

DUNGEONS & DRAGONS

ENCOUNTERS™

LOST CROWN OF NEVERWINTER



AN ADVENTURE FOR CHARACTERS OF 1ST LEVEL

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INTRODUCTION

Welcome to DUNGEONS & DRAGONS ENCOUNTERS™, an exciting official DUNGEONS & DRAGONS® program. This adventure is a mini-campaign season designed to be played in one-encounter sessions once per week at your local Wizards Play Network location. Each week, players can earn in-game rewards for their characters and Renown Points toward special program-exclusive DUNGEONS & DRAGONS FORTUNE CARDS™ that can be used in this and future seasons of DUNGEONS & DRAGONS ENCOUNTERS play.

PREPARING FOR PLAY

The DUNGEONS & DRAGONS ENCOUNTERS play kit provides all you need to DM this adventure, including poster maps of encounter areas and a sheet of tokens to represent monsters, adventurers, and battlefield effects. Follow the steps below to prepare for play.

Before you run Session 1:

- ◆ Read the Adventure Background and Adventure Summary to get a feel for the flow of the story.
- ◆ Read the **Session 1: The Mysterious Heir**, page 10, and **Plaguechanged Assault**, page 12. If you are starting at another point, read the appropriate sections and what has come before.

At the table of your first session:

- ◆ Ensure that each player has a character to play. Players can use one of the characters provided in the kit or can create their own personas using the DUNGEONS & DRAGONS rules.
- ◆ Give each player a D&D ENCOUNTERS Play Tracker. This sheet, found in the play kit, allows the players to track treasure, experience, and Renown Points earned for each play session.
- ◆ Get a session tracking sheet from the organizer. Record all the players' DCI/RPGA numbers on it, along with your DCI/RPGA number. If you or any of the players don't have a DCI/RPGA number, ask the organizer for a membership card.

During the session:

- ◆ Each session is one encounter. Just DM the encounter assigned for that week's session. Typical play time for a session is 90 minutes to 2 hours.
- ◆ Make decisions and adjudications that enhance the fun of the game. As the DM, you can make adjustments to the adventure (see the A Changing Group sidebar on page 2) to facilitate player fun.



At the end of your first session:

- ◆ Have the adventurers take a short rest if they want, but remind them to track their daily abilities. Healing surges used, daily powers expended, and other daily resources do not refresh in between sessions, only at the end of each chapter. Make sure your players track this information on their D&D ENCOUNTERS Play Trackers.
- ◆ Turn in your session tracking sheet to the organizer. Make sure you've recorded all the DCI/RPGA numbers on it, along with names and the play date.
- ◆ Report Renown Point totals earned for each player to the organizer. The organizer fills out the Renown Point Tracker for the location and tells you if any players have earned DUNGEONS & DRAGONS Fortune Cards.
- ◆ Give out treasure and experience points. Make sure the players write down rewards on their D&D Encounters Play Trackers.
- ◆ Collect your special reward for providing your time as a DM to make the event happen. Your organizer has more details on this reward.

At the end of each chapter:

- ◆ The adventurers take an extended rest, regaining all of their healing surges, hit points, and daily powers. Also, their action point total resets to 1.
- ◆ Once you've been the DM for a few sessions, it's easy to prepare for your next session. Simply skim the next session's material, and you're ready to go.

A CHANGING GROUP

Since you can never tell who's going to show up to a DUNGEONS & DRAGONS ENCOUNTERS session, you might wind up with a different group of players from week to week. Some players might have missed a session or two, and others might have played sessions with a different DM. That's fine. Catch new players up with a brief summary of what has come before, and make sure that returning players have marked off resources they spent (healing surges, daily powers, and so on) since their last extended rest.

Majority Rules: If some element of the adventure plot hinges on the adventurers making a decision in a previous session, and the group is different during the current session, find out how the decision went down from the players. Go with the majority, and if it's an even split, side with the most positive result. For example, if three of five players' characters at your table slew the black dragon in a previous encounter and two didn't, the dragon is considered to be slain for your session this week.

CREATING A CHARACTER

Players are responsible for bringing their own characters to each play session. A first-time player can bring a 1st-level character created using the rules found in the *Heroes of the Fallen Lands*™ rulebook, the *Heroes of the Forgotten Kingdoms*™ rulebook, and the *Neverwinter Campaign Setting*. Players are also encouraged to incorporate character themes from the *Neverwinter Campaign Setting*. These themes are referenced throughout the adventure, providing characters with additional opportunities for roleplaying and to involve them more deeply in the setting. In addition, players can use rules presented in *Dragon*® magazine in support of those products.

If a player doesn't have a character or doesn't want to create one from scratch, several pregenerated adventurers are provided in the play kit.

At the end of each session, you award experience points, treasure, and Renown Points. The players record that information on their D&D Encounters Play Trackers, and you report the Renown Points each player earned to the organizer.

Changing Characters: Players can switch characters during a DUNGEONS & DRAGONS ENCOUNTERS season. If a player wants to do so, he or she can bring a new character with an amount of experience points equal to the character he or she previously played in the season. However, the new character does not keep any treasure or items from the previous character.

Character Death: If a character dies during a session, the player has two choices. He or she can bring the same character back at the beginning of the next session with four fewer healing surges, or he or she can start a new level-appropriate character. If a character dies and has fewer than four healing surges remaining, that character loses all of his or her remaining healing surges and can return next session with full hit points.

D&D GAME DAY: GATES OF NEVERDEATH

Lost Crown of Neverwinter links to the *Neverwinter Campaign Setting* Game Day adventure, *Gates of Neverdeath*™. The Game Day adventure takes place about a month before the events of the Encounters season, and the events that take place there set up this campaign.

Players who venture into both *Gates of Neverdeath* and the *Lost Crown of Neverwinter* will gain some special insight into both adventures, as well as extra XP that will set them about a session ahead of their allies. They also might have gold or magic items as a result of playing through that adventure.

No other penalty exists for death except for the potential loss of Renown Points for surviving eight or more sessions without dying.

ADVANCEMENT

The Reward section indicates how many experience points to award the characters. The point total includes the encounter reward plus any exploration or story rewards. Each character receives the same amount of experience points, regardless of group size or player participation. Reward XP at the end of each session.

Milestones: For every two encounters a character completes without taking an extended rest, the character reaches a milestone, gaining an action point.

Leveling: Players need not wait until their characters take an extended rest to level. DUNGEONS & DRAGONS ENCOUNTERS uses an accelerated XP award system to allow players to experience their characters at levels one, two, and three. If a player attends every session, his or her character advances to level 2 at the start of Chapter 3 and to level 3 at the start of Chapter 4. A player who attended the Neverwinter Game Day event might level up one or two sessions earlier.

TREASURE

As the characters progress through the mini-campaign, they have the opportunity to gain treasure in the form of gold pieces, valuables, and magic items. Whenever characters discover treasure, follow the instructions provided in the adventure. Use the following rules to divide treasure among the characters. All the magic items in this adventure come from the *Heroes of the Fallen Lands* rulebook or the *Heroes of the Forgotten Kingdoms* rulebook.

Awarding Magic Items: When the characters find a nonconsumable magic item, the players can decide which character receives it. Usually, these decisions will be easy, since certain items are better suited for certain characters. If this is not the case, then you should assign the new item to a character who has no nonconsumable magic items. If two or more characters lack nonconsumable magic items, have each of those players roll a d20. The character of the high roller receives the new item.

Selling Items: If none of the characters wants a particular magic item, the group can sell it at the end of the session using the rules from *Rules Compendium*™. Divide the gold pieces received evenly among the party members.

When to Gear Up: Characters can buy equipment at the start of each chapter.

