura sight; dragonborn allies in the aura gain a +2 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC (+28 when bloodied)	
Hit: 3d8 + 17 damage.	
R Fire Web (Fire) • At-Will	
Attack: Ranged 5 (one creature); +26 vs. Reflex (+27 when bloodied)	
Hit: 3d6 + 13 fire damage and the target is Immobilized and gains vulnerable 5 fire (save ends both).	
A Shadow Wrath (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 (enemies in burst); +26 vs. Will (+27 when bloodied)	
Hit: 4d6 + 19 necrotic damage and the target is blinded (save ends).	
C Maddening Oratory (psychic) • Recharge 5, 6	
Attack: Close burst 5 (creatures in burst); +20 vs. Will (+21 when bloodied)	
Hit: 4d6 + 19 psychic damage and the target is dazed (save ends).	
Effect: Dragonborn allies in the burst gain 10 hit points.	
MINOR ACTIONS	
C Dragon Breath (Fire) • Encounter	
Attack: Close blast 3 (creatures in blast); +30 vs. Reflex (+32 when bloodied)	
Hit: 3d6 +18 fire damage.	
FREE ACTIONS	
Arkhosian Scepter • Daily	
Use this power as you use your <i>dragon breath</i> power. Your dragon breath becomes an area burst 1 within 10 squares for this attack.	
Skills Bluff +21, Diplomacy +21, Insight +22, Stealth +18	
Str 14 (+13)	Dex 16 (+14)
Con 12 (+12)	Int 16 (+14)
	Wis 22 (+17)
	Cha 20 (+16)
Alignment unaligned	
Languages Common, Draconic, Giant	
Equipment chainmail, longsword, Arkhosian scepter +5	

Reskinned to dragonborn (was Drow Noble). Added Draconic to languages and dropped Elven. Swapped out *darkfire* for *dragon breath* and changed alignment. Added magic item power.

Warforged Destroyer	Level 18 Artillery
Medium natural humanoid, living construct	XP 2,000
HP 133; Bloodied 66	Initiative +13
AC 26, Fortitude 26, Reflex 27, Will 256	Perception +11
Speed 6	
Saving Throws +2 ongoing damage	
STANDARD ACTIONS	
m Quarterstaff (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d6 + 16 damage.	
M Rumblestaff (force, implement) • Encounter	
Attack: Melee 1 (one creature); +23 vs. Fortitude.	
Hit: 4d8 +20 force damage and the target is pushed 2 squares and knocked prone.	
R Thunder Orb (implement, thunder) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Reflex.	
Hit: 3d6 +16 thunder damage, and the destroyer pushes the target 2 squares.	
R Collision Bolt (force, implement) • Encounter	
Attack: Ranged 10 (one creature); +23 vs. Fortitude	
Hit: 4d8 +20 force damage.	
Secondary Attack: (one or two creatures within 3 squares of original target); +23 vs. Fortitude	
Hit: 3d8 + 16 force damage, and the destroyer slides the target 3 squares toward the primary target	
Effect: After all the attacks are resolved any target hit by an attack is knocked prone if it is adjacent to another target.	
A Destruction Sphere (implement, thunder) • Encounter	
Attack: Area burst 3 within 10 (one creature); +22 vs. Reflex.	
Hit: 4d8 +20 thunder damage and the target is knocked prone.	
Miss: half damage.	
MINOR ACTIONS	
Warforged Resolve (healing) • Encounter	
Effect: The destroyer gains 12 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 12 hit points.	
Skills Arcana+17, Nature +16, Stealth +18	
Str 17 (+12)	Dex 18 (+13)
Con 15 (+11)	Int 16 (+12)
	Wis 15 (+11)
	Cha 12 (+10)
Alignment unaligned	
Languages Common	
Equipment robe, quarterstaff	

Doppelganger Rogue	Level 20 Skirmisher
Medium natural humanoid, shapechanger	XP 2,800
HP 182; Bloodied 91	Initiative +16
AC 34, Fortitude 32, Reflex 33, Will 33	Perception +16
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage (+3d8 if the doppelganger has combat advantage).	
MINOR ACTIONS	
M Shapeshifter Feint • At-Will	
Attack: Melee 1 (one creature); +23 vs. Reflex	
Hit: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Change Shape (polymorph) • At-Will	
Effect: A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual	
Skills Bluff +18, Insight +16, Stealth +19	
Str 16 (+13)	Dex 18 (+14) Wis 13 (+11)
Con 14 (+12)	Int 10 (+10) Cha 18 (+14)
Alignment unaligned	Languages Common, Giant
Equipment longsword	

Fergus, Dragon-Cult Barbarian	Level 19 Brute
Medium natural humanoid, human	XP 2,400
HP 221; Bloodied 110	Initiative +12
AC 32, Fortitude 33, Reflex 30, Will 31	Perception +14
Speed 6,	
Saving Throws +2 against fear effects	
STANDARD ACTIONS	
m War pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 20 (crit 2d8 + 44)	
r Hurling Axe (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +22 vs. AC	
Hit: 3d8 + 20 damage.	
M Pounding Tide (weapon) • At Will	
Requirement: Fergus must be wielding a war pick.	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 20 (crit 2d8 + 44) and the barbarian pushes the target 3 squares, and the barbarian shifts 3 squares into a square that is adjacent to the target.	
Skills Bluff +10, Insight +14, Stealth +12	
Str 24 (+16)	Dex 16 (+12) Wis 20 (+14)
Con 21 (+14)	Int 10 (+9) Cha 12 (+10)
Alignment unaligned	Languages Common, Draconic
Equipment 3 throwing axes, hide armor, war pick	

1-2 Dragonborn Templar	Level 20 Soldier
Medium natural humanoid, dragonborn	XP 2,800
HP 182; Bloodied 91	Initiative +13
AC 36, Fortitude 32, Reflex 26, Will 29	Perception +17
Speed 6	
Immune fear	
TRAITS	
Venom of the Dragon	
The dragonborn templar gains a +2 bonus to attack rolls against a bloodied target.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC (+28 vs. AC when templar is bloodied)	
Hit: 3d8 + 15 damage, and the target is marked until the end of the templar's next turn.	
C Wrath of the Dragon (weapon) • Recharge when first bloodied	
Attack: close burst 1 (enemies in burst); +25 vs. Fortitude (+26 vs. Fortitude when templar is bloodied)	
Hit: 3d8 + 18 poison damage, and ongoing 5 poison damage (save ends) and the target is pushed one square.	
MINOR ACTIONS	
C Dragon Breath (poison) • Encounter	
Attack: Close blast 3 (creatures in blast); +23 vs. Reflex (+24 vs. AC when templar is bloodied)	
Hit: 3d6 + 12 poison damage.	
TRIGGERED ACTIONS	
M Fierce Rebuke (weapon) • At-Will	
Requirement: Requires spear	
Trigger: When an adjacent marked enemy shifts.	
Attack (Immediate interrupt): Attack: Melee 1 (one creature); +27 vs. AC (+28 vs. AC when templar is bloodied)	
Hit: 4d8 + 23 damage and the target is knocked prone	
Skills Athletics +22, Intimidate +19	
Str 24 (+17)	Dex 12 (+11) Wis 16 (+13)
Con 14 (+12)	Int 8 (+9) Cha 19 (+14)
Alignment unaligned	Languages Common, Draconic
Equipment plate armor, spear	

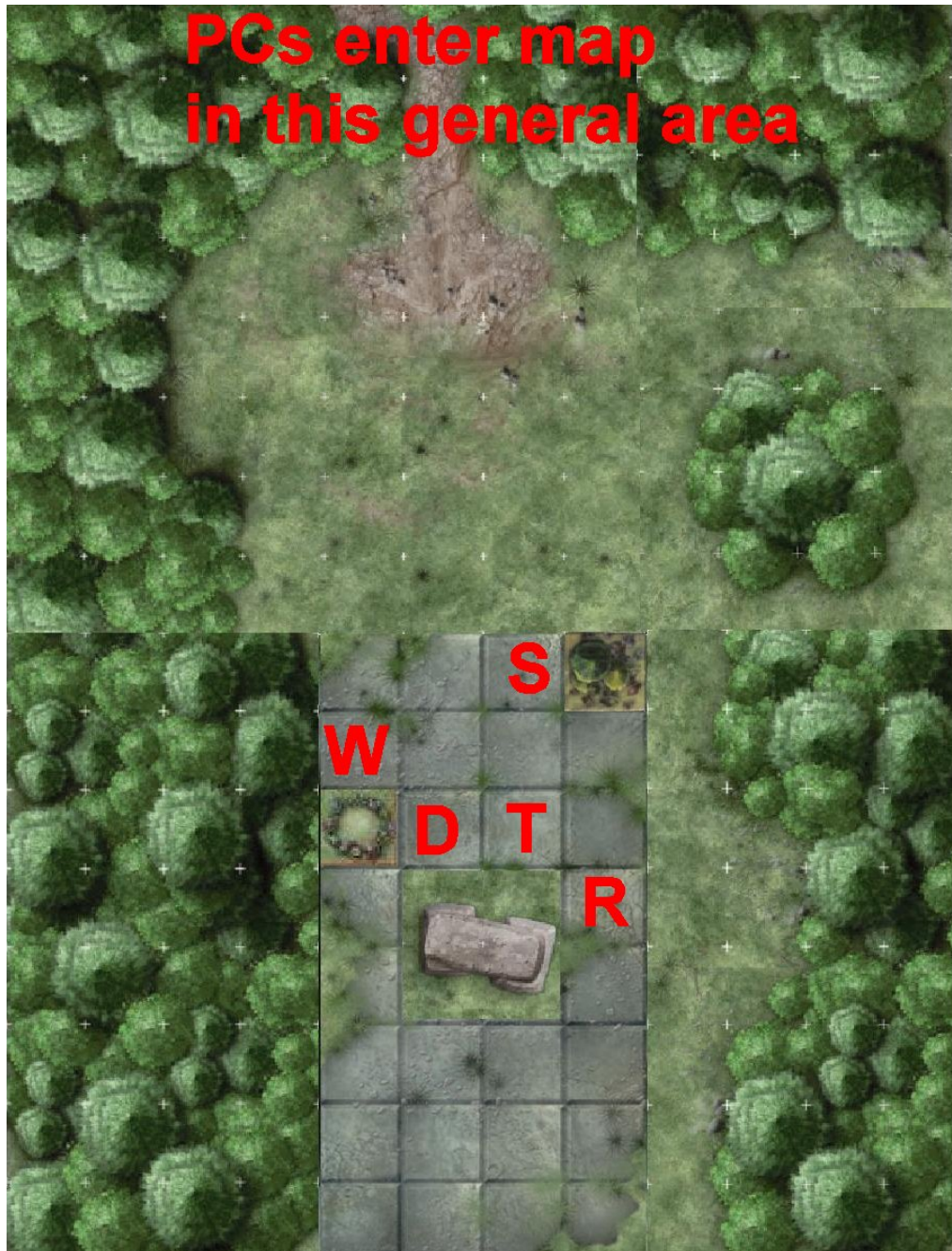
Reskinned to dragonborn (was Drow Templar). Added Draconic to languages and dropped Elven. Renamed several powers to fit new theme. Added *dragon breath*, swapped Stealth for Athletics, and changed alignment.

ENCOUNTER 8: FIGHT THOSE ADVENTURERS!

MAP 1: PORTAL AREA IN THE FEYWILD

TILE SETS NEEDED

Sinister Woods x1, *Ruins of the Wild* 1x (mushroom circle), *Caverns of Carnage* 1x (clump of mushrooms)



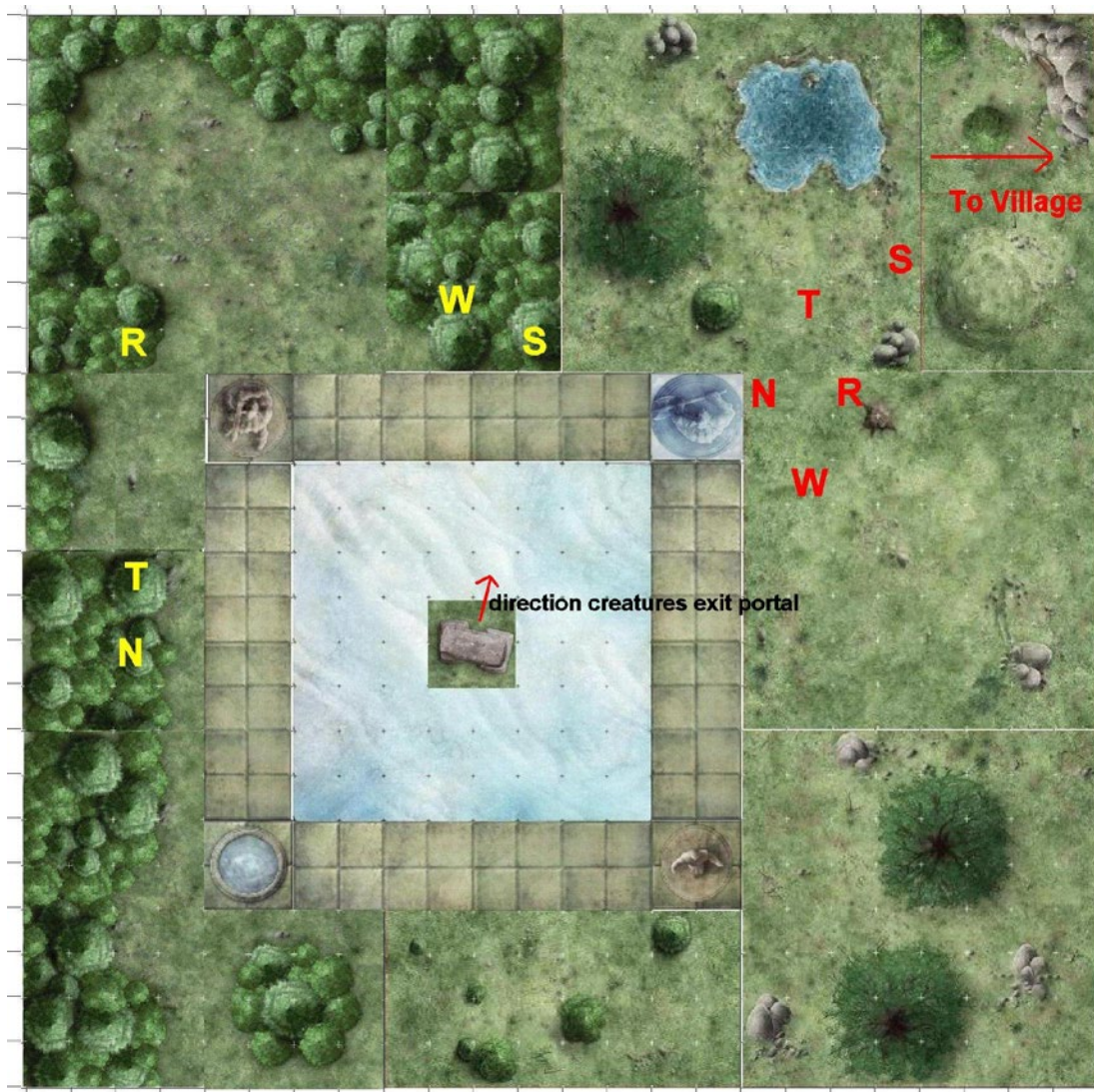
W= Bente, warforged destroyer; S= Fergus, Dragon-cult barbarian; R= Milata, doppelganger rogue;
D= Nal Dentarak Flamebrow, dragonborn Noble; T= Keshan, dagonborn templar

ENCOUNTER 8: FIGHT THOSE ADVENTURERS!

