

WATE1-4

MYSTERY OF DEEPWATER HARBOR

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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The Necromancer strikes again at Waterdeep and the brave adventurers must unravel the mystery behind his revenge. This adventure is Part 2 of a major quest, Quest for the Necromancer and follows the story in WATE1-3. A Living Forgotten Realms adventure set in Waterdeep for characters levels 7-10.

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, 2012.

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 7-10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

The man called "The Necromancer" is the son of a deceased Waterdhavian shipping merchant, Captain Darden Morn. The merchant had lost a lucrative fur shipping contract and felt his business was harmed by other guild members at the command of one of the Masked Lords. Captain Morn sought evidence that the

Masked Lord had aided in the theft of a Waterdhavian treasure by an agent of Amn. The merchant found the stolen item in Amn and was returning it to Waterdeep when his ship, the *Ardent Purveyor*, was sunk and most of the crew died. The son, bitter at his father's death and humiliation, is out for revenge.

The Necromancer first struck at the Solemn Order of Recognized Furriers and Woolmen Guild in the adventure WATE1-3 *The Woolmen's Restless Tomb*, wreaking havoc in their guild tomb in the City of the Dead. The Necromancer has now set his gaze on the Guild of Watermen and the Master Mariners' Guild. To that end, he has orchestrated attacks on both guild houses and Fleetswake festivities, and he has kidnapped, tortured and killed three retired guild members who had some involvement in past misdeeds. By his actions, he hopes to provoke investigations which may uncover the murder of Captain Morn and ultimately expose the identity and foul deeds of the Masked Lord he believes responsible for the crime 20 years ago. While he could hire someone or do the investigation himself, he feels any information he would try to bring to light would be discredited because of his background. He also takes some pleasure in the fact that he is instigating the guild to investigate the wrongdoings of their own members.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Clang! You hear the Timehands, a gigantic golemwork clock, ring out the time as you make your way through the Dock Ward of Waterdeep, the City of Splendors. You hustle through the press of bodies, the salty air tickling your nose, as you make your way to the Dancing Mermaid tavern. Clang! The Guild of Watermen and the Master Mariner's Guild are co-hosting a costume party and dinner at the Dancing Mermaid. The food is sure to be lavish and the entertainment so unique its practically from another plane. Clang! If you don't hurry, you're going to miss the party!

Clang! The Timehands concludes its duty as you reach the Dancing Mermaid. It looks like you're just in time for the party!

The PCs are going to be attending a celebration of Fleetswake, a mariners' festival celebrating the sea, the sea trades, and the gods of the sea. Fleetswake spans the last ten days of the month of Ches. The goddess Umberlee (goddess of the sea) is the most prominently celebrated god during Fleetswake. Other gods that are honored at this festival are Deep Sashelas (exarch of

oceans) and Valkur (exarch of sailors). The celebration includes a small tithing to Umberlee for good luck, boat races, and a guild-sponsored gala.

As part of the celebration of Fleetswake, the Guild of Watermen and The Master Mariners' Guild have co-sponsored boat races in Deepwater Harbor, which are followed by a costume party and dinner at the Dancing Mermaid Tavern in Dock Ward. Several guild members (current and retired) are to be honored later in the evening for their extraordinary contributions to the safety and security of mercantile travel around Waterdeep.

Each PC has either been invited to the party or is crashing the party. PCs that are not normally inclined to attend such parties are encouraged to go by their friends to develop contacts with the movers and shakers of Waterdeep, as well as keep an eye out for job opportunities. You are free to either determine whether the PCs have been invited, or you can have the PCs make a skill check using Diplomacy, Intimidate, Bluff, or some other relevant skill (DC 10/12). PCs with the story award **WATE01 Favor of House Moonstar** automatically receive an invitation. PCs with the story award **WATE07 Friend of the Furriers** can arrange to have an invitation. Uninvited PCs are assumed to have made their way past security by some means despite not having an invitation.

Also ask each PC what they are wearing to the party. The party is a costume party, and there are many fine tailors in the City of Splendors, so any reasonable costumes should be allowed. Costumes are not required; however, party goers avoid talking to PCs not in costume. Party goers also avoid any PCs in heavy armor or carrying especially large weapons. PCs choosing to embrace the party atmosphere and forgo their arms and armor are assumed to have stashed them nearby.

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 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 and Insight of the PCs in advance.

The Spellplague rendered detection and location magic non-functional within the city.

This adventure begins with the PCs attending a party as part of the celebration of Fleetswake. During the party, the partygoers are attacked by a horde of undead. After defeating the undead, the PCs are asked by the guildmasters of the Waterman's Guild and the Master Mariners' Guild to investigate who initiated the attacks, and why.

The first step in the investigation is to free the trapped spirits of three former guild members. By questioning the spirits, the PCs can determine that each betrayed a shipping captain in order to better their personal fortunes. Each betrayal seems linked to one person working behind the scenes to obtain a valuable collection of models known as the Lantan Collection and transport those models to Amn.

The next step in the investigation involves running down leads regarding the three former captains and the Lantan Collection, a collection of technologically advanced models from the lost island of Lantan. During the course of the investigation, the PCs learn that the Lantan Collection was taken to Amn and subsequently retrieved by a captain loyal to Waterdeep. The captain never made it back to the shores of Waterdeep - his ship, the *Ardent Purveyor*, sank in Deepwater Harbor. The investigation concludes when the PCs learn the location of the *Ardent Purveyor*.

The final stage in the adventure is a dive into Deepwater Harbor to retrieve the Lantan Collection from the wreck of the *Ardent Purveyor*. During the dive, the PCs are attacked by sea wraiths that have escaped from Umberlee's Cache.

After defeating the sea wraiths, the PCs return to the surface and report back their findings to the guildmasters of the Guild of Watermen and the Master Mariners' Guild. The guildmasters are horrified to learn that some of their members were involved in the

betrayal and deaths of other members as part of the duties to the guild. They ask the PCs not to divulge this information.

Campaign Note: Quest Card Opportunity

Waterdeep is a very cosmopolitan city. Thus, if there are any characters in the party who are looking to meet up with yellow-cloaked strangers or make conversation with pottery merchants, they may do so during this adventure. We suggest that in Encounter 1 before combat starts or in Encounter 3 are likely times when the yellow-cloaked stranger might be met. The ornate pottery shop is probably best placed in Encounter 5. Keep either encounter short so as not to prolong the game session. Either Task 1 or Task 2 from the Zhentarim Infiltration quest card may be completed. However, a character may only fulfill one of those two tasks in this adventure. Make sure the player notes the completion of the appropriate task on his or her logsheet.

ZHENTARIM INFILTRATION QUEST CARD

The player must have this card (Dungeons & Dragons Rewards Set 1, Card 8 of 8) to qualify for completing this task.

Task 1: The Legendary Pottery Shop is located in South Ward. The shop is filled with quite unusual and ornate pottery of various shapes and sizes and colors. The shopkeeper, Narvin, is a short, thin, black-haired man (with a goatee) and a merchant from Sembia. He is a high energy, nervous individual who strokes his goatee when thinking. He bargains over the value of each pot. If a PC (with the card) tells the merchant, while haggling, "A storm is coming; you should really close up for the day," the shopkeeper hands the PC a glass token. The PC has completed Task 1.

Task 2: The eladrin male is wearing a yellow cloak with a black clasp. To complete the task the PC must approach Solta Dar (a male eladrin), hand him a scratched silver coin, and ask him for his name. He is wearing brown leathers under a yellow cloak with a black clasp. 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 has been completed.

ENCOUNTER 1: THE NIGHT THE BUFFET TRIED TO EAT ME

ENCOUNTER LEVEL 8/10 (1750/2500 XP)

SETUP

This encounter includes the following creatures:

zombie boar (B)

wailing ghost (banshee) (W)

12 horde ghouls (G)

The PCs have made it into the Dancing Mermaid tavern, either by showing their invitation or by sneaking in. Read the following:

You arrive at the Dancing Mermaid. As you enter the gaily decorated tavern, the scent of jasmine caresses your nose. Shimmering sea green everburning torches accent the coral reefs that make up the tavern walls. You can hear faint music being played by magically animated musical instruments. What's most unusual is that several partygoers appear to be lazily swimming through the air over a large buffet table that is being set up. Clearly someone has gone to great expense to make the Dancing Mermaid look and feel like an underwater paradise.

Let the celebration of Fleetswake begin!

Give the PCs a few minutes to mingle with the crowd, sample the buffet, and show off their costumes. The buffet consists of roasted boar, poached lobster tail on a stick, bacon-wrapped shrimp, and a fruit medley (the fruit pieces have been cut to look like small fish). The following are a couple of examples of the types of people encountered at the party:

- A group of particularly boisterous individuals dressed as dolphins and sharks are drinking from a large trophy cup. The men and women in this group are the crew of the *Vigilant* and are celebrating their victory at the boating race earlier today.
- A middle-aged dwarf in a “magician’s hat” decorated with stars and moons and carrying “magic spell powder” (non-magical glittery dust) chases a pair of gnomes dressed up as a kraken. The dwarf pelts the kraken with handfuls of the glittery dust in an attempt to defeat the kraken with his “magic.”

While the PCs enjoy the party, allow each of them one opportunity to notice that something is not quite right. PCs who notice something are not surprised when combat starts and, if they do not have all of the arms and armor on, they can slip out momentarily to put on their combat gear just before combat starts.

Perception (DC 17/19): The PC notices that the “roasted boar” doesn’t appear to have been cooked at all—it’s only dressed up to look cooked and is actually raw and smells faintly of decomposed flesh.

Religion (DC 15/17): A couple of the coral reef decorations that line the walls have the symbol of Shevarash, the exarch of vengeance, etched into the coral.

Streetwise (DC 10/12): As you mingle with the crowd, you hear talk regarding the guild members (current and retired) who are to be honored later tonight. Three of them have not yet shown up tonight, and there is gossip about what might have befallen them, for they would never voluntarily miss this event.

After the PCs have prepared, or after they have had a few minutes to interact with the crowd, read the following:

As you mingle with the crowd, you hear a strange snuffling sound coming from the roasted boar on the buffet table. The boar suddenly lurches to its feet, giving off a strange, strangled cry of defiance. While this is going on, a ghostly form rises up from the centerpiece, a disturbing melody of death and destruction on its unliving lips. Finally, a horde of ghouls bursts out of the coral reef decorations that line the walls.

The creatures survey the room briefly, and launch themselves into the crowd with claws and tusks.

Depending on how much the PCs mingled and interacted with NPCs, they might be spread about the room. If they have not done this simply start the PCs in the area in front of the buffet table.

FEATURES OF THE AREA

Ceiling: The main ballroom is 3 squares (15-feet) tall. The kitchen area, designated by the wooden floor, is only 2 squares (10-feet) tall.

Swim Through Air: To complement the underwater theme of the party, the guilds paid to have a ritual cast to create a zone that lets people in the tavern “swim” through the air, just as if they were underwater. This covers the main room of the tavern but not the open air kitchen. As a move action, creatures use an

Athletics check (DC 10) to swim any direction in the air. Failure means they flounder and do not move from their square. Creatures in the air that don't use a move action to swim on their turn sink to the floor without taking damage. This effect ends when the creature leaves the tavern or at the end of the encounter.

Crowds: The crowd tiles are difficult terrain and provide cover. On the first round of combat, the crowd does not move because they are stunned at what is happening. On the second round, the crowd rolls initiative (+0) and on its turn moves 10 squares toward the exit. The crowd never voluntarily moves through a square with an undead in it; the crowd is crazed with fear about the undead. The crowd continues to move towards the exit until it reaches the exit. On the next turn after reaching the exit, remove the crowd from the map (the crowd has left the building). Crowds are treated in the following manner (based on Monster Throgs found in *Open Grave* pg. 32):

CROWD THROG

- A hit from melee or ranged attacks kills one person in the crowd throg. A close or area attack which hits the throg kills 2 persons.
- A crowd throg has three people per square.
- The crowd throg has 12 for all defenses.
- A throg is immune to force movement (push, pull and slide) effects from melee and ranged attacks. Area or close attacks that impose force movement affect a throg normally.
- A throg can enter or move through an enemy's space; this movement does not provoke opportunity attacks. An enemy can enter a space occupied by a throg, but the space is considered difficult terrain and doing so provokes an opportunity attack from the throg.
- Crowd Throgs moving through an occupied square or making an opportunity attack make a trample attack (+7 vs. Reflex; 1d8 damage and the target is knocked prone).