Random Items

Use the following table to determine unidentified magic items, or choose from the table based on the adventuring group's needs.

TREASURE TABLE

d20	Result
1	2 potions of healing ^{1 or 2}
2	+1 magic armor ^{1 or 2}
3	+1 magic weapon ^{1 or 2}
4	+1 luckblade ²
5	+1 magic wand, orb, staff, or rod ^{1 or 2 (rod and wand only)}
6	+1 amulet of protection ^{1 or 2}
7	+1 veteran's armor ¹
8	shield of deflection ¹
9	+1 vicious weapon ¹
10	+1 amulet of health ²
11	belt of vigor (heroic) ^{1 or 2}
12	+1 defensive weapon ^{1 or 2}
13	+1 sylvan armor ¹
14	+1 earthroot staff ¹
15	bracers of mighty striking ¹
16	+1 rod of malign conveyance ²
17	gloves of agility ²
18	headband of perception ²
19	gauntlets of blood ¹
20	roll twice more (reroll if 20 comes up again)

¹Heroes of the Fallen Lands

²Heroes of the Forgotten Kingdoms

RENOVN POINTS

One of the great rewards for playing in a DUNGEONS & DRAGONS ENCOUNTERS season is the accumulation of Renown Points (RPs), which are given out for accomplishments by players during, and sometimes in-between, sessions. These Renown Points are tracked at the Wizards Play Network location and reaching certain thresholds garners the player a tangible reward—an exclusive D&D Fortune Card.

Players can use these cards during the current DUNGEONS & DRAGONS ENCOUNTERS season, subsequent seasons, or possibly both. Each card provides a certain benefit as detailed on the card itself. Rules on using Fortune Cards during play sessions can be found in booster packs or online at www.DungeonsandDragons.com.

As the Dungeon Master, you award Renown Points at the end of a session of play, just like you would grant experience and treasure. Unlike experience and treasure, Renown Point totals earned for each player must be reported to the organizer at the conclusion of the session when you turn in your session tracking sheet. The organizer can then tell you if any players have qualified for a card.

The Renown accomplishments, their frequency, and the point values of each are listed below.

RENOWN POINT AWARDS

Accomplishment	Frequency	RPs
Complete an encounter	Session	3
Bring a new player	Session	2
Moment of greatness	1/chapter	2
Revive a dying adventurer ally	1/chapter	2
Hit for 15+ damage against 1 enemy	1/chapter	2
Kill 3 minions in 1 attack	1/chapter	2
Take 50 enemy damage in 1 session	1/chapter	2
Create your own character	Season	5
Create a PC with Character Builder	Season	5
Use a Neverwinter character theme	Season	2
Survive 8+ sessions without dying	Season	5

Bring a New Player: Current players can earn this award for bringing a player who has never before participated in the DUNGEONS & DRAGONS ENCOUNTERS program (current and past seasons included).

Moment of Greatness: When a player does something inventive, daring, or just plain cool during a session, the DM can grant this optional award or allow the other players to vote on whether it should be awarded.

FORTUNE CARDS

DUNGEONS & DRAGONS Fortune Cards are a new gameplay enhancement that showcases the chaotic and unpredictable nature of adventuring in a fantastic world of danger and magic. Every time players begin a session, they draw cards from their decks of Fortune Cards, activating the game benefit of the card at the appropriate time. Each card provides a game effect that enhances attacks, defenses, or provides some other sort of benefit to a player character. Fortune Cards are featured in DUNGEONS & DRAGONS ENCOUNTERS seasons going forward—player rewards will consist of exclusive promotional Fortune Cards. Although players don't have to purchase Fortune Cards to play DUNGEONS & DRAGONS ENCOUNTERS, we think they'll enjoy this new enhancement to their game experience.

Fortune Cards are available in 8-card booster packs with differing levels of rarity (common, uncommon, and rare) and bring more excitement to the game table. Players can crack open packs of cards just prior to participating in a game session or come to their game with pre-built decks. For players wanting to take advantage of this gameplay enhancement, we recommend purchasing 2 packs per play session or bringing a deck built according to the Fortune Card rules, available in the booster packs or online at www.DungeonsandDragons.com. The set available for purchase and use during this season of DUNGEONS & DRAGONS ENCOUNTERS is called *Glory of Neverwinter™*.

RENOWN REWARDS

When a player earns 20 RPs, he or she earns the first DUNGEONS & DRAGONS Fortune Card, called *bowl over*. At 40 RPs, the player earns *great confidence*, and at 60 RPs they receive *spellplague surge*. These cards are awarded to the player immediately following the session in which the card is earned. Players can add these cards to their Fortune Card decks upon earning them. These cards are distributed by the organizer and any questions regarding availability or quantities should be directed to him or her.



TACTICAL MAPS AND PLACING CREATURES

This adventure provides a sample tactical setup for each encounter, including the location of the monsters and a start area for the player characters. The tactical maps present only one way to set up an encounter. If it doesn't make sense to place the monster or adventurer tokens in the places indicated in the map, feel free to change the placement. First and foremost, the narrative of the story should mandate creature placement. For example, if a character was sneaking around behind a group of monsters, then allow that player to place his or her token or miniature in an appropriate location.

ADVENTURE BACKGROUND

Nearly thirty years ago, the bustling city of Neverwinter perished in a fiery cataclysm that slew half its population, including its ruling family: the House of Alagondar. Tremors ripped through the city, opening a mighty chasm from which bubbled horrors from the world below. Most of those who survived the cataclysm fled, and folk believed the city destroyed and the Crown of Neverwinter—the symbol of the city's power and influence—forever lost.

A few years ago, the city began rebuilding. Lord Dagult Neverember, Open Lord of Waterdeep, came northward, bringing his deep coffers of coin and an army of Mintarn mercenaries to pacify and resettle the city. His first order of business was to construct a wall to keep the worst of the terrors at bay—a strategy that has proved successful thus far.

A trickle of refugees returned, a tide that has swelled in the last year to a steady flow. Their homes and

livelihood will be restored, Lord Neverember says—as long as they accept him as the Lord Protector of the city. (Speculation runs rampant that he plans to crown himself as the heir of Alagondar's line.)

Now, in response to a sudden and seemingly impossible attack by plaguechanged beasts in the Protector's Enclave, a supposedly "true" Heir of Neverwinter emerges—a warrior who wears what can only be the Lost Crown of Neverwinter. The huge, public display puts the loyalties of everyone in Neverwinter to the test. Before the city can fall into civil war, the Lord Protector recruits the heroes to track down this Heir and find out the truth of his claim.

KEY FACTIONS AND CHARACTERS

The following section describes the major factions present in the adventure.

Neverwinter Background

The city of Neverwinter, once a sparkling jewel of the North, fell into ruin about twenty-seven years ago in a great cataclysm. Nearby Mount Hotenow erupted catastrophically, raining ash and fire upon the city and tearing it apart from below with a great earthquake. Roughly half of the city's population perished, including its ruling family, the House of Alagondar. Many others fled, leaving only a desperate few to carve out an existence among the ruins.

Recently, Lord Dagult Neverember—the Open Lord of Waterdeep and a powerful politician—has invested many of his resources in restoring the city to its former glory. So far, he has been successful in restoring security in the Protector's Enclave in the southwest quarter of the city. He is currently installed in the city as its Lord Protector and, some say, king in all but name.

The Sons of Alagondar is the most organized rebel group in the city, but it doesn't have the strength to challenge Neverember's power in the city without a legitimate claimant to the throne. Some believe the only one who might be able to challenge Neverember's rule is a true heir of Alagondar, who could reclaim the city by right of birth.

It is against this backdrop of progress, tension, and tyranny that the events of this adventure play out.