MAP 2: PORTAL AREA IN THE GATES OF THE MOON

TILE SETS NEEDED

*Sinister Woods x1, Ruins of the Wild x1, Caverns of Icewind Dale x1, Master Set: The Dungeon x1,
Master Set: The Wilderness x1 OR Ruins of the Wild x1*



W= Bente, warforged destroyer; S= Fergus, Dragon-cult barbarian; R= Milata, doppelganger rogue;
D= Nal Dentarak Flamebrow, dragonborn Noble; T= Keshan, dagonborn templar

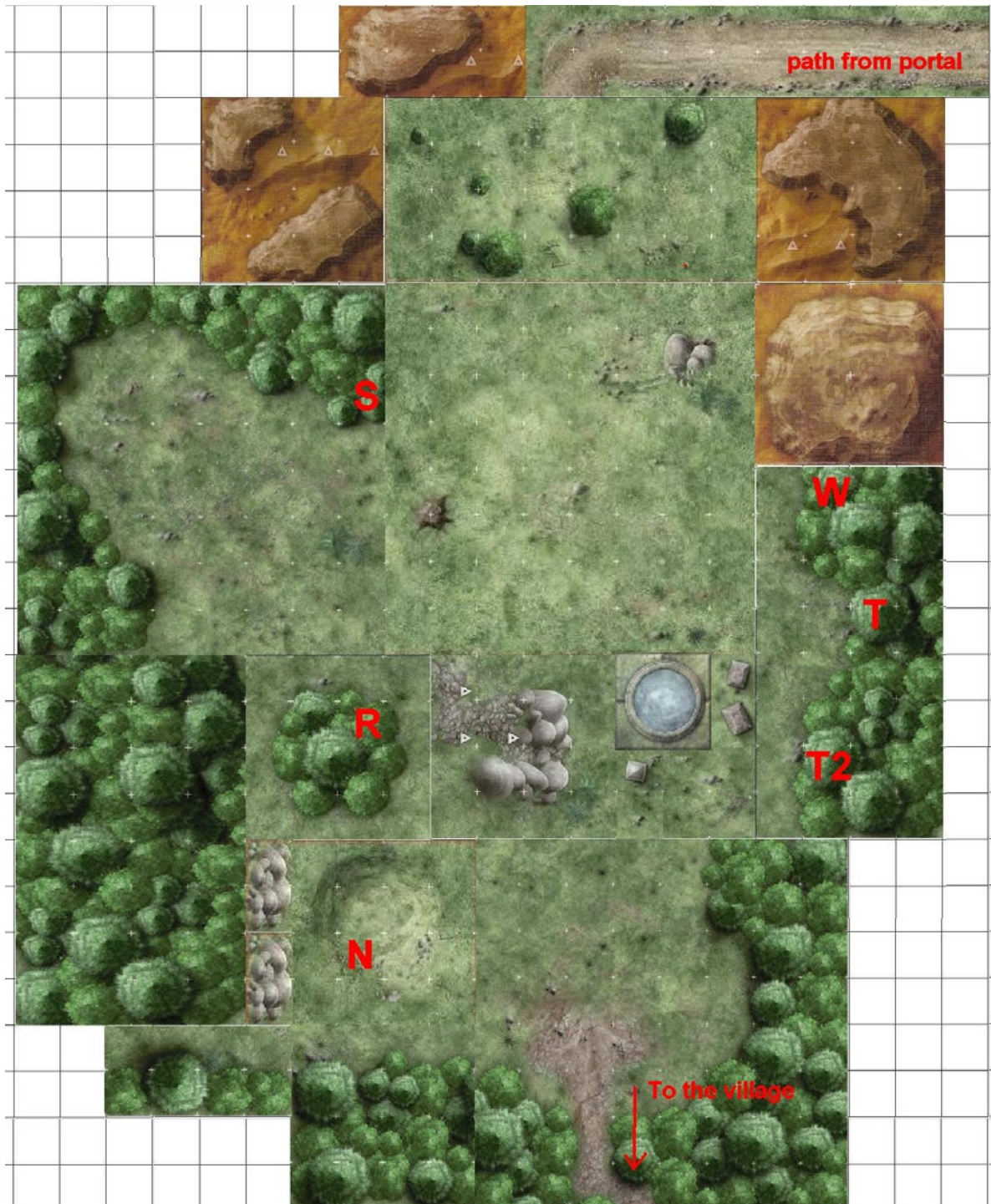
Letters in yellow indicate locations if the NPCs are ambushing the PCs as they enter. Red letters denote locations if the NPCs are in the process of leaving the area.

ENCOUNTER 8: FIGHT THOSE ADVENTURERS!

MAP 3: ON THE WAY

TILE SETS NEEDED

Sinister Woods x1, *Deserts of Athas* x1, *Master Set: The Dungeon* x1, *Ruins of the Wild* x1 OR *Master Set: The Wilderness* x1



W= Bente, warforged destroyer; S= Fergus, Dragon-cult barbarian; R= Milata, doppelganger rogue;
D= Nal Dentarak Flamebrow, dragonborn Noble; T= Keshan, dragonborn templar

ENCOUNTER 9: IT TAKES A VILLAGE

IMPORTANT NPCs

Talos Severn, innkeeper: human male (Diplomacy +10, Insight +15) Follower of Tymora

Jera Sen, village elder, half elven female (Diplomacy +12, Insight +15, Intimidate +12, Religion +12) Follower of Selûne.

Kara, village elder, human female (Acrobatics +15, Diplomacy +8, Religion +8, Insight +10) Follower of Lliira.

In this encounter, the PCs meet with the villagers of Maiden's Port and ask to see the guardian. The PCs may bargain with the villagers over the removal of the statue.

As the adventurers exit the area near the portal, read:

In the immediate vicinity of the portal, the terrain is partially forested rolling hills. That soon gives way to steep path through a rocky area. The path takes a sharp turn and you see an open, relatively flat area edged in trees. The path continues for several miles through wilderness until a village comes into view.

The village seems unique in the mixture of housing styles. Sturdy cottages and log cabins are mixed in with larger, more ornate homes and even a few elegant towers. Several statues, seemingly placed at random, and areas with grass and trees are interspersed among the cobblestone plazas and walks. In the center of the village, a paved area juts out into the silvery sea with a dock for astral ships. On one side is a large, three-story building but most of the space is a paved, open air plaza.

A map of the center area of the village can be found in Encounter 11. The village actually extends a quarter mile past the north, east, and west sides of the map. Orchards and vegetable plots are spread around the edges of the village.

The villagers are a mix of followers of the various deities that live in this dominion. Open and friendly, they welcome all visitors until they are given reason to treat them otherwise. They are not foolish but they have faith that Alathene can protect them if someone of evil intent lands on the island. They also believe that nothing truly evil can use the portal to arrive on the island.

Most of the ships that come here are either astral schooners carrying trade goods or inter-dominion ships from Green Fields or Arvandor. However, not all ships that dock are friendly and the village has seen more than its share of pirates and renegades.

Remember that any PC with the Story Award NETH03 Fury of the Moon or CORE30 Wrath of the Moon is treated with distrust, and suffers a -5 penalty to Diplomacy checks.

When the PCs arrive, the villagers are going about their daily activities. If the PCs ask about the guardian, the villagers reveal nothing but suggest that the PCs talk to Jera Sen. She can usually be found in her tower near the village plaza (it is silver, you can't miss it), or at the dockside inn.

- If the PCs talk to those on the outskirts of the village, they are offered refreshment and a place to rest from their travels.
- However, if they have prisoners or dead bodies with them, they are escorted immediately to the center of town and Jera Sen's Tower.
- Villagers do not tell strangers where the "guardian" or the guardian statue resides.

If asked about more general topics, the villagers share the following:

- The scattered statues are representations of the various goddesses who reside in this astral dominion.
- This island floats along the edge of the dominion, so ships from the Astral Sea often stop here.
- Maiden's Port acts as a trade hub. So long as people do not disturb the peace while here, all are welcomed.
- There are prison cells in the basement of the tavern, used when necessary to confine people.

It is mid-afternoon when the PCs arrive. Jera Sen is in the dockside inn discussing what goods Talos Severn and Kara think they should try to bargain for when the next ship arrives. These three form the ruling council of the village. See **Appendix C** for more details on these individuals.

When the PCs go to meet with Jera Sen at the dockside inn, read:

Entering the tavern, you see three people who were apparently talking together at the bar before your

arrival. Behind the bar is a tall human male with red hair and bright blue eyes, wearing a leather jerkin and breeches. A muscular woman in blue leathers, her long dark braided hair streaked with silver, sits next to a petite blonde whose filmy yellow and orange robes seem to float even while she is sitting still.

How they react to the PCs depends on the PCs attitude and if the PCs bring prisoners with them. PCs that showed mercy by not killing the NPCs are treated with less suspicion; if the PCs are covered in blood or carting a bunch of dead bodies, the NPCs are very concerned. There are prison cells in the basement of the inn, used for the occasional unruly visitor.

If the PCs ask about the statue of Alathene, or about the presence of a guardian statue here, Jera Sen looks at them suspiciously. She asks why they want to know. After all, the PCs are asking about one of the key defenses of the village. Jera Sen has a passive Insight of 25 (+15 when she makes active Insight checks) and becomes unfriendly if she catches a PC attempting to Bluff her. Jera Sen had a long career in Selûne's service before coming to the village and it is not easy to fool her. She has a stern, no-nonsense demeanor (play her like a cross between a Mother Superior and a drill sergeant). Jera Sen sees Alathene's presence as something Selûne arranged for their protection.

Kara abhors violence. She approaches the PC with the least amount of visible weapons and lightest armor and tries to engage them in conversation to gauge their real intent. She projects a persona of a somewhat hedonistic innocence while finding out as much as she can about the true purpose of the PCs.

Talos is much more laid back than either of the women. He trusts in Tymora to eventually get him out of any trouble that arises. He also doubts that if Alathene does not want to leave that the PCs can do anything to make her. That does not stop him from trying to get the PCs to have some of his "special brew." The special brew is very tasty. This ale is enchanted, imposing a -10 penalty to any Bluff attempts for one hour per pint imbibed. The brew has no effect on other skills. Talos does not sell the recipe nor does he offer "take-home kegs."

ENDING THE ENCOUNTER

As long as the PCs are reasonable and polite to the village elders, then eventually Jera Sen agrees to lead them to Alathene's lab. Proceed to Encounter 10.

If the PCs are completely open and honest with the village elders, explaining that they need the guardian's assistance to protect Waterdeep, then the PCs may attempt a Diplomacy check to persuade the elders not to argue against them. A successful check (Moderate DC) results in their promise not to argue for or against her leaving. To get the elders to agree to endorse Alathene's leaving requires a success against the Hard DC. On the other hand, if a PC attempts to Intimidate the elders, then Kara takes them to the lab by the slowest route possible while Jera Sen attempts to contact Selûne or one of her servitors on Argental for advice. However, ultimately Alathene makes her own decision whether to go or not.

MILESTONE AND TREASURE

This encounter does not count towards a milestone. There is no treasure in this encounter.

ENCOUNTER 10: TALKING WITH ALATHENE

SETUP

Alathene, transformed human female

In this encounter, the PCs talk to Alathene to learn who and what she is and why is she important. Alathene is detailed in **Appendix D**. The PCs may seek to return Alathene (as is) to Waterdeep with them, or to find a way for her to share the information the Moonstar family needs in order to defeat Vanrak. They could also try to overpower the statue's defenses and return it by force to Waterdeep, but there could be repercussions for such rough handling.

The map provided is to assist in your understanding of the general layout of Alathene's residence and just in case, for some odd reason, combat occurs here.

Known as the Vault of the Stars, this room originally was a basement area beneath the original temple of Selûne in Waterdeep.

Jera San murmurs a phrase and the illusion in front of you vanishes. Instead of a large mansion, you see a partially ruined building. There are no apparent doors or windows. However, the outer walls have crumbled away in places. The section immediately in front of you seems to have no wall at all, though a large piece of furniture is placed as if to mimic one. A spiral staircase extends upwards to a missing second floor.

As Jera leads you through the gap between the bookcase and the remaining wall, she calls out, "Alathene, I have brought visitors from Waterdeep."

The PCs enter a large room that has obviously been designed for use in both alchemical and magical research. Standing in front of a small bookcase at the back of the room is a statue of a female human that appears to be made of a crystalline substance. The statue slowly pivots to face the PCs.

Remember that any PC with the Story Award NETH03 Fury of the Moon or CORE30 Wrath of the Moon is treated with distrust, and suffers a -5 penalty to Diplomacy checks.

In the dim light, you can barely make out the features on the statue's face. Her eyes glow with an eerie red light. One of her hands is raised as if to ward off a blow or ask someone to stop.

Alathene cannot change her posture. She can only pivot (rotate) in place or teleport 5 squares (once per round). If the PCs activate a light source, then they can see past the outer surface layer of the statue and catch glimpses of her skull or the bones in her hand. They also spot a small holy symbol of Selûne that was worn as a brooch embedded in the statue. Alathene can only communicate telepathically.

A voice echoes in your head. "What brings such stalwarts to my humble lab?"

Who are /were you?

"I am Alathene Moonstar of House Moonstar. Tell me how does my House (family) in Waterdeep fare?"

Those who have adventured previously in Waterdeep, especially those who have played WATE1-1, WATE2-1, WATE2-2 or WATE2-3, are Waterdeep natives, or are members of the Heirs of Mirt know that House Moonstar was once a prominent noble house in Waterdeep. The current head, Stedd Moonstar, has been working over the past few years to return the House to its former high standing. You may need to nudge the players with a reminder if it's been a while.

PCs may make a History check to see what they know of Alathene Moonstar. If the PC is a Waterdeep native, then the check has a Moderate DC. If the PC is not a native, then the check has a Hard DC. On a successful check, the PC knows all of the following:

- Lady Alathene Moonstar was an accomplished wizard and devout follower of Selûne. Speculation on her unnaturally long life included rumors of her becoming an archlich. All stories about her end at the time of the Spellplague, when she evidently vanished.
- The first temple of Selûne in Waterdeep, known as the High House of the Stars, was destroyed in 1182. Lady Alathene's brother, Lord Vanrak Moonstar, and his Sharran allies caused the destruction.
- Lady Alathene was said to be consumed by the hunt for her brother, vowing not to rest until he paid for his crimes.

If the PCs ask how she came to be here:

"The cursed Spellplague changed me into what you see before you. I am not sure whether it was the providence of my Lady, or the Spellplague itself, that

shifted my lab from beneath the Vault of Stars in Waterdeep to here."

Were you a guardian of Waterdeep?

"I was not a formal part of the defenses of the City, if that is what you want to know, but I did act to defend her when necessary."

How did you defend Waterdeep?

"When I was a much younger I was a student of the arcane and a devout follower of Selûne. As such I had access to many spells both arcane and divine. You might also say that my lifelong quest has a side effect of defending Waterdeep."

What is your lifelong quest?

"To find and defeat a death knight of Shar: Vanrak Moonstar, my accursed brother. Not that my current condition allows me to do much about that."

Are you the guardian of this village?

"Yes."

She does not immediately divulge exactly what the role of "guardian" means. The PC needs to make a Diplomacy check (Hard DC) to get her to explain.

- In this form I cannot command all the offensive magics that I once knew.
- However, I have managed to develop a version of the old spell known as Guards and Wards.
- It does not produce the confusing mist of its predecessor, but it covers a larger area than the old spell did. I can quickly lock down the village against any aggressors.

To complete their assignment, the PCs need to convince Alathene that she needs to return to Waterdeep with them. This requires a successful Diplomacy check against the Hard DC.

A successful Insight check against the Hard DC suggests that the most powerful argument would be for the PCs to refer to Vanrak Moonstar and play on her desire to defeat him. Other arguments that can assist in getting her to agree include:

- Her presence is now known to the world. She is not safe here. Others might come (such as the group they defeated/bribed) to steal her away. (+2 to the check if they just insinuate that Alathene herself is in danger, or +5 if they specifically say that Alathene's continued presence here endangers the village)

- Stedd Moonstar, the current head of her House, needs her help (+2 to the check)
- PCs who played WATE2-3 know that Vanrak Moonstar has resurfaced. This news is a powerful incentive for her to return to Waterdeep. (+5 to the check)
- Agreeing to come back and help guard the village, or arranging for additional guardians. (+2 to the check)
- Mentioning that they were told by an old woman that it might be the right time for Alathene to return to Waterdeep (the PCs explain the details of Encounter 2). Alathene recognizes the description of an avatar of Selûne. (+5 to the check)
- Alathene is not particularly swayed (no bonus) by the fact that a Masked Lord sent the PCs to bring her back. A Masked Lord could easily be acting in his own interest just as much as, if not more than, in the city's best interest.

If the PCs fail on the Diplomacy check, they can try again after the attack in Encounter 11.

A PC can try using Intimidate instead of Diplomacy. However, the success depends as much on how the PC goes about it as much as the actual roll. A PC attempting a purely physical approach gets the following response:

"There is nothing you can do to threaten me, mortal. I have existed for centuries. Even should you destroy this form, my phylactery is still in Selûne's personal care. I'll come back stronger than I am now."

However, if the PC tries to use accusations of guilt, shame and shirking her duty to Intimidate (bully) her, that approach may be successful (at a Hard DC).

ENDING THE ENCOUNTER

Eventually either Alathene agrees to leave with the PCs or she decides that the village needs her too much.

If she agrees to go, she wants inform the village elders personally and accompanies the PCs back to the inn. If she is not going with the PCs, then she wants time to finish a scroll to give the PCs and still accompanies the PCs to the inn to assure the village elders that the PCs are not enemies and should be allowed to stay the night at the inn.

If the PCs wish to carry Alathene or have access to Tenser's Floating Disk, she goes along with that plan. She is not as keen about being stuffed in a *portable hole*.

LADY ALATHENE'S GIFT

If the PCs are unable to persuade Lady Alathene to accompany them in person, but they mentioned the threat of Lord Vanrak Moonstar, she instead says that she wishes to offer them a gift that will help them in their quest. (If she agrees to accompany the PCs, then obviously this information comes with her.)

- Defeating Vanrak is her life's quest, but she cannot abandon Maiden's Port. She now is entrusting that quest to the PCs. She asks the PCs to take two items to House Moonstar.
- Her journal, which details her speculations regarding the location of Vanrak's lair, how to get there, and what it might take to defeat him.
- A ritual scroll that would allow a member of her bloodline to speak with her across the planes. She asks that the PCs take this to the head of House Moonstar. He might need her guidance.

MAJOR OBJECTIVE

If the PCs convince Lady Alathene to return to Waterdeep with them, complete the adventure's Major Objective and gain the full XP award. If they fail to persuade her to come in person, but they get her gifts of knowledge, they still earn half the listed amount for the objective.

This encounter does not count towards a milestone.

