

OUT OF HATRED

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

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His thirst for vengeance not yet satiated, the Necromancer strikes at Waterdeep once again. Will heroes step forward to end this menace? This adventure concludes the major quest, Quest for the Necromancer, and follows the story begun in WATE1-3 and continued in WATE1-4. A Living Forgotten Realms adventure set in Waterdeep for characters levels 11-14.

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

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

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

of running long or short. Adjust the pacing accordingly.

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

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

"The Necromancer," Azu Morn, is the son of a deceased Waterdhavian shipping merchant, Captain Darden Morn. Captain Morn lost business due to the actions of one of the Masked Lords of Waterdeep, and he sought evidence that a Masked Lord had aided in the theft of a Waterdhavian treasure by an agent of Amn. The

merchant recovered the stolen item in Amn and was returning it to Waterdeep when his ship, the *Ardent Purveyor*, was sunk—and he and his crew died. The son, bitter at his father's death, seeks revenge.

The Necromancer first struck at the Solemn Order of Recognized Furriers and Woolmen Guild in *WATE1-3 The Woolmen's Restless Tomb*, in their guild tomb in the City of the Dead. In *WATE1-4 Mystery of Deepwater Harbor*, he attacked the Guild of Watermen and the Master Mariners' Guild and maneuvered the PCs into finding the wreck of his father's ship and retrieving his father's journal. The Necromancer is still frustrated and filled with hate that justice has not been served, and now he strikes at the citizenry of Waterdeep.

DM'S INTRODUCTION

The DM needs to know if the PCs are natives of Waterdeep or if they have previously adventured in Waterdeep. This affects not only the introduction but other parts of the adventure, where having the previous WATE story awards can be helpful. It also has a bearing on what happens at the end of the adventure.

PCs who previously participated in this Major Quest receive a letter from the Master Mariners' Guild requesting they go to the Guild of Fine Carvers to stop the Necromancer. Other PCs are having breakfast in The Dagger's Rest and meet with Master Brendan of the Master Mariners' Guild.

The PCs are asked to investigate and stop an imminent attack by the Necromancer warned of in a threatening note. Unbeknownst to the PCs and the guilds, the warning is a deception by the Necromancer to draw attention away from the real attack.

The PCs must determine if the attack warned of in the note is real or a hoax. The cryptic note implies that an attack is imminent on the Guild of Fine Carvers for past broken agreements. Their guildhouse, located in Castle Ward on High Road and not far from the City of the Dead, includes an entrance to the Warrens and sewers. A new tunnel in the Warrens is rumored to connect to the City of the Dead. If the PCs are successful in the Encounter 2 skill challenge, they reach the site of the real attack (Encounter 3) before citizens are slain; failure means they arrive only after numerous casualties occur.

The real attack occurs in the Market in Castle Ward amidst the numerous stalls and shoppers. City watchmen and Renaer Neverember, the son of the Open Lord of Waterdeep, also fight the undead.

Having observed the PCs in the previous fight, Renaer Neverember approaches the characters and offers to buy a round of drinks at the Singing Sword

Tavern in exchange for a brief conversation. He urges the heroes to stop the Necromancer before more damage is done.

The PCs can use information gleaned in Encounter 1 and Encounter 2, information from Captain Morn's journal (story award WATE08 Captain Morn's Journal) and ingenuity to track down and stealthily approach the location of the Necromancer's lair in Downshadow. Use of Downshadow contacts made in WATE1-2 (story award WATE04 Contacts in Downshadow) can be helpful. With success, the characters gain surprise on the outer guards. If the characters fail the Encounter 6 skill challenge, they find the Necromancer, but he is fully aware of their approach, allowing guards to be optimally positioned.

In the outer area of the lair, the PCs must fight the Necromancer's guards, consisting of an immolith, two spine creep skeletons, and two marrowshriek skeletons. The PCs then discover and fight Azu Morn, the Necromancer, in his Downshadow lair with three boneclaw impalers, four horde ghouls, and a blaspheme disciple.

The DM is encouraged to convey the feeling that Waterdeep is a very large and cosmopolitan city that welcomes adventurers but is wary of havoc they may cause. Waterdhavians are generally friendly and consider themselves to be sophisticated, displaying a "we've seen it all" attitude. Also, the City Watch should not be portrayed as an adversary to be avoided or as incompetent; they are neither. Finally, note that the Spellplague rendered detection and location magic non-functional within the city.

Pacing of this adventure is critical if play time is limited to less than 5 hours.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

With the relentless turn of seasons, fall has brought cool but comfortable temperatures to the Jewel of the North. Foreign adventurers arriving in Waterdeep—this city of wealth, intrigue and adventure—are given a quick inspection by the City Watch and a few words of advice about obeying the law and where to stay.

When PCs arrive at Waterdeep, the City Watch asks their business and if they are new to Waterdeep. Strange races are tolerated, but those races of an evil reputation (orcs, gnolls, drow, shadar-kai, etc.) may find themselves closely questioned as to where they are from and the purpose of their visit. All adventurers are welcomed but expected to mind the laws of Waterdeep.

Weapons need not be peace-bonded, and citizens and foreigners may defend themselves. A summary of laws and penalties (Handout 1) is posted near each city gate and by the docks. Adventurers who are residents of Waterdeep already know this information. The laws of Waterdeep do not extend to Downshadow, Undermountain or much beyond the city walls.

The City Watch recommends the adventurers stay at an inn known as The Dagger's Rest, located in Trade Ward. It is affordable and the owner caters to adventurers. Those who have played earlier Waterdeep adventures are familiar with this inn and its innkeeper, Tessele Swiftwater.

PCs that participated in WATE1-3 or WATE1-4 should receive Handout 4a, as it contains information the PCs would know but the players might not remember.

ENCOUNTER 1: A PLEA FOR HELP

SETUP

Master First Mariner Brendan, guildmaster of Master Mariners' Guild, male human, (Bluff +8, Insight +10)

PCs who previously participated in this Major Quest receive a letter from the respective guild requesting they meet with Master Brendan of the Master Mariners' Guild. PCs with at least one of the **Quest for the Necromancer** story awards (WATE07 or WATE08) are sent a note (Handout Two2) by a swift courier service as follows. Read or paraphrase the following to the players:

A messenger boy delivers a letter from the Master Mariners' Guild requesting you head immediately to the Guild of Fine Carvers on High Road to foil an attack by the Necromancer.

All other PCs are having breakfast in The Dagger's Rest where Tessele Swiftwater, the innkeeper, invites them to meet with Master Brendan. Read or paraphrase the following to the players:

You had stopped by The Dagger's Rest, perhaps to seek adventure or just a meal. Master Brendan of the Master Mariners' Guild walks in the door, urgently seeking seasoned adventurers.

Master Brendan is a muscular older man, dressed in well made but plain clothes. He walks as if he is on the deck of a ship. He is at The Dagger's Rest to recruit adventurers to stop the attack by the Necromancer warned of in a threatening note (Handout 3). Unbeknownst to the characters and the guilds, the warning is a deception by the Necromancer to draw attention away from the real attack.

Our guild and two others received threats from the Necromancer. We believe he plans an attack on yet another guild of Waterdeep; this time he strikes at the Guild of Fine Carvers. We want you to hunt down this Necromancer and put an end to his menace.

Master Brendan is impatient for the PCs to chase down the Necromancer and urges the characters to quick action.

- He offers each PC 1000/2000 gp for capturing or killing the Necromancer. The guilds demand proof that the PCs dealt with the correct person.

- The three guilds are collectively paying this reward. We will not cover "expenses."
- The Guild of Fine Carvers is located in Castle Ward on High Road, not far from the City of the Dead.
- Brendan sent staff to alert the City Watch as to the threat, and he follows up by going to the Castle Ward City Watch station once he is finished with the PCs.
- The Dagger's Rest is located in Trades Ward.
- He did not send a messenger to warn the Guild of Fine Carvers because he was afraid there might be a spy for the Necromancer watching the guildhouse. The attack could be called off and they would lose the opportunity to catch him in the attack or follow the trail to his lair. (All villains have lairs, right?) Perhaps that is ruthless, but so be it.
- He has a copy of the note the Necromancer sent (Handout 3).

ENDING THE ENCOUNTER

If the table group consists of both those who have done a part of the quest and those who have not done any part of the quest, the DM needs to merge the two groups. In that case Master Brendan is able to give a physical description of the PCs to whom the letter was sent as well as their names to those whom he has just hired. He urges the PCs to hurry and join up with the ones he hopes are already on the scene.

In any case Master Brendan encourages the PCs to move swiftly as he believes the attack is to occur soon.

Go to Encounter 2.

EXPERIENCE POINTS

The PCs do not gain experience points from this encounter.

MILESTONE

This encounter does not count toward reaching a milestone.

TREASURE

None.

ENCOUNTER 2: FALSE TARGET

SKILL CHALLENGE LEVEL 12/14, COMPLEXITY 2 (1400/2000 XP)

SETUP

The cryptic warning (Handout 3) implies that an attack is imminent on the Guild of Fine Carvers for past broken agreements. Their guildhouse, located in Castle Ward on High Road, is not far from the City of the Dead, and it includes an entrance to the Warrens and the city sewers. A new tunnel in the Warrens is rumored to connect to the City of the Dead.

With an imminent attack, urgency is needed. You need to go to the Guild of Fine Carvers, get inside, and search for undead attackers or possible entry points.

SKILL CHALLENGE: GETTING IN PLACE TO COUNTER THE ATTACK

Goal: Be at the next attack of the Necromancer in time to counter the attack.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Dungeoneering, Insight, Intimidate, Perception, Stealth, Thievery

Other Skills: Arcana, Athletics, Endurance, History, Religion

Victory: The PCs realize the deception and correctly discern the target is the Waterdeep market, arriving just as the undead attack.

Defeat: The PCs arrive late to the undead attack in the Waterdeep market.

Each skill challenge task takes one or two successes to accomplish. Do not count more failures from a given task than the number of successes it is possible to gain (for example, if the PCs fail to get into the guildhouse, it is one failure for the skill challenge, regardless of how many failed skill checks were made). Do not count a failure for any skill check which does not provide a success toward the challenge outcome.

After each skill check and DC is listed in parentheses how many successes can be gained from that skill and then the number of success that that skill can be used for in the task.

TASK 1: GETTING THERE QUICKLY – 1 SUCCESS

Each PC must make a skill check for this task. If half or more of the individual checks succeed, then the group gains a success for the task.

Athletics DC 19/21 (1 maximum per PC)

The PC's ability to run through the crowded streets allows her to get to their destination quickly.

Diplomacy DC 20/22 (0 successes, no maximum)

You convince an ally to keep running. Success gives a +2 bonus to a reroll of an ally's failed check (negating that failure). Failure on Diplomacy has no effect.

Endurance DC 19/21 (1 maximum per PC)

Your stamina keeps you running without a breather.

Intimidate DC 17/19 (0 successes; no maximum)

You convince an ally to keep running. Success gives a +2 bonus to a reroll of an ally's failed check (erasing their previous failure). Failure on Intimidate has no effect.

The individual PC gains an automatic success if they have readily available and ride a mount which can (and does) move faster than a person can run. The PCs may readily hire a two-passenger carriage at a cost of 2 gp.

Reward creative ways to get to the guildhouse quickly.

TASK 2A: ENTERING THE GUILDHOUSE – 1 SUCCESS

When the PCs arrive, they find the doors of the guildhouse are guarded. The City Watch has not yet arrived, and the guild has not been informed of any threat. The PCs may try to convince the guards to let them inside.

PCs with the story awards WATE02, WATE10, or WATE16 gain a +2 bonus per award to Diplomacy or Bluff checks. PCs with all 3 awards can bypass the need for a skill check (and gain an automatic success). Only one success for the group is needed. If the PCs fail at both task 2a and 2b, they lose time until the first of the City Watch or the Master Mariner arrives on the scene.

Bluff DC 20/22 (1 maximum)

You convince the guards at the Guild of Fine Carvers that you need to be let in.

Diplomacy DC 19/21 (1 maximum)

You convince the guards at the Guild of Fine Carvers that you are an ally and you are here to protect them from an immediate danger.

Intimidate DC 17/19 (1 success; 1 maximum)

You convince the guards at the Guild of Fine Carvers that you are willing to do whatever it takes to gain entrance to the guildhall.

TASK 2B: SNEAKING IN THE GUILDHOUSE - 1 SUCCESS

As an alternative to Task 2a, or to reverse a failure in that task, the PCs can try to sneak in. Each PC must make a skill check for this task. If half or more of checks succeed, then the group gains a success for the task.

Bluff DC 21/23 (0 successes, 1 maximum)

You distract staff inside the Guild of Fine Carvers from the less sneaky members of your group, erasing one failed Stealth check and enabling a new Stealth check for one ally.

Stealth DC 17/19 (1 success, 1 maximum per PC)

You slip unseen and unheard into the guildhouse.

Thievery DC 25/27 (0 successes, 1 maximum)

You quickly and quietly open a locked door or window to gain unseen access to the building. Gain a +4 bonus to all individual Stealth checks; multiple bonuses cannot be gained.

TASK 3: SEARCHING THE PREMISES - 1 SUCCESS

Since it is still early morning and the Master Carver is not yet in, there is no one in authority for the PCs to question. The receptionist does not stop the PCs from searching. She is only vaguely aware that there is an entrance to the Warrens from within the building for the comfort of their craftsmen who live there. A fair number of halflings and gnomes are guild members. Only one PC needs to succeed in this task.

Dungeoneering DC 17/19 (1 maximum)

Your keen knowledge of typical building structures permits you to quickly search and find the cellar entrance to the sewers and the Warrens.

Perception DC 19/21 (1 maximum)

While you have never been in this building before, your eye quickly spots likely hiding spots and ways into the cellar.

Streetwise DC 15/17 (1 maximum)

You are aware that there should be a main access point to the City sewers in or near the guildhouse. Gain +4 on Dungeoneering or Perception checks for this task.

Reaching the room with the entrance to the Warrens in it, you see that the doorway is open and that there are already creatures in tattered gray clothing entering the room.

TASK 4: RECOGNIZING THE PERFORMANCE - 1 SUCCESS

When the PCs encounter the performers disguised as undead, there is a chance the PCs might actually attack them without verifying they are legitimate foes.

Insight DC 21/23 (1 success; 1 maximum)

You realize the creatures' behavior has an artificial element, as if they are performing a scene of a play.

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

You realize that what at first glance appear to be undead are actually living people in disguise.