Fire Pit: A pair of fire pits, the cauldrons in the hands of a pair of giant mermaids, can be found in the open air kitchen attached to the main room. The fire pits provide cover. In addition, for any creature moving into or starting its turn inside one of the fire pits, make an attack: +9 vs. Reflex; 2d6 fire damage and ongoing 5 fire (save ends); on a miss, half damage and no ongoing damage.

Instruments: A group of magical instruments are present to provide musical entertainment for the party goers. The squares they are in are considered to be difficult terrain and the floating instruments provide concealment. In addition, any creature within three

squares of the instruments receives a +2 bonus to all defenses against the wailing ghost's *terrifying shriek*.

Table: The table provides cover. If a creature is standing on the table in an attempt to reach a flying enemy, add 1 square to their reach (the table is approximately 4 feet high).

TACTICS

The wailing ghost first maneuvers itself to get as many people as it can in its *terrifying shriek*. It then uses its *death's visage* on immobilized foes. Whenever possible the wailing ghost stays up in the air, next to the ceiling, in an attempt to avoid melee attackers.

The horde ghouls coordinate their attacks onto one person wherever possible. Only if a horde ghouls cannot reach a PC on its turn does it attack the crowd instead.

The zombie boar is mindless and charges the nearest living humanoid, relentlessly attacking until it is brought below 0 hit points. If the zombie boar cannot reach the target on its turn, it picks a new target.

SCALING THE ENCOUNTER

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

Four PCs: Remove four horde ghouls.

Six PCs: Add one zombie boar

ENDING THE ENCOUNTER

After the battle, the crowd disperses—the party atmosphere has been destroyed. After five minutes the City Watch arrives and begins questioning people who saw what happened, including the PCs. After the PCs' statements are taken, they free to go but are told to stay in Waterdeep for the next few days in case they are needed to testify before a Magister. PCs who have a story award giving them a contact with the City Watch (such as **WATE02 Ally in the City Watch**) are assured this is merely a formality and are asked to report to the City Watch anything they might learn about the attack.

After the PCs are questioned by the City Watch, a young ensign from the Master Mariners' guild approaches the PCs. He says that the guildmasters wish to speak to the PCs. If the PCs agree to follow the ensign, he leads them to a room in the back of the tavern. Go to Encounter 2.

EXPERIENCE POINTS

Each character receives 350/500 experience points for successfully completing the combat challenge. Award half experience points if they failed.

ENCOUNTER 1: THE NIGHT THE BUFFET STATISTICS (LOW LEVEL)

Zombie Boar (Level 8)		Level 8 Brute
Large natural animate (undead)		XP 350
Initiative +3	Senses Perception +3; darkvision	
HP 108; Bloodied 54		
AC 20; Fortitude 23, Reflex 17, Will 18		
Immune disease, poison Resist 10 necrotic Vulnerable 10 radiant		
Speed 6		
m Gore (standard; at-will)		
+11 vs. AC; 2d6+6 damage, or 2d6+11 damage against a prone target.		
M Death Strike (when reduced to 0 hit points)		
The zombie boar makes a gore attack.		
Slough Off Skin (immediate reaction, when the dire boar is affected by ongoing damage; encounter)		
All ongoing damage effects end immediately. Other ongoing effects are unaffected.		
Furious Charge		
When a zombie boar charges, its gore deals an extra 5 damage, pushes the target 2 squares, and knocks the target prone on a hit.		
Alignment Unaligned		Languages -
Str 21 (+9)	Dex 8 (+3)	Wis 9 (+3)
Con 18 (+8)	Int 1 (-1)	Cha 3 (+0)

Horde Ghoul (level 8)		Level 8 Minion
Medium natural animate (undead)		XP 87
Initiative +11	Senses Perception +7; darkvision	
HP 1; a missed attack never damages a minion.		
AC 20; Fortitude 17, Reflex 19, Will 15		
Immune disease, poison Resist 10 necrotic		
Speed 8, climb 4		
m Claws (standard; at-will) ♦ Weapon		
+11 vs. AC; 4 damage and the target is immobilized (save ends).		
Alignment Chaotic Evil		Languages Common
Skills Stealth +14		
Str 17 (+7)	Dex 22 (+10)	Wis 14 (+6)
Con 18 (+8)	Int 13 (+5)	Cha 15 (+6)

Wailing Ghost (Banshee) (level 8)		Level 8 Controller
Medium shadow humanoid (undead)		XP 350
Initiative +6	Senses Perception +11; darkvision	
HP 59; Bloodied 29		
AC 19; Fortitude 19, Reflex 19, Will 20		
Immune disease, poison Resist insubstantial		
Speed fly 6 (hover); phasing		
m Spirit Touch (standard; at-will) ♦ Necrotic		
+11 vs. Reflex; 1d10 necrotic damage.		
R Death's Visage (standard; at-will) ♦ Fear, Psychic		
Ranged 5; +11 vs. Will; 2d6 + 1 psychic damage, and the target takes a -2 penalty to all defenses (save ends).		
R Terrifying Shriek (standard; recharge 5 6) ♦ Fear, Psychic		
Close burst 5; targets enemies; +11 vs. Will; 2d8 + 1 psychic damage, the target is pushed 5 squares and is immobilized (save ends).		
Alignment Unaligned		Languages Common
Skills Stealth +11		
Str 14 (+6)	Dex 15 (+6)	Wis 14 (+6)
Con 13 (+5)	Int 10 (+4)	Cha 17 (+7)

ENCOUNTER 1: THE NIGHT THE BUFFET STATISTICS (HIGH LEVEL)

Zombie Boar		Level 10 Brute	
Large natural animate (undead)		XP 500	
Initiative +4	Senses Perception +4; darkvision		
HP 128; Bloodied 64			
AC 22; Fortitude 25, Reflex 19, Will 20			
Immune disease, poison Resist 10 necrotic Vulnerable 10 radiant			
Speed 6			
m Gore (standard; at-will)			
+13 vs. AC; 2d6 + 6 damage, or 2d6 + 11 damage against a prone target.			
M Death Strike (when reduced to 0 hit points)			
The zombie boar makes a gore attack.			
Slough Off Skin (immediate reaction, when the dire boar is affected by ongoing damage; encounter)			
All ongoing damage effects end immediately. Other ongoing effects are unaffected.			
Furious Charge			
When a zombie boar charges, its gore deals an extra 5 damage, pushes the target 2 squares, and knocks the target prone on a hit.			
Alignment Unaligned		Languages -	
Str 21 (+10)	Dex 8 (+4)	Wis 9 (+4)	
Con 18 (+9)	Int 1 (+0)	Cha 3 (+1)	

Horde Ghoul (level 10)		Level 10 Minion	
Medium natural animate (undead)		XP 125	
Initiative +11	Senses Perception +7; darkvision		
HP 1; a missed attack never damages a minion.			
AC 22; Fortitude 19, Reflex 21, Will 17			
Immune disease, poison Resist 10 necrotic			
Speed 8, climb 4			
m Claws (standard; at-will) ♦ Weapon			
+13 vs. AC; 5 damage and the target is immobilized (save ends).			
Alignment Chaotic Evil		Languages Common	
Skills Stealth +14			
Str 17 (+8)	Dex 22 (+11)	Wis 14 (+7)	
Con 18 (+9)	Int 13 (+6)	Cha 15 (+7)	

Wailing Ghost (Banshee) (level 10)		Level 10 Controller	
Medium shadow humanoid (undead)		XP 500	
Initiative +10	Senses Perception +9; darkvision		
HP 75; Bloodied 37			
AC 21; Fortitude 21, Reflex 21, Will 22			
Immune disease, poison Resist Insubstantial			
Speed fly 6 (hover); phasing			
m Spirit Touch (standard; at-will) ♦ Necrotic			
+13 vs. Reflex; 1d10 + 1 necrotic damage.			
R Death's Visage (standard; at-will) ♦ Fear, Psychic			
Ranged 5; +13 vs. Will; 2d6 + 2 psychic damage, and the target takes a -2 penalty to all defenses (save ends).			
R Terrifying Shriek (standard; recharge 5 6) ♦ Fear, Psychic			
Close burst 5; targets enemies; +13 vs. Will; 2d8 + 2 psychic damage, the target is pushed 5 squares and is immobilized (save ends).			
Alignment Unaligned		Languages Common	
Skills Stealth +12			
Str 14 (+7)	Dex 15 (+7)	Wis 14 (+7)	
Con 13 (+6)	Int 10 (+5)	Cha 17 (+8)	

ENCOUNTER 1: THE NIGHT THE BUFFET TRIED TO EAT ME MAP

HIDDEN CRYPTS

Wooden Floor	4x2	x1
Statue - Fire	2x2	x2

FANE OF THE FORGOTTEN GODS

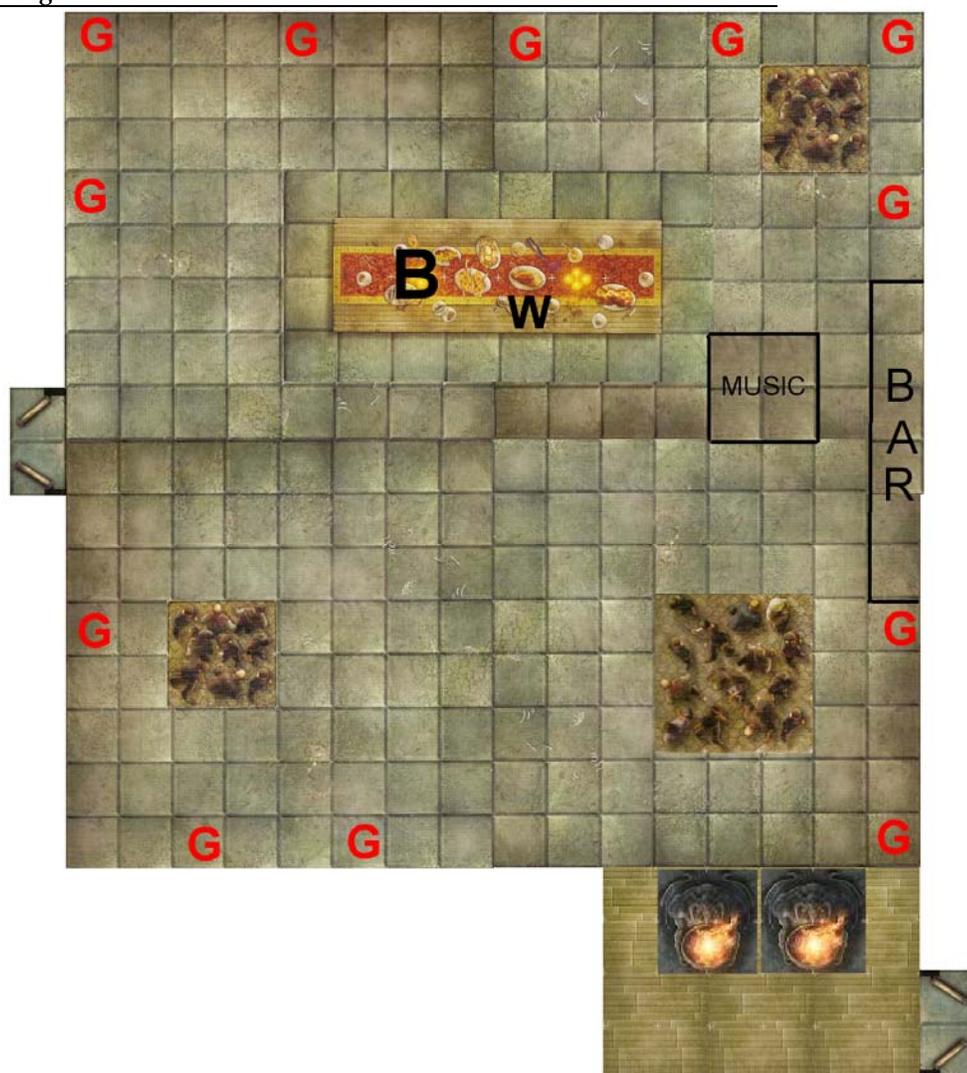
Wooden Floor	4x2	x2
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HALL OF THE GIANT KING

Stockade / Floor	8x8	x2
Cells/ Floor	8x8	x2
Buffet Table	8x4	x1
Open Double Door/ Closed doors	1x2	x2

STREETS OF SHADOW

Small Crowd/ Sewers	2x2	x2
Large Crowd/ Sewers	3x3	x1



ENCOUNTER 2: A REQUEST FOR AID

SETUP

Important NPCs:

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

Master of the Harbor Sabbar, guildmaster of the Guild of Watermen (male halfling), Bluff +11, Insight +9

The PCs are escorted to a small room in the back of the Dancing Mermaid tavern to discuss the attack with the guildmasters.