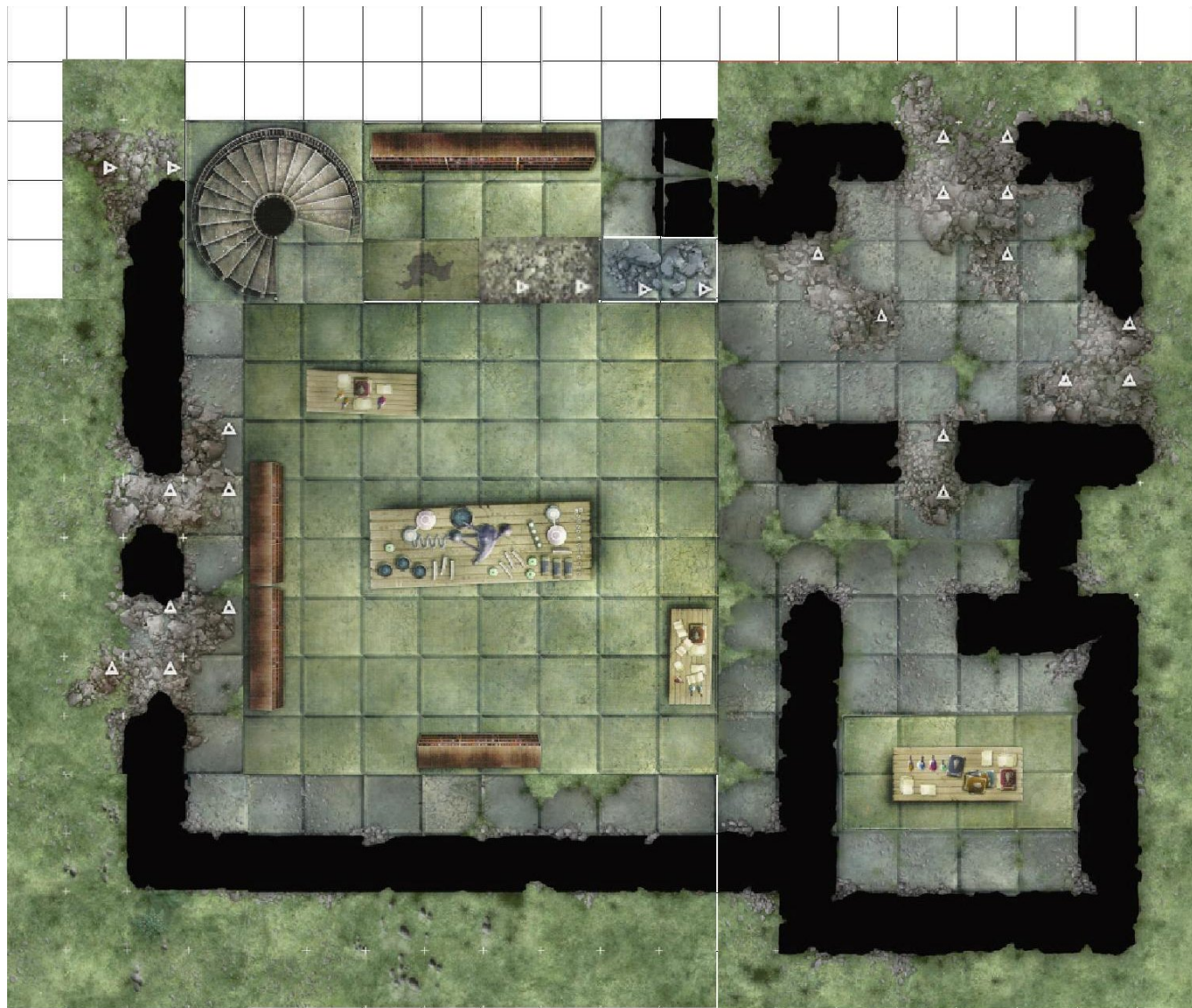
TREASURE

If they have impressed her, Alathene gifts the PCs with an item from her alchemical lab: a *potion of vitality* (AL 12 and 14), a *ray of Feywild sunshine* (AL 16), a *bead of force* (AL 18), or an *elixir of flying* (AL 20). All of these consumables are available as Treasure selections at the end of the adventure (Treasure Y) and a higher-AL character may choose the lower-level options if he or she wishes, up to the limit of the More Gold amount earned by the table.

ENCOUNTER 10: VAULT OF THE STARS

TILE SETS NEEDED

Sinister Woods x1; *Master Set: The Dungeon* x1 OR *Arcane Towers* x1



ENCOUNTER 11: UNEXPECTED VISITORS

ENCOUNTER LEVEL 14/16/18/20/22
(5,000 / 7,000 / 10,000 / 14,000 /
20,750 XP)

SETUP

This encounter includes the following creatures at all ALs:

2 varoot nerra (V)

1 sillit nerra (S)

2 kalareem nerra (K)

Alathene, living construct (Initiative +25) (A)

Talos Severn, innkeeper: human male (T)

Jera Sen, village elder, half elven female (J)

Villagers (people tiles)

SCALING THE ENCOUNTER

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

Four PCs: Remove two kalareem nerra, add one delphar nerra (D)

Six PCs: Add four meerak nerra (M)

While the PCs and Alathene talk to the village elders back at the inn, an astral phenomenon known as a color cyclone strikes. This is a screen, covering the entrance of raiders bent on capturing Alathene. Alathene must first disperse it before activating the wards to protect the villagers.

Your conversation with Jera Sen and Talos Severn has barely begun when a roaring wind shakes the building without warning.

Through the window, you see a mass of swirling colors poised to engulf the villagers – an astral color cyclone!

Assuming the PCs rush outside:

The cyclone whirls about the dock area. Humanoid creatures swarm onto the dock; their bodies seem to be made of jagged pieces of mirror.

The nerra hid their approach behind the astral color cyclone, riding the wake of the cyclone and steering its approach using their mirror-like skin. The make-up of the raiding party varies based on the number of

PCs. The green letters on the map indicate creatures only present if only 4 or 6 PCs are present (see Scaling the Encounter).

A nerra's skin appears to be a mosaic of pieces of a mirror-like substance that reflects their surroundings even in shadow and darkness. Their weapons are made of sharp glass and their movements are liquid as if they were made of molten metal. Some seem able to use pieces of themselves (wielding mirror shards) to attack and others seem capable of reflecting damage when someone attacks them either back to their attacker or onto someone else.

The map for Encounter 11 shows a much larger area than is likely needed for the combat but is provided for DM flexibility. You may elect to display only the inn and the dock area to save time.

The PCs may make an Easy DC Religion check (about hazards on the Astral Sea) to recognize the color cyclone.

FEATURES OF THE AREA

Illumination: Bright light even within the cyclone.

Astral Color Cyclone: The area outlined in blue dashes on the map is the location of the cyclone at the start of combat. While in the area, any attack is -2 to hit. When a creature starts its turn inside the cyclone, it is slid 1d3 squares in a random direction (not through an obstacle) to an unoccupied square. Unless interrupted or dispersed, the cyclone lasts 4 + 1d6 rounds. (See Tactics; if Alathene is uninterrupted, the cyclone should be gone at the end of Alathene's second turn.)

Fountain: The three main statues in the center of the fountain are of Selune, Tymora, and Sune. Fountain squares are difficult terrain.

Tables, benches, crates, and barrel: These can be used for cover (tables need to be turned on their side for Medium size creatures, Small creatures can hide underneath). Climbing on top of a table, bench or crate requires 1 square of movement.

Cart: This cart is currently empty. Hiding behind the cart grants superior cover.

Villagers: They have a speed of 6 and move as a group, taking any wounded with them. Note that if they see Alathene being attacked, they try to surround her and move her with them. They try and get into the nearest building. Defenses: AC 20, all others 18, hp 30 per square occupied

Buildings: buildings are 6 squares tall except for the round building (tower). DC 15 Athletics to climb.

Tower: The round building represents Jera Sen's tower. It is 10 squares tall and the outside is a silvery material. Climbing the outside of the tower is difficult (Hard DC). The silvery surface of the tower acts as a reflective surface and the nerra can use it as if it were a mirror.

Statues: The three large and two medium size statues on the map are blocking terrain and provide cover.

Trees: The trunk of the trees (center square) is blocking terrain. Climbing a tree is fairly simple (DC 15) and once in the tree, a PC has partial cover.

Shrubs: These squares are difficult terrain.

Beach area: There is a change in elevation of 1 square where the paved dock area changes to beach. The ground of the beach is soft and acts as difficult terrain.

TACTICS

The nerras have already used their surprise round, and are in the locations noted on the map when initiative is rolled. While the nerras are not immune to the effects of the color cyclone, they are familiar with the effects and plan accordingly. They can use the reflective surface for their *mirror step* power.

The varoot nerras choose a target and use *reflection theft* to create a mystical link between them. The sillit nerra attempts to use *capture image* on the most dangerous (as it perceives it) of the PCs. A PC that has done the most damage to its comrades or itself is the first choice, or one that acted before all the nerra.

Kalareem nerras are primarily bodyguards, gladly giving their lives to protect allies. They keep *mirror defense* in reserve until hit by a powerful attack.

The Astral color cyclone itself can be a tactical hindrance; however, Alathene concentrates on diverting the storm vertically up and away from the village. On her first turn, Alathene uses her Religion skill (as a standard action) to gather and focus the divine energy of Selûne abundant in this dominion. At the end of her second turn, she pushes the cyclone off the island using that accumulated divine energy. She uses her *arcane guard* power in the third round of combat but the backlash from the immense effort then leaves her stunned for the remainder of the combat.

If a PC wishes to aid Alathene and is a worshipper or aligned with one of the deities of the Gates of the Moon, then the PC may make a Religion check against the Moderate DC as a standard action. Success results in the PC shouldering enough of the divine energy

backlash such that Alathene is not stunned. If Alathene is not stunned, she will aid the PCs using her *dark bolts* power for the remainder of the combat.

STANDARD ACTION

r Dark Bolts (lightning, necrotic) • **At-Will**

Attack: Ranged 20 (one creature); +32 vs. Reflex

Hit: 3d6 + 15 lightning and necrotic damage and an ally adjacent to the target shifts up to 2 squares.

ENDING THE ENCOUNTER

The nerras speak only Supernal, but if the PCs capture any of them, then one of the village elders can translate if none of the PCs speak Supernal. (Understanding the nerras is easy, but interrogating them is difficult.)

- We came to capture the statue that lives.
- This action was suggested by one who owes allegiance to the Towers of Night (Shar's dominion).
- This action had interesting possibilities so we agreed to the suggestion.
- Nerra kidnap important or powerful figures, make a morally opposite copy of the victim, and release them both into the world.
- The one who suggested this course, known as Vanrak, wished both original and copy to be released unto him.
- We steer astral cyclones by reflecting the colors. We then ride the storm's wake.

Nerras are known to keep records on shards of glass. These records can be read when held at the correct angle. After the battle, a PC finds such a shard with an Easy DC Perception check. The shard contains the nerras' contract with Vanrak. If the PCs failed to convince Alathene to accompany them to Waterdeep in Encounter 10, they can now attempt to do so again. If the PCs have the contract then they can use that to help convince her that it would be safer for the village if she left. This gains them an additional +5 bonus to the check (in addition to the bonuses they had earlier).

Once the nerras are defeated, the PCs can take time to heal up and begin their journey home.

MINOR OBJECTIVE

The PCs complete a Minor Objective by successfully defending Maiden's Port from the raid. This encounter does count toward a milestone.

TREASURE

In the debris following the nerras' attack, the PCs find a *chaos shard implement* (level 15/20).

ENCOUNTER 11: UNEXPECTED VISITORS (AL 12)

2 Varoot Nerra	Level 12 Lurker
Medium immortal humanoid	XP 700
HP 90; Bloodied 45	Initiative +15
AC 26, Fortitude 23, Reflex 26, Will 24	Perception +12
Speed 6	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 11 damage.	
Reflection Theft (polymorph) • At-Will	
Effect: The varoot becomes the perfect duplicate of one enemy within 10 squares of it. The effect lasts until the end of the encounter or until the varoot attacks. While the varoot is in the form and adjacent to the duplicated enemy, whenever a creature other than the duplicated enemy makes a melee or a ranged attack against the varoot, roll a d20. On a result of 10 or higher the attack targets the enemy instead of the varoot. In addition, the varoot gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against the enemy it duplicated.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The varoot teleports 5 squares to a square adjacent to a mirror or another nerra.	
MINOR ACTIONS	
Mirrored Grasp (teleportation) • At-Will	
Effect: One tiny or small unattended object of up to 20 pounds that the varoot can see and is within 10 squares of it is teleported to the varoot's hand.	
Skills Bluff +18, Diplomacy +18, Insight +12, Thievery +16	
Str 20 (+11)	Dex 21 (+11) Wis 13 (+7)
Con 14 (+8)	Int 13 (+7) Cha 24 (+13)
Alignment unaligned Languages Supernal	
Equipment longsword	

4 Meerak Nerra	Level 14 Minion Soldier
Medium immortal humanoid	XP 250
HP 1; a missed attack never damages a minion	Initiative +14
AC 30, Fortitude 26, Reflex 25, Will 25	Perception +12
Speed 6,	
STANDARD ACTIONS	
m Mirror Slash • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 9 damage, and the target is marked until the end of the meerak's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The meerak teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
Mirror Defense • Recharge if the power misses	
Trigger: An enemy hits meerak with a melee attack.	
Attack (Immediate Interrupt): The meerak deals 10 damage to a different enemy within 10 squares that it can see.	
Str 23 (+13)	Dex 21 (+12) Wis 20 (+12)
Con 15 (+9)	Int 8 (+6) Cha 8 (+6)
Alignment unaligned Languages Supernal	

Note that the creatures above are **only used** when there are 6 PCs in the party.

Sillit Nerra	Level 15 Controller
Medium immortal humanoid	XP 1,200
HP 149; Bloodied 74	Initiative +8
AC 27, Fortitude 26, Reflex 27, Will 28	Perception +9
Speed 6	
STANDARD ACTIONS	
m Mirror Portal (teleportation) • At-Will	
Attack: Melee 1 (one creature); +18 vs. Will	
Hit: 3d8 + 5 damage and the sillit teleports the target to a space adjacent to one of the sillits allies within 10 squares of the sillit.	
r Warped Image (teleportation) • At-Will	
Attack: Ranged 5 (one creature); +18 vs. Fortitude	
Hit: 2d10 + 12 damage and the sillit teleports the target 3 squares.	
R Captured Image • Recharge 5, 6	
Attack: Ranged 10 (one creature); +18 vs. Will.	
Hit: The target is removed from play (save ends). Until the effect ends, whenever the sillit takes damage from an enemy, the target takes 20 damage. When the effect ends, the target appears in an unoccupied square of the sillits choice within 5 squares of the sillit. If the sillit drops to 0 hit points, the effect ends.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The sillit teleports 5 squares to a square adjacent to a mirror or another nerra.	
MINOR ACTIONS	
Mirrored Grasp (teleportation) • At-Will	
Effect: One tiny or small unattended object of up to 20 pounds that the sillit can see and is within 10 squares of it is teleported to the sillit's hand.	
Skills Arcana +18, Bluff +16, Diplomacy +16, Insight +14	
Str 12 (+8)	Dex 13 (+8) Wis 14 (+9)
Con 21 (+12)	Int 22 (+13) Cha 19 (+11)
Alignment unaligned Languages Supernal	

2 Kalareem Nerra	Level 15 Soldier
Medium immortal humanoid	XP 1,200
HP 143; Bloodied 71	Initiative +15
AC 30, Fortitude 28, Reflex 27, Will 26	Perception +12
Speed 6	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 10 damage and the target is marked until the end of the kalareem's next turn.	
C Shard Blast • At-Will	
Attack: Close blast 3 (enemies in blast); +20 vs. AC	
Hit: 3d6 + 4 damage and the target is marked until the end of the kalareem's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The kalareem teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
Mirror Image • At-Will	
Trigger: An enemy marked by kalareem and adjacent to it makes a melee or ranged attack that does not include the kalareem as the target.	
Effect (Immediate Interrupt): The triggering enemy targets the kalareem instead.	
Mirror Defense • Recharge if the power misses	
Trigger: An enemy hits kalareem with a melee attack.	
Attack (Immediate Interrupt): Melee1 (triggering enemy); +21 vs Will.	
Hit: The target takes the same damage dealt by its attack	
Skills Insight +17	
Str 24 (+14)	Dex 22 (+13) Wis 20 (+12)
Con 15 (+9)	Int 16 (+10) Cha 10 (+7)
Alignment unaligned	Languages Supernal
Note that the above creature is not used when there are only 4 PCs in the party.	

Delphar Nerra	Level 16 Soldier (Leader)
Medium immortal humanoid	XP 1,400
HP 155; Bloodied 77	Initiative +14
AC 31, Fortitude 28, Reflex 26, Will 28	Perception +9
Speed 8	
TRAITS	
O Mirrored Rampart • Aura 5	
Nerras within the aura can teleport 10 squares with mirror step instead of 5.	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d8 + 6 damage and the target is marked until the end of the delphar's next turn.	
R Razor Blast • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Reflex.	
Hit: 4d6 + 3 damage and the target is marked until the end of the delphar's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The delphar teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
R Mirrored Grasp • At-Will	
Trigger: An enemy marked by delphar and adjacent to it makes a melee or ranged attack that does not include the delphar as the target	
Attack (Immediate Reaction): Close burst 10 (triggering enemy in burst) +21 vs Will.	
Hit: The delphar teleports the target adjacent to it	
Skills History +19, Insight +18	
Str 26 (+16)	Dex 18 (+12) Wis 21 (+13)
Con 19 (+12)	Int 23 (+14) Cha 15 (+10)
Alignment unaligned	Languages Supernal
Equipment longsword	
The creature above is only used when there are 4 PCs in the party.	

