

NOBLE DANGERS

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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In the finale to the *Restoring Splendor* major quest, you are asked to investigate an earthmote hanging over the Sword Mountains. Although the mote itself poses no apparent risk, it might harbor dangers to Waterdeep. Great heroism will be needed to face and defeat your adversaries in the skies. An ancient threat has returned, and the fates of House Moonstar and all Waterdeep may hang in the balance. A *Living Forgotten Realms* adventure set in Waterdeep for characters levels 11-14. The previous adventures in this Major Quest are WATE2-1 *Gilding a Noble* and WATE2-2 *Closing a Deal*.

Warning: This is the culmination of a Major Quest and has more difficult combat encounters than a normal P1 adventure. We recommend that you allow at least five hours of playing time to complete this adventure, if possible, and level 11-12 tables probably should not play the high-tier version unless the players are both experienced and confident. The threats in this adventure have updated damage expressions as per the MM3 / *Monster Vault* standard.

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 designed for player characters (PCs) levels 11-14. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

If 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 this adventure, the PCs earn full XP for any encounter they defeat, and half XP for any encounter they attempt but fail. If time permits and it makes story sense, feel free to allow the PCs to make another attempt at a failed encounter (and thereby earn back the lost XP). See the Rewards section for a breakdown of XP awards by encounter.

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 roleplaying 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 the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

ADVENTURE BACKGROUND

During a recent trip out of Waterdeep, skyship captain Jorrz Errowd noticed signs of habitation on a stationary earthmote hanging over the Sword Mountains. His oracular power perceived the Doom of House Moonstar and a serious danger to the City of Splendors associated with the earthmote or its inhabitants. He shared that information with his new friend, Lord Stedd Moonstar, who he met during the Winter Gala which followed WATE2-1. Lord Moonstar subsequently met with the Blackstaff and the Jhessail Eveningfall, High Priestess of the House of the Moon. The earthmote is barely visible with a high-power telescope from Waterdeep and the citadel not at all. The earthmote is 90 miles from Waterdeep.

Agents of Lord Vanrak had secured a citadel on this earthmote, which before the Spellplague had belonged to a former ally of Lord Vanrak. The citadel holds a keyed portal to well-hidden part of Undermountain, where Lord Vanrak hides. The earthmote is protected not only by its height in the air, but by flying creatures. From here, Vanrak's agents had a secure base of operations. (The portal is not usable during this adventure.)

DM's INTRODUCTION

The characters are asked to complete an exploration of the earthmote by one of three people or groups. They are asked by Lord Moonstar based upon their previous association (the quest), OR are members of the local Heirs of Mirt adventuring society, OR the Blackstaff who has heard of the adventurers' fame.

Introduction

The concern about the earthmote and possible inhabitants is explained to the PCs. They are asked to explore the earthmote and if it is occupied by a hostile force, eliminate the hostiles and bring back evidence of who they were and what were they planning. If the PCs do not have their own means to fly to the mote, the NPCs suggest renting hippogriffs from a local stable.

Aerial Combat Encounter

As the PCs approach the earthmote, they are attacked by its defenders: an Adult Blue Dragon, Storm Abishai Sniper, Portal Drake, and Wyverns. The PCs can fight from their mounts or land on the earthmote and fight from there. Aerial combatants may use clouds to gain concealment. A storm throws bolts of lightning at the earthmote and charges the air with electricity.

Exploration and Trap-Finding Encounter

By either of two paths, the heroes explore the citadel and the underground lair in the earthmote. Along the way, various traps might be detected and disarmed or bypassed.

A Qabal of Sharran Agents Combat Encounter

Having penetrated to the inner sanctum of the citadel, the heroes discover a qabal representing a mix of those with a common tie to Shar and those in service to someone more powerful who is not present. The qabal consists of a Talon of Shar, a Vigilant Doom, a Dark Stalker, a Direguard Assassin, and a Shadar-kai Painbearer. If the heroes defeat this evil qabal, they learn a name - Vanrak (or "the Dark Ranger") as well as the goals of the qabal. The PCs may free some prisoners and gain more information as to what was happening.

Conclusion

The PCs report what they found and the outcome to the Blackstaff, the priestess of Selune, and Lord Moonstar. The heroes receive accolades from the high and mighty of Waterdeep but the knowledge that an ancient enemy still exists tempers the celebration.

CAMPAIGN NOTE: QUEST TASK OPPORTUNITY

Task 1, Task 2 or Task 3 from the Quest Card: *In Slumber Remain* (the sequence to unlock adventure QUES2-01) may be completed during the course of this adventure. All 3 tasks can be included for any table; however, a specific character may only fulfill one task during this adventure. You should discover before the start of play if any players have the quest card and run the appropriate encounter(s).

The PCs gain the information needed to complete Task 1 or 3 in The Conclusion. If the PCs completed Task 1 in WATE2-1, you are encouraged to modify Celestin's conversation. He heard that some adventurers had already purchased a book from Magpie and Gannon which was of interest to him. Perhaps the PCs might be willing to let Celestin read it.

If a PC needs to complete Task 2, then you need to include Encounter 1A to accommodate them.

DM Note: This adventure can run much longer than a typical 4-4.5 hour game time, particularly if you are not comfortable running paragon tier 4e play or aerial combat or if the players dither about optimal decisions. If played with time limitations, you are urged to keep pacing tight.

PLAYER'S INTRODUCTION

The introduction of this adventure varies depending on past actions of the PCs. If the PCs have played either WATE2-1 *Gilding A Noble* or WATE2-2 *Closing A Deal*, use Introduction A. If the PCs are members of the Heirs of Mirt, use Introduction B. For all other PCs, use introduction C.

INTRODUCTION A:

If the PC has played either WATE2-1 *Gilding a Noble* or WATE2-2 *Closing a Deal*, they receive an urgent message early in the morning (shortly after 8 am). The PC's location within the city of Waterdeep at this time depends on their personal habits. Some may be woken up by a pounding on their door, others are having breakfast or perhaps early morning weapons practice.

Read or paraphrase the following:

"Are you _____? Then I have a message for you." Once assured who you are, the young lad hands you a sealed scroll and looks at you hopefully.

He is hoping for a tip; he departs quickly once he is either given one or he believes the PC is not going to give him one.

The seal on the scroll is that of House Moonstar. The message inside reads:

My friend, because of your past assistance I make bold to request your aid in a time of peril! A trusted source has revealed a threat to both my House and to all of Waterdeep. Please come to my home by half past 9 bells.

Stedd Moonstar

INTRODUCTION B:

If a PC is a member of the Heirs of Mirt (See Appendix for details), then they receive an urgent message in the morning (shortly after 8 am). The PC has been summoned to the Heirs of Mirt Hall.

Read or paraphrase the following:

You enter the society's hall and are ushered into one of the private meeting rooms. A sandy-haired halfling impatiently awaits you. He speaks very quickly:

"About time you got here. There is a threat to the city. Go to House Moonstar immediately. The Blackstaff is

meeting you there and she does not like to be kept waiting!"

He has very little information that he can impart, but he has a very good memory for anything he hears. He does know that:

- Someone who felt they owed House Moonstar a favor sent warning of a threat.
- Lord Moonstar brought it to the Blackstaff and she agreed it was to be taken seriously.
- She asked if we had any of "you lot" (adventurers) available "...and you're it!"
- His name is Varkel Salibuck; he does not work here normally. The master just asked for him to see if the members contacted were available to go. If pushed, he will reveal that he works in the household of Renaer Neverember. PCs who played WATE1-6 *Out of Hatred* would recall that Renaer instigated the creation of the Heirs of Mirt. (Renaer also appeared in the novel *Blackstaff Tower* by Steven E. Schend.)

INTRODUCTION C:

If the PC does not qualify for either of the previous introductions, then they receive an urgent message early in the morning (shortly after 8 am). The PC's location within the city of Waterdeep at this time depends on their personal habits. Some may be woken up by a pounding on their door, others are having breakfast or perhaps early morning weapons practice

Read or paraphrase the following to the players:

"Are you _____? Then I have a message for you." Once assured who you are, the young lad hands you a sealed scroll and looks at you hopefully.

He is hoping for a tip; he departs quickly once he is either given one or he believes the PC is not going to give him one.

To identify the seal, the PC needs to make a DC 20 History check. The seal is that of the Blackstaff, the archmage of Waterdeep.

I have been informed that your skill and experience are sufficient that you would be an excellent addition to a group I am forming to complete an important task. The risks might be significant, but you will be compensated. If interested, be at Moonstar Manor by half past 9 bells.

Vajra Safhar, Blackstaff

Streetwise/History DC 15: The current Blackstaff (the archmage of Waterdeep) was originally from Tethyr. She was the apprentice of the former Blackstaff and took over the position after he was assassinated last year. (This event occurred in the novel *Blackstaff Tower* by Stephen E. Schend.) Vajra is the seventh Blackstaff.

History DC 20: Blackstaff Tower was built as Arunsun Tower in 1150 DR. Popular belief is that besides being magically protected, it is haunted.

ENDING THE ENCOUNTER

No check is required for the PCs to know or learn that Moonstar Manor is located in Sea Ward of Waterdeep. When everyone is ready, proceed to Encounter 1.

ENCOUNTER 1: MEETING AT MOONSTAR VILLA

SETUP

Important NPCs:

Vajra Safhar, the Archmage of Waterdeep and Blackstaff; female human

Lord Stedd Moonstar; male human

Jhessail Eveningfall, High Priestess of temple of Selune, half moon elf female

The concern about the earthmote and possible inhabitants is explained to the PCs. They are asked to explore the earthmote and, if occupied by a hostile force, eliminate the hostiles, and bring back evidence of who they were and what were they planning. If the PCs lack their own means to fly to the mote, the NPCs suggest renting or buying hippogriffs from a local stable if the PCs don't own a flying mount.

Moonstar Villa is in Sea Ward. This area of Waterdeep is full of opulent well kept buildings and a few temples. The outside of the three story villa has been recently cleaned and painted. The windows shine in the morning sunlight. The interior has been completely refurbished.

You make your way toward Lord Stedd Moonstar's villa.

Those PCs who played in WATE2-1 *Gilding a Noble* or WATE2-2 *Closing a Deal* are recognized by Logan, the Moonstar's butler. Logan is a middle-aged, male dwarf with an exceptionally long beard festooned with numerous star shaped crystals and a single large moon. Logan walks with a pronounced limp. He greets those he knows by name but seems nervous around those adventurers he has not previously met.

Lord Moonstar's butler Logan answers the door quickly and shows you to a large sitting room. He offers you wine and ale. "If you are hungry, please help yourselves to the food on the sideboard."

Several other adventurers are already present.

Allow the PCs to take this opportunity to introduce themselves. A selection of pastries, sausage, and cheeses is on the sideboard.

You should ask if anyone has the Story Awards WATE01 (from WATE1-1 *Heirloom*) or had played WATE2-1 *Gilding a Noble*, or WATE2-2 *Closing a Deal*. Stedd Moonstar has personally met those PCs and greets them profusely.

Lord Moonstar is a young, thin, dark-haired man who dresses in quality, fashionable clothing. He is sincere, loyal, and conscious of his family responsibilities. He is slightly nervous.

Vajra Safhar is a short, lithe, young woman with bright indigo eyes, short black hair and dusky skin. She carries a black wooden staff that is taller than her, capped at both ends with silver. She is wearing a simple belted grey tunic over black pants with short leather boots. She projects an air of confidence.

The priestess of Selune, Jhessail Eveningfall, is a female half moon elf (eladrin). She has silver hair and lime green eyes. Dressed in robes of blue and silver with a wide leather belt from which a moon-head mace hangs, she presents a calm and pleasant demeanor.

Lord Stedd Moonstar enters the room, accompanied by two women.

The shorter of the two is a human with dusky skin, black hair, and indigo eyes. The black wood staff in her hands is capped at both ends in silver.

The silver hair and the lime green eyes of the other woman proclaim her moon elf heritage. This beautiful half elf is dressed in robes of blue and silver. Her holy symbol and the moon-head mace at her waist indicate she is a priestess of Selune.

Stedd warmly greets those he knows and thanks them for coming. He then addresses the group at large. Adjust the following text as needed based on the composition of the adventuring party:

"Good morning. Some of you have assisted me in the past." He nods at those with whom he is acquainted. "Others have come highly recommended. If you have not previously met my other guests, may I introduce the Blackstaff, Vajra Safhar, and Jhessail Eveningfall, a high priestess of Selune."

Vajra speaks:

"We are concerned that the inhabitants of an earthmote floating over the Sword Mountains to the north of Waterdeep may be plotting against House Moonstar and Waterdeep. We want you to go there, investigate, and eliminate the threat - if there is a threat."

- One of the guests at Lord Moonstar's "End of Winter Gala" was skyship captain Jorrz Errowd. The captain left here very well disposed to House Moonstar and Waterdeep, even though his ocular powers were hindered while he was in the city. His oracular power perceived the Doom of House Moonstar and a serious danger to the City of

Splendors associated with the earthmote or its inhabitants. Errowd shared this information with us.

- The captain has every reason to be concerned over the welfare of the city as he made several good business deals while he was here and if the city suffers, so too will he, at least financially.
- The earthmote is barely visible from my tower with an extremely strong telescope. However, I could not see any sign of a problem.
- I have consulted histories and there had been a citadel in the Storm Mountains in that area several hundred years ago.
- The tales vary some but they all agree that a wizard or necromancer that resided there was forced out and the place sacked.
- Occasionally over the years monsters would make their lair there and someone would hunt them down eventually; nothing of value was left.
- When the Spellplague hit, the citadel and the area around it ripped out of the mountainside and rose up as an earthmote.
- About 50 years ago adventurers explored the earthmote and found that the citadel had collapsed and was reduced to ruins. They could not search the interior of the citadel as debris blocked all the avenues into the citadel.
- You are to fly there and defeat any threat, then report back.
- If you do not have a flying mount, I am sure you can rent or buy a hippogriff in the city.
- It is 90 miles from the city to the earthmote.
- There are frequent storms in those mountains so be prepared.
- (If the PCs question as to why Blackstaff cannot handle this mission herself, or go along with them) My role is defender of Waterdeep. My powers are greatest within the City and close to Blackstaff Tower. I cannot rule out the possibility that this sighting was deliberate to lure me out of the city, whether to my doom, much as my predecessor was, or to leave the city weakened. By sending renowned adventurers, I can respond to subsequent threats and marshal overwhelming force if you should fail.

Stedd Moonstar speaks up:

“I will cover the cost of renting a hippogriff for anyone who needs one.”

- Since the threat is also aimed at my house, I promise to reward you upon your return.
- If someone questions the threat against the house, Stedd reminds them that last year someone paid to have items stolen from his

home (WATE1-1). The items were found but whoever originally commissioned the theft was not identified. (The gnomes were hired by someone but the trail ended with them.) Also, someone tried to stop the deal in WATE2-2, *Closing a Deal*. He suspects he has an enemy.

Jhessail adds:

- Both this house and this City have been loyal to the Moonmaiden. If you should die, I will beseech Selune for your life.
- I offer the blessing of Selune on each of you. (Unless the PCs object, she asks Selune to bless the adventurers. No specific game benefit is given but if necessary, it could be explained later as the reason for the heroic leap in Encounter Two.)

ENDING THE ENCOUNTER

Since the NPCs cannot be sure when or how an attack against the House or city will occur, the PCs are urged to gather needed supplies and get going immediately.

If a PC needs to do Task 2 of the *In Slumber Remain Quest* (QUES2-1), then run Encounter 1a: Picking Up Your Mounts. For those who do not need to do the quest task, you can simplify the process of getting mounts, to save time. The prices are:

- Renting a hippogriff costs 100 gp per day with another 100 gp as a security deposit.
- A hippogriff may be purchased for 4,200 gp.
- If the PC wishes to buy a griffon they can for 9,000 gp. These are not available for rent.
- If PCs use these mounts, give them Handout 1 (which has the stat blocks)
- If the PC has an animal companion (Small size or smaller) that can not ride a griffon or hippogriff then the PC can get a backpack or saddlebag that allows a companion animal to accompany them.
- A Medium size animal companion needs its own mount. You may allow PCs to make a Nature check to “introduce” animals that would normally be disagreeable toward each other.
- No provision is made for Large creatures.

If the PCs wish to confirm anything they have been told, they can do so. The Font of Knowledge (the local temple of Oghma) can confirm the information; however, a fee/donation is required.

A DC 20 History check reveals or confirms the post-Spellplague information that was provided by the Blackstaff, while a DC 27 check reveals or confirms the pre-Spellplague information.

EXPERIENCE POINTS

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

TREASURE

The Blackstaff and Lord Moonstar promise rewards for success. The High Priestess of Selune promises to raise any killed PCs from the dead for no cost (for this mission only).

OPTIONAL ENCOUNTER 1A: PICKING UP YOUR MOUNTS

SETUP

Important NPCs: Jai Kedan (see sidebar)

While all of the PCs need to have flying mounts, getting them should be handled fairly quickly. The Blackstaff suggests renting or buying hippogriffs from a local stable if any of the PCs don't own a flying mount. Lord Moonstar is willing to cover the cost of renting the hippogriffs, but does not pay for buying them for the adventurers. The only place that has these mounts for rent is Bright Mounts Stables in Castle Ward.

- Renting a hippogriff costs 100 gp per day with another 100 gp as a security deposit.
- A hippogriff may be purchased for 4,200 gp.
- If the PC wishes to buy a griffon they can for 9,000 gp. These are not available for rent.
- If PCs use these mounts, give them Handout 1 (which has the stat blocks)
- If the PC has an animal companion (Small size or smaller) that cannot ride a griffon or hippogriff then the PC can get a backpack or saddlebag that allows a companion animal to accompany them.
- A Medium size animal companion needs its own mount. You may allow PCs to make a Nature check to "introduce" animals that would normally be disagreeable toward each other.
- No provision is made for Large creatures.

QUEST 2~1 TASK 2 ONLY

As you travel to the recommended stable, a hippogriff flies overhead. Shortly you arrive at the stable. Two grooms are checking a recently landed mount. A burly man emerges from the office. The rolled up sleeves of his shirt reveal his muscular forearms. Upon his right arm is a tattoo of a flame.

Jal Kedan, a sailor by trade, has turned to work as a courier while repairs are being made to his ship. While his physique suggests that he is a young man, the eyes of a much older man are set in his sea-weathered face.

If a PC comes up to him and tells him, "*The cleansing flame thrives during even the coldest night*" and then asks "*When will the next conflagration of souls will occur?*" he answers:

"If you seek to open the conflagration of souls, you will have to ask a traveler from beyond the stars."

He has just completed a courier job and must return to his employer immediately.

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

ENDING THE ENCOUNTER

Once the PCs have secured flying mounts, or made whatever other provisions (such as the use of rituals, magic items, paragon path abilities, etc.) that you deem sufficient to allow them to fly to the earthmote, proceed to Encounter 2.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 2: SKY BATTLE

ENCOUNTER LEVEL 13/15 (4500/6300 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 adult blue dragon (level 10) (D)
- 1 storm abishai sniper (level 10) (S)
- 1 portal drake (P)
- 2 wyverns (W)

This encounter includes the following creatures at the high tier:

- 1 adult blue dragon (level 12) (D)
- 1 storm abishai sniper (S)
- 1 portal drake (level 12) (P)
- 2 wyverns (level 12) (W)

As the heroes approach the earthmote, they are attacked by its guards: adult blue dragon, storm abishai sniper, portal drake and wyverns. The PCs can fight from their mounts or land on the earthmote and fight from there. Aerial combatants may use clouds to gain concealment. The storm throws bolts of lightning at the earthmote and charges the air with electricity.

As the adventurers enter the area, read:

Early summer storms threaten as you approach the earthmote. A few low clouds hinder your view. The outer edge of the earthmote has a flat area that might provide room for landing.

Allow the players to see Handout 2 so they can determine how their characters want to approach the Earthmote. Based on their approach they might be able to see the guards.

