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HEIRLOOM

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

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An old tutor asks the adventurers to recover a stolen family heirloom for a down-on-their-luck Waterdhavian noble family. A Living Forgotten Realms adventure set in Waterdeep for characters levels 1-4.

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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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 Senior GM 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 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 every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. 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 first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

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

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) 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 on 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 back 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 amongst 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's still more of the adventure 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 back 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. 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.

ADVENTURE BACKGROUND

In the Dagger's Rest, the former tutor of a noble family pleads for help from the PCs in recovering a stolen heirloom. The tutor (now a sage) tells the PCs the family legend regarding the heirloom.

The heirloom is a fine quality sextant, not of high intrinsic value, but according to family legend, the family is doomed without the sextant. The sextant belonged to a sea captain who grew a shipping business and was ennobled long ago.

The tutor is acting alone, as the family members have been reduced in number and the young heir is a bit adrift. (Many family members have left Waterdeep for their safety.) Many valuables were stolen, but the sextant is considered the most significant to the family. While the theft seems to be simple burglary, the thief was hired by unidentified agents, with the sextant as the main objective.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Whether a native of Waterdeep or a traveler from far-away lands, adventure awaits in the City of Splendors. Foreign adventurers arriving in Waterdeep are given a quick inspection by the City Watch and a few words of advice about obeying the law and where to stay. In a city this large, a central spot to locate and hire adventurers seems sensible, and the Dagger's Rest is that place.

The streets are crowded, and in the skies, riders on griffons, hippogriffs and pegasi speed to their destinations.

When adventurers arrive in Waterdeep, the City Watch asks their business and if they are new to Waterdeep. Strange races are tolerated, but those of an evil reputation may find themselves watched closely. 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 One) is posted near each city gate and by the docks. A map of the Wards of Waterdeep (Handout Two) is provided to each PC. Residents of Waterdeep know this information.

The City Watch recommends the adventurers stay at an inn called the Dagger's Rest, located in Trade Ward. It is affordable and the owner caters to adventurers.

DM'S INTRODUCTION

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.

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

When checking if the players have any of the D&D Reward Cards, be sure to note if they have the *Zhentarim Infiltration Quest Card* (Dungeons & Dragons Rewards Set 1, Card 8 of 8). Task 2 listed on this card can be accomplished during the skill challenge in Encounter 2. The contact can be found in the tavern known as Felzoun's Folly. If there are multiple players/PCs with that card in their stack, it is up to the DM to decide if each can accomplish the task.

The adventure goal is to find and return the stolen heirloom. Returning other stolen items further impresses House Moonstar but is not necessary to obtain the Favor of the House Moonstar story award.

Finding the fence (the person who buys and sells stolen goods) is possible because fences can't sell items without potential customers knowing about them. Use the innkeeper of the Dagger's Rest (she was an adventuring rogue before she retired) to help groups who need pointers or who ask questions move in the right direction. The objective in the skill challenge of Encounter 2 is to find the fence, determine that the thief did not sell the sextant to the fence, and obtain clues to where the thief might be found.

The Encounter 2 skill challenge is designed to give the DM a guide for running the PCs' investigation of the sextant's theft. The DM should use his or her best judgment in making that encounter work as both an investigation and a skill challenge.

The rescue in Encounter 3 is intended to depict flavor of life in Dock Ward and should be an easy combat challenge for the PCs. The DM can insert Encounter 3 in the midst of Encounter 2. Success in

Encounter 3 gives an option for another Story Award of a Lesser Favor from House Silmerhelve. If game time is short, Encounter 3 can be skipped.

Neither the thieves in Encounter 4 nor the gnomes in Encounter 5 fight to their deaths; they would much rather escape and stay out of prison. Both groups fight vigorously and are cunning opponents.

Capture and delivery of the gnomes to the City Watch earn the PCs an Ally in the City Watch story award.

SCENE: WALKING TO THE DAGGER'S REST

If the PCs arrived by ship, they pass through Dock Ward first. The district is full of sweating, swearing dock workers loading and unloading vessels. Carts groan as they carry ship goods to and from warehouses around the city. The damp, the salt from the sea, and the stench of the fish cling to buildings, carts and people alike. The work does not stop with nightfall, although the number of drunks and drunken brawls increase. While the main streets are paved with cobblestone, many are simply packed dirt or wooden planks.

If the PCs arrive by land from the south, they pass through South Ward first. South Ward is dominated by large, tall old stone, mud brick and timber warehouses. Among the warehouses are three- and four-floor tenements, typically with shops at street level and an abundance of taverns and inns catering to caravan workers. Major roads are paved with brick.

If the PCs arrive by land from the north, then they pass through North Ward. North Ward is quiet with many walled villas and grand mansions. Walls are ornately decorated with frescos and family heraldry; wrought iron is used in both gates and on many of the numerous balconies; and the brick streets are spotless.

Trade Ward, the center of commerce in Waterdeep, is congested by day with pedestrians, beasts of burden and overloaded wagons. The sound of wheels bumping along cobblestone streets is constant, and the air is redolent of manure and horses. Plenty of inns and taverns are in Trade Ward, but many shops, apartments and guildhalls can also be found here.

ENCOUNTER 1: A JOB OFFER

SETUP

Important NPCs:

Geth Stormlight, sage, +12 Diplomacy, +13 History, +12 Insight, +13 Religion.

Tessele Swiftwater, retired rogue adventurer and innkeeper, +15 Streetwise, +12 Insight.

Geth Stormlight has come to the Dagger's Rest to hire adventurers. He is a kindly man, educated but not hardy. He is known to and liked by Tessele Swiftwater, the owner of the Dagger's Rest. Tessele has a tendency to help young adventures and assists the PCs.

Entering the Inn you are greeted by a woman of middle years: "Greetings good sir/fair lady! What can I get for you? Food and drink, a room or <looking the PCs over closely> a job?"

- This old inn stands on the east side of High Road. The walls of the inn are fieldstone at street level and timber for three upper floors.
- The owner of the inn, a former adventurer named Tessele Swiftwater, employs an extensive staff of waitresses, kitchen staff, chambermaids, hostlers and a minotaur bouncer named Throat.
- The food is tasty and plentiful. Notable are pan-fried lout (a local small brown fish) and baked shalass (a local trout-like fish). Notable drinks include Moonshae almond brandy, elverquisst (the exotic drink of many elves), and a famed Waterdeep wine, zzar, which is fiery orange with a distinctive almond scent.
- They do have rooms available.
- There are few patrons in the taproom.

Tessele points out a board on one of the taproom walls where folks seeking to hire adventurers post notes.

"Actually, there is an elderly gentleman over there looking for adventurers. His name is Geth Stormlight. He used to tutor the children of noble families. He is honest and wise."

Geth Stormlight is a male human, thin, 5' 10", with grey eyes and white hair. He wears comfortable, well-made clothes. Geth's favorite drink is zzar. He has a slight wheeze, which is noticeable when he speaks. When the PCs speak to him, read:

"I need a family heirloom found and recovered. The heirloom is a fine quality sextant, but not of great monetary value. It has been in the Moonstar family for several hundred years. The sextant belonged to a former sea captain who grew a shipping business and was ennobled long ago. According to family legend, the family is doomed without the sextant. The sextant was stolen recently, along with other valuables. The City Watch was informed, but they are not well suited to track down specific thieves. I cannot offer much gold in payment, perhaps 50 gp each? (75 gp for the high-level version)"

- He offers to advance them each 25 gp if they need money to assist in getting information.
- "It was stolen four days ago. I only became aware of it yesterday."
- The once-proud Moonstar family has fallen on hard times. Various tragedies have struck, and many family members have moved away. Geth refuses to discuss past tragedies with the PCs.
- The heir (Stedd Moonstar) is indecisive and vulnerable to intrigue. He refuses to disclose to other members of his family the disappearance of the sextant, and he is paralyzed with fear of impending doom.
- "I am acting without his knowledge out of personal loyalty to the family." (Examining the mansion is not an option.)
- The sextant is engraved with constellations and phases of the moon. The name 'Moonstar' is inlaid in silver.
- "If you think it would help, I can give you a list of the other items stolen with descriptions" (Handout Three).
- "The City Watch is only aware of the other items that were stolen, not the sextant."
- While the City Watch does conduct investigations (detective work), it relies heavily upon agents, such as adventurers, hired by the lords, nobles, guilds or temples, to perform this function. Undercover work is not its forte.
- "I am working as a sage and can usually be found at The Font of Knowledge (temple of Oghma) in the Great Library. Also, I will check for messages left for me here twice a day."
- If the PCs happen to actually catch the thief, Geth expects them to turn the thief over to the City Watch.
- Geth makes it clear that the adventurers should try to capture the thief, not kill him.

ENDING THE ENCOUNTER

There are many start points to Encounter Two based on what the PCs decide to do. If they immediately start looking for pawnshops or information brokers, move to Encounter 2: Finding the Fence.

However, the PCs may wish to verify Geth Stormlight's story and/or background. It is possible that the PCs might be suspicious or not trust what they have been told. In Waterdeep it is not wise to believe everything told to you. The PCs can gather background information about Geth and confirm his good reputation in various ways.

- Tessele Swiftwater, the owner of the inn, is aware of his reputation.
- The City Watch confirms Geth's story.
- Nearly anyone can confirm the existence and current situation of House Moonstar.
- Checking with the temple of Oghma confirms Geth's current and former occupations.
- A DC 10 Streetwise check confirms the public information Geth provided.

The PCs may also seek background information on House Moonstar. They can easily find out that House Moonstar is a very old noble family and faithful followers of Selune. Once prestigious, the family has suffered various hardships over the years, possibly deliberate attacks by adversaries. More details are not easily found. Like most noble houses in Waterdeep, Moonstar does not like its secrets made public.

SCENE: VISITING THE CITY WATCH

In general, the City Watch states that Geth Stormlight is not known to them, but they do not have a roll of all citizens in Waterdeep. Each Ward has a separate Watch office/barracks to which crimes are reported and from which patrols issue. The PCs can verify at the City Watch patrol office in Sea Ward that a theft was reported by House Moonstar. The City Watch confirms that adventurers may be legally hired to pursue thieves or other criminals, but they may not obstruct the City Watch or deliver summary justice. They point out that it should be easier to find the fence than the thief.

SCENE: VISITING HOUSE MOONSTAR

The Moonstar villa is located in Sea Ward, on the Street of the Singing Dolphin, just south of Diamond Street. The butler verifies that Geth Stormlight had been previously employed by the House. He does not confirm a theft has occurred. No member of the Moonstar family sees the PCs unless they are returning the stolen items. If the PCs try to sneak into the house, they learn nothing and are

eventually spotted. They must succeed on a DC 17 Stealth check or lose a healing surge while escaping the City Watch.

STREETWISE SKILL CHECK

The PCs might attempt to simply gain knowledge through the use of the Streetwise skill. The list below is an example of the type of information they can gain with a DC 15 check.