Master Brendan, guildmaster of the Master Mariners' Guild, is a muscular older man dressed up as Deep Sashelas, exarch of the oceans. He wears pointed ears to make him look like an elf, he is carrying a trident, and his clothes appear to be seaweed loincloth and sash. Master Brendan is trying to appear serious but is more than a little drunk, which makes him lose focus on what he's saying from time to time.

Master Sabbar, guildmaster of the Guild of Watermen, is a particularly small, older male halfling. He too is trying to put on a serious face. He's quite distraught, however, and it's easy to see he's been crying recently. His wife was killed by one of the ghouls.

Master Brendan leads the discussion with the PCs. He introduces himself and Master Sabbar, thanks the PCs for their help defeating the undead, and then says:

"In addition to the attack you witnessed, we've learned that both our guild halls were attacked by undead this evening. People were killed, and the buildings themselves were severely damaged. The Master Mariners' Guild and the Guild of Watermen would like you to investigate these attacks and determine who might be behind them. If you find them, capture the perpetrators and turn them in to the City Watch with whatever evidence you have. If you can't find them, bring us back whatever information you can. It is very important that we learn as much as we can about who is behind this and what grudge they bear against us."

- The guildmasters do not know who was responsible. A member of the Solemn Order of Recognized Furriers and Woolmen at the party noticed and reported the similarity of talking skulls and undead attackers to a previous

incident. Any PC who has played WATE1-03 *The Woolmen's Restless Tomb*, may recall the events surrounding The Necromancer's first appearance. The PCs should refer to their Story Award(s) WATE07 or WATE08 as a reminder if they wish.

- Just prior to the attack, when the guildmasters went to retrieve the awards they were to give tonight, they found that three of the awards were swapped for tiny statuettes of skeletons stretched out on a torturer's rack. They also found a human skull.
- The statuettes are magical. Anyone holding a statuette gets a feeling of pain and agony.
- **Arcana (DC 15):** Each statuette contains a soul that is bound to the statuette so it cannot reach the afterlife. The binding inflicts pain onto the bound soul.
- The skull is magical, with a variation of the *magic mouth* ritual cast on it. When the skull is picked up, it says in a mocking tone: ***"Good evening. I hope no one is enjoying themselves. I imagine you're wondering about your three honorees. I have them. If you want to help them, you'll need to convince them to confess. They've all been very naughty boys. Of course if they don't confess, they'll suffer for their crimes for a long, long time. You can find most of them on the ship, the Fugue, in Mistshore. Don't forget to bring along the gifts I have left for you."***
- There are three missing honorees:
 - **Daimion Nayal:** Old human male, very tall and thin. Sports a tattoo of kraken, its tentacles running down each arm as well as around his throat. Besides being an excellent businessman, he is also a scholar on the subject of the Lords of Waterdeep.
 - **Daylor Korrng:** Old human male, average height but heavyset and bald.
 - **Hyacinth:** Middle-aged gnome male. He constantly exudes a heavy floral scent, which he claims is a natural part of his fey nature expressing itself. Hyacinth retired from the Guild of Watermen several years ago and was studying to become a priest of Garl Glittergold.
- The guildmasters are willing to pay each PC 100 gp for either ending the threat of the Necromancer, or finding out whatever they can about him or why he is attacking their guilds. Reasonable expenses incurred such as bribes, payment of Water Breathing ritual, temporary transportation, etc. (a maximum of 400gp value

and they will not cover any mundane or magical items that the PCs could keep) is covered by the guilds. The DM should not use this as a loophole to award more treasure or to let the PCs stock up on consumables at the expense of the guilds.

ENDING THE ENCOUNTER

Master Brendan and Master Sabbar answer any questions the PCs might have, though they know little beyond what they have already told the PCs.

Before heading to Mistshore to find the *Fugue*, the PCs may be inclined to investigate the initial attack further by questioning witnesses or inquiring about the missing guild members. If PCs choose to investigate, go to **Encounter 3: Investigating the Attack**. When the PCs are ready to go to Mistshore, go to **Encounter 4: Trapped Spirits**.

TROUBLESHOOTING

It is important for the PCs to take along the statuettes for the next encounter. If the PCs do not realize they need them, then Master Sabbar tells them that he thinks they should take the statuettes along.

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 3: INVESTIGATING THE ATTACK

SETUP

The PCs may want to gather information about events surrounding the attack and the victims. Information about these subjects has been provided below. The DM may simply provide information in answer to PC questions as part of role playing or ask for a few Streetwise or some other relevant skill checks at DC 9/11. You are strongly encouraged not to spend a large amount of time in this scene, unless you have more than 4 hours to play the adventure.

The Party

PCs inquiring about the arrangements for or attendees of the party can learn the following information:

- The decorations were created by a new company going by the name Designs by Shev. The company bid significantly less than other bidders. The decorations were set up overnight before the party. When the regular staff came in this morning, everything was ready. If the PCs go to the Designs by Shev office, they find an abandoned building. *Followup:* Religion (DC 15/17): “Shev” is likely short for Shevarash, exarch of vengeance.
- The cook was among the dead, but something had eaten his head.
- Extra staff was hired specifically for this event. These consisted of former guildmembers of the Guild of Watermen who are unfit to work as dock workers (lost limbs, etc.).
- PCs choosing to interrogate a captured ghoul are unable to get much out of it; all it does is continually mumble “revenge.” PCs with a slain ghoul can try a ritual such as Speak with Dead or Raise Dead to talk to the formerly living body. In either case, the body only knows what it knew in life. The body was a farmer who died in a farm accident.

Daimion Nayal

PCs investigating Daimion can learn the following:

- Daimion (a male human) is the owner of the Red Diamonds Trading Company and a member of the Master Mariners’ Guild. The shipping company trades between Waterdeep, the Moonshae Isles, Baldur’s Gate and Amn. He

sports a tattoo of kraken, its tentacles running down each arm as well as around his throat.

- Daimion is known to be a cold, calculating merchant. Daimion is a consummate schemer and a scholar of some note, and he is always willing to make a deal. His hobby is researching and cataloguing the history of Waterdeep—his current focus is on the Lords of Waterdeep.
- Daimion was going to be given an award for accomplishments as a shipping merchant and master mariner.

Hyacinth

PCs investigating Hyacinth can learn the following:

- Hyacinth (a male gnome) is a retired guildmaster of the Guild of Watermen. He retired five years ago, and he currently lives a modest life in the North Ward (home of the wealthy).
- Hyacinth was a brash, hard-nosed dockworker and guild member during his time in the Guild of Watermen. Retirement has seen him become much more mellow and complacent. Hyacinth has recently turned to exploring his spiritual side, studying to become a priest of Garl Glittergold.
- Hyacinth was to be honored with an award tonight for his support of the Watermen’s health and safety fund, which pays half wages for injured or sick watermen.

Daylor Korrng

PCs investigating Daylor can learn the following:

- Daylor Korrng (a male human) is the owner/founder of the Korrng & Sons shipping company.
- Although enormously wealthy, it is rumored that Daylor has few friends.
- Daylor was to be presented an award tonight for his work on behalf of the Master Mariner’s guild in charting a new, safer path to the Nelanther Isles. Some question the value of these new sea charts, and rumors say that Daylor had to pay a sizeable donation to the Guild before being considered for an award.

The Talking Skull and the Soul-Binding Statuettes

PCs may be curious about the talking skull or the statuettes left by The Necromancer.

- The talking skull is simply a normal, human skull with a variation of the Magic Mouth ritual cast upon it to recite a message.
- The statuettes are a much more powerful magic. They each contain a soul that is bound to the

statuette so it cannot reach the afterlife. The binding also inflicts pain on the bound soul.

- Any attempt to disenchant the statuette or otherwise free the soul via a ritual runs a significant risk of damaging or destroying the bound soul. The creator of the statuette somehow added a failsafe of sorts; disrupting or destroying the magic of the statuette rends the trapped soul apart.

The Fugue

PCs investigating the *Fugue* can only do so in Mistshore. Mistshore is located at the west end of Deepwater Harbor. It has been a dumping ground for damaged ships. Winding rickety wooden pathways connect the wrecks. Some sections are more stable than others and conditions can change quickly. Vendors there either wander the area with whatever they are selling or have makeshift stalls formed from parts of a ship. The only real tavern is a movable one, named Dusk to Dawn. Each night the owner puts up a tent on one of the large open areas and brings out his casks and kegs. At dawn the tent comes down and the empty casks rolled away to be filled for the next night.

By asking around in Mistshore, the PCs can learn the following information:

- The *Fugue* was beached in Mistshore 12 years ago. The mercantile company that owned it went broke, and no one wanted the ship because it was not seaworthy.
- A family of mushroom farmers (they harvested the mushrooms and mold that grows on the ships for food) used to live in the ship until about a month ago. Rumor has it they came upon some money suddenly and moved to the Field Ward (a better class of slum). Other groups tried to move in but were scared away by ghosts, and rumors started up that a sea wraith was haunting the ship.
- If the PCs follow up on the family who used to live in the *Fugue*, they are able to locate them. A small cask of money and a skull was found when they woke up one morning. When held, the skull told them to take the money and move out immediately. If they did not, dire consequences would occur. They took the money and left immediately.

ENDING THE ENCOUNTER

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 4: TRAPPED SPIRITS

**SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 2 (700/1000 XP)**

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Diplomacy, Bluff, Intimidate, Religion

Important NPCs:

Daimion Nayal, a trap haunt (male human)

Hyacinth, a trap haunt (male gnome)

Dalyor Korring, a trap haunt (male human)

Mistshore is located at the west end of Deepwater Harbor. It has been a dumping ground for damaged ships. Poor, desperate people looking for cheap lodging built this ramshackle slum in, on, and around the wrecked ships. Mistshore is by far the mostly openly violent and lawless area of Waterdeep; the City Watch patrols here rarely, and only at double normal patrol strength if they must.

When the PCs make their way to the location in Mistshore provided by the skull, read the following

The buzzing sound of flies feasting on bloated fish carcasses serenades you as you make your way through the mix of wrecked ships and shacks that make up Mistshore. As you begin to get used to stench of decay, you arrive at the Fugue.

PCs can approach the ship any way they wish. The area around the ship is abandoned. There is no light in or around the ship. Read the following when the PCs decide to enter the ship or peer into the ship (perhaps through a hole in the wall of this decaying ship):

In the belly of the ship you see three victims, each killed by their own personal deathtrap. One trap flayed a man to death; something tore the second person limb from limb. The final victim apparently was gutted and then hung with his own entrails. Scrawled on the wall, in blood, are these words: "For those demanding an understanding of this night's unwholesome delights, follow the trail of betrayal starting with these turncoats. All I ask is that you complete this task to undo the theft which left me bereft of kin."

If the PCs are in the room, or after they have entered the room, read the following as well:

The three tiny torturer's racks you carry change in the presence of this gruesome sight. The mouths of the skeletons open up, and a fine mist begins to issue forth from the skeleton on the rack. The mist eventually resolves itself into three separate ghosts, each one resembling one of the victims. The ghosts attempt to move about the room but find themselves restrained by an insubstantial chain that links them to the tiny torturer's racks you hold. The ghosts then turn to you.

PCs must undertake this skill challenge to get the trap haunts to confess their sins and tell the PCs what they know. The trap haunts, however, are unable to communicate in their incorporeal forms. Something is preventing them from speaking.

Arcana or Religion (DC 10/12): The tiny torturer's racks not only bind the trap haunts souls but are also preventing them from speaking on their own. Perhaps allowing one of them to possess someone can let them speak? This check does not count as a success or failure in the overall skill challenge.

PCs who allow a trap haunt to possess them find they can evict the trap haunt from their bodies at will. The PC is considered to be dominated by the trap haunt while possessed. The trap haunts do not possess someone who has already been possessed by another trap haunt.

Furthermore, the trap haunts are reluctant to confess their sins, despite the torment they are undergoing. The PCs need to convince them to confess as part of the skill challenge.

SKILL CHALLENGE

Each trap haunt requires a particular use of skills to get them to confess their sins, and each requires a certain number of successes before they confess. Handout 1 through Handout 3 can be given to the player of the possessed PC to facilitate roleplaying this encounter.