You spot creatures flying above the earthmote and diving towards you.

There are two layers of clouds above the earthmote. At the start of the encounter, the dragon is hiding in the higher clouds and has total concealment. Depending on the approach of the PCs the rest of the monsters might be in full view. The green line on the elevation map (MAP2) shows the starting height for the storm abishai sniper, portal drake and the wyverns. The PCs can start anywhere along the right hand side of Map 1 (as you look at the map).

A rocky area rises behind the trees on the map. The ruins of the citadel are off the map to the left and are not visible from this side.

The creature that dives toward you has a body resembling that of a gargoyle but with blue scales.

Religion DC 15: abishai are immortal servants, usually of Tiamat. Their colors mimic the colors of the heads of Tiamat.

Darting about the sky is a small creature with leathery grey wings.

Nature DC 15: Portal Drakes are known to haunt the Underdark, where they scour old ruins in search of interesting magical trinkets. They enjoy tormenting other creatures and leading them into danger.

The large dark body approaching you resembles that of a dragon, but you can tell that it is actually a wyvern.

Nature DC 15: to domesticate a wyvern, a humanoid master must handle the creature from its birth.

DM Tip: Use large cardboard tokens for mounts

FEATURES OF THE AREA

Illumination: Even with the storm clouds above, the conditions are considered to be bright light.

Earthmote: The earthmote is roughly 1100 feet (220 squares) above the ground below and is less than 250' across.

Clouds: There are two layers of clouds. The upper layer is marked on the Elevation map (Map2) by a dark blue line. Creatures in squares from the dark blue line up have total concealment. There are three lower, lighter clouds. These three clouds provide only light obscurement. The location of these clouds is marked on both maps by blue lines. Clouds do not block line of effect.

Cliff Face: The "road" tiles are used to represent the two cliffs. The cliff closest to the edge of the earthmote is 2 squares high and is considered to be simply difficult terrain costing 2 squares of movement (4 squares total to ascend). The other cliff is three squares high, requiring a Climb (Athletics) check DC:

Rocky areas: There are several rocky areas which are difficult terrain. These are marked on the map by triangles.

Boulders: The large (2 squares high) boulders provide superior cover. They count as blocking terrain.

Dead Tree: The large dead tree is difficult terrain.

Trees: The trees that are along the back edge of the map provide cover and total concealment from aerial foes.

Lightning: Lightning bolts from the storm clouds hit both the earthmote and other clouds randomly. None of these bolts hit PCs. The bolts charge the air with electricity, granting the blue dragon an additional saving throw once per round. This is a terrain effect. See note under the stat block for the blue dragon.

Falling: Clearly falling from this very high altitude (and hitting the earth below) is lethal for most creatures. Using the fast alternative (PH, p284) gives a damage of 550 hp for falling from this height. To prevent a high risk of certain death, any PC knocked off their mount (or if the mount is killed or knocked unconscious) is given a saving throw similar to that of being forced off a cliff. However, in this case, the saving throw includes, as a free action, a heroic leap to either (1) grasp the edge of the earthmote or (2) another mount, of a distance up to speed plus 2 squares (i.e., run movement). Alternatively, you may grant as a free action, an Athletics check for a standing long jump of greater distance, or a teleport, or a shapechange to a flying creature. Note: for flying mounts, if the mount is knocked prone, it falls but the rider stays mounted (unless he chooses to leave).

TACTICS

The monsters are smart and coordinate their efforts. However, the motivation for each is different so some may flee when their hit points are low.

The blue dragon is serving as a guard to fulfill a bargain. Although he is evil, he does not worship Shar. The dragon does not attack in the first round of combat. Instead he tries to maneuver (remaining hidden in the upper clouds) above or behind the PCs, based on the sounds of combat, to a position from whence he can emerge and use his breath weapon to good effect. While the dragon can use the clouds for concealment, you should be careful to give the PCs a chance to damage the dragon (do not use the dragon's abilities to make this combat a boring grind). Once the dragon is bloodied, especially if its allies have been defeated, consider having the dragon flee or bargain with the PCs.

DM NOTE: Do not stun their mounts unless PCs are optimized. The dragon does not normally consider the mounts to be enemies. Hippogriffs leave if they lose their rider.

The storm abishai sniper delights in causing damage and relies on its regeneration to help keep it alive. The storm abishai fights to the death.

The portal drake enjoys moving opponents and allies alike around the field of combat, especially those

larger than itself. Consider swapping the wyvern or the blue dragon for the storm abishai (or the portal drake) if they are confronted in melee. It darts in and out of the clouds to gain protection and positioning. The portal drake does not flee unless the wyverns are dead, the dragon is bloodied, and it is bloodied. Note that the portal drake cannot use its *portal burst* ability to separate a rider from his or her mount. Whether it targets the PC or the PC's mount, the rider and mount are considered a single creature for this purpose.

The wyverns are trained beasts of low intelligence and doggedly attack the closest enemy. They do not flee.

SCALING THE ENCOUNTER

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

Four PCs: Remove the portal drake and one of the two wyverns. (If the party is strong, consider leaving the portal drake and just removing a wyvern.)

Six PCs: Add a third wyvern and a second storm abishai sniper.

TROUBLESHOOTING

You are highly encouraged to tailor the encounter to the capabilities of the PCs and the players. Give this combat a dramatic, cinematic feel. The combat is meant to be tougher than average but not yield a TPK. The combat should not be a cakewalk and the danger should feel real.

You should position the aerial combat, to the extent feasible, close to and slightly above the earthmote. Allow the PCs to land and fight from the earthmote if they so desire unless the players have requested an extremely high challenge. If the players question the reality of the heroic leap saving throw, you may suggest strong updrafts in the storm contributed or perhaps it was the hand of Selune.

Rules for flying creatures and 3-dimensional combat are summarized in the Appendix, but the DM should be sure to check for the latest updates or errata. In this encounter, if a flying creature starts falling (whether because it was knocked prone or for some other reason), it has 3 chances to halt the fall (due to the altitude) by making a DC 30 Athletics check as an immediate reaction with a bonus to the check equal to the creature's fly speed. Effectively, the checks occur after falling 100 feet / 20 squares (immediately), 500 feet / 100 squares (start of its next turn), and 1000 feet / 200 squares (start of the following turn).

- If a monster falls but recovers flight after 100 feet, it rejoins the combat.

- If a monster falls but recovers flight after 500 feet, it takes (at double run speed) about 5-6 rounds for that creature to rejoin the combat. Make the decision of whether or not the monster returns or not based upon the monster's condition and the real-world game time.
- If a monster falls but recovers flight after 1000 feet, it simply flies away and does not rejoin the combat.

Placing a ten-sided die next to each creature's miniature to indicate its relative height proved helpful in playtests. Light-colored dice may represent when a creature is above elevation 0 (relative elevations at the beginning of combat are indicated on the tactical maps for this encounter) and dark-colored dice may represent when a creature is below elevation 0.

ENDING THE ENCOUNTER

The PCs may consider taking an extended rest at this point. However, with a passive Insight of 20/22, the PC realizes that the creatures the PCs just fought acted more like guards for the earthmote. While these monsters could do damage to Waterdeep, their threat would generally not be enough to qualify as the "doom of House Moonstar." An extended rest permits any surviving aerial combatants to recover and regroup, and may allow any adversaries on the earthmote to escape.

EXPERIENCE POINTS

The PCs gain 900/1260 XP each for defeating the monsters. (Remember that monsters are defeated regardless of whether they are killed or fly away. If this fight is taking too long, it's better to have the remaining monsters fly away than to be forced to rush through the rest of the adventure at breakneck speed.)

This encounter counts towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 2: “SKY BATTLE” STATISTICS (LOW LEVEL)

Adult Blue Dragon (Level 10)	Level 10 Solo Artillery
Large natural magical beast (dragon)	XP 2,500
Initiative +7 Senses Perception +13; darkvision	
Uncontained Lightning aura 5; while the dragon is bloodied, any enemy that ends its turn in the aura takes 5 lightning damage.	
HP 428; Bloodied 214	
AC 24; Fortitude 24, Reflex 21, Will 22	
Resist 20 lightning	
Speed 8; fly 10 (hover)	
Saving Throws +5; Action Points 2	
m Gore (standard; at-will) ♦ Lightning	
Reach 2; +15 vs. AC; 4d6 + 9 lightning damage.	
M Claw (standard; at-will)	
Reach 2; +15 vs. AC; 2d6 + 9 damage.	
M Draconic Fury (standard; at-will)	
The dragon makes two claw attacks. These attacks may be made against the same target, or against two different targets.	
C Breath Weapon (standard; recharge 5 6) ♦ Lightning	
Close blast 10; targets up to three creatures in the blast; +15 vs. Reflex; 3d8 + 10 lightning damage. <i>Miss</i> : Half damage.	
A Lightning Burst (standard; at-will) ♦ Lightning	
Area burst 2 within 20; +15 vs. Reflex; 2d10 + 7 lightning damage. <i>Miss</i> : Half damage.	
C Wing Backblast (immediate reaction, when an enemy hits the dragon with a melee attack; at-will)	
Close burst 2; targets enemies; +13 vs. Reflex; the target is knocked prone. <i>Effect</i> : The dragon flies up to half its speed. This movement does not provoke opportunity attacks.	
C Bloodied Breath (free, when first bloodied; encounter)	
<i>Breath weapon</i> recharges, and the dragon uses it.	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Lightning	
On an initiative of 10 + its initiative check, the dragon can use a free action to fly up to its speed and use <i>lightning burst</i> . This movement does not provoke opportunity attacks. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.	
Alignment Evil	Languages Common, Draconic
Skills Athletics +15, Insight +13	
Str 21 (+10)	Dex 15 (+7) Wis 17 (+8)
Con 19 (+9)	Int 13 (+6) Cha 14 (+7)

Storm Abishai Sniper (Level 10)	Level 10 Artillery
Medium immortal magical beast	XP 500
Initiative +8 Senses Perception +22; low-light vision	
HP 86; Bloodied 43	
Regeneration 5	
AC 22; Fortitude 22, Reflex 22, Will 20	
Resist 10 lightning, 10 thunder	
Speed 8; fly 6, overland flight 12	
m Lightning Sting (standard; at-will) ♦ Lightning	
+17 vs. AC; 2d8 + 9 lightning damage.	
C Lightning Discharge (immediate reaction, when an enemy hits the abishai with a melee attack; encounter) ♦ Lightning	
Close burst 1; +15 vs. Reflex; 2d6 + 7 lightning damage, and the triggering enemy is pushed 1 square and stunned until the end of its next turn.	
A Shockbolt (standard; at-will) ♦ Thunder	
Area burst 2 within 10; +13 vs. Reflex; 2d6 + 7 thunder damage.	
Alignment Evil	
Languages Common, Draconic	
Str 18 (+19)	Dex 16 (+8) Wis 13 (+6)
Con 20 (+10)	Int 11 (+5) Cha 21 (+10)

Note: *Monster Vault* version of the blue dragon. The blue dragon may make a saving throw once per round as a free action due to the electrically charged air (this is a terrain effect). The DM may determine when in the round the save occurs. This is in addition to the normal end of turn saving throws that all creatures get to make.

Portal Drake	Level 10 Controller
Small natural beast (reptile)	XP 500
Initiative +11 Senses Perception +13	
HP 104; Bloodied 52	
AC 26; Fortitude 19, Reflex 25, Will 24	
Resist 5 poison	
Speed 8; fly 6 (hover), teleport 6	
m Bite (standard; at-will)	
+15 vs. AC; 2d8 + 9 damage.	
R Slip through Space (standard; at-will) ♦ Teleportation	
Ranged 10; targets two allies within range, or the portal drake and one ally within range; the targets swap places.	
C Portal Burst (standard; recharge 5, 6) ♦ Teleportation	
Close burst 2; +14 vs. Reflex; the target teleports 5 squares to an unoccupied space of the drake's choosing (and in its line of sight). This attack automatically hits allies, though the drake can choose not to target them.	
Catch a Ride (immediate reaction, when a creature within 6 squares of the portal drake teleports; at will) ♦ Teleportation	
The portal drake teleports the same distance as the triggering creature. This movement can be in any direction and can exceed the drake's normal teleport speed.	
Alignment Chaotic evil	Languages Draconic
Skills Arcana +13, Stealth +16	
Str 10 (+5)	Dex 22 (+11) Wis 17 (+8)
Con 16 (+8)	Int 16 (+8) Cha 21 (+10)

Wyvern	Level 10 Skirmisher
Large natural beast (reptile)	XP 500
Initiative +10 Senses Perception +10; low-light vision	
HP 106; Bloodied 53	
AC 24; Fortitude 24, Reflex 20, Will 19	
Speed 4, fly 8 (hover); see also <i>flyby attack</i>	
m Bite (standard; at-will)	
Reach 2; +15 vs. AC; 2d8 + 9 damage.	
m Claws (standard; at-will)	
The wyvern can attack with its claws only while flying; +15 vs. AC; 2d8 + 9 damage, and the target is knocked prone.	
M Sting (standard; at-will) ♦ Poison	
Reach 2; +15 vs. AC; 2d8 + 9 damage, and the wyvern makes a secondary attack against the same target. <i>Secondary Attack</i> : +13 vs. Fortitude; ongoing 10 poison damage (save ends).	
M Flyby Attack (standard; at-will)	
The wyvern flies up to 8 squares and makes one melee basic attack at any point during that movement. The wyvern doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment Unaligned	Languages -
Str 24 (+12)	Dex 17 (+8) Wis 15 (+7)
Con 18 (+9)	Int 2 (+1) Cha 8 (+4)

ENCOUNTER 2: “SKY BATTLE” STATISTICS (HIGH LEVEL)

Adult Blue Dragon (Level 12)	Level 12 Solo Artillery
Large natural magical beast (dragon)	XP 3,500
Initiative +8 Senses Perception +14; darkvision	
Uncontained Lightning aura 5; while the dragon is bloodied, any enemy that ends its turn in the aura takes 5 lightning damage.	
HP 492; Bloodied 246	
AC 26; Fortitude 26, Reflex 23, Will 24	
Resist 20 lightning	
Speed 8; fly 10 (hover)	
Saving Throws +5; Action Points 2	
m Gore (standard; at-will) ♦ Lightning	
Reach 2; +17 vs. AC; 4d6 + 11 lightning damage.	
M Claw (standard; at-will)	
Reach 2; +17 vs. AC; 2d6 + 11 damage.	
M Draconic Fury (standard; at-will)	
The dragon makes two claw attacks. These attacks may be made against the same target, or against two different targets.	
C Breath Weapon (standard; recharge 5 6) ♦ Lightning	
Close blast 10; targets up to three creatures in the blast; +17 vs. Reflex; 3d8 + 11 lightning damage. <i>Miss</i> : Half damage.	
A Lightning Burst (standard; at-will) ♦ Lightning	
Area burst 2 within 20; +17 vs. Reflex; 2d10 + 8 lightning damage. <i>Miss</i> : Half damage.	
C Wing Backblast (immediate reaction, when an enemy hits the dragon with a melee attack; at-will)	
Close burst 2; targets enemies; +15 vs. Reflex; the target is knocked prone. <i>Effect</i> : The dragon flies up to half its speed. This movement does not provoke opportunity attacks.	
C Bloodied Breath (free, when first bloodied; encounter)	
<i>Breath weapon</i> recharges, and the dragon uses it.	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Lightning	
On an initiative of 10 + its initiative check, the dragon can use a free action to fly up to its speed and use <i>lightning burst</i> . This movement does not provoke opportunity attacks. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.	
Alignment Evil Languages Common, Draconic	
Skills Athletics +16, Insight +14	
Str 21 (+11)	Dex 15 (+8) Wis 17 (+9)
Con 19 (+10)	Int 13 (+7) Cha 14 (+8)

Storm Abishai Sniper	Level 12 Artillery
Medium immortal magical beast	XP 700
Initiative +9 Senses Perception +23; low-light vision	
HP 98; Bloodied 49	
Regeneration 5	
AC 24; Fortitude 24, Reflex 24, Will 22	
Resist 10 lightning, 10 thunder	
Speed 8; fly 6, overland flight 12	
m Lightning Sting (standard; at-will) ♦ Lightning	
+19 vs. AC; 3d6 + 12 lightning damage.	
C Lightning Discharge (immediate reaction, when an enemy hits the abishai with a melee attack; encounter) ♦ Lightning	
Close burst 1; +17 vs. Reflex; 2d8 + 6 lightning damage, and the triggering enemy is pushed 1 square and stunned until the end of its next turn.	
A Shockbolt (standard; at-will) ♦ Thunder	
Area burst 2 within 10; +15 vs. Reflex; 2d8 + 6 thunder damage.	
Alignment Evil Languages Common, Draconic	
Str 18 (+20)	Dex 16 (+9) Wis 13 (+7)
Con 20 (+11)	Int 11 (+6) Cha 21 (+11)

Note: *Monster Vault* version of the blue dragon. The blue dragon may make a saving throw once per round as a free action due to the electrically charged air (this is a terrain effect). The DM may determine when in the round the save occurs. This is in addition to the normal end of turn saving throws that all creatures get to make.

