

PLAYER HANDOUT 1

To My Brave and True Friend,

Circumstances conspire against me that I should contact you only in times of dire emergency. However events are as they are and not as you or I would have them. If you have any regard for me, I beg of you, please attend me for I am in need of your skills.

I invite you to Gounar's Tavern in Sea Ward to dine with me tonight.

Perhaps when the unpleasantness is concluded, you will stay a while and enjoy my hospitality.

.Lord Stedd Moonstar



PLAYER HANDOUT 2

Renowned Adventurer,

I am in need of mighty adventurers to deal with a matter of the utmost urgency and some discretion. Your reputation leads me to believe that you are well suited to the challenge.

I invite you to dine with me at Gounar's Tavern in Sea Ward tonight; the food and drink are excellent.

Lord Stedd Moonstar



PLAYER HANDOUT 3: PRIOR ADVENTURES

DETAILS FROM WATE2~3 NOBLE DANGERS

Adventurers discovered that a stationary earthmote over the Sword Mountains, north of Waterdeep, was inhabited by allies of Lord Vanrak Moonstar. These worshippers of Shar posed a threat to House Moonstar, the temple of Selune and Waterdeep, but they were eradicated by the adventurers. The citadel has a keyed portal to well-hidden part of Undermountain, that place where Lord Vanrak hides. House Moonstar, the temple of Selune and Vajra Safhar, the Archmage of Waterdeep and Blackstaff, are concerned about the continued threat by Lord Vanrak. The adventurers also discovered that someone was leaking information from House Moonstar to Vanrak and his allies.

PLAYER HANDOUT 4: PRIOR ADVENTURES

DETAILS FROM WATE3~1 MOON RISING

Recently adventurers were hired by one of the Masked Lords of the city to retrieve an artifact that, according to him, is one of the lost guardians of the city. The adventures traveled to the Gates of the Moon dominion. They discovered that the artifact was in fact a former inhabitant of the city, Lady Alathene Moonstar. Lady Alathene, an archlich, was transformed by the Spellplague into a crystal statue and she and the Vault of the Stars (her laboratory and personal library) were shifted to the Gates of the Moon. The fate of Alathene depended upon the decisions made by the adventurers. They may have either brought her back to the city or they may have brought back critical information (her journal) and a method for Stedd Moonstar to communicate with her (ritual scroll).

PLAYER HANDOUT 5: SEARCH FINDINGS

STUDY DESK:

Correspondence connecting Korras to Eilir. Notes regarding Logan and documents on House Moonstar.

LARGE SAFE IN STUDY:

The safe contains: deeds to various Waterdeep properties, notes that purport to be from a meeting of the Lords of Waterdeep in Korras's own handwriting and a holy symbol of Shar. Also wealth in the form of jewelry, heirlooms and gold bars and pieces, platinum pieces, and astral diamonds. A letter is present from Vanrak Moonstar.

SECRET ROOM OFF BEDROOM:

- A voluminous black robe
- An amulet made of light gold on a silver chain, stamped with the symbol of the goddess Waukeen (god of commerce).
- A helm with a removable, blank mask attached. Inside the helm are several strands of short, thick black hair.
- Gauntlets and gloves
- A ring with the crest of Waterdeep on it

These items are regalia of Masked Lords, worn to protect their personal identity and person while identifying themselves as rulers of the city. All items are magical, but only the Blackstaff can confirm they are actual regalia.

The hair in the helm belongs to Lord Korras Anteos the Third.

THE CELLARS AND VAULTS

A secret tunnel was discovered which led to a neighboring building on Immar Street which is also owned by Anteos. The tunnel also accesses the city sewer and an underground secret shrine to Shar. A secret staircase from the Lords bedroom leads to the tunnel from the cellars.

PLAYER HANDOUT 6: KEY MISSION POINTS

- The two items needed are The Covenant of Vanrak and the Ring of Sorrow.
- The Covenant of Vanrak is the agreement between Vanrak and Shar from where much of Vanrak's power springs. He is probably unkillable so long as that Covenant exists. The Covenant is stored in the Dark Library in the Foundation of Loss.
- Shar moved her place from the Shadowfell to the Towers of Night during at the time following the Spellplague.
- The Ring of Sorrow is one of a number of magical rings owned by Vanrak and his allies. The rings unlock certain portals that lead to Vanrakdoom. One of the rings was likely left behind in a sealed laboratory in the Foundation of Loss. We believe the ring is the key to accessing the earth mote entrance to Vanrakdoom.
- We are researching if a second route to Vanrakdoom exists but we are uncertain of that still.
- Vanrak makes his home in a section of Undermountain known as Vanrakdoom. Over the centuries many expeditions have been mounted in an attempt to find Vanrakdoom. None have succeeded. Alathene suspects the only entrances are via the Shadowfell.