Daimion Nayal

Daimion is a tall, thin apparition. His ghostly clothes are tattered and most of his skin has been stripped from his body. PCs possessed by Daimion find themselves either voraciously reading any book they can get a hold of or else find themselves writing a treatise on the history of Lords of Waterdeep on whatever surface they can find.

Bluff (DC 19/21): Daimion is an expert negotiator; lying to him is difficult.

Diplomacy (DC 15/17): Daimion is always willing to listen to a well-reasoned argument.

History (DC 15/17): Daimion always had a fondness for history. By discussing the historical importance of having the truth be known, he'll agree to discuss what he knows.

Insight (DC 11/13): Success with this skill does not add to the total successes or failures, but success does let the PC know that intimidating Daimion would not likely work, but Diplomacy might.

Intimidate (DC 29/31): Daimion never, ever allowed himself to be influenced by fear - it was bad for business. It is incredibly difficult to cow him.

When the PCs obtain their first success with Daimion he responds with:

Business can be messy, especially in a competitive environment like Waterdeep. My humble beginnings were particularly messy.

When the PCs obtain two successes or if they have obtained three failures in the entire encounter, Daimion speaks:

"It was simple, really. I helped ruin a small, independent trading company, and in exchange I got the trading contracts of that company. The company traded exclusively with Amn, and those contracts were quite lucrative.

So I talked to some friends in the guild, and the next time the Red Diamonds Trading Company came into port, they were caught smuggling illegal goods. At least the city inspectors said they were. A quick trial and off to jail for the leaders of the Red Diamonds Trading Company. They died in jail soon after. Food poisoning, I heard. I was able to buy the company cheap.

All I had to do for this deal was have one of my ships transport a couple of chests to Amn off the books; no questions asked. It helps to have a Masked Lord on your side."

No further successes can be obtained from Daimion.

Hyacinth

Hyacinth was a brash but deeply religious gnome in life. Hyacinth's incorporeal form is missing both arms and legs, and his clothes are covered in blood. While he possesses someone, his host periodically coughs up dried, desiccated flower petals. Also the PC are occasionally unable to feel or use their arms and legs.

Insight (DC 11/13): Success with this skill does not add to the total successes or failures, but success does let the PC know that bluffing Hyacinth would be very difficult indeed, but he might be susceptible to intimidation.

Bluff (DC 25/27): Hyacinth has a finely trained sense of who is being honest with him and is very difficult to bluff.

Diplomacy (DC 19/21): Hyacinth was always one to drive a hard bargain. It's more difficult than usual to get him to agree to anything.

Perception (DC 15/17): The PC notices that Hyacinth wears a symbol of Garl Glittergold. Perhaps a religious argument might work with him?

Religion (DC 15/17): Hyacinth was a particularly religious gnome in life, and if the PC quotes religious doctrine about the need to move on into the afterlife, he'll agree to tell what he knows.

Intimidate (DC 13/15): If the PCs can scare Hyacinth into taking, threatening eternal torment, he'll talk.

When the PCs obtain their first success with Hyacinth he responds with:

I rose quickly in the Watermen's guild. It's possible some people got hurt along the way.

When the PCs obtain two successes with Hyacinth, or if they have obtained three failures in the entire encounter, Hyacinth speaks:

"A Masked Lord visited me one evening 20 years ago, promising gold if I would do one tiny task for him. See, four Watermen working the night shift on the docks smuggled a couple of chests onto a ship bound for Amn. Not a big deal, really, but the problem was a month or so later they got drunk and told a captain who was asking questions about some stolen valuables in the chests. Word is, that captain set sail for Amn the next day to find those chests. Anyway, the Masked Lord wanted me to arrange for those Watermen to go drinking in a certain tavern the next night. How was I to know that during a bar fight, all four would be stabbed to death? Yeah, I think the Masked Lord was covering his tracks, so I kept my mouth shut and started thinking about my faith.

A month later, I got paid more gold and gained support for higher guild office for getting some new Watermen onto the guild rolls. 'Course they weren't much of Watermen, more like assassins. No harm doing a favor for a Masked Lord. May have been the same one, but you can't really tell with those magical masks and robes."

No further successes can be obtained from Hyacinth.

Dalyor Korring

Dalyor was always a socially unaware person, unable to connect with people. He made up for it by pummeling his way up the mercantile ladder: people did what he wanted or else. Dalyor's ghostly neck is wrapped tightly with his own entrails. A PC he possesses speaks in a hoarse whisper.

Bluff (DC 14/16): Dalyor never worked well with others, so he never gained a good sense of when he was being lied to. He is very easy to bluff.

Diplomacy (DC 27/29): In life, Dalyor was never able to see reason, and he's not about to start now.

Endurance (DC 15/17): The PC being possessed know he can attempt to amplify the feelings of torment in Dalyor. This causes pain in the PC too, so an Endurance check is needed to outlast Dalyor. Using Dalyor's pain can provide a +4 to either a Bluff or Intimidate check or a +2 to Diplomacy.

Insight (DC 11/13): Success with this skill does not add to the total successes or failures. Dalyor does not appear to be very bright and is obviously stubborn. Reason probably won't work, although lying about something might help.

Intimidate (DC 17/19): Threats never worked on Dalyor, but his fear and pain might be exploited.

When the PCs obtain their first success with Dalyor he responds:

I once implemented a hostile takeover in my early days. Worked out nice for me. So there, I confessed.

When the PCs obtain two successes or three failures in the entire encounter, Dalyor speaks:

"Fine. You want me to say it, I'll say it! I set up Scrimshaw and took over his trading company. All I had to do was vouch for a new guy to the guild as a master navigator with a magic item that drove off the sea wraiths that have been a problem in Deepwater Harbor. Well, guess that magic item summoned sea wraiths rather than repelled them for old Scrimshaw. Found himself smack dab in the middle of a sea wraith swarm. You could hear the screams all the way in Dock Ward. The widow signed over the company to me for next to nothing. That new guild member remained for six or eight months; I recall he left after another ship sunk in the harbor several months later.

Apparently old Scrimshaw wouldn't do a job for one of the Masked Lords; some chests needed to go to Amn. I heard that the Lantan Collection was stolen; just guessing that's what might have been in the chests. Curious, now that I remember, the second ship that sunk was said to have been returning on Amn and lots

of rumors that its Captain might have recovered the Lantan Collection."

No further successes can be obtained from Dalyor.

History (DC 15): The Lantan Collection is a collection of technically advanced designs and models from the lost island of Lantan, intended to improve the City of Waterdeep. The collection includes the plans and prototype for the Timehands, the golemwork clock that tells time for the entire city. The collection was stolen 20 years ago and hasn't been seen since. Without the designs, if anything should go wrong with the Timehands (or any other of the devices that were built from these designs), repairing it would be impossible.

Insight (DC 10): Because of the reference to kin in the writing on the wall the wall, the PC believes that by continuing to investigate the information that the deceased gave them could give them a vital clue as to the identity of the Necromancer.

ENDING THE ENCOUNTER

Success: The PCs successfully learn the name of the three shipping merchants who were betrayed by Daimion, Hyacinth, and Dalyor. The trap haunts depart this world without incident.

Failure: The PCs successfully learn the name of the three shipping merchants who were betrayed by Daimion, Hyacinth, and Dalyor. As the spirits depart this world, they drain one healing surge from each PC.

Between the confessions of the three trap haunts, the PCs should be able to piece together that 20 years ago a Masked Lord of Waterdeep secretly shipped the Lantan Collection to Amn. The two guilds were used to help. Possibly another Captain may have recovered the Lantan Collection, but his ship was sunk in the harbor just as he returned.

EXPERIENCE POINTS

The characters receive 140/200 experience points for successfully completing the skill challenge. Award half experience points if they failed.

TREASURE

The PCs can find 10 gp, a *cloak of survival* +2 (low tier only) and a *swimtide harness* on the *Fugue*.

ENCOUNTER 5: THE TRAIL OF BETRAYAL

**SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 2 (700/1000 XP)**

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Varies

Important NPCs:

Feldebar the Keen, male human sage (History +15)

Sargasso the Waterman, male half elf Waterman

The Spotted Man, human male treasure hunter

Virko, male dragonborn sailor

The PCs roam the streets of Waterdeep, trying to determine the connection between these 20-year-old events and the attacks by undead today. The PCs have the following clues available to them from the confessions of the trap haunts.

- The Lantan Collection was stolen 20 years ago.
- A Masked Lord of Waterdeep wanted the collection transported to Amn.
- A captain named Scrimshaw was killed for refusing to smuggle something - presumably the Lantan Collection.
- The Red Diamond Trading Company owners were ruined as payoff for another sea captain to smuggle a couple of chests off the books to Amn.
- A group of Watermen helped smuggle something out of the city 20 years ago, and died a short time after they disclosed that information to another sea captain who was asking questions. That captain allegedly set sail for Amn the next day.
- That shipping captain was rumored to have been returning the Lantan Collection from Amn when his ship sunk in the harbor.
- Somehow this all connects back to whoever orchestrated the attacks on the guilds.

It is not expected that PCs can go through every scene listed below—there are multiple paths through this skill challenge. By the time the PCs achieve the required number of successes, the PCs should know the exact location of the *Ardent Purveyor*. If they succeed without knowing the location, they gain automatic successes on the checks needed to find the information.

The PCs, by asking around, can find the following without impacting the success or failure of the skill challenge:

- The Red Diamond Trading Company was a small company that went out of business when the owners were found guilty of smuggling. The company was purchased quite cheaply by Daimion Nayal.
- The Lantan Collection contains technically advanced designs and models from the lost island of Lantan, intended to improve the City of Waterdeep. It includes the plans and prototype for the Timehands, the golemwork clock that tells time for the entire city. The collection was stolen 20 years ago and hasn't been seen since.
- PCs asking for the circumstances surrounding the theft of the Lantan Collection are encouraged to talk to the City Watch. They would have records regarding the theft.
- Divination rituals such as Consult Mystic Sages or Commune with Nature fail in Waterdeep. PCs are told that this effect covers the entire city (including the harbor).

SKILL CHALLENGE

SCENE: INVESTIGATING THE MASKED LORDS

The Masked Lords of Waterdeep are not identifiable. See Waterdeep Lore Appendix. No identification can be made or leads found in this adventure.

SCENE: GUILD OF WATERMEN

Fire damage scorches the side of the building and the front door has been destroyed. Several City Watch officers are in the area; however, they do not stop the PCs. Many watermen are busy repairing the damage to the guild hall, despite the late hour. PCs wanting to chat with them are asked to come back later; they are too busy. The PCs need to convince them to make time to answer questions.

Bluff, Diplomacy, or Intimidate (DC 19/21): The Watermen are intent on their work and do not want to stop to answer questions.

Athletics/Endurance (DC 11/13): Lending a hand for a bit instead of getting in the way helps the watermen finish their task early and makes them willing to answer questions.

When the PCs achieve one success in this scene, then Sargasso the Waterman (a male half elf) agrees to speak with them. Sargasso tells the PCs the following:

- There was nothing unusual about the Red Diamond Trading Company other than it being

accused of smuggling. They were a fairly successful small business before that discovery. They claimed that someone, possibly watermen, had planted the illegal items on their ships—but smugglers often make such claims.

- If asked about the death of four watermen in a bar fight 20 years ago, the half elf recalls the murders, but no murderers were ever identified. A guild investigation revealed that the 4 men had talked to a local sea captain by name of Captain Daren Morn, who immediately left Waterdeep and was never seen in the city again. The guild investigator tried to follow up with the Master Mariners Guild, but they were not helpful.

SCENE: THE CITY WATCH

PCs can go to a City Watch station and inquire about the Lantan Collection. The theft of the collection occurred 20 years ago, and it takes some time for the watchman to find the records. Unfortunately the words on the record scrolls are faded and difficult to read. PCs need to come up with a way to read the writing

Alchemist feat: With this feat a PC can create a chemical bath that restores the words on the scrolls. This requires an Arcana or Thievery check (DC 10/12) to correctly make the formula and costs 2 gp. Using this method to read the scrolls counts for a success in the skill challenge.

Make Whole ritual: The words on the scrolls can be restored with the proper casting of the ritual. The component cost is 5 gp. Paying someone to cast this ritual costs 6 gp. Using this method to read the scrolls counts for a success in the skill challenge.

History (DC 19/21): The PCs knowledge of books includes restoration techniques which restore the words on the scrolls. This costs 5 gp.