- House Moonstar's sources of income are caravan mastering, exploration and cartography
- The Moonstar noble house has close ties to the Temple of Selune.
- Geth Stormlight used to tutor the children of nobles.

TREASURE

Geth advances each PC 25 gp against the total payment. If the PCs do not want the gp now, add it to treasure in Encounter 5 if successful.

Note: This encounter does not count as an encounter for determining if the PCs reach a milestone.

ENCOUNTER 2: FINDING THE FENCE

SKILL CHALLENGE LEVEL 2/4,
COMPLEXITY 4 (500/700 XP)

SETUP

Number of Successes: 10

Number of Failures: 5

Primary Skills: Streetwise, Diplomacy, Perception, Intimidate, *Secondary Skills:* Athletics, Endurance, Bluff

Important NPCs:

Saku, male orc: Athletics + 9

Solta Dar, male eladrin, Zhentarim contact

Heljara, female dwarf, information broker

Callie Felder, female halfling, fence

Pela, male human thief

Yanna, male half elf, information broker

Kovic, male human (the fence of interest)

PCs undertake a skill challenge to find the fence selling the stolen items. Waterdeep is a very large city, so the PCs must hunt for information that could narrow their search. The trail eventually takes them through a series of taverns and shops in both Trade Ward and Dock Ward to the fence known as Kovic.

Tessele gives the PCs some advice (hints) to start them on their way:

- “Finding one specific stolen item can be hard. You might want to consider looking for information on fences in the city. They may work out of a pawnshop or similar business, or linger in a tavern to meet prospects and show items in a more discreet location.”
- “The City Watch can be helpful; they are used to nobles and guilds hiring adventures to accomplish tasks for them. And you don’t have to bribe them.”
- “Start with people who buy and sell information. There is an information broker that can be found at a tavern called Felzoun’s Folly, a female dwarf by the name of Heljara. I think she might be related to the clan of dwarves that run the tavern.”

THE CITY WATCH

Patrols in Trade Ward pass any given point every 15 to 20 minutes. A normal Waterdeep City Watch patrol is described in the Appendix. The PCs can visit the City Watch station and ask questions. The information is the same.

In Trade Ward the City Watch tells them:

- Felzoun’s Folly has been around for a very long time, and not everything that goes on there is believed to be legal.
- If the PCs find the actual thief or gain proof that a person is knowingly selling stolen goods, the PCs should bring him to the nearest watch station or patrol.
- The PCs should talk to Saku, a male orc who frequents Felzoun’s Folly whenever he is not at his shop; Hull and Saku’s Imports.

Patrols in Dock Ward pass a given point every 40 to 50 minutes. The PCs can visit the City Watch station near the South Gate in Dock Ward and ask questions. In the Dock Ward, the City Watch tells them:

- The Thirsty Sailor and The Thirsty Throat probably harbor fences, though almost any tavern in the Ward could include fences among their patrons.
- If the PCs find the actual thief or gain proof that a person is knowingly selling stolen goods, the PCs should bring him to the nearest watch station or patrol.

RUNNING THE SKILL CHALLENGE

The DM may need to adjust or add details while role-playing a scene or add scenes based on PC actions. Encourage the players to devise alternative ways to employ their skills in order to get all the players involved.

The DM might find it easier to have the player roll the skill check first and then role-play out the scene. If the players as a group score the 10 successes (before scoring 5 failures) to succeed at the skill challenge, continue to roleplay the investigation to its conclusion, but just treat all subsequent skill checks as automatically successful.

The PCs are given the information from Tessele and the City Watch (without needing a check) to help them start their search. The fences in Trade Ward eventually tell the PCs that goods that include a house crest on them (such as those on their list Handout Three) would more likely be sold to a fence in Dock Ward. Besides Callie Felder and Saku, the DM can add an additional fence (or two) if necessary. Random shopkeepers are not likely to know individual fences, though the reputation of Felzoun’s Folly as both an excellent place to have lunch and a place to where some shady deals get done is widespread.

From the sources in Felzoun’s Folly, the PCs can gain information on fences and, depending on their successes, hints regarding going to Dock Ward or gaining leverage. Also it is here that those with the

Zhentarim Infiltration Quest Card have a chance to complete Task 2. Failures in this ward often cost the PCs extra money.

Once arriving in Dock Ward, the PCs are sent to various bars before finding out the names of three shops run by fences, which eventually leads them to the fence Kovic. Failures in Dock Ward can cost the PCs extra money and/or a healing surge.

Primary Skills:

Streetwise (DC 11/12): In Trade Ward, the PC is told to visit Felzoun's Folly Tavern on River's Square in Trade Ward and see the orc. On a failure, the PC is sent to a festhall with a 2 gp cover charge. There the PCs find the same information as above.

Perception (DC 11/12): (in Trade Ward shops) None of the items on the list are displayed in the shop. On a failure, the PC breaks an item or knocks over a display, for which the shopkeeper demands 2 gp payment.

Diplomacy (DC 11/12): (in Trade Ward shops) Shopkeepers tell the PCs they should check Felder's Pawnshop or Hull and Saku's Imports. On a failure, the PC has a -2 to their next Diplomacy check.

Intimidate (DC 20/21): The PCs are told that asking the fences in Dock Ward might be a better choice. The PCs gain an additional success.

SCENE FELZOUN'S FOLLY

The streets are crowded; carts and wagons move at a steady pace. Some of the shops and businesses have their own guards, while others rely on the frequent City Watch patrols for their security. Shoppers and businesspeople throng the streets; this is not the place or time for a casual stroll. According to the sign, the four-story, awning bedecked building on the corner is Felzoun's Folly.

Felzoun's Folly Tavern is on River's Square. The staff is a mix of humans and dwarves. Patrons are a mix of merchants and shoppers with a smattering of mercenaries. The food and drink here is of good quality and modest prices.

Felzoun's Folly is an extremely busy place. With all the noise and traffic, private conversations and deals are easy to conduct at dimly lit tables and booths.

Perception (DC 11/12): Three people might be a fence or information broker: a male orc (Saku), a male eladrin (Solta Dar) and a female dwarf (Heljara). They

are sitting in different corners of the room. On a failure, the only person who attracts the PC's notice is the orc.

SAKU (MALE ORC)

Sitting in a corner in the front area of the tavern is an orc who apparently includes arm wrestling in his business negotiations.

Saku wears quality dark blue clothing. He tends to smile and laugh a lot, though with his tusks, not everyone finds it comforting. He and his partner Mik run an import business (Hull and Saku Imports) that also quietly exports stolen goods.

Saku can be impressed by someone willing to arm wrestle him. He is a hearty and good-natured type. Those who actually beat him become his friend.

Athletics (DC 20/21): Saku tells the PCs to visit Felder's Pawnshop. On a failure, he loudly laughs at them and tells them to take their questions elsewhere (a -2 penalty to next Diplomacy, or Intimidate check in this tavern).

Diplomacy/Bluff (DC 11/12): No one has tried to export any of the described items. If it is information they are looking for, try the dwarf in the back corner. On a failure, he tells them to take their questions elsewhere (a -2 penalty to next Diplomacy, or Intimidate check in the tavern.)

Intimidate (DC 20/21): Saku has not seen any items as described. Perhaps Felder's Pawnshop might have the items; she accepts just about anything. The PCs gain an additional success. On a failure, he loudly laughs at them and tells them to take their questions elsewhere (a -2 penalty to next Diplomacy, or Intimidate check in this tavern).

ZHENTARIM INFILTRATION QUEST CARD

The player must have this card (Dungeons & Dragons Rewards Set 1, Card 8 of 8) in his stack to qualify for completing this task. Task 2: The eladrin male is wearing a yellow cloak with a black clasp. To complete the task the PC must approach Solta Dar (the male eladrin) hand him a scratched silver coin and ask him for his name.

SOLTA DAR (MALE ELADRIN)

Solta wears brown leathers under a yellow cloak with a black clasp and is drinking wine. If a PC walks up to him, gives him one scratched silver coin, and asks him his name, he nods and answers, "Solta Dar." (Task 2 of the Zhentarim Infiltration Quest has been completed. At the end of the adventure, mark the Adventure Log of that PC appropriately. Depending on how the PCs approach this, more than one PC might be able to achieve this task, at the DM's discretion.)

Diplomacy/Bluff (DC 11/12): If a PC asks about fences or stolen goods, Solta is amused. He is not a fence or an information broker; he is simply a man who does not like having his back to the room. On a failure, he is insulted. (If he is insulted a DC 15 Diplomacy is needed to avoid his hiring some thugs to attack the PCs later: each PC loses one healing surge.)

HELJARA (FEMALE DWARF)

When asked about Heljara, the barkeep (a male human) points out a female dwarf sitting at a corner table. Heljara likes to banter or flirt with prospective customers, and everyone she meets she considers a prospective customer. She is cautious about stating what her business is. Money speeds things along (a 2 gp bribe gives a +2 bonus to checks with Heljara).

Diplomacy/Bluff (DC 15/16): While Heljara has not seen such items herself, she tells the PCs to check Felder's Pawnshop. She also points out that one of the partners of Hull & Saku's Imports is here (the male orc Saku). If someone wanted items to leave the city, they would talk to him or his partner.

Diplomacy/Bluff (DC 20/21): Heljara suggests that if neither of the other two shopkeepers has what they want, then the PCs should check out The Thirsty Throat Tavern in Dock Ward. The PCs gain an additional success.

Intimidate (DC 20/21): Heljara grudgingly tells the PC to seek Felder's Pawnshop, and if Felder can't help the PCs they should check in Dock Ward. On a failure, she calls the tavern's bouncer (a menacing-looking dwarf she calls "Sonny") to get the PCs away from her.

FELDER'S PAWNSHOP

The pawnshop is owned by Callie Felder, an engaging, blue-eyed, female halfling. She is at first very reluctant to admit to anything, but money speeds things along (a 2gp bribe gives a +2 bonus to skill checks).

Though the shelves and displays are extremely crowded, there is very little dust. A pretty female halfling behind the counter hands a wrapped parcel to a young woman, who thanks the halfling and swiftly takes her leave.

Perception (DC 11/12): None of the items on the Moonstar list are on display.

Diplomacy or Bluff (DC 15/16): Callie tells them that since some of the items have house shields on them, a smart thief would sell them to a fence in Dock Ward were the City Watch is less likely to inquire.

Intimidate (DC20/21): Callie tells the PCs she did not have the items they are looking for and grudgingly tells the PC to go have a drink at The Thirsty Throat

Tavern in Dock Ward. The PCs gain an additional success.

SCENE: DOCK WARD

As you move into Dock Ward, there is a stark contrast with Trade Ward. Unlike the rest of the city, here most of the buildings are ramshackle affairs that make you wonder why they are still standing. The deeper you get into the ward, the smell of rotting fish and brine assaults your nose. However, this is a busy place with loaded (and guarded) wagons on the move at all hours of day and night and the frequent brawl spilling out into the street.