ENCOUNTER 11: UNEXPECTED VISITORS (AL 14)

2 Varoot Nerra	Level 14 Lurker
Medium immortal humanoid	XP 1,000
HP 104; Bloodied 52	Initiative +16
AC 28, Fortitude 25, Reflex 28, Will 26	Perception +13
Speed 6	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 13 damage.	
Reflection Theft (polymorph) • At-Will	
Effect: The varoot becomes the perfect duplicate of one enemy within 10 squares of it. The effect lasts until the end of the encounter or until the varoot attacks. While the varoot is in the form and adjacent to the duplicated enemy, whenever a creature other than the duplicated enemy makes a melee or a ranged attack against the varoot, roll a d20. On a result of 10 or higher the attack targets the enemy instead of the varoot. In addition, the varoot gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against the enemy it duplicated.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The varoot teleports 5 squares to a square adjacent to a mirror or another nerra.	
MINOR ACTIONS	
Mirrored Grasp (teleportation) • At-Will	
Effect: One tiny or small unattended object of up to 20 pounds that the varoot can see and is within 10 squares of it is teleported to the varoot's hand.	
Skills Bluff +19, Diplomacy +19, Insight +13, Thievery +17	
Str 20 (+12)	Dex 21 (+12) Wis 13 (+8)
Con 14 (+9)	Int 13 (+8) Cha 24 (+14)
Alignment unaligned Languages Supernal	
Equipment longsword	

4 Meerak Nerra	Level 16 Minion Soldier
Medium immortal humanoid	XP 350
HP 1; a missed attack never damages a minion	Initiative +15
AC 32, Fortitude 28, Reflex 27, Will 27	Perception +13
Speed 6,	
STANDARD ACTIONS	
m Mirror Slash • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 11 damage, and the target is marked until the end of the meerak's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The meerak teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
Mirror Defense • Recharge if the power misses	
Trigger: An enemy hits meerak with a melee attack.	
Attack (Immediate Interrupt): The meerak deals 10 damage to a different enemy within 10 squares that it can see.	
Str 23 (+14)	Dex 21 (+13) Wis 20 (+13)
Con 15 (+10)	Int 8 (+7) Cha 8 (+7)
Alignment unaligned Languages Supernal	

Note that the above creatures are only used when there are 6 PCs in the party.

Sillit Nerra	Level 17 Controller
Medium immortal humanoid	XP 1,600
HP 165; Bloodied 82	Initiative +9
AC 29, Fortitude 28, Reflex 29, Will 30	Perception +10
Speed 6	
STANDARD ACTIONS	
m Mirror Portal (teleportation) • At-Will	
Attack: Melee 1 (one creature); +20 vs. Will	
Hit: 3d8 + 7 damage and the sillit teleports the target to a space adjacent to one of the sillits allies within 10 squares of the sillit.	
r Warped Image (teleportation) • At-Will	
Attack: Ranged 5 (one creature); +20 vs. Fortitude	
Hit: 2d10 + 14 damage and the sillit teleports the target 3 squares.	
R Captured Image • Recharge 5, 6	
Attack: Ranged 10 (one creature); +20 vs. Will.	
Hit: The target is removed from play (save ends). Until the effect ends, whenever the sillit takes damage from an enemy, the target takes 20 damage. When the effect ends, the target appears in an unoccupied square of the sillits choice within 5 squares of the sillit. If the sillit drops to 0 hit points, the effect ends.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The sillit teleports 5 squares to a square adjacent to a mirror or another nerra.	
MINOR ACTIONS	
Mirrored Grasp (teleportation) • At-Will	
Effect: One tiny or small unattended object of up to 20 pounds that the sillit can see and is within 10 squares of it is teleported to the sillit's hand.	
Skills Arcana +19, Bluff +17, Diplomacy +17, Insight +15	
Str 12 (+9)	Dex 13 (+9) Wis 14 (+10)
Con 21 (+13)	Int 22 (+14) Cha 19 (+12)
Alignment unaligned Languages Supernal	

2 Kalareem Nerra	Level 17 Soldier
Medium immortal humanoid	XP 1,600
HP 159; Bloodied 79	Initiative +16
AC 32, Fortitude 30, Reflex 29, Will 28	Perception +13
Speed 6	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage and the target is marked until the end of the kalareem's next turn.	
C Shard Blast • At-Will	
Attack: Close blast 3 (enemies in blast); +22 vs. AC	
Hit: 3d6 + 6 damage and the target is marked until the end of the kalareem's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The kalareem teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
Mirror Image • At-Will	
Trigger: An enemy marked by kalareem and adjacent to it makes a melee or ranged attack that does not include the kalareem as the target.	
Effect (Immediate Interrupt): The triggering enemy targets the kalareem instead.	
Mirror Defense • Recharge if the power misses	
Trigger: An enemy hits kalareem with a melee attack.	
Attack (Immediate Interrupt): Melee1 (triggering enemy); +23 vs Will.	
Hit: The target takes the same damage dealt by its attack	
Skills Insight +18	
Str 24 (+15)	Dex 22 (+14) Wis 20 (+13)
Con 15 (+10)	Int 16 (+11) Cha 10 (+8)
Alignment unaligned	Languages Supernal
Note that the above creature is not used when there are only 4 PCs in the party.	

Delphar Nerra	Level 18 Soldier (Leader)
Medium immortal humanoid	XP 2,000
HP 171; Bloodied 85	Initiative +15
AC 33, Fortitude 30, Reflex 28, Will 30	Perception +10
Speed 8	
TRAITS	
O Mirrored Rampart • Aura 5	
Nerras within the aura can teleport 10 squares with mirror step instead of 5.	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d8 + 8 damage and the target is marked until the end of the delphar's next turn.	
R Razor Blast • At-Will	
Attack: Ranged 10 (one creature); +21 vs. Reflex.	
Hit: 4d6 + 5 damage and the target is marked until the end of the delphar's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The delphar teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
R Mirrored Grasp • At-Will	
Trigger: An enemy marked by delphar and adjacent to it makes a melee or ranged attack that does not include the delphar as the target	
Attack (Immediate Reaction): Close burst 10 (triggering enemy in burst) +23 vs Will.	
Hit: The delphar teleports the target adjacent to it	
Skills History +20, Insight +19	
Str 26 (+17)	Dex 18 (+13) Wis 21 (+14)
Con 19 (+13)	Int 23 (+15) Cha 15 (+11)
Alignment unaligned	Languages Supernal
Equipment longsword	
The creature above is only used when there are only 4 PCs in the party.	

ENCOUNTER 11: UNEXPECTED VISITORS (AL 16)

2 Varoot Nerra	Level 16 Lurker
Medium immortal humanoid	XP 1,400
HP 116; Bloodied 58	Initiative +17
AC 30, Fortitude 27, Reflex 30, Will 28	Perception +14
Speed 6	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d8 + 15 damage.	
Reflection Theft (polymorph) • At-Will	
Effect: The varoot becomes the perfect duplicate of one enemy within 10 squares of it. The effect lasts until the end of the encounter or until the varoot attacks. While the varoot is in the form and adjacent to the duplicated enemy, whenever a creature other than the duplicated enemy makes a melee or a ranged attack against the varoot, roll a d20. On a result of 10 or higher the attack targets the enemy instead of the varoot. In addition, the varoot gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against the enemy it duplicated.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The varoot teleports 5 squares to a square adjacent to a mirror or another nerra.	
MINOR ACTIONS	
Mirrored Grasp (teleportation) • At-Will	
Effect: One tiny or small unattended object of up to 20 pounds that the varoot can see and is within 10 squares of it is teleported to the varoot's hand.	
Skills Bluff +20, Diplomacy +20, Insight +14, Thievery +18	
Str 20 (+13)	Dex 21 (+13) Wis 13 (+9)
Con 14 (+10)	Int 13 (+9) Cha 24 (+15)
Alignment unaligned Languages Supernal	
Equipment longsword	

4 Meerak Nerra	Level 18 Minion Soldier
Medium immortal humanoid	XP 500
HP 1; a missed attack never damages a minion	Initiative +16
AC 34, Fortitude 30, Reflex 29, Will 29	Perception +14
Speed 6,	
STANDARD ACTIONS	
m Mirror Slash • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 13 damage, and the target is marked until the end of the meerak's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The meerak teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
Mirror Defense • Recharge if the power misses	
Trigger: An enemy hits meerak with a melee attack.	
Attack (Immediate Interrupt): The meerak deals 10 damage to a different enemy within 10 squares that it can see.	
Str 23 (+15)	Dex 21 (+14) Wis 20 (+14)
Con 15 (+11)	Int 8 (+8) Cha 8 (+8)
Alignment unaligned Languages Supernal	

Note that the above creatures are only used when there are 6 PCs in the party.

Sillit Nerra	Level 19 Controller
Medium immortal humanoid	XP 2,400
HP 181; Bloodied 90	Initiative +10
AC 31, Fortitude 30, Reflex 31, Will 32	Perception +11
Speed 6	
STANDARD ACTIONS	
m Mirror Portal (teleportation) • At-Will	
Attack: Melee 1 (one creature); +22 vs. Will	
Hit: 3d8 + 9 damage and the sillit teleports the target to a space adjacent to one of the sillits allies within 10 squares of the sillit.	
r Warped Image (teleportation) • At-Will	
Attack: Ranged 5 (one creature); +22 vs. Fortitude	
Hit: 2d10 + 16 damage and the sillit teleports the target 3 squares.	
R Captured Image • Recharge 5, 6	
Attack: Ranged 10 (one creature); +22 vs. Will.	
Hit: The target is removed from play (save ends). Until the effect ends, whenever the sillit takes damage from an enemy, the target takes 20 damage. When the effect ends, the target appears in an unoccupied square of the sillits choice within 5 squares of the sillit. If the sillit drops to 0 hit points, the effect ends.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The sillit teleports 5 squares to a square adjacent to a mirror or another nerra.	
MINOR ACTIONS	
Mirrored Grasp (teleportation) • At-Will	
Effect: One tiny or small unattended object of up to 20 pounds that the sillit can see and is within 10 squares of it is teleported to the sillit's hand.	
Skills Arcana +20, Bluff +18, Diplomacy +18, Insight +16	
Str 12 (+10)	Dex 13 (+10) Wis 14 (+11)
Con 21 (+14)	Int 22 (+15) Cha 19 (+13)
Alignment unaligned Languages Supernal	

2 Kalareem Nerra	Level 19 Soldier
Medium immortal humanoid	XP 2,400
HP 175; Bloodied 87	Initiative +17
AC 34, Fortitude 32, Reflex 31, Will 30	Perception +14
Speed 6	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage and the target is marked until the end of the kalareem's next turn.	
C Shard Blast • At-Will	
Attack: Close blast 3 (enemies in blast); +24 vs. AC	
Hit: 3d6 + 8 damage and the target is marked until the end of the kalareem's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The kalareem teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
Mirror Image • At-Will	
Trigger: An enemy marked by kalareem and adjacent to it makes a melee or ranged attack that does not include the kalareem as the target.	
Effect (Immediate Interrupt): The triggering enemy targets the kalareem instead.	
Mirror Defense • Recharge if the power misses	
Trigger: An enemy hits kalareem with a melee attack.	
Attack (Immediate Interrupt): Melee1 (triggering enemy); +25 vs Will.	
Hit: The target takes the same damage dealt by its attack	
Skills Insight +19	
Str 24 (+16)	Dex 22 (+15) Wis 20 (+14)
Con 15 (+11)	Int 16 (+12) Cha 10 (+9)
Alignment unaligned	Languages Supernal
Note that the above creature is not used when there are only 4 PCs in the party.	

Delphar Nerra	Level 20 Soldier (Leader)
Medium immortal humanoid	XP 2,800
HP 187; Bloodied 93	Initiative +16
AC 35, Fortitude 32, Reflex 30, Will 32	Perception +11
Speed 8	
TRAITS	
O Mirrored Rampart • Aura 5	
Nerras within the aura can teleport 10 squares with mirror step instead of 5.	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d8 + 10 damage and the target is marked until the end of the delphar's next turn.	
R Razor Blast • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Reflex.	
Hit: 4d6 + 7 damage and the target is marked until the end of the delphar's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The delphar teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
R Mirrored Grasp • At-Will	
Trigger: An enemy marked by delphar and adjacent to it makes a melee or ranged attack that does not include the delphar as the target	
Attack (Immediate Reaction): Close burst 10 (triggering enemy in burst) +25 vs Will.	
Hit: The delphar teleports the target adjacent to it	
Skills History +21, Insight +20	
Str 26 (+18)	Dex 18 (+14) Wis 21 (+15)
Con 19 (+14)	Int 23 (+16) Cha 15 (+12)
Alignment unaligned	Languages Supernal
Equipment longsword	
The creature above is only used when there is only 4 PCs in the party.	

ENCOUNTER 11: UNEXPECTED VISITORS (AL 18)

2 Varoot Nerra	Level 18 Lurker
Medium immortal humanoid	XP 2,000
HP 128; Bloodied 64	Initiative +18
AC 32, Fortitude 29, Reflex 32, Will 30	Perception +15
Speed 6	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d8 + 17 damage.	
Reflection Theft (polymorph) • At-Will	
Effect: The varoot becomes the perfect duplicate of one enemy within 10 squares of it. The effect lasts until the end of the encounter or until the varoot attacks. While the varoot is in the form and adjacent to the duplicated enemy, whenever a creature other than the duplicated enemy makes a melee or a ranged attack against the varoot, roll a d20. On a result of 10 or higher the attack targets the enemy instead of the varoot. In addition, the varoot gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against the enemy it duplicated.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The varoot teleports 5 squares to a square adjacent to a mirror or another nerra.	
MINOR ACTIONS	
Mirrored Grasp (teleportation) • At-Will	
Effect: One tiny or small unattended object of up to 20 pounds that the varoot can see and is within 10 squares of it is teleported to the varoot's hand.	
Skills Bluff +21, Diplomacy +21, Insight +15, Thievery +19	
Str 20 (+14)	Dex 21 (+14) Wis 13 (+10)
Con 14 (+11)	Int 13 (+10) Cha 24 (+16)
Alignment unaligned	Languages Supernal
Equipment longsword	

4 Meerak Nerra	Level 20 Minion Soldier
Medium immortal humanoid	XP 700
HP 1; a missed attack never damages a minion	Initiative +16
AC 36 Fortitude 32, Reflex 31, Will 31	Perception +14
Speed 6,	
STANDARD ACTIONS	
m Mirror Slash • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 15 damage, and the target is marked until the end of the meerak's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The meerak teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
Mirror Defense • Recharge if the power misses	
Trigger: An enemy hits meerak with a melee attack.	
Attack (Immediate Interrupt): The meerak deals 10 damage to a different enemy within 10 squares that it can see.	
Str 23 (+16)	Dex 21 (+15) Wis 20 (+15)
Con 15 (+12)	Int 8 (+9) Cha 8 (+9)
Alignment unaligned	Languages Supernal

Note that the creatures above are only used when there are 6 PCs in the party.

Sillit Nerra	Level 21 Controller
Medium immortal humanoid	XP 3,200
HP 197; Bloodied 98	Initiative +11
AC 33, Fortitude 32, Reflex 33, Will 34	Perception +12
Speed 6	
STANDARD ACTIONS	
m Mirror Portal (teleportation) • At-Will	
Attack: Melee 1 (one creature); +24 vs. Will	
Hit: 3d8 + 11 damage and the sillit teleports the target to a space adjacent to one of the sillits allies within 10 squares of the sillit.	
r Warped Image (teleportation) • At-Will	
Attack: Ranged 5 (one creature); +24 vs. Fortitude	
Hit: 2d10 + 18 damage and the sillit teleports the target 3 squares.	
R Captured Image • Recharge 5, 6	
Attack: Ranged 10 (one creature); +24 vs. Will.	
Hit: The target is removed from play (save ends). Until the effect ends, whenever the sillit takes damage from an enemy, the target takes 20 damage. When the effect ends, the target appears in an unoccupied square of the sillits choice within 5 squares of the sillit. If the sillit drops to 0 hit points, the effect ends.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The sillit teleports 5 squares to a square adjacent to a mirror or another nerra.	
MINOR ACTIONS	
Mirrored Grasp (teleportation) • At-Will	
Effect: One tiny or small unattended object of up to 20 pounds that the sillit can see and is within 10 squares of it is teleported to the sillit's hand.	
Skills Arcana +21, Bluff +19, Diplomacy +19, Insight +17	
Str 12 (+11)	Dex 13 (+11) Wis 14 (+12)
Con 21 (+15)	Int 22 (+16) Cha 19 (+14)
Alignment unaligned	Languages Supernal

2 Kalareem Nerra	Level 21 Soldier
Medium immortal humanoid	XP 3,200
HP 191; Bloodied 95	Initiative +18
AC 36, Fortitude 34, Reflex 33, Will 32	Perception +15
Speed 6	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d8 + 16 damage and the target is marked until the end of the kalareem's next turn.	
C Shard Blast • At-Will	
Attack: Close blast 3 (enemies in blast); +26 vs. AC	
Hit: 3d6 + 10 damage and the target is marked until the end of the kalareem's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The kalareem teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
Mirror Image • At-Will	
Trigger: An enemy marked by kalareem and adjacent to it makes a melee or ranged attack that does not include the kalareem as the target.	
Effect (Immediate Interrupt): The triggering enemy targets the kalareem instead.	
Mirror Defense • Recharge if the power misses	
Trigger: An enemy hits kalareem with a melee attack.	
Attack (Immediate Interrupt): Melee1 (triggering enemy); +27 vs Will.	
Hit: The target takes the same damage dealt by its attack	
Skills Insight +20	
Str 24 (+17)	Dex 22 (+16) Wis 20 (+15)
Con 15 (+12)	Int 16 (+13) Cha 10 (+10)
Alignment unaligned	Languages Supernal
Note that the creature above is not used when there are only 4 PCs in the party.	