New Neverwinter

Imperialist Reconstruction Government

Headed by Lord Dagult Neverember (see page 22), Open Lord of Waterdeep, this political and military organization seeks to rebuild ruined Neverwinter and cement its rulership over the city. It includes politicians under the leadership of Lord Neverember, who have

THE LOST CROWN OF NEVERWINTER

The heroes don't have the chance to inspect the crown too closely until the end of the adventure, but the DM should provide tantalizing glimpses of the coveted object as the campaign progresses. These are called out in the individual sessions, but in case these details ever come up, here are the specifics of the crown's appearance, construction, and powers:

The Lost Crown is wrought of shining mithral, inlaid with sapphires. It's a warrior king's crown. It weighs 4 pounds.

Legend holds that an unworthy heir of Neverwinter who dons the Lost Crown will awaken its warding and die in a torrent of fire and ice. Although this crown is a fake, it does have a similar property. If anyone other than the Lost Heir wears it, that creature takes ongoing 10 cold and fire damage while he or she wears it.

If the heroes ever have a chance to identify the crown, a DC 12 Arcana check determines that the crown is powerfully enchanted, but discerns no specific properties. What they make of this is up to them—perhaps the crown is a fake, or perhaps it is so powerful they cannot identify it fully.

If a hero who has the Neverwinter noble character theme puts on the crown, it attacks him or her, suggesting his or her claim, the crown, or the legend is false.

Heroes from the Game Day adventure, *Gates of Neverdeath*, might suspect the crown is a fake. If they ask Seldra about it when they encounter her, she swears that the crown is the true lost artifact.

won a great deal of goodwill in the city through their rebuilding efforts, and a military arm of mercenaries from Mintarn, headed by the grim General Sabine.

The loyalties of the people of Neverwinter are tested during *Lost Crown of Neverwinter* D&D ENCOUNTERS season. Increasingly, public opinion turns against the stabilizing force of New Neverwinter despite its accomplishments, driven by the appearance of the Lost Heir. Throughout the adventure, the heroes should have the opportunity to interact with townsfolk on both sides of the debate, and form their own opinions about who should rule Neverwinter.

Sons of Alagondar

Neverwinter Patriots

Not all fled the Neverwinter cataclysm. Stalwart and stubborn, those who remained behind eked out existence on their own against the horrors of the Chasm, as well as the other monsters that filled the vacuum left by Neverwinter's near-destruction. When Dagult Neverember arrived with his Mintarn mercenaries, these holdouts saw not a savior with a peace-keeping force, but a would-be tyrant at the head of an occupying army. They formed a resistance movement to push back against his rule.

The rebels of Neverwinter call themselves the Sons of Alagondar in honor of the fallen rulers of the city, the Alagondars. They operate mostly out of the Blacklake District, where Lord Neverember's reach does not extend. They also operate in the sewer tunnels under the city in conjunction with the Dead Rats, who are recent allies.

The current leader of the Sons of Alagondar is a hardened warrior named Arlon Bladeshaper (see page 44), who is picking up the pieces after a recent leadership vacuum caused by the death of the organization's old leader, the Harper agent Cymril. In the fallout from that event, the Sons have grown less trusting of outsiders.

The Lost Heir is an honorary member of the Sons of Alagondar, but he has his own agenda. The *Lost Crown of Neverwinter* Encounters season casts the Sons of Alagondar as pawns of the Lost Heir, who plays upon their loyalty to the city to direct them against his enemies.

Dead Rats

Wererat Gang

In recent years, a street gang from Luskan—a ruined pirate haven several days north from Neverwinter—moved into the city and began exercising its own brand of terror on (and under) its streets. Undisputed rulers of Neverwinter's sewer system, the lycanthropic Dead Rats make their nest under Blacklake. Recently, a halfling named Charl (see Session 6) made overtures

toward the Sons of Alagondar—offering an alliance that was cautiously accepted.

The Lost Heir supports this alliance, because he can use the Dead Rats to accomplish things that the rebels have no stomach for.

The Dead Rats factor into several of the encounters in *Lost Crown of Neverwinter* (particularly Sessions 8 and 9). They provide the heroes with clear-cut enemies (the wererats are extremely malicious).

The Lost Heir of Neverwinter

Manipulator Villain

The primary antagonist of this D&D Encounters season is the Lost Heir, who is using a fake Crown of Neverwinter to present himself as the true ruler of the city. Bearing this treasure, the Heir can make a valid and effective claim.

The identity of the Lost Heir is a mystery to the folk of Neverwinter. Some believe he is a lost son of the House of Alagondar; more fantastic stories claim he is Nasher Alagondar, reborn to expel the imperialist Neverember. Still others claim he is a native of Neverwinter with the blood of kings and the courage to stand up to tyranny.

In fact, the Lost Heir is Seldra Tylmarande. Seldra is a spy ostensibly in the employ of Lord Dagult Neverember. She uses her position to further her own mad ambitions. Every action Seldra takes in *Lost Crown of Neverwinter* is a manipulation meant to bring about an endgame in which she can oust Dagult Neverember and reclaim rule of the city for the city's native population.

With her power and mental acuity, Seldra would probably succeed with her scheme, were she not crippled by the very source of her authority: the false crown of Neverwinter. The crown is cursed (a result of the events of the Neverwinter Game Day adventure, *Gates of Neverdeath*). The more she wears the crown, pretending to be the Lost Heir, the more mentally unbalanced she becomes. Her decision to turn against

SELDRA FROM GATES OF NEVERDEATH

If any of the players have played through *Gates of Neverdeath*, they likely remember Seldra as the person who brought the Crown of Neverwinter to the city. If the heroes had a good relationship with her, she is friendly with them.

If asked about the fate of the Crown (a major aspect of the adventure), Seldra says that after some searching, she found a worthy successor to the throne of Neverwinter: the Lost Heir.

the heroes and rebels, rather than negotiate or try to find a common cause, represents the culmination of this insanity.

Seldra as Herself

Seldra Tylmarande is an attractive brunette half-elf woman of about thirty years. She wears functional leather armor, a russet cloak, and a longsword at her hip. She also has a spellscar on her arm.

Seldra acquired the fake Crown of Neverwinter from a wizard in Waterdeep, intending to portray herself as the true heir to the city of Neverwinter and rally the city's inhabitants around her. In doing this, she instigates the conflict in this adventure.

During the campaign, the heroes might ask Seldra a number of questions about her motives, her spellscar, or her connection to the Lost Heir. Use the following guidelines to craft her answers on these subjects:

Ancestry: Seldra is a native of Neverwinter, one of the determined few who remained after the cataclysm decades ago. Her family has been in the city for centuries. Her most notorious ancestor was the infamous Aribeth Tylmarande, a female half-elf paladin who is known for betraying Neverwinter into a vicious war with Luskan a century ago (this story is contained in the original *Neverwinter Nights* video game). In the wake of her great-great aunt's infamy, Seldra feels she has a legacy to live down. She hopes to redeem herself by saving the city from an awful tyrant: Lord Neverember.

Employment: To further her scheme, Seldra became a spy in the service of Neverember. She uses her position to keep tabs on Neverember, then on the heroes when the Lord Protector hires them.

Spellscar: Seldra has a spellscar, but she does not activate it until the end of the adventure, when the madness of the crown has consumed her.

A character might notice the spellscar on her arm with a DC 20 Perception check. A character who has the spellscarred harbinger theme can detect the spellscar automatically. If asked about it, she says she inherited the scar from her now-dead half-elf father.

The scar is likely to remain unknown to the heroes until Chapter Four, at which point the spellscar is revealed to have the power to create and control plaguechanged creatures. She exercises limited control over these creatures—mostly she creates them and sets them to work. Until the climax of the season, Seldra will never reveal this in any way, and she is too capable a liar to let it slip in casual conversation.