Primary Skills:

Streetwise (DC 11/12): The PC is told that fences or information brokers can often be found in the Thirsty Sailor and the Thirsty Throat taverns. On a failure, the PC has annoyed the locals. The PCs have a -3 penalty to their next Streetwise or Diplomacy check.

Diplomacy (DC 11/12): A shopkeeper suggests the PC try The Blue Mermaid. (A false lead, but someone there sends the PCs to the Thirsty Sailor with a Diplomacy check DC 12).

Perception (DC 15/16): Find the path through the bar (or street) that avoids brawling sailors. On a failure the PC loses a healing surge.

Endurance (DC 15/16): The PC manages to drink a tankard of ale without stopping to breathe. This feat impresses the locals and gives the PCs a +3 bonus to their next Diplomacy check.

SCENE: THIRSTY SAILOR

The Thirsty Sailor is on the corner of Fish and Ship Streets. This decrepit old tavern has boarded-up windows and careless repairs. The interior is smoky and the repulsive odor of tar, stale beer, sour wine, sweat, and worse fills the air.

The patrons divide their time here by drinking, singing bawdy songs (off-key) and brawling. No female staff or patrons grace the Thirsty Sailor, not even female sailors or dockworkers.

Once your eyes get accustomed to the gloomy interior of this tavern, it becomes clear that the name of the tavern reflects who the patrons are. A boisterous mix of sailors and dock workers crowd around the tables, gripping tankards of ale and cups of beer.

In one corner a small brawl (only four involved) is being ignored by the other customers. Scattered around the room are a few who seem to have passed out.

Diplomacy (DC 11/12): The barkeep is somewhat helpful and suggests they talk to Pela, if they can wake him up. He points to a man asleep in a chair. Failure results in him requiring a 1 gp bribe.

PELA

Pela is asleep but relatively sober, and waking him is not difficult. Pela is a male human, 5'10", scrawny and scruffy but wiry. He smells of sewage and his left ear has a notch in it. Buying him ale (2 cp) makes him see the PCs in a fond light (+2 circumstance bonus and he keeps trying to hug or put his arm on the shoulder of the PC).

Bluff/Diplomacy (DC 11/12): Pela tells the PCs about a half-elf named Yanna, who is often found in Thirsty Throat tavern. If Yanna does not have the items, he might know who does.

SCENE: THE THIRSTY THROAT

Found on the corner of Candle Lane and Slut Street, this ramshackle assembly of wood amazes all by not fallen down. Yanna is sitting at a booth-like table toward the back of the room. Yanna is a male half-elf who favors his human side. Well-groomed and neatly dressed, he is very polite and sophisticated.

The tavern is crowded and dimly lit. The tables and chairs are bolted down. In the front left hand side of the room, a small group is playing darts.

JOINING THE DART GAME:

Dart Game (Range Attack vs. AC 20/21): Impressed by the PC's skill, the patrons tell the PCs of two shops that may carry stolen goods: Gelfurilson Traders and Kovic's Bazaar.

TALKING TO BARTENDER:

If the PCs do not have a name, but are searching for an information broker or fence:

Diplomacy/Bluff (DC 11/12): He suggests they talk to Yanna and points him out. On a failure he suggest they buy a round of drinks for the tavern (cost them 2 gp), then they gain the information.

TALKING TO YANNA:

Slipping Yanna some money can assist the PC in gaining the information (a +2 bonus for 2 gp).

Diplomacy/Bluff (DC 11/12): Yanna gives the PCs names of two shops: Gelfurilson Traders and Kovic's Bazaar. On a failure, Yanna requires them to pay him 5 gp before he gives them the information.

GELFURILSON TRADERS

This large shop on Smugglers Run sells new and used items, but is not actually a pawnshop.

This large and sprawling shop is neat and tidy. Two younger men are helping customers. Towards the back of the store is a high desk behind which sits a burly blond gentleman with a full beard.

The two clerks direct questions to Junior (the man sitting at the desk).

Perception (DC 11/12): None of the items on the list of stolen goods are on display in the shop, though there are some things of similar value.

Diplomacy (DC 15/16): He does not have the items, but he might have seen some like them at Kovic's Bazaar this morning. On a failure, he threatens to call the Watch if the PCs do not leave.

Intimidate (DC 15/16): He mentions that Kovic is rumored to have a gambling problem.

SCENE: KOVIC'S BAZAAR

The shop is located in a one-story building. The striped awning in front is showing signs of wear. A small, dirty glass pane in a barred window does not allow much of a view into the shop.

Stepping into the shop, a bizarre mix of goods greets you. Fine crystal vases can be found next to dented copper pots. The display shelves are so full that it is hard to see individual items.

The shopkeeper looks up and says, "Welcome! I am Kovic, the one and only proprietor of goods of all value! Everyone can find something to like at Kovic's Bazaar!" [Assuming the PCs are not trying to disguise themselves in any manner:] As he surveys the diverse group that has entered his store, his smile fades. "Are you looking for something in particular?"

Sitting behind a tall desk near the front of the shop is a thin man whose short dark brown hair is slicked back from his forehead. He is clean shaven except for a neatly trimmed goatee. In contrast, his clothes are shabby and worn.

Perception (DC 11/12): The PC notices some of the stolen items from the list (Handout Three) and gains a +2 bonus to the next Intimidate or Diplomacy check. On a failure, the PC does not notice any of the items from the list.

Perception (DC 17/18): The PCs notice all of the items on the list except for the sextant are on display throughout the store and gains a +5 bonus to the next

Intimidate or Diplomacy check. The PC also gains an additional success.

Intimidate /Diplomacy (DC 15/16): The PCs can gain a +5 bonus to their Intimidate/Diplomacy checks by threatening to call the City Watch. Selling (fencing) stolen goods is a serious offense against the city.

- “I bought the items from a thief called Fang.”
- “He did not offer a sextant or show such to me. It would not be unusual for a thief to hold something back, although a sextant does not seem like the type of item a thief would keep.”
- “I usually leave messages for Fang at Hal’s Boots. I don’t know where Fang lives.”
- On a failure, Kovic only admits to having bought the items from a fellow called Fang.

ENDING THE ENCOUNTER

Troubleshooting: If for some reason it seems the PCs might reach Kovic’s Bazaar without having enough opportunities to gain 10 successes (and they have not already failed), the DM should insert information to get them to go to additional locations.

Failure at the skill challenge results in the factor (Orlamm Rivenstone, a gnome arcanist) being alerted that someone is looking for the sextant and that could lead the PCs to him. This affects play in Encounter 5.

After getting the information from Kovic, what do the PCs do with the fence?

- A City Watch Patrol goes by this location every 40 minutes. The PCs can hand over the fence to the patrol, along with the items stolen from the Moonstar villa. That results in a very favorable impression with the City Watch.
- The PCs could choose to let the fence go; possibly bargaining with the fence to get the information they need in exchange for his freedom (or his life).
- Having gotten the information, the PCs could also bargain with Kovic, so he turns over the stolen items to them and they do not report him to the City Watch.
- The PCs could make Kovic agree to change professions/leave town in exchange for their not informing the City Watch.

Whatever the players do, make sure to note it for the reporting questions at the end of the adventure.

Success: The PCs know the location of the thief, and the factor (Orlamm Rivenstone) is not alerted that someone is actively searching for the sextant.

Failure: While the PCs still know the location of the thief, the factor is aware of their search and is alerted (see Encounter 5 for details).

EXPERIENCE POINTS

The characters receive 100/140 experience points for successfully completing the skill challenge. (They gain half experience if they fail the skill challenge.)

TREASURE

None

ENCOUNTER 3: A RESCUE!

ENCOUNTER LEVEL 2/4 (175/275 XP)

SETUP

The low-level version of this encounter includes the following

Ran Grifstone (N)

Dala Silmerhelve (N2)

6 human rabble (R)

The high-level version of this encounter includes the following

Ran Grifstone (N)

Dala Silmerhelve (N2)

9 human rabble (R and R2)

As the heroes walk through Dock Ward, they come across a mob scene that gets ugly. A young noble decided he would impress his young lady friend by taking her down to the Dock Ward, thinking their status would save them from trouble. However, he had one drink too many and offended some of the locals, and they now find themselves surrounded. The PCs can intervene or pass them by and let them suffer their fate. The DM has the option of running this at any time after the PCs have entered Dock Ward during Encounter Two and can switch the fight to occur outside one of the taverns the PCs visit. However, it must be completed before Encounter 4 begins.

When the PCs see the trouble, read:

A crowd gathers around two well-dressed youngsters, a young man and his female companion, outside the entrance of a tavern. Currently the crowd is simply pushing and shoving the young man, but the violence of the crowd is quickly escalating. The young woman seems on the verge of tears.

This should be a fairly simple fight for the PCs. The streets in this area are packed dirt.

Perception (DC 10): The bullies are dock workers and sailors, not armed thugs. They are drunk.

Insight (DC 10): While the bullies have obviously been drinking, they do not intend to kill the young nobles.

TACTICS

There are no organized tactics; the bullies simply gang up on the nearest target. They have no intention to fight to the death; they want to teach the arrogant young noble a lesson. All enemy combatants use the Knocking Creatures Unconscious rule.

Two minutes after the fight starts, a City Watch patrol arrives. A normal Waterdeep City Watch patrol is described in the Appendix.

SCALING THE ENCOUNTER

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

Four PCs: Remove one human rabble

Six PCs: Add one human rabble in the low-level version and two human rabble in the high-level version.

ENDING THE ENCOUNTER

If the PCs kill one or more dockworkers, the City Watch charges them of having committed “Murder with Justification” (see Handout One) which results in a 1000 gp fine. However, the nobles speak up, and in thanks for the PCs saving their lives, pay the fine for them.

The PCs can offer to escort the young couple out of the Dock Ward or hand them over to a City Watch patrol to insure their safety.

Ran Grifstone, third son of House Grifstone, is somewhat arrogant and very naïve. He flips a silver piece at one of the PCs as part of his “thanks for the help” as the couple leaves the area (if he did not have to pay a fine for them).

If asked, he tells the PCs:

- “I know of Stedd Moonstar.”
- “He is a bit older than me and not much for having fun.”

Dala Silmerhelve, the much protected only daughter of House Silmerhelve, wanted to see some excitement and do something a bit dangerous. She genuinely thanks the PCs for coming to their aid.

If asked, she tells the PCs:

- “Yes, I know Stedd Moonstar. Why do you ask?”
- Stedd has been a bit quiet lately, but with his family’s troubles that is understandable.
- There was a robbery at the family mansion and I think some of his late mother’s jewelry was stolen.

History (DC 13): Grifstone is one of the newer noble houses. (Any noble house less than 200 years old is considered new.) Their wealth comes from mining,

masonry and the crafting of arms and armor. Silmerhelve is one of the older noble houses; traditionally their trade and business interest include guardianship, warrior-training and pandering.