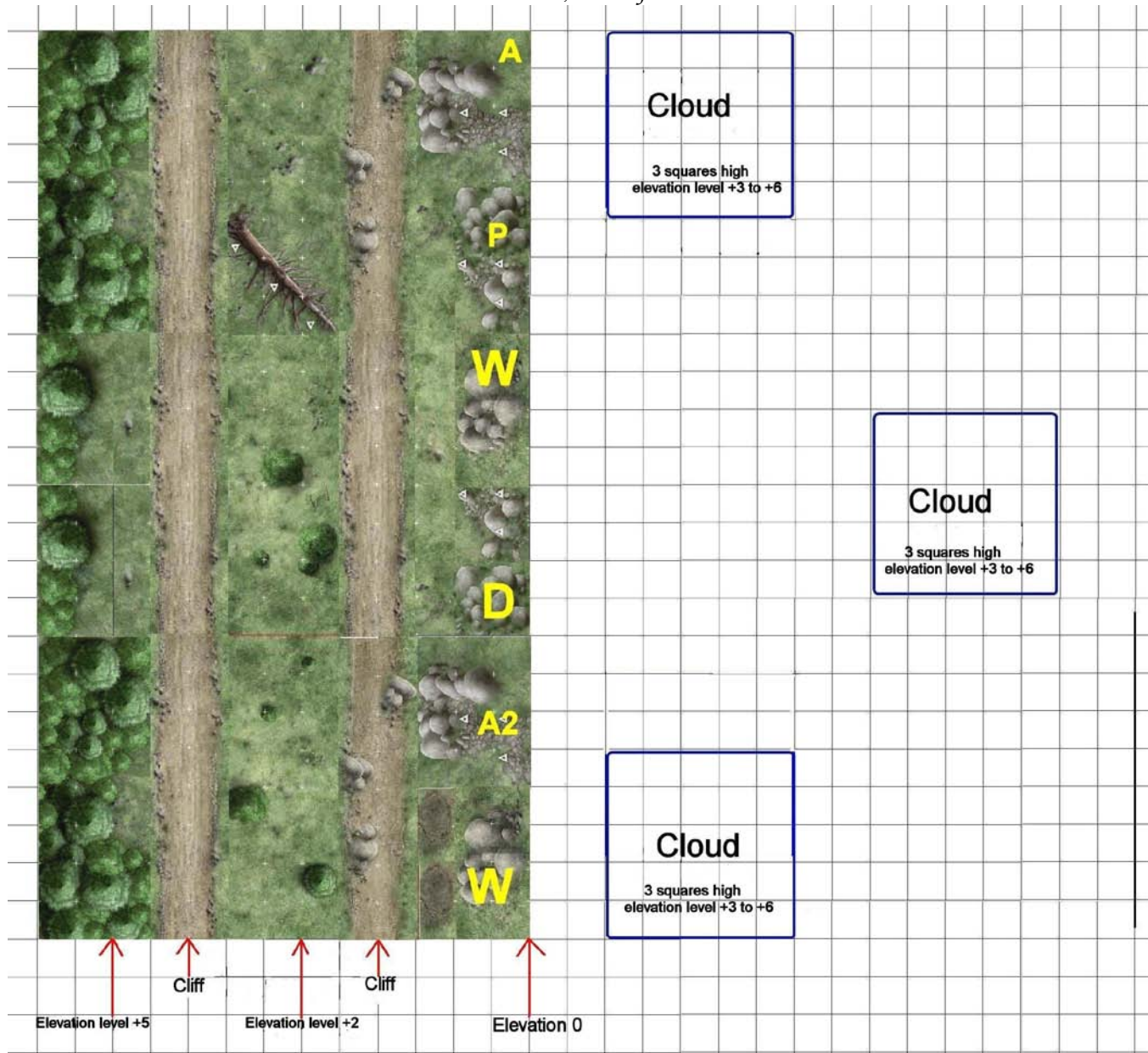
Wyvern (Level 12)			Level 12 Skirmisher		
Large natural beast (reptile)			XP 700		
Initiative +11			Senses Perception +11; low-light vision		
HP 122; Bloodied 61					
AC 26; Fortitude 26, Reflex 22, Will 21					
Speed 4, fly 8 (hover); see also <i>flyby attack</i>					
m Bite (standard; at-will)					
Reach 2; +17 vs. AC; 3d6 + 10 damage.					
m Claws (standard; at-will)					
The wyvern can attack with its claws only while flying; +16 vs. AC; 3d6 + 10 damage, and the target is knocked prone.					
M Sting (standard; at-will) ♦ Poison					
Reach 2; +17 vs. AC; 3d6 + 10 damage, and the wyvern makes a secondary attack against the same target. <i>Secondary Attack</i> : +15 vs. Fortitude; ongoing 10 poison damage (save ends).					
M Flyby Attack (standard; at-will)					
The wyvern flies up to 8 squares and makes one melee basic attack at any point during that movement. The wyvern doesn't provoke opportunity attacks when moving away from the target of the attack.					
Alignment Unaligned			Languages -		
Str 24 (+13)	Dex 17 (+9)		Wis 15 (+8)		
Con 18 (+10)	Int 2 (+2)		Cha 8 (+5)		

Portal Drake (Level 12)			Level 12 Controller		
Small natural beast (reptile)			XP 700		
Initiative +12			Senses Perception +14		
HP 120; Bloodied 60					
AC 28; Fortitude 21, Reflex 27, Will 26					
Resist 5 poison					
Speed 8; fly 6 (hover), teleport 6					
m Bite (standard; at-will)					
+17 vs. AC; 3d6 + 10 damage.					
R Slip through Space (standard; at-will) ♦ Teleportation					
Ranged 10; targets two allies within range, or the portal drake and one ally within range; the targets swap places.					
C Portal Burst (standard; recharge 5, 6) ♦ Teleportation					
Close burst 2; +16 vs. Reflex; the target teleports 5 squares to an unoccupied space of the drake's choosing (and in its line of sight). This attack automatically hits allies, though the drake can choose not to target them.					
Catch a Ride (immediate reaction, when a creature within 6 squares of the portal drake teleports; at will) ♦ Teleportation					
The portal drake teleports the same distance as the triggering creature. This movement can be in any direction and can exceed the drake's normal teleport speed.					
Alignment Chaotic evil			Languages Draconic		
Skills Arcana +14, Stealth +17					
Str 10 (+6)	Dex 22 (+12)		Wis 17 (+9)		
Con 16 (+9)	Int 16 (+9)		Cha 21 (+11)		

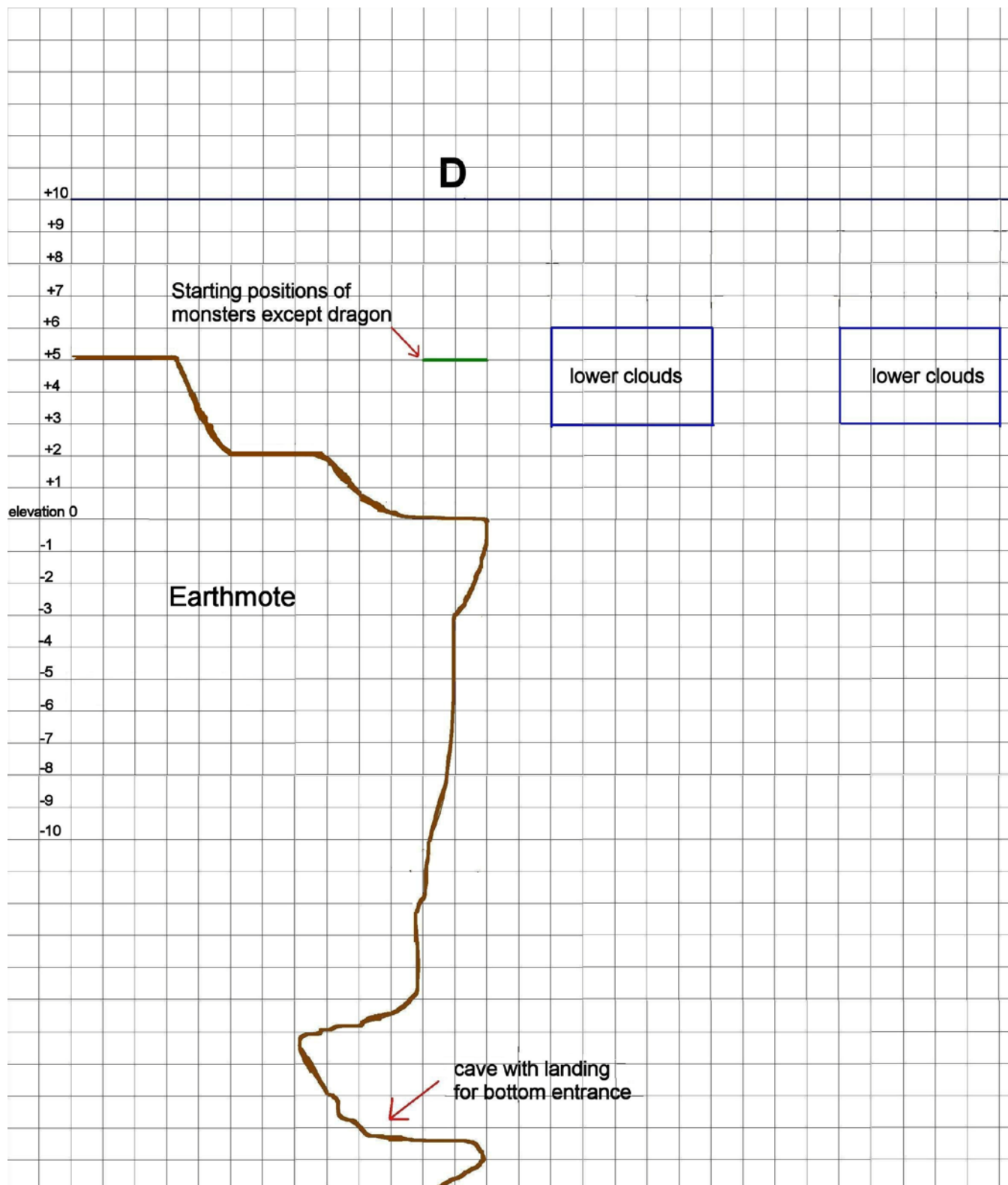
ENCOUNTER 2: “SKY BATTLE” MAP (TERRAIN VIEW)

TILE SETS NEEDED

Sinister Woods x2, Ruins of the Wild x2



ENCOUNTER 2: "SKY BATTLE" MAP 2 (ELEVATION GUIDE)



ENCOUNTER 3: THE EARTHMOTE

SETUP

The heroes explore the earthmote to discover what danger to Waterdeep lurks here. There are two routes they can take: entering the citadel directly (Encounters 4-5) or entering through a portal on the underside of the earthmote (Encounters 6-7). Due to the various hazards involved and the fact that each path covers two encounters, splitting the party is not advised.

Now that combat is over you may explore the earthmote and search for more threats (and treasure).

FLYING ABOVE

Past the stand of trees and over the rocky hill lies a small valley, filled with the ruins of a citadel.

The PCs can discern most features without either landing or making a Perception check:

- Parts of the complex seem to be in ruins but other areas could be in good enough condition for someone, or thing, to be living there.
- No guards or lookouts are seen, but some areas of the citadel have arrow slits behind which watchers could lurk.
- Some of the ruins look as if they were caused stone melting
- An old dusty fountain still stands in a large courtyard that is surrounded by ruins.

Passive Perception DC 18/20: Tracks in the courtyard between the various locations in the citadel seem recent. The tracks are of both humanoid and clawed creatures. If the PC lands, she can tell that some of the tracks are from shoes or boots.

A PC who makes a History check (DC 20) can determine that some of the damage that can be seen resembles descriptions of changes caused during the Spellplague

A PC who makes a Dungeoneering check (DC 20) can determine that most of the damage could be attributed to the violent upheaval that created the earthmote.

Something created makeshift lairs out of the rubble along one side of the courtyard. Piles of large crystals, several feet tall, line the inside of a very large cave.

Four lairs line the courtyard. The two smaller lairs have a nest like bedding made from twigs, weeds and shreds of blankets. One lair is more like a perch.

Greenish blue vines cover the remains of what may have been a stable near one corner of the courtyard. The vines seem to be holding the two walls and partial ceiling together providing cover for the large nest inside.

The other ruins are damaged beyond recognition.

At one of the courtyard is what used to be the entrance to an inner courtyard of the citadel. Like drunken sailors the walls lean in on one another. The massive doors are broken into pieces, the iron work that held them in place twisted and snapped like toothpicks. Beyond the remains of the doorway is a small courtyard surrounded by extensive rubble.

A passive or active Perception check (DC 15/17) notices that in the inner courtyard, a number of runes in a circular pattern looks freshly inscribed in the stone. Arcana check DC 15 determines that this is a teleportation circle.

A PC may determine with a Perception check (DC 18/20) that the rubble has been disturbed and a path weaves around the rubble.

If the PCs follow the path, proceed to Encounter 4.

FLYING AROUND AND BELOW

Flying along the underside of the earthmote you see veins of stone that glint like gold and copper. Crystal formations jut out from the sides creating ledges. Near the bottom of the earthmote, a ledge catches your eye. A sturdy wide outcropping juts from the mouth of what seems to be a large cave.

A passive Perception check of 18/20: the rocky ledge serves as a landing area.

- A few claw and hoof tracks may be spotted.
- The cave seems fairly deep.

If the PCs land, then they see:

- The landing opens into a large cave. The stone of the cave has been cut in places to enlarge the area.
- Something glows with a dim blue light on the back wall
- A second cave to the right.

If a PC lands and dismounts to explore the area further:

As you move about the cavern, it is easy to tell that there has been traffic in this area relatively recently. Looking in the side cave reveals a stable area with 4 hippogriffs.

If there are only four PCs, reduce the number of hippogriffs by one. If there are six PCs, increase the number of hippogriffs by one.

The main cave also includes a shelf with 5 packs. (Reduce the number of packs by one or increase by one depending on the number of PCs.) These packs include a tenday's worth of iron rations, a rope, a blanket, a filled waterskin, and clothing. The PCs also find among the packs one ring of featherfall and one keoghtum's ointment.

An elaborate carving in the back wall of the cave glows with a dim blue light.

A DC 24 Arcana check determines that this is a portal which connects to another location inside the earthmote.

When a PC touches the carving on the back wall, every creature in the main cave is transported to Encounter Six and activates the first section of the trap. If for some reason not everyone goes through at the same time, start initiative to determine how long it takes for everyone to join the first PC and how far the trap has moved.

Once a PC goes through the portal, they cannot return through the portal.

If a PC uses the ritual Analyze Portal (FRPG pg142) before going through the portal, then they can learn:

Arcana check result 29 or lower:

- The room is known as the Postern Gateway
- In the large room is a design on the floor. The design glows and is the only source of light in the room.
- From the back wall of the cavern the location of the room is approximately 200' in and 70' up. (If the PCs already know about the Citadel, then they would be able to figure out that the location is somewhere underneath the citadel.

If the result is 30 or higher they know the following about the last creature to go through the portal:

- Origin: Waterdeep
- Type & Keyword: natural humanoid undead

The PC would need a result of 42 or higher to learn who created the portal (Vanrak).

Once all the PCs enter the portal, go to Encounter 6. The PCs will not face Encounters 4 and 5.

ENDING THE ENCOUNTER

This may get a little tricky if the party decides to split up to do a general search of the earthmote. Due to the amount of time that it would take to play through both series of encounters (as well as the fact that each series includes a full-strength trap/hazard encounter), splitting the party is not advised. However, it's certainly reasonable for the PCs to fully explore the earthmote and get an understanding that they have two options (enter the citadel or enter the portal). If they use rituals to try and figure out which route is better, use your best judgment based on the questions they ask and the details of each encounter sequence (4-5 vs. 6-7). Both sequences end up at Encounter 8.

EXPERIENCE POINTS

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

TREASURE

The PCs find a *ring of feather fall*, *Keoghtum's Ointment*, a *potion of healing*, a *potion of vitality*, plus 100 / 200 gp per PC.

ENCOUNTER 4: GOING IN THE FRONT DOOR

CHALLENGE LEVEL 12/14, (2800/4000 XP)

SETUP

This encounter includes the following traps and a skill challenge at the low tier:

The Teeth (level 12)

Death Strangler Statue (level 12) (D)

Spectral Hands (level 12) (S)

This encounter includes the following traps and a skill challenge at the high tier:

The Teeth (level 14)

Death Strangler Statue (level 14) (D)

Spectral Hands (level 14) (S)

This encounter includes a Level 12/14 Complexity 1 Skill Challenge. The PCs can attempt to enter the citadel by finding a path through the rubble. Once inside the citadel they make their way through various traps and a maze of corridors.

SKILL CHALLENGE: GETTING THROUGH THE ENTRANCE AREA

Goal: The goal is to make their way through the defenses at the entrance of the citadel.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Arcana, Athletics, Dungeoneering, History Perception, Religion, Thievery

Other Skills: Insight,

Victory: The PCs discover how to get in the citadel and past the traps without setting off alarms and using few resources.

Defeat: The PCs make their way into the citadel but have expended considerable resources and set off alarms.

Note that the PCs are not required to go through all of the following scenes in order to successfully complete this skill challenge. As soon as they achieve their fourth success, proceed to the next section.

Some of the skill challenge scenes include Group checks. On Group checks half of the PCs must succeed for it to count as a success in the skill challenge.

There are seven total scenes to choose from and one of the scenes can be repeated. All groups need to do Scene One, but you can adjust which scenes to use based on the abilities of the PCs or which scenes you feel are more interesting for the group.

SCENE 1: CHOOSING THE RIGHT PATH (1 SUCCESS)

The PCs must use their skills to find a path through the caved in part of the citadel.

Various paths weave through the rubble. There might be more than one way through this area; then again, some of the paths might be dead ends.

Dungeoneering DC 20/21 (1 success, 1 maximum)

Your knowledge of fortress building practices gives you an advantage to finding a safe path.

Nature DC 21/23 (not a success or failure)

The PCs can tell which paths were made by animals helping to eliminate choices. The PC gains a +2 to their next Dungeoneering or Perception check.

Perception DC 21/23 (1 success, 1 maximum)

The PCs keen eyes spot which paths have been more frequently traveled.

SCENE 2: MAKING YOUR WAY THROUGH THE RUBBLE (1 SUCCESS)

The PCs must use their skills to remove blockages or find ways around obstacles in the rubble.

The piles of dirt and debris lean against one another in some places, creating cramped tunnels. The tunnel in front of you splits. One tunnel looks to be unstable; however the other tunnel is blocked by rubble.

Athletics DC 20/21 (1 success, 1 maximum)

The PC carefully removes large rocks and pieces of ceiling to shore up an unstable area, or to remove a blockage.

Dungeoneering DC 20/21 (not a success or failure)

The PC knows which stones to move or what areas need to be reinforced. A successful check gives a +2 to Athletics checks (a max +6 to the check can be applied from use of this skill).

Perception DC 21/23 (not a success or failure)

The PC knows which stones to move or what areas need to be reinforced. A successful check gives a +2 to

Athletics checks (a max +4 to the check can be applied from use of this skill).

After completing Scene 1 and/or Scene 2, the PCs have made it past the outer rubble and begin exploring the ruined citadel itself.

The rubble gives way to areas with more structure.

SCENE 3: THE PIT TRAP ROOM (1 SUCCESS)

This area is more difficult physically to move through successfully. The Group checks require at least half of the PCs to succeed to count toward a success in the skill challenge.

Shadows fill the hallways, reluctantly retreating before your light. Occasionally, you find small rubble filled rooms. The dust and dirt in the rooms give testament to their disuse.

The hallway turns and opens into a small room filled with broken furniture and other debris. An open doorway on the other side leads to a larger room.

Acrobatics DC 14/15 (Group Check 1 success, 1 maximum)

Sharp-edged rocks, uneven floors, and piles of furniture make traversing this room difficult.

All PCs must make this check. If the PC is attempting to move around the outer edges, the check is to avoid falling into multiple pit traps. If the Perception check was successful, then the PC is making the check because near the large pieces of broken furniture and stone is an uneven but navigable floor. Each PC who succeeds on his or her individual check here makes his or her way safely over the uneven and treacherous floor. Any individual PC who fails loses a healing surge, falling and suffering multiple cuts and bruises.

Athletics DC 20/21 (not a success or failure)

This would be a lot easier if I could just get some of these heavy pieces out of the way.

The PC moves large pieces of debris and heavy furniture to create an easier path. Everyone gains a +2 bonus to the group Acrobatics check.

Perception DC 20/21 (not a success or failure)

Is there an easier path through this room?

The PC notices that the areas around the outside of the room which are some what clear than the center part show no signs of traffic, not even from rats and mice. On a failure The PCs believe the easiest path through the room requires going around the outside

edges of the room. Everyone gains a +2 bonus to the group Acrobatics check.

SCENE 4: SHADOWS (1 SUCCESS)

Moving down the hallway, the shadows cling to every corner, refusing to retreat totally from the light. The angles of the hallways are unusual and the flooring seems to change with no reason.

Some of the halls were carved out of the rubble and others are original to the citadel. Very few of the corners are 90 degree angles and some of the walls are bowed. In a few spots there are places on the floor that cause a wall to move. This causes one hallway to be closed off or in some places to open a previously closed path. A shadow effect is in place that even a sunrod can not dismiss.

Arcana/Religion DC 20/21 (1 success, 1 maximum)

The shadows are hindering your friends' ability to find the correct path; perhaps you can do something about it?

The PC manipulates magical or divine energy, forcing the shadows to dissipate, allowing the group to see the path ahead. If the PC fails then the shadows increase briefly and the area gets colder sapping energy (one healing surge) from all. Each PC can attempt a DC 21/23 Endurance check to resist the drain.

SCENE 5: MAZE (1 SUCCESS)

You can use this scene twice, giving the PCs an opportunity for a total of 2 successes from this scene.

Multiple paths open before you. One of the paths leads to a dead end, but when you go back and retrace your steps, the landmarks seem to have changed.

Dungeoneering DC 20/21 (not a success or failure)

Occasionally when you have looked behind you, you noticed a wall where you thought there was an open doorway. Perhaps the path out of this area has been hidden?

The PC can tell that a wall moved and blocked the path. This opens up the use of Thievery or Perception to get back on track.

Perception DC 21/23 (1 success, 1 maximum)

Once more you have to make a decision: left, right, or straight ahead. The shadows are deeper here. Which way will you go?

At an intersection the PC can determine the passage that has seen the most traffic recently.

Perception DC 21/23 (1 success, 1 maximum)

If the wall moves then there must be a trigger for it somewhere nearby.

The PC finds a trigger stone and uses it to open the correct passageway.

Thievery DC 21/23 (1 success, 1 maximum)

If the wall moves then the trigger for it should be right about... there!