The Lost Heir: Seldra admits to supporting the Lost Heir, and urges the characters to support him as well.

Seldra as the Lost Heir

The Lost Heir is a silently inspiring figure who stands fast no matter the danger. He faces plaguechanged foes (Session 1) and a dragon (Session 2), demonstrating his bravery and worthiness to lead the people of Neverwinter against the dangers that beset them.

When necessary, the Lost Heir speaks in a gravelly voice and uses few words. He dresses in heavy plate armor and a billowing purple cloak. He always wears a full helm that obscures his features entirely. Atop this helm rests the mithral Crown of Neverwinter.

The deception is a skillful one: Seldra is a master of disguise. Spreading stories about the Lost Heir being a man also helps deflect suspicion.

The Lost Heir makes frequent use of his spellscar to generate and control plaguechanged beasts. When manifested, blue fire streams around his arms and face. When he wears the Crown, the fire seems to originate there, suggesting that it is a function of the Crown itself.

CHARACTER PROFILE: SELDRA TYLMARANDE

One of Lord Neverember's most effective agents, Seldra is the one he turns to so that things get done. He allows her a great deal of autonomy and trusts her judgment implicitly.

Key Traits: Resourceful, open-minded, manipulative, mysterious. Seldra is a spy, and relies on her quick wits and adaptability to do her job.

Goal: Ostensibly, Seldra's goal is to accomplish the missions Lord Neverember gives her. In truth, she hopes to bring down Lord Neverember and free Neverwinter of foreign rule.

Motivation: Redeem her family name.

Weaknesses: Paranoia and madness. Seldra has trouble trusting anyone, and she is losing her grip on reality.

Mannerisms and Physical Characteristics: An attractive brunette half-elf of thirty or so winters, Seldra habitually dresses in functional leather armor and carries a longsword. Often a silent observer, she keeps her own council.

When speaking, she is assertive yet diplomatic. She is friendly toward the heroes, being the daughter of adventurers herself.



ADVENTURE SUMMARY

The following presents a general walkthrough of what transpires in each session.

Seldra is up to a great deal of manipulation behind the scenes of the campaign. Consult the *Behind the Scenes* notes to determine where she is and what she's doing at any given moment.

Chapter One

Session 1: The heroes are going about their business in the Neverwinter market when an abrupt and seemingly impossible attack by plaguechanged horrors descends upon them. During the battle, they bear witness to an awesome spectacle: the appearance of a fully armored knight wearing the Lost Crown of Neverwinter, who comes to the aid of the city. This is the Lost Heir.

Session 2: A plaguechanged white dragon swoops in to join the fray, only to be repulsed by the combined efforts of the heroes and the Lost Heir. Finally, the Heir turns the dragon to stone then vanishes, sparking rumor and speculation all over the city.

Behind the Scenes: Seldra as the Lost Heir orchestrates this battle to present herself as the savior of Neverwinter. Afterward, she is busy doing double duty as Neverember's agent. She works to frustrate his attempts to figure out the Lost Heir while also instigating more plaguechanged attacks, which she thwarts in the guise of the Lost Heir.

Chapter Two

Session 3: A tenday later, rumors have spread like wildfire, and the town is on the brink of civil unrest. New Neverwinter soldiers (including General Sabine) recruit the heroes from the Beached Leviathan tavern to come to an audience with the Lord Protector. Before they can leave, they're jumped by drunk patrons loyal to the Heir.

Behind the Scenes: Seldra is coordinating an attack on the Wall when she receives a summons from Lord Neverember for her advice. She is late in returning, so she can't dissuade Neverember from hiring heroes to investigate the Lost Heir.

Session 4: The heroes have an audience with Lord Neverember, who offers to reward them handsomely for looking into this Lost Heir business. They begin their investigation at the Wall in time to stop a group of bandits from opening a gate there. Afterward, they are met by Seldra, who claims a gang called the Dead Rats was behind the attack. She suggests the group might be able to find the Dead Rats by heading to the House of a Thousand Faces.

Behind the Scenes: Seldra watches the heroes at the Wall and, witnessing their triumph, decides they are an obstacle to her plans. She concocts a story that the Dead

Rats were behind the attack, hoping the gang can deal with the heroes.

Session 5: The heroes follow Seldra's instructions and cross the Winged Wyvern bridge into the Blacklake District. On their way, they are attacked by plaguechanged creatures.

Session 6: The heroes come to the House of a Thousand Faces, where they meet the halfling Charl, who brokered the deal between the rebels and the Dead Rats. A fight ensues against Charl and his cohorts, and the heroes learn that a Dead Rat hideout lies beneath Blacklake. They stay the night in the inn.

Behind the Scenes: In the guise of the Lost Heir, Seldra heads to the Dead Rats' lair to warn them that adventurers will be coming their way.

Chapter Three

Session 7: To avoid Dead Rat sentries, the heroes head to a park near Blacklake in the middle of the night. There, they find a secret entrance to the Dead Rat gang's hideout. Before entering, they must face plants animated by corrupt primal spirits.

Behind the Scenes: Seldra arrives at the House of a Thousand Faces and points the adventurers to the entrance to the Dead Rats' Hole, in case they didn't get the information from Charl. Gripped by increasing paranoia and madness, Seldra makes plans to attack the Protector's Enclave the next morning. She figures that the adventurers will be occupied or dead by then.

Session 8: The heroes make their way through the Blacklake sewers, fighting rats and crocodiles while trying not to alert the Dead Rats to their presence.

Behind the Scenes: In the guise of the Lost Heir, Seldra visits Arlon Bladeshaper, leader of the Sons of Alagondar, to tell him of her plan to attack the Protector's Enclave. He is reluctant to make such a rash move, and he sets up a meeting for the next day to tell the Heir of his decision.

Session 9: The heroes fight the Dead Rats at their base. At the end of the battle, a mechanism is triggered, releasing some of the waters of Blacklake to wash them through the sewers.

Session 10: Water sweeps the heroes into the Kraken Tunnels, an old underground fortress for the Kraken Society, which is now the central base of the Sons of Alagondar. The party battles some monstrous inhabitants of the tunnel and is then intercepted by a rebel patrol. Arlon Bladeshaper takes the heroes to the rebel base, where he expresses his concerns about the Heir's bold plan to attack.

Behind the Scenes: Consumed entirely by the madness of the crown, Seldra begins rallying plaguechanged creatures and preparing for her assault on the Protector's Enclave.



Chapter Four

Session 11: The heroes agree to meet with the Heir on behalf of the rebels. When the characters show up, the Heir accuses the rebels of betraying him. He incinerates the rebels and sends some of his plaguechanged to attack the characters while he escapes. After the battle, the heroes can chase after the Heir.

Behind the Scenes: As the Heir, Seldra arrives for an arranged meeting with her rebels, only to see the heroes and think herself betrayed. In her rage and madness, she starts losing control of her spellscar.

Session 12: Pursuing the Heir, the heroes find themselves beset by animals and townsfolk that have been warped into plaguechanged monsters. The heroes fight monsters along the Winged Wyvern bridge and back at the gate, where the Heir is attempting to let more plaguechanged creatures into the Protector's Enclave.

Behind the Scenes: As the Heir, Seldra flees from the heroes, using her spellscar powers to create foes for them to fight. She attempts to open the gates to provide a distraction to the heroes. With her plans unraveling, she decides to try to kill Lord Neverremember personally—but she'll need a dragon to do it.

Session 13: The heroes catch the Lost Heir back in the square, and he is revealed to be Seldra Tylmarande. Seldra is attempting to free the dragon from its petrified state. A magical barrier prevents the characters from attacking immediately, but as soon as it lowers, they can subdue Seldra and free her of the crown's madness.