Religion DC 15/17 (1 success; 1 maximum)

From what you know of the undead you realize that what at first glance appear to be zombies and ghouls are really living people in disguise.

Treat the performers as minions with defenses of 12. The reactions of the performers should quickly reveal they are not monsters. The City Watch arrives promptly, but PCs needing to explain why they killed performers means an automatic failure in the skill challenge. Knocking the performers unconscious is not an automatic failure; however, this does count as one failure for this task of the skill challenge.

TASK 5: TALKING TO PERFORMERS AND NEIGHBORS - 2 SUCCESSES

You seek information on why the performers were here. The PCs may also question members or staff in the guildhouse or neighbors on the block or even the City Watch members who have arrived. One success is required, but two successes are allowable, before moving to next task. Be flexible.

Bluff DC 21/23 (2 maximum)

You convince the performers or neighbors to talk to you under false pretenses. You learn the performers were hired to be the scary surprise at a party in the guild, but it was not done by the Guild of Fine Carvers. They were hired by depressed party planner (wore black and was a bit pale) named Morn.

Diplomacy DC 19/21 (2 maximum)

You convince the performers or neighbors that it is best for all if they share what they know. You find out

the performers were hired to be the scary surprise at a party in the guild, but it was not done by the Guild of Fine Carvers. They were hired by depressed party planner (wore black and was a bit pale) named Morn.

Insight DC 17/19 (0 successes, no maximum)

Your ability to read people tells you which approach is the easiest to gain their confidence or you read their reaction to what is being said and know which course of action will gain a positive reaction. You also gain a +2 bonus to any of the social checks for this task.

Intimidate DC 19/21 (2 maximum)

You convince the performers or neighbors to talk before you make their lives miserable. You find out the performers were hired to be the scary surprise at a party in the guild, but it was not done by the Guild of Fine Carvers.

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

You pick up the word on the street that about a week ago someone was asking in the neighborhood of the guildhouse about connections to the Warrens.

TASK 6: WHAT DO WE KNOW SO FAR? - 1 SUCCESS

The PCs need to determine where the real threat is. It may be that the players can reason this out without resorting to their PC's skills. Use the skill challenge to move their reasoning along, but reward those who reason out the likely target with successes even if no dice are rolled. Note that by this time the City Watch has arrived and that it seems as if most of the patrols normally assigned to Castle Ward are now here.

Bluff DC 17/19 (0 successes, 1 maximum)

With your skill at bluffing, you know a distraction can put an adversary off balance, giving you an advantage. The Necromancer could be applying that technique here. Gain +2 to an Insight check.

History DC 15/17 (0 successes, 1 maximum)

The Necromancer did not give warnings before his previous attacks. The first attack in the City of the Dead targeted a semi-public ceremony in a private tomb. The second attack was during a city-wide festival at a public tavern as well as the two guildhouses. Gain a +2 bonus to an Insight check.

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

The PCs make an Insight check to discern the Market in Castle Ward would be a very juicy target.

Intimidate DC 13/15 (0 successes, 1 maximum)

What terrorizes an adversary makes him weak. A nice, soft target filled with unarmed ordinary people. Gain a +4 bonus to an Insight check.

TASK 7: GETTING THERE QUICKLY - 1 SUCCESS

If the PCs have already achieved 6 successes, then the DM should consider this task a success without the need to roll.

Each PC must make a skill check for this task. If half or more of individual checks succeed, then the group gains a success for the task. The same skills from Task 1 are applicable for Task 7.

ENDING THE ENCOUNTER

Success: If the PCs are successful, then they reach the site of the real attack (Encounter 3) before citizens are slain.

Failure: If the PCs fail, then they can still get to the fight, but by the time they do get there, many victims have been slain. If the PCs had 3 failures BEFORE they try to run to the Market (in Task 7), insert the Taunting Lips to nudge them onward.

TAUNTING LIPS

The PCs observe a magic mouth appear in the Warrens:

"Fools you are and fooled you were. You are too late to interfere with my real strike of terror. Morning shopping will never be the same in Waterdeep until justice has been served."

EXPERIENCE POINTS

The characters receive 280/400 xp each for successfully completing the skill challenge. They gain half experience if they fail the skill challenge.

MILESTONE

This encounter counts toward reaching a milestone.

TREASURE

None.

ENCOUNTER 3A: TERROR AT THE MARKET

**SKILL CHALLENGE LEVEL 13/15,
COMPLEXITY 2 (1600/2400 XP)**

SETUP

**Dread zombies or dread zombie myrmidon
Carcass eater
Bonewretch skeleton or corrupted offspring**

The real undead attack occurs in the Market in Castle Ward amidst the numerous stalls and crowds. City Watchmen and Renaer Neverember also fight against the threat. The undead adversaries are intentionally an easy challenge for the PCs while still dangerous to the citizens of Waterdeep. The PCs' real challenge is to organize, direct and lead others away from danger.

The skill challenge enables a massive, chaotic battle to be resolved quickly and showcase the PCs' leadership and maneuverability in combat. Encourage each player to think of the PC's "task" within the conflict. The PCs can direct the citizens to safety and the aid the City Watch to have more effective attacks and defenses, rather than simply destroying some of the undead by themselves and ignoring the suffering of others. However, if the players would prefer a straight combat, the DM may use Encounter 3b. Also, the DM may mix and match, allowing some of the PCs to be engaged in the skill challenge while others are engaged in normal combat.

Be fluid and creative; don't limit player options to just those suggested here. Be willing to coach players who are not as experienced or knowledgeable about such battles. ONLY if the DM is going to exclusively use 3b should the map be used. The market is actually much bigger and filled with more market stalls than what is presented on the map.

The starting conditions depend upon whether or not the skill challenge in Encounter 2 was a success or failure. If a success, the PCs arrive just as the undead are entering the market. If a failure, the PCs arrive minutes after the undead have started slaughtering the citizens and many deaths have already occurred.

If Encounter 2 was successful, then read or paraphrase the following:

The vast market stretches out before you, a veritable maze of brightly colored stalls and carts. In scattered

places along the edges of the great marketplace shoppers are screaming and pointing at hideous small creatures emerging into daylight.

Hundreds of short skeletal figures, rat-faced dogs, dwarven zombies in plate armor, and child-sized figures armed with razors swarm out from multiple points, in numbers too large for 4 to 6 adventurers to counter by themselves. But there are small numbers of City Watch and City Guard who are present, and more are coming. They look for someone to tell them where to fight or what to do. Where do reinforcements need to go? Panicked citizens are unorganized and do not know where safety lies. Others are injured and need aid. Others are trapped with no place to retreat. In the chaos, dangerous adversaries may be struck from behind with proper scouting reports and stealthy approach. Will you accept the challenge of leadership in this large battle?

If Encounter 2 was unsuccessful, then read or paraphrase the following:

The vast market stretches out before you, a chaotic maze of smashed stalls and overturned carts. Numerous bodies lie on the ground, chopped and mutilated as hundreds of short skeletal figures, rat-faced dogs, dwarven zombies in plate armor, and child-sized figures armed with razors fight the small, scattered, unorganized groups of City Watch and the few armed citizens while butchering the helpless. The numbers are too large for 4 to 6 adventurers to counter by themselves. But the City Watch and City Guard look for someone to tell them where to fight or what to do. Where do reinforcements need to go? Panicked citizens are unorganized and do not know where safety lies. Many are injured and need aid. Others are trapped with no place to retreat. In the chaos, dangerous adversaries may be struck from behind with proper scouting reports and stealthy approach. Will you accept the challenge of leadership in this large battle?

This skill challenge is subdivided into specific tasks or missions in battle. The idea is that the player describes what his PC is doing and the DM identifies the relevant skill(s) rather than the player being forced to theorize what application he might achieve with the skill. The veteran PCs know that a smart unit observes the battlefield, makes strategic and tactical decisions, then maneuvers and engages.

The Market is the largest open area in Waterdeep, approximately 2000 feet long and varying in width between 50 to 200 feet. Stone buildings ring the edges, leaving openings that vary from alleyways to small

streets with the larger openings being more on the western end. Any trade good could be on sale in the market, but what is available varies day to day. The PCs are entering from the far eastern end.

SKILL CHALLENGE: HEROES OF BATTLE

Goal: The PCs destroy the undead by directing the City Watch while protecting the citizens of Waterdeep.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Bluff, Diplomacy, Dungeoneering, Endurance, Insight, Intimidate, Heal, History, Nature, Perception, Religion, Stealth, Streetwise, Thievery

Victory: The PCs are the heroes of the fight, protecting the citizens and killing undead.

Defeat: Many citizens and members of the City Watch have died in the undead attack, and each PC loses 2 healing surges during the fight.

*A PC may use any specific skill only once for each mission/task; different PCs may each use the same skill for the same mission/task.

With uncanny accuracy the monstrous undead have managed to strike down the few Armars (sergeants) of the Watch, leaving the embattled patrolmen and the few valiant and armed citizens with no one to guide them.

PROVIDE SITUATIONAL AWARENESS:

Watch for the enemy's maneuvering to gain tactical advantage and warn when allies are in immediate need of assistance.

Insight DC 18 (0 successes, 1 maximum)

You sense the allies on your flank are near panic, exhaustion, or in confusion, and gauge their reaction to your leader's exhortations. Success provides a +2 to a Leadership mission skill check.

Perception DC 17 (0 successes, 1 maximum)

You spot an ally who is bloodied or cornered and in need of immediate aid. Provide a +2 bonus to a Protect the Weak mission skill check.

Perception DC 23 (1 success, 1 maximum)

You spot an enemy preparing a charge or sneaking up on an ally.

KNOW THY ENEMY

Shout out weaknesses and dangers of the undead.

Religion DC 21 (1 success, 1 maximum per monster type)

Calmly and coolly you rattle off the exotic attacks, resistances and vulnerabilities of one undead type in the battle.

LEADERSHIP

The PCs rally armed citizens or members of the City Watch or City Guard, maintaining their morale and cohesion. They convince other adventurers and mercenaries to join the fight.

Bluff DC 21 (1 maximum)

You convince would-be allies that great reward awaits them and danger is minimal, or help will be there if only they stand a minute longer.

Diplomacy DC 18 (2 maximum)

You argue for the greater good of the City, heroes must triumph.

Intimidate DC 23 (1 maximum)

You warn the uncertain or wavering that if they don't muster their courage, you will see that far worst is done to them than being consumed by undead.

STRATEGY AND TACTICS:

Assess the enemy's plan of attack, recall a historical defense against such attacks, identify the best defensive terrain features, or discern a weakness in either the enemy or your defenses.

Dungeoneering DC 17 (1 maximum)

You easily identify choke points and defensible terrain.

History DC 23 (1 maximum)

You recall a battle under similar conditions in which a brilliant flanking/pincer movement was used by troops of little prowess but able leadership.

Nature DC 21 (1 maximum)

The low intelligence of the undead reminds you of animal packs who do not use superior tactics, and you spot a weakness that can be exploited.

Streetwise DC 17/19 (1 maximum)

Quickly you compare the position and numbers of the crowds to the available exits and you devise a safer route for citizens to flee.

MANEUVER FOR BEST POSITION

Sneak behind or somersault around or over enemies to gain an advantageous position. Enemy lines are a sieve to you. Distract an adversary from an ally's movement or attack.

Acrobatics DC 23 (1 maximum)

You somersault, bob, and weave in amazing gyrations around the battlefield. Your very movements are confusing and distracting to the adversaries.

Bluff DC 19/21 (1 maximum)

You distract the adversary with a well timed shout or gesture, enabling an ally to move into a better position unnoticed.

Stealth DC 21/23 (1 maximum)

Master of concealment and cunning, you slowly and carefully move into that key spot from which to strike.

PROTECT THE WEAK

Push back against an enemy charge, blocking a choke point. Stand in defiance against unending hordes of enemy, overcoming the fatigue of battle. Bandaging the wounded saves many from death.

Athletics DC 19 (1 maximum)

A horde of undead slams up against you, but you exert your athletic prowess and strength—you do not budge.

Endurance DC 21 (1 maximum)

The undead fall before you in droves but their numbers seem endless. With an iron constitution you do not give way to exhaustion.

Heal DC 17/19 (1 maximum)

In spite of noise and imminent danger, you coolly and rapidly apply bandages or tourniquets to stop wounded citizens and allies from perishing.

Thievery DC 21/23 (1 maximum)

You wedge a store door shut, protecting the cowering citizens inside.

ENDING THE ENCOUNTER

If some of the PCs engage in single combat, use an appropriate monster and stat block from Encounter 3b. It is entirely fine if they slaughter great numbers of puny undead, but this can consume game time at the cost of later encounters if game time is limited. If the PC wins his individual combat, count that as a success for the

skill challenge. Be extremely willing to call such combats with as little as two rounds of combat. The adventure might run long if much time is devoted to combat here. **This encounter should only take 15-20 minutes of play time.**

At the end of the battle a tall, lithe young man with shoulder length chestnut brown hair wearing clothing in various shades of blue, Renaer Neverember, approaches the PCs and offers to buy them a drink at the nearby Singing Sword Tavern. Go to Encounter 4.

Success: You are weary but the City Watch and citizens of Waterdeep are cheering your heroic deeds, slapping you on your back, and asking your name.

Failure: The scene is somber with scores of dead citizens and City Watchmen. No one is happy today in Waterdeep. You are exhausted from battle and lost two healing surges each.

EXPERIENCE POINTS

The characters receive 320/480 xp each for successfully completing the skill challenge. They gain half experience if they fail the skill challenge.

MILESTONE

This encounter counts toward reaching a milestone.

TREASURE

The adventurers are given a +3 *battlemaster's weapon* for their heroism in battle by Renaer Neverember.

ENCOUNTER 3B: TERROR AT THE MARKET

ENCOUNTER LEVEL 10/12 (2454/3500 XP)

SETUP

This encounter includes the following creatures at low tier:

2 dread zombies (D)

8 carcass eater (C)

3 bonewretch skeleton (B)

This encounter includes the following creatures at the high tier:

2 dread zombie myrmidon (D)

8 carcass eater (C)

3 corrupted offspring (B)

The real undead attack occurs in the Market in Castle Ward amidst the numerous stalls and crowds of shoppers. Also fighting the undead are City Watchmen and Renaer Neverember. The undead adversaries are an easy challenge for the PCs, although still dangerous to the citizens of Waterdeep. If the PCs decide to ignore their potential allies and fight on their own, the portion of undead they confront is provided here.

The starting conditions depend upon whether or not the skill challenge in Encounter 2 was a success or failure. If a success, the PCs arrive just as the undead are entering the market. If a failure, the PCs arrive minutes after the undead have started slaughtering the citizens and many deaths have occurred.