The PC finds a trigger stone and uses it to open the correct passageway

SCENE 6: THE STAIRS UP (1 SUCCESS)

The PCs need to go up to pass over a collapsed area before returning to the main floor of the citadel.

At the end of the hallway is a set of stairs. This seems the only way forward.

Acrobatics/Athletics DC 14/15 (Group Check 1 success, 1 maximum)

All PC going up the stairs must make this check unless they have the ability to teleport 6 squares thereby avoiding walking up the stairs. A successful check allows the PC to either avoid the broken stairs or recover their balance and avoid falling. The stairs go up 3 squares (15 feet). Any PC who fails the check falls, taking 1d10 falling damage.

Dungeoneering DC 20/21 (not a success or failure)

The PC can tell that while the stairs' outward appearance would lead one to believe that they are sound, they may give way if anyone heavy steps on them. A success gives everyone a +2 to either Athletics or Acrobatics checks to ascend the stairs. On a failure the PC believes the stairs to be structurally sound.

Perception DC 21/23 (not a success or failure)

The PC notices that though there are footprints they are very light and they seem to avoid two of the higher stairs. A success gives everyone a +2 to either Athletics or Acrobatics checks to ascend the stairs. On a failure the PC does not notice the "skipped" steps.

SCENE 7: THE STAIRS DOWN (1 SUCCESS)

The path ahead had a deadfall trap that activated some time ago. The stairs turn into a slide with a pit trap at the end. Options include disabling the trap, using physical skills to overcome it, or using Dungeoneering knowledge to defeat it.

The corridor ahead narrows to just five feet wide and is blocked with rubble. To your left is a set of stairs going down.

Perception DC 21/23 (not a success or failure)

After the difficulty you had on the way up a careful examination of the stairs seems in order.

The PC notices the stairs are trapped in some manner. This opens up the use of Dungeoneering or Thievery to avoid the trap.

Dungeoneering DC 20/21 (1 success, 1 maximum)

The PC figures out a way using ropes and pieces of wood from one of the nearby rooms to get the party members safely down the stairs.

Thievery DC 21/23 (1 success, 1 maximum)

The PC uses her training to disable the trap.

If the PCs do not disable the trap, then they are forced to make the following group check:

Acrobatics/Athletics DC 20/21 (Group check, 1 success, 1 maximum)

As you step down the stairs turn into a slide. A pit springs open at the bottom!

All PCs going down the stairs must make this check unless they have the ability to teleport and avoid the stairs. A successful check allows the PC to either use an acrobatic trick to safely avoid the pit at the end of the stairs or to jump over and down safely. Note that some utility powers might also allow a PC to safely traverse the area or assist another PC to do so.

THE FRONT DOOR

Once the PCs have made their way into the citadel (completed the skill challenge) they find the following.

This 20-foot-square room has a set of double doors on the wall to your left. A bookcase and a small black table with a chair are all the furnishings in the room. Whatever was originally on the shelves of the bookcase seems to have melted and the empty shelves now give off an eerie green glow.

After the trouble you have conquered along the way, a simple locked door won't stop you, will it?

Opening the doors is not part of the skill challenge.

It takes a DC 25 Strength check to break the doors. A door has an AC/Reflex defense of 5, a Fortitude defense of 10 and 20 hp.

A Thievery check (DC 30) unlocks the door.

On the far side of the door lies a much larger room. Immediately in front of you is the back of a statue. The room beyond is covered with large jagged rocks.

- The area immediately to your right is in relatively good shape.
- Sitting on a large base is a statue of a woman swathed in a hooded cloak.
- Beyond the statue is an area covered in large pieces of jagged stone. Some of the pieces may have once been parts of columns or statues. Moving through the rubble is difficult as the pieces are so close together.
- Three sets of doors apparently lead off deeper into the citadel.

THE TEETH

All the squares enclosed by the solid red lines are part of the hazard. See the stat block for skill checks that help identify the hazard as well as the countermeasures. Only one of the three doors actually accesses the citadel. The other two doors open, but the area beyond is filled with rocks and large blocks (impassible).

If a PC makes the Religion check (see stat block) and makes the blood sacrifice, read:

Your blood briefly pools on the surface of the stone before being absorbed without a trace.

Make sure the players understand that every square (see map) has one or more large jagged rocks in it and that their characters have to squeeze to move through.

DEATH STRANGLER STATUE AND SPECTRAL HANDS

Once past the Teeth area, the PCs face additional traps and must find a secret door to continue.

The light from the open door barely illuminates this 60 foot long corridor. The walls are carved with elaborate decorative patterns. A solitary statue of a woman, holding a whip in each hand, stands against the left-hand wall. A carved and gilded armoire stands near the far end of the room. Two large levers are set in the back wall.

The hall is trapped. The golden armoire is the center of the Spectral Hands traps. If it is broken open, the PC sees skeletal remains.

Once a PC steps past the door, they are within the aura of the Death Strangler Statue. This aura actually overlaps slightly with that of the Spectral Hands.

The levers on the wall are there to entice the PCs to move through the area of the Spectral Hands, giving it multiple opportunities for attacks. When they move the levers, the PCs can hear gears moving somewhere in the walls - but no matter what combination they use, the secret door does not open.

There are no obvious signs of a door.

It is obvious that people have used this entrance into the citadel. But there is no apparent exit from the room.

The PCs need to locate the secret door and its locking mechanism.

- A Perception check DC 30 (well hidden) finds the door. If the character beats the DC by 5 or more, he or she also notices the alarm.
- A Thievery check DC 28/30 discovers and removes the alarm on the door. (A single check suffices for both purposes.) The alarm is not audible, but sends a mental warning to the qabal (see Encounter 8 for details).
- A Thievery check DC 28/30 unlocks the door.
- It takes a DC 35 Strength check to break the door. It has an AC/Reflex defense of 5, a Fortitude defense of 12 and 40 hp. Breaking the door without detecting and disabling the alarm automatically sets the alarm off.

ENDING THE ENCOUNTER

Once the PCs make it through this section, they are past the traps and enter the section of the citadel being used by the qabal. Go to Encounter 5.

Success: The PCs expended minimal resources getting through the rubble, past the traps, and into the citadel.

Failure: The PCs made their way into the citadel, but have expended considerable resources, and may have set off an alarm, alerting the qabal that intruders have entered the area.

EXPERIENCE POINTS

If the PCs defeat the traps and were successful at the skill challenge they gain 560 / 800 XP each.

The skill challenge is only part of the overall encounter, so even if the PCs failed the skill challenge, as long as they got past the traps, they still earn 480 / 700 XP each.

Combined with Encounter 2, this encounter should complete a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: “FRONT DOOR” STATISTICS (LOW LEVEL)

The Teeth Hazard	Level 12 Obstacle XP 700
Hazard: This hazard fills the squares indicated on the encounter map. When triggered, the magically infused rocks begin to clash like grinding teeth, attacking characters within the area. The openings between the “teeth” are so tight that Medium and Small characters must squeeze to pass through them.	
Perception <ul style="list-style-type: none"> ◆ DC 28: The character notices old bloodstains on one or more rocky projections. 	
Additional Skill: Dungeoneering <ul style="list-style-type: none"> ◆ DC 28: The character senses that rocks in this area are unusual and show signs of recent movement. 	
Additional Skill: Religion <ul style="list-style-type: none"> ◆ DC 20: The character recognizes the icon of Shar as connected to the activation of the hazard. ◆ DC 28: The character understands that an offering of blood at the icon is required to pass the barrier. 	
Target <p>When a creature enters or begins its turn in a square of the teeth, the hazard attacks that creature.</p>	
Attack <p>Opportunity Action Melee 0 Target: The triggering creature. Shadar-kai and any creatures that have sworn to serve Shar are not attacked by this hazard. Attack: +17 vs. AC Hit: 3d6 + 10 damage</p>	
Countermeasures <ul style="list-style-type: none"> ◆ Acrobatics DC 20: The character nimbly pivots and pirouettes through the clashing teeth. A successful check allows the character to move through the hazard at half speed without triggering its attack. ◆ Endurance DC 20: A character damaged by this hazard may make an Endurance check to reduce the damage by 10. ◆ A character can daub the Shar icon with his or her own blood (taking damage equal to his or her level). This stops the clashing of the Teeth until the end of the character’s turn, and allows that character to squeeze through without being attacked. Other characters are still attacked, even if they enter that character’s square. Returning through the Teeth requires another blood offering (at a font that is beside the entrance). 	

This trap originally appeared in *Dungeon* 163 and has been reskinned to fit the adventure.

Death Strangler Statue Trap	Level 12 Blaster XP 700
Trap: When the trap is triggered, this Medium statue lashes its chains at nearby enemies, holding them in place and slowly squeezing the life out of them.	
Perception <ul style="list-style-type: none"> ◆ DC 20: Just before a character enters the statue’s attack area, the character notices that the statue shifts position slightly. ◆ DC 28: The character notices a group of spidery runes carved lightly on the statue’s base. 	
Additional Skill: Arcana <ul style="list-style-type: none"> ◆ DC 20: The character realizes that the statue is made with the help of magic, and it might be dangerous or even animate in nature. ◆ DC 28: An Arcana check to detect magic sees an arcane aura that surrounds the trap (5 squares in every direction). The character recognizes that this might be a trigger area for an effect. 	
Trigger (Initiative +6) <p>When an enemy enters the 5-square aura surrounding the statue, the statue animates and attacks that creature with the following attack, but as an immediate reaction instead of a standard action. Then roll for the statue’s initiative. It acts each round on that turn, unless no creature is within its trigger area.</p>	
Attack ◆ Necrotic <p>Standard Action Melee 5 Target: One or two creatures. The trap does not attack shadar-kai, nor does it attack any creature that has sworn to serve Shar. Attack: +15 vs. Fortitude Hit: 2d8 + 6 damage and the target is restrained (until escape) and takes ongoing 10 necrotic damage (save ends). All escape attempts must be made against the statue’s Fortitude defense (24). Special: The statue can have only two creatures restrained at once. If it has two creatures restrained, the statue cannot make attacks until it releases a creature or a creature escapes. The statue can release a creature at any time as a free action.</p>	
Countermeasures <ul style="list-style-type: none"> ◆ Athletics DC 24 or Acrobatics DC 24: A restrained character can use the escape action to free himself. This does not end any ongoing necrotic damage. ◆ Arcana DC 28: As a standard action, a creature adjacent to the statue can disrupt the controlling enchantment with a successful check. Doing so renders the statue inert until the start of that creature’s next turn and causes the statue to release any creatures it currently has restrained. If this check fails by 5 or more, the statue makes an immediate attack (as above) against that creature as an opportunity action. ◆ The PCs may attempt a complexity 1 skill challenge (4 successes before 3 failures) using either Thievery or Arcana (DC 20) to disable the statue. A character must be adjacent to the statue to attempt a skill check, and each check takes a move action. On a failed check, the statue makes an attack against the failing creature as an opportunity action (if the statue already has two creatures restrained, it releases one before making this attack). ◆ The statue has AC 6, Reflex 6, Fortitude 24, and hp 200. It is immune to effects that target Will. If it is reduced to 0 hit points, the trap is destroyed. 	

This trap has been reskinned to fit the adventure.

Spectral Hands	Level 12 Lurker
Trap	XP 700
Trap: Six squares of the room are adjacent to a lead-lined armoire. A spectral entity trapped in the armoire reaches out and strikes characters with a clawed, insubstantial hand whenever they draw too near.	
Perception <ul style="list-style-type: none"> ♦ Characters can't use Perception to detect this trap, but once the trap attacks, a DC 20 Perception check reveals that the attack actually came from inside the armoire, implying that opening the doors (see Athletics under Countermeasures) might be helpful. Additional Skill: Insight <ul style="list-style-type: none"> ♦ DC 20: The character gets a bad feeling about the armoire. 	
Trigger <p>The trap attacks when a character enters an adjacent square.</p>	
Attack <p>Opportunity Action Melee 1</p> <p>Target: The triggering creature. A creature that travels through multiple adjacent squares is only attacked once per move action.</p> <p>Attack: +18 vs. AC</p> <p>Hit: 3d6 + 10 necrotic damage and the target is weakened (save ends).</p>	
Countermeasures <ul style="list-style-type: none"> ♦ Athletics DC 20: A character who is adjacent to the trap can pry open the doors of the armoire with a successful check as a standard action. This reveals the brittle bones inside the armoire, and unlocks the use of the Religion skill to destroy the trap. ♦ Religion DC 20: Once the armoire has been opened using Athletics as described above, a character using the divine power source within 5 squares of the trap can target the bones with radiant energy. On a successful check made as a standard action, the character blasts the bones to dust, destroying the trap. ♦ The characters can destroy the armoire (AC 2, Reflex 2, Fortitude 7, immune to effects that target Will; hp 40). This dispels the possessing spirit, disabling the trap. 	

This trap originally appeared in *Open Grave* and has been updated and reskinned to fit the adventure.

ENCOUNTER 4: “FRONT DOOR” STATISTICS (HIGH LEVEL)

The Teeth (Level 14) Hazard	Level 14 Obstacle XP 1,000								
Hazard: This hazard fills the squares indicated on the encounter map. When triggered, the magically infused rocks begin to clash like grinding teeth, attacking characters within the area. The openings between the “teeth” are so tight that Medium and Small characters must squeeze to pass through them.									
Perception <ul style="list-style-type: none"> ◆ DC 29: The character notices old bloodstains on one or more rocky projections. 									
Additional Skill: Dungeoneering <ul style="list-style-type: none"> ◆ DC 29: The character senses that rocks in this area are unusual and show signs of recent movement. 									
Additional Skill: Religion <ul style="list-style-type: none"> ◆ DC 21: The character recognizes the icon of Shar as connected to the activation of the hazard. ◆ DC 29: The character understands that an offering of blood at the icon is required to pass the barrier. 									
Target <p>When a creature enters or begins its turn in a square of the teeth, the hazard attacks that creature.</p>									
Attack <table> <tr> <td>Opportunity Action</td><td>Melee 0</td></tr> <tr> <td colspan="2"> Target: The triggering creature. Shadar-kai and any creatures that have sworn to serve Shar are not attacked by this hazard. </td></tr> <tr> <td colspan="2"> Attack: +19 vs. AC </td></tr> <tr> <td colspan="2"> Hit: 3d6 + 12 damage </td></tr> </table>		Opportunity Action	Melee 0	Target: The triggering creature. Shadar-kai and any creatures that have sworn to serve Shar are not attacked by this hazard.		Attack: +19 vs. AC		Hit: 3d6 + 12 damage	
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Attack: +19 vs. AC									
Hit: 3d6 + 12 damage									
Countermeasures <ul style="list-style-type: none"> ◆ Acrobatics DC 21: The character nimbly pivots and pirouettes through the clashing teeth. A successful check allows the character to move through the hazard at half speed without triggering its attack. ◆ Endurance DC 21: A character damaged by this hazard may make an Endurance check to reduce the damage by 10. ◆ A character can daub the Shar icon with his or her own blood (taking damage equal to his or her level). This stops the clashing of the Teeth until the end of the character’s turn, and allows that character to squeeze through without being attacked. Other characters are still attacked, even if they enter that character’s square. Returning through the Teeth requires another blood offering (at a font that is beside the entrance). 									

This trap originally appeared in *Dungeon* 166 and has been reskinned to fit the adventure.

Death Strangler Statue (Level 14) Trap	Level 14 Blaster XP 1,000										
Trap: When the trap is triggered, this Medium statue lashes its chains at nearby enemies, holding them in place and slowly squeezing the life out of them.											
Perception <ul style="list-style-type: none"> ◆ DC 21: Just before a character enters the statue’s attack area, the character notices that the statue shifts position slightly. ◆ DC 29: The character notices a group of spidery runes carved lightly on the statue’s base. 											
Additional Skill: Arcana <ul style="list-style-type: none"> ◆ DC 21: The character realizes that the statue is made with the help of magic, and it might be dangerous or even animate in nature. ◆ DC 29: An Arcana check to detect magic sees an arcane aura that surrounds the trap (5 squares in every direction). The character recognizes that this might be a trigger area for an effect. 											
Trigger (Initiative +7) <p>When an enemy enters the 5-square aura surrounding the statue, the statue animates and attacks that creature with the following attack, but as an immediate reaction instead of a standard action. Then roll for the statue’s initiative. It acts each round on that turn, unless no creature is within its trigger area.</p>											
Attack ◆ Necrotic <table> <tr> <td>Standard Action</td><td>Melee 5</td></tr> <tr> <td colspan="2"> Target: One or two creatures. The trap does not attack shadar-kai, nor does it attack any creature that has sworn to serve Shar. </td></tr> <tr> <td colspan="2"> Attack: +17 vs. Fortitude </td></tr> <tr> <td colspan="2"> Hit: 2d8 + 7 damage and the target is restrained (until escape) and takes ongoing 10 necrotic damage (save ends). All escape attempts must be made against the statue’s Fortitude defense (26). </td></tr> <tr> <td colspan="2"> Special: The statue can have only two creatures restrained at once. If it has two creatures restrained, the statue cannot make attacks until it releases a creature or a creature escapes. The statue can release a creature at any time as a free action. </td></tr> </table>		Standard Action	Melee 5	Target: One or two creatures. The trap does not attack shadar-kai, nor does it attack any creature that has sworn to serve Shar.		Attack: +17 vs. Fortitude		Hit: 2d8 + 7 damage and the target is restrained (until escape) and takes ongoing 10 necrotic damage (save ends). All escape attempts must be made against the statue’s Fortitude defense (26).		Special: The statue can have only two creatures restrained at once. If it has two creatures restrained, the statue cannot make attacks until it releases a creature or a creature escapes. The statue can release a creature at any time as a free action.	
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Hit: 2d8 + 7 damage and the target is restrained (until escape) and takes ongoing 10 necrotic damage (save ends). All escape attempts must be made against the statue’s Fortitude defense (26).											
Special: The statue can have only two creatures restrained at once. If it has two creatures restrained, the statue cannot make attacks until it releases a creature or a creature escapes. The statue can release a creature at any time as a free action.											
Countermeasures <ul style="list-style-type: none"> ◆ Athletics DC 26 or Acrobatics DC 26: A restrained character can use the escape action to free himself. This does not end any ongoing necrotic damage. ◆ Arcana DC 29: As a standard action, a creature adjacent to the statue can disrupt the controlling enchantment with a successful check. Doing so renders the statue inert until the start of that creature’s next turn and causes the statue to release any creatures it currently has restrained. If this check fails by 5 or more, the statue makes an immediate attack (as above) against that creature as an opportunity action. ◆ The PCs may attempt a complexity 1 skill challenge (4 successes before 3 failures) using either Thievery or Arcana (DC 21) to disable the statue. A character must be adjacent to the statue to attempt a skill check, and each check takes a move action. On a failed check, the statue makes an attack against the failing creature as an opportunity action (if the statue already has two creatures restrained, it releases one before making this attack). ◆ The statue has AC 8, Reflex 8, Fortitude 26, and hp 220. It is immune to effects that target Will. If it is reduced to 0 hit points, the trap is destroyed. 											

This trap has been reskinned to fit the adventure.