MILESTONE:

If this is the second encounter the PCs completed this day without taking an extended rest, they have reached a milestone (and gain one action point). (Encounter 1 does not count toward a milestone, as there was no challenge associated with that encounter.) If this encounter was run during Encounter Two, the milestone is reached at the completion of that encounter.

EXPERIENCE POINTS

The characters receive 35/55 experience points for successfully completing the combat challenge. (Award half experience if they failed.)

ENCOUNTER 3: A RESCUE! STATISTICS (LOW LEVEL AND HIGH LEVEL)

Human Rabble		Level 2 Minion
Medium natural humanoid		XP 31
Initiative +0	Senses Perception +0	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 11, Will 11; see also <i>mob rule</i>		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+6 vs. AC; 4 damage.		
Mob Rule		
A human rabble gains a +2 power bonus to defenses while at least two other human rabble are within 5 squares of it.		
Alignment Unaligned	Languages Common	
Str 14 (+2)	Dex 10 (+0)	Wis 10 (+0)
Con 12 (+1)	Int 9 (−1)	Cha 11 (+0)
Equipment: club		

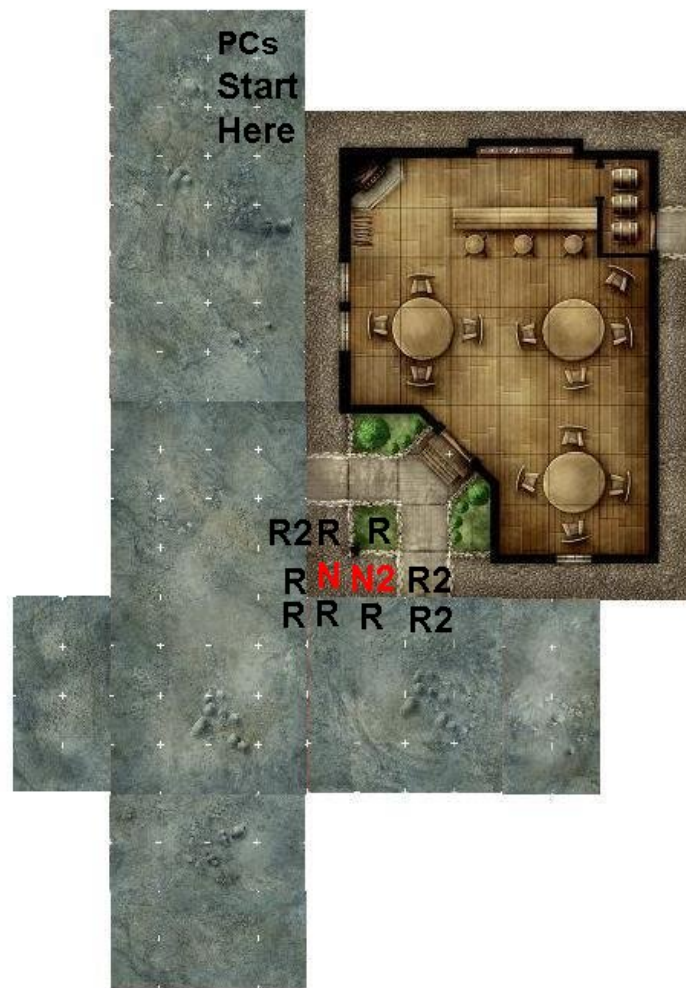
ENCOUNTER 3: A RESCUE! MAP

DUNGEON TILES

Tavern / Floor	8x10	x1
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LOST CAVERNS OF THE UNDERDARK

Floor / Tunnel	4x8	x1
Floor/ Tunnel with Stream	4x8	x1
Floor / Cave Pillar	2x4	x2
Floor / Tunnel	4x4	x1
Floor / Pool	4x2	x1



ENCOUNTER 4: CATCHING THE THIEF

ENCOUNTER LEVEL 2/4 (675/925 XP)

SETUP

This encounter includes the following creatures:

- 1 **shopkeeper** (S), Hal
- 1 **wererat thief** (W), Fang
- 2 **human bandits** (B)
- 1 **halfling thief** (H)

The PCs go to the shop in Dock Ward where the fence Kovic leaves messages and payments for the thief. The table in the center of the room covers a trap door. The trap door opens onto a spiral staircase leading to the lower level where the thief gang assembles before going on their capers.

As the adventurers enter the area, read:

The modest shop the fence sent you to sells new and used boots. The only person in the shop currently is the shopkeeper, a short, thin human man of middle years.

The shop carries mainly leather boots, both new and slightly used.

The shopkeeper, Hal, is related to one of the human bandits and has been paid well. He gets his shop space rent free and a (very small) portion of their take, hence the difficulty in gaining information from him. If the PCs notice the trap door and ask him about it, lower the DCs of the Diplomacy/Intimidate checks by 5. He tries to pay the PCs to leave him and the trap door alone (but he can only offer a pair of boots each and 5 gp).

Perception (DC 20): The PC notices the trap door underneath the table.

Insight (DC 11): The PC notices that the shopkeeper is nervous with so many (well-armored) people in his shop at once.

Diplomacy/Intimidate (DC 15): The shopkeeper admits that there is a secret door to an underground chamber, and he does not know of any other entrance.

Diplomacy/Intimidate (DC 20): The shopkeeper admits that the thief is down in the chamber.

Diplomacy/Intimidate (DC 25): The shopkeeper reveals the number of thieves in the gang. He also admits that he suspects there is another entrance but does not know how to get to it.

THE ALARM

There is a silent alarm on the trap door. Perception (DC 25) finds the alarm mechanism. Thievery (DC 20) disables the alarm.

Fang is a wererat and part of a gang of thieves. The thieves flee or surrender rather than die. Fang talks if provided with incentive. He reveals that he was hired to commit the theft and to take the sextant to a factor (a broker). The rest was his profit. He does not know names, but the factor who hired him is a gnome merchant traveling with a caravan. He gave the sextant to the gnome and received the remainder of his payment this morning. The gnome is at an inn in Trade Ward, but he is preparing to leave Waterdeep shortly.

FEATURES OF THE AREA

Illumination: The lighting comes from a combination of candles (one on each of the larger tables) and the glowing markings on the floor. The 10' by 10' area with the inscribed blue lines in the floor is brightly lit for anyone standing in one of the four squares, but only dim light beyond that area. Also, if the PCs do not think about dousing the light from the boot shop before they open the trap door, the light from the open trap door illuminates the spiral stairs, including the landing of the stairs, with bright light, serving as additional warning to the thieves.

Spiral Stairs: Steep spiral stairs lead into the chamber, and going down them takes 6 squares of movement over difficult terrain (a total move of 12). The ceiling height of the room is 20 feet. For the first 4 squares of downward movement, the PCs have total cover from below. The next square provides cover (+2 to AC), but the last square has no cover.

Old Portal: Bright glowing blue lines are inscribed on the floor with glowing gold disks inset into each corner. The area is considered difficult terrain as some distortion of the magic seems to resist movement across the area. The thieves know this and avoid the area. They also try to maneuver the PCs into the area.

Tables: Two tables are on the main floor of the room. The smaller one is sized for a small creature. If the thieves are warned, one of the human bandits turns the larger table on its side and uses it for cover.

The tables are obstacles to movement but can be moved.

Plain Stairs: Two sets of wooden stairs lead up to platform, which is ten feet above main floor level. The wooden stairs are difficult terrain.

Trap Door: A trap door leading to the city sewers is in the far corner of the room. A move action is required to open the trap door, which leads to a 10-foot drop into the sewers.

TACTICS

If the PCs manage to surprise the thieves (douse the shop light and disable the alarm on the trap door), the wererat and one human bandit are on the platform near the desk, and the other human bandit and the halfling are by the large table. If surprised, one thief in each spot throws a dagger at available targets while the other overturns the table for cover. They use ranged attacks until the PCs close.

If the thieves are aware of the PCs, the long table on the lower level of the room is overturned, and the halfling is behind it. One human bandit is on the platform. The other human bandit and the wererat are hiding in the shadows near the spiral stairs, waiting to ambush PCs coming down the stairs. If there are 6 PCs, the additional halfling is on the platform. Moving into these positions are their actions during the surprise round; the wererat uses his *Acrobatics* skill to reduce the damage (1d10) from jumping off the platform to move into the ambush position.

If the bandits gain initiative, they ready actions to attack the first PC to enter the room. They attempt to gain flanking positions if in bright light. If in melee, the bandits use *dazzling strike*.

Once the halfling is down to only one dagger, he uses his *mobile melee attack* to avoid being adjacent to opponents or to gain flanking.

If possible, the wererat uses his *easy target* power as part of a sneak attack at the start of combat. If the room is brightly lit or the wererat is no longer hidden, he uses *setup strike*, and then uses his action point for the *riposte strike*. Otherwise, the wererat uses the *riposte strike*. The action point is used upon successful use of *setup strike* or *easy target* (whichever comes first) to take maximum advantage of sneak attack.

These thieves are not inclined to fight to the death. The thieves attempt to flee (but still fight) when bloodied, using either the trap door to the sewers or the spiral stairs. Once half the thieves are unconscious, any standing bloodied thieves surrender. All of the thieves use the Knocking Creatures

Unconscious rule for final blows; they are not murderers.

SCALING THE ENCOUNTER

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

Four PCs: Remove one halfling thief.

Six PCs: Add one halfling thief.

ENDING THE ENCOUNTER

Escaping NPCs know both the sewers and the neighborhood well; they only need an 8-square lead to shake off pursuit.

If Fang dies, the other thieves know that the sextant went to someone staying at The Gentle Rest in Trade Ward. Part of the deal was they were to steal more than just the sextant, and they could sell the other items.

The thief, Fang, talks if provided with some incentive, such as not being killed. He reveals that he was hired to commit the theft and to take the sextant to a factor (a broker for someone outside of Waterdeep). The other stolen items made additional profit. He does not know names, but the factor who hired him is a gnome merchant traveling with a caravan. Fang gave the sextant to the gnome and received the remainder of his payment. The gnome is at The Gentle Rest in Trade Ward, but he is preparing to leave Waterdeep before the gates close today. Fang gives the PCs a description of the gnome.

The PCs can attempt a Perception check (DC 20) to find the words “The Gentle Rest” (the inn name) and “gnome” on some papers in the hideout.

The PCs may want to know more about the area with the glowing blue lights. No one can make the portal work properly at this time.

- Arcana (DC 25): This was a portal, but no one can tell where it led. A ritual known as *Analyze Portal* would be needed for that information, as well as how to make it function.
- Arcana (DC 28): The old portal was linked to another portal and its usage required a key. The design seems unusual.

If the PCs ask the thieves about the area with the glowing lines, the thieves tell them that they believe it is the remains of a portal which no longer works.

EXPERIENCE POINTS

The characters receive 135/185 experience points each for defeating the thieves.