If Encounter 2 was successful, then as the adventurers enter the area, read:

In the market, people are screaming and pointing at hideous small creatures emerging into daylight. Short skeletal figures with a green glow from their empty eye sockets, rat-faced dogs of rotting flesh, dwarven zombies wearing plate armor with sword and shield, and child-sized figures armed with razors spread out from multiple points, attacking the crowds.

If Encounter 2 was unsuccessful, then as the adventurers enter the area, read:

In the market, numerous bodies lie on the ground, chopped and mutilated as hideous short creatures fight

the scattered groups of City Watch on the scene and a few citizens who are armed. Short skeletal figures with a green glow from their empty eye sockets, rat-faced dogs of rotting flesh, dwarven zombies wearing plate armor with sword and shield, and child-sized figures armed with razors have surrounded these good folk.

The market is much larger than what is shown on the map. The PCs are coming from the east so they enter from the lower right hand area of the map.

FEATURES OF THE AREA

Illumination: Daylight although early morning shade exists on the northeast side of structures.

Buildings: All are blocking terrain. Each building is two stories tall. A DC 20 Athletics check is necessary to climb them.

Crowds: The crowd tiles are difficult terrain and provide cover. On the first round of combat, the crowd does not move because they are stunned at what is happening. On the second round, the crowd rolls initiative (+0) and on its turn moves 6 away from undead if possible. They attempt to go through difficult terrain. The crowd never voluntarily moves through a square with an undead in it. The crowd continues to move towards the exit until it reaches the edge of the map. Crowds moving through an occupied square make a trample attack (+4 vs. Reflex; 1d8 damage and the target is knocked prone). If attacked, the crowd has 12 for all defenses. Each successful hit kills one person; a crowd has three people per square of size.

Crates and Barrels: These are all difficult terrain and can provide cover.

Merchant Stalls: These awning covered structures provide cover. Their squares can be moved through as if they were difficult terrain but it cost 3 squares of movement.

Food Carts: These two-wheel carts can provide cover. They contain small barrels of various vegetables and fruits.

Flower Boxes: These are actually tables with merchandise on them. If turned on their sides they provide cover.

Carts with Horses or Oxen: The horses get nervous and start to bolt during the first round. The oxen are more placid and do not bolt unless the undead are within 2 squares.

TACTICS

The undead are not particularly bright nor have sound tactics. They attack soft targets unless someone blocks their path. They gang up on individuals as feasible. They

do not retreat or surrender. They attack to kill, maim, and eat (in the case of the carcass eater).

SCALING THE ENCOUNTER

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

Four PCs: Remove one dread zombie

Six PCs: Add one bonewretch skeleton

ENDING THE ENCOUNTER

Due to their lack of language, their hostility, and the command of the Necromancer, the undead are not susceptible to Intimidate checks to surrender.

If the game session is under any time limit, the DM is strongly urged to curtail the combat after 1-2 rounds. This encounter was NOT intended as a serious combat challenge on an individual basis, but more of a challenge to lead small units in combat. It is unlikely any PC is not seriously threatened nor should they be. It is entirely fine if they slaughter great numbers of puny undead, but this does consume game time at the cost of later encounters if game time is limited. If, in a home session, the players just want to wade through uncounted numbers of minions and monsters, drop the monster level by 2 and let them have about 5 rounds of combat before large numbers of the Waterdeep City Watch and Guard show up to end the combat. It would even be fine to treat most of the monsters as minions, and just increase the numbers to give the effect of waves of opponents.

If some of the PCs engage in the skill challenge version, scale the number of successes proportionally to the number of PCs. If the PC wins his individual combat, count that as a success for the skill challenge.

At the end of the battle a tall, lithe young man with shoulder length chestnut brown hair wearing clothing in various shades of blue, Renaer Neverember, approaches the PCs and offers to buy them a drink at the nearby Singing Sword Tavern. Go to Encounter Four.

Success: You are weary but the City Watch and citizens of Waterdeep are cheering your heroic deeds, slapping you on your back, and asking your name.

Failure: The scene is somber with scores of dead citizens and City Watchmen. No one is happy today in Waterdeep. You are exhausted from battle and lost two healing surges each.

EXPERIENCE POINTS

The characters receive 500/700 xp each for successfully completing the combat challenge. They gain half experience if they fail the combat challenge.

Note: this encounter may cause the PCs to “earn” more XP than they can be awarded at the conclusion of the adventure. Effectively, a character cannot gain more XP by engaging in combat than by doing the skill challenge.

MILESTONE

This encounter counts toward reaching a milestone.

TREASURE

The adventurers are given a +3 *battlemaster's weapon* for their heroism in battle by Renaer Neverember.

ENCOUNTER 3B: TERROR AT THE MARKET STATISTICS (LOW LEVEL)

Dread Zombie (Level 8)	Level 8 Soldier
Medium natural animate (undead)	XP 350
Initiative +5 Senses Perception +5; darkvision	
HP 90; Bloodied 45; see also <i>rise again</i>	
AC 24; Fortitude 22, Reflex 18, Will 19	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant; see also <i>zombie weakness</i>	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+15 vs. AC; 1d8 + 6 damage.	
M Zombie Grab (standard; at-will)	
+13 vs. Reflex; the target is grabbed. Attempts to escape the zombie's grab take a -5 penalty.	
Rise Again	
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead, the creature returns with 10 hit points at the beginning of its next turn.	
Zombie Weakness	
A critical hit against a dread zombie reduces the zombie to 0 hit points.	
Alignment Unaligned Languages -	
Str 15 (+6)	Dex 9 (+3) Wis 12 (+5)
Con 18 (+8)	Int 3 (+0) Cha 4 (+1)
Equipment plate armor, heavy shield, longsword	

Carcass Eater (Level 8)	Level 8 Minion
Small natural animate (undead)	XP 88
Initiative +7 Senses Perception +10; darkvision	
HP 1; a missed attack never damages a minion.	
AC 24; Fortitude 22, Reflex 20, Will 18;	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6, burrow 4	
m Bite (standard; at-will) ♦ Necrotic	
+15 vs. AC; 5 necrotic damage.	
M Blood Frenzy (free, when an adjacent enemy becomes bloodied; at-will) ♦ Necrotic	
The carcass eater makes a melee basic attack against the triggering creature.	
Alignment Unaligned Languages -	
Str 19 (+8)	Dex 16 (+7) Wis 12 (+5)
Con 14 (+6)	Int 4 (+1) Cha 5 (+1)

Bonewretch Skeleton	Level 8 Skirmisher
Small natural animate (undead)	XP 350
Initiative +12 Senses Perception +7; darkvision	
HP 87; Bloodied 43	
AC 22; Fortitude 20, Reflex 24, Will 20	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8; see also <i>rattling shift</i>	
m Ankle Bite (standard; at-will)	
+13 vs. AC; 1d6 + 8 damage, and the target is slowed until the end of the bonewretch skeleton's next turn.	
Rattling Shift (move; at-will)	
The bonewretch skeleton shifts up to 4 squares, ignoring difficult terrain.	
Alignment Chaotic evil Languages -	
Skills Stealth +15	
Str 11 (+4)	Dex 22 (+10) Wis 14 (+6)
Con 15 (+6)	Int 6 (+2) Cha 6 (+6)

ENCOUNTER 3B: TERROR AT THE MARKET STATISTICS (HIGH LEVEL)

Dread Zombie Myrmidon	Level 10 Soldier
Medium natural animate (undead)	XP 500
Initiative +8 Senses Perception +12; darkvision	
HP 109; Bloodied 54; see also <i>rise again</i>	
AC 26; Fortitude 23, Reflex 19, Will 21	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+17 vs. AC; 2d8 + 4 damage and the target is marked until the end of the dread zombie myrmidon's next turn.	
M Necrotic Weapon (standard; at-will) ♦ Weapon	
Requires longsword; +17 vs. AC; 2d8 + 4 necrotic damage, and the target is immobilized until the end of the dread zombie myrmidon's next turn. If the target is marked by the dread zombie myrmidon, it is immobilized and dazed until the end of the dread zombie myrmidon's next turn.	
Rise Again	
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire damage or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead, the creature returns with 15 hit points at the beginning of its next turn.	
Alignment Unaligned	Languages -
Str 18 (+9)	Dex 12 (+6)
Con 21 (+10)	Int 5 (+2)
	Cha 6 (+3)
Equipment plate armor, heavy shield, longsword	

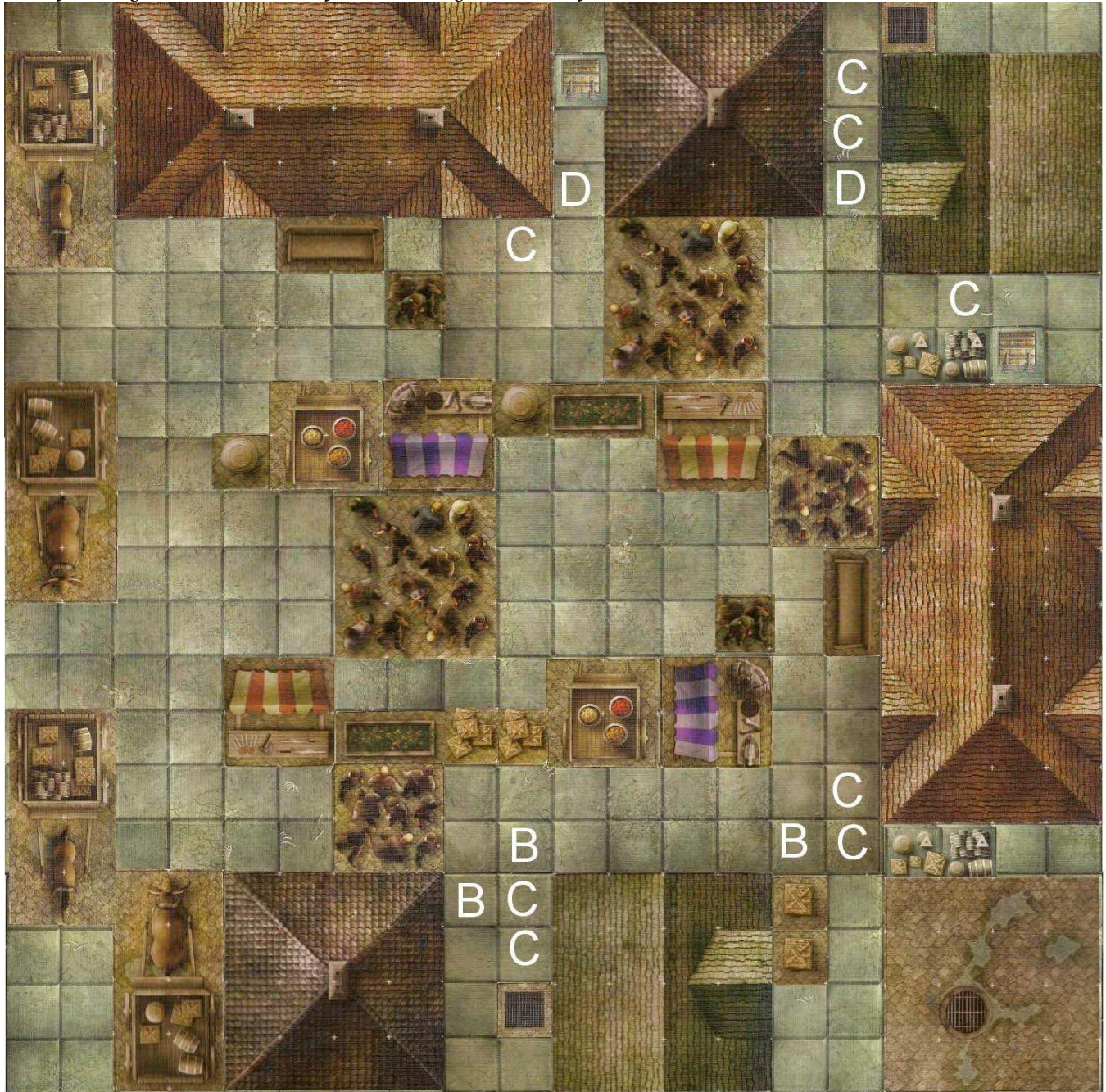
Carcass Eater (Level 10)	Level 10 Minion
Small natural animate (undead)	XP 125
Initiative +8 Senses Perception +11; darkvision	
HP 1; a missed attack never damages a minion.	
AC 26; Fortitude 24, Reflex 22, Will 20;	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6, burrow 4	
m Bite (standard; at-will) ♦ Necrotic	
+17 vs. AC; 6 necrotic damage.	
M Blood Frenzy (free, when an adjacent enemy becomes bloodied; at-will) ♦ Necrotic	
The carcass eater makes a melee basic attack against the triggering creature.	
Alignment Unaligned	Languages -
Str 19 (+9)	Dex 16 (+8)
Con 14 (+7)	Int 4 (+2)
	Cha 5 (+2)

Corrupted Offspring	Level 10 Skirmisher
Small natural animate (undead)	XP 500
Initiative +12 Senses Perception +6; darkvision	
HP 106; Bloodied 53	
AC 23; Fortitude 22, Reflex 21, Will 21	
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant	
Speed 8; see also <i>filthy razor and cut the tendons</i>	
m Filthy Razor (standard; at-will) ♦ Necrotic, Weapon	
The corrupted offspring shifts up to 2 squares before or after the attack; +13 vs. Reflex; 3d4 + 5 damage, and ongoing 5 necrotic damage (save ends).	
M Cut the Tendons (standard; recharge 5, 6) ♦ Weapon	
The corrupted offspring shifts up to 2 squares before or after the attack; +13 vs. Reflex; 5d4 + 7 damage, and the target is knocked prone and slowed (save ends).	
Alignment Evil	Languages -
Skills Bluff +14, Stealth +15	
Str 6 (+3)	Dex 21 (+10)
Con 18 (+9)	Int 10 (+5)
	Wis 12 (+6)
	Cha 18 (+9)
Equipment razor	

ENCOUNTER 3B: TERROR AT THE MARKET MAP

TILE SETS NEEDED

Fane of the Forgotten Gods x2, Halls of the Giant Kings x2, Streets of Shadow x2



ENCOUNTER 4: A ROUND OF DRINKS

SETUP

Renaer Neverember, human male: (Bluff +16, Diplomacy +17, History +20, Insight +12)

Having observed the PCs in the previous battle, Renaer Neverember offers to buy a round of drinks at the Singing Sword in exchange for a brief conversation. He urges the heroes to stop the Necromancer.

“May I buy you drinks? You were quite impressive in that battle. The Singing Sword is nearby. They don’t have many exotic drinks, but zzar, wine, beer and ale is plentiful. I wish to discuss this threat to the city.”

Renaer Neverember is dressed in a functional tunic, mantle and cloak. Renaer is honest, curious, mischievous, loyal, a bit stubborn, and possesses sense of humor, style and honor. He collects books on Waterdeep’s past; he can easily be distracted by talk of books and heroes; he is wealthy and the son of the Open Lord of Waterdeep, Dagult “Dagger” Neverember.

Natives of Waterdeep would know:

- He is the Open Lord’s son and wealthy. Street talk is that Renaer lives off his father’s wealth and he has been in trouble with the City Watch in the past. All charges were since dropped.
- History (DC 20): He is wealthy in his own right due to his inheritance from his mother’s family rather than from any handouts from his father.
- Zzar is a spicy, orange wine.

Non-natives can determine the above with a DC 25 History or Streetwise check.

TALKING WITH RENAER:

- Renaer recommends the turtle soup.
- Renaer buys up to three drinks each before begging forgiveness that he must leave.
- Unbeknownst to most of the City, Renaer is determined to restore glory to Waterdeep and seeks like-minded adventurers.
- If you have the game time, the DM is encouraged to ask each character about their background and their goals.
- If the PCs have previously adventured in Waterdeep, Renaer has heard tales of their adventures, but not their names.

I have heard word on the street about this menace to the City, a necromancer who unleashes hordes of undead to kill and terrorize. Some of my friends in the City Watch and the guilds say this man seeks revenge for harm done to his father. While I daresay some of the Lords of Waterdeep have hurt honest folks, perhaps even committed grievous crimes, this necromancer must be stopped. You seem most capable: Will you find and capture if possible, kill if necessary, this necromancer?

- Renaer hints that suitable rewards come to heroes, but he does not talk about specific amounts or magical items. Renaer is giving the PCs the opportunity to show their motivation.
- Renaer shares his research on the Necromancer with the PCs (Handout 4b). If the PCs participated in the previous parts of the Quest for the Necromancer (WATE1-3 and/or WATE1-4), they were likely who discovered much of the information. Renaer put together the information and discovered the son’s name.

ENDING THE ENCOUNTER

Renaer’s request does not conflict with the PC’s mission, and the information he gives is correct and may be helpful.

EXPERIENCE POINTS

The PCs do not gain experience points from this encounter.

MILESTONE

This encounter does not count toward reaching a milestone.

TREASURE

None

ENCOUNTER 5: WHERE TO GO?

SETUP

The PCs need to decide how they are going to find the Necromancer's lair. The DM should give hints to move the players along. No more than 5-10 minutes should be spent on this encounter.

GATHERING INFORMATION:

A Streetwise check (DC 15) finds rumors that the undead came out of the Warrens and ultimately came from the City of the Dead. Many fault the dwarves who tunneled into the City of the Dead and let loose restless spirits.

Checking with the City Watch yields the following:

- They believe the undead did come through the Warrens, but they pinpoint their origin.
- The City Watch does not patrol Downshadow except on orders from a Lord of Waterdeep or their Commander. Usually adventurers are hired for that purpose.
- The undead were no taller than a dwarf—perfect for traveling through the Warrens.
- The City Watch has already been checking the various warehouses and large buildings for signs of the Necromancer. They found, and captured, a fair number of criminals but found no signs of undead. His lair is elsewhere.

OPTION 1: FOLLOWING THE TRAIL OF THE UNDEAD

The characters may track the undead from the Market through the Warrens, ultimately to a secret door into the sewers, through the sewers, and to a secret door from the sewers to stairs leading to Downshadow (the second secret door is the same one as discovered in WATE1-2).

Perception DC 20 follows the tracks in the Warrens, (where the ceilings are only 5 feet high), finds the secret door in the Warrens, follows the tracks in the sewers, and finds the secret door in the sewers (give a +4 bonus if any of the PCs participated in WATE1-2).

OPTION TWO: SEEK AN ENTRANCE TO DOWNSHADOW

Through use of Streetwise (DC 15) and Insight (DC 20), the PCs realize that though the undead were small, it is highly unlikely that the Necromancer's lair would be in the Warrens. Too many people live and work there for undead not to be noticed. Downshadow is the closest location where large numbers of undead could gather and the City Watch does not go there. The PCs have two options open to them.

Going to The Yawning Portal

A Streetwise DC 10 or History DC 15 reveals that The Yawning Portal Inn is the only well-known public access to Downshadow. Adventurers are known to use that access.

The Yawning Portal Inn stands on Rainrun Street in Castle Ward. It is built of stone, with upper floors of guest rooms. The tap room is dominated by a 40-foot diameter well with a 1-foot high wall around it. A block and tackle system with a heavy rope leads to a winch at one end of the room it is 140 feet (28 squares) down to the floor of Downshadow below. The owner of the Yawning Portal charges 1 gp each to go down and 1 gp each to come back up, payable in advance.

Going to Knight 'n Shadow

A Streetwise DC 20 reveals a shady tavern, the Knight 'n Shadow, that has an access to Downshadow. Any character who has any favor of the City Watch can find out the name and location of the Knight 'n Shadow.

The Knight 'n Shadow is a two story tavern in Dock Ward (near the intersection of Fish Street and Snail Street). The tavern is shabby and populated by criminals and others who wish to hide their business. The two burly half-orc bouncers must be either bribed (25 gp per PC), impressed that the PC would not be out of place (for example, spellscarred, rogues, orcs, gnolls, shadarkai, or drow), or Intimidated DC 21 before allowing access to the lower level of the tavern. A rickety set of stairs through a sloped tunnel leads to the lower level of the tavern. From here the PCs can enter Downshadow via rope lift manned by a spellscarred half-orc. Tip well for smooth trip.

ENDING THE ENCOUNTER

The PCs have various paths that eventually should lead them to Downshadow where they can continue their search.

EXPERIENCE POINTS

The PCs do not gain experience points from this encounter.

MILESTONE

This encounter does not count toward reaching a milestone.

TREASURE

None

ENCOUNTER 6: EXPLORING WHERE EVIL HIDES

**SKILL CHALLENGE LEVEL 12/14,
COMPLEXITY 2 (1400/2000 XP)**

SETUP

The PCs can use ingenuity to track down and stealthily approach the location of The Necromancer's lair in Downshadow. Use of coin helps the cause. **The DM is encouraged to keep this encounter to 10 minutes.**

Here it is dry, dusty, quiet and a bit chilly—but no worse than the fall weather above ground. The floor is worked flagstone, worn by thousands of feet over hundreds of years. The walls are superior masonry, likely of dwarven craftsmanship. The long stones in the ceiling are cracked with age and darkened by the soot.

The PCs may associate Downshadow with the name of a legendary dungeon under Waterdeep: Undermountain. If they have not realized it before, Downshadow is, in part, the top level of Undermountain.

This level was originally carved out of rock by dwarves, but many changes have occurred in the centuries since the dwarves left.

- The floors are stone; some also have inlays of other material such as quartz.
- In places the floors and walls are so finely carved that the eye sees irregular flagstones and fitted stone blocks.
- There is graffiti in many places:
 - "Sure Death this way"
 - "Here perished the last of the Starsword Adventuring Company".
- Most of the hallways are 1 square wide, and ceilings are generally 3 squares high except in the larger rooms where they range from 4-6 squares.
- Makeshift walls and doors are made of scraps of wood, some fungus-like material, and bones (from various sources) have been added.
- The larger areas are pillared halls, throne rooms, and temples.
- There are signs of past combat in the hallways and rooms including bits of armor, scorched walls, and sprung traps.
- Some individuals make their homes in out-of-the-way corners, but most huddle together in a makeshift city of about 1000 people in an extremely large cavern at the southern end of

this level. The ramshackle buildings are as ever-changing as is the population.

SKILL CHALLENGE: EXPLORING WHERE EVIL LIVES

Goal: The PCs seek to locate the lair of the Necromancer and to approach without alerting the Necromancer or his creatures.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Athletics, Diplomacy, Dungeoneering, Insight, Intimidate, Perception, Stealth, Streetwise, Thievery,

Other Skills: Arcana, Bluff, Endurance, Heal, History, Religion

Victory: Not only have the PCs found the lair, they have surprise on the outer guards in Encounter 7.

Defeat: The guards were warned of the PCs' approach and are alert, ready to ambush the PCs.

SEEK DIRECTIONS TO THE LAIR OF THE NECROMANCER
Need 2 successes total.

Bluff DC 19/21 (0 successes, 2 maximum)

You recover from a verbal gaff while conversing with the locals. Erase one failure while seeking information.

Diplomacy DC 22/24 (1 success, 2 maximum)

You sooth the fears of the skittish nomads of Downshadow and disarm their caution, eliciting crumbs of information about directions.

Heal DC 17/19 (0 successes, 2 maximum)

By tending to wounds or disease of one of the Downshadow residents, you gain favor with them. +2 bonus to a Bluff, Diplomacy, or Streetwise check.

Insight DC19/21 (1 success, 1 maximum)

You easily discern the trustworthiness and anxiety level of your prey, knowing when more might be gained or whether the soft or hard approach might work best.

Intimidate DC 17/19 (1 success, 1 maximum)

Through persuasion and outright threats, you influence others to give you some information or from whom to seek aid to save their skin from your wrath.

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

You are a brother or sister with the Downshadow folk, and know how to ask for who is the king of this realm and in what coin is he paid.

Other contributors

- Casting Discern Lies provides a +10 bonus to an Insight check or a +4 bonus to a Diplomacy or Intimidate check
- Casting Travelers' Feast provides a +4 bonus to a Diplomacy check or a +2 bonus to a Streetwise check.
- Bribery: For every 10 gp spent, the PCs gain a +1 to a Diplomacy or Bluff skill check.
- Hide for an hour to erase one failure.
- If the PCs have **WATE04**, then they can contact Morthos or Grimvok. (Use Encounter 6B.)

NAVIGATE THROUGH DOWNSHADOW

Need 3 successes total.

Athletics DC 17/19 (1 success, 1 maximum)

Vault crevices or rubble, escape pursuers or chase down residents. The crazed nomads of Downshadow may run but they cannot catch you.

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

You skillfully navigate the dungeon complex, avoiding hazards and maintaining your bearings. You are confident in your directions and environment.

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

You spot secret doors and hidden marks on walls and floors, discern tracks to follow (or avoid), and notice the presence of others to be avoided or questioned.

APPROACH THE LAIR WITHOUT DETECTION (1 Success)

Everyone must attempt a Stealth check individually with half or more succeeding. The secondary skill checks give bonuses that stack.

Arcana DC 23/25 (0 successes, 1 maximum)

You spot signs of magic which could be alarms or guardians. Grant a +2 bonus to Stealth check.

Bluff DC 19/21 (0 successes, 1 maximum)

You recover from a failed Stealth check by pretending to go another direction, or drawing the attention of guards away. Erase one individual failure while sneaking up on the lair.

Dungeoneering DC 17/19 (0 successes, 1 maximum)

You skillfully navigate the dungeon complex, avoiding hazards and maintaining your bearings. You are confident in your directions and environment. Gain a +4 bonus on Stealth check in this task.

Perception DC 19/21 (0 successes, 1 maximum)

You spot secret doors and hidden marks on walls and floors, discern tracks to follow (or avoid), and notice the presence of others to be avoided or questioned. Gain a +4 bonus to a Stealth check

Religion DC 19/21 (0 successes, 1 maximum)

Your knowledge of undead gives you an edge on hiding from the enemy. Gain a +2 bonus to a Stealth check.

Stealth DC 17/19 (1 success per PC)

You slip past guards, monsters or other adventurers you wish to avoid, and listen to conversations without being seen or heard. You are a whisper in the dark.

Thievery DC 19/21 (0 successes, 1 maximum)

You open a secret door, improving your odds for sneaking up on the lair. Gain a +2 bonus to a Stealth check.

ENDING THE ENCOUNTER

It is possible that the PCs might decide that, for whatever reason, they are unable to sneak into the lair and are unwilling to even try to do so. If they are otherwise succeeding in the skill challenge, then have them make an additional "Navigate through Downshadow" check. In this case they can gain the XP of succeeding in the skill challenge but they do not surprise the guards. They chose not to surprise the guards.

Success: With success, the characters surprise the outer guards.

Failure: If the characters fail the skill challenge, they still find the Necromancer but he is fully aware of their approach. The guards are optimally positioned and alert.

EXPERIENCE POINTS

The characters receive 280/400 xp each for successfully completing the skill challenge. They gain half experience if they fail the skill challenge.

MILESTONE

This encounter counts toward reaching a milestone.

TREASURE

None

ENCOUNTER 6B: DOWNSHADOW CONTACTS

SETUP

Morthos, tiefling crime lord, fixer, fence

Grimvok, spellscarred dwarf with 4 tentacles

These two NPCs originally appeared in WATE1-2. If the PCs have the story award **WATE04 Contacts in Downshadow**, the DM may treat requests for information or a rest spot as automatic successes for Encounter 6. The players do not have to come up with the exact wording of the questions to gain the information. If game time is short, keep these exchanges to 5 minutes each.

SCENE: MEETING WITH MORTHOS

The PCs enter a large pillared hall (7 squares across, 20 squares deep) with other entrances along its length.

If one or more the PCs has the story award **WATE04**, then read or paraphrase the following as they step into the pillared hall:

Stepping out of the shadows is a 6-foot-tall tiefling with gold eyes, dark red skin, and purple-dyed dragon skin leather armor. He nods at you. "I recall some of you. Return business, I hope?"

Morthos does not trust adventurers; he wants to know why they are here in case they are going to interfere in his activities. He is suspicious, aloof, and quite intelligent. However, Morthos also sees the PCs as an opportunity to earn money. Morthos treats attempts to intimidate him with disdain.

He answers questions at 10 gp per question.

- You may call me Morthos. I live in Downshadow. Some call me Lord of Downshadow <said with a smirk>
- I do nothing for charity. Survival and power are all that matters. Are you willing to pay?

Where is the Necromancer hiding?

- He has commandeered rooms in the western area. It may have been part of a temple area at one time, but that is true of many areas here.

How many undead and type of undead does he have?

- I am not an expert on undead. It is said that he has not unleashed his most powerful yet.

- He had enough resources to take over his lair. But he has used some of them upside recently. I would estimate no fewer than a dozen remain.

SCENE: MEETING WITH GRIMVOK

One door is still intact with words carved into it. If the PCs read Dwarven, the older carvings indicate this is a storage room, while the newer carving reads "Grimvok" in Common.

If one or more the PCs has the story award **WATE04**, then read or paraphrase the following as they knock on the door.

After the thud of a sliding bolt, the stone door opens to reveal a dwarf with four muscular tentacles instead of arms protruding from his torso. He glares and says, "Bah, you again. Make it quick!"

Grimvok is bitter and cynical. He has been hard pressed to keep his honor since he became spellscarred. Grimvok is old with a short grey beard. He smells of stale beer and pipeweed. His clothes are torn.

He answers questions at 10 gp per question or three questions for a bottle of dwarven spirits.

- My name is Grimvok.
- I am spellscarred. <sarcastic tone> Got too close to a plagueland. People upside are uncomfortable around me <sneering>.

Where is the Necromancer hidden?

- You should try the far western hallway and find the secret door that lies somewhere past the third carving of the Dwarven word "axehome".
- If you do not care about being sneaky, take the first hallway on the right after you pass the first carving of the Dwarven word "axehome".

What type and number of undead does he have?

- I do not know. I hear he has sent many upside, but then he can cull those of us who live here in Downshadow and who would miss us?

ENDING THE ENCOUNTER

Continue with Encounter 6 skill challenge. When complete, the PCs advance to Encounter 7.

TREASURE

None

ENCOUNTER 7: DEFEATING HIS GUARDS

ENCOUNTER LEVEL 12/14 (3500/5000 XP)

SETUP

This encounter includes the following creatures:

- 1 **immolith** (I)
- 2 **spine creep skeleton** (S)
- 2 **marrowshriek skeleton** (M)

In the outer area of the lair, the PCs must fight the Necromancer's guards.

The portcullis is broken in several spots. While it hampers movement, it no longer bars entrance to the room beyond.

If they won the skill challenge in Encounter 6, then read:

Of more concern are the two armored skeletons holding flails seemingly made from spines standing about twenty feet into the room.

If they failed the skill challenge in Encounter 6, then read:

The room beyond the broken portcullis appears to be empty.

In either case:

- Despite the torches in the room, there are areas of darkness on either side about halfway down the room.
- There seems to be some sort of structure in the back half of the room with small window slits. There is a slight reddish glow coming from within the structure.

FEATURES OF THE AREA

Map A shows the position of the monsters if the PCs won the skill challenge and Map B shows the positions of the monsters if the PCs failed the skill challenge.

Illumination: Torches light the area.

Portcullis: Most of the bars have either fallen to rust or been broken, leaving the floor in those squares immediately inside the room difficult terrain.

Dark Alcoves: There are two areas of magical darkness on either side of the room. The marrowshriek skeletons use this area to hide. There is space beyond the areas of darkness currently being used for storage.

Guard House: In the south half of the room is located the remains of a guard house. It provides superior cover and has arrow slits.

Guard House Ruins: The back half of the structure was destroyed a long time ago and the rubble makes these eight squares difficult terrain.

Stone Doors: At the far end of the room are large stone double doors. These doors are closed but not locked. If the PCs failed the skill challenge in Encounter 6, the doors are locked. The PCs can attempt a Thievery check (DC 30) to open the locks or an Athletics check (DC 25) to break the door. Stone doors: AC/Reflex 5, Fort 10, 40 hp.

TACTICS

If the PCs failed the skill challenge, the spine creep skeletons wait in hiding until some of the PCs enter the room, taking advantage of their reach and using slides to set up targets for their *spinal whirlwind attack*.

The marrowshriek skeletons use *marrowshriek* on any PCs who get in range, and then they step out of the darkness to attack. They use *shadowwrought* and the darkness to help set up combat advantage by stepping back into it and moving into position. If the PCs do not move up, then the marrowshriek skeletons use their *shadowwrought* ability to then move up to the PCs.

The immolith uses *deathfire curse* to help keep the PCs within the area of the spine creep skeletons. Each round he uses *vigor of the grave* as long as his allies are within reach. Once the PCs reach his area he employs his *fiery grab*.

If the PCs won the skill challenge, then the guards are not aware of their approach and are not in position to ambush them. The PCs have a surprise round to advance.

SCALING THE ENCOUNTER

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

Four PCs: Remove one marrowshriek skeleton.

Six PCs: Add one marrowshriek skeleton.

ENDING THE ENCOUNTER

The guards fight until they are destroyed. The PCs can take a short rest if they wish before opening the doors to the next room. These doors are not locked unless the

PCs failed the skill challenge in Encounter 6. See description of the doors for details.

The DM must keep aware of the adventure pacing if game time is limited. This combat is likely take one hour or more of play time. If the PCs are winning and time is an issue, the DM should be willing to call the combat over to time to play Encounter 8.

EXPERIENCE POINTS

If the PCs defeat the guards, then they each gain 700/1000 XP.

MILESTONE

This encounter counts toward reaching a milestone.

TREASURE

The adventurers find a *collar of recovery* +3 in this area.

ENCOUNTER 7: DEFEATING HIS GUARDS STATISTICS (LOW LEVEL)

Spine Creep Skelton (Level 12)		Level 12 Soldier
Medium natural animate (undead)		XP 700
Initiative +12 Senses Perception +8; darkvision		
HP 121; Bloodied 60		
AC 28; Fortitude 26, Reflex 26, Will 23		
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant		
Speed 5		
m Spinal Flail (standard; at-will) ♦ Weapon		
Reach 2; +19 vs. AC; 2d10 + 3 damage and the target slides 1 square.		
C Spinal Whirlwind (standard; recharge 5 6) ♦ Weapon		
Requires flail; close burst 2; targets enemies; +17 vs. AC; 2d8 + 6 damage and the target slides 1 square and is immobilized (save ends).		
Alignment Chaotic evil Languages -		
Str 19 (+10)	Dex 19 (+10)	Wis 15 (+8)
Con 17 (+9)	Int 7 (+4)	Cha 7 (+4)
Equipment scale armor, spine flail		

Marrowshriek Skeleton		Level 12 Lurker
Medium shadow animate (undead)		XP 700
Initiative +16 Senses Perception +9; darkvision		
HP 95; Bloodied 47		
AC 27; Fortitude 24, Reflex 25, Will 23		
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant		
Speed 6		
m Osseous Thrust (standard; at-will)		
+17 vs. AC; 1d8 + 9 damage.		
M Marrow Feast (standard; recharge 4 5 6)		
Requires combat advantage against the target; +17 vs. AC; 2d8 + 12 damage, and the target is grabbed. Each round that the marrowshriek skeleton sustains the grab, the target takes 15 damage and is weakened until the end of the marrowshriek skeleton's next turn.		
C Marrowshriek (minor 1/round; at-will)		
Close burst 3; targets living creatures; +15 vs. Fortitude; the target is dazed until the end of the marrowshriek skeleton's next turn. If the target is grabbed by the marrowshriek skeleton, it is stunned until the end of the marrowshriek skeleton's next turn instead of dazed.		
Shadowrought (standard; at-will)		
The marrowshriek skeleton becomes invisible until it attacks.		
Alignment Chaotic evil Languages -		
Skills Stealth +17		
Str 18 (+10)	Dex 22 (+12)	Wis 16 (+9)
Con 17 (+9)	Int 6 (+4)	Cha 9 (+5)

Immolith (Level 12)		Level 12 Controller
Large elemental magical beast (demon, fire, undead)		XP 700
Initiative +9 Senses Perception +8		
Flaming Aura (Fire) aura 1; any creature that enters or starts its turn in the aura takes 10 fire damage.		
HP 129; Bloodied 64		
AC 24; Fortitude 25, Reflex 21, Will 22		
Immune disease, fire, poison; Resist 15 variable (2/encounter);		
Vulnerable 10 radiant		
Speed 6		
m Claw (standard; at-will) ♦ Fire		
Reach 4; +17 vs. AC; 1d8 + 6 fire damage and ongoing 5 fire damage (save ends).		
M Fiery Grab (standard; at will) ♦ Fire		
The immolith makes a claw attack (see above) against a Large or smaller target. On a hit, the target slides into a square adjacent to the immolith and is grabbed (until escape). While grabbed, the target loses any resistance it has to fire. An immolith can hold up to five grabbed creatures using this power.		
R Deathfire Curse (minor; at-will) ♦ Fire		
Ranged 10; +15 vs. Will; the target is slowed (save ends)		
Aftereffect: The target takes ongoing 5 fire damage (save ends)		
Vigor of the Grave (minor; 1/round; at will) ♦ Healing		
Close burst 5; undead in the burst (including the immolith) regain 5 hit points.		
Alignment Chaotic evil Languages Abyssal		
Str 22 (+12)	Dex 16 (+9)	Wis 15 (+8)
Con 25 (+13)	Int 9 (+5)	Cha 18 (+10)

ENCOUNTER 7: DEFEATING HIS GUARDS STATISTICS (HIGH LEVEL)

Spine Creep Skelton (Level 14)		Level 14 Soldier
Medium natural animate (undead)		XP 1000
Initiative +13 Senses Perception +9; darkvision		
HP 137; Bloodied 68		
AC 30; Fortitude 28, Reflex 28, Will 25		
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant		
Speed 5		
m Spinal Flail (standard; at-will) ♦ Weapon		
Reach 2; +21 vs. AC; 2d10 + 4 damage and the target slides 1 square.		
C Spinal Whirlwind (standard; recharge 5 6) ♦ Weapon		
Requires flail; close burst 2; targets enemies; +19 vs. AC; 2d8 + 7 damage and the target slides 1 square and is immobilized (save ends).		
Alignment Chaotic evil Languages -		
Str 19 (+11)	Dex 19 (+11)	Wis 15 (+9)
Con 17 (+10)	Int 7 (+5)	Cha 7 (+5)
Equipment scale armor, spine flail		

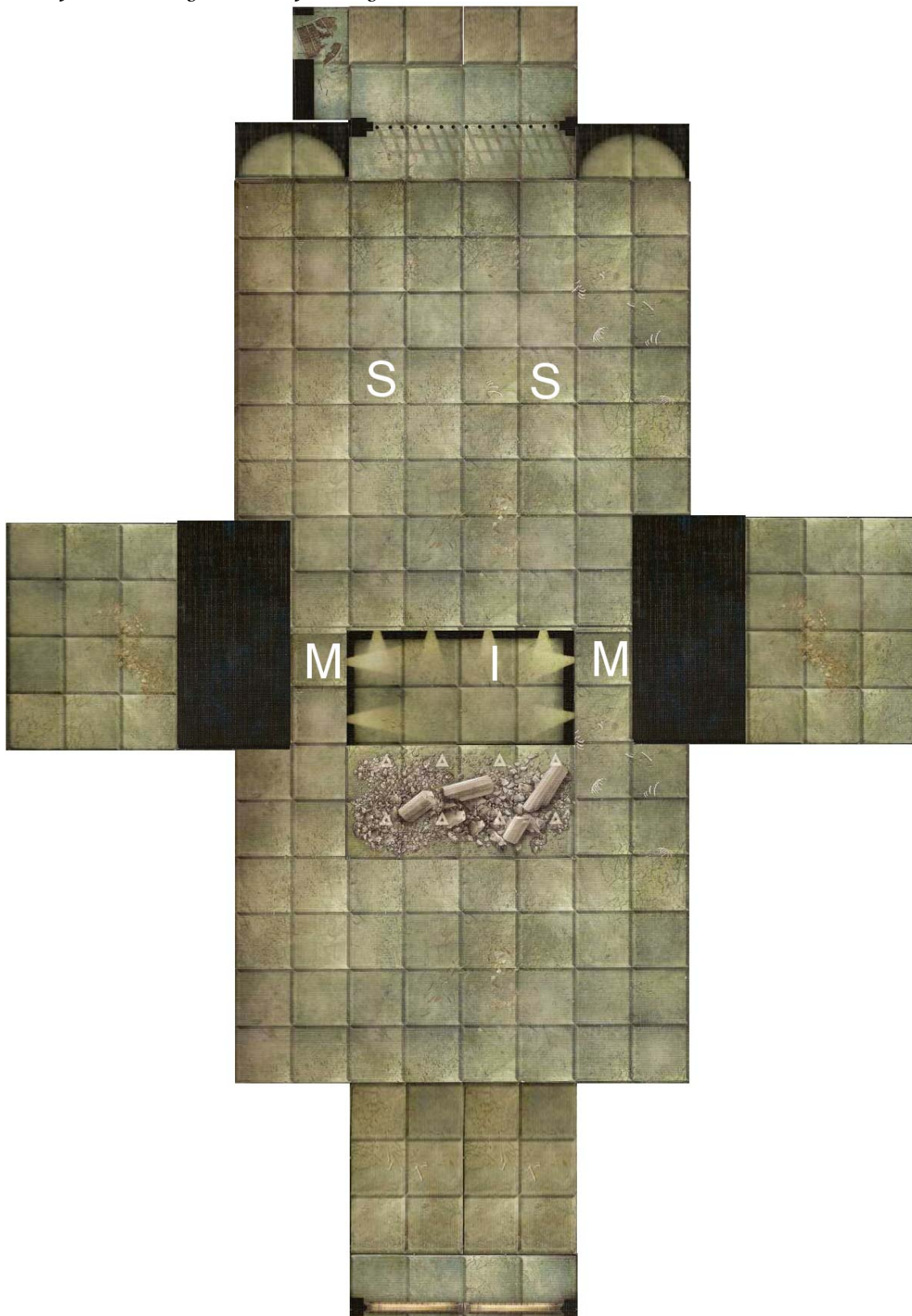
Marrowshriek Skeleton (Level 14)		Level 14 Lurker
Medium shadow animate (undead)		XP 1000
Initiative +17 Senses Perception +10; darkvision		
HP 107; Bloodied 53		
AC 29; Fortitude 26, Reflex 27, Will 25		
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant		
Speed 6		
m Osseous Thrust (standard; at-will)		
+19 vs. AC; 1d8 + 10 damage.		
M Marrow Feast (standard; recharge 4 5 6)		
Requires combat advantage against the target; +19 vs. AC; 2d8 + 14 damage, and the target is grabbed. Each round that the marrowshriek skeleton sustains the grab, the target takes 16 damage and is weakened until the end of the marrowshriek skeleton's next turn.		
C Marrowshriek (minor 1/round; at-will)		
Close burst 3; targets living creatures; +17 vs. Fortitude; the target is dazed until the end of the marrowshriek skeleton's next turn. If the target is grabbed by the marrowshriek skeleton, it is stunned until the end of the marrowshriek skeleton's next turn instead of dazed.		
Shadowrought (standard; at-will)		
The marrowshriek skeleton becomes invisible until it attacks.		
Alignment Chaotic evil Languages -		
Skills Stealth +18		
Str 18 (+11)	Dex 22 (+13)	Wis 16 (+10)
Con 17 (+10)	Int 6 (+5)	Cha 9 (+6)

Immolith (Level 14)		Level 14 Controller
Large elemental magical beast (demon, fire, undead)		XP 1000
Initiative +10 Senses Perception +9		
Flaming Aura (Fire) aura 1; any creature that enters or starts its turn in the aura takes 10 fire damage.		
HP 145; Bloodied 72		
AC 26; Fortitude 27, Reflex 23, Will 24		
Immune disease, fire, poison; Resist 15 variable (2/encounter);		
Vulnerable 10 radiant		
Speed 6		
m Claw (standard; at-will) ♦ Fire		
Reach 4; +19 vs. AC; 1d8 + 7 fire damage and ongoing 5 fire damage (save ends).		
M Fiery Grab (standard; at will) ♦ Fire		
The immolith makes a claw attack (see above) against a Large or smaller target. On a hit, the target slides into a square adjacent to the immolith and is grabbed (until escape). While grabbed, the target loses any resistance it has to fire. An immolith can hold up to five grabbed creatures using this power.		
R Deathfire Curse (minor; at-will) ♦ Fire		
Ranged 10; +17 vs. Will; the target is slowed (save ends)		
Aftereffect: The target takes ongoing 5 fire damage (save ends).		
Vigor of the Grave (minor; 1/round; at will) ♦ healing		
Close burst 5; undead in the burst (including the immolith) regain 5 hit points.		
Alignment Chaotic evil Languages Abyssal		
Str 22 (+13)	Dex 16 (+10)	Wis 15 (+9)
Con 25 (+14)	Int 9 (+6)	Cha 18 (+11)

ENCOUNTER 7: DEFEATING HIS GUARDS MAP A

TILE SETS NEEDED

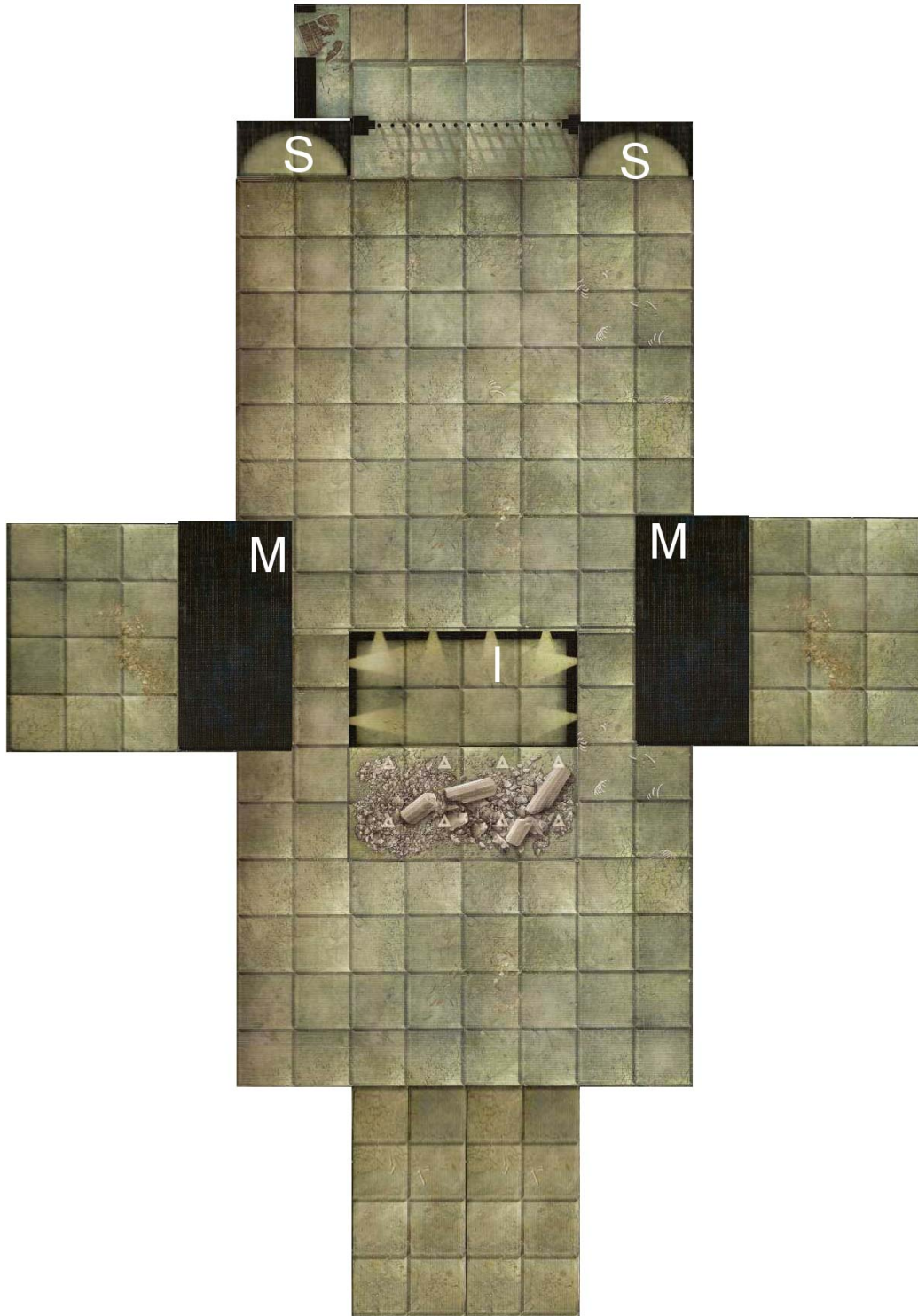
Halls of the Giant Kings x1, *Fane of the Forgotten Gods* x1



ENCOUNTER 7: DEFEATING HIS GUARDS MAP B

TILE SETS NEEDED

Halls of the Giant Kings x1, *Fane of the Forgotten Gods* x1



ENCOUNTER 8: SHOWDOWN WITH THE NECROMANCER

ENCOUNTER LEVEL 13/15 (4500/6500 XP)

SETUP

This encounter includes the following creatures:

1 Azu Morn, necromancer (A)

1 blaspheme disciple (D)

2 boneclaw (B)

4 horde ghoul (H)

The noise of the last battle has warned Morn of the PCs' presence. The PCs enter a large foyer area. A sloped section leads to a rickety bridge over a 3-square wide and 4-square deep chasm. There is a secret door (Perception check DC 20) that can give the PCs a way around the chasm.

As the adventurers enter the area, read:

The wide hallway empties into a slightly larger area from there the floor seems to slope up to a wooden bridge. This side of the room is lit by two torches, but the far side of the room is cloaked in darkness.

The darkness on the other side of the room is not magical in nature. The balconies only extend one square over the floor below and there are connecting hallways to the second floor that lie deeper in.

FEATURES OF THE AREA

The gold floor tiles represent a balcony area that is 3 squares above the floor below.

Illumination: A torch in each corner where the foyer area meets the sloping floor grants bright light that only reaches one square onto the bridge and chasm squares. The darkness on the other side of the room is not magical in nature. There are torches ready to be lit when the PCs are all on the south side of the chasm. Azu Morn has a sunrod available on the balcony if the other NPCs are too involved to spend the time needed to light them.

Sloping Floor: The 4x16 area of floor in front of the chasm slopes steeply, causing the entire section to be difficult terrain.

Secret Doors: On the northwest wall of the foyer is a secret door (passive Perception DC 20). It opens into a hallway that has a slight slope along its length and exits via another secret door into the southern area of the

room. (Unless the PC has darkvision or they have produced enough light to illuminate that side of the room, perceiving the second door is not possible. Assuming illumination, the passive Perception check is DC 20; if the PCs are more than 10 squares away, add +2 to the DC.)

Chasm: Running the width of the room is a 3-square wide, 4-square deep chasm. Because of the difficult terrain, attempting a running start takes four squares of movement. Failure to clear the chasm results in a fall. Because of the stone spikes in the chasm (see false floor trap), the fall causes 3d10+4.

Bridge: This bridge is made of wood but seems to have been built well. It, however, has a false floor pit trap. The four central squares are the false floor. If the PCs have extended the bright light to the far side of the room, the Perception DC is 22/24 to notice the false wood. See the stat block for details but note that this is a wooden bridge, not stone. The spikes in the trap are the same dark stone as the chasm itself. The sloping floor affects the PCs ability to make a running jump.

Spiral Staircases: These are an open set of stone stairways with carved stone railings. The stairs are difficult terrain so it takes 6 squares of movement to reach the top. The carved stone railing helps provide cover to creatures as they are ascending the stairs.

Balconies: The three balconies have 3-foot-high carved stone railings that provide cover. If someone is prone they provide superior cover while still allowing ranged attacks through the openings. The balconies only jut out one square over the floor below.

Second Floor: The three balconies have short hallways that lead to the second floor area. The statuary and sarcophagus are blocking terrain and provide cover. The broken vases along the back wall are difficult terrain.

Secret Door: There is a secret door (Perception DC 25/27) on the east balcony of the second floor that leads to an escape route. This door has an Arcane Lock on it set to allow only Azu Morn to pass. A Thievery check (DC 34) gets past it or a Strength check (DC 34) breaks the door. The Arcane Lock is set to allow only Azu Morn to pass.

TACTICS

The light on one side of the room allows Azu Morn to target the PCs. He starts off by using *call of the grave* to place additional minions adjacent to as many of the PCs as possible. He uses *shackles of death* whenever possible. If it has not recharged, he uses *slashing darkness* unless he needs the hit points that can be regained by using *life trap*. If the PCs use ranged attacks against him, he

hunkers down behind the railing to gain superior cover. If the PCs are on the second floor approaching his balcony, he *shadow steps* to the other balcony where he has access to his emergency exit.

If none of his allies are down hit points, the blaspheme disciple uses *unholy ray*. He uses *words of undeath* as soon as appropriate targets are in range and the boneclaws have taken damage. If there are 6 players, then the other blaspheme disciple is on the unoccupied balcony. The boneclaws maneuver to take best advantage of their reach. If pressed, they retreat up the staircases in order to protect Azu Morn.

The horde ghouls' job is to immobilize the PCs in order to assist the ranged attackers, as well as to keep the PCs from their master.

SCALING THE ENCOUNTER

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

Four PCs: Remove one boneclaw.

Six PCs: Add one blaspheme disciple.

ENDING THE ENCOUNTER

Once Azu Morn has fled down his escape tunnel, the PCs have three rounds to disable the Arcane Lock and follow him if they are to have any hope of catching him. The tunnel branches off in various directions, some of which he has used in the past to move his undead to various entrances to the city above. In either case, among his papers the PCs find evidence that Azu Morn's activities were encouraged by someone in Amn.

The DM must keep aware of the adventure pacing if game time is limited to less than 5 hours. This combat should take at least one hour of play time and perhaps much more. If the game time is ending, but the PCs are clearly winning, do not declare that Azu Morn automatically escapes due to a lack of time. The DM must balance ending the combat before every monster is dead with deciding the outcome of whether the PCs capture or kill Morn, or if Morn escapes. If the PCs are floundering, then Morn is likely to escape.

EXPERIENCE POINTS

If the PCs defeat Azu Morn and his allies, they gain 900/1300 XP. If they have either **WATE7** or **WATE9**, they qualify for completing a major quest (gain story award **WATE13**) and gain an additional 700/1000 XP.

TREASURE

The PCs find 200gp/200gp, a *factotum helm* and a ritual book of Passwall among Azu Morn's possessions.

ENCOUNTER 8: SHOWDOWN WITH THE NECROMANCER (LOW LEVEL)

Azu Morn, Necromancer	Level 12 Elite Controller
Medium natural humanoid (shadow)	XP 1400
Initiative +7 Senses Perception +7	
Shroud of the Grave (necrotic) aura 5; all undead within 5 squares of the necromancer lose any vulnerability to radiant damage	
HP 236; Bloodied 118	
AC 28; Fortitude 25, Reflex 27, Will 26	
Resist 10 necrotic	
Saving Throws +2	
Speed 6	
Action Points 1	
m Dagger (Standard; at-will) ♦ Weapon	
+21 vs. AC; 1d4 + 6 damage	
r Slashing Darkness (Standard; at-will) ♦ Necrotic	
Ranged 5; targets two enemies within range; +19 vs. Reflex; 2d6+9 necrotic damage.	
R Life Trap (standard; encounter) ♦ Healing, Necrotic	
Ranged 5; +19 vs. Fortitude; 3d10+9 necrotic damage, target is stunned until the end of Azu's next turn, and Azu regains 15 hit points.	
R Shackles of Death (standard; recharge 5 6) ♦ Necrotic	
Ranged 10; targets 2 enemies within range; +19 vs. Fortitude; 2d8+9 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends). While taking this ongoing damage, the target cannot spend healing surges.	
R Call of the Grave (standard; encounter)	
Ranged 10; four undead minions of the necromancer's level or lower appear in any unoccupied space within range. These undead minions take their turns immediately after the necromancer.	
Shadow Step (move, encounter) ♦ Teleportation	
Azu teleports up to 5 squares.	
Alignment Evil Languages Common, Chondathan, Thayan	
Skills Arcana +16, History +16, Insight +12, Religion +12	
Str 11 (+6) Dex 12 (+7) Wis 13 (+7)	
Con 14 (+8) Int 20 (+11) Cha 18 (+10)	
Equipment robes, dagger, potion of healing, <i>symbol of power</i> +4	

Blaspheme Disciple (Level 12)	Level 12 Artillery (Leader)
Medium natural animate (construct, undead)	XP 700
Initiative +9 Senses Perception +11; darkvision	
HP 94; Bloodied 47	
AC 24; Fortitude 22, Reflex 23, Will 26	
Immune disease; Resist 10 necrotic, 10 poison; Vulnerable 10 radiant	
Speed 6	
m Unholy Smite (standard; at-will) ♦ Necrotic	
+17 vs. AC; 1d8 + 5 necrotic damage.	
R Unholy Ray (standard; at-will) ♦ Necrotic	
Ranged 20; +17 vs. Reflex; 1d10 + 7 necrotic damage, and the target takes a -2 penalty to attack rolls until the end of the blaspheme disciple's next turn.	
A Words of Undeath (standard; recharge 5 6) ♦ Necrotic, Psychic	
Area burst 2 within 20; targets enemies; +17 vs. Will; 2d6 + 5 necrotic and psychic damage. In addition undead allies within the burst regain 5 hit points.	
Alignment Evil Languages Common	
Skills Heal +16, Religion +14	
Str 13 (+7) Dex 17 (+9) Wis 20 (+11)	
Con 16 (+9) Int 16 (+9) Cha 24 (+13)	
Equipment vestments, holy symbol	

False Floor Pit (level 3)	Level 3 Elite Warder
Trap	XP 300
Trap A 2x2 section of floor hides a 20 ft pit filled with poison spikes.	
Perception	
DC 22 The character notices the false stone work	
Trigger	
The trap attacks creatures entering one of the trap's four squares.	
Attack	
Immediate Reaction melee	
Target: The creature that triggered the trap	
Attack: +6 vs. Reflex	
Hit: The target falls into the pit; 3d10+2 damage and ongoing 5 poison damage (save ends)	
Miss: Target returns to the last square it occupied; its move ends.	
Effect: The false floor opens and the pit is no longer hidden.	
Countermeasures	
<ul style="list-style-type: none"> An adjacent PC can trigger the trap with a DC12 Thievery check (standard action) An adjacent character can disable the trap with a DC27 Thievery check (standard action) A character can climb out with a DC 15 Athletics check 	

Boneclaw (Level 12)	Level 12 Soldier
Large shadow animate (undead)	XP 700
Initiative +14 Senses Perception +12; darkvision	
HP 120; Bloodied 60; see also <i>necrotic pulse</i>	
AC 28; Fortitude 22, Reflex 25, Will 23	
Immune disease, poison; Resist 20 necrotic; Vulnerable 5 radiant	
Speed 8	
m Claw (standard; at-will)	
Reach 3; +18 vs. AC; 1d12 + 5 damage.	
C Necrotic Pulse (free, when first bloodied; encounter) ♦ Healing, Necrotic	
Close burst 10; undead allies in the burst regain 10 hit points, and enemies in the burst take 9 necrotic damage.	
Relentless Opportunist (standard; at-will)	
If the boneclaw hits with an opportunity attack, it can make another opportunity attack against the same target during the current turn.	
Threatening Reach	
The boneclaw can make opportunity attacks against all enemies within its reach (3 squares).	
Alignment Evil Languages Common	
Skills Intimidate +15, Stealth +17	
Str 17 (+9) Dex 23 (+12) Wis 12 (+7)	
Con 16 (+9) Int 10 (+6) Cha 18 (+10)	

Horde Ghou (Level 12)	Level 12 Minion
Medium natural humanoid (undead)	XP 175
Initiative +11 Senses Perception +7; darkvision	
HP 1; a missed attack never damages a minion.	
AC 24; Fortitude 21, Reflex 23, Will 19	
Immune disease, poison; Resist 10 necrotic	
Speed 8, climb 4	
m Claws (standard; at-will)	
+15 vs. AC; 6 damage and the target is immobilized (save ends).	
Alignment Chaotic evil Languages Common	
Skills Stealth +16	
Str 17 (+8) Dex 22 (+11) Wis 14 (+7)	
Con 18 (+9) Int 13 (+6) Cha 15 (+7)	

ENCOUNTER 8: SHOWDOWN WITH THE NECROMANCER (HIGH LEVEL)

Azu Morn, Necromancer	Level 14 Elite Controller
Medium natural humanoid (shadow)	XP 2000
Initiative +8 Senses Perception +8	
Shroud of the Grave (necrotic) aura 5; all undead within 5 squares of the necromancer lose any vulnerability to radiant damage	
HP 268; Bloodied 134	
AC 30; Fortitude 27, Reflex 29, Will 28	
Resist 10 necrotic	
Saving Throws +2	
Speed 6	
Action Points 1	
m Dagger (Standard; at-will) ♦ Weapon	
+23 vs. AC; 1d4 + 7 damage	
r Slashing Darkness (Standard; at-will) ♦ Necrotic	
Ranged 5; targets two enemies within range; +20 vs. Reflex; 2d6+10 necrotic damage.	
R Life Trap (standard; encounter) ♦ Healing, Necrotic	
Ranged 5; +21 vs. Fortitude; 3d10 + 10 necrotic damage, target is stunned until the end of Azu's next turn, and Azu regains 15 hit points.	
R Shackles of Death (standard; recharge 5,6) ♦ Necrotic	
Ranged 10; targets 2 enemies within range; +21 vs. Fortitude; 2d8 + 10 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends). While taking this ongoing damage, the target cannot spend healing surges.	
R Call of the Grave (standard; encounter)	
Ranged 10; four undead minions of the necromancer's level or lower appear in any unoccupied space within range. These undead minions take their turns immediately after the necromancer.	
Shadow Step (move, encounter) ♦ Teleportation	
Azu teleports up to 5 squares.	
Alignment Evil Languages Common, Chondathan, Thayan	
Skills Arcana +17, History +17, Insight +13, Religion +13	
Str 11 (+7) Dex 12 (+8) Wis 13 (+8)	
Con 14 (+9) Int 20 (+12) Cha 18 (+11)	
Equipment robes, dagger, potion of healing, <i>symbol of power</i> +4	

Blaspheme Disciple (Level 14)	Level 14 Artillery (Leader)
Medium natural animate (construct, undead)	XP 1000
Initiative +10 Senses Perception +12; darkvision	
HP 106; Bloodied 53	
AC 26; Fortitude 24, Reflex 25, Will 28	
Immune disease; Resist 10 necrotic, 10 poison; Vulnerable 10 radiant	
Speed 6	
m Unholy Smite (standard; at-will) ♦ Necrotic	
+19 vs. AC; 1d8 + 5 necrotic damage.	
R Unholy Ray (standard; at-will) ♦ Necrotic	
Ranged 20; +19 vs. Reflex; 1d10 + 7 necrotic damage, and the target takes a -2 penalty to attack rolls until the end of the blaspheme disciple's next turn.	
A Words of Undeath (standard; recharge 5 6) ♦ Necrotic, Psychic	
Area burst 2 within 20; targets enemies; +19 vs. Will; 2d6 + 5 necrotic and psychic damage. In addition undead allies within the burst regain 5 hit points.	
Alignment Evil Languages Common	
Skills Heal +17, Religion +15	
Str 13 (+8) Dex 17 (+10) Wis 20 (+12)	
Con 16 (+10) Int 16 (+10) Cha 24 (+14)	
Equipment vestments, holy symbol	

Boneclaw	Level 14 Soldier
Large shadow animate (undead)	XP 1000
Initiative +15 Senses Perception +13; darkvision	
HP 136; Bloodied 68; see also <i>necrotic pulse</i>	
AC 30; Fortitude 24, Reflex 27, Will 25	
Immune disease, poison; Resist 20 necrotic; Vulnerable 5 radiant	
Speed 8	
m Claw (standard; at-will)	
Reach 3; +20 vs. AC; 1d12 + 6 damage.	
C Necrotic Pulse (free, when first bloodied; encounter) ♦	
Healing, Necrotic	
Close burst 10; undead allies in the burst regain 10 hit points, and enemies in the burst take 10 necrotic damage.	
Relentless Opportunist (standard; at-will)	
If the boneclaw hits with an opportunity attack, it can make another opportunity attack against the same target during the current turn.	
Threatening Reach	
The boneclaw can make opportunity attacks against all enemies within its reach (3 squares).	
Alignment Evil Languages Common	
Skills Intimidate +16, Stealth +18	
Str 17 (+10) Dex 23 (+13) Wis 12 (+8)	
Con 16 (+10) Int 10 (+7) Cha 18 (+11)	

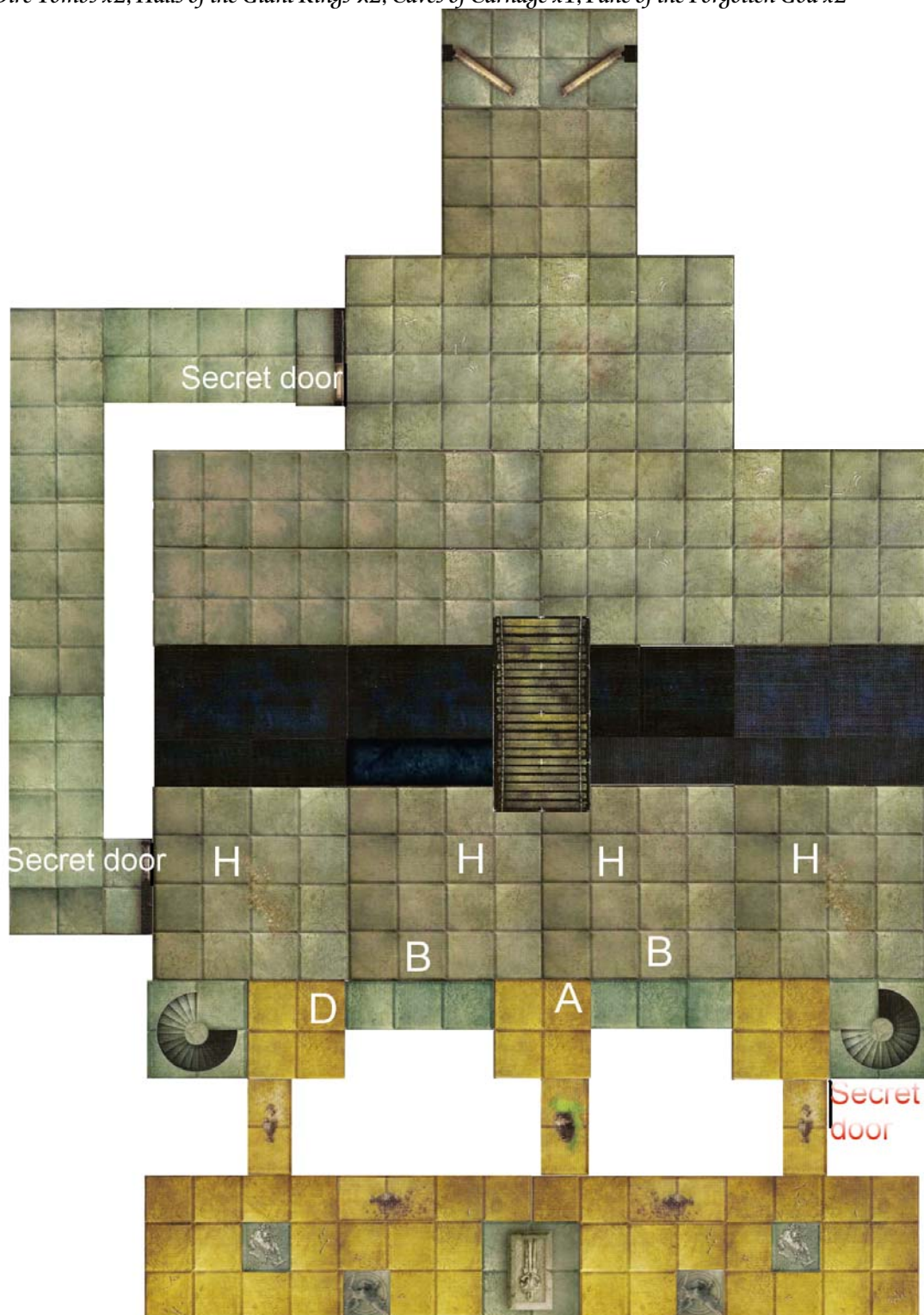
Horde Ghoul	Level 14 Minion
Medium natural humanoid (undead)	XP 250
Initiative +12 Senses Perception +8; darkvision	
HP 1; a missed attack never damages a minion.	
AC 26; Fortitude 23, Reflex 25, Will 21	
Immune disease, poison; Resist 10 necrotic	
Speed 8, climb 4	
m Claws (standard; at-will)	
+17 vs. AC; 7 damage and the target is immobilized (save ends).	
Alignment Chaotic evil Languages Common	
Skills Stealth +17	
Str 17 (+9) Dex 22 (+12) Wis 14 (+8)	
Con 18 (+10) Int 13 (+7) Cha 15 (+8)	

False Floor Pit (level 3)	Level 3 Elite Warder
Trap	XP 300
Trap A 2x2 section of floor hides a 20 ft pit filled with poison spikes.	
Perception	
DC 22 The character notices the false stone work	
Trigger	
The trap attacks creatures entering one of the trap's four squares.	
Attack	
Immediate Reaction melee	
Target: The creature that triggered the trap	
Attack: +8 vs. Reflex	
Hit: The target falls into the pit; 3d10+4 damage and ongoing 5 poison damage (save ends)	
Miss: Target returns to the last square it occupied its move ends.	
Effect: The false floor opens and the pit is no longer hidden.	
Countermeasures	
<ul style="list-style-type: none"> An adjacent PC can trigger the trap with a DC12 Thievery check(standard action) An adjacent character can disable the trap with a DC27 Thievery check (standard action) A character can climb out with a DC 15 Athletics check 	

ENCOUNTER 8: SHOWDOWN WITH THE NECROMANCER MAP

TILE SETS NEEDED

Dire Tombs x2, Halls of the Giant Kings x2, Caves of Carnage x1, Fane of the Forgotten God x2



ENCOUNTER 9: CONCLUSION

SETUP

If the PCs report back to Master Brendan with proof that they have dealt with the Necromancer, he thanks them and pays them the money agreed upon. He also informs them that because of their service to the city, the Benevolent Order of Magists and Protectors wishes to offer the opportunity to acquire an implement from their supply or a Lantern of Revelation.

If the characters were successful, Renaer Neverember asks the PCs who have either a Waterdeep background OR are residents of Waterdeep to meet him at an empty building in Castle Ward. (This offer is not open to PCs who are foreigners.)

“In the spirit of days gone by, I intend to form 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. I ask you to join. I propose to renovate this building into a hall for the Society. The Society is named the Heirs of Mirt, after one of the legendary adventurers of Waterdeep. Will you join me?”

If the PCs agree, then they get story award **WATE14 Charter Member of The Heirs of Mirt** and are charter members of The Heirs of Mirt.

- 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 include the usage of the hall, serving as a social club with meals, drinks, and meeting rooms. Members may bring guests.
- Patrons seeking adventurers can post notices here or come in person seeking help.
- You may be a member of another Adventuring Company in addition to The Heirs of Mirt.
- Foreigners are not accepted because their loyalties may be tied to 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 my hope that the Society is seen as an informal militia or a group that would provide back up for the City Watch for the defense of the city.”
- It is possible that the membership might decide to undertake civic projects in the future.

For any foreigner PCs, they are separately met by an unidentified Masked Lord of Waterdeep who requests they report threats or danger to Waterdeep that the adventurers might observe during their travels around Faerûn, to gain forewarning. The Masked Lord does not identify himself.

“As a Lord of Waterdeep, I was impressed by your willingness to defend this City. Would you be willing to do more for Waterdeep? We know that some may threaten our City of Splendors, and I ask that you send back such reports of those threats, describing them as best you can, during your travels. We will offer some compensation to help with the expense of your travels. It is not our allies that worry us; it is the sinister forces which I think you often confront. Do you agree?”

- “I will supply you with contact information for your letters.”
- “We will pay reasonable travel expenses.” (DM Note: This is flavor only. The NPC is promising to pay for costs which in LFR we ignore, such as the travel expenses between adventures.)
- “Spying? That is rather blunt, but you could put it that way. We cannot be certain that everyone in Faerûn or beyond has the best of intentions towards our fair city. All I ask is to be warned of the more serious threats. Is that unreasonable?”
- “Renaer Neverember need not know of this conversation. The lad plays at intrigue and is idealistic. He lives off his father’s wealth.”
- “My identity beyond being one of the Lords of Waterdeep is not important. It is likely you will never meet me again. Still, ‘never’ is a long time.”

If the PC agrees, give then Story Award **WATE15 A Confidential Arrangement**.

TREASURE

If successful in capturing or killing the Necromancer, the Benevolent Order of Magists and Protectors, at the direction of the Blackstaff, will offer to gift the adventurers with any +3 implement of their choice (from any CCG player resource), or a Lantern of Revelation. The combined guilds pay 1000/2000gp to the adventurers as well.

Any adventurers who completed either Part 1 or Part 2 along with Part 3 (or all three Parts) of the Quest for the Necromancer are also offered the choice of a +3 *harsh songblade* (low tier) or a +4 *harsh songblade* (high tier) in addition to the Quest XP. They also get the story award **WATE13 The Necromancer Bites the Dust** for the completion of the Quest for the Necromancer.

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 2: False Target

280 / 400 XP

Encounter 3a: Terror at the Market

320 / 480 XP

Encounter 3b: Terror at the Market

490 / 700 XP

Encounter 6: Exploring Where Evil Hides

280 / 400 XP

Encounter 7: Defeating His Guards

700 / 1000 XP

Encounter 8: Showdown with the Necromancer

900 / 1300 XP

Major Quest: Quest for the Necromancer

700 / 1000 XP

Total Possible Experience

2800/4000 XP

Gold per PC

1200 / 2200 gp

(Encounter 8: 200/200 gp, Encounter 9: 1000/2000 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than

he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: +3 *harsh songblade* (low-level version only) (L13; PHB2 pg 204)*

Found in Encounter 9, Quest Reward

Bundle B: +3 *battlemaster's weapon* (L14; AV pg 64)*

Found in Encounter 3

Bundle C: *collar of recovery*+3 (L14; AV pg 151)*

Found in Encounter 7

Bundle D: *factotum helm* (L14; AV pg 141)*

Found in Encounter 8

Bundle E: *lantern of revelation* (L16; AV page 174)*

Found in Encounter 9

Bundle F: +4 *harsh songblade* (high-level version only) (L18; PHB2 pg 204)*

Found in Encounter 9, Quest Reward

Bundle G: Ritual Book of Passwall

Found in Encounter 8

Bundle H: Any +3 implement, any player resource

Found in Encounter 9

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of clarity*, level 15 (AV 188), plus 300 / 1100 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other

treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of vitality*, level 15, plus 300 / 1100 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1300 / 2100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this are noted in the story award text). Make sure to mark the story award codes next to each character that earned them on the tracking form.

WATE13 Necromancer Bites the Dust!

The PC successfully completed the Quest for the Necromancer. As such, she has the favor of numerous Guilds and the City Watch & Guard of Waterdeep and her actions and requests are viewed in the best possible light by such organizations. Her determination and skill have also caught the eye of the Blackstaff and perhaps some of the mysterious Lords of Waterdeep, who will be watching for further heroic actions and dangers. The Lords are always looking for new talent. She has also caught the eye of potential enemies of Waterdeep, including agents of Amn. Those enemies may act swiftly to remove, corrupt, or frame such heroes.

WATE14 Charter Member of The Heirs of Mirt

The PC agreed to join The Heirs of Mirt to defend Waterdeep, uphold the values of Waterdeep and to aid the helpless. Benefits include food, drink, and a safe, private meeting room in the new Society hall. The PC may bring guests to the hall. The PC has a slightly favorable reputation within Waterdeep by the average citizen and is cautiously trusted by the City Watch. The

reputation of the Society may change based upon future behavior of its members and members may be expelled for cause.

WATE15 A Confidential Arrangement

This non-resident/non-native PC of Waterdeep has agreed to spy on possible threats to Waterdeep and send reports back to a secret contact for the Lords of Waterdeep. The PC receives compensation for reasonable travel expenses between adventures, which does not affect gp gained or spent in adventures. The PC may use the secret contact to gain information on Waterdhavian politics, people or organizations, subject to adventure text or DM discretion. So long as the PC continues to report reliable information to the Lords of Waterdeep, legal charges against them may be reduced or dismissed as the DM thinks appropriate or suggested by the adventure text (not to include any attacks on the Lords themselves). The PC may gain a reputation of having a secret, powerful patron. If the PC is too obvious in gathering information in some hostile regions, there may be some danger. If the PC decides to discontinue the reporting at any time, this Story Award should be crossed off.

ADVENTURE QUESTIONS

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

1. What happened to the Necromancer?

- a. He was killed.
- b. He was captured.
- c. He escaped or was let go.
- d. Time ran out and unresolved.
- e. PCs were defeated.

2. What was the outcome of the Encounter 2 skill challenge?

- a. The PCs were successful.
- b. The PCs tried but failed.
- c. The skill challenge was not used.

3. How did the skill challenge for the Market combat (Encounter 3) play out?

- a. Everyone went with the skill challenge; player reaction was favorable.
- b. Everyone went with the skill challenge; player reaction was unfavorable.
- c. Everyone went with the combat alternative.
- d. Mix choice between skill challenge and combat; reaction was favorable.

e. Mix choice between skill challenge and combat; reaction was unfavorable.

4. Did the PCs succeed with the Encounter 3?

- a. Yes
- b. No
- c. Not applicable/other

5. If there were Waterdhavian native/resident PCs:

- a. Membership was not offered.
- b. Membership was offered and all accepted.
- c. Membership offered, some accepted, players uncertain as to value.
- d. Membership offered; none accepted; players saw it as pointless without game mechanic benefits.
- e. No PCs were from Waterdeep or had a Waterdeep background.

6. For PCs who were foreigners to Waterdeep:

- a. The Masked Lord of Waterdeep did not talk to them, or none of the PCs were foreigners.
- b. The PCs accepted; the players thought it was cool.
- c. The PCs mostly accepted, although the players were uncertain as to value.
- d. The PCs generally rejected the offer (mainly due to inconsistencies with PC motivations), but the players were not offended.
- e. The players were offended by the attempt to recruit their PCs for political intrigue-related information gathering or other reasons.

NEW RULES

Harsh Song Blade

Level 13+

As this blade channels your bardic magic, the blade unleashes a wail that leaves your foes senseless..

Lvl 13 +3 17,000 gp Lvl 18 +4 85,000 gp

Weapon: Heavy Blade, light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Bards can use this blade as an implement for bard powers and bard paragon path powers.

Power (Daily): Free Action. *Trigger:* You hit an enemy with a bard thunder power using this blade. *Effect:* Each enemy within 2 squares of the triggering enemy is dazed until the end of your next turn.

Reference: *Player's Handbook* 2, page 204.

Battlemaster's Weapon

Level 14

This weapon lets you reused exhausted powers.

Lvl 14 +3 21,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. You regain the use of one encounter power.

Reference: *Adventurer's Vault*, page 64.

Collar of Recovery

Level 14

Inset with a bloodstone, this neckpiece aids healing.

Lvl 14 +3 21,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points..

Reference: *Adventurer's Vault*, page 151.

Factotum Helm

Level 14

With this elaborately etched helm, you gain skill mastery beyond you previously.

Item Slot: Head 21,000 gp

Power (Daily): Minor Action. Gain training in one skill until the end of the encounter, or for one hour when not in an encounter.

Reference: *Adventurer's Vault*, page 141.

Lantern of Revelation

Level 16

Light from this lantern reveals even the most well-hidden foes.

Wondrous Item: 45,000

Property: This lantern sheds light in a 10 square radius as normal, but it never needs lighting or refilling.

Power (Daily): Minor Action. This power creates a close burst 10 that coats all creatures in the area with glowing motes of light (save ends). Affected creatures gain no benefit from concealment or invisibility.

Reference: *Adventurer's Vault*, page 174.

APPENDIX

Applying Waterdeep Law to the PCs

A DM should use discretion as to the application of the laws while trying to convey that Waterdeep is a generally a lawful society. Black-robed magisters promptly adjudicate each case. Generally, adventurers (PCs) are not jailed or imprisoned but fined. The magisters have the authority to waive fines or add stern lectures as appropriate. Any of the Masked Lords of Waterdeep may direct that all charges be dropped. They are inclined to overlook minor or lesser offenses if in the assistance of the City Watch, protection of the City or enforcement of City laws, a noble house, a guild, or a business; and let the culprit off with a stern warning. Fines can be levied as follows with DM discretion as to a PC's ability to pay: Minor - 10 gp; Lesser - 100 gp; Serious - 1000 gp; Severe - 5000 gp, confiscation of a magical item appropriate to PC level, and possible eviction from the city. Self defense is always legal, but excessive use of lethal force can be a problem. Likely offenses by PCs are underlined in Handout 1. Lawyers do not exist in the Forgotten Realms.

Typical Waterdeep City Watch Patrol

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

MASKED LORDS OF WATERDEEP

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

Time and Season

The hour of the day is noted by a bell in Waterdeep Castle. The current season is autumn; the month is Marpenoth (Leaffall). Dawn occurs around 8 bells in the morning and sunset occurs around 6 bells in the afternoon.

HANDOUT 1: LAWS OF WATERDEEP

The First Plaintiff: Crimes Against The Lords

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

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

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

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

The Second Plaintiff: Crimes Against the City

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

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

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

Minor Offenses: Bribery, Unlawful Flight over the City, Blasphemy against Foreign Ambassadors, Vagrancy, Littering (includes Relief of Human Wastes in Public), Brandishing a Weapon Dangerously or Threatening without Due Cause, Dangerous Operation of a Coach, Wagon or Other Conveyance.

The Third Plaintiff: Crimes Against the Gods

Severe Offenses: Defiling of a Holy Place

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

Lesser Offenses: Assault upon a Priest or Lay Worshipper

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

The Fourth Plaintiff: Crimes Against Citizens

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

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

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

Minor Offenses: Assault (without Wounding or Robbery), Excessive Noise

HANDOUT 2: GUILD LETTER

Esteemed Adventurers,

Our guilds have received a threatening note from the Necromancer and, as we previously discussed, we ask your immediate aid. The villain plans to unleash his undead horde on another guild, the Guild of Fine Carvers on High Street, this very morning. Please go there immediately, stop the attack and find and end this threat. I will check at the Dagger's Rest inn to see if more adventurers can be hired. On behalf of the Solemn Order of recognized Furriers and Woolmen Guild, the Guild of Watermen and the Master Mariners Guild, we will reward success handsomely. The blessings of Waukeen, Chauntea, and Amuanator on this endeavor.

Master Brendan, guild master of the Master Mariners' Guild

A copy of the note from the Necromancer is included.

Masters of Corrupt Guilds of Waterdeep,

Apparently my past chastisement levied on your guilds has not forced you to justice, so I must strike again. Know that you will be quite helpless to stop my undead from destroying the Fine Carvers later this morning. Call the City Watch. Hire adventurers. No matter what you do, you are like sheep to be shorn. The Warrens give me freedom to roam the city and cause terror at my desire. The murderer of my father must be held to account.

The Necromancer

HANDOUT 3: NOTE FROM THE NECROMANCER

Masters of Corrupt Guilds of Waterdeep,

Apparently my past chastisement levied on your guilds has not forced you to justice, so I must strike again. Know that you will be quite helpless to stop my undead from destroying the Fine Carvers later this morning. Call the City Watch. Hire adventurers. No matter what you do, you are like sheep to be shorn. The Warrens give me freedom to roam the city and cause terror at my desire. The murderer of my father must be held to account.

The Necromancer

HANDOUT 4A: BACKGROUND ON THE NECROMANCER

"The Necromancer" is the son of a deceased Waterdhavian shipping merchant, Captain Darden Morn. Apparently Captain Morn lost business due to the underhanded actions of another shipping merchant, rumored to be a Lord of Waterdeep. Captain Morn sought and recovered the stolen plans for Timehands in Amn and was returning them to Waterdeep when his ship, the *Ardent Purveyor*, was sunk and he and his crew died. The son, bitter at his father's death and humiliation, is out for revenge.

The Necromancer first struck at the Solemn Order of Recognized Furriers and Woolmen at their guild tomb in the City of the Dead. Then he attacked the Guild of Watermen and the Master Mariners' Guild during Fleetswake. Adventurers retrieved his father's journal from the wreck of the *Ardent Purveyor* but no evidence leads to any particular shipping merchant.

HANDOUT 4B: BACKGROUND ON THE NECROMANCER

“The Necromancer” is the son of a deceased Waterdhavian shipping merchant, Captain Darden Morn. Apparently Captain Morn lost business due to the underhanded actions of another shipping merchant, rumored to be a Lord of Waterdeep. Captain Morn sought and recovered the stolen plans for Timehands in Amn and was returning them to Waterdeep when his ship, the *Ardent Purveyor*, was sunk. He and his crew died. The son, bitter at his father’s death and humiliation, is out for revenge. I have researched the family, and I believe the Necromancer to be Azu Morn. Where he hides, I do not know.

The Necromancer first struck at the Solemn Order of Recognized Furriers and Woolmen at their guild tomb in the City of the Dead. Then he attacked the Guild of Watermen and the Master Mariners’ Guild during Fleetswake. Adventurers retrieved his father’s journal from the wreck of the *Ardent Purveyor*, but no evidence leads to any particular shipping merchant as the culprit.

HANDOUT 5: 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 include the usage of the hall to 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 another Adventuring Company in addition to this Society.
- Foreigners are not accepted as members because their loyalties 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.