Perception (DC 23/25): The words are quite faint but still present. The PC can just barely make out the words on the page. This must be an active Perception check.

With one success, the scrolls are determined to contain a description of the theft. The collection was stolen from the Lord's Palace at night. The thieves were never identified. The records also note that rumors arose several months later that suggest that the collection was stolen back from Amn, but no one knows where it ended up. A sailor by the name of Virko was questioned about the rumor but refused to say anything. The watch officer who questioned Virko believed that the dragonborn knew more than he was telling.

PCs asking around about Virko find out he often visits the Knotted Rope Tavern.

SCENE: INVESTIGATING SCRIMSHAW

Asking about Scrimshaw turns up little information directly about him. PCs may be able to locate one of his former crew.

Streetwise or Perception (DC 19/21): While making your way through the various taverns in the Dock Wards, you hear about or spot a memorial in the Knotted Rope Tavern dedicated to those captains who've died from sea wraiths attacking Waterdeep's harbor. One of the pictures is of Scrimshaw, and it looks as if someone has been maintaining it. The barkeep points you to a sailor at the end of the bar: Virko.

Streetwise (DC 15/17): The PCs find out that a former crew member of Scrimshaw's, Virko, often visits the Knotted Rope Tavern.

SCENE: VIRKO (KNOTTED ROPE TAVERN)

Virko is a tough old dragonborn sailor who used to crew for Scrimshaw. Virko has lost much in his life - he only has one eye, he wears a peg leg, and he lost three fingers on his left hand. Virko is more than a little drunk. He's a grouch and hates talking about the past - the loss of his former captain is painful to him still.

Costume: If a PC using a social skill is still dressed in a costume from the Fleetswake celebration (Encounter 1), they receive a +2 bonus to all social skills. Virko loves the pageantry of Fleetswake and seeing the costume brightens his spirits.

Diplomacy (DC 14/16): By gently persuading Virko that what he knows is important, you can convince him to speak.

History (DC 19/21): By talking up the proud and noble history of his former captain, he loosens up and begins to talk. Only one success can be gained using this skill.

Insight (DC 14/16): By lending the old sailor a friendly ear, you allow Virko to express his feelings of pain and loss.

If the PC obtains a success, Virko reveals the following:

"I overheard Captain Scrimshaw talking to a Masked Lord a week before he died. The masked fellow wanted him to smuggle some valuable collection of models to Amn; I think he said something about Lantan. Captain was an honorable man, he was, and turned the Masked Lord down flat. One week later he died.

I was suspicious so I kept my ear to the docks about valuable models. Sure enough, a collection of them was stolen, but then I heard a few months later from a crew just back from Amn that someone from here stole them back. Collection never arrived back here though. I bet a

smart feller could look through the shipping records in the Master Mariners' Guild and might figure out which ships might have taken off from here to do the job. The captain or crew of that ship might be willing to talk about what happened."

SCENE: MASTER MARINERS' GUILD HALL

When the PCs arrive, the Master Mariner's Guild Hall is in disarray - the guild hall was attacked earlier. The City Watch has surrounded the area and is not letting anyone in. In order to get the information they need, the PCs must find a way in and search the archives for the information they are looking for (recommend 2 successes).

The following skills can be used to gain entrance to the building:

Guildmaster's Permission: The PCs may attempt to send a note back Master Brendan, asking for his permission to enter his guildhall. The Master gladly agrees but this does not sway the watch. The City Watch considers this place a crime scene and do not want to let anyone in, not even the guildmaster himself, until the investigation is complete. Having the Guildmaster's permission does give the PCs a +2 to the use of any social skill in this scene.

City Watch Story Award: PCs that has the story award **WATE02 Ally in the City Watch** or another positive Waterdeep story award associated with the City Watch are automatically let in. Achieving entry in this manner counts as one success in the skill challenge.

Bluff/Diplomacy (DC 16/18): The PCs gain entrance if they can come up with a good disguise or story.

Intimidate (DC 22/24): The City Watch does not intimidate easily, but a successful use of this skill means you somehow manage to. A failed use of this skill closes off any further use of Charisma-based skills in this scene.

Stealth (DC 14/16): The PCs manage to find a hole in the City Watches perimeter and sneak in.

Once the PCs have made it past the City Watch and into the building, they eventually find their way into the archives. PCs need to find a way to navigate the warren that is the archives to find the information.

History (DC 14/16): Your knowledge of books and how information is organized allows you to quickly find the information you need.

Perception (DC 19/21): You're not sure how things are organized, but your keen eye lets you pick out the files that you need.

Once the PCs have obtained 2 successes, they have determined that the *Ardent Purveyor* (helmed by Captain Darden Morn) was the ship most likely involved in trying to re-acquire the Lantan Collection. The *Ardent Purveyor* is listed as having sunk in Deepwater Harbor, late at night during a severe storm. All hands were lost. The records suggest the ship sank somewhere in the vicinity of Umberlee's Cache, so no attempt was made to dive on the wreck and retrieve cargo. It was written off as lost to Umberlee.

PCs also notice that Captain Darden Morn filed an extensive amount of paperwork regarding the operation of his ship - much more than a typical captain would. An Insight (DC 8/10) check, which does not count as a success or failure towards the skill challenge, reveals that the Captain was a meticulous record keeper on all aspects of his ship, and there are probably additional records (a ship's log) that may be useful to the PCs investigation still in the wreckage.

SCENE: LOCATING THE *ARDENT PURVEYOR*

In this scene the PCs determine how to find out exactly where the *Ardent Purveyor* sank.

Arcana or Religion or History (DC 8/10): You realize a knowledgeable sage could probably determine the location of the *Ardent Purveyor*.

Streetwise (DC 14/16): Asking around, several helpful people suggest you either talk to the sage Feldebar the Keen or, if the PCs are brave enough, a treasure hunter going by the name of the Spotted Man, located somewhere in Mistshore.

SCENE: QUESTIONING FELDEBAR THE KEEN

Feldebar the Keen is a portly, middle-aged human scholar whose specialty is the commercial aspects of Waterdeep. He knows quite a bit about the trading companies - both current and past - and their ships.

Purchasing his Services: For 100 gp, he undertakes a quick but thorough search of his records to best determine where the *Ardent Purveyor* sank. He is able to narrow it down to two possible locations - PCs need to search each site to determine which one is the best. Purchasing Feldebar's services provides 2 successes towards this skill challenge.

Arcana or History (DC 14/16): Feldebar is a lover of new knowledge and gladly trades information he knows for a new bit of lore the PCs know. For making two successes, Feldebar provides his information for free.

Religion (DC 19/21): Feldebar is willing to trade for new information, but he's only interested in sea-

related and mercantile gods. For making two successes, Feldebar provides his information for free.

Nature (DC 14/16; only after PCs have achieved 2 successes in this scene): Feldebar isn't interested in nature, but if the PCs have obtained some likely locations from Feldebar, they can use their knowledge of water currents to narrow the possibilities down to the right location.

SCENE: QUESTIONING THE SPOTTED MAN (MISTSHORE)

The PCs travel back to Mistshore to speak to the Spotted Man. The Spotted Man was a successful treasure hunter until one of his adventures left him spellscarred. Now his body is riddled with bloated blue spot that burst periodically, weeping blue blood. Just before his forced retirement, he had located the *Ardent Purveyor* and was going to launch an expedition to search it. He fears that his condition might worsen if he were to dive underwater or take to the open sea. He'll only talk if the PCs can convince him they are experienced treasure hunters or if they can provide relief from his disease.

Acrobatics, Athletics, or Endurance (DC 14/16): Demonstrations of their physical skills involved in treasure hunting impress the Spotted Man. He'd be willing to provide the information to worthy treasure hunters.

Heal (DC 14/16): The PCs can provide some specific advice on how best to alleviate some of his symptoms of his spellscar.

Insight (DC 14/16): Listening to the Spotted Man's troubles and empathizing with him makes him want to reveal his knowledge to the PCs.

With one success (or having 6 successes for the skill challenge), the Spotted Man tells the PCs that he believes he had located the wreck, and that currents in the deep water had placed the wreck not in Umberlee's Cache, but close to it. He provides a map with some reckoning points, including an underwater lighthouse or beacon which is very close to Umberlee's Cache.

ENDING THE ENCOUNTER

Success: The PCs determine that Captain Morn of the *Ardent Purveyor* had traveled to Amn and apparently returned only to be sunk in a storm in Deepwater Harbor, close to Umberlee's Cache. The Lantan Collection was allegedly stolen back from Amn but was never recovered or returned. The PCs have a good idea of the location of the wreck of the *Ardent Purveyor*.

Failure: The PCs still learn the information above. However, a gang of pickpockets believe that the PCs

already have found treasure (rather than are looking for one) and with skill and finesse manage to lift the equivalent of 30 gp from each PC.

The PCs should now move to explore the wreck of the *Ardent Purveyor*, located in Deepwater Harbor. There is no urgent reason for the PCs to explore the harbor immediately; they may elect to take an extended rest. If the PCs take this information back to the Commodore Brendan and Master Sabbar at the Dancing Mermaid, the two ask the PCs to explore the wreck of the *Ardent Purveyor* in Deepwater Harbor for additional clues possibly waiting in the wreck.

PCs requiring a ritual to breathe underwater can locate a priest of Umberlee. Go to Encounter 6: Priest of Umberlee. If PCs choose to perform the necessary ritual(s) to travel underwater, go to Encounter 7: The *Ardent Purveyor*.

EXPERIENCE POINTS

The characters receive 140/200 experience points for successfully completing the skill challenge. Award half experience points if they failed.

ENCOUNTER 6: PREPARING TO DIVE

SETUP

Important NPCs:

Kayla, Waveservant of Umberlee (female eladrin)

The PCs may have questions about Umberlee's Cache. The DM can refer to the Appendix of Waterdeep Lore for more information. If time permits, Streetwise checks in the Dock Ward, or simply asking at the Guild of Watermen, would recommend getting permission or at least information from a Waveservant of Umberlee so that the PCs do not unknowingly venture into the Cache.

PCs preparing to enter Deepwater Harbor and explore its depths for the *Ardent Purveyor* need a means of breathing underwater, and possibly a means of moving around underwater.

The easiest way to breathe underwater is to have someone perform a *water breathing* ritual. If none of the PCs have the ritual, then they need to find someone to cast the ritual on them. If the PCs ask either guild or in the Dock Ward, they are directed towards Kayla, a visiting priest of Umberlee. (The PCs can also have the *water breathing* ritual cast by a priest of Valkur or a priest from the temple of Oghma.)

Kayla is a female eladrin priestess: a Waveservant of Umberlee. She is quite haughty and most displeased to have to interrupt her pilgrimage to aid the PCs. She does so only out of duty - the PCs wish to visit the realm of Umberlee and her religion demands she help if the PCs can meet her price.

If the PCs speak with Kayla about diving in Deepwater Harbor, they are sternly warned to avoid going anywhere near Umberlee's Cache - a holy site for Umberlee located in the deepest part of Deepwater Harbor. If the PCs make a History (DC 12/14) check or ask Kayla for more information, they are told a bit more about Umberlee's Cache - see Appendix A. She asks for an offering (10 gp per PC will do).

PCs also may want a means of travelling underwater. All PCs can swim using their Athletics skill, but this is very slow and the harbor is large and deep. PCs can also use a *phantom steed* ritual to obtain eight sea horse mounts. If the PCs cannot perform this ritual, Kayla can do so for the list price. Kayla charges 170 gp for a *water breathing* ritual and 85 gp for a *phantom steed* ritual. Getting these rituals cast is covered as a reasonable expense by the PCs employers.

PCs can also try to borrow living mounts from Kayla. A successful Bluff, Diplomacy, or Intimidate check (DC 19/21) means the PCs are able to get Kayla to lend the adventures either a sea horse mount (50 gp each) or a riding shark mount (75 gp each) for the day. PCs with living mounts may make use of the Mounted Combat feat, if they possess it. Handout 4 contains the stats for PC Mounts.

A priest of Valkur can cast the *water breathing* ritual for the same price, but does not have any living mounts to lend. A priest of Oghma can cast either ritual for the same price, but does not have any living mounts to lend.

The PCs may get a long boat with crew from the Guild of Watermen to anchor in the general vicinity so that the PCs do not swim from the shore if they do not have mounts.