TREASURE

The PCs gain 25 gp each from the thieves' personal loot. They also find a pair of *catstep boots* (low-level only), a *lightning weapon* +1, a *bag of holding*, and a *cloak of resistance* +2 (high-level only). The City Watch returns these items to the PCs, as they are not on any stolen item list.

ENCOUNTER 4: CATCHING THE THIEF STATISTICS (LOW LEVEL)

Wererat Rogue	Level 3 Elite Skirmisher
Medium natural humanoid (shapechanger)	XP 300
Initiative +7 Senses Perception +7; low-light vision	
HP 57; Bloodied 28	
Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration does not function on its next turn)	
AC 17; Fortitude 15, Reflex 18, Will 13	
Saving Throw +2	
Immune filth fever (see below)	
Action Point 1	
Speed 6, climb 4 (not in human form)	
m Short Sword (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d6 + 4 damage.	
m Bite (standard; at-will)	
+8 vs. AC; 1d4 + 2 damage plus ongoing 2 damage (save ends), and the target contracts filth fever (see below).	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +6 vs. AC; 1d4+3 damage.	
M Riposte Strike (standard; at-will) Martial, Weapon	
+8 vs. AC; 1d6+4 damage. If the target attacks you before the start of your next turn, you make your riposte against the target as immediate interrupt; +8 vs AC; 1d6 damage.	
M Setup Strike (standard; encounter) Martial, Weapon	
+8 vs. AC; 2d6+4 damage, and the target grants you combat advantage until the end of your next turn.	
M Easy Target (standard; daily) Martial, Weapon	
+8 vs. AC; 2d6+4 damage, and the target is slowed and grants combat advantage to you (save ends both).	
Tumble (move; encounter) Martial	
Shift 3 squares.	
Change Shape (minor; at-will) Polymorph	
A wererat can alter its physical form to appear as a dire rat or a unique human. It loses its bite attack in human form.	
Combat Advantage	
The wererat deals +1d6 damage on melee attacks against any target he has combat advantage against.	
First Strike	
Gains combat advantage against any creature that has not yet acted in that encounter.	
Sneak Attack	
Once per round, when you have combat advantage against an enemy and are using a light blade, your attacks against that enemy deal +2d6 extra damage. This does not stack with combat advantage above.	
Alignment Evil Languages Common	
Skills Acrobatics +10, Bluff +6, Stealth +10, Streetwise +6, Thievery +10	
Str 10 (+1)	Dex 18 (+5) Wis 12 (+2)
Con 16 (+4)	Int 10 (+1) Cha 11 (+1)
Equipment cloak, short sword, 2 daggers, thieves tools	

Filth Fever	Level 3 Disease
Endurance stable DC 16, to improve DC 21	
Disease Track	
<ul style="list-style-type: none"> The target is cured. Initial Effect: The target loses 1 healing surge The target takes a -2 penalty to AC, Fortitude defense and Reflex Defense. The target takes a -2 penalty to AC, Fortitude defense and Reflex Defense. The target loses all healing surges and cannot regain hit points. 	

Human Bandit	Level 2 Skirmisher
Medium natural humanoid (human)	XP 125
Initiative +6 Senses Perception +1	
HP 37; Bloodied 18.	
AC 16; Fortitude 12, Reflex 14, Will 12	
Speed 6	
m Mace (standard; at-will) Weapon	
+4 vs. AC; 1d8+1 damage, and the human bandit can shift 1 square.	
r Dagger (standard; at-will) Weapon	
Ranged 5/10; +6 vs. AC; 1d4+3 damage.	
M Dazzling Strike (standard; encounter) Weapon	
Requires mace; +4 vs. AC; 1d8+1 damage; the target is dazed until the end of the human bandit's next turn, and the human bandit can shift 1 square.	
Combat Advantage	
The human bandit deals +1d6 damage on melee and ranged attacks against any target he has combat advantage against.	
Alignment Unaligned Languages Common	
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2)	Dex 17 (+4) Wis 11 (+1)
Con 13 (+2)	Int 10 (+1) Cha 12 (+2)
Equipment leather armor, mace, 4 daggers	

Halfling Thief	Level 2 Skirmisher
Small natural humanoid (halfling)	XP 125
Initiative +6 Senses Perception +1	
HP 34; Bloodied 17.	
AC 16; Fortitude 13, Reflex 15, Will 14; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6; see also <i>mobile melee attack</i>	
m Dagger (standard; at-will) Weapon	
+7 vs. AC; 1d4+3 damage.	
r Dagger (standard; at-will) Weapon	
Ranged 5/10; +7 vs. AC; 1d4+3 damage.	
Combat Advantage	
The halfling thief deals +1d6 damage on melee attacks against any target is has combat advantage against.	
Mobile Melee Attack (standard; at-will)	
A halfling thief can move up to half its speed and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt; when the halfling would be hit by an attack; encounter)	
When hit by an attack, a Halfling forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned Languages Common	
Skills Acrobatics +11, Stealth +9, Thievery +11	
Str 12 (+2)	Dex 16 (+4) Wis 11 (+1)
Con 10 (+1)	Int 10 (+1) Cha 14 (+3)
Equipment leather armor, 4 daggers, thieves tools	

ENCOUNTER 4: CATCHING THE THIEF STATISTICS (HIGH LEVEL)

Wererat Rogue (level 5)	Level 5 Elite Skirmisher
Medium natural humanoid (shapechanger)	XP 400
Initiative +7	Senses Perception +7; low-light vision
HP 73; Bloodied 36	
Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration does not function on its next turn)	
AC 19; Fortitude 17, Reflex 20, Will 15	
Saving Throw +2	
Immune filth fever (see below)	
Action Point 1	
Speed 6, climb 4 (not in human form)	
m Short Sword (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d6 + 5 damage.	
m Bite (standard; at-will)	
+10 vs. AC; 1d4 + 3 damage plus ongoing 2 damage (save ends), and the target contracts filth fever (see below).	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +8 vs. AC; 1d4+4 damage.	
M Riposte Strike (standard; at-will) Martial, Weapon	
+10 vs. AC; 1d6+5 damage. If the target attacks you before the start of your next turn, you make your riposte against the target as immediate interrupt; +10 vs. AC; 1d6 damage.	
M Setup Strike (standard; encounter) Martial, Weapon	
+10 vs. AC; 2d6+4 damage, and the target grants you combat advantage until the end of your next turn.	
M Easy Target (standard; daily) Martial, Weapon	
+10 vs. AC; 2d6+4 damage, and the target is slowed and grants combat advantage to you (save ends both).	
Tumble (move; encounter) Martial	
Shift 3 squares.	
Change Shape (minor; at-will) Polymorph	
A wererat can alter its physical form to appear as a dire rat or a unique human. It loses its bite attack in human form.	
Combat Advantage	
The wererat deals +1d6 damage on melee attacks against any target he has combat advantage against.	
First Strike	
Gains combat advantage against any creature that has not yet acted in that encounter.	
Sneak Attack	
Once per round, when you have combat advantage against an enemy and are using a light blade, your attacks against that enemy deal +2d6 extra damage. This does not stack with combat advantage above.	
Alignment Evil	Languages Common
Skills Acrobatics +10, Bluff +6, Stealth +10, Streetwise +6, Thievery +10	
Str 10 (+1)	Dex 18 (+5) Wis 12 (+2)
Con 16 (+4)	Int 10 (+1) Cha 11 (+1)
Equipment cloak, short sword, 2 daggers, thieves tools	

Filth Fever	Level 3 Disease
Endurance stable DC 16, to improve DC 21	
Disease Track	
<ul style="list-style-type: none"> The target is cured. Initial Effect: The target loses 1 healing surge The target takes a -2 penalty to AC, Fortitude defense and Reflex Defense. The target takes a -2 penalty to AC, Fortitude defense and Reflex Defense. The target loses all healing surges and cannot regain hit points. 	

Human Bandit	Level 2 Skirmisher
Medium natural humanoid (human)	XP 125
Initiative +6	Senses Perception +1
HP 37; Bloodied 18.	
AC 16; Fortitude 12, Reflex 14, Will 12	
Speed 6	
m Mace (standard; at-will) Weapon	
+4 vs. AC; 1d8+1 damage, and the human bandit can shift 1 square.	
r Dagger (standard; at-will) Weapon	
Ranged 5/10; +6 vs. AC; 1d4+3 damage.	
M Dazzling Strike (standard; encounter) Weapon	
Requires mace; +4 vs. AC; 1d8+1 damage; the target is dazed until the end of the human bandit's next turn, and the human bandit can shift 1 square.	
Combat Advantage	
The human bandit deals +1d6 damage on melee and ranged attacks against any target he has combat advantage against.	
Alignment Unaligned	Languages Common
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2)	Dex 17 (+4) Wis 11 (+1)
Con 13 (+2)	Int 10 (+1) Cha 12 (+2)
Equipment leather armor, mace, 4 daggers	

Halfling Thief	Level 2 Skirmisher
Small natural humanoid (halfling)	XP 125
Initiative +6	Senses Perception +1
HP 34; Bloodied 17.	
AC 16; Fortitude 13, Reflex 15, Will 14; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6; see also <i>mobile melee attack</i>	
m Dagger (standard; at-will) Weapon	
+7 vs. AC; 1d4+3 damage.	
r Dagger (standard; at-will) Weapon	
Ranged 5/10; +7 vs. AC; 1d4+3 damage.	
Combat Advantage	
The halfling thief deals +1d6 damage on melee attacks against any target is has combat advantage against.	
Mobile Melee Attack (standard; at-will)	
A halfling thief can move up to half its speed and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt; when the halfling would be hit by an attack; encounter)	
When hit by an attack, a Halfling forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned	Languages Common
Skills Acrobatics +11, Stealth +9, Thievery +11	
Str 12 (+2)	Dex 16 (+4) Wis 11 (+1)
Con 10 (+1)	Int 10 (+1) Cha 14 (+3)
Equipment leather armor, 4 daggers, thieves tools	

ENCOUNTER 4: CATCHING THE THIEF MAP

DUNGEON TILES

Shop / Floor	8x10	x1
Pit / Floor	4x4	x1
Spiral Stairs/ Floor	2x2	x1
Trap Door/ Floor	1x1	x1

ARCANE CORRIDORS

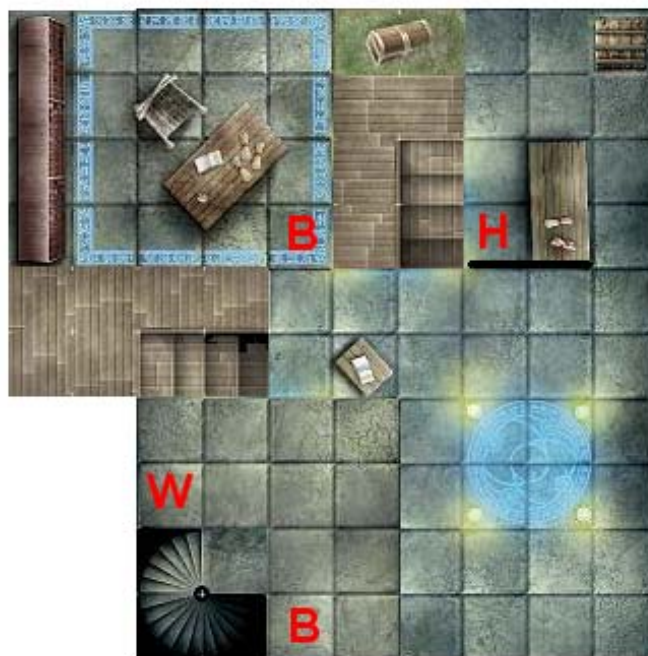
Tower Top/ Magic Lab	8x10	x1
Wall/ Bookcase	4x2	x1
Natural Pit / Desk	4x4	x1

RUINS OF THE WILD

Log / Treasure Chest	1x2	x1
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HIDDEN CRYPTS

Wood Platform / Floor	2x4	x1
Wood Platform 2 / Floor	2x4	x1



ENCOUNTER 5: STOPPING THE BUYER

ENCOUNTER LEVEL 2/4 (650/900 XP)

SETUP

This encounter includes the following creatures:

1 gnome arcanist (A), Orlamm Rivenstone

2 gnome skulks (S)

2 guard drakes (D)

In Trade Ward, the gnome and his bodyguards are found and confronted. The factor is a gnome arcanist with gnome skirmishers and guard drakes as bodyguards. The factor does not know the name of the man who hired him, just a destination (well away from the city) to take the sextant. His identity remains a mystery for now.