Delphar Nerra	Level 22 Soldier (Leader)
Medium immortal humanoid	XP 4,150
HP 203; Bloodied 101	Initiative +17
AC 37, Fortitude 34, Reflex 32, Will 34	Perception +12
Speed 8	
TRAITS	
O Mirrored Rampart • Aura 5	
Nerras within the aura can teleport 10 squares with mirror step instead of 5.	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 4d8 + 12 damage and the target is marked until the end of the delphar's next turn.	
R Razor Blast • At-Will	
Attack: Ranged 10 (one creature); +25 vs. Reflex.	
Hit: 4d6 + 9 damage and the target is marked until the end of the delphar's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The delphar teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
R Mirrored Grasp • At-Will	
Trigger: An enemy marked by delphar and adjacent to it makes a melee or ranged attack that does not include the delphar as the target	
Attack (Immediate Reaction): Close burst 10 (triggering enemy in burst) +27 vs Will.	
Hit: The delphar teleports the target adjacent to it	
Skills History +22, Insight +21	
Str 26 (+19)	Dex 18 (+15) Wis 21 (+16)
Con 19 (+15)	Int 23 (+17) Cha 15 (+13)
Alignment unaligned	Languages Supernal
Equipment longsword	
The creature above is only used when there are only 4 PCs in the party.	

ENCOUNTER 11: UNEXPECTED VISITORS (AL 20)

2 Varoot Nerra	Level 20 Lurker
Medium immortal humanoid	XP 2,800
HP 140; Bloodied 70	Initiative +19
AC 34, Fortitude 31, Reflex 34, Will 32	Perception +16
Speed 6	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +25 vs. AC	
<i>Hit:</i> 2d8 + 19 damage.	
Reflection Theft (polymorph) • At-Will	
<i>Effect:</i> The varoot becomes the perfect duplicate of one enemy within 10 squares of it. The effect lasts until the end of the encounter or until the varoot attacks. While the varoot is in the form and adjacent to the duplicated enemy, whenever a creature other than the duplicated enemy makes a melee or a ranged attack against the varoot, roll a d20. On a result of 10 or higher the attack targets the enemy instead of the varoot. In addition, the varoot gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against the enemy it duplicated.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
<i>Effect:</i> The varoot teleports 5 squares to a square adjacent to a mirror or another nerra.	
MINOR ACTIONS	
Mirrored Grasp (teleportation) • At-Will	
<i>Effect:</i> One tiny or small unattended object of up to 20 pounds that the varoot can see and is within 10 squares of it is teleported to the varoot's hand.	
Skills Bluff +22, Diplomacy +22, Insight +16, Thievery +20	
Str 20 (+15)	Dex 21 (+15) Wis 13 (+11)
Con 14 (+12)	Int 13 (+11) Cha 24 (+17)
Alignment unaligned Languages Supernal	
Equipment longsword	

4 Meerak Nerra	Level 22 Minion Soldier
Medium immortal humanoid	XP 700
HP 1; a missed attack never damages a minion	Initiative +18
AC 38, Fortitude 34, Reflex 33, Will 33	Perception +16
Speed 6,	
STANDARD ACTIONS	
m Mirror Slash • At-Will	
<i>Attack:</i> Melee 1 (one creature); +27 vs. AC	
<i>Hit:</i> 17 damage, and the target is marked until the end of the meerak's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
<i>Effect:</i> The meerak teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
Mirror Defense • Recharge if the power misses	
<i>Trigger:</i> An enemy hits meerak with a melee attack.	
<i>Attack (Immediate Interrupt):</i> The meerak deals 10 damage to a different enemy within 10 squares that it can see.	
Str 23 (+17)	Dex 21 (+16) Wis 20 (+16)
Con 15 (+13)	Int 8 (+10) Cha 8 (+10)
Alignment unaligned Languages Supernal	

The creatures above are only used when there are 6 PCs in the party.

Sillit Nerra	Level 23 Controller
Medium immortal humanoid	XP 5,100
HP 213 Bloodied 106	Initiative +10
AC 35, Fortitude 34, Reflex 35, Will 36	Perception +11
Speed 6	
STANDARD ACTIONS	
m Mirror Portal (teleportation) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +26 vs. Will	
<i>Hit:</i> 3d8 + 13 damage and the sillit teleports the target to a space adjacent to one of the sillits allies within 10 squares of the sillit.	
r Warped Image (teleportation) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +26 vs. Fortitude	
<i>Hit:</i> 2d10 + 20 damage and the sillit teleports the target 3 squares.	
R Captured Image • Recharge 5,6	
<i>Attack:</i> Ranged 10 (one creature); +26 vs. Will.	
<i>Hit:</i> The target is removed from play (save ends). Until the effect ends, whenever the sillit takes damage from an enemy, the target takes 20 damage. When the effect ends, the target appears in an unoccupied square of the sillits choice within 5 squares of the sillit. If the sillit drops to 0 hit points, the effect ends.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
<i>Effect:</i> The sillit teleports 5 squares to a square adjacent to a mirror or another nerra.	
MINOR ACTIONS	
Mirrored Grasp (teleportation) • At-Will	
<i>Effect:</i> One tiny or small unattended object of up to 20 pounds that the sillit can see and is within 10 squares of it is teleported to the sillit's hand.	
Skills Arcana +22, Bluff +20, Diplomacy +20, Insight +18	
Str 12 (+12)	Dex 13 (+12) Wis 14 (+13)
Con 21 (+16)	Int 22 (+17) Cha 19 (+15)
Alignment unaligned Languages Supernal	

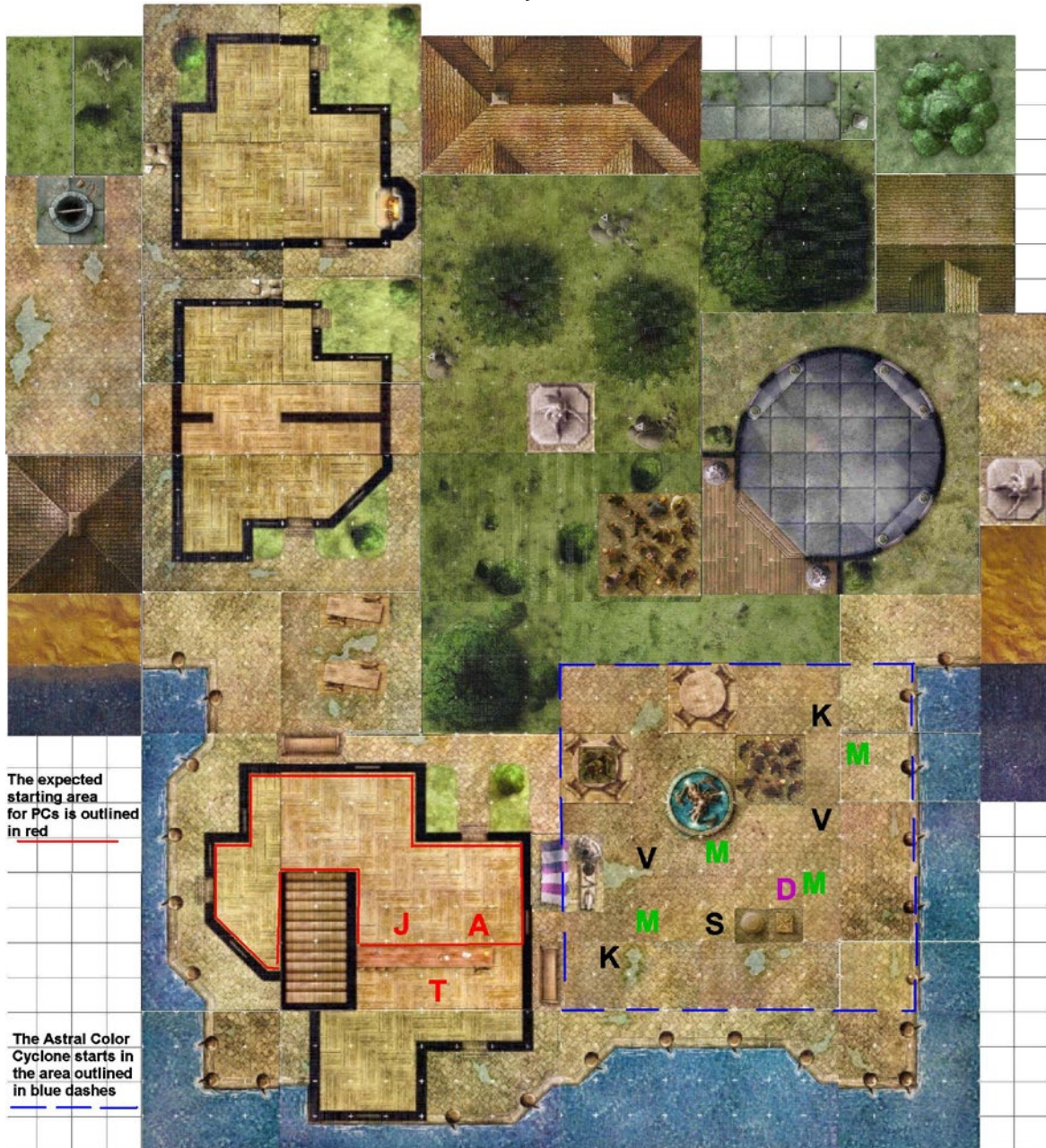
2 Kalareem Nerra	Level 23 Soldier
Medium immortal humanoid	XP 5,100
HP 207; Bloodied 103	Initiative +19
AC 38, Fortitude 36, Reflex 35, Will 34	Perception +16
Speed 6	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +28 vs. AC	
Hit: 3d8 + 18 damage and the target is marked until the end of the kalareem's next turn.	
C Shard Blast • At-Will	
Attack: Close blast 3 (enemies in blast); +28 vs. AC	
Hit: 3d6 + 12 damage and the target is marked until the end of the kalareem's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The kalareem teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
Mirror Image • At-Will	
Trigger: An enemy marked by kalareem and adjacent to it makes a melee or ranged attack that does not include the kalareem as the target.	
Effect (Immediate Interrupt): The triggering enemy targets the kalareem instead.	
Mirror Defense • Recharge if the power misses	
Trigger: An enemy hits kalareem with a melee attack.	
Attack (Immediate Interrupt): Melee1 (triggering enemy); +29 vs Will.	
Hit: The target takes the same damage dealt by its attack	
Skills Insight +21	
Str 24 (+18)	Dex 22 (+17) Wis 20 (+16)
Con 15 (+13)	Int 16 (+14) Cha 10 (+11)
Alignment unaligned	Languages Supernal
Note that the creature above is not used when there are only 4 PCs in the party.	

Delphar Nerra	Level 24 Soldier (Leader)
Medium immortal humanoid	XP 6,050
HP 219; Bloodied 109	Initiative +18
AC 39, Fortitude 36, Reflex 34, Will 36	Perception +13
Speed 8	
TRAITS	
O Mirrored Rampart • Aura 5	
Nerras within the aura can teleport 10 squares with mirror step instead of 5.	
STANDARD ACTIONS	
m Shard Blade (weapon) • At-Will	
Attack: Melee 2 (one creature); +29 vs. AC	
Hit: 4d8 + 14 damage and the target is marked until the end of the delphar's next turn.	
R Razor Blast • At-Will	
Attack: Ranged 10 (one creature); +27 vs. Reflex.	
Hit: 4d6 + 11 damage and the target is marked until the end of the delphar's next turn.	
MOVE ACTIONS	
Mirror Step (teleportation) • At-Will	
Effect: The delphar teleports 5 squares to a square adjacent to a mirror or another nerra.	
TRIGGERED ACTIONS	
R Mirrored Grasp • At-Will	
Trigger: An enemy marked by delphar and adjacent to it makes a melee or ranged attack that does not include the delphar as the target	
Attack (Immediate Reaction): Close burst 10 (triggering enemy in burst) +25 vs Will.	
Hit: The delphar teleports the target adjacent to it	
Skills History +23, Insight +22	
Str 26 (+20)	Dex 18 (+16) Wis 21 (+17)
Con 19 (+16)	Int 23 (+18) Cha 15 (+14)
Alignment unaligned	Languages Supernal
Equipment longsword	
The creature above is only used when there are only 4 PCs in the party.	

ENCOUNTER 11: UNEXPECTED VISITORS MAP

TILE SETS NEEDED

Master Set: The Wilderness x1; Master Set: The City x2; Hallowed Halls x1; Streets of Shadow x1; Sinister Woods x1; Deserts of Athas x1



J= Jera Sen; T=Talos Severn; A=Alathene. V= varoot nerra; S= sillit nerra; K=kalareem nerra (not there if the party has 4 PCs); M= meerak nerra (only there when there are 6 PCs) and D=delphar nerra (there if the party has 4 PCs)

CONCLUSION: JOURNEY HOME

IMPORTANT NPCs

Lady Alathene Moonstar, living construct (archlich)
Silverstar Rayhn, female genasi (Insight +13, Perception +13)

Jessail Eveningfall, High Priestess of temple of Selûne, half moon elf female (Insight +25, Perception +20)

Logan, butler of House Moonstar, dwarf male

Lord Stedd Moonstar, Head of House Moonstar, human male

Masked Lord of Waterdeep

Additional information on the various NPCs can be found in **Appendix C**.

This encounter assumes that any loose ends regarding the NPC adventuring group (such as a pending ambush) have been dealt with. If that isn't the case, deal with those loose ends and then return here.

If the PCs brought Alathene (Conclusion A) or her gifts (Conclusion B) back to Waterdeep, there should be some discussion about exactly where to deliver their cargo. If the PCs failed completely then the wrap-up is likely brief (Conclusion C).

If the PCs consider the possibility of restoring Alathene to her pre-Spellplague form (releasing her from statue form), appropriate skill checks reveal that she is technically a plaguechanged creature (and still an archlich). There is no known method that could restore her to her former state, short of divine intervention.

CONCLUSION A: ALATHENE RETURNS

If Lady Alathene agreed to accompany the PCs, read:

The journey back to Waterdeep is peaceful. However, you need to decide what to do when you reach Waterdeep. Do you hand Alathene over to the Masked Lord, or do as she asks and bring her to House Moonstar. Since she is a Moonstar, would it be more proper to take her to the Moonstar villa and let Stedd Moonstar decide her fate? On the other hand, she was residing in the astral dominion of Selûne. Should the House of the Moon become her home?

Alathene asks to be taken to House Moonstar or the House of the Moon (temple of Selûne). She prefers to return to her family, as she feels she can help with the defenses of the villa and counsel Stedd, the young lord. She believes the defenses of the temple are superior to the family mansion so her presence at the temple is not necessary. If the PCs are reluctant to take her to either

of those locations, she suggests that the PCs take her to the Blackstaff. She only reluctantly agrees to go to the Masked Lord. However, she has no intention of staying with the Lord even if she agrees to go there initially. Other than making her preferences known, Alathene does not tell the PCs what to do.

HOUSE MOONSTAR

The PCs bring the Statue of Alathene to the Moonstar villa.

A dwarf with star-shaped crystal beads and a single large crystal moon entwined in his long beard looks askance at the group of you clustered upon his master's doorstep.

Logan, the butler, is a middle-aged, male dwarf with an exceptionally long beard festooned with numerous crystals: lots of small stars and a single large moon. He walks with a pronounced limp. He is cautious around adventurers; he fears their propensity for violence. However, Lord Moonstar has employed quite a few sellswords over the past year, so he is not actively hostile or dismissive.

If the PCs have never been to House Moonstar before then the butler escorts them to a small and very plain side room. He asks them to wait, saying that he will inform Lord Moonstar of their presence. Lady Alathene is slightly amused by this: the butler has put the PCs in a room where, in her day, footmen or couriers would wait.

On the other hand, if the PCs participated in WATE2-1, WATE2-2, or WATE2-3, then Logan recognizes them and escorts them to a fancy sitting room. He offers them refreshments before leaving to notify his Lordship of their presence.

In either case, the butler returns shortly. He offers to let the statue reside here rather than have the PCs carry it back to the study, where Lord Moonstar awaits them. Lady Alathene startles Logan by beginning to teleport down the hallway. The PCs hear in their heads: *"No one need carry me anywhere. I assume the boy has not moved the rooms around too much."*

Lord Moonstar is shocked when the PCs explain that the statue is indeed Lady Alathene Moonstar, but grateful that the PCs have returned her to the family. With Vanrak's recent actions against the House, her knowledge of their foe is of great value. He asks the PCs if they are interested in helping House Moonstar in the coming struggle.

- If the PCs mention that another group of adventurers were also after Alathene, Stedd becomes concerned about her safety. Alathene assures him that she can see about her own safety.
- If the PCs mention that the man who hired those adventurers, Denner, supposedly has ties to both the Shadowfell and Sharrans, Stedd comments that it could easily have been another plot by Vanrak.
- If the PCs mention having originally been hired by a Masked Lord to retrieve Alathene, Stedd becomes concerned. He asks the PCs what they intend to report to the Masked Lord. He is somewhat worried that the Masked Lord might show up on his doorstep demanding he turn over his ancestor. He decides to send notes to both the Blackstaff and the temple to advise them of developments. Hopefully their presence can thwart any demand to turn her over.