Session 14: The dragon is free, and it attacks the heroes. If the characters spared Seldra in the previous session, she aids in defense of the city, potentially sacrificing herself to help the characters.

Behind the Scenes: Seldra is repentant for her actions. Before the dragon is freed, Seldra reveals that the crown is false and tells the characters what happened to her.

ADJUSTING THE ENCOUNTERS

Chapter 1 and 2 assume you have a normal party of five 1st level characters and players familiar with the DUNGEONS & DRAGONS game. Chapter 3 assumes a party of 1st- and 2nd-level characters. Chapter 4 assumes a party of 2nd- and 3rd-level characters. Compare your group to this assumption, using the following guidelines.

Weak Party: You have a weak party at your table if it consists of only four characters, or most or all the players are new to the DUNGEONS & DRAGONS game. If you have a weak party, remove one of the lowest level or least important nonminion monsters from the encounter.

Strong Party: You have a strong party at your table if it consists of six characters, or most or all of the players are veteran DUNGEONS & DRAGONS players who like added challenge. If you have a strong party, add one of the simplest nonminion monsters among those in the encounter whose level most closely matches the encounter level.

CHAPTER ONE

At the beginning of *Lost Crown of Neverwinter*, each character starts with full hit points and healing surges, as well as one action point.

Take a moment to describe some facts about Neverwinter (see *Neverwinter Background*, page 5). Whether the heroes have just arrived in the city or have been here for some time, they are aware of the current state of affairs.

SESSION 1: THE MYSTERIOUS HEIR

When the session begins, the characters are going about their business on the south shore of the Neverwinter River, at a riverside market across from Castle Never. Read:

It's a cool spring afternoon at a local market in the safety of the Protector's Enclave. Across the river, the ruin of Castle Never stands as a stark reminder of the cataclysm that shattered Neverwinter nearly three decades ago.

Across the city, you can see the high Wall that guards the eastern border of the Protector's Enclave from the ruins of the southeast quadrant. That Wall, along with the river, cuts off this quarter from the monsters that now inhabit parts of Neverwinter.

Prompt the players to introduce their characters and describe them. Ask players why they've come to the city. Take a moment to reinforce the idea that the characters are already acquainted if not friends.

Start with **Neverwinter Daily Life** for the first few moments of the session, letting players get a feel for their characters by interacting with the people of the area.

When the players are comfortable, proceed to the **Plaguechanged Assault** encounter.

Neverwinter Daily Life

Give the heroes a few moments to interact with each other and the various people in the square. Some are described below, and you should feel free to improvise your own.

Ask the players what each of their characters would be doing in the marketplace. Players should feel free to move characters as they dictate until the encounter begins.

The following services and activities are available in the square.

Armorer

The portly, red-bearded dwarf Aothir is the owner of this stand. His face gradually grows redder and redder as he talks in his booming voice.

Aothir sells the armor listed in the *Heroes of the Fallen Lands* and *Heroes of the Forgotten Kingdoms* supplements. His goods are of fine quality, made by friends in the city of Sundabar, and imported here to tap into the fledgling market of rebuilt Neverwinter.

Character Theme Tie-In: Aothir proudly claims that he is an heir of Delzoun, the great dwarven empire that once existed in this region. If he sees another dwarf (particularly one who is an heir of Delzoun), he engages that character in conversation, recounting how he originally came to Neverwinter in search of Gauntlgrym, like so many others. He could not find the lost dwarven city, and eventually he had to find a practical way to support himself. He became an armorer, but he always keeps an ear open for news of Gauntlgrym. He offers an heir of Delzoun a 25% discount on armor, including magic armor.

Weaponsmith

A tough half-orc woman named Nagda sells weapons at this stand. She has little patience for anyone not of a martial persuasion and rather likes heroes with obvious physical prowess.

Her armory is well stocked, mostly with heavy blades, light blades, hammers, and maces.

Character Theme Tie-In: Nagda was once an Uthgardt barbarian, but her tribe, Black Wolf, was decimated by plaguechanged during a visit to its ancestor mound. She was the sole survivor, and when she sought to join a neighboring tribe, Gray Wolf, she was rejected due to her lineage (as the daughter of an orc). If she meets a character who is an Uthgardt barbarian, she recognizes the Thunderbeast symbol. She is reserved in interacting with that character, because she is ashamed of her current situation. If she meets a pack outcast, she is hostile until learning that he or she was also cast out by Gray Wolf. She offers an Uthgardt barbarian or a pack outcast a 25% discount on weapons, including magic weapons.

Supply Cart

This cart, filled with barrels and boxes, has been temporarily stranded by a cracked wagon wheel. The driver—a big human man called Clorde—is trying to fix it.

A DC 12 Dungeoneering check jury-rigs a work around, and earns the heroes thanks and 10 gp (if they ask for a monetary reward). He will also remove his cart from the battle map for the **Plaguechanged Assault** encounter; treat these squares as normal terrain.

Character Theme Tie-In: Clorde is not the simple merchant he appears to be, and if there's a Bregan D'aerthe spy in the group, he or she recognizes Clorde as one of the organization's surface contacts. Clorde's wagon has a habit of "breaking down" in important locations, where he can watch events unfold and pass information back to the drow group. The fact that Clorde is

here suggests that something big is about to happen. If asked, Clorde doesn't reveal anything unless the Bregan D'aerthe character reveals him or herself as such, in which case Clorde describes that he's heard rumblings of plaguechanged moving about in the sewers beneath the Protector's Enclave (the Bregan D'aerthe spy, and any of his or her allies who are informed of this, gain a

JARVY'S TALES

Jarvy tells the following tales, four of which have kernels of truth pertinent to the Encounters season.

"Lord Neverember constantly strives to prove his link to the Alagondar bloodline. Recently, he's hit a snag: There's a dearth of sages in the city willing to write fiction!" (Lord Neverember appears in Session 4.)

"Any sewer has crocodiles, giant rats, and green slimes. Here in Neverwinter, we boast something much bigger and better: a kraken!" (See Session 10.)

"Watch for General Sabine of Mintarn. She's got the ear of Lord Neverember—and all the charm of an angry boar!" (General Sabine appears in Sessions 3 and 4.)

"The Protector's Enclave is fine and safe, but the Blacklake District is another matter. The gangs rule there, and you'd better not be seen wearing Neverember's colors." (Sessions 6 through 12 take place in Blacklake.)

"The Neverdeath Graveyard roils with undead activity: corpses shambling about at all hours. Recently, a bunch of adventurers brought down a Red Wizard of Thay there." (The heroes ventured to the graveyard in the Gates of Neverdeath Game Day adventure.)

"If you're looking to take a stroll around a park, steer clear of the park on the edge of Blacklake. In the day, the place is crawling with members of the Dead Rat gang. In the night, even the vegetation is hostile!" (The heroes venture into the park in Session 7.)

The following tales relate to specific character themes. If a character of one of these themes is at the table, feel free to relate these as well:

"There's a rumor of infighting among the Harpers. I've heard tales that one of them murdered another one." (Harpers Agent)

"Have you heard of the Ashmadai? It's a cult of Asmodeus worshipers here in the city. There's a rumor going around that they've been branding peoples' chests with a sigil, though no one knows why." (Devil's Pawn)

+5 bonus to the Perception check to detect the plaguechanged creatures amassing beneath the sewers).

Jarvy's Cart

Jarvy, the halfling vendor at this wagon, sells tarts, meat pies, and fruit of several varieties for a reasonable price. The halfling has delusions of bardic magnificence and makes as much of his living telling tall tales as selling food.