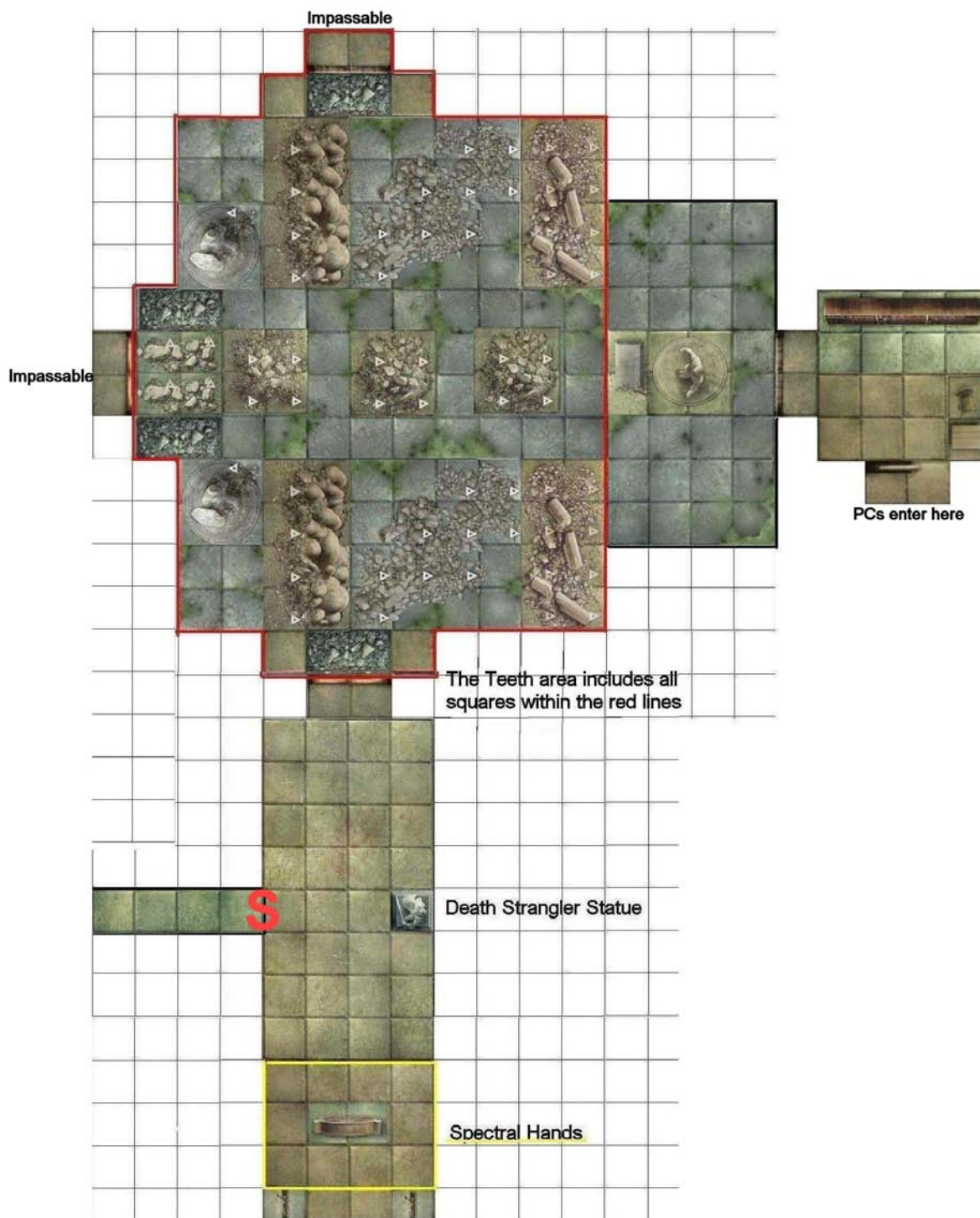
Spectral Hands	Level 14 Lurker
Trap	XP 1,000
Trap: Six squares of the room are adjacent to a lead-lined armoire. A spectral entity trapped in the armoire reaches out and strikes characters with a clawed, insubstantial hand whenever they draw too near.	
Perception <ul style="list-style-type: none"> ♦ Characters can't use Perception to detect this trap, but once the trap attacks, a DC 21 Perception check reveals that the attack actually came from inside the armoire, implying that opening the doors (see Athletics under Countermeasures) might be helpful. Additional Skill: Insight <ul style="list-style-type: none"> ♦ DC 21: The character gets a bad feeling about the armoire. 	
Trigger <p>The trap attacks when a character enters an adjacent square.</p>	
Attack <p>Opportunity Action Melee 1</p> <p>Target: The triggering creature. A creature that travels through multiple adjacent squares is only attacked once per move action.</p> <p>Attack: +20 vs. AC</p> <p>Hit: 3d6 + 12 necrotic damage and the target is weakened (save ends).</p>	
Countermeasures <ul style="list-style-type: none"> ♦ Athletics DC 21: A character who is adjacent to the trap can pry open the doors of the armoire with a successful check as a standard action. This reveals the brittle bones inside the armoire, and unlocks the use of the Religion skill to destroy the trap. ♦ Religion DC 21: Once the armoire has been opened using Athletics as described above, a character using the divine power source within 5 squares of the trap can target the bones with radiant energy. On a successful check made as a standard action, the character blasts the bones to dust, destroying the trap. ♦ The characters can destroy the armoire (AC 4, Reflex 4, Fortitude 9, immune to effects that target Will; hp 50). This dispels the possessing spirit, disabling the trap. 	

This trap originally appeared in *Open Grave* and has been updated and reskinned to fit the adventure.

ENCOUNTER 4: "FRONT DOOR" MAP

TILE SETS NEEDED

Sinister Woods x2, *Halls of the Giant Kings* 2x, *Arcane Towers* 1x, *Dungeon Tiles* 2x,
Fane of the Forgotten Gods x1



ENCOUNTER 5: EXPLORING THE CITADEL

SETUP

After making it through the traps and hazards of the front entrance, the heroes explore the citadel.

Past the secret door is a short corridor that opens into a room furnished with chairs and small tables. The room seems to be designed as a casual meeting place. Two doorways provide exits.

Going down one corridor they find a series of rooms that are furnished as guard quarters.

- Two barracks style rooms could hold up to 25 men each. However, there are signs that most of the more recent occupants have left (empty trunks, no bedding)
- Six other rooms were occupied recently but their occupants seem to have departed.
- The PCs have no evidence to tell if they occupants left days ago or today. However a Perception check DC 25 determines that the lack of dust indicates there was a group here at some point in the last tenday.

The PCs find that the other corridor leads to several rooms that were originally comfortably furnished, but are now distinctly shabby.

- One smaller sitting room is covered in dust and cobwebs and has obviously not seen much use in years. Perception DC 25: the character brushes aside some of the dust, revealing remnants of embroidered fabric.
- The bedrooms in this area are nicely furnished, and have been used recently. Each room has an armoire, desk with chair, bed and nightstand, and a weapons rack. A few also have armor stands.
- Most bedrooms still have clothing in the armoires.
- A few rooms have a pile of dirty clothing on the floor. The beds are generally not made. (If time permits, feel free to insert an optional roleplaying scene here in which the PCs encounter three dark ones. They are non-combatants, bumbling around picking up laundry and trying to tidy the rooms. The dark ones' efforts are woefully ineffective, leaving each room they "clean" messier than when they started.)

A larger room contains a desk and several ornate pillars topped with globes.

On one side of the room are a series of pillars topped with crystal globes. The pillars are carved with unique markings and a purple mist swirls within the globes. On the other side of the room is a large desk and a few chairs.

- Beneath each globe is a series of markings. The markings are different for each globe.
- Arcana check DC 20: These globes could be used to communicate with specific individuals or a location with a similar device.
- The desk has a locked drawer. Thievery DC 30 opens it. The papers in the drawer appear to be copies of financial papers detailing Lord Moonstar's business interests. (These include copies of the contracts made with the giants and dwarves in WATE2-2 *Closing a Deal*.)

At the end of the hallway is a doorway into what appears to be the large tower.

Passive Perception DC 23: the PCs can hear someone moving about in the room.

ENDING THE ENCOUNTER

This encounter is a relatively simple exploration. The door to the tower room is not locked and if the PCs are being somewhat cautious, they should be aware that the next room is occupied.

From here, proceed to Encounter 8. The PCs will not face Encounters 6 and 7.

EXPERIENCE POINTS

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

TREASURE

The PCs find a Tablet Fragment (#7), which is pictured in Handout Five. See the Story Award section for more details.

ENCOUNTER 6: INDIRECT ROUTE

ENCOUNTER LEVEL 12/14 (2800/4000 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

Crushing Walls and Ceiling (level 13)

Voidblight (level 14) <V>

Crushing Manacles (level 14) <M>

This encounter includes the following creatures and traps at the high tier:

Crushing Walls and Ceiling (level 15)

Voidblight (level 16) <V>

Crushing Manacles (level 16) <M>

The portal is linked to two separate locations. Entering the portal from the cavern takes you to a trapped area. This area is designed not to harm shadra-kai or those who worship Shar.

The portal deposits you in a large room. The symbol on the floor emits a faint light. The ominous sound of stone sliding across stone is heard as the walls start to move inward.

PCs with a passive Perception of 16 or higher:

The floor is marred by numerous scratches and gouges.

The crushing walls activate as soon as the PCs enter. Once they are activated, the walls only move inward every other round. Therefore it takes 8 rounds for the walls to meet. If the PCs bring a light source, or have lowlight or Darkvision, then they can see the hovering voidblight across the room.

In the far side of the room hovers an area of darkness so deep, nothing seems to penetrate it.

The voidblight immediately senses the PCs and moves toward them. Remember when moving the voidblight that each square of voidblight must share a side with another voidblight square. If the PC destroys a square separating the voidblight into separate masses, the voidblight moves to rejoin into one mass.

The crushing ceiling activates as soon as the PCs enter that section.

You hear the grating sound of stone on stone. The ceiling just dropped five feet!

The ceiling is 40 feet high but since the ceiling lowers each round, it only takes 8 rounds for the ceiling to meet the floor.

The room continues on the right. There are two sets of manacles on each side wall. Runes are inscribed on the floor near the back wall. They glow with a dim blue light. On the wall above, three rows of numerical runes are inscribed in a seemingly random pattern.

With a passive Perception of 18 the PC notices blood dripping off of the manacles. The PC can tell that the manacles are actually quivering with a passive Perception of 23 and that there are shallow indentations in the wall (so when the walls meet the manacles themselves are not harmed. The area is not big enough for a PC to squeeze into, unfortunately).

The runes on the floor mark the area of the portal out of the room. Pushing the correct combination of the numerical numbers on the wall is the key to the portal. Any of the following skills can be used to determine which numbers need to be pushed: Arcana, History, Religion or Thievery. A PC who makes a DC 27/29 check knows which numbers to push. The PC takes a round to study the numbers. A standard action is required to push the numbers on one line. Up to three PCs can push numbers in the same round. The combination is based on the concept of a magic square, where the numbers in each line, column and diagonal equal the same number when they are added together.

As the walls move closer, the manacles can reach PCs unlocking the portal. Each chain can be destroyed separately (AC 26, other defenses 21; hp 30), which disables it. PCs can still push the runes to open the portal while immobilized by the manacles. A PC immobilized by the manacles can use Thievery (DC 18) to disable one of the four chains.

Once the portal is open, it stays that way for 1 minute. Proceed to to Encounter Seven when the PCs escape through the portal.

EXPERIENCE POINTS

Escaping the chamber is worth 560 / 800 XP per PC. This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: “INDIRECT ROUTE” STATISTICS (LOW LEVEL)

Crushing Walls and Ceiling Trap	Level 13 Blaster XP 800
Trap: The first and third sections of the chamber are crushing walls traps, while the middle section is a crushing ceiling trap. All sections are activated individually.	
Perception	
♦DC 20: Scratches in the floors and ceiling make it look as if the walls have moved inward at some point.	
Initiative +6 (roll separately for each section)	
Trigger	
The chamber is divided into three sections. Each section is triggered when a creature enters the area while standing on the floor.	
Special	
The southern section has crushing walls, the central section has a crushing ceiling, and the eastern section has crushing walls. The walls move inward every other turn, while the ceiling moves downward every turn. The walls meet each other and the ceiling meets the floor in the eighth round, assuming no countermeasures are taken.	
Attack	
Standard Action	Melee
Target: Creatures in the area of each section of the trap. Once triggered the walls in the southern and eastern sections move inward 1 square every other turn. Once triggered the ceiling in the central section moves down 1 square every turn. Creatures adjacent to a wall are pushed 1 square. When the crushing walls come together, or when the ceiling meets the floor, all creatures in the area are slowed and are subject to an attack. The walls and floor stay in this position for 3 rounds, then move back at 1 square per round and reset.	
Attack: +16 vs. Fortitude	
Hit: 3d6 + 11 damage and the target is immobilized (save ends).	
Miss: half damage.	
Countermeasures	
♦Thievery DC 20: A character adjacent to a wall can delay the trigger 1 round with a successful check.	
♦Thievery DC 29: A character adjacent to a moving wall can delay its movement for 1 round with a successful check.	
♦Strength DC 20: A character adjacent to a moving wall, or who is tall enough to reach the moving ceiling can prevent the wall or ceiling's movement with a successful check (+5 to the DC if the walls are 1 square apart). All characters in the area can aid the character making this check.	
♦Perception DC 29: The floors are riddled with niches under the secret sliding trapdoors. Opening a trapdoor is a minor action, while slipping into it is a move action. The floor contains one niche per square. Each niche can be occupied by one creature. A PC in the niche can ride out the crushing walls and ceiling. However, upon leaving a niche and stepping onto the floor again, the section of the trap the PC stands in is triggered once more.	

Voidblight Hazard	Level 14 Blaster XP 1000
Hazard: The voidblight occupies 9 contiguous squares. Each voidblight square must share a side, not just a corner, with at least one other voidblight square.	
Perception	
♦ No check is necessary to notice the mass.	
Additional Skill: Arcana	
♦ DC 29: The character recognizes the hazard's nature.	
Initiative +7	
Trigger	
The voidblight can sense living creatures within 20 squares, whether or not it has line of sight to them. When it senses a creature, the hazard rolls initiative. The mass moves on its turn, oozing through the air or dragging along the surface to a square occupied by a living creature. It has a speed of 5, fly 5 (hover). The voidblight attacks creatures that start their turns within its area. The voidblight does not attack shadar-kai, nor does it attack any creature that has been sworn to Shar.	
Attack	
Opportunity Action	Melee
Target: Each non-shadar-kai or living creature that has not sworn to Shar that starts its turn in the voidblight's square	
Attack: +17 vs. Fortitude	
Hit: 2d8 + 7 psychic damage and ongoing 10 psychic damage and the target is affected by voidblight insanity (save ends both). While a conscious target is affected by the insanity, it must make a basic attack against an ally during its turn or take 10 extra psychic damage at the end of its turn.	
Special: A creature cannot make a saving throw against the voidblight's ongoing effects while within the hazard's square.	
Countermeasures	
♦ A character can attack a square of voidblight (AC 28; other defenses 26; hp 30; half damage from melee and ranged attacks). When reduced to 0 hit points, that square of voidblight is destroyed.	

This trap has been reskinned to fit the adventure.

Crushing Manacles	Level 14 Obstacle
Trap	XP 1,000
Trap: Manacles set into the wall lash out at nearby characters, attempting to bind them to the wall.	
Perception	
<ul style="list-style-type: none"> ◆ No check is required to see the manacles. ◆ DC 21: The manacles drip with fresh blood. ◆ DC 29: The manacles quiver slightly. 	
Trigger	
When a Small or Medium creature enters or starts its turn in one of the squares enclosed by the red dashed lines, the trap attacks that creature, attempting to bind it to the wall. A creature that moves through multiple trapped squares is only attacked once. The trap does not attack shadar-kai, nor does it attack any creature that is sworn to Shar.	
Attack	
Opportunity Action	Melee 1
Target: Small or Medium creature in trapped square	
Attack: +18 vs. Reflex	
Hit: 3d6 + 12 damage and the target is immobilized (save ends). The first time each round that the target fails a saving throw to end the immobilized condition, the chains deal 14 damage.	
Miss: Half damage and the target is slowed (instead of immobilized) until the end of the target's next turn.	
Countermeasures	
<ul style="list-style-type: none"> ◆ Thievery DC 21: A character adjacent to the wall where the chains are set (or a character that has been immobilized by the trap) can disable one of the four chains with a successful check made as a standard action. ◆ Each chain can be destroyed separately (AC 28, other defenses 26; hp 30), which disables it. When all four chains have been disabled or destroyed, the trap is defeated. ◆ If four creatures are immobilized, the trap is full and can't make any more attacks. Reduce this number by one for each chain that has been disabled. 	

This trap has been reskinned to fit the adventure.

ENCOUNTER 6: “INDIRECT ROUTE” STATISTICS (HIGH LEVEL)

Crushing Walls and Ceiling (Level 15)	Level 15 Blaster
Trap	XP 1,200
Trap: The first and third sections of the chamber are crushing walls traps, while the middle section is a crushing ceiling trap. All sections are activated individually.	
Perception	
♦DC 22: Scratches in the floors and ceiling make it look as if the walls have moved inward at some point.	
Initiative +7 (roll separately for each section)	
Trigger	
The chamber is divided into three sections. Each section is triggered when a creature enters the area while standing on the floor.	
Special	
The southern section has crushing walls, the central section has a crushing ceiling, and the eastern section has crushing walls. The walls move inward every other turn, while the ceiling moves downward every turn. The walls meet each other and the ceiling meets the floor in the eighth round, assuming no countermeasures are taken.	
Attack	
Standard Action	Melee
Target: Creatures in the area of each section of the trap. Once triggered the walls in the southern and eastern sections move inward 1 square every other turn. Once triggered the ceiling in the central section moves down 1 square every turn. Creatures adjacent to a wall are pushed 1 square. When the crushing walls come together, or when the ceiling meets the floor, all creatures in the area are slowed and are subject to an attack. The walls and floor stay in this position for 3 rounds, then move back at 1 square per round and reset.	
Attack: +18 vs. Fortitude	
Hit: 3d6 + 13 damage and the target is immobilized (save ends). Miss: half damage.	
Countermeasures	
♦Thievery DC 22: A character adjacent to a wall can delay the trigger 1 round with a successful check.	
♦Thievery DC 30: A character adjacent to a moving wall can delay its movement for 1 round with a successful check.	
♦Strength DC 22: A character adjacent to a moving wall, or who is tall enough to reach the moving ceiling can prevent the wall or ceiling's movement with a successful check (+5 to the DC if the walls are 1 square apart). All characters in the area can aid the character making this check.	
♦Perception DC 30: The floors are riddled with niches under the secret sliding trapdoors. Opening a trapdoor is a minor action, while slipping into it is a move action. The floor contains one niche per square. Each niche can be occupied by one creature. A PC in the niche can ride out the crushing walls and ceiling. However, upon leaving a niche and stepping onto the floor again, the section of the trap the PC stands in is triggered once more.	

Voidblight (Level 16)	Level 16 Blaster
Hazard	XP 1,400
Hazard: The voidblight occupies 9 contiguous squares. Each voidblight square must share a side, not just a corner, with at least one other voidblight square.	
Perception	
♦ No check is necessary to notice the mass.	
Additional Skill: Arcana	
♦ DC 30: The character recognizes the hazard's nature.	
Initiative +8	
Trigger	
The voidblight can sense living creatures within 20 squares, whether or not it has line of sight to them. When it senses a creature, the hazard rolls initiative. The mass moves on its turn, oozing through the air or dragging along the surface to a square occupied by a living creature. It has a speed of 5, fly 5 (hover). The voidblight attacks creatures that start their turns within its area. The voidblight does not attack shadar-kai, nor does it attack any creature that has been sworn to Shar.	
Attack	
Opportunity Action	Melee
Target: Each non-shadar-kai or living creature that has not sworn to Shar that starts its turn in the voidblight's square	
Attack: +19 vs. Fortitude	
Hit: 3d6 + 8 psychic damage and ongoing 10 psychic damage and the target is affected by voidblight insanity (save ends both). While a conscious target is affected by the insanity, it must make a basic attack against an ally during its turn or take 10 extra psychic damage at the end of its turn.	
Special: A creature cannot make a saving throw against the voidblight's ongoing effects while within the hazard's square.	
Countermeasures	
♦ A character can attack a square of voidblight (AC 30; other defenses 28; hp 30; half damage from melee and ranged attacks). When reduced to 0 hit points, that square of voidblight is destroyed.	

This trap has been reskinned to fit the adventure.