House Moonstar rewards the PCs with some magic items for the return of Alathene to their House. Also, if the PCs successfully bribed the NPC adventurers in Encounter 7 to drop their mission, and they share that information with Stedd, he reimburses the PCs for the cost of the bribe (only up to an amount allowing them to receive the normal Base Gold for the adventure, though; if they paid more than that, they're out of pocket for the difference).

HOUSE OF THE MOON

The PCs bring the Statue of Alathene to the House of the Moon. Lady Alathene's presence results in the PCs getting almost immediate access to the High Priestess, Jessail Eveningfall. Any PC with the Story Award NETH03 Fury of the Moon or CORE30 Wrath of the Moon is politely but firmly denied entrance to the temple.

The High Priestess of Selûne listens to the PCs' story and accepts guardianship of Alathene.

"Her return to Waterdeep at this time might prove critical to the safety of the city. Varnak has once again surfaced. He has been implicated in recent incidents involving House Moonstar, but his ambitions have never been small."

- If the PCs mention that another group of adventurers were also after Alathene, Jessail assures the PCs that Alathene is safe from such attacks in the temple.

- If the PCs mention that the man who hired those adventurers, Denner, supposedly has ties to both the Shadowfell and Sharrans, Jessail assures them that the Blackstaff will be apprised of the plot against Lady Alathene.

Because they have proven themselves capable and wise (by not taking the statue to the Masked Lord), she asks if she can count on their aid in the coming battle with Vanrak. She intends to alert both Stedd Moonstar, the current lord of the House Moonstar, and the Blackstaff.

"I'll leave the handling of what you tell your employer to your judgment. He is certainly welcome to come to the temple and discuss this issue directly with Lady Alathene and myself."

The House of the Moon (Temple of Selûne) rewards the PCs with some magic items for the return of Alathene to their temple. Also, if the PCs successfully bribed the NPC adventurers in Encounter 7 to drop their mission, and share that information with Jessail, she reimburses the PCs for the cost of the bribe (only up to an amount allowing them to receive the normal Base Gold for the adventure, though; if they paid more than that, they're out of pocket for the difference).

THE MASKED LORD

The PCs were told to inform Aumar Dane Melagard of the City Watch when they returned with the artifact. Arrangements are made for the PCs to bring the statue to the same private meeting room where they met the Masked Lord before. (The players may rightly point out that because the Masked Lord is impossible to identify, they have no way of knowing for certain that they are meeting the same person now that they met at the beginning of the adventure; that's absolutely true, but there's really nothing they can do other than trust the fact that the person they do meet seems to know all the appropriate details.)

Shortly after you enter the room, a Masked Lord enters followed by two guards.

"Excellent! You have the statue. Here is your payment. My guards will take care of the artifact."

Two burly guards approach the statue and lift it. As soon as they reach the open doorway, they find their arms empty as Alathene teleports away from them and proceeds to move herself down the corridor.

As she leaves, her telepathic voice blasts loudly and indignantly into the minds of everyone within 500 feet: "You might have paid them to bring me back to

Waterdeep, but that does not mean you can put me in some closet somewhere to be forgotten about until it becomes politically convenient for you to announce my presence. I am still a member of House Moonstar and my place is beside the Head of my House.”

Alathene’s plan is not merely to stomp off, but also to make her presence known. In this fashion she thwarts any possible plans of the Masked Lord to silence her or to use her for his own ends. She is broadcasting to as many people as possible in the hope of contacting other leaders and possibly the Blackstaff. She is also making it clear that the PCs did what he asked of them, so he should not deny them payment.

Doors along the hallway open up, curious staff and citizens wanting to see what or who is talking in their heads. They watch as the statue teleports her way down the corridor. Several guardsmen and a couple of Magisters (judges) join the crowd. Eventually, the Masked Lord concedes the issue and Lady Alathene is “allowed” to reside in the House Moonstar Villa.

The Masked Lord pays the PCs the remainder of their fee, and rewards them with some additional magic items, but he does not reimburse the PCs for the cost of any bribes they paid (Encounter 7). If asked, he sneers and tells them that fighting would have been cheaper.

IF THE PCs DO NOT BRING ALATHENE TO THE MASKED LORD

If the PCs deliver the statue to someone else and then go report to the Masked Lord, they are taken into the private room as described previously. The Masked Lord seems bemused that the statue is not present.

“So you have returned. What luck on your mission? Do you have the statue?”

If the PCs explain that the statue insisted on going to House Moonstar, the Masked Lord seems to ponder for a while and then says:

“Very well then, at least the guardian is here. One would imagine she can just as easily defend Waterdeep from the temple as she could from here in the palace.”

The Masked Lord pays the PCs the remainder of their fee, but he does not reimburse the PCs for the cost of any bribes they paid (Encounter 7). If asked, he sneers and tells them that fighting would have been cheaper.

TROUBLESHOOTING CONCLUSION A

If the PCs try to take Lady Alathene to somewhere or someone not listed above, she goes along but then departs under her own power in a fashion similar to that described under “The Masked Lord” section. Improvise an appropriate scene. In this case she ends up with House Moonstar, but the PCs do not receive any of the benefits they would have gotten for taking her there directly.

CONCLUSION B: ALATHENE’S GIFTS

If the PCs were not able to persuade Alathene to return in person, but they do have her gifts, read the following:

The journey back to Waterdeep is peaceful. However, you need to decide what to do with her gifts. Alathene has entrusted to you information that she believes is vital to the fight against Vanrak. But to whom should you give it?

The scroll is only useable by one of her bloodline-so should that go to Stedd Moonstar? What about the followers of Selûne?

How do you plan to explain to the Masked Lord your failure to bring back the artifact?

The PCs need to determine to whom they are giving the journal and the ritual scroll. Alathene asked that they take the scroll to Stedd Moonstar, the current head of house Moonstar. He is likely the only person who could use it. The journal and the scroll do not have to go to the same place. The PCs could give the journal to one person and also inform others of its existence.

HOUSE MOONSTAR

The PCs go to House Moonstar with the ritual scroll and possibly also the journal.

If the PCs participated in WATE2-1, WATE2-2 or WATE2-3, then Logan recognizes them and escorts them to a sitting room. He offers them refreshments before leaving to notify his Lordship of their presence.

If none of the PCs took part in the year 2 WATE adventures then they are led to a small plain side room near the front door and told to wait there.

After a short wait the butler of House Moonstar escorts you to Lord Moonstar’s study. A young, dark-haired human dressed in rich finery is sitting in a large, overstuffed chair. He rises to greet you.

This is Lord Stedd Moonstar. He greets any PCs with whom he is already acquainted. If the PCs give him the ritual scroll and explain who Lady Alathene is:

- At first he is a bit shocked by what has happened but he thanks the PCs for the scroll
- Her counsel might prove invaluable, as her brother Lord Vanrak has resurfaced and there is evidence he has plans against the house.
- He wishes she could have been convinced to join him in Waterdeep, but if she has a commitment to the Goddess, of course that must come first.
- He plans to inform the High Priestess Eveningfall of the ritual scroll.

If the PCs also bring him the journal, he is extremely pleased. If the PCs ask to copy the journal so that the information is more widely available, he agrees but insists that it needs to be done somewhere secure. He also says that he plans to inform the Blackstaff and High Priestess Eveningfall of the journal's contents.

Other information the PCs might give Stedd:

- If the PCs mention that another group of adventurers were also after Alathene, Stedd becomes concerned about her safety.
- If the PCs mention that the man who hired those adventurers, Denner, supposedly has ties to both the Shadowfell and Sharrans, Stedd comments that it could easily have been another plot by Vanrak.
- If the PCs mention having originally been hired by a Masked Lord to retrieve Alathene, he asks the PCs what they intend to report to the Masked Lord. He is somewhat worried that the Masked Lord might show up on his doorstep demanding he turn over the scroll and/or the journal. He decides to send notes to both the Blackstaff and the temple to advise them of developments. Hopefully their presence can thwart any demand to turn the item(s) over.

HOUSE OF THE MOON

PCs with Story Awards WATE05, WATE23 or at least one member of the Heirs of Mirt are granted immediate access to the high priestess Jessail Eveningfall. PCs with Story award WATE28 have a slight delay, but soon gain access to the High Priestess. All others must first explain everything to Silverstar Rayhn before being granted access to the high priestess. Any PC with Story Award NETH03 Fury of the Moon or CORE30 Wrath of the Moon is politely but firmly denied entrance to the temple even if they are a member of the Heirs of Mirt or have the other awards listed above.

If the PCs give Jessail the ritual scroll and explain who Lady Alathene is:

- She thanks the PCs for the scroll, though she thinks the only one in Waterdeep currently who could use it is Lord Moonstar.
- Alathene's counsel might prove invaluable, as her brother Lord Vanrak has resurfaced and there is evidence he has plans against the House.

If the PCs also bring her the journal, she is extremely pleased. If the PCs ask to copy the journal so that the information is more widely available, she agrees but insists that it needs to be done here in the Temple.

Other information that the PCs might give the High Priestess:

- If the PCs mention that another group of adventurers were also after Alathene, Jessail assures the PCs that other precautions have likely already been taken to safeguard her. A direct attack on a village within the Gates of the Moon must certainly have drawn the attention of the various goddesses who dwell there.
- If the PCs mention that the man who hired those adventurers, Denner, supposedly has ties to both the Shadowfell and Sharrans, Jessail assures them that the Blackstaff will be apprised of the plot against Lady Alathene.

THE MASKED LORD

The PCs were told to inform Aumar Dane Melagard of the City Watch when they returned with the artifact. Arrangements are made for them to return to the same private meeting room where they met the Masked Lord before. Eventually they gather in the same room of the palace. The Masked Lord is bemused that the statue is not with the PCs. He says:

"So you have returned. What luck on your mission? Do you have the statue?"

If the PCs explain that the guardian was in fact a former resident of Waterdeep rather than an actual part of the City's defenses:

"Very well then, but that is not reason enough to leave her behind. She could still have been of use to the city."

If the PCs give him the ritual scroll:

- Lady Alathene's counsel might prove invaluable, but since it requires a blood relative, this item is not immensely helpful.

- I wish she could have been convinced to return to Waterdeep. What did you do to persuade her? Why didn't you do more? Surely you could have done more.

If the PCs also bring him the journal:

- Perhaps this might be helpful.
- I need to consider who best should study it.

If the PCs ask to copy the journal:

- I see no reason for you to have a copy.

He grudgingly pays them as promised and then takes his leave.

TROUBLESHOOTING CONCLUSION B

If the PCs take the scroll and/or journal to anyone not listed above, that's fine; nobody can stop them. They do not receive any of the benefits listed for returning these items to a more appropriate home, however. There is no Story Award for PCs keeping these items, but you can make a note on the player's logsheet if you wish. Warn the players that future adventures will almost certainly assume the majority outcome of this adventure, so the items will likely be "plot removed" from their characters regardless.

CONCLUSION C: EMPTY HANDED

If the PCs were unable to persuade Alathene to return to Waterdeep and also somehow failed to obtain her gifts, their mission is a complete failure.

The journey back to Waterdeep is peaceful, but your reception with your employer is not likely to be so pleasant. How do you explain to the Masked Lord your failure to bring back the artifact?

Improvise a quick roleplaying scene where the PCs come before the Masked Lord and have to explain themselves. The Masked Lord listens impassively to their report. It doesn't really matter what they say. The Masked Lord denounces them as useless fumbler and stalks away. They receive no bonus magic item access, nor do they receive any further payment. The PCs' prospects of future employment from this particular patron seem rather dim.

CONCLUDING THE ADVENTURE

Once you have determined the disposition of the statue or the gifts and the PCs have made all the reports they wish to make, the adventure is over.

EXPERIENCE POINTS

The PCs receive a Major Objective award, half of a Major Objective award, or no award, depending on their overall success or failure.

Conclusion A: For returning Lady Alathene to Waterdeep, the PCs gain the full Major Objective XP.

Conclusion B: If the PCs provide the journal and scroll to House Moonstar, they get half the Minor Objective XP instead of the full amount.

Conclusion C: If they return with neither Alathene nor her gifts, the PCs receive no XP award for this objective. They still get the Base XP for their AL along with any Minor Objective awards that they earned along the way, of course.

TREASURE

As long as they achieved either Conclusion A or B, the Masked Lord pays the PCs the agreed-upon amount (the PCs earn the listed Base Gold for the AL, less any advance they were paid up front). If they failed completely (Conclusion C) then they can keep any advance payment they received, but the Masked Lord sees no reason to throw good coin after bad.

If the PCs delivered the statue to either House Moonstar or the Temple of Selune, and they bribed the NPC adventuring party to abandon their mission (Encounter 7), these organizations will reimburse the PCs for the cost of the bribe, up to an amount where each PC receives the expected Base Gold for this adventure (and no more). The Masked Lord offers no such reimbursements even if the statue goes to him.

For returning with either a powerful guardian or valuable information, the heroes are also offered (by House Moonstar, the Temple of Selune, or the City of Waterdeep) a selection of Common and Uncommon magic items: a *helm of teleportation*, a *greater flying carpet* and a *necklace of prayer beads*. If they reached Conclusion C, these Treasures are not available.

Regardless of which Conclusion they reached, if the PCs succeeded at Encounter 7 (peacefully bribing the rival NPC adventurers out of their mission instead of fighting them), add to the available Treasures those items that the PCs would have found had they killed the NPCs: a *true portable hole* and an *Arkhosian scepter* (at the appropriate level for the AL).

STORY AWARDS

If the PCs brought Lady Alathene back to Waterdeep or accepted her gifts, regardless of where things ended up, they are now part of her life quest to destroy Vanrak Moonstar. They receive Story Award WATE30, which establishes the Brightcloaks Major Quest.

For bringing Lady Alathene back to either House Moonstar or the Temple of Selune (and NOT to the Masked Lord, unless the PCs specifically agreed with Alathene beforehand that they would take her to the Masked Lord with the understanding that she would then relocate herself to House Moonstar) the PCs receive the gratitude of Lord Moonstar and the Temple (Story Award WATE31).

If the PCs spared the lives of the mercenary NPC group (either by bribing them to go away, accepting their surrender, or defeating them with nonlethal force) these NPCs regard them with respect as honorable foes. The PCs receive Story Award WATE32.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 12

Minimum Possible XP: 1280

- 1: Defeat or dissuade the NPC adventurers: +160
- 2: Defend Maiden's Port from the raiders: +160
- 3: Return Alathene to Waterdeep: +800
- OR 3: Return Alathene's gifts to Waterdeep: +400

Maximum Possible XP: 2400

Base Gold per PC: 1600 gp
(Conclusion: 1600 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 1800

- 1: Defeat or dissuade the NPC adventurers: +250
- 2: Defend Maiden's Port from the raiders: +250
- 3: Return Alathene to Waterdeep: +1100
- OR 3: Return Alathene's gifts to Waterdeep: +550

Maximum Possible XP: 3400

Base Gold per PC: 2750 gp
(Conclusion: 2750gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 2510

- 1: Defeat or dissuade the NPC adventurers: +320
- 2: Defend Maiden's Port from the raiders: +320
- 3: Return Alathene to Waterdeep: +1600
- OR 3: Return Alathene's gifts to Waterdeep: +800

Maximum Possible XP: 4750

Base Gold per PC: 5500 gp
(Conclusion 5500 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 3600

- 1: Defeat or dissuade the NPC adventurers: +480
- 2: Defend Maiden's Port from the raiders: +480
- 3: Return Alathene to Waterdeep: +2240
- OR 3: Return Alathene's gifts to Waterdeep: +1120

Maximum Possible XP: 6800

Base Gold per PC: 11,000 gp
(Conclusion: 11,000 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 5020

- 1: Defeat or dissuade the NPC adventurers: +640
- 2: Defend Maiden's Port from the raiders: +640
- 3: Return Alathene to Waterdeep: +3200
- OR 3: Return Alathene's gifts to Waterdeep: +1600

Maximum Possible XP: 9500

Base Gold per PC: 16500 gp
(Conclusion: 16,500 gp)

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure 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; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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 Treasure, 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.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

EACH PC SELECTS ONE OF THE FOLLOWING:

AL 18 and AL 20 only:

Treasure A: *greater flying carpet* (Level 20; Mordenkainen’s Magnificent Emporium)

Found in Conclusion; note this is a Rare item

All ALs:

Treasure B: *helm of teleportation* (Level 15; Mordenkainen’s Magnificent Emporium)

Found in Conclusion; note this is a Rare item

Treasure C: *true portable hole* (Level 15; Mordenkainen’s Magnificent Emporium)

Found in Encounter 7 (awarded in Conclusion) or 8

Treasure D: *necklace of prayer beads +3/+4* (Level 15 at AL 12, 14, Level 20 at AL 16, 18, & 20; Mordenkainen’s Magnificent Emporium)

Found in Conclusion; note this is a Rare item

Treasure E: *arkosian scepter +3/+4/+5* (Level 12 at AL 12, Level 17 at AL 14, 16, Level 22 at AL 18 & 20; Player’s Handbook Races: Dragonborn)

Found in Encounter 7 (awarded in Conclusion) or 8

Treasure F: *chaos shard implement +3/+4* (Level 15 at AL 12, 14, Level 20 at AL 16, 18, & 20; *Dungeon* 173)

Found in Encounter 11

Treasure X (Choose an item): The character finds or is given a Common or Uncommon permanent magic item of the player’s choice. This item must come from a player resource (as defined in the LFR Campaign Guide).