A gold piece buys a customer a snack and a bit of sharp-tongued gossip, told in what Jarvy imagines is the bombastic manner of a bard. His humor is purposefully low-brow, meant for a cheap laugh (see the Jarvy's Tales sidebar).

The Gathering Plague

When the heroes are done interacting or when five minutes or so have passed, read:

Suddenly, the world fills with a lingering unease. Nausea fills your stomach and you feel dizzy. The feeling passes, but you still feel off-balance. The world seems vaguely wrong.

The sense of unease foreshadows the arrival of the plaguechanged monsters that take part in the **Plaguechanged Assault** encounter. They are gathering in the sewers beneath the square, preparing to surge forth to attack.

At this point, the heroes can make active Perception checks to determine what's about to happen. (A spellscarred character gets an actual headache, thanks to the presence of the plaguechanged.)

Any hero with a spellscar automatically succeeds on the check. Any hero who succeeds on the following check is not surprised when the encounter begins.

Perception (DC 19): Creatures are amassing in the sewers below the street, near the sewer grates and drainage pipe.

CHARACTER THEME TIE-INS

This encounter (and the follow-up in Session 2) will shock the Neverwinter noble: not only does *another* Heir of Neverwinter show up, but that Heir has the Crown of Neverwinter—a primary focus of that hero's quest. The hero might be drawn to help the Lost Heir (who could well be a long-lost relative), treat the Lost Heir as a rival and foe, or not know what to think. Encourage this uncertainty, and advise the player that his hero doesn't have much time to ponder.

The spellscarred harbinger's senses are overwhelmed by so much spellplague energy operating in one place. As a result, once the battle begins, her Spellplague Sense does not function during the battle (since everything detects as spellscarred).

PLAGUECHANGED ASSAULT

Encounter Level 2

Setup

3 plaguechanged guard drakes (D)

8+ plaguechanged maniacs (P); see Development

8 townsfolk (T)

When the encounter begins, read:

The air fills with a cacophony of roaring and mewling cries. The sewer grates are thrown aside as moaning creatures climb forth. They look like skeletal men, but their limbs bend at weird angles. Their eyes trail blue flames as their heads jerk through the air.

At the same time, three scaled creatures claw up from the pipe that projects out into the river. You've heard of creatures like these—guard drakes, they're called—but the parts of their bodies don't seem to fit together properly.

Folk run in all directions and the creatures turn to you.

The heroes start wherever they were during The Gathering Plague phase (see above). If they did not specify, they begin in the Start Area. The plaguechanged surprises them, unless they made the Perception check described in The Gathering Plague.

KEY ENCOUNTER NOTES

Introduce the plaguechanged threat. Describe the monsters are constantly moaning in pain and moving in a weird, disjointed fashion.

This incident is part of the Heir's plan, and this staged battle represents the Heir going public. If the heroes move to attack the Heir, have him declare "I'm not your enemy," then focus on attacking the monsters.

Development

Collateral Damage: The townsfolk (T) in the square act at the end of the round and attempt to flee. Each of them takes a double move (12 squares total) to escape. Whenever a monster attacks a bystander, it hits automatically. The bystander dies unless a character succeeds on a DC 12 Heal check as a standard action during or immediately after the encounter.

Do not have the monsters attack the merchants. They have a role to play in the final encounter of this season.

Second Wave: At the start of the third round, eight more plaguechanged maniacs surge from the sewers. They appear in unoccupied squares adjacent to the manholes and can take only a standard action during

their first turn. They act on the same initiative as the other plaguechanged maniacs.

The Heir Emerges: At some point during the battle, the Lost Heir (who is hiding behind a nearby building) joins the fight against the plaguechanged creatures. Bring in the Heir when the heroes are in need and when it's most dramatic (to protect a fallen hero, cover a hero's flank, or when the second wave of plaguechanged attacks). He should have an air of mystery, but the heroes should know he is an ally.

When you determine the time is right for the Heir to appear, read:

The melee clears for a moment, and you see an armored figure standing between you and the ravening beasts, purple cloak wafting in the wind of battle. The warrior is clad in full plate armor. A helm hides his face, and you can see atop his head sits a gleaming mithral crown with sapphires set into its tines.

"For Neverwinter," he says in a rasping voice, and raises his sword. Icy cold flames flare from the crown into the blade, and he charges toward the plaguechanged monsters.

3 Plaguechanged Guard Drakes (D)		Level 2 Brute
Small natural beast (reptile)		
HP 48; Bloodied 24		Initiative +3
AC 15, Fortitude 15, Reflex 13, Will 12		Perception +7
Speed 6		
STANDARD ACTIONS		
Ⓢ Bite (fire) ♦ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d10 + 3 fire damage, or 1d10 + 9 while the drake is within 2 squares of an ally.		
Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 18 (+5)	Int 3 (-3)	Cha 12 (+2)
Alignment unaligned		Languages —

8 Plaguechanged Maniacs (P)		Level 1 Minion Skirmisher
Medium natural animate (undead)		
HP 1; a missed attack never damages a minion.		Initiative +5
AC 16, Fortitude 13, Reflex 14, Will 13		Perception +2
Speed 6		Darkvision
STANDARD ACTIONS		
Ⓢ Claw (fire) ♦ At-Will		
Effect: The maniac can shift 1 square before the attack.		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 4 fire damage.		
Str 15 (+2)	Dex 17 (+3)	Wis 14 (+2)
Con 13 (+1)	Int 3 (-4)	Cha 3 (-4)
Alignment unaligned		Languages —

Tactics

Plaguechanged Guard Drakes: These creatures attack the nearest targets, whether they are heroes or bystanders.

Plaguechanged Maniacs: The maniacs are mad, but they can still recognize threats. They swarm the heroes, flanking if possible.

Lost Heir: The Lost Heir makes no attacks, and although enemies might try to attack him, they do not

hit. Whenever an enemy ends its turn adjacent to him, it takes 5 cold and fire damage from his *Neverwinter mantle*. He works with the characters to flank enemies. If necessary, refer to the Lost Heir's statistics are on page 14.

Features of the Area

Illumination: Bright light.

Barrels and Crates: These squares are difficult terrain.

Buildings: The doors to these residences are locked. Unlocking a door requires a standard action and a successful DC 12 Thievery check.

Fountain: This fountain depicts heroes of some bygone age. It is difficult terrain.

Grates: These grates are removed at the start of the encounter. They lead to the sewer 5 feet below.

River: The water is 5 feet below the docks, and it is calm. A character can climb back up to the street with a successful DC 8 Athletics check.

Sewer Pipe: This pipe juts out from beneath the dock and pours foul sewage into the river. Creatures entering one of the pipe's squares must succeed on a DC 12 Acrobatics check or fall prone.

Shrub: This square is difficult terrain and provide partial concealment.

Wagon/Merchant Stands: These are blocking terrain. If the heroes helped Clorde before the battle, the cart is removed from play.

Conclusion

Once the monsters are slain, the heroes can take a short rest. They hear minor battles of this sort going on elsewhere in the district, and they'll need to catch their breath before resuming the fight.

They have a chance to interact with the Lost Heir, but he ignores their queries and hurries about the square, tending to the fallen.