Crushing Manacles (Level 16)	Level 16 Obstacle
Trap	XP 1,400
Trap: Manacles set into the wall lash out at nearby characters, attempting to bind them to the wall.	
Perception	
<ul style="list-style-type: none"> ◆ No check is required to see the manacles. ◆ DC 22: The manacles drip with fresh blood. ◆ DC 31: The manacles quiver slightly. 	
Trigger	
When a Small or Medium creature enters or starts its turn in one of the squares enclosed by the red dashed lines, the trap attacks that creature, attempting to bind it to the wall. A creature that moves through multiple trapped squares is only attacked once. The trap does not attack shadar-kai, nor does it attack any creature that is sworn to Shar.	
Attack	
Opportunity Action	Melee 1
Target: Small or Medium creature in trapped square	
Attack: +20 vs. Reflex	
Hit: 3d8 + 11 damage and the target is immobilized (save ends). The first time each round that the target fails a saving throw to end the immobilized condition, the chains deal 16 damage.	
Miss: Half damage and the target is slowed (instead of immobilized) until the end of the target's next turn.	
Countermeasures	
<ul style="list-style-type: none"> ◆ Thievery DC 22: A character adjacent to the wall where the chains are set (or a character that has been immobilized by the trap) can disable one of the four chains with a successful check made as a standard action. ◆ Each chain can be destroyed separately (AC 30, other defenses 28; hp 30), which disables it. When all four chains have been disabled or destroyed, the trap is defeated. ◆ If four creatures are immobilized, the trap is full and can't make any more attacks. Reduce this number by one for each chain that has been disabled. 	

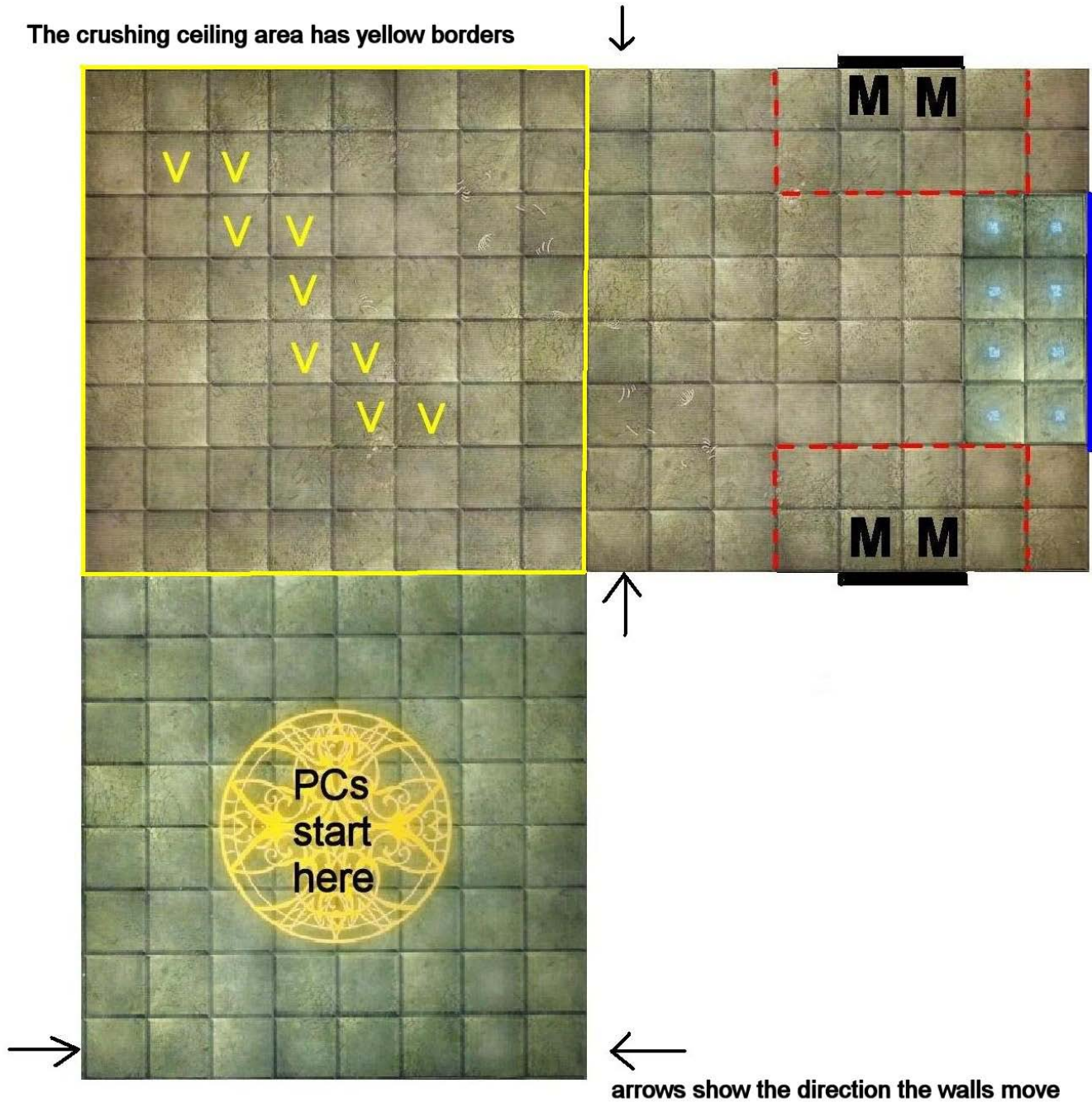
This trap has been reskinned to fit the adventure.

ENCOUNTER 6: "INDIRECT ROUTE" MAP

TILE SETS NEEDED

Arcane Towers x1, Halls of the Giant Kings x1

The crushing ceiling area has yellow borders



ENCOUNTER 7: INTO THE CITADEL

SETUP

After escaping the traps and hazards, the PCs make their way into the Citadel proper, where they find storage rooms, kitchens, and some prisoners.

The portal shimmers on the wall behind you. You have been deposited in a square room carved from the natural stone. There is a door in the far wall. Hooks on the near wall hold dark cloaks. A few unlit torches are piled near the door. The room is otherwise bare.

The portal only works one way. The PCs are now in the basement of the citadel. Exiting the portal room, the PCs find a corridor with several doorways.

- The first room is furnished with a few cots, a table and chair, and an empty weapons rack. The room has been used recently, but there is currently no sign of the occupants.
- Elsewhere on this level, the PCs find a storeroom with dry goods, and a few empty storage rooms. At the end of the corridor, a staircase goes up.

As you ascend the narrow spiral staircase you begin to smell a fetid odor. The stairs open onto a small landing before continuing up. The landing holds a wooden door with a small barred window.

This level is where the prisoners destined to be sacrificed are held. The door is locked and alarmed (Thievery DC 28/30 to find and disable the alarm, Thievery DC 25 to unlock the door, Strength check DC 16 to break the door down. The door has AC/Reflex 5, Fort 10, 20 hp) Beyond the door the PCs find cells; most are empty, but there are two prisoners.

The prisoners can tell the PCs very little. They had been living in Downshadow (a neighborhood under Waterdeep) before being captured. Neither remembers much about their capture:

- They woke up here.
- There were a total of four prisoners here when they arrived.
- Each prisoner has a bucket of water.
- Food is brought occasionally, but it does not seem to be done on a schedule.

At the very top of the stairs, an archway leads into a corridor with four doors.

- Behind one door is a rubble-filled room.
- The next door reveals a pantry. Jars filled with eyes and other humanoid body parts line one of

the shelves. There is a keg with Insects preserved in a jellylike substance.

- The third door is a wellhouse, with a few filled barrels as well as numerous empty buckets
- The fourth door leads to the kitchen, a vast space with three baking ovens and two large fireplaces on one wall, but those are the only normal things in here.
- One wall of the kitchen appears to have growths on it. These might be a type of mushroom, but they are oddly shaped and colored.
- If there is a shadar-kai in the group they recognize some of growths as delicacies normally found only in the Shadowfell. (Arcana DC 20/22 to know this).
- If there is a drow in the group they recognize a few of the growths as fungus that normally can be found in the Underdark (Dungeoneering DC 20/22 to know this)
- A pot over a banked fire has some odd roots and some tiny blue creatures swimming in it.
- What may have been a sink area is covered in a fluorescent slime, which is native to the Underdark.
- There are two doors out of the kitchen. One goes to a hallway, the other to a dining room.

The dining room is large. Broken tables and chairs create an obstacle course on the near side of the room. On the far side is a pile of old bones.

There is a path through the middle of the room. The bones are a mixture of creatures, both humanoid and not. A Nature check DC 15 is enough to determine that most of the bones are old-at least forty or fifty and some even older.

The dining hall doors open to the same hallway. Near end of the hallway is a set of doors that led to a large tower. **Passive Perception** DC 23: the PCs can hear someone moving about in the room.

ENDING THE ENCOUNTER

The slaves prefer to remain in hiding until the PCs can assure them that the PCs have secured the citadel. Proceed to Encounter 8.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 8: THE QABAL

ENCOUNTER LEVEL 13/15 (4400/6400 XP)

SETUP

This encounter includes the following creatures at the low tier:

talon of Shar <T>

vigilant doom <V>

dark stalker (level 13) <(D)>

shadar-kai painbearer (level 13) <S>

direguard assassin (level 13) <A>

This encounter includes the following <creatures and/or traps> at the high tier:

talon of Shar (level 16) <T>

vigilant doom (level 16) <V>

dark stalker (level 15) <(D)>

shadar-kai painbearer <S>

direguard assassin (level 15) <A>

Having penetrated to the inner sanctum of the citadel, the heroes encounter members of the qabal.

Note that depending on which way the PCs entered the citadel they will be entering this room from different doorways. If they used the front entrance of the citadel, then they enter through the door near the round table. If they used the portal, they enter from the opposite side.

You see a large circular room with two large workbenches. One is covered with papers while the other has numerous bottles and vials on it.

Near one of the entrances to the room is a round table with two chairs. In the center of the room are two benches facing away from you. In the back half of the room a small stone pillar sits in the middle of a darker stone floor. A stone basin is atop the pillar.

A tall glowing blue circle on the tower wall indicates an active portal.

On one side of the room is a wooden staircase that leads up to a balcony some 20 feet above the floor. On the wall of the balcony are carvings depicting a doorway.

A winged humanoid is on the balcony and a man dressed in simple black clothing stands between the benches and the stone pillar. Sections of the walls are completely black.

If a PC has darkvision then you need opposed Stealth vs Perception rolls for the shadar-kai pain bearer and the

direguard assassin to determine whether the PCs see them.

The human welcomes you mockingly. "So you finally made it past the... surprises... we left for unwanted visitors. Since you were so unwise as to continue, by all means, come forward and receive your punishment for disturbing us!"

FEATURES OF THE AREA

Illumination: Bright illumination. Daylight enters from the windows along the stairs and from the arrow slits on the balcony. None of the windows or arrow slits is wide enough for creatures to exit or enter.

Alcoves: The alcoves are zones of darkness dedicated to Shar. Each alcove is a single-use terrain feature. A worshipper of Shar can enter the alcove and use a standard action to spend a healing surge. When an alcove has been used for this effect, the darkness disappears. The NPCs know of this effect and can use it for healing, but don't allow this to cause the combat to drag. The darkness does not block line of effect; however, unless a creature has darkvision, it does block line of sight. A character that is not a worshipper of Shar who enters or starts his turn in one of the alcoves while the darkness is still active takes 10 necrotic damage.

Benches: In the center of the room are two old benches. The benches are blocking terrain and can provide cover.

Altar stone with basin: This is a two-foot-high stone block with a basin on top. The squares surrounding it are darkened with old blood and are treated as blood rock. Creatures standing on these squares can score critical hits on a natural 19 or 20.

Tables: There are two tables toward the center of the room. The one adjacent to the dark stalker is a Single-Use Terrain feature. It has numerous bottles and vials on it. The other table has papers and some maps on it. The tables provide cover while upright. If placed on their sides, the tables provide superior cover.

Table of Combustibles	Single-Use Terrain
A table holds beakers and vials containing volatile combustibles that have a violent reaction when mixed together or thrown to the ground.	
Standard Action	
Requirement: You must be adjacent to the table.	
Check: Athletics check (DC 20/21) to overturn the table. You can drop prone as part of the standard action to avoid the attack.	
Success: the table is overturned. Make the following attack:	
Targets: Each creature in a close burst 2 centered on the table.	
Attack: +16 /+18 vs Reflex	
Hit: ongoing 10 fire and poison damage (save ends).	

Table with chairs: A small round table with two chairs is near the left hand doors. The squares with the chairs are difficult terrain and the table is considered blocking terrain and can provide cover. If placed on its side the table provides superior cover.

Stairs: the long staircase rises 20 feet to a balcony. The stairs are not difficult terrain but it takes 10 squares of movement to ascend them.

Balcony: The balcony has arrow slits and a two-foot-high railing on the inside and far end. The railing provides partial cover unless a creature is prone, then it provides superior cover. Passive Perception DC 20: The PC notices that the section with railing was not part of the original construction.

Ceiling: The ceiling is 40 feet high.

Carvings: The carvings on the wall are part of a portal that is currently closed. Above the design is carved in deep relief (one inch deep) one word: “Vanrak”

Portal: The portal on the wall connects to the cavern escape route and is active. The portal covers a 2-by-2 square area of the wall. Anyone going through the portal finds themselves in the cavern at the bottom of the earthmote (the area described in Encounter 3 under the heading “Flying Around and Below”).

TACTICS

These Sharran agents are ruthless and vicious. Check to see whether any of the PCs have any Story Awards that mark them as having the disfavor of Shar (for example, those who played SPEC1-1 and SPEC1-2, among other adventures). These characters are chosen as preferred targets by the agents of the qabal, who have heard of the PCs’ past efforts to thwart their mistress’ desires.

Most enemies fight to the death; however, if things go poorly, either the Dark Stalker (first choice) or the Talon of Shar try to escape to warn their master and his allies of the PCs’ interference.

The Talon of Shar remains in flight, close enough that its aura helps its allies. It prefers to use *word of loss* or *enfeebling ray* as available. If cornered, it uses *shadow’s call* and/or *shadow jaunt* to break free of melee. If the Dark Stalker has been slain, and the Talon of Shar is bloodied, it tries to escape.

The Vigilant Doom tries to place its *shadow tentacles* near the entrance, hoping to keep at least one melee adversary out of action. Using *gloom fist* or *unarmed strike* and *slick maneuver*, the Vigilant Doom pounds an opponent, hopefully with combat advantage.

If warned by an alarm, the Dark Stalker is using his invisibility and is hiding behind the table. He uses the *table of combustibles* terrain feature if that is more useful

in the current situation than using his *dark fog*. He positions the *dark fog* to assist the Direguard Assassin as well as himself. The stalker focuses on creating combat advantage by providing a flank for the two skirmishers and the Vigilant Doom. When he becomes bloodied, he considers fleeing.

The Shadar-Kai Painbearer targets ranged attackers (particularly leaders and controllers). He tries to make opponents vulnerable by blinding them.

The Direguard Assassin attacks in whatever fashion would be most useful based on the situation.

The Dark Stalker, the Shadar-Kai Painbearer, and the Direguard Assassin will coup de grace unconscious or otherwise helpless opponents if the opportunity presents itself. The other two focus on winning the fight.

SCALING THE ENCOUNTER

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

Four PCs: Remove the dark stalker.

Six PCs: Add another shadar-kai painbearer.

ENDING THE ENCOUNTER

After the combat is over, assuming the heroes were successful, it’s safe to assume that the PCs thoroughly search the rest of the citadel and find all available clues and treasure.

EXPERIENCE POINTS

The PCs receive 880/1280 XP each for defeating the qabalists.

TREASURE

The PCs find a *rogue’s belt* and a ritual scroll of Reverse Portal plus 100 / 200 gp per PC.

ENCOUNTER 8: “THE QABAL” STATISTICS (LOW LEVEL)

Talon of Shar	Level 14 Controller
Medium shadow humanoid	XP 1,000
Initiative +12 Senses Perception +13; low-light vision	
Shadow Devotion aura 5; allies in the aura gain a +1 bonus to attack rolls; shadow allies in the aura also gain a +2 bonus to damage rolls.	
HP 132; Bloodied 66	
AC 29; Fortitude 27, Reflex 27, Will 25	
Vulnerable 5 radiant	
Speed 5; fly 8	
m Claw (standard; at-will) ♦ Necrotic	
+19 vs. AC; 3d6 + 12 necrotic damage and the target loses all resistance and/or immunity to necrotic damage (save ends).	
R Enfeebling Ray (standard; recharge 4 5 6) ♦ Necrotic	
Ranged 10; +18 vs. Reflex; 3d10 + 6 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
R Word of Loss (standard; recharge 4 5 6) ♦ Psychic	
Ranged 10; +18 vs. Will; 3d10 + 6 psychic damage, and the target is dazed until the end of the Talon of Shar's next turn.	
C Shadow's Call (standard; encounter) ♦ Necrotic, Sleep	
Close burst 1; +18 vs. Will; 3d10 + 6 necrotic damage, and the target falls unconscious (save ends).	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The Talon of Shar teleports 3 squares and becomes insubstantial until the start of its next turn.	
Necrotic Healing (immediate reaction, when damaged by a necrotic attack; encounter) ♦ Healing	
The Talon of Shar regains 32 hit points.	
Alignment Evil	Languages Common, Kir-Lanan, Draconic
Skills Arcana +14, Religion +13, Stealth +19	
Str 16 (+10)	Dex 20 (+12) Wis 13 (+8)
Con 16 (+10)	Int 14 (+9) Cha 24 (+14)

Dark Stalker (Level 13)	Level 13 Lurker
Small shadow humanoid	XP 800
Initiative +15 Senses Perception +8; darkvision	
HP 99; Bloodied 49; see also <i>killing dark</i>	
AC 27 (see also <i>dark step</i>); Fortitude 24, Reflex 27, Will 26	
Speed 6	
m Scimitar (standard; at-will) ♦ Weapon	
+18 vs. AC; 3d6 + 11 damage (crit 3d6 + 29).	
R Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +18 vs. AC; 3d6 + 11 damage.	
A Dark Fog (standard; sustain minor; encounter) ♦ Zone	
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).	
C Killing Dark (when reduced to 0 hit points)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark stalker explodes in a spray of darkness.	
Dark Step (move; at-will)	
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Invisibility (minor; recharge 3 4 5 6) ♦ Illusion	
The dark stalker becomes invisible until the end of its next turn.	
Alignment Unaligned	Languages Common
Skills Stealth +16, Thievery +16	
Str 12 (+7)	Dex 21 (+11) Wis 14 (+8)
Con 15 (+8)	Int 14 (+8) Cha 19 (+10)
Equipment black garments, scimitar, 4 daggers	

Direguard Assassin (Level 13)	Level 13 Skirmisher
Medium natural humanoid (undead)	XP 800
Initiative +13 Senses Perception +15; darkvision; truesight 10	
HP 127; Bloodied 63	
AC 27; Fortitude 25, Reflex 26, Will 25	
Immune disease, poison	
Speed 8	
m Force Blade (standard; at-will) ♦ Force	
+18 vs. AC; 3d6 + 11 force damage.	
C Dire Blades (standard; encounter) ♦ Force	
Close burst 1; +18 vs. AC; 2d8 + 7 force damage.	
Mist Walk (immediate reaction, when missed by a melee attack; at-will)	
The direguard assassin shifts 2 squares and gains insubstantial and phasing until the end of its next turn.	
Mobile Assault	
If a direguard assassin ends its move at least 4 squares from where it began its move, it gains a +2 bonus to melee attack rolls until the end of its turn.	
Alignment Evil	Languages Common
Skills Stealth +16	
Str 18 (+10)	Dex 21 (+11) Wis 18 (+10)
Con 15 (+8)	Int 16 (+9) Cha 17 (+9)