ENDING THE ENCOUNTER

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 7: THE *ARDENT PURVEYOR*

ENCOUNTER LEVEL 8/10 (2100/3000 XP)

SETUP

This encounter includes the following creatures

3 sea wraiths (W)

7 sea wraith warriors (S)

1 sea wraith lord (L)

Once the PCs have obtained the means to explore the harbor, they should make their way to Deepwater Harbor. Encourage PCs to take an extended rest; there is no requirement that the PCs dive immediately, and diving at night is not recommended.

The PCs may swim, walk on the bottom or ride mounts in this encounter. Walking underwater is considered difficult terrain.

As the adventurers enter the area, read:

Inky black silence engulfs you as you slip underneath Deepwater Harbor. The cold water slowly begins to sap your strength as make your way through the depths of the harbor. The darkness and silence make staying together difficult.

During your travels you see a faint flickering reddish glow in the distance. When you get closer, you can make out a tall tower on the floor of the harbor. The light appears from the apex of the lighthouse, which does not seem to be functioning properly.

History (DC 12/14; no check is required if the PC was warned about Umberlee's Cache in Encounter 6): The lighthouse is known as Deepwater Beacon, and it was intended to keep sea wraiths locked in Umberlee's Cache. See Appendix on Waterdeep Lore for more background information.

If the PCs skip the lighthouse or decide to move on, read the following:

You finally arrive in the area where you determined the Ardent Purveyor sank. The shipwreck is not immediately evident.

Let the PCs discuss how they plan to search for the shipwreck. One way or another, they need to search the area. Have the PCs arrange themselves on the map in

the formation they use for searching. If the PCs are taking too long to come up with a plan, have them place their characters on the map to represent where they are when they are communicating. Unless otherwise specified, all PCs start at an elevation of 3 squares above the seaweed.

FEATURES OF THE AREA

The encounter takes place 300 feet below the surface.

Illumination: It is pitch black in the harbor. There are no light sources other than what the PCs brought with them.

Murky Water: Even with a light source the water in the harbor is far from clear. Creatures 5 to 20 squares away from any light source have concealment and anything further away has total concealment.

Ship (Ardent Purveyor): The remains of the *Ardent Purveyor* sit at an angle, its prow buried in the harbor floor. The hull is largely intact. PCs making a Perception (DC 14/16) check can find a hole in the hull big enough to climb through, or they can break a hole in the hull (Fortitude 10, AC/Reflex 5, immune to effects that target Will, hp 20; Break DC 13). The hull blocks line of sight and line of effect. Each square inside the hull is considered difficult terrain. The wraiths can simply phase through the hull if necessary and are not affected by the difficult terrain.

Seaweed: While much of the harbor floor is covered with seaweed, the wreck is in a rocky trench in which the currents hinder growth. However, areas of the floor and the wreck are covered in seaweed. Unless otherwise noted on the map, the seaweed stretches upward 5 squares from the floor or deck. Creatures hiding on the top of the seaweed have concealment. Creatures immersed in the seaweed have total concealment.

Current: There is an underwater current running through the trench. At the beginning of a creature's turn, the creature slides 2 squares in the direction the arrows point. The PC can reduce the number of squares the current moves them with a move action. Each square of movement the PC foregoes can reduce the slide from the current by 1 (minimum 0). So a PC with a speed of 5 can avoid the slide by giving up 2 squares of movement (reducing the PCs speed to 3). In a square not marked by arrows the current is less strong (1 square slide) but is otherwise treated as moving in the same direction. Inside the seaweed patches the current has no effect.

Underwater Combat: The relevant rules for underwater combat are found here: DMG pg. 45:

- Creatures using powers that have the fire keyword take a -2 penalty to attack rolls.

- Characters using weapons from the spear and crossbow weapon groups take no penalties to attack rolls with those weapons while fighting underwater. Characters using any other weapon take a -2 penalty to attack rolls.
- Creatures move using their swim speed. A creature without a swim speed must use the Athletics skill to swim, as described in the *Player's Handbook*.
- **Aquatic:** Creatures native to watery environments have the aquatic ability. They gain a +2 bonus to attack rolls against opponents that do not have this ability. Aquatic monsters, such as sahuagin, are noted as such.

The following guidance for underwater combat should be followed until more current rules or errata are published.

- Blasts, bursts, and area effects are cubes instead of squares.
- Forced movement in 3-D combat, such as underwater, that does not involve falling, may include vertical movement. DMs should disallow vertical forced movement of surface swimmers which would cause drowning.
- Dwarven resistance to forced movement does apply to currents while the dwarf is swimming.
- The Phantom Steed ritual may be used to create underwater mounts.
- Assuming one can breathe, a character may walk on the sea bottom (difficult terrain).
- This adventure did not assume the characters were stripped of their armor for the underwater combat. The combat is be much tougher if that happens.

TACTICS

As the PCs either search the harbor floor for the wreck or discuss their plans, the sea wraiths silently float in, attempting to sneak up on the PCs. If successful, the sea wraiths get a surprise round.

The sea wraith lord phases out of the wreck and targets the largest group of PCs he can using *deep's pain*. He sustains it as long as he does not need to go into the area to attack.

The sea wraith warriors attack in 2 waves. The first wave attacks with the sea wraiths when combat starts. The rest start movement the next round.

The sea wraith warriors and sea wraiths take advantage of concealment to stealthily move closer to the PCs, then charge using their *shadow touch* power to attack. When possible they attack in pairs so that one can *shadow touch* (to daze) and the other can attempt to

use *embrace of the deep*. If an *embrace of the deep* is broken or they lose combat advantage, they move away from combat to regain concealment and return when they can regain combat advantage.

SCALING THE ENCOUNTER

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

Four PCs: Remove one sea wraith.

Six PCs: Add one sea wraith.

ENDING THE ENCOUNTER

After defeating the sea wraiths, the PCs can continue their search. After a systematic search of the area, the PCs come upon the remains of the *Ardent Purveyor*.

Despite being heavily decayed, the *Ardent Purveyor* is stable enough for the PCs to search. In the hold of ship they find a pair of large, watertight chests. They also find on the bodies of the dead sailors who sank with the ship some magic items (see *Treasure*, below). Finally, they find the journal of Captain Darden Morn. The journal was enchanted to be waterproof; however, the enchantment has partially failed - most of the pages are severely water damaged.

Deciphering the entire contents is outside the scope of this adventure, but the PCs can determine that Captain Morn had discovered the plot of smuggling out the Lantan Collection and sailed to Amn to retrieve it. It is also evident from the journal that Captain Morn had a son studying the arcane arts, but too young to sail with his father. The PCs have earned the story award **WATE08 Journal of Captain Darden Morn**.

The total amount of time the PCs are underwater is 3 hours if all of the PCs obtained mounts. Otherwise, if they are swimming it takes 5 hours, or 7 hours if they are trying to walk along the harbor floor. If the PCs run out of air before then, they must return to the surface and have another *water breathing* ritual cast on them.

EXPERIENCE POINTS

The characters receive 420/600 experience points each for defeating the wraiths.

TREASURE

In the hold of the *Ardent Purveyor* the PCs find *skull bracers* (low level only), a *potion of regeneration*, *belt of vigor* (paragon tier) and 40/90 gp.

ENCOUNTER 7: THE ARDENT PURVEYOR STATISTICS (LOW LEVEL)

Sea Wraith		Level 8 Lurker	
Medium shadow humanoid (aquatic, undead)		XP 350	
Initiative +11	Senses Perception +4; darkvision		
HP 47; Bloodied 23			
Regeneration 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)			
AC 19; Fortitude 16, Reflex 19, Will 17			
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant (see also <i>regeneration</i> above)			
Speed fly 6 (hover), swim 6, phasing			
m Shadow Touch (standard; at-will) ♦ Necrotic, Cold +13 vs. AC; 1d8 + 5 cold and necrotic damage.			
Combat Advantage ♦ Necrotic, Cold The sea wraith deals an extra 1d6 necrotic and cold damage against any target it has combat advantage against and the target is dazed until the end of the next turn of the sea wraith.			
M Embrace of the Deep (standard; recharge 6) The target must be dazed or stunned; the sea wraith attacks one Medium or smaller target; +11 vs. Reflex; 2d6+6 cold and necrotic damage and target is weakened (save ends) and grabbed (until escape).			
Shadow Glide (move; only works underwater; encounter) The sea wraith shifts 6 squares.			
Spawn Wraith Any humanoid killed by a sea wraith rises as a free willed sea wraith at the start of its creators next turn, appearing in the space where it died (or in the nearest unoccupied square). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.			
Alignment Chaotic Evil	Languages Common		
Skills Stealth +12			
Str 4 (+1)	Dex 18 (+8)	Wis 10 (+4)	
Con 13 (+5)	Int 6 (+2)	Cha 15 (+6)	

Sea Wraith Warrior		Level 8 Minion	
Medium shadow humanoid (aquatic, undead)		XP 88	
Initiative +11	Senses Perception +4; darkvision		
HP 1; a missed attack never does damage to a minion			
AC 22; Fortitude 20, Reflex 19, Will 17			
Immune disease, poison; Resist 5 necrotic, insubstantial; Vulnerable 5 radiant			
Speed fly 6 (hover), swim 6, phasing			
m Shadow Touch (standard; at-will) ♦ Necrotic +13 vs. AC; 5 necrotic damage			
Combat Advantage ♦ Necrotic The sea wraith warrior deals an extra 1d6 necrotic damage against any target it has combat advantage against and the target is dazed until the end of the next turn of the sea wraith.			
Alignment Chaotic Evil		Languages Common	
Skills Stealth +13			
Str 14 (+6)	Dex 12 (+5)	Wis 11 (+4)	
Con 12 (+5)	Int 10 (+4)	Cha 14 (+6)	

Sea Wraith Lord		Level 9 Controller	
Medium shadow humanoid (aquatic, undead)		XP 400	
Initiative +8	Senses Perception +4; darkvision		
Sea Death Aura (Necrotic) aura 2; any creature begins its turn in the aura takes 5 necrotic damage.			
HP 70; Bloodied 45			
Regeneration 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)			
AC 22; Fortitude 17, Reflex 20, Will 21			
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant (see also <i>regeneration</i> above)			
Speed fly 6 (hover), swim 6, phasing			
m Shadow Touch (standard; at-will) ♦ Necrotic, Cold +14 vs. AC; 1d8 + 5 cold and necrotic damage.			
A Deep's Pain (standard; sustain minor; encounter) ♦ Necrotic, Cold Area burst 2 within 20; +11 vs. Fortitude; 3d8 + 3 cold and necrotic damage. The burst creates a zone that lasts until the end of the sea wraith lord's next turn. Any creature that starts turn within the zone takes 10 cold and necrotic damage. The sea wraith lord can dismiss the zone as a minor action.			
M Embrace of the Deep (standard; recharge 6) The target must be dazed or stunned; the sea wraith attacks one Medium or smaller target; +11 vs. Reflex; 2d6+6 cold and necrotic damage and target is weakened (save ends) and grabbed (until escape).			
C Vortex of Death (immediate reaction, when first bloodied, encounter) ♦ Necrotic Close burst 1; targets enemies; +11 vs. Will; 2d6 + 6 necrotic damage; the target is dazed until the end of the sea wraith lord's next turn.			
Shadow Glide (move; only works underwater; encounter) The sea wraith shifts 6 squares.			
Spawn Wraith Any humanoid killed by a sea wraith rises as a free willed sea wraith at the start of its creators next turn, appearing in the space where it died (or in the nearest unoccupied square). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.			
Alignment Chaotic Evil		Languages Common	
Skills Stealth +13			
Str 4 (+1)	Dex 16 (+7)	Wis 10 (+4)	
Con 18 (+8)	Int 10 (+4)	Cha 15 (+6)	

ENCOUNTER 7: THE ARDENT PURVEYOR STATISTICS (HIGH LEVEL)