A crowd gathers around the battlefield. As the Lost Heir works, someone, somewhere, cries out "It's him, it's the Lost Heir! The king has returned!" The Heir does not acknowledge this, and the crowd takes up the chant. Finally, the Lost Heir raises his crowned head and draws his sword anew. Read:

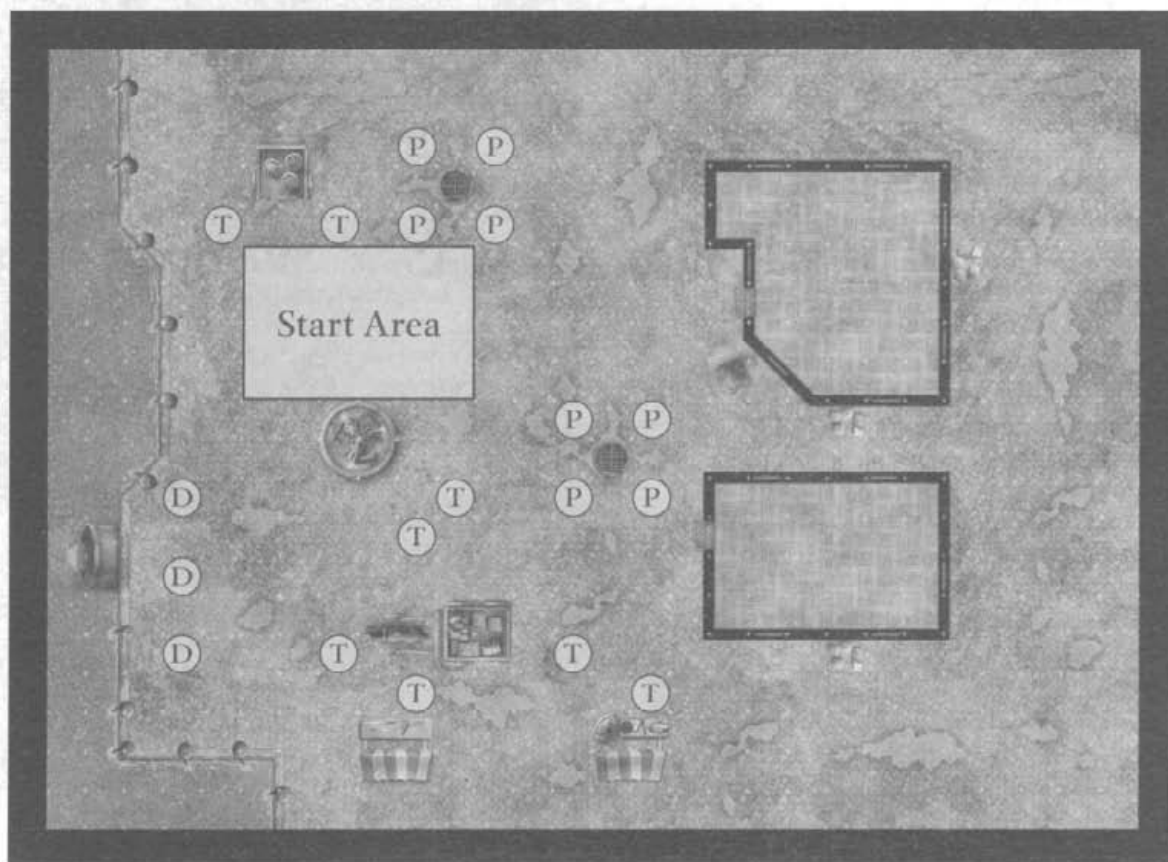
As folk cry out, "The king! The king!" the warrior stands, mithral crown gleaming atop his brow.

"Their master comes," he says, in a voice like steel scraping through gravel. "Make ready."

He points his bloody sword into the sky, where a great winged shape descends toward you with a roar. It lands with a clap of thunder, and when your vision clears, you face a towering white dragon wreathed in blue fire.

Reward

At the end of the session, each character receives 150 XP for interacting with the people in the plaza and for battling the monsters.



SESSION 2: WYRM OF FROST AND FIRE

This session begins with a fight against a dragon that has swooped in to attack the market square.

The Lost Heir fights the beast valiantly, but he cannot face the challenge alone. The heroes must work together to defeat the menace before it causes more damage.

When the session begins, read:

Without warning, a great winged serpent lands before you, its pearly white scales glistening with blood and blue flame. The violence of its landing sends you staggering back a step.

The dragon's eyes crackle with blue flame and malevolent hunger. It looks upon each of you in turn until its gaze falls upon the crowned warrior.

The warrior stands firm before the beast, sword raised. "Not in my city," he says.

Give the characters a chance to act before the combat begins. The dragon is mesmerized by the Lost Heir, who appears to engage it in a battle of wills.

Each hero can take a standard action, which might be an attack, total defense, a move, or a skill check (see Observation, below). After one round passes, the encounter begins anyway.

The first time anyone attacks the dragon or touches the Lost Heir or the Lost Crown, the encounter begins, denying any subsequent actions other heroes might want to take.

When any of these things occur, or after one round has passed (and each hero had the chance to take a standard action), go to the **The Dragon Attacks** encounter.

Observation

If the heroes opt to make skill checks (either before or during the combat), consult the following:

Arcana to learn about the Crown (DC 19): The Crown radiates magical power with cold and fire evocation properties.

Arcana on the Dragon (DC 19): Any layman can tell the dragon is plaguechanged, but you sense the extent of its scarring: flame has become as much a part of its nature as frost. (The spellscarred harbinger gets a +5 bonus to this check.)

Arcana on the Lost Heir (DC 12): The crowned warrior is attempting some sort of magic to control the dragon. The creature appears to be too strong, however, and you think it will overpower the warrior and attack.

Insight on the Dragon (DC 19): The dragon's urge to destroy focuses mostly upon you and your allies, not the Lost Heir. Perhaps it is as scared of the crown as it is angry.

Insight on the Lost Heir (DC 19): The warrior's poise indicates that he desires to defeat this latest threat to Neverwinter. The way he stands suggests a trained, competent warrior with no small amount of magical talent.

Perception on the Dragon (DC 12): You think the dragon is hypnotized, but it seems to be quickly overpowering the effect.

Lost Heir (L)	Level 4 Elite Soldier (Leader)
Medium natural humanoid, half-elf (spellscarred)	
HP 72; Bloodied 36	Initiative +8
AC 20, Fortitude 14, Reflex 18, Will 16	Perception +2
Speed 6	Low-light vision
TRAITS	
⚔ Neverwinter Mantle (cold, fire) ♦ Aura 1	
Any enemy that ends its turn within the aura takes 5 fire and cold damage.	
STANDARD ACTIONS	
⚔ Longsword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 4 damage.	
⚔ Frost and Flame (cold, fire, weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 5 damage.	
Effect: An enemy within 2 squares of the Lost Heir takes 8 cold and fire damage.	
MINOR ACTIONS	
Demand Obedience ♦ At-Will	
Effect: One enemy adjacent to the Lost Heir is marked until the end of the Heir's next turn.	
TRIGGERED ACTIONS	
Crown's Absorption ♦ Recharge when first bloodied	
Trigger: An attack deals cold or fire damage to the Lost Heir.	
Effect (Immediate Interrupt): The triggering attack deals half damage to all creatures damaged by the attack.	
Spellplague Vitality ♦ Encounter	
Trigger: The Lost Heir drops to 0 hit points.	
Effect (No Action): The Lost Heir regains hit points equal to his bloodied value and stands up from prone. Any effects on the Lost Heir end.	
Spellplague Binding ♦ Encounter	
Trigger: The plaguechanged white dragon drops to 0 hit points.	
Effect (No Action): The dragon is petrified.	
Str 16 (+3)	Dex 18 (+6) Wis 10 (+0)
Con 14 (+2)	Int 19 (+6) Cha 16 (+3)
Alignment unaligned Languages Common, Elven	
Equipment longsword, plate armor, Crown of Neverwinter	

THE DRAGON ATTACKS

Encounter Level 3

Setup

Plaguechanged white dragon (D)
Lost Heir (L)

To stop the plaguechanged white dragon from laying waste to the unguarded Protector's Enclave, the heroes must make a stand in the square at the epicenter of the attack. Fortunately for them, the mysterious Lost Heir comes to their aid against the beast.