Vigilant Doom	Level 14 Soldier
Medium natural humanoid, human	XP 1,000
Initiative +16 Senses Perception +16	
HP 132; Bloodied 66	
AC 30; Fortitude 24, Reflex 28, Will 26	
Speed 7	
m Unarmed Strike (standard; at-will)	
+19 vs. AC; 3d6 + 12 damage and the target is marked until the start of the vigilant doom's next turn.	
M Gloom Fist (standard; recharge 4 5 6) ♦ Necrotic	
+19 vs. AC; 2d8 + 7 damage, and the target takes ongoing 10 necrotic damage and is dazed (save ends both).	
R Ghost Shuriken (standard; at-will) ♦ Cold or Necrotic	
Ranged 6/12; +17 vs. Reflex; 3d6 + 6 necrotic or cold damage (the vigilant doom chooses the damage type when it makes the attack).	
R Shadow Tentacles (standard; sustain minor [see text]; encounter)	
♦ Conjuration, Necrotic	
Ranged 10; the Vigilant Doom conjures a field of shadow tentacles in an unoccupied square within range. Make the following attack, using the square in which the field of tentacles is placed as the origin square for the burst: Close burst 2; targets enemies in burst Attack: +17 vs. Reflex Hit: 2d8 + 7 necrotic damage, and the target is grabbed (until escape). Special: When the vigilant doom sustains this effect, the tentacles deal 3d6 + 12 necrotic damage to all grabbed creatures (no attack roll required) and automatically maintain the grab. Attempts to escape the grab are made against DC 28. Sustain Minor: If the tentacles have no target grabbed, repeat the attack. If the tentacles have at least one target grabbed, they automatically deal damage and sustain the grab (see above) against all grabbed creatures. Sustain Standard: The Vigilant Doom can move the tentacle field up to 5 squares. At the start of this movement, any currently grabbed creatures are released as if they had escaped the grab. After repositioning the tentacle field, repeat the close burst attack as described above.	
Slick Maneuver (move; at-will)	
Usable while adjacent to exactly one enemy. The vigilant doom shifts up to 3 squares to any square adjacent to that enemy.	
Alignment Evil	Languages Chondathan, Common
Skills Acrobatics +15, Athletics +14, Stealth +12	
Str 22 (+13)	Dex 24 (+14) Wis 18 (+11)
Con 16 (+10)	Int 14 (+9) Cha 20 (+12)
Equipment Robes	

Shadar-Kai Painbearer (Level 13)	Level 13 Skirmisher (Leader)
Medium shadow humanoid	XP 800
Initiative +15 Senses Perception +10; low-light vision	
Shadow Weft aura 5; each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack	
HP 128; Bloodied 64	
AC 27; Fortitude 25, Reflex 27, Will 25	
Speed 7	
m Shadow Chain (standard; at-will) ♦ Weapon	
Reach 2; +18 vs. AC; 3d6 + 11 damage, and the target is shrouded in gloom (save ends).	
M Shadow Dance (standard; recharge 5, 6) ♦ Necrotic	
The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is <i>shrouded in gloom</i> and is hit by an attack is blinded (save ends).	
Shadow Boon (immediate reaction, when an ally within 10 squares of the shadar-kai painbearer misses with an attack; encounter)	
The triggering ally rerolls the attack roll.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls, and gains only half the benefit of healing effects.	
Alignment Unaligned	Languages Common
Skills Acrobatics +18, Stealth +18	
Str 20 (+11)	Dex 24 (+13) Wis 18 (+10)
Con 16 (+9)	Int 14 (+8) Cha 11 (+6)
Equipment leather armor, spiked chain	

ENCOUNTER 8: “THE QABAL” STATISTICS (HIGH LEVEL)

Talon of Shar (Level 16)	Level 16 Controller
Medium shadow humanoid	XP 1,400
Initiative +13 Senses Perception +14; low-light vision Shadow Devotion aura 5; allies in the aura gain a +1 bonus to attack rolls; shadow allies in the aura also gain a +2 bonus to damage rolls. HP 148; Bloodied 74 AC 31; Fortitude 29, Reflex 29, Will 27 Vulnerable 5 radiant Speed 5; fly 8	
m Claw (standard; at-will) ♦ Necrotic +21 vs. AC; 3d8 + 11 necrotic damage and the target loses all resistance and/or immunity to necrotic damage (save ends).	
R Enfeebling Ray (standard; recharge 4 5 6) ♦ Necrotic Ranged 10; +20 vs. Reflex; 3d10 + 8 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
R Word of Loss (standard; recharge 4 5 6) ♦ Psychic Ranged 10; +20 vs. Will; 3d10 + 8 psychic damage, and the target is dazed until the end of the Talon of Shar's next turn.	
C Shadow's Call (standard; encounter) ♦ Necrotic, Sleep Close burst 1; +20 vs. Will; 3d10 + 8 necrotic damage, and the target falls unconscious (save ends).	
Shadow Jaunt (move; encounter) ♦ Teleportation The Talon of Shar teleports 3 squares and becomes insubstantial until the start of its next turn.	
Necrotic Healing (immediate reaction, when damaged by a necrotic attack; encounter) ♦ Healing The Talon of Shar regains 32 hit points.	
Alignment Evil Languages Common, Kir-Lanan, Draconic Skills Arcana +15, Religion +14, Stealth +20 Str 16 (+11) Dex 20 (+13) Wis 13 (+9) Con 16 (+11) Int 14 (+10) Cha 24 (+15)	

Dark Stalker (Level 15)	Level 15 Lurker
Small shadow humanoid	XP 1,200
Initiative +16 Senses Perception +9; darkvision HP 111; Bloodied 55; see also <i>killing dark</i> AC 29 (see also <i>dark step</i>); Fortitude 26, Reflex 29, Will 28 Speed 6	
m Scimitar (standard; at-will) ♦ Weapon +20 vs. AC; 3d6 + 13 damage (crit 3d6 + 31).	
R Dagger (standard; at-will) ♦ Weapon Ranged 5/10; +20 vs. AC; 3d6 + 13 damage.	
A Dark Fog (standard; sustain minor; encounter) ♦ Zone Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).	
C Killing Dark (when reduced to 0 hit points) Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark stalker explodes in a spray of darkness.	
Dark Step (move; at-will) The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Invisibility (minor; recharge 3 4 5 6) ♦ Illusion The dark stalker becomes invisible until the end of its next turn.	
Alignment Unaligned Languages Common Skills Stealth +17, Thievery +17 Str 12 (+8) Dex 21 (+12) Wis 14 (+9) Con 15 (+9) Int 14 (+9) Cha 19 (+11)	
Equipment black garments, scimitar, 4 daggers	

Direguard Assassin (Level 15)	Level 15 Skirmisher
Medium natural humanoid (undead)	XP 1,200
Initiative +14 Senses Perception +16; darkvision; truesight 10 HP 143; Bloodied 71 AC 29; Fortitude 27, Reflex 28, Will 27 Immune disease, poison Speed 8	
m Force Blade (standard; at-will) ♦ Force +20 vs. AC; 3d6 + 13 force damage.	
C Dire Blades (standard; encounter) ♦ Force Close burst 1; +20 vs. AC; 2d8 + 8 force damage.	
Mist Walk (immediate reaction, when missed by a melee attack; at-will) The direguard assassin shifts 2 squares and gains insubstantial and phasing until the end of its next turn.	
Mobile Assault If a direguard assassin ends its move at least 4 squares from where it began its move, it gains a +2 bonus to melee attack rolls until the end of its turn.	
Alignment Evil Languages Common Skills Stealth +17 Str 18 (+11) Dex 21 (+12) Wis 18 (+11) Con 15 (+9) Int 16 (+10) Cha 17 (+10)	

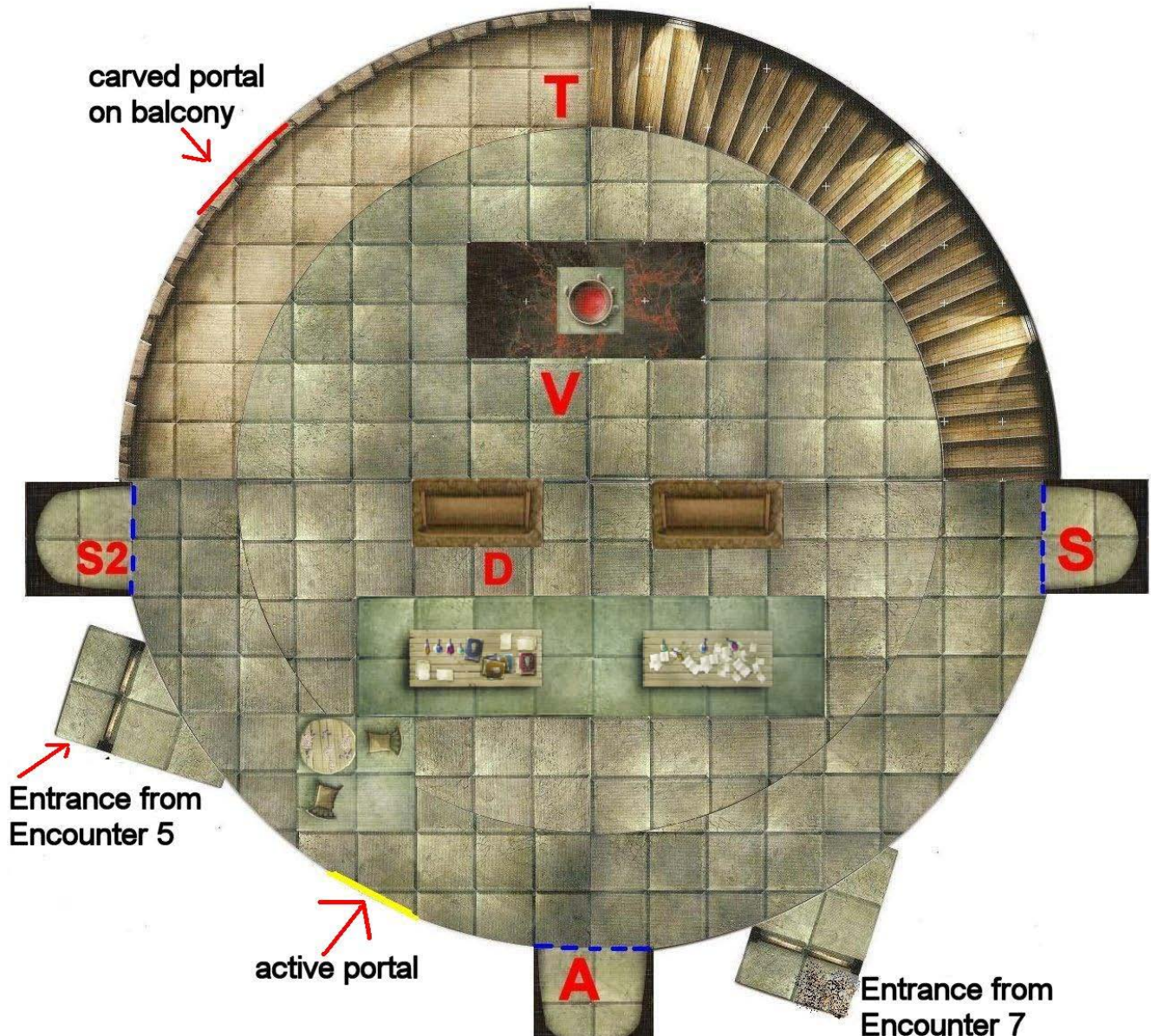
Vigilant Doom (Level 16)	Level 16 Soldier
Medium natural humanoid, human	XP 1,400
Initiative +17 Senses Perception +17	
HP 148; Bloodied 74	
AC 32; Fortitude 26, Reflex 30, Will 28	
Speed 7	
m Unarmed Strike (standard; at-will)	
+21 vs. AC; 3d8 + 11 damage and the target is marked until the start of the vigilant doom's next turn.	
M Gloom Fist (standard; recharge 4 5 6) ♦ Necrotic	
+21 vs. AC; 2d8 + 8 damage, and the target takes ongoing 10 necrotic damage and is dazed (save ends both).	
R Ghost Shuriken (standard; at-will) ♦ Cold or Necrotic	
Ranged 6/12; +19 vs. Reflex; 3d6 + 8 necrotic or cold damage (the vigilant doom chooses the damage type when it makes the attack).	
R Shadow Tentacles (standard; sustain minor [see text]; encounter)	
♦ Conjuration, Necrotic	
Ranged 10; the Vigilant Doom conjures a field of shadow tentacles in an unoccupied square within range. Make the following attack, using the square in which the field of tentacles is placed as the origin square for the burst: Close burst 2; targets enemies in burst Attack: +19 vs. Reflex Hit: 2d8 + 8 necrotic damage, and the target is grabbed (until escape). Special: When the vigilant doom sustains this effect, the tentacles deal 3d8 + 11 necrotic damage to all grabbed creatures (no attack roll required) and automatically maintain the grab. Attempts to escape the grab are made against DC 30. Sustain Minor: If the tentacles have no target grabbed, repeat the attack. If the tentacles have at least one target grabbed, they automatically deal damage and sustain the grab (see above) against all grabbed creatures. Sustain Standard: The Vigilant Doom can move the tentacle field up to 5 squares. At the start of this movement, any currently grabbed creatures are released as if they had escaped the grab. After repositioning the tentacle field, repeat the close burst attack as described above.	
Slick Maneuver (move; at-will)	
Usable while adjacent to exactly one enemy. The vigilant doom shifts up to 3 squares to any square adjacent to that enemy.	
Alignment Evil	Languages Chondathan, Common
Skills Acrobatics +16, Athletics +15, Stealth +13	
Str 22 (+14)	Dex 24 (+15) Wis 18 (+12)
Con 16 (+11)	Int 14 (+10) Cha 20 (+13)
Equipment Robes	

Shadar-Kai Painbearer (Level 15)	Level 15 Skirmisher (Leader)
Medium shadow humanoid	XP 1,200
Initiative +16 Senses Perception +11; low-light vision	
Shadow Weft aura 5; each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack	
HP 144; Bloodied 72	
AC 29; Fortitude 27, Reflex 29, Will 27	
Speed 7	
m Shadow Chain (standard; at-will) ♦ Weapon	
Reach 2; +20 vs. AC; 3d6 + 13 damage, and the target is shrouded in gloom (save ends).	
M Shadow Dance (standard; recharge 5, 6) ♦ Necrotic	
The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is <i>shrouded in gloom</i> and is hit by an attack is blinded (save ends).	
Shadow Boon (immediate reaction, when an ally within 10 squares of the shadar-kai painbearer misses with an attack; encounter)	
The triggering ally rerolls the attack roll.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls, and gains only half the benefit of healing effects.	
Alignment Unaligned	Languages Common
Skills Acrobatics +19, Stealth +19	
Str 20 (+12)	Dex 24 (+14) Wis 18 (+11)
Con 16 (+10)	Int 14 (+9) Cha 11 (+7)
Equipment leather armor, spiked chain	

ENCOUNTER 8: "THE QABAL" MAP

TILE SETS NEEDED

Arcane Towers x1 *Fane of the Forgotten Gods* x1 *Streets of Shadow* x2 (benches)



ENCOUNTER 9: CONCLUSION

SETUP

Vajra Safhar, Archmage of Waterdeep and Blackstaff; female human

Lord Stedd Moonstar; male human

Jhessail Eveningfall, High Priestess of the Temple of Selune, female half-elf (moon elf)

Unless the PCs were wiped out by the qabal, they should eventually return to Waterdeep to report what happened. If they were successful, the heroes receive accolades from the high and mighty of Waterdeep at a sumptuous banquet. The celebration is tempered by the mention of the name Vanrak, an ancient enemy of House Moonstar who was thought to have been destroyed long ago.

Upon your return to Waterdeep, Stedd Moonstar greets you warmly and quickly arranges a meeting with the Blackstaff and Jhessail Eveningfall to hear your report.

The PCs are met at Moonstar Villa by the Blackstaff, the priestess of Selune, and Lord Moonstar.

Success: Defeating the Sharran Qabal gains the favor of House Moonstar, the Temple of Selune, and the Blackstaff. By protecting House Moonstar, those PCs who have played both of the prior adventures (WATE2-1 and WATE2-2) have completed the Major Quest, Restoring Splendor, and gain the xp associated with the major quest. (The previous adventures may be played in either order to get credit for the Major Quest so long as both were played before this adventure.) The PCs are also offered immediate membership in the Heirs of Mirt, the Waterdeep adventuring society.

If any of the PCs died during the adventure and were not raised by other PCs, the high priestess of Selune performs the Raise Dead ritual at no cost.

Failure: If the PCs failed and fled the earthmote, they are still expected to report what took place and what they discovered.

If the PCs failed and all died during this adventure, their bodies are retrieved and they are raised from the dead by the temple of Selune. The PCs are then expected to explain what happened. They do not receive any further rewards (beyond the free Raise Dead).

If the PCs relate the discovery of the name “Lord Vanrak” or “the Dark Ranger,” both Jhessail and the Blackstaff recognize the name.

Both Jhessel and Vajar react at the mention of the name “Vanrak.” Briefly it seems as if the Blackstaff’s eyes turn a bright blue and a ghostly impression of a man’s breaded face appears over her own.

(DM’s note: Occasionally when accessing information known to one of the previous Blackstaffs, an image of that Blackstaff superimposes itself on Vajra. This particular image is that of Khelben Arunsun.)

Jhessel tells the PCs:

Once a respected noble in House Moonstar and worshipper of Selune, Vanrak betrayed Selune 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. Although he was thought to be hiding somewhere in Undermountain, his true lair was never found. This news is extremely grave.

Somehow, brave adventurers must be found to stop this menace. So long as Vanrak exists, Waterdeep is in peril. But that will be the subject of another adventure...

OPTIONAL: QUEST CARD TASKS

Either at the celebration banquet or while visiting Moonstar Villa, the PCs have the opportunity to meet Celestin the Wanderer.

If no one is doing the tasks from the Quest Card: In Slumber Remain, then you can drop the other guest, Celestin. PCs who played WATE2-2 *Closing a Deal* might have met Celestin before.

THE OTHER GUEST

Celestin the Wanderer is not an ordinary eladrin, but an immortal humanoid, similar to an archfey of the Feywild. He is a sage who is currently collecting information about primordial beings. Celestin was introduced to Stedd Moonstar by Captain Jorrz Errowd (a skyship captain) at a recent Winter Gala. PCs who played WATE2-1 probably met the Captain. Depending upon whether or not any of the PCs accomplished Task 1 during WATE2-1, Celestin mentions that he plans to visit a book shop named Magpie and Gannon, whose proprietors are reputed to trade in rare books. (PCs who completed Task 1 in WATE2-1 *Gilding a Noble* have already purchased this book, in which case they are welcome to show it to Celestin; he will react with great interest.)

MAGPIE AND GANNON

Streetwise/History DC 15: Magpie & Gannon's is the largest and best store for books, charts, and maps in Waterdeep. The shop is located in the Dock Ward. On a DC 20 or higher, the PCs also learn that although Gannon is not a sage as such, he is reputed to be a follower of Oghma. Some believe Magpie travels and acquires rare books, but no one is really sure if that is all she does. [PCs who participated in CORE1-9 *Ages Best Forgotten* met Gannon selling books.]

For PCs seeking to do Task 3 of Quest Card 2:

If any of the PCs ask Celestin "where the sleeping titan lies," he tells them the following:

Even now others seek to open the conflagration of souls, and in doing so, they mean to wake that which should in slumber remain. The Darkturret key can wake or seal the icy prison of the dawn titan entombed within a glacier in Fimbrul. If that is of concern to you, you will need to go to Darkturret and from there, to Fimbrul.

CONCLUDING THE ADVENTURE

For defeating the qabal, the PCs earn **WATE23 Hero of Waterdeep**. They also earn **WATE22 Enmity of Lord Vanrak**. Dealing with the threat posed by Lord Vanrak is a significant component of the future Story Area plot for Waterdeep, so these awards will play a role in future adventures.