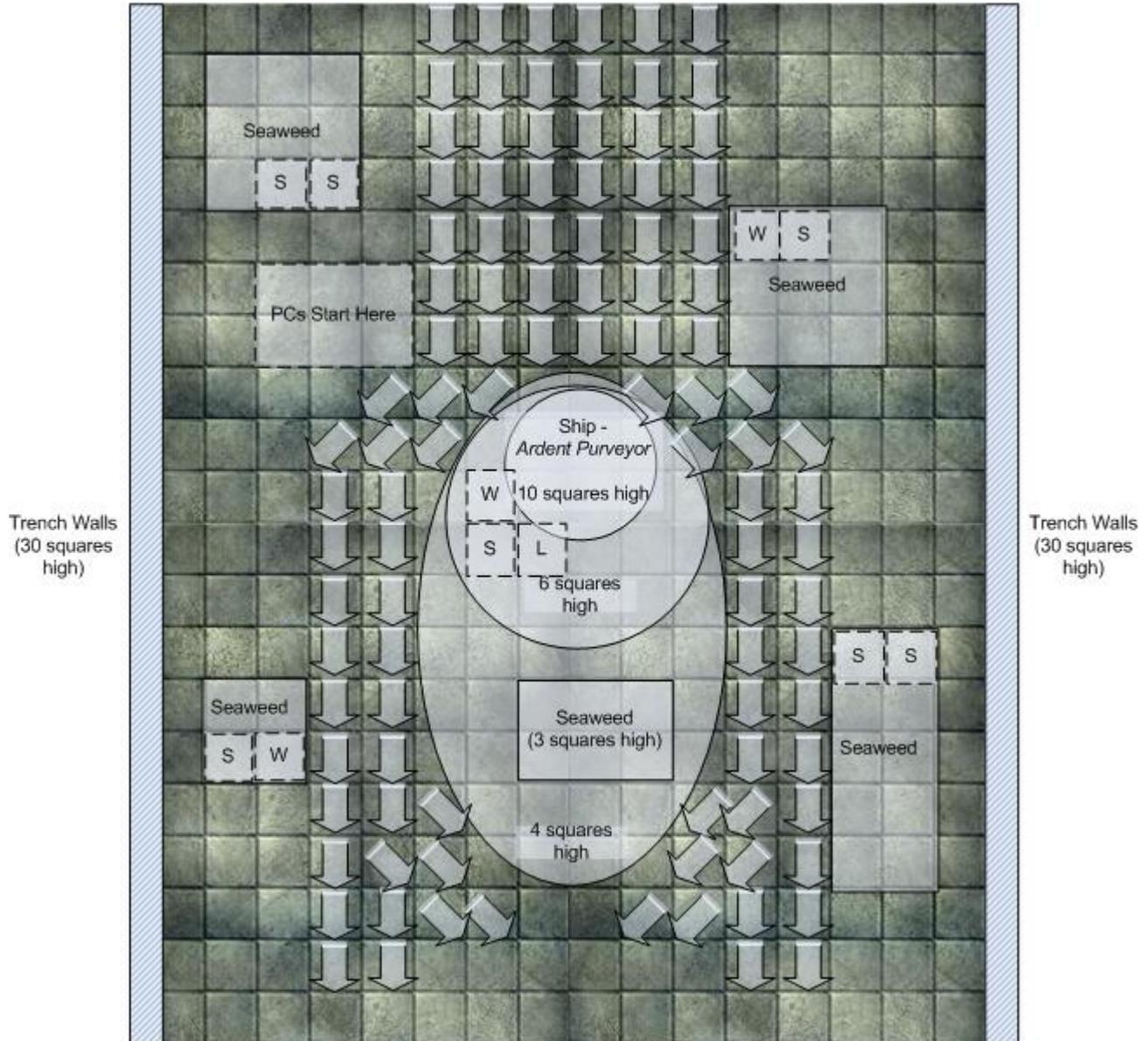
Sea Wraith (Level 10)		Level 10 Lurker	
Medium shadow humanoid (aquatic, undead)		XP 500	
Initiative +12 Senses Perception +5; darkvision			
HP 56; Bloodied 28			
Regeneration 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)			
AC 21; Fortitude 18, Reflex 21, Will 19			
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant (see also <i>regeneration</i> above)			
Speed fly 6 (hover), swim 6, phasing			
m Shadow Touch (standard; at-will) ◆ Necrotic, Cold +15 vs. AC; 1d8 + 6 cold and necrotic damage.			
Combat Advantage ◆ Necrotic, Cold The sea wraith deals an extra 1d6 necrotic and cold damage against any target it has combat advantage against and the target is dazed until the end of the next turn of the sea wraith.			
M Embrace of the Deep (standard; recharge 6) The target must be dazed or stunned; the sea wraith attacks one Medium or smaller target; +13 vs. Reflex; 2d6+7 cold and necrotic damage and target is weakened (save ends) and grabbed (until escape).			
Shadow Glide (move; only works underwater; encounter) The sea wraith shifts 6 squares.			
Spawn Wraith Any humanoid killed by a sea wraith rises as a free willed sea wraith at the start of its creators next turn, appearing in the space where it died (or in the nearest unoccupied square). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.			
Alignment Chaotic Evil		Languages Common	
Skills Stealth +13			
Str 4 (+2)	Dex 18 (+9)	Wis 10 (+5)	
Con 13 (+6)	Int 6 (+3)	Cha 15 (+7)	

Sea Wraith Warrior		Level 10 Minion	
Medium shadow humanoid (aquatic, undead)		XP 125	
Initiative +12 Senses Perception +5, darkvision			
HP 1; a missed attack never does damage to a minion			
AC 24; Fortitude 22, Reflex 21, Will 19			
Immune disease, poison; Resist 5 necrotic, insubstantial; Vulnerable 5 radiant			
Speed fly 6 (hover), swim 6, phasing			
m Shadow Touch (standard; at-will) ◆ Necrotic +15 vs. AC; 6 necrotic damage			
Combat Advantage ◆ Necrotic The sea wraith warrior deals an extra 1d6 necrotic damage against any target it has combat advantage against and the target is dazed until the end of the next turn of the sea wraith.			
Alignment Chaotic Evil		Languages Common	
Skills Stealth +14			
Str 14 (+7)	Dex 12 (+6)	Wis 11 (+5)	
Con 12 (+6)	Int 10 (+5)	Cha 14 (+7)	

Sea Wraith Lord (Level 11)		Level 11 Controller	
Medium shadow humanoid (aquatic, undead)		XP 600	
Initiative +9 Senses Perception +5; darkvision			
Sea Death Aura (Necrotic) aura 2; any creature begins its turn in the aura takes 5 necrotic damage.			
HP 80; Bloodied 40			
Regeneration 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)			
AC 24; Fortitude 19, Reflex 22, Will 23			
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant (see also <i>regeneration</i> above)			
Speed fly 6 (hover), swim 6, phasing			
m Shadow Touch (standard; at-will) ◆ Necrotic, Cold +16 vs. AC; 1d8 + 5 cold and necrotic damage.			
A Deep's Pain (standard; sustain minor; encounter) ◆ Necrotic, Cold Area burst 2 within 20; +13 vs. Fortitude; 3d8 + 4 cold and necrotic damage. The burst creates a zone that lasts until the end of the sea wraith lord's next turn. Any creature that starts turn within the zone takes 10 cold and necrotic damage. The sea wraith lord can dismiss the zone as a minor action.			
M Embrace of the Deep (standard; recharge 6) The target must be dazed or stunned; the sea wraith attacks one Medium or smaller target; +13 vs. Reflex; 2d6+7 cold and necrotic damage and target is weakened (save ends) and grabbed (until escape).			
C Vortex of Death (immediate reaction, when first bloodied, encounter) ◆ Necrotic Close burst 1; targets enemies; +13 vs. Will; 2d6 + 7 necrotic damage; the target is dazed until the end of the sea wraith lord's next turn.			
Shadow Glide (move; only works underwater; encounter) The sea wraith shifts 6 squares.			
Spawn Wraith Any humanoid killed by a sea wraith rises as a free willed sea wraith at the start of its creators next turn, appearing in the space where it died (or in the nearest unoccupied square). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.			
Alignment Chaotic Evil		Languages Common	
Skills Stealth +14			
Str 4 (+2)	Dex 16 (+8)	Wis 10 (+5)	
Con 18 (+9)	Int 10 (+5)	Cha 15 (+7)	

ENCOUNTER 7: THE ARDENT PURVEYOR MAP

The arrows indicate the direction of the current.



ENCOUNTER 8: WRAPPING IT UP

SETUP

Commodore Brendan, guildmaster of the Master Mariners' Guild (male human)

Master Sabbar, guildmaster of the Guild of Watermen (male halfling)

Darvin Tallfellow, City Watch Orsar, Insight +12

After the PCs have retrieved the Lantan Collection from the *Ardent Purveyor*, they should return to one of the guild halls to report their findings. Both Master Brendan and Master Sabbar are waiting upon their reports and make themselves available to the PCs.

The PCs' report is assumed to include the following:

- The deeds in the deceased guild members past that resulted in their being chosen by the Necromancer
- Following up on those events led them to Captain Morn and the *Ardent Purveyor*.
- The finding of the Lantan Collection and the diary
- They may also include their suspicions that the Necromancer is related to Captain Morn.

When they have completed their tale, read the following:

Master Brendan and Master Sabbar sit in silence for a few moments. "Traitors in our guilds," says Master Brendan, "is dark news."

Master Sabbar speaks up. "The Master Mariner and I must take a closer look at our respective guilds and weed out those who chose not to discharge their duties faithfully. We do ask a boon of you: would you keep what you have learned to yourself? We swear that we will not rest until the corrupt in our guilds have been discharged."

Master Brendan nods his head vigorously. "Yes, we will look into these charges and act swiftly. Also, if you could deliver the Lantan Collection to the nearest Watch station, I am sure the city would be glad to have it back."

CONCLUSION

When the PCs arrive at the Watch station with the Lantan Collection, they are taken to a side room and asked to wait for a bit. After a half-hour, Orsar Darvin Tallfellow arrives and asks the PCs how they obtained the Lantan Collection.

If the PCs do not turn in the Lantan Collection or otherwise avoid the Watch station, the Watch eventually comes to them. The Watch is very interested in anyone travelling underwater in Deepwater Harbor (smugglers often try travelling underwater) and want to question what the PCs were doing.

PCs may have some questions for Orsar Tallfellow. If asked, he reveals the following:

- The Lantan Collection is a collection of technically advanced designs and models from the lost island of Lantan, intended to improve the City of Waterdeep. The collection includes the plans and prototype for the Timehands, the golemwork clock that tells time for the entire city. The collection was stolen 20 years ago and hasn't been seen since.
- The City Watch suspected the Collection had been transported to Amn, but had no proof.
- The City Watch had heard rumors that the Collection had been retrieved from Amn, but could not find out who was involved.
- The Collection belongs to the government of Waterdeep and will be transported to the Lord's Palace for safekeeping immediately.

Pay particular note to whether the PCs keep the guild information secret, or disclose the story to the City Watch. In the first case, the PCs receive the story award **WATE09 Gratitude of the Guilds**. In the second case, they receive the story award **WATE10 Noted for your Honesty**. The PCs cannot receive both story awards.

After the PCs tell their story, they are released with the thanks of the Watch and the city of Waterdeep for returning a lost city treasure.

If PCs try to use the return of the collection to get a meeting with any Masked Lord, they are unsuccessful.

EXPERIENCE POINTS

If the PCs return the Lantan Collection to the City Watch or other official member of the city government they complete a minor quest and gain 70/100 xp.

TREASURE

The guildmasters gift the PCs with a *staff of winter* +2, a *cap of water breathing* and a pair of *boots of swimming* (high-level version only).

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. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

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 1: The Night the Buffet Tried to Eat Me
350 / 500 XP

Encounter 4: Trapped Spirits
140 / 200 XP

Encounter 5: The Trail of Betrayal
140 / 200 XP

Encounter 7: The Ardent Purveyor
420 / 600 XP

Minor Quest: Return of the Lantan Collection to officials of the City of Waterdeep
70/100 XP

Total Possible Experience
1120 / 1600 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. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some

characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that 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

150 / 200 gp

(Encounter 3: 10 gp, Encounter 5: 40 / 90 gp, Encounter 6: 100 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *skull bracers* (L7) (low-level version only)
Found in Encounter 7

Bundle B: *+2 amulet of health* (L8) (low-level version only)
Found in Encounter 8

Bundle C: *+2 cloak of survival* (L9)
Found in Encounter 4

Bundle D: *swimtide harness* (L8)
Found in Encounter 4

Bundle E: *+2 staff of winter* (L9)
Found in Encounter 8

Bundle F: *cap of water breathing* (L10)
Found in Encounter 8

Bundle G: *boots of swimming* (L13) (high-level version only)
Found in Encounter 8

Bundle H: *belt of vigor* (paragon tier) (L12) (high-level version only)

Found in Encounter 7

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of regeneration* (L9) plus 190 / 340 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350 / 500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

WATE08 The Journal of Captain Darden Morn

You have successfully retrieved the journal of Captain Darden Morn, former captain of the *Ardent Purveyor*. Most of the pages are severely water damaged. The contents of the journal, and how it relates to the Necromancer, must wait for another adventure. This story award represents a continuation of the "Quest for the Necromancer" major quest, concluding in WATE1-6.