When combat begins, read:

Abruptly, the Lost Heir gasps and falls back, the connection severed between him and the dragon.

"I've failed," he says. "Now we must fight."

Unleashed, the beast roars in anger. "Feed the blue flames," it cries. "They must be fed!" It lunges forward, brandishing its claws.

The heroes should start where they left off the last encounter, or in the Start Area.

Roll initiative and begin the battle.

Take careful note of the phases of the fight as discussed in the Development section on page 16. Special events occur when:

- ◆ The dragon is bloodied.
- ◆ The Heir is bloodied.
- ◆ The dragon drops to 0 hit points.

Features of the Area

Illumination: Bright light.

Barrels and Crates: These squares are difficult terrain.

Buildings: The doors to these residences are locked. Unlocking a door requires a standard action and a successful DC 12 Thievery check.

Fountain: This fountain depicts heroes of some bygone age. It is difficult terrain.

Grates: These grates are removed at the start of the encounter. They lead to the sewer 5 feet below.

River: The water is 5 feet below the docks, and it is calm. A character can climb back up to the street with a successful DC 8 Athletics check.

Sewer Pipe: This pipe juts out from beneath the dock and pours foul sewage into the river. Creatures entering one of the pipe's squares must succeed on a DC 12 Acrobatics check or fall prone.

Shrub: This square is difficult terrain and provide partial concealment.

Wagon/Merchant Stands: These are blocking terrain. If the heroes helped Clorde before the battle, the cart is removed from play.

Plaguechanged White Dragon (D) Level 3 Solo Brute

Large natural magical beast (dragon)

HP 200; Bloodied 100

Initiative +1

AC 17, Fortitude 17, Reflex 13, Will 15

Perception +8

Speed 6 (ice walk), fly 6

Darkvision

Resist 10 cold

Saving Throws +5; Action Points 2

TRAITS

Action Recovery

Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.

Instinctive Rampage

On an initiative of 10 + the dragon's initiative check, the dragon can move up to its speed as a free action. The dragon can move through enemies' spaces and gains resist 5 to all damage during the move. Each time the dragon enters an enemy's space for the first time during the move, it can use *claw* against that enemy. If the attack hits, the target also falls prone. If the dragon cannot use a free action to take this move due to a dominating or stunning effect, then that effect ends instead of the dragon making this move.

Savage Blood

While bloodied, the dragon can score a critical hit on a roll of 17-20.

STANDARD ACTIONS

⚔ Bite (cold) ♦ At-Will

Attack: Melee 2 (one creature); +8 vs. AC

Hit: 2d10 + 4 cold damage.

Miss: 5 cold damage.

✋ Claw ♦ At-Will

Attack: Melee 2 (one creature); +8 vs. AC

Hit: 2d8 + 2 damage.

⚔ Dragon's Fury ♦ At-Will

Effect: The dragon uses *claw* twice.

☠ Breath Weapon (cold) ♦ Recharge ☞ ☞ ☞

Attack: Close blast 5 (creatures in the blast); +6 vs. Reflex

Hit: 2d8 + 6 cold damage, and the target is slowed (save ends).

Miss: Half damage.

TRIGGERED ACTIONS

✋ Tail Slap ♦ At-Will

Trigger: An enemy hits the dragon while flanking it.

Attack (Free Action): Melee 2 (triggering enemy); +6 vs. Fortitude

Hit: 5 damage, and the dragon pushes the target up to 5 squares.

☠ Blue Fire Burst (cold, fire) ♦ Encounter

Trigger: The plaguechanged white dragon becomes bloodied.

Attack (No Action): Close burst 5 (creatures in the burst); +7 vs. Reflex

Hit: 1d6 + 3 cold and fire damage, and the target is pushed 2 squares.

Miss: Half damage.

Skills Athletics +10

Str 18 (+5)

Dex 11 (+1)

Wis 15 (+3)

Con 18 (+5)

Int 8 (+0)

Cha 8 (+0)

Alignment evil

Languages Common, Draconic

KEY NOTES FOR THE ENCOUNTER

As a level 3 encounter against level 1 characters, the encounter is an intentionally tough battle. It is mitigated by the Lost Heir, who is there to help the heroes. Keep the focus of the battle on the adventurers.

The Heir does not intend this battle to defeat the heroes, but he wouldn't mind one or two of them falling so he has the chance to appear as their heroic savior.

Tactics

Plaguechanged White Dragon: The dragon attacks the heroes, seeking to deal as much damage to as many enemies as possible. Until it is bloodied, the dragon is under the Heir's control.

Under this control, it will not intentionally hit the Heir, except for a predetermined blast of its breath weapon (which the Heir intends to reduce with his crown's absorption ability). The dragon will hit the Heir and at least one of the heroes with his breath at the first opportunity, and thereafter focus on melee attacks and breath weapon strikes when he won't hit the Heir. The dragon is not particularly adept at "throwing the fight" in this way, but the Heir is more than intelligent enough to guide the dragon to focus on the heroes.

Once the dragon is bloodied, however, the Heir loses the ability to control its actions. The beast goes into a frenzy and attacks the nearest enemies, making no exception for the Lost Heir.

Lost Heir: The Heir's chief priority in the fight is looking good for the crowd. He doesn't seem duplicitous about it, but when given a choice between attacking the dragon or shielding one of the heroes, he chooses the dragon.

The exception is the first time the dragon uses its breath weapon on both him and at least one of the heroes (see above). In that case, he shields all of them, absorbing part of the blast with crown's absorption.

When the Lost Heir is bloodied, he fights much more defensively, taking the total defense action about half the time. He is not a coward, but he knows that if he dies, his plan will fail. At that point, he helps out the heroes as best he can, since they are suddenly his only hope to slay the dragon (at least in the way he wants).

If the Lost Heir goes down, his spellplague vitality power puts him back on his feet in a wave of blue fire that briefly surrounds him. These flames are obvious, though a DC 19 Arcana check is required to identify them as Spellplague-related (the spellscarred harbinger gains a +5 bonus to this check).

For the purpose of the season, it is essential that the heir survive this encounter and that he retain his crown the entire time.

Development

When the dragon becomes bloodied: Extreme pain and accumulated damage release the spellplague built up inside the dragon. Read:

As the strike falls, the beast snarls in anger and fury, a sound choked off by the sudden roar of flames. Blue fire erupts from its body, lashing at anyone nearby.

Resolve the dragon's blue fire burst attack, then read:

As you shake off the effects of the dragon's explosive burst, the creature writhes and moans in obvious pain. Veins of blue fire spring out along its scales, and it looks as though it is growing more deeply tainted as it fights.

When the Lost Heir becomes bloodied: The Lost Heir was fully expecting this occurrence during the battle, and he is planning on it as an opportunity for drama. Read:

The armored warrior falls to one knee, breathing powerfully in the wake of the dragon's attack. "No," he says. "Neverwinter endures. I will endure!"

At these words, the crown upon his brow suddenly lights with gleaming flames, and he rises back to his feet with new strength.

When the dragon is about to fall: The Lost Heir has carefully scripted the end of this battle, and he is prepared for this eventuality. He can sense the dragon's current condition, and as soon as it is about to fall, he encourages the adventurers to finish the creature, while he begins "casting a spell" to keep the creature from returning. In effect, this spell is his spellplague binding power.

A successful DC 22 Arcana check identifies that the Heir is manipulating the dragon's plaguechanged nature in some way. The check doesn't identify the spell as anything the adventurers are familiar with. (In reality, it isn't a spell, but rather the Heir using his spellscar.)