The player may choose a Common magic item of the character’s level + 2 or less, or an Uncommon magic item of the character’s level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.).

Treasure Y (Consumable plus Gold): The character finds or is given a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 12: *potion of vitality* plus 0 gp

AL 14: *potion of vitality* plus 750 gp

AL 16: *ray of Feywild sunshine* plus 900 gp

AL 18: *bead of force (level 20)* plus 2000 gp

AL 20: *elixir of flying (level 21)* plus 2000 gp

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. It is possible for a character to earn all three of the listed Story Awards in this adventure. Pass out certificates to the players for their Story Awards.

The PCs earn WATE30 as long as they returned to Waterdeep with either Lady Alathene herself or her gifts (the journal and scroll). It does not matter where the statue or the gifts ultimately ended up.

WATE30 Vengeance upon Vanrak

You have joined Lady Alathene's centuries-old quest to find and destroy Lord Vanrak Moonstar. Your commitment to this noble cause is seen favorably by House Moonstar, the clergy of Selûne, the City of Waterdeep, and Selûne herself, unless you abandon the quest.

The goddess Shar is not pleased by your alliance with Lady Alathene. She and her servants regard you as a danger and will seek to defeat you at any opportunity.

The Brightcloaks Major Quest continues in WATE3-2 *Deepest Shadow* and concludes in WATE3-3 *Dark Ranger*.

If the PCs returned Lady Alathene to either House Moonstar or the House of the Moon, OR took her to the Masked Lord after making a deliberate agreement with Alathene that she could and would escape, they earn WATE31. (Bringing back her journal and/or the scroll is not enough to earn this Story Award; the PCs must bring back the Lady herself.)

WATE31 Lady Alathene's Return

You have earned the gratitude and favor of both Lord Stedd Moonstar and the High Priestess of the Temple of Selûne in Waterdeep. Either of these NPCs will provide aid or knowledge (as determined by the DM) sufficient to grant you one automatic success during a skill challenge in Waterdeep. This Story Award can only be used for one success during a particular skill challenge, no matter how many PCs at the table have it.

This Story Award counts a favor with the Heirs of Mirt meta-organization and may be used to fulfill the membership requirements of that society. See the *LFR Meta-Organization Guide* for more information.

The PCs earn WATE32 if they negotiated in good faith with the rival adventurers (bribing them to abandon their mission), or if they defeated the NPCs in battle but did not kill them (allowed them to retreat, accepted their surrender, or struck them down with nonlethal damage).

WATE32 Honorable Mercenaries

You spared the lives of some rival adventurers who sought the same prize as you. The Company of the Great Wyrms regards you as honorable. If you should meet them again, the meeting would be friendly. These mercenaries also have contacts within the Cult of the Dragon. You gain a +1 bonus to all Streetwise checks made to learn information about the Cult of the Dragon (the bonus does not stack with itself if multiple PCs at the table have this Story Award).

WATE 3~1 EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Waterdeep Story Area!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/WATE0301LFR>

The survey period closes on 15 June 2012. The adventure remains playable after that date, but Event Summary results are tabulated at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

Question 1: Where or to whom was Alathene (or her journal if she did not come in person) delivered?

- a. House Moonstar
- b. Temple of Selûne
- c. Masked Lord of Waterdeep
- d. Heirs of Mirt
- e. Some other individual or organization
- f. Alathene was seized by the rival adventurers or the PCs otherwise failed on their mission

Question 2: What happened to the Mercenaries of the Great Wurm (the rival adventurers)?

- a. The PCs fought and killed them all.
- b. The PCs fought the mercenaries and killed some but not all of them.
- c. The PCs fought the mercenaries but did not kill any of them (either intentionally or accidentally).
- d. The PCs bribed their rivals to drop the mission.
- e. Another outcome not listed above

Question 3: How did the PCs treat the old woman (avatar of Selûne)?

- a. Politely and did not hinder her departure
- b. Asked more questions, but were not rude
- c. Rudely interrogated her and tried to restrain her
- d. Something happened not covered by any of the above options

Question 4: How many PCs at the table had previously gained Story Awards denoting a bad reputation with worshippers of Selûne?

Number of PCs (0-6):

Question 5: How many PCs at the table were already members of the Heirs of Mirt?

Number of PCs (0-6):

Question 6: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

Question 7: How do you, the DM, rate this adventure, using the same 5-point scale?

NEW RULES

Bead of Force

Level 15+ Uncommon

This lusterless black pearl seems mundane, but as you grasp it you feel the force magic contained within it reverberate up and down your arm.

Lvl 15 1,000 gp

Lvl 25 25,000 gp

Lvl 20 5,000 gp

Lvl 30 125,000 gp

Consumable

R Attack Power (Force) • Consumable (Minor Action)

Attack: Ranged 10 (one creature of size Medium or smaller); the bead's level + 3 vs. Reflex.

Hit: The target is restrained, cannot teleport, and takes ongoing 10 force damage (save ends all). Until the effect ends, line of effect cannot be traced into or out of the target's space, and attacks cannot enter or exit it.

Miss: The target is slowed and takes ongoing 5 force damage (save ends both).

Level 25 or 30: Ongoing 15 force damage, and ongoing 10 force damage on a miss.

Reference: *Mordenkainen's Magnificent Emporium*, page 98.

Potion of Vitality

Level 15 Common

This potion curative heals wounds and can even fix other ailments.

Potion 1,000 gp

Power (Consumable • Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.

Reference: *Player's Handbook*, page 255.

Elixir of Flying

Level 11+ Uncommon

A moment after imbibing this effervescent draught, your body lifts off the ground and you feel light as a bird.

Lvl 11 350 gp

Lvl 21 9,000 gp

Consumable: Elixir

Utility Power • Consumable (Minor Action)

Effect: You drink the elixir and gain a fly speed of 4 until the end of the encounter.

When the effect ends, you float 100 feet toward the ground. If you are not on a horizontal surface sufficient to bear your weight at the end of this distance, you fall to the nearest such surface, taking damage accordingly.

Level 21: You gain a fly speed of 8 and can hover.

Reference: *Mordenkainen's Magnificent Emporium*, page 92.

Ray of Feywild Sunshine

Level 17 Common

These rays restore dead or withered foliage, renewing desolate lands with sudden summer growth and causing fruit to grow and ripen in the dead of winter.

Consumable 2,600 gp

Utility Power (Zone) • Consumable (Minor Action)

Effect: You release the ray from its vessel, and it creates a zone of bright light in a close burst 20. The light functions as sunlight, and the zone lasts until the end of the encounter. In addition, plants in the zone are restored to peak life

Reference: *Player's Option: Heroes of the Feywild* page 139.

Chaos Shard Implement

Level 5+ Uncommon

This glowing lump of blue crystal can be fitted to a rod, staff or wand, allowing its user to channel the power for the Far Realms to smite enemies.

Lvl 5 +1 1,000 gp Lvl 20 +4 125,000 gp

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

Implement

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Requirement: Rod, Staff, Wand

Property: When you use this implement to attack with an arcane power with the psychic keyword, you can gain an item bonus to damage rolls on that attack equal to this implement's enhancement bonus. When you gain the damage bonus, you also gain vulnerable 5 psychic damage until the start of your next turn. If you are a warlock with the star pack or a sorcerer with the Wild Magic class feature, you do not gain the vulnerable psychic.

Power (Psychic) Daily (Free Action). Use this power when you hit with an arcane power with the psychic keyword.

The power deals an additional 1d10 psychic damage.

Level 15 or 20: 2d10 psychic damage.

Level 25 or 30 3d10 psychic damage.

Reference: *Dungeon Magazine* 173, page 7.

Arkhosian Scepter

Level 12+ Uncommon

This silver scepter has a dragon's head carved at one end. Its magic focuses and enhances the power of your dragon breath.

Lvl 12 +3 13,000 gp Lvl 22 +5 325,000 gp
Lvl 17 +3 65,000 gp Lvl 27 +6 1,625,000 gp

Implement: Rod

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You can apply the enhancement bonus of this item to the attack rolls and damage rolls of your dragon breath power, even if you can't normally use rods as implements.

Power Daily (Free Action). Use this power as you use your dragon breath power. Your dragon breath becomes an area burst 1 within 10 squares for this attack

Level 22 or 27: area burst 2.

Reference: *Player's Handbook Races: Dragonborn*, page 27.

True Portable Hole

Level 15 Uncommon

This slip of black cloth lets you safely store items in a hidden space when you unfold it.

Wondrous Item 25,000 gp

Property: A true portable hole weighs 1 pound and is 6 inches in diameter in its closed state. It can be enlarged to 6 feet in diameter or shrunk to its smaller size by folding it as one folds a sheet of cloth. When spread on any surface, a true portable hole transforms into the mouth of an extradimensional space 10 feet deep, into which items can be placed for storage. When the hole is picked up from the surface, the entrance disappears and anything inside the space remains there. The hole cannot be closed if any creatures are within it.

The items that can be placed within the portable hole are limited only by volume—up to a maximum of 6 feet by 6 feet by 10 feet—not by weight.

Reference: *Mordenkainen's Magnificent Emporium*, page 89.

Helm of Teleportation

Level 15+ Rare

This headwear makes you preternaturally aware of the space around you, allowing you to step to other nearby locations in the blink of an eye.

Lvl 15 25,000 gp Lvl 25 625,000 gp

Head Slot

Property: When you teleport on your turn and end the move adjacent to any enemies, you gain combat advantage against those enemies until the end of your next turn.

Utility Power (Teleportation) **Encounter** (Move Action).

Effect: You teleport yourself or an adjacent ally up to 6 squares. Level 25: You teleport yourself or an adjacent ally up to 12 squares.

Reference: *Mordenkainen's Magnificent Emporium*, page 69.

Greater Flying Carpet

Level 20+ Rare

When you unroll this intricately stitched carpet, it floats just above the ground, rippling as if blown by a powerful wind.

Lvl 20 125,000 gp Lvl 30 3,125,000 gp

Wondrous Item

Property: A greater flying carpet carries creatures and objects at a speed of fly 6 and can hover. A character on the carpet can mentally command it to fly as a move action.

Any creature on the carpet takes a -2 penalty to AC and Reflex. The carpet is 1 square by 2 squares and can carry up to two Medium or Small creatures and their gear (up to a normal load for each creature). If additional weight is placed on it, the carpet falls to the ground.

If more than one character on the carpet attempts to mentally command it, the carpet responds to each command in turn according to the characters' initiative order.

If no rider is upon it, a greater flying carpet hovers in place 1 foot above the ground if it is unrolled, or sits on the ground if it is rolled up.

Level 30: The carpet is 2 squares by 3 squares and can carry up to six Medium or Small creatures and their gear (up to a normal load for each creature). Rides don't take the penalty to AC and Reflex.

Reference: *Mordenkainen's Magnificent Emporium*, page 85.

Necklace of Prayer Beads

Level 10+ Rare

The beads that hang from this necklace glow with divine power that you can call upon to overcome any challenge.

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: Holy Symbol

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Utility Power **Encounter** (Minor Action).

Effect: Choose one of the following benefits.

You and each ally within 5 squares of you can make a saving throw.

Until the end of this turn, your healing powers restore the maximum number of hit points possible.

Once before the end of your next turn, when you miss with a divine attack power, you can reroll the attack roll. You must use the second result.

Reference: *Mordenkainen's Magnificent Emporium*, page 42.

APPENDIX A: WATERDEEP LORE

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. Denouncing a Masked Lord as false in recent years happened so frequently that the City Watch or Guard are unlikely to take such claims seriously unless they come from a ranking city official or person of considerable importance. Presenting evidence to the Blackstaff is currently the most likely avenue for swift action.

The Lords of Waterdeep have ruled the city for most of the past four centuries. The Lords set laws although many laws are unwritten and by custom. They also rule on legal matters. The Open Lord, at least two Masked Lords and two Magisters sit in the Lords’ Hall to hear appeals and all charges of severe offenses. Barristers are barred from working in the city. The Lords also make all major decisions of state. Because of the threat of assassination and blackmail, the identity of the Masked Lords is much more secret currently than in some earlier periods.

LORDS’ PALACE AKA THE PALACE OF WATERDEEP

This elaborate palace was built by the third Open Lord. Its gleaming marble walls and seven towers house many of the city’s official offices, the Lords’ Hall, the Hall of Justice, embassies representing a few countries and other cities, living quarters for the Open Lord and apartments for visiting envoys and trade delegations. In the past the palace took its common name from that of the current Open Lord. But during the time of the guild wards, several Open Lords were assassinated and it became simpler to simply refer to it as the Lords’ Palace. Balconies, parapets and turrets give an almost festive air to this edifice.

A grand foyer opens into the central reception hall. Here a massive staircase leads up to the Lords’ Hall. There are a number of alcoves in the reception hall and four hallways provide access to various offices and meeting rooms. Various secret tunnels, doors and rooms are rumored to exist in the Palace. Certainly past attempts to observe the Masked Lords entering and leaving the Lords’ Palace were general failures.

THE BLACKSTAFF, ARCHMAGE OF WATERDEEP

Blackstaff, often called the Archmage of Waterdeep, is a title and role of the heir of Blackstaff Tower. Always a person of considerable arcane power in their own right, investiture as the Blackstaff is rumored to bestow considerable arcane powers from the Tower’s enchantments, items within, and knowledge from the previous Blackstaffs. The Blackstaff also controls many of the magical defenses of the City and may command the Watchful Order of Magists & Protectors. The Blackstaff is both guardian and, if need be, executioner of the Lords of Waterdeep. Vajra Safhar, a thin, small, dusky-skinned Tethyrian, is the current Blackstaff.

BROADSHEETS

At any given time, 10-20 different named broadsheets of news are printed and sold in Waterdeep and conveys more information than a “broadcrier” but less than a bard. Each broadsheet tends to have a particular theme or scope of interest as decided by the publisher. Reliability of the content varies wildly and the articles are short and often tend towards a tabloid style. Physically, broadsheets in the Realms, like historical Earth, are large, vertical sheets of newsprint. Usually these are printed on one side and may be issued daily, weekly, or irregularly. A broadsheet sells for 1-2 cp.

APPENDIX B: THE HEIRS OF MIRT

A SOCIETY OF WATERDHAVIAN ADVENTURERS WHOSE MEMBERS VOW TO DEFEND WATERDEEP AGAINST ALL ENEMIES, TO UPHOLD THE VALUES OF WATERDEEP (SUCH AS FIGHTING CORRUPTION), AND TO AID THE HELPLESS.

- There is no membership fee nor salary nor stipend for membership.
- The members are only required to be true to defending Waterdeep. If at anytime, they cannot do that, then they should resign.
- You may be a member of an Adventuring Company in addition to this Society.
- Foreigners are not accepted as members because their loyalties will likely lie with other realms. If they make their residence in Waterdeep in the future, they may join at that time.
- As we prove the worth of the adventurers, it is hoped that the Society is seen as an informal militia or a group that would provide back up for the City Guard for the defense of the City.
- It is possible that the membership might decide to undertake civic projects in the future.

To become a member of this organization a PC must be a citizen of Waterdeep and have either story Award WATE14 or WATE 24 or have a total of 2 favors (which are granted in Story Awards) from different organizations/personages. Most story wards that grant favors note that in the text. However, the following story awards can also be used for this purpose (they predate the forming of the organization) WATE2, WATE5, and WATE 10. For more information, please see the *Living Forgotten Realms Meta-Organization Guide*, which is available for download from the LFR website (<http://livingforgottenrealms.com>).

BENEFITS

Membership benefits will include the usage of the hall which serves as a social club with meals, drinks and private meeting rooms. The members' hall also offers long-term secure storage. Members may bring guests.

- Patrons seeking adventurers may post notices here or come in person seeking help. Sometimes the society itself may sponsor an adventure.
- Healing (from the local temples) is available at cost (no markup) when arranged through the Society.
- The members may use a private permanent teleportation circle within the members' hall of the Heirs of Mirt.
- Tickets to current entertainment events in Waterdeep are available at half price.
- Members gain a +2 bonus to Streetwise checks within Waterdeep and a +1 bonus to Streetwise checks in any urban location.

Additional meta-game benefits of membership include:

- A Society table (a table with 3 or more members of the Heirs of Mirt) gains a bonus action point. These bonus action points follow the same rules as for adventuring companies and do not stack with an adventuring company's action point. A table can only have one bonus action point.
- A member gains access to the *courtier's cape* (Uncommon, *Adventurer's Vault 2*) and *ring of retreat* (Uncommon, *Adventurer's Vault*). You can purchase these items or choose them with your found-item slots when your level plus four is equal to or greater than that of the item. You may upgrade these items as normal. The default location for the *ring of retreat* is Waterdeep, specifically inside the members' hall of the Society of Mirt.

Ex-Members: Should a member leave the Society, they will not be allowed to rejoin later. Rumors circulating within Waterdeep about their departure will result in a -2 penalty to Diplomacy checks within Waterdeep. If the story award favors (originally used to justify admission) had additional benefits, those favors are considered void (and should be marked such) as your patron feels betrayed. The ex-member will not be welcomed as a guest within the members' hall.