Depending upon the PCs success or failure in the Encounter 2 skill challenge and other decisions they might make, Orlamm (the buyer and current bearer of the sextant) may still be found inside an inn named The Gentle Rest in Trade Ward, outside the inn next to the stables loading their wagon, or driving the wagon on a street approaching the South Gate of Waterdeep. The more Orlamm has become alerted that someone is hunting for him, the more ready for combat he is.

SCENE: THE GENTLE REST

If the PCs were successful in Encounter Two, they find the gnomes still here in the inn.

The Gentle Rest is an old, large, comfortable inn on High Road, where it bends to meet Waterdeep Way. The inn has five floors and a stable located on an alley behind the inn. The current proprietor is Marlak Buckman, a jovial, stout, middle-aged man of average height. The gnome party is still in their second-floor room packing to leave Waterdeep, but they come down the stairs and head out the back door to the stables to load their wagon.

As the adventurers enter the area, read:

Entering the Gentle Rest, you see a stout, middle-aged human cleaning a table in the tap room. He looks up and smiles, saying, "Welcome to the Gentle Rest. May I fetch you a cup of wine or a tankard of ale? Or perhaps you seek lodging?"

- The innkeeper shares information with the PCs, but he calls the City Watch if threatened or if he

notices combat in his inn. The City Watch arrives 5 minutes after being called.

- If asked about gnomes, he states that there are three gnome travelers: Mr. Orlamm Rivenstone (a merchant factor from Scornubel) and a couple of guards.
- A factor is someone who transacts business for another person. It is fairly common for the rich and those too busy to travel to use a factor to conduct business for them.
- "The gnomes are on the second floor, in a room all the way in the back. Beyond the door in the tap room, take the stairs to the second floor and follow the hallway to the back."
- "Yes, that room does have a window overlooking the alley."
- The gnomes have been at the Gentle Rest for two weeks. They are leaving today. They have been quiet guests; it is easy to overlook their presence.
- The maids do not clean the gnomes' room because of the guard drakes. Too dangerous.
- Guard drakes are reptiles about as tall as a halfling and trained to guard people and possessions.
- The gnomes have a horse and wagon out back by the stables. A hostler is harnessing the horse to the wagon for their departure.
- The shortest way to the stables is the back door of the Inn. If you use the front door, you must circle (clockwise) around a long block of buildings to reach the Gentle Rest stables. That path would take a couple of minutes.

The gnomes are in a hurry to leave. Although they know that location magic does not work in Waterdeep, the longer they wait, the greater the risk of being caught. Most of their supplies are already out on the wagon.

If the PCs go to confront Orlamm in his room:

A couple of gnomes stand in an open doorway at the end of the hall. They jump back in the room and slam the door shut.

- In quick teamwork, the gnomes bolt the door, smash open the back window, and toss out a rope tied to a bed post. Leaving the guard drakes by the broken window, the gnomes hide in the dimly lit room with the gnome arcanist's *aura of illusion*.
- A DC 16 Strength check breaks the wooded door. Opening the lock is a DC 20 Thievery check. Otherwise, the door can be smashed down after a few rounds.

In the dim light, two guard drakes sit in front of a broken window, with a rope dangling out the window.

- Unless the players say they are looking for anyone hiding in the room, use the PCs' passive Perception checks against the gnomes' Stealth checks. The PCs can actively look as well.
- If the PCs fall for the trick and run out of the room, the gnomes sneak away. If the wagon is left unguarded, the gnomes take the horse and wagon. If the PCs realize the gnomes tricked them and took the wagon, a quick pursuit towards the South Gate catches the gnomes in the "On the Street" scene.
- If the PCs do not fall for the trick and/or spot the gnomes, then combat starts.

FEATURES OF THE AREA

The Gentle Rest has smooth, wooden floors and walls with typical furnishings for an inn.

Illumination: Given the left (northwest) window is covered with a heavy curtain, and it is late afternoon, the room has only indirect dim light through the broken back (northeast) window.

Beds: Beds count as difficult terrain.

SCENE: OUT THE BACKDOOR OF THE INN

The PCs may arrive before the gnomes leave their room but decide to wait for them by the backdoor of the inn, which could mean the fight occurs in the ground floor hallway or in the alley behind the inn. Regardless, the NPCs attempt escape using their Stealth skill in conjunction with the arcanist's *aura of illusion*. They move slowly to give them their best chance of escape. The guard drakes fight whichever PCs attack their masters.

SCENE: BY THE STABLES

If the PCs failed the skill challenge in Encounter 2, one of the consequences is gossip circulated about adventurers searching for items recently stolen from a noble house. The gnomes have grown concerned and accelerated their plan to leave Waterdeep. When the PCs arrive at the inn, the gnomes are already boarding the wagon.

The Gentle Rest stables can be reached out the back door of the inn, a short distance down Spoils Alley.

Use the previous discussion with the innkeep. The gnomes attempt to remain hidden using their Stealth skill and the *aura of illusion*. The guard drakes are not

particularly good at hiding. Check PC Perception versus the gnomes Stealth checks.

A loaded wagon is harnessed to a horse outside the stables but no gnomes. There are two guard drakes sitting in the wagon.

- If the PCs spot the gnomes, then combat starts.
- If the PCs do not perceive the gnomes and leave, the gnomes head toward the South Gate. The PCs might realize what happened and pursue. If so, use the scene "On the Street."
- If the PCs ask one of the hostlers, he says the gnomes were just there a minute ago. He thought the gnomes were finished loading the wagon, and he had been tipped for his service.

FEATURES OF THE AREA

The Gentle Rest stables are sizeable and a cobblestone apron provides an area for rigging wagons and carriages. Inside are typical horse stalls and a hay loft. Towards the back is space for wagon and cart storage.

Illumination: The light in the stables is very dim. Outside, the fading light of the setting sun provides bright light.

Wagon: The wagon bed is about two feet off the ground. Nearby are a water trough and a hitching post. Moving onto the wagon counts as difficult terrain.

SCENE: ON THE STREET

The PCs could end up facing the gnomes along High Road heading south towards the city gate. In this location, the City Watch arrives 2 minutes after combat starts.

Ahead is a horse drawn wagon. Three gnomes sit on the wagon bench, yelling at laborers who have dropped a statue on the road in front of the horse. Two of the gnomes are armed with crossbows. Two guard drakes are in the wagon behind them.

FEATURES OF THE AREA

The High Road is paved with stone.

Illumination: Given the sun is setting, the shadows are long across the North-South street, but it is still bright light.

Trash: Empty boxes and trash lie in nearby alleys (difficult terrain marked with X on map).

People: Small groups of pedestrians (P) are marked on the map. This counts as difficult terrain.

TACTICS

If the gnomes can use their powers to distract or evade the PCs and escape, they do. The guard drakes immediately attack any perceived threat, fighting to their death unless called off by the gnomes. They do not chase the PCs, staying close to the gnomes. The gnomes are not trying to kill the PCs and try to render them unconscious or dazed and unable to chase.

The gnomes can hide within the arcanist's *aura of illusion*. He uses the illusory terrain to hinder the PCs' movement. He uses *scintillating bolt* and *startling glamor* each round to daze enemies and shift them into positions where they can be flanked. Once bloodied, he uses *fey step* if possible. The gnome arcanist surrenders when he becomes bloodied, the gnome skulks are dropped, and he has no option to escape.

SCALING THE ENCOUNTER

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

Four PCs: Remove one guard drake.

Six PCs: Add one gnome skulk.

ENDING THE ENCOUNTER

The gnome arcanist is not willing to die for this hire, and he does not want to be caught by the City Watch with a stolen heirloom of a noble house. He bargains with the PCs to surrender the heirloom and admit he was hired to arrange the theft of the sextant if that gains his freedom. The PCs can, of course, search the packs and find the sextant before the City Watch arrives.

- **What is your name?** Orlamm Rivenstone
- **Where are you from?** Scornubel
- **Who hired the gnomes to arrange the theft?** I do not know his name.
- **Where were you hired?** In Scornubel.
- **What did the person look like?** A tall man who wore a black hooded cloak.
- **Where were you going to deliver the heirloom?** I was to take the sextant to Loudwater. I would be met there. I would be shown the other half of this torn paper by a person and I was to give the sextant to that person.
- **How much were you paid?** I was paid 250 gp in advance and another 250 gp was promised upon delivery.
- **Why did he want the sextant?** I don't know.

EXPERIENCE POINTS

The characters receive 130/180 experience points each for defeating the gnomes and guard drakes.

TREASURE

The characters gain 25 gp (50 gp in high level) each from Geth for the recovery of the Sextant. They also receive a +1 *symbol of hope* (low level only), *exalted armor* +1, and a ritual book with *Comprehend Languages* and *Tenser's Floating Disk* from House Moonstar.

CONCLUSION

If the adventure is a success, the Geth Stormlight is very pleased and pays the PCs the promised amount.

The PCs are introduced to Stedd Moonstar, the heir to House Moonstar, if they return the sextant. House Moonstar is very grateful to the adventurers and offers future support. Give Story Award One. House Moonstar also adds a few magic items to the treasure.

The City Watch is pleased that a crime has been solved and a criminal apprehended. Kerri Littlefield, a civilar in Trade Ward, becomes an ally of the PCs. Give Story Award Two.

If the PCs saved the young noble couple in Encounter 3, then they may receive Story Award Three: Lesser Favor of House Silmerhelve. Remember that a PC may only receive 2 story awards.