WATE09 Gratitude of the Guilds

During the course of this adventure, you stumbled across some embarrassing information about the foul deeds of certain members of the Guild of Watermen and Master Mariners' Guild. The guilds asked you to keep this information to yourself, and you did. By doing so, you have earned the gratitude of both of these guilds. You may request information on any matter related to either of these guilds. The Necromancer, however, is displeased at your choice to remain silent.

WATE10 Noted for your Honesty

During the course of this adventure, you stumbled across some embarrassing information about the foul deeds of certain members of the Guild of Watermen and Master Mariners' Guild. You chose to reveal this information to the authorities. While this displeases the guildmasters of those two guilds, the City Watch and other well-placed individuals in Waterdeep are pleased with your actions, and honor you publicly as a Hero of Waterdeep. They may confide in you in future adventures. The Necromancer is also pleased that you revealed this information to the authorities.

ADVENTURE QUESTIONS

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

1. What happened to the Lantan Collection?

- Still in the wreck of the *Ardent Purveyor*
- Returned to Waterdeep officials
- Destroyed
- Kept by a PC
- Other

2. What was the fate of the journal of Captain Morn?

- Still on the wreck of the *Ardent Surveyor*
- Given to one of the guildmasters
- Given to the City Watch
- Given to one of the temples
- Destroyed or other

3. Did the PCs discover Captain Morn tried to recover the Lantan Collection?

- Yes
- No

4. Did the PCs ask questions about the actions of Masked Lords 20 years ago?

- Frequently and they were not discreet
- Some but they were reasonably discreet
- Very few questions
- None at all

5. Did the PCs share their discovery of the confessions of the three (deceased) former guild members?

- With multiple (b, c, d)
- With only the guild masters
- With the City Watch or city officials
- With a noble house or temple
- Did not share with anyone

6. Did the PCs meet with the Waveservant of Umberlee?

a. Yes

b. No

NEW RULES

Skull Bracers Level 7

Item Slot: Arms 2,600 gp

Power (Daily): Minor Action. The next successful attack you make before the end of your next turn deals an extra 1d10 damage.

Reference: *Adventurers Vault*, page 120.

Swimtide Harness Level 8

Item Slot: Waist 3,400 gp

Property: Gain a 2 bonus to Athletics checks made to swim, and to Endurance checks made to hold your breath, swim, or tread water.

Reference: *Adventurers Vault*, page 167.

Boots of Swimming Level 13

Item Slot: Feet 17,000 gp

Property: Gain a swim speed equal to your speed. You take no penalties to attack rolls while swimming underwater.

Power (Daily): Minor Action. Breathe normally underwater until the end of the encounter.

Reference: *Adventurers Vault*, page 127.

Cap of Water Breathing Level 10

Item Slot: Head 5,000 gp

Property: You can breathe water as well as air.

Reference: *Adventurers Vault*, page 138.

Potion of Regeneration Level 9

160 gp

Power (Consumable ♦ Healing): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.

Reference: *Adventurers Vault*, page 188.

APPENDIX A: WATERDEEP LORE

MASKED LORDS OF WATERDEEP

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

THE GUILD OF WATERMEN

This guild’s members load and unload almost all of the cargo on ships in its harbor. They run various small skiffs and ferries about the harbor and to ships. They retrieve items floating in the harbor, but due to the danger of the sea wraiths, they do not dive in the harbor routinely. Watermen know the currents, depths and backwaters of the harbor as well as the tides. The Watermen’s Hall is located in Dock Ward.

MASTER MARINERS’ GUILD

This guild’s members are ship captains and merchant fleet owners who are based in or who often put into Waterdeep. The guild represents their interests and provides services such as harbor pilot training, accommodations, and temporary warehouse space for cargo. The guild will supply a harbor pilot for a ship upon request. City Guard patrols inspect ships’ crews and cargoes for hostile, dangerous or illicit activities. The Mariners’ Hall is located in Dock Ward.

UMBERLEE’S CACHE

Umberlee’s Cache is a spot in the deepest part of Deepwater Harbor where dropped coins built up. Since -1088 DR, mariners have paid homage to Umberlee, the Bitch Queen, by dropping coins into the deepest reaches of the harbor in thanks for safe ports and safe passage in the coming year. This spot is between the crescent of the Deepwater Isle. In -334 DR, clerics of Umberlee opened the seabed floor at the deepest point (in the lee of Deepwater Isle) revealing deeper caverns beneath. The fierce currents almost immediately pulled the coins down into the caverns. In modern times, tithing to Umberlee still occurs mainly during the Fair Seas Festival, which comes at the end of Fleetswake.

The upper caverns of Umberlee’s Cache are haunted by sea wraiths, a self-propagating form of aquatic undead. The light from Deepwater Beacon, an underwater lighthouse at the SE edge of the cache, used to keep the sea wraiths from escaping into the harbor. The beacon used to be a waystation for mermen who guarded the harbor and the approaches to Umberlee’s Cache.

The Deepwater Beacon had a permanent portal which drew radiant light of great brightness from the domain known as the Eternal Sun where the Amaunator resides. The radiant light kept the sea wraiths from escaping the caves into the harbor. When the Spellplague occurred, the beacon was damaged and no longer beams radiant light. As a result, the sea wraiths were freed and the mermen who used to help keep the harbor clean and safe left (or were killed). It is not know if the beacon can be repaired.

Violent, sudden currents that appear without warning and last for varying durations plague the lightless waters of Umberlee’s Cache. All such currents tug at least slightly downward, inexorably drawing the treasures dropped into Umberlee’s Cache towards a cavern called the Bitch Queen’s Maw. For 24 hours each year, on the last day of Ches, a complete planar breach opens in the Maw, and tribute gatherers (half fiendish, giant octopi) emerge to gather up the treasure. This event is expected to occur in two days from the start of this adventure.

HANDOUT 1: POSSESSED BY DAIMION NAYAL

You feel slimy incorporeal tendrils probe every inch of you as the trap haunt formerly know as Daimion Nayal enters and takes over your body. You feel that the control over your body is tenuous at best; if you mentally start to resist the control you believe it will end quickly.

While possessed, you find yourself either voraciously reading any book you can get a hold of or else you start to writing a treatise on the history of Lords of Waterdeep on whatever surface you can find.

After the possession ends, you have a persistent urge to take extensive notes about your investigation. The effect ends at the end of this adventure.

When your adventuring companions have achieved its first success, read the following:

Business can be messy, especially in a competitive environment like Waterdeep. My humble beginnings were particularly messy.

When your adventuring companions have achieved enough successes (consult your GM), read the following:

“It was simple, really. I help ruin a small, independent trading company, and in exchange I get the trading contracts of that company. The company traded exclusively with Amn, and those contracts were quite lucrative.

So I talked to some friends in the guild, and the next time the Red Diamonds Trading Company came into port, they were caught smuggling illegal goods. At least the city inspectors said they were. A quick trial and off to jail for the leaders of the Red Diamonds Trading Company. They died in jail soon after. Food poisoning, I heard. I was able to buy the company cheap.

All I had to do for this deal was have one of my ships transport a couple of chests to Amn off the books; no questions asked. It helps to have a Masked Lord on your side.”

HANDOUT 2: POSSESSED BY HYACINTH

You feel slimy incorporeal tendrils probe every inch of you as the trap haunt formerly know as Hyacinth enters and takes over your body. You feel that the control over your body is tenuous at best; if you mentally start to resist the control you believe it will end quickly.

While possessed, you find yourself unable to feel or use your arms and legs. Also, you periodically cough up dried, desiccated flower petals for some reason.

After the possession ends, any flowers you come into physical contact with immediately begin to wilt and die. This effect fades at the end of the adventure.

When your adventuring companions have achieved its first success, read the following:

I rose quickly in the Watermen's guild. It's possible some people got hurt along the way.

When your adventuring companions have achieved enough successes (consult your GM), read the following:

"A Masked Lord visited me one evening 20 years ago, promising gold if I would do one tiny task for him. See, four Watermen working the night shift on the docks smuggled a couple of chests onto a ship bound for Amn. Not a big deal, really, but the problem was a month or so later they got drunk and told a captain who was asking questions about the chests and some stolen valuables. Word is, the captain set sail for Amn the next day to find those chests. Anyway, the Masked Lord wanted me to arrange for those Watermen to go drinking in a certain tavern the next night. How was I to know that during a bar fight, all four would be stabbed to death? Yeah, I think the Masked Lord was covering his tracks, so I kept my mouth shut and started thinking about my faith.

A month later, I got paid more gold and gained support for higher guild office for getting some new Watermen onto the guild rolls. 'Course they weren't much of Watermen, more like assassins. No harm doing a favor for a Masked Lord. May have been the same one, but you can't really tell with those magical masks and robes."

HANDOUT 3: POSSESSED BY DAYLOR KORRING

You feel slimy incorporeal tendrils probe every inch of you as the trap haunt formerly know as Daylor Korring enters and takes over your body. You feel that the control over your body is tenuous at best; if you mentally start to resist the control you believe it will end quickly.

While possessed, you find yourself speaking only in a hoarse whisper and find it difficult to breathe. When spoken to, you only seem to understand the literal meaning of words. You cannot recognize irony or sarcasm.

After the possession ends, you continue to have difficulty breathing. Until the end of Encounter Five (consult your GM on when this happens), you can only speak in short sentences - no more than five or six words.

When your adventuring companions have achieved its first success, read the following:

I once implemented a hostile takeover in my early days. Worked out nice for me. So there, I confessed. Can I go now?

When your adventuring companions have achieved its second success, read the following:

“Fine. You want me to say it, I’ll say it! I set up Scrimshaw and took over his trading company. All I had to do was vouch for a new guy to the guild as a master navigator with a magic item that drove off the sea wraiths. The sea wraiths have been a problem in Deepwater Harbor. Well, guess that magic item summoned sea wraiths rather than repelled them for old Scrimshaw. Found himself smack dab in the middle of a sea wraith swarm. You could hear the screams all the way in Dock Ward. The widow signed over the company to me for next to nothing. That new guild member remained for six or eight months; I recall he left after another ship sunk in the harbor, several months later.

Apparently old Scrimshaw wouldn’t do a job for one of the Masked Lords; some chests needed to go to Amn. I heard that the Lantan Collection was stolen; just guessing that’s what might have been in the chests. Curious, now that I remember, the second ship that sunk was said to have been returning on Amn and lots of rumors that its Captain might have recovered the Lantan Collection.”

HANDOUT 4: PC MOUNTS

Horse, Sea		Level 5 Brute
Large natural beast (aquatic, mount)		XP 200
Initiative +4	Senses Perception +2	
HP 80; Bloodied 40		
AC 17; Fortitude 19, Reflex 17, Will 15		
Speed swim 10		
m Tail Slap (standard; at-will)		
Reach 2; +8 vs. AC; 2d8 + 4 damage; see also waterborn		
Aquatic Charge (while mounted by a friendly rider of 5 th level or higher; at-will) ♦ Mount		
The sea horse's rider deals an extra 1d10 damage when he or she attacks after the sea horse charges. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.		
Waterborn		
While in water, the sea horse gains a +2 bonus to attack rolls against creatures without a swim speed.		
Alignment Unaligned	Languages –	
Str 18 (+6)	Dex 18\5 (+4)	Wis 10 (+2)
Con 20 (+7)	Int 2 (–2)	Cha 9 (+1)

Shark, Riding		Level 8 Skirmisher
Large natural beast (aquatic, mount)		XP 350
Initiative +11	Senses Perception +4	
HP 88; Bloodied 44		
AC 22; Fortitude 21, Reflex 22, Will 17		
Speed swim 11		
m Bite (standard; at-will)		
+13 vs. AC; 2d6 + 4 damage; see also waterborn		
Deft Swimmer (while mounted by a friendly rider of 8 th level or higher; at-will) ♦ Mount		
The shark's rider gains a +2 bonus to AC against opportunity attacks. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.		
Waterborn		
While in water, the sea horse gains a +2 bonus to attack rolls against creatures without a swim speed.		
Alignment Unaligned	Languages –	
Str 19 (+8)	Dex 21 (+9)	Wis 11 (+7)
Con 16 (+7)	Int 2 (+0)	Cha 7 (+2)