

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						