ENCOUNTER 5: STOPPING THE BUYER STATISTICS (LOW LEVEL)

Gnome Arcanist	Level 3 Controller (Leader)
Small fey humanoid (gnome)	XP 150
Initiative +1 Senses Perception +1; low-light vision	
Aura of Illusion (Illusion) aura 5; the gnome arcanist and all allies in the aura gain concealment and can hide in the aura.	
HP 46; Bloodied 23	
AC 16; Fortitude 13, Reflex 15, Will 13	
Speed 5; see also <i>fey step</i>	
m Dagger (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d4 damage.	
R Scintillating Bolt (standard; at-will) ♦ Radiant	
Range 10; +6 vs. Fortitude; 1d6 + 4 radiant damage, and the target is dazed (save ends).	
R Startling Glamor (minor; at-will) ♦ Fear, Illusion	
Range 10; +7 vs. Will; the target slides 1 square.	
C Illusory Terrain (standard; recharge 4 5 6) ♦ Illusion	
Close burst 5; targets enemies; +7 vs. Will; the target is slowed (save ends).	
Fade Away (immediate reaction, when the gnome arcanist takes damage; encounter) ♦ Illusion	
The gnome arcanist turns invisible until it attacks or until the end of its next turn.	
Fey Step (move; encounter) ♦ Teleportation	
The gnome arcanist teleports 5 squares.	
Reactive Stealth	
If a gnome has cover or concealment when it makes an Initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Alignment Unaligned	Languages Common, Elven
Skills Arcana +12, Bluff +8, Insight +6, Stealth +8	
Str 10 (+1)	Dex 10 (+1) Wis 11 (+1)
Con 14 (+3)	Int 18 (+5) Cha 15 (+3)
Equipment robes, dagger	

Gnome Skulk	Level 2 Lurker
Small fey humanoid (gnome)	XP 125
Initiative +8 Senses Perception +2; low-light vision	
HP 34; Bloodied 17	
AC 16; Fortitude 14, Reflex 14, Will 12	
Speed 5	
m War Pick (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8+3 damage (crit 1d8+11).	
R Hand Crossbow (standard; at-will) ♦ Weapon	
Range 10/20; +7 vs. AC; 1d6 + 3 damage.	
Combat Advantage	
The gnome skulk deals extra +1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Fade Away (immediate reaction, when the gnome skulk takes damage; encounter) ♦ Illusion	
The gnome skulk turns invisible until it attacks or until the end of its next turn.	
Reactive Stealth	
If a gnome has cover or concealment when it makes an Initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Shadow Skulk	
When a gnome skulk makes a melee or ranged attack from hiding and misses, it is still considered to be hiding.	
Alignment Unaligned	Languages Common, Elven
Skills Arcana +10, Stealth +11, Thievery +9	
Str 8 (+0)	Dex 17 (+4) Wis 12 (+2)
Con 16 (+4)	Int 14 (+3) Cha 13 (+2)
Equipment leather armor, war pick, hand crossbow with 20 bolts	

Guard Drake	Level 2 Brute
Small natural beast (reptile)	XP 125
Initiative +3 Senses Perception +7	
HP 48; Bloodied 24	
AC 15; Fortitude 15, Reflex 13, Will 12	
Immune fear (while within 2 squares of an ally)	
Speed 6	
m Bite (standard; at-will)	
+6 vs. AC; 1d10+3 damage, or 1d10+9 damage while within 2 squares of an ally.	
Alignment Unaligned	Languages -
Str 16 (+4)	Dex 15 (+3) Wis 12 (+2)
Con 18 (+5)	Int 3 (-3) Cha 12 (+2)

ENCOUNTER 5: STOPPING THE BUYER STATISTICS (HIGH LEVEL)

Gnome Arcanist (level 5)	Level 5 Controller (Leader)
Small fey humanoid (gnome)	XP 200
Initiative +1 Senses Perception +1; low-light vision	
Aura of Illusion (Illusion) aura 5; the gnome arcanist and all allies in the aura gain concealment and can hide in the aura.	
HP 62; Bloodied 31	
AC 18; Fortitude 15, Reflex 17, Will 14	
Speed 5; see also <i>fey step</i>	
m Dagger (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d4 + 1 damage.	
R Scintillating Bolt (standard; at-will) ♦ Radiant	
Range 10; +8 vs. Fortitude; 1d6 + 5 radiant damage, and the target is dazed (save ends).	
R Startling Glamor (minor; at-will) ♦ Fear, Illusion	
Range 10; +9 vs. Will; the target slides 1 square.	
C Illusory Terrain (standard; recharge 4 5 6) ♦ Illusion	
Close burst 5; targets enemies; +9 vs. Will; the target is slowed (save ends).	
Fade Away (immediate reaction, when the gnome arcanist takes damage; encounter) ♦ Illusion	
The gnome arcanist turns invisible until it attacks or until the end of its next turn.	
Fey Step (move; encounter) ♦ Teleportation	
The gnome arcanist teleports 5 squares.	
Reactive Stealth	
If a gnome has cover or concealment when it makes an Initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Alignment Unaligned	Languages Common, Elven
Skills Arcana +13, Bluff +9, Insight +7, Stealth +9	
Str 10 (+2)	Dex 10 (+2) Wis 11 (+2)
Con 14 (+4)	Int 18 (+6) Cha 15 (+4)
Equipment robes, dagger	

Gnome Skulk (level 4)	Level 4 Lurker
Small fey humanoid (gnome)	XP 175
Initiative +8 Senses Perception +2; low-light vision	
HP 46; Bloodied 23	
AC 18; Fortitude 16, Reflex 16, Will 14	
Speed 5	
m War Pick (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d8+4 damage (crit 1d8+12).	
R Hand Crossbow (standard; at-will) ♦ Weapon	
Range 10/20; +9 vs. AC; 1d6 + 4 damage.	
Combat Advantage	
The gnome skulk deals extra +1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Fade Away (immediate reaction, when the gnome skulk takes damage; encounter) ♦ Illusion	
The gnome skulk turns invisible until it attacks or until the end of its next turn.	
Reactive Stealth	
If a gnome has cover or concealment when it makes an Initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Shadow Skulk	
When a gnome skulk makes a melee or ranged attack from hiding and misses, it is still considered to be hiding.	
Alignment Unaligned	Languages Common, Elven
Skills Arcana +11, Stealth +12, Thievery +10	
Str 8 (+1)	Dex 17 (+5) Wis 12 (+3)
Con 16 (+5)	Int 14 (+4) Cha 13 (+3)
Equipment leather armor, war pick, hand crossbow with 20 bolts	

Guard Drake (level 4)	Level 4 Brute
Small natural beast (reptile)	XP 175
Initiative +3 Senses Perception +7	
HP 68; Bloodied 34	
AC 17; Fortitude 17, Reflex 15, Will 14	
Immune fear (while within 2 squares of an ally)	
Speed 6	
m Bite (standard; at-will)	
+8 vs. AC; 1d10+4 damage or 1d10+10 damage while within 2 squares of an ally.	
Alignment Unaligned	Languages -
Str 16 (+4)	Dex 15 (+3) Wis 12 (+2)
Con 18 (+5)	Int 3 (-3) Cha 12 (+2)

ENCOUNTER 5: STOPPING THE BUYER MAP A

DUNGEON TILES

Tavern / Floor	8x10	x1
Stairs / Floor	4x2	x2
Single Door / Floor	1x2	x1

ARCANE CORRIDORS

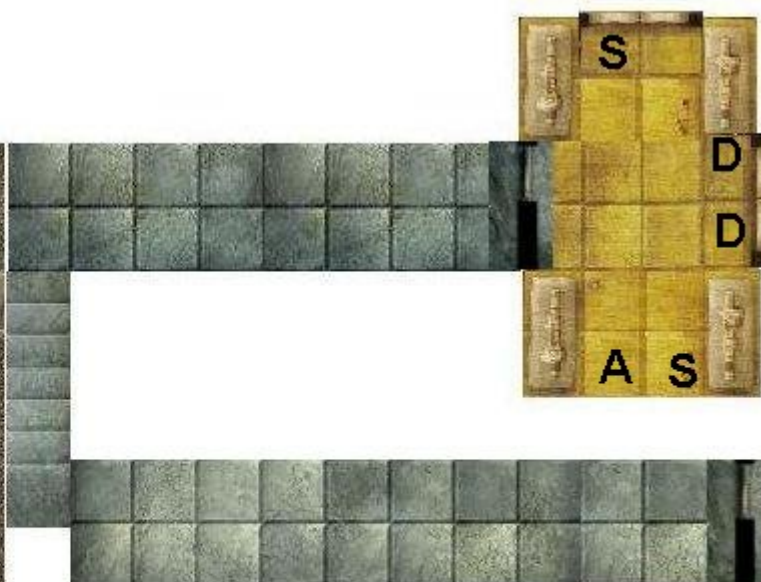
Lightning / Floor	8x2	x1
Fire Bowl / Floor	2x2	x1
Single Door / Floor	2x1	x1

HIDDEN CRYPTS

Stairs / Floor	1x4	x1
Wooden Door / Floor	1x1	x1

DIRE TOMBS

Stone Door/ Broken Urn	2x1	x2
Doors in Hall/ Hallway	4x2	x1
Mummy Tables / Floor	4x2	x2