APPENDIX C: IMPORTANT NPCs

ENCOUNTER THREE

Geth Stormlight: human male (+12 Diplomacy, +13 History, +13 Religion, +14 Perception, +12 Insight)
Geth is a male human, thin, 5' 10", with grey eyes, white hair. He wears comfortable, well-made clothes. Geth's favorite drink is zzar. He has a slight wheeze, which is noticeable when he speaks. Geth is a sage who used to tutor the children of noble families. He has a reputation of being honest and wise. He can be usually found at the Font of Knowledge (temple of Oghma) or the Dagger's Rest in Trade Ward. (First appeared in WATE1-1 Heirloom).

Rosealind Cloverleaf: half elf female (+14 Bluff, +12 History, +14 Streetwise)
Rosealind is a half-elf with greenish-blond hair. Her clothing is fairly typical for a sage, although she looks rather young. A Passive Perception of 22 reveals that she has some sort of tattoo on her wrist, peeking out of her long sleeves. She listens with odd intensity to the PCs' request, and generally speaks as if distracted by things the PCs do not see. (The fact that this is an act can be revealed with a Passive Insight check of 20.) She tries to phrase her answers as if spirits of the dead are telling speaking to hear. (First appeared in WATE1-5 Lost in the Fog).

Silverstar Rayhn, priestess of Selûne female genasi
Rayhn is a large, muscular female watersoul genasi with angry green skin and deep blue lines of energy coursing throughout her body. Storm season plays havoc with her moods. During the spring and fall she alternates between being very curt and impatient with occasional periods of utter calm and happiness. (First appeared in WATE2-1 Gilding a Noble)

Jessail Eveningfall, High Priestess of temple of Selûne, half moon elf female
Jessail's silver hair and lime green eyes proclaim her moon elf heritage. The beautiful half elf is dressed in robes of blue and silver. She carries a moon-head mace at her waist. She exudes an aura of calm serenity. An excellent tactician both in the field of battle and in the courts of intrigue she is a strong leader. (First appeared in WATE 3-2 Noble Dangers)

ENCOUNTERS 5, 6, 7 & 8

Nal Dentarak Flamebrow, dragonborn noble
Six and a half feet tall, with reddish bronze scales and a large frill, he wears chainmail over a red tunic. His longsword is sheathed on his left hip. A native of Tymanther, he was trained by the Cult of the Dragon in their hidden fortress known as the Wyrms Academy. He hungers for arcane knowledge and financial achievements so he can advance in the cult. He desires to be one of the Wearers of the Purple (a leader in the cult, see FRCG pg 246) and knows the secrets of creating a fettered dracolich. Most of the cult's current activities are centered on making money in order to pay for the exotic ingredients necessary for creating dracoliches. Well versed in the practices of deceit and betrayal, he made it a point to discover information on his current employer. He and his companions, Fergus, Keshan and Kalasar, had been in Waterdeep only 2 tendays before taking this job. The current job promises a decent payment for services rendered. However, he is concerned that the Sharrens are using them (the cultists) to help muddy the trail of their own tracks.

Keshan and his brother Kalasar (the latter is only present when there are 6 PCs) are members of the same clan as Nal Dentarak, but because of their relative youth and inexperience do not use their clan name. Both are 6'8" tall with reddish bronze scales. (Keshan's scales are darker than his brother's and Nal Dentarak's). They were plate male and carry spears. The brothers are very traditional in their outlook (quick to seek battle). They seek glory and honor for their clan, but as many of their clan are cult members, upholding the honor of the cult fits within their philosophy. Keshan is the elder and speaks slowly, considering each word, while words often seem to tumble out of Kalasar who harbors dreams of being the central figure in a great tale of battle.

Having been trained in the Cult's hidden fortress in Tymanther, the brothers have become adept at concealing their true allegiance

Fergus is an Uthgardt barbarian originally of the Great Worm tribe. One of his ancestors became convinced that the Cult of the Dragon could return the benevolent dragon that had ruled their tribe to life. (It had been slain by adventurers.) Few in the tribe agreed, however, one his family in each generation is still sent to aid the cult.

Fergus cuts an imposing figure at six feet, four inches tall, and weighing 320 pounds. He has long dark hair. Half of his face is covered in tattoos as are his arms.

Fergus is resigned to being the “chosen one” of this generation. He treats the cult as if it was simply an extension of his tribe. What the true goals of the cult are has little real meaning to him. Defending his tribe, and thus the cult, is something he can accept.

Fergus is the group’s weak point when it comes to the cover stories. He is not used to lying.

Bente the warforged is five feet nine inches tall. His metal body is embellished with swirling designs that wind around arcane symbols in black and red enamel. The dark purple robe he wears has numerous pockets. He keeps small puzzles in them to amuse himself with when idle. Pitting himself against the unknown is what motivates him. However, he is not suicidal and when he comes across a situation where defeat seems imminent he looks for a means of escape. Seeking out new places and new magic fascinate him. Such hobbies can be expensive so he works as a mercenary to fund his expeditions. He is somewhat amused by the devotion of the cultists he is currently working with.

Milata currently appears as a dark haired female human, five feet two inches tall, with grey eyes and wearing dark blue leathers. She has a small symbol of Selûne on a leather thong around her neck. The cloak she wears to help throw opponents of guard when fighting.

She left Westgate when the various rival gangs she was working for became suspicious. She has just started to build a reputation among the residents of Downshadow for her ability to gain access to almost anywhere. Most think she is just a talented human and she prefers it that way. For the benefit of the cover story she acts lighthearted and flirtatious, but she is dourer by nature. Double-crossing others is second nature to her. She knows a temple of Selûne was started in Westgate a few years back in an old temple of Mask, but does not know the names of the woman who started the temple (events in DRAG1-1).

Talos Severn, innkeeper: human male (Diplomacy +10, Insight +15) follower of Tymora

His bright blue eyes seem to laugh at life and despite his fiery red hair he has a generally easy going outlook and not much of a temper. He trusts in Tymora to eventually get him out of any trouble that arises. That does not make him careless when it comes

to the safety of Maiden’s Port. He has created a “special brew” (enhanced ale that works as if he has cast the ritual Discern Lies on who ever drinks it). He is just as capable at bashing in someone’s head who means harm to the village if necessary, but would rather get them drunk and find out all their plans instead.

Jera Sen, village elder, half elven (Diplomacy +12, Insight +15, Intimidate +12, Religion +12) Follower of Selûne.

Jera Sen had a long career in Selûne’s service before coming to the village and it is not easy to fool her. She feels she errand every strand of grey that graces her long dark hair. She has a stern, no nonsense demeanor (a cross between a Mother Superior and a drill sergeant). Even though the three are suppose to rule the village, she frequently acts as if she alone is in charge. Jera Sen sees Alathene’s presence as something Selûne arranged for the villages protection.

Kara, village elder, Human female (Acrobatics +15, Diplomacy +8, Religion +8, Insight +10) Follower of Lliira.

Small and lithe (barely five feet tall) Kara abhors violence. Her short blonde hair (pixie cut) wisps about her face. She has a soft pleasant voice and an innate grace. She tends to wear thin layers of cloth draped over a tight fitting sleeveless jerkin and hose. This gives her freedom of movement whenever she dances, something she does frequently throughout the day.

She approaches the PC with the least amount of visible weapons and lightest armor and tries to engage them in conversation to gauge their real intent. She projects a persona of a somewhat hedonistic innocence, to hide her true purpose-finding out as much as she can about the true purpose of the PCs.

CONCLUSION

Lord Stedd Moonstar: Head of House Moonstar

Lord Moonstar is a young, (early 20’s) thin, dark-haired man who dresses in quality, fashionable clothing. He is sincere, loyal, and conscious of his family responsibilities. He used to become nervous when in the presence of the powers of the city such as the Blackstaff and Jessail Eveningfall, but the past year he has gained in confidence. 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.

Silverstar Rayhn, priestess of Selûne, female genasi
Rayhn is a large, muscular female watersoul genasi with angry green skin and deep blue lines of energy coursing throughout her body. Storm season plays havoc with her moods. During the spring and fall she alternates between being very curt and impatient with occasional periods of utter calm and happiness. (First appeared in WATE2-1 Gilding a Noble)

Jessail Eveningfall, High Priestess of temple of Selûne, half moon elf female
Jessail's silver hair and lime green eyes proclaim her moon elf heritage. The beautiful half elf is dressed in robes of blue and silver. She carries a moon-head mace at her waist. She exudes an aura of calm serenity. An excellent tactician both in the field of battle and in the courts of intrigue she is a strong leader. (First appeared in WATE 3-2 Noble Dangers)

APPENDIX D: ALATHENE

Lady Alathene

Medium Natural Living Construct (undead) archlich

Initiative +25, Arcana +35, Dungeoneering +24, Religion +27

Lady Alathene, formerly an archlich, was transformed by the Spellplague into a crystal statue. Both she and the Vault of the Stars were shifted to the Gates of the Moon.

Old and beautiful before the change, she still has the regal air of a centuries-old aristocrat.

- The first temple of Selûne in Waterdeep, known as the High House of the Stars, was destroyed in 1182.
- Lady Alathene's brother, Lord Vanrak Moonstar, and his Sharran allies caused the destruction.
- Lady Alathene was consumed by the hunt for her brother vowing not to rest until he pays for his crimes.
- The Vault of the Stars occupied a lower basement area of the High House of the Stars that was not destroyed in the original attack. Over the years she transformed it into an arcane lab and library. She retained rooms in The Blushing Mermaid a large inn and festhall in the Dock Ward of Waterdeep
- In her current state she does not have full access to her former powers and as such cannot directly confront Vanrak.
- She is still consumed with the need to see Vanrak defeated.

In her time since arriving in the village she has continued to do research on how to reach Vanrakdoom and its exact location as well as searching for any vulnerabilities or weakness of Vanrak. She has regained some of her abilities with arcane magic, but not all. In order to help protect the people of the village she has devised a version of the Guards and Wards ritual that covers a larger area, but does not produce the confusing mist. It takes a standard action for her to invoke it, preventing attackers from gaining access to the inside of any of the buildings in a given area. She has also learned to move herself via teleportation (at-will 1/round, move action, teleport 6 squares) and to converse telepathically with any creature within 100 squares of her (line of sight not required).

If for some reason she is present during combat (aside from Encounter 11) her defenses are AC 40, Fortitude 40, Reflex 5, and Will 40. Her crystalline form has a hardness of 30 and she has so many hit points that for purposes of this adventure it is effectively impossible to destroy her before she can teleport away. She has the following attack power:

STANDARD ACTIONS

• **Dark Bolts** (lightning, necrotic) • **At-Will**

Attack: Ranged 20 (one creature); +32 vs. Reflex

Hit: 3d6 + 15 lightning and necrotic damage and an ally adjacent to the target shifts up to 2 squares.

HANDOUT 1A: A LETTER FROM THE OPEN LORD (WITH RECOMMENDATION)

Dear Sir/Madam:

Your skill and bravery have benefited the City of Splendors in the past and you have been highly recommended to me by several distinguished citizens of our fair city. Therefore I extend an invitation to you to participate in an exciting expedition that offers an opportunity to add to the City's greatness – and, I am certain, to increase your own stature as well.

This mission is being organized by a Lord of Waterdeep. I am told it does involve some planar travel. If you wish to be considered, please present yourself at the palace with this letter, today at eight bells past highsun. I thank you for giving this opportunity your highest consideration.

Dagult Neverember, Open Lord of Waterdeep
<official seal>

HANDOUT 1B: A LETTER FROM THE OPEN LORD

Dear Sir/Madam:

Your skill and bravery are widely known. Perhaps you may be interested in an expedition that might greatly benefit both the city and yourself.

This mission is being organized by a Lord of Waterdeep. I am told it does involve some planar travel. If you wish to be considered, present yourself at the palace with this letter, today at eight bells past highsun.

Dagult Neverember, Open Lord of Waterdeep
<official seal>

HANDOUT 1C: NOTICE IN A BROADSHEET

Experienced adventurers needed for mission that includes planar travel. Interested personages should present themselves at the Open Lord's Palace at eight bells past highsun this very day. Ask for Aumar Melagard.

HANDOUT 2: RESEARCH

The information below can be discovered either through appropriate skill checks or the PCs paying for information.

THE ASTRAL SEA AND THE GATES OF THE MOON

General Information:

The Astral Sea is an infinite expanse dotted with countless small shards of land, scattered larger islands and the dominions of the gods. The Gates of the Moon is the dominion inhabited by several good-aligned goddesses

Description (FRCG p. 63):

Rocky islands float on or above a silvery sea. The moon waxes and wanes, often just as visible during bright sunlit hours as at night. Natural beauty fills each island, along with elegant buildings that range from quaint cottages to stately manors.

The Gates of the Moon is a place of beauty and joy, centered on Selûne's shining hall, Argentil. Surrounding Argentil's island is Sune's romantic city, Brightwater. The Great Wheel-seven earthmotes connected by loft bridges-is Tymora's realm. Selûne (greater goddess), Sune (greater goddess) and Sune's exarchs Lliira, Sharesss, and Tymora (goddesses) all make their homes here.

Maiden's Port is a village on one of the islands that floats near the edge of the Gates of the Moon. As such it acts as a first port of call for any ships entering the dominion from the Astral Sea.

THE FEYWILD

- In some respects the Feywild is a twin to the mortal world, but it is more verdant and wilder. Colors are sharper and more vivid. Forests sprawl under perfect blue skies and arcane power virtually thrums through the earth, air and sea.
- You will find many of the same geographic features, but the distances between them are distorted.
- The features themselves may be altered; a quiet stream might be a fast flowing river with dangerous rapids.
- Landmarks of manufactured civilization, such as cities, might be only a hunting camp or a small clearing in the Feywild.
- There are places where the barrier between the planes is thin, and some might pass through by accident.
- These thin places, called fey crossings, can be activated by either knowing the key phrase that activates a particular crossing or by using the Fey Passage ritual.

HANDOUT 3: WATE2~3 NOBLE DANGERS (RECAP)

A reminder for those who played this adventure:

The PCs were asked by Lord Moonstar, the Blackstaff and the High priestess of Selûne to investigate an earthmote based on information from the oracle and skyship captain Jorrz Errowd. The citadel known to be on the earthmote was believed to be in ruins and uninhabitable.

Upon approach the PCs were attacked by wyverns, a blue dragon and other guards. After the aerial battle the PCs made their way past numerous traps to the central area of the citadel. There they discover a qabal representing a mix of those with the common tie to Shar. The qabal consisted of a Talon of Shar, a Vigilant Doom, a Dark Stalker, a Direguard Assassin and a Shadar-kai Painbearer.

After defeating the qabal the PCs found a locked portal with the name “Vanrak” incised in the stone lintel. They also found evidence that someone had been giving the group copies of Stedd Moonstar’s financial deals and detailed house plans.

When the PCs returned and informed the Blackstaff, the high priestess of Selûne and Lord Moonstar they are told that Vanrak was once a respected noble in House Moonstar and worshipper of Selûne. However, he betrayed Selûne and became a powerful undead soldier for Shar. He vowed to destroy House Moonstar and force the conversion of Waterdeep to the worship of Shar. While thought to be hiding somewhere in Undermountain, his true lair was never found. Nothing had been heard of him since the Spellplague and it was hoped that he had perished.

HANDOUT 4: RUMORS

When checking the broadsheets for other information:

The Mocking Minstral and the North Wind broadsheets both have articles about the upcoming nuptials of Dala Silmerhelve and Stedd Moonstar. However, the Mocking Minstral’s article is laced with sly innuendo about “the Doom of House Moonstar” and questions the wisdom of the Lord Silmerhelve allowing such an alliance.

HANDOUT 5: STORY AWARDS

List each PC's name at the top of a column. Check the corresponding box if that PC has the Story Award listed in the left-hand column.

Story Award	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
WATE14						
WATE24						
WATE6						
WATE9						
WATE11						
WATE12						
WATE15						
WATE17						
NETH03						
CORE30						

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
WATE3~1 MOON RISING

WATE30 Vengeance upon Vanrak

You have joined Lady Alathene's centuries-old quest to find and destroy Lord Vanrak Moonstar. Your commitment to this noble cause is seen favorably by House Moonstar, the clergy of Selûne, the City of Waterdeep, and Selûne herself, unless you abandon the quest. The Brightcloaks Major Quest continues in *WATE3-2 Deepest Shadow* and concludes in *WATE3-3 Dark Ranger*.

The goddess Shar is not pleased by your alliance with Lady Alathene. She and her servants regard you as a danger and will seek to defeat you at any opportunity.

WATE31 Lady Alathene's Return

You have earned the gratitude and favor of both Lord Stedd Moonstar and the High Priestess of the Temple of Selûne in Waterdeep. Either of these NPCs will provide aid or knowledge (as determined by the DM) sufficient to grant you one automatic success during a skill challenge in Waterdeep. This Story Award can only be used for one success during a particular skill challenge, no matter how many PCs at the table have it.

This Story Award counts a favor with the Heirs of Mirt meta-organization and may be used to fulfill the membership requirements of that society. See the *LFR Meta-Organization Guide* for more information.

WATE32 Honorable Mercenaries

You spared the lives of some rival adventurers who sought the same prize as you. The Company of the Great Wyrm regards you as honorable. If you should meet them again, the meeting would be friendly. These mercenaries also have contacts within the Cult of the Dragon. You gain a +1 bonus to all Streetwise checks made to learn information about the Cult of the Dragon (the bonus does not stack with itself if multiple PCs at the table have this Story Award).

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

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DUNGEONS & DRAGONS

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