Anyone who completed the Major Quest is offered immediate membership in the Heirs of Mirt. Those who accept receive Story Award **WATE24 Member of the Heirs of Mirt**. To accept membership, a PC must change his or her home region to Waterdeep, and may not have any other national or faction allegiances that would preclude the character swearing an oath to protect the city against all dangers. More details about this Meta-Organization will be forthcoming, but the players should know that a PC will only be allowed to be a member in one meta-organization when the campaign rules for these organizations are released. Declining the offer of membership does not have any negative consequences.

The tablet fragment the PCs found seems unrelated to Vanrak. None of the NPCs are interested in it. (The tablet fragment is a hook for the adventure CORE2-11 *The Sign of Four*.) Whoever takes it earns Story Award **WATE25 Memorial Tablet - Fragment #7**.

TREASURE

If they succeeded at their mission, all the PCs receive monetary rewards worth 1000 / 1800 gp each (the total is 2300 / 3900 gp for those who choose the More Gold option). The various NPCs also offer to commission a ring of freedom of movement for any PC who wants one. This ring is etched with the PC's personal crest or sigil, along with one of the following: an image of Blackstaff Tower, the holy symbol of Selune, or the family crest of House Moonstar.

MAJOR QUEST ~ ADDITIONAL REWARDS

Those PCs who successfully completed the Major Quest earn bonus XP (see the Rewards section) and are also offered the following additional Treasures by Lord Moonstar and his allies:

- any Uncommon magic implement from a player resource (item level less than or equal to PC's level plus 1),
- any Uncommon magic neck slot item from a player resource (item level less than or equal to PC's level plus 1)
- any Uncommon magic feet slot item from a player resource (item level less than or equal to PC's level plus 1)

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and possibly Story Awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

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

Encounter 2: Sky Battle

900 / 1260 XP

Encounter 4: Front Door

OR

Encounter 6: Alternate Route

560 / 800 XP

Encounter 8: The Qabal

880 / 1280 XP

Total Possible Experience WITHOUT Major Quest

2340 / 3340 XP

(Optional) Major Quest: Restoring Splendor

700 / 1000 XP

Total Possible Experience WITH Major Quest

3040 / 4340 XP

Base Gold per PC

1200 / 2200 gp

(Encounter 3: 100 / 200 gp, Encounter 8: 100 / 200 gp, Encounter 9: 1000 / 1800 gp)

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are listed above as the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

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 that 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.

All the listed Treasures for this adventure are available at both the low tier and the high tier.

THE FOLLOWING TREASURES ARE AVAILABLE:

Treasure A: *ring of feather fall* (level 14; AV, pg 158)

Found in Encounter 3

Treasure B: *Keoghtum’s ointment* (level 13; PH)

Found in Encounter 3

Treasure C: *rogue’s belt* (level 11; AV, pg 166)

Found in Encounter 8

Treasure D: *ritual scroll of Reverse Portal* (level 12; PH2, pg 216)

Found in Encounter 8

Treasure E: *ring of freedom of movement* (level 15; PH)

Found in Encounter 9

Treasure F: (Requires Major Quest completion) An Uncommon magic implement, neck slot item, or feet slot item from a player resource. The chosen item’s level must be less than or equal to the character’s level plus 1. Found in the Conclusion

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player’s choice. The 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 a *potion of vitality* plus 300 / 1100 gp. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables worth 1300 / 2100 gp (in addition to his or her Base Gold).

STORY AWARDS

Award these if the PC completes the condition for the award specified in the adventure. Pass out certificates to the players for their Story Awards. In this adventure, it is possible and permissible for a PC to earn all four of the listed awards.

WATE22 Enmity of Lord Vanrak

You have learned that Lord Vanrak, an enemy of House Moonstar, the city of Waterdeep, and Selûne herself, still exists. You defeated some of his powerful servants, a feat that compels Vanrak to consider you a worthy foe. He will surely take the likelihood of your presence into account when planning his next move against the City of Splendors.

WATE23 Hero of Waterdeep

You have earned the respect and favor of three powerful elements within Waterdeep: House Moonstar, the House of the Moon (temple of Selûne), and the Blackstaff. You may call upon these allies when you are in Waterdeep and receive whatever aid they might be able to offer (DM's discretion).

Your powerful friends have many connections. One time only, at the beginning or end of an adventure, you may draw upon your contacts in Waterdeep to purchase a single Uncommon magic item from any player resource. You may not purchase consumables with this favor. The item you buy must have an item level no greater than your character level as of the time you expend this favor. You pay full market price. You do not need to spend a found-item slot, but the item does count against the limit of Uncommon items you are allowed to possess. Record the purchased item below, and strike

through through this paragraph after you have purchased an item using this favor.

WATE24 Member of the Heirs of Mirt

You have been offered membership in the prestigious Waterdhavian adventuring society, the Heirs of Mirt. In order to accept this Story Award, you may not have any other allegiances that would preclude you from swearing an oath to defend the city of Waterdeep. You may change your home region to Waterdeep in conjunction with joining the Heirs (this is an exception to the normal campaign rule that PCs may not change their home region). You forfeit the background benefit of your previous home region and gain the background benefit of Waterdeep instead (see the *Forgotten Realms Player's Guide* for details).

WATE25 Memorial Tablet - Fragment #7

You found a fragment of a sandstone tablet chiseled with ancient runes. The ancient, twisted elven script is impossible to decipher – some kind of magic thwarts any attempt to read the inscription. Perhaps, if you find more fragments of this tablet, the tale behind it will one day be made known.

EVENT SUMMARY

Your table's outcome may influence the future direction of the Waterdeep story area. Please visit our survey at <https://www.surveymonkey.com/s/LFRWATE0203> and answer the following questions.

The deadline to report critical events for this adventure is 30 April 2011. The adventure remains playable after that date, but reported results might not be counted if they are submitted past the deadline.

1. Which of the following happened as a result of Encounter 8? (Choose all that apply.)

- a. The PCs killed at least one of the qabalists.
- b. The PCs captured at least one of the qabalists.
- c. At least one of the qabalists escaped.
- d. The qabalists killed one or more of the PCs.
- e. The PCs did not reach Encounter 8 at all.

2. How many PCs (0-6) successfully completed the Major Quest, Restoring Splendor, by virtue of having played both WATE2-1 and WATE2-2 before playing this adventure?

3. How do the players and DM rate this adventure on a scale from 1-5 (where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating)?

NEW RULES

Reverse Portal

You open a portal not from here to there, but from there to here.

Lvl 12

Component Cost: 500 gp

Category: Travel

Market Price: 2600 gp

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

Duration: Special

You create a shortcut across the fabric of the world, linking your location with a permanent teleportation circle elsewhere on the same plane (see the Linked Portal ritual, *Player's Handbook*, page 307). As part of performing this ritual, you sketch out a 10-foot-diameter circle in rare chalks and inks. Alternatively, you can use a permanent teleportation circle, which reduces the component cost to 150 gp and grants you a +5 bonus to your Arcana check.

At the ritual's completion, make an Arcana check. The result determines the duration that the portal remains open.

Arcana Check Result	Portal Duration
19 or lower	1 round
20-39	3 rounds
40 or higher	5 rounds

The portal displays views of the other location in the same way as created by the Linked Portal ritual, but creatures cannot enter the origin point and appear at the other location. Instead, creatures can only step into the distant end of the portal to appear at the origin point with you.

Reference: *Player's Handbook 2*, page 216.

Ring of Feather Fall

Level 14 Uncommon

With this airy mithral filigree band, you and sometimes your allies need not fear a fall even from the highest cliff.

Item Slot: Ring (21,000 gp)

Property: You take no damage from a fall and always land on your feet.

Power (Daily): Minor Action. Allies within 5 squares of you also benefit from this ring's property until the end of the encounter. If you've reached at least one milestone today, allies within 10 squares of you also benefit.

Reference: *Adventurer's Vault*, page 158.

Rogue's Belt

Level 11 Uncommon

No one can hold you, no chains can restrain you, and no bars can contain you while you wear this slick belt.

Item Slot: Waist (9,000 gp)

Property: You can attempt to escape a grab or restraints as a minor action.

Reference: *Adventurer's Vault*, page 166.

APPENDIX: FLYING & MOUNTED COMBAT

MOUNT AND RIDER

- The mount and rider both occupy the same space. However, if the rider is using an effect that has an origin square they must first pick where that square is located in the mount's space.
- Even though the mount and rider are occupying the same space they are targeted separately. If the effect targets only one creature the attacker must designate either the mount or the rider. Area and burst attacks can affect both rider and mount.
- If the mount's movement provokes an opportunity attack, the attacker can determine which she attacks. However, if the mount or the rider provokes an opportunity attack by using a ranged or area power, then the attack must target whichever one of them provoked the attack.
- If the mount is pushed, pulled, or slid, the rider moves with it. If the rider is pushed pulled or slid and the mount is not, then the rider can have the two of them move together. Otherwise the rider is dismounted and falls prone.
- If either the mount or the rider is teleported, the other does not teleport with it. If the mount is teleported without the rider the rider is dismounted and falls prone.
- An adventure and his mount have one set of combat actions: a standard action, a move action and a minor action. They also share a single immediate action and a single opportunity action each turn.
- The mount takes a -2 penalty to attack rolls if the rider does not have the Mounted Combat feat.
- If the mount is flying when it falls prone, it instead falls and the rider is not dismounted unless the mount lands and falls prone itself.
- A rider who is knocked prone can immediately make a saving throw. On a roll of 10 or higher the rider is neither dismounted nor knocked prone. If the roll is less than 10 the rider can choose which unoccupied adjacent square they fall into.

FLYING

- A creature that has a fly speed can also shift and take other move actions, as appropriate while flying.
- There is no additional cost for moving up or down
- If a creature falls prone while it is flying it falls. The creature is not actually prone until it lands and takes falling damage.
- A flying creature does not need to take any particular action to remain aloft; the creature is assumed to be flying as it fights, moves and takes other actions. However, a creature falls the instant it is stunned, unless it can hover. A creature that can hover, does not fall when stunned.

CRASHING

- If a creature falls while it is flying it descends the full distance of the fall however it will take less damage than a creature that cannot fly. Subtract the creatures fly speed (in feet) from the distance of the fall, and then figure out the falling damage. If the distance is 0 or less the creature takes no damage and is not prone.
- If a creature is flying when it starts a high altitude fall it has a chance to halt the fall by making a DC 30 Athletics check as an immediate reaction, with a bonus to the check equal to the creatures fly speed. On a success the creature falls 100 feet and then stops falling.
- A creature can spend more than one round falling to the ground in very high altitude settings. In this case the creature falls up to 500 feet in the first turn of falling. If it is still falling at the start of its turn, it can take actions on that turn as normal, then falls up to 500 feet at the end of the turn if none of its actions expressly halted the fall. This sequence continues until the creature lands.
- The max damage is 50d10.

HANDOUT ONE: MOUNTS

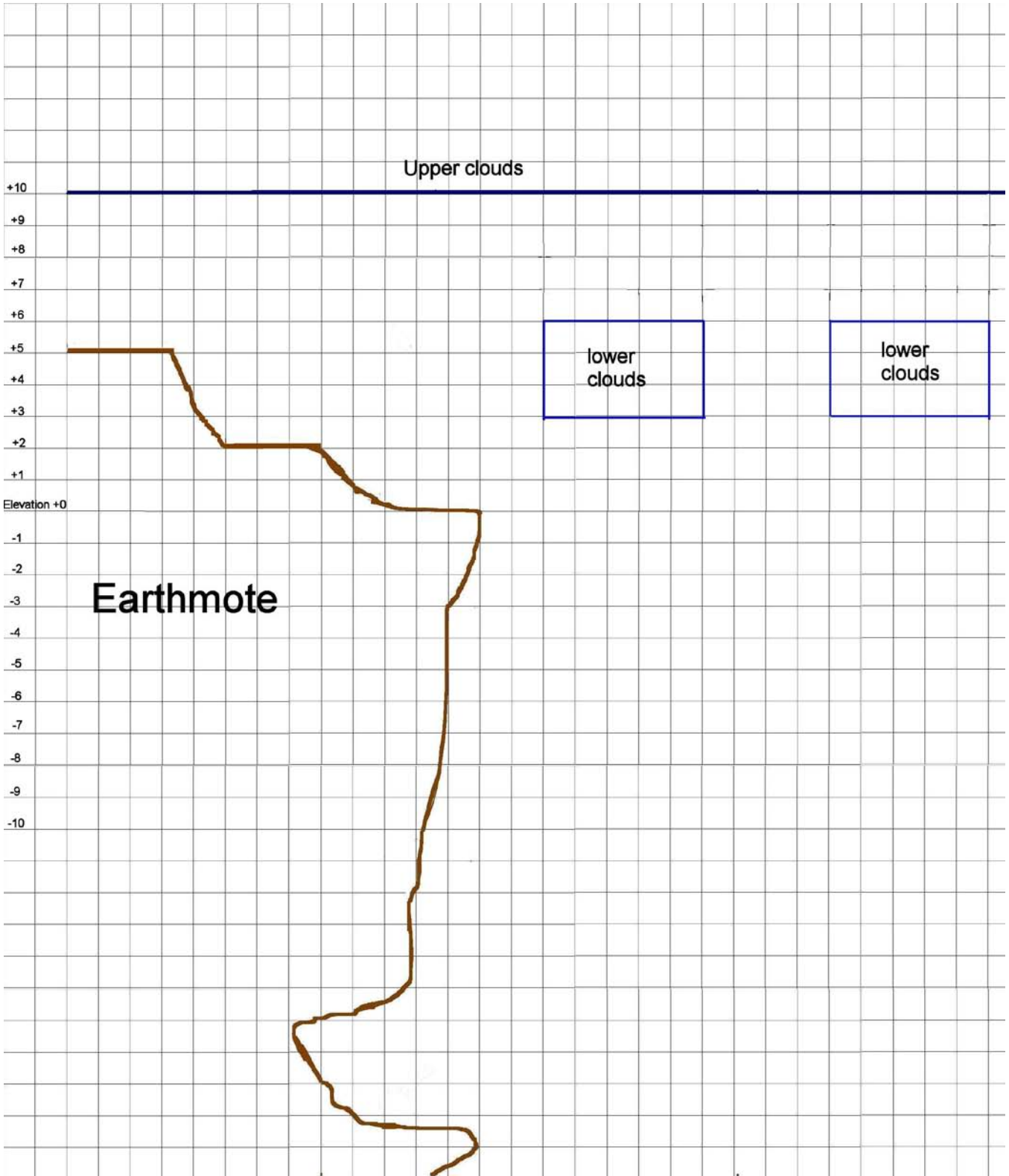
Hippogriff	Level 5 Skirmisher
Large natural beast(mount)	
Initiative +7	Senses Perception +8
HP 64; Bloodied 32.	
AC 18; Fortitude 17, Reflex 15, Will 15	
Speed 4, fly10, overland flight 15; see also <i>flyby attack</i>	
m Bite (standard; at-will)	
+8 vs. AC; 2d6 + 5 damage.	
M Driving Overrun (standard, usable only while flying; at-will)	
The hippogriff charges a Medium or smaller enemy; +9 vs. AC; 2d8 + 5 damage and the target is knocked prone. After attacking the Hippogriff lands in an unoccupied space adjacent to the target.	
M Flyby Attack (standard; at-will)	
The hippogriff flies up to 10 squares and makes one melee basic attack at any point during that movement. The hippogriff doesn't provoke opportunity attacks when moving away from the target of the attack.	
Aerial Agility +1(while mounted by a friendly rider of 5 th level or higher; at will) ♦ Mount	
While flying the hippogriff grants its rider a +1 bonus to all defenses.	
Alignment Unaligned	Languages -
Str 19 (+6)	Dex 17 (+5)
Con 16 (+5)	Int 2 (-2)
	Cha 6 (+0)
Equipment saddle and tack	

Hippogriff	Level 5 Skirmisher
Large natural beast(mount)	
Initiative +7	Senses Perception +8
HP 64; Bloodied 32.	
AC 18; Fortitude 17, Reflex 15, Will 15	
Speed 4, fly 10, overland flight 15; see also <i>flyby attack</i>	
m Bite (standard; at-will)	
+8 vs. AC; 2d6 + 5 damage.	
M Driving Overrun (standard, usable only while flying; at-will)	
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Alignment Unaligned	Languages -
Str 19 (+6)	Dex 17 (+5)
Con 16 (+5)	Int 2 (-2)
	Cha 6 (+0)
Equipment saddle and tack	

Griffon	Level 7 Brute
Large natural beast(mount)	
Initiative +6	Senses Perception +9
HP 98; Bloodied 49, see also <i>blood frenzy</i> .	
AC 18; Fortitude 19, Reflex 15, Will 14 see also <i>blood frenzy</i>	
Immune fear (only while bloodied)	
Speed 6, fly 10, overland flight 15	
m Claws (standard; at-will)	
+10 vs. AC; 2d6 + 7 damage.	
M Rabid Charger (while mounted by a friendly rider of 7 th level or higher; at-will)	
While it charges the griffon makes two claw attacks in addition to its rider's charge attack	
Blood Frenzy (only while bloodied)	
The griffon can take an extra move action each turn. It also gains a +2 bonus to all attack rolls and a -2 penalty to all defenses.	
Thunder Charge (standard; usable only while flying; at will)	
When the griffon charges, it gains a +4 bonus to its attack roll instead of the normal +1 bonus.	
Alignment Unaligned	Languages -
Str 20 (+8)	Dex 16 (+6)
Con 18 (+7)	Int 2 (-1)
	Cha 6 (+1)
Equipment saddle and tack	

Griffon	Level 7 Brute
Large natural beast(mount)	
Initiative +6	Senses Perception +9
HP 98; Bloodied 49, see also <i>blood frenzy</i> .	
AC 18; Fortitude 19, Reflex 15, Will 14 see also <i>blood frenzy</i>	
Immune fear (only while bloodied)	
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m Claws (standard; at-will)	
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Str 20 (+8)	Dex 16 (+6)
Con 18 (+7)	Int 2 (-1)
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Equipment saddle and tack	

HANDOUT TWO: ELEVATION MAP



HANDOUT THREE: 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.
- Membership benefits will include the usage of the hall which will serve as a social club with meals, drinks and meeting rooms. Members may bring guests.
- Patrons seeking adventurers may post notices here or come in person seeking help.
- 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.

HANDOUT FOUR

SUMMARY OF WATE2~1 & WATE2~2

WATE2-1

Stedd Moonstar, a noble in Waterdeep first hired adventurers to take care of several projects to burnish Moonstar's image in Waterdhavian society before his Winter Gala. Besides civic improvements the adventurers were asked to help out the temple of Selune with a problem some their parishioners were having. In the course of fulfilling these jobs the PCs met Cynda, the Blood Soaked Singer, Captain Errowd, who commands the skyship *Shield of Savars*, and the Duke of Daggerford.

WATE2-2

Stedd Moonstar requested the adventurers contact and bargain with giants for rights to a mithral mine. During this expedition the adventurers fought primal types. The fights had been instigated by a mysterious third party.

HANDOUT FIVE: TABLET FRAGMENT



DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM *WATE2~3 NOBLE DANGERS*

WATE22 Enmity of Lord Vanrak

You have learned that Lord Vanrak, an enemy of House Moonstar, the city of Waterdeep, and Selûne herself, still exists. You defeated some of his powerful servants, a feat that compels Vanrak to consider you a worthy foe. He will surely take the likelihood of your presence into account when planning his next move against the City of Splendors.

WATE23 Hero of Waterdeep

You have earned the respect and favor of three powerful elements within Waterdeep: House Moonstar, the House of the Moon (temple of Selûne), and the Blackstaff. You may call upon these allies when you are in Waterdeep and receive whatever aid they might be able to offer (DM's discretion).

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Item Purchased:

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WATE25 Memorial Tablet - Fragment #7

You found a fragment of a sandstone tablet chiseled with ancient runes. The ancient, twisted elven script is impossible to decipher - some kind of magic thwarts any attempt to read the inscription. Perhaps, if you find more fragments of this tablet, the tale behind it will one day be made known.

DUNGEONS & DRAGONS

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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.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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