ENCOUNTER 5: STOPPING THE BUYER MAP B

DUNGEON TILES

Ruins / Floor	4x8	x1
Pool / Floor	4x4	x1
Pit / Floor	4x4	x1

ARCANE CORRIDORS

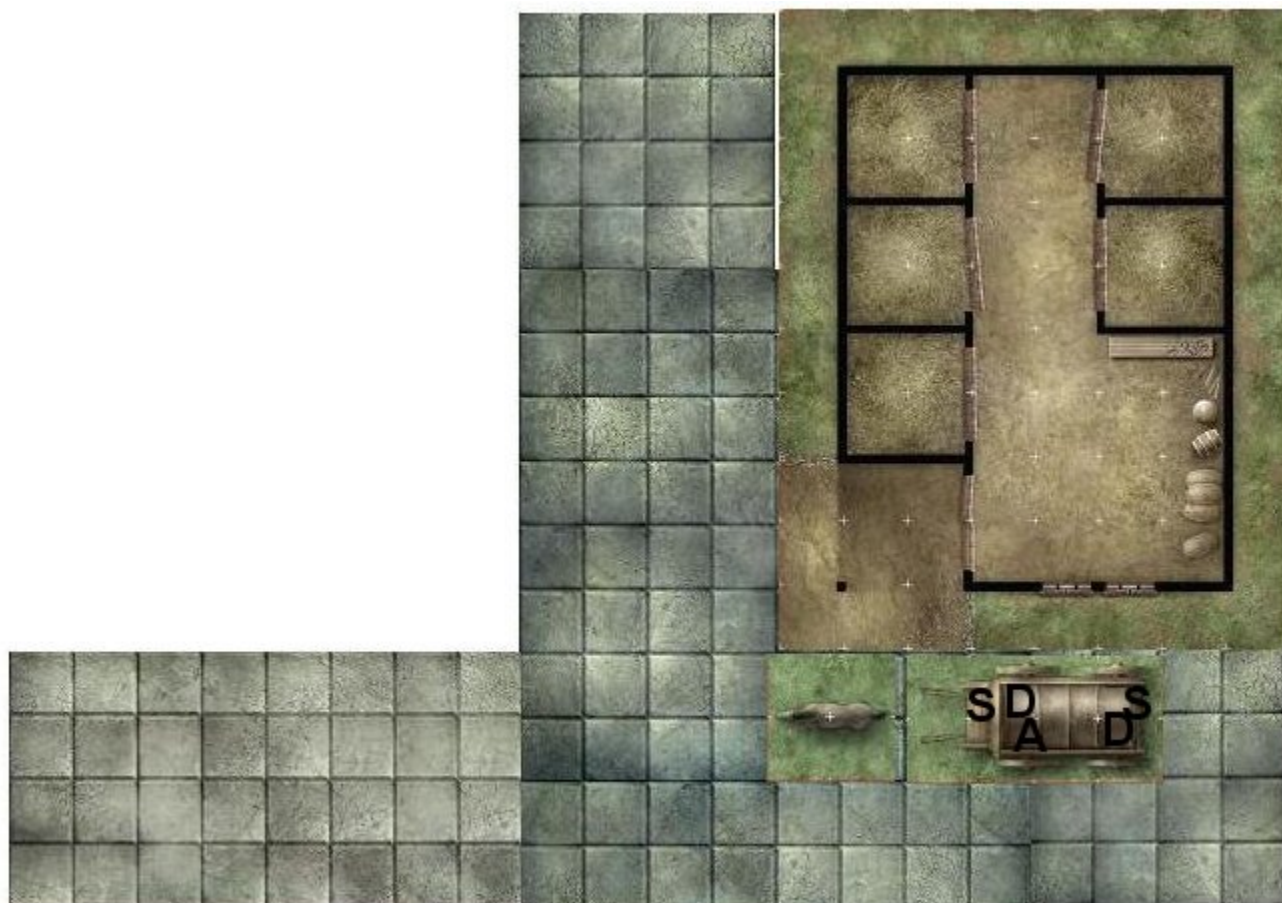
Tower Base / Floor	8x10	x1
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RUINS OF THE WILD

Covered Wagon / Field with Log	4x2	x1
Horse / River Bend	2x2	x1

HIDDEN CRYPTS

Barn / Empty Crypt	8x10	x1
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ENCOUNTER 5: STOPPING THE BUYER MAP C

DUNGEON TILES

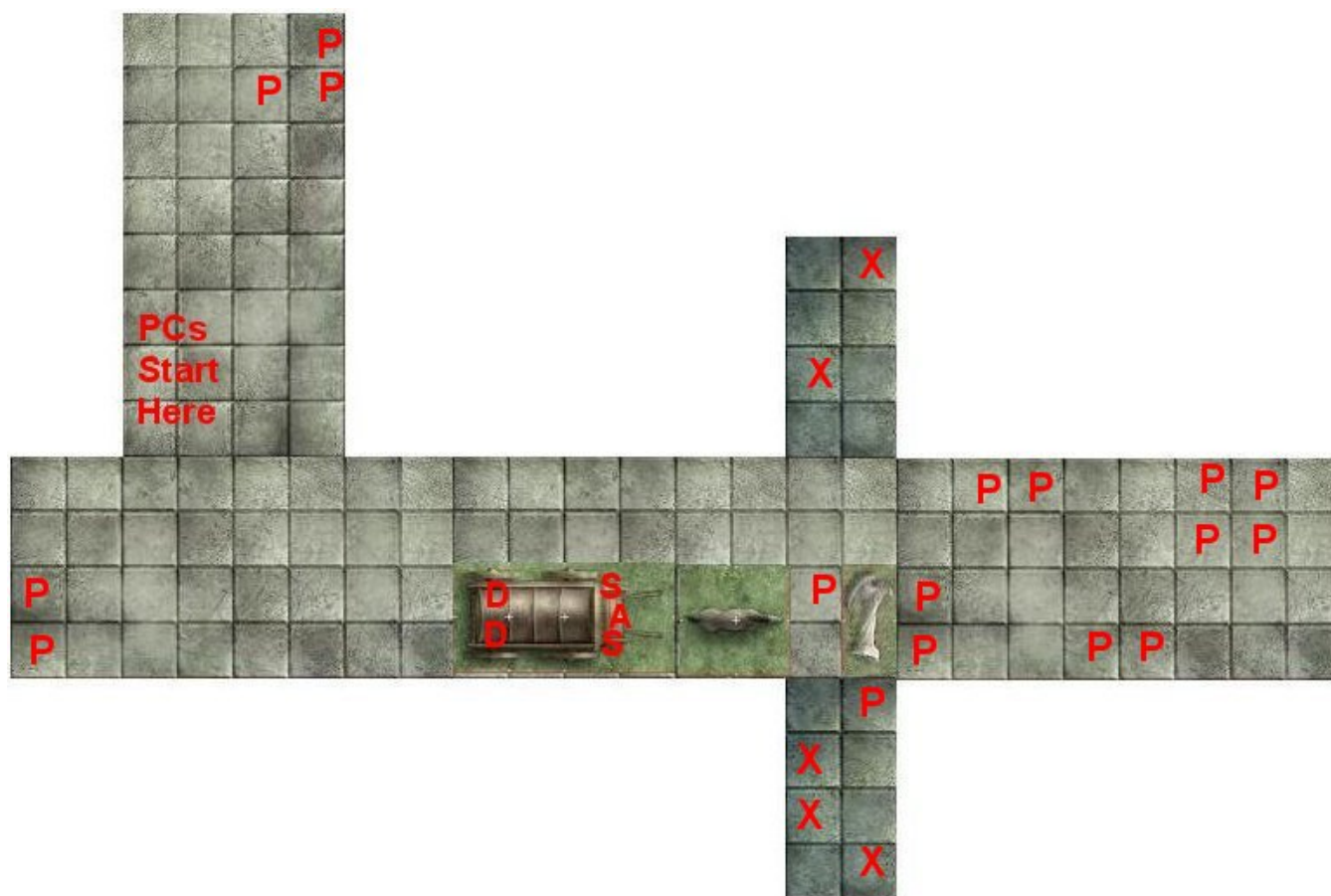
Cave / Floor	4x8	x2
Ruins / Floor	4x8	x1

RUINS OF THE WILD

Covered Wagon / Field with Log	4x2	x1
Horse / River Bend	2x2	x1
Fallen Statue / Mud Puddle	2x1	x1

ARCANE CORRIDORS

Fog / Floor	4x8	x1
Iron Door / Floor	4x2	x1
Magic Wall / Floor	4x2	x1



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.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

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: Finding the Fence

100/140 XP

Encounter 3: A Rescue!

35/55 XP

Encounter 4: Catching the Thief

135/185 XP

Encounter 5: Stopping the Buyer

130/180 XP

Total Possible Experience

400 / 560 XP

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 some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

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 to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. 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.

Gold Per PC

75 / 100 gp

(Encounter 1: 25/25 gp, Encounter 4: 25/25 gp, Encounter 5: 25/50 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *+1 symbol of hope* (low-level version only)
Found in Encounter 5

Bundle B: *catstep boots* (low-level version only)
Found in Encounter 4

Bundle C: *exalted armor +1*
Found in Encounter 5

Bundle D: *lightning weapon +1*
Found in Encounter 4

Bundle E: *bag of holding*
Found in Encounter 4

Bundle F: *cloak of resistance +2* (high-level version only)
Found in Encounter 4

Bundle G: ritual book with Comprehend Languages and Tenser's Floating Disk
Found in Encounter 5

Potion 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 healing* plus 0/25 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50/75 gp to their total gold per PC.

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. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session.

WATE01 Favor of House Moonstar

The PC is vouched for by House Moonstar and may receive invitations to social events in Waterdeep. The PC may also request introductions to, or information on, another Noble House in Waterdeep from House Moonstar.

WATE02 Ally in the City Watch

The PC has a contact in the City Watch, Kerri Littlefield, a civilar in Trade Ward, who may provide additional information on current investigations or criminal suspects to the PC. The civilar may also arrange for your release if you are arrested for a minor or lesser offense, subject to the DM.

WATE03 Lesser Favor of House Silmerhelve

The PC may request information from House Silmerhelve on other noble Houses in Waterdeep, on renowned warriors, or on local festhalls.

ADVENTURE QUESTIONS

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

1. What was the fate of the fence, Kovic?

- a. Never contacted or left as is.
- b. Told to leave town or change profession.
- c. Alive but arrested by the City Watch.
- d. Dead.

2. What was the fate of Fang the wererat thief?

- a. Never confronted or left as is
- b. Told to leave town
- c. Alive but arrested by the City Watch
- d. Dead

3. What was the fate of the gnome, Orlamm Rivenstone?

- a. Never confronted
- b. Told to leave town and not come back
- c. Alive but arrested by the City Watch
- d. Dead

4. What was the fate of the heirloom sextant?

- a. Delivered to ultimate buyer
- b. Destroyed
- c. Returned to House Moonstar
- d. Lost or hidden

5. Were the PCs arrested by the City Watch?

- a. No
- b. Arrested but released without fine
- c. Arrested and fined
- d. Arrested and more severe penalty applied

APPENDIX

Applying Waterdeep Law to the PCs

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

Typical Waterdeep City Watch Patrol

A normal Waterdeep City Watch patrol consists of at least 8 watchmen, all armed and carrying watch horns to summon reinforcements. A patrol consists of a civilar (captain or lieutenant), an armar (sergeant) and watchmen/watchwomen. Their uniform colors are green, black and gold. If reinforcements are needed, another similar patrol will arrive in two minutes and a 16-member, heavily armed City Guard patrol arrives in five minutes.

Time and Season

The hour of the day is noted by a bell in Waterdeep Castle. The current season is late summer; the month is Eleasis (Highsun). Dawn occurs around 7 bells in the morning and sunset occurs around 7 bells in the afternoon.

HANDOUT ONE: 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 TWO: WARDS OF WATERDEEP



HANDOUT THREE: LIST OF STOLEN ITEMS

Gold snuff box with the initials HM on the lid
Silver framed hand mirror with shield of House Moonstar on it
Silver dagger with gilded hilt with shield of House Moonstar on it
Golden comb with a carved dragon head handle
Silver cloak pin in the shape of a griffon's head with a ruby eye
Pendant with a fire opal
Pair of gold earrings with sapphires
Carved rose crystal bell
A silver gorget with pearls
A delicate golden flute
Perfume bottle from Evermeet

House Moonstar's shield is royal blue with a silver crescent moon in the upper left quadrant with four silver stars in a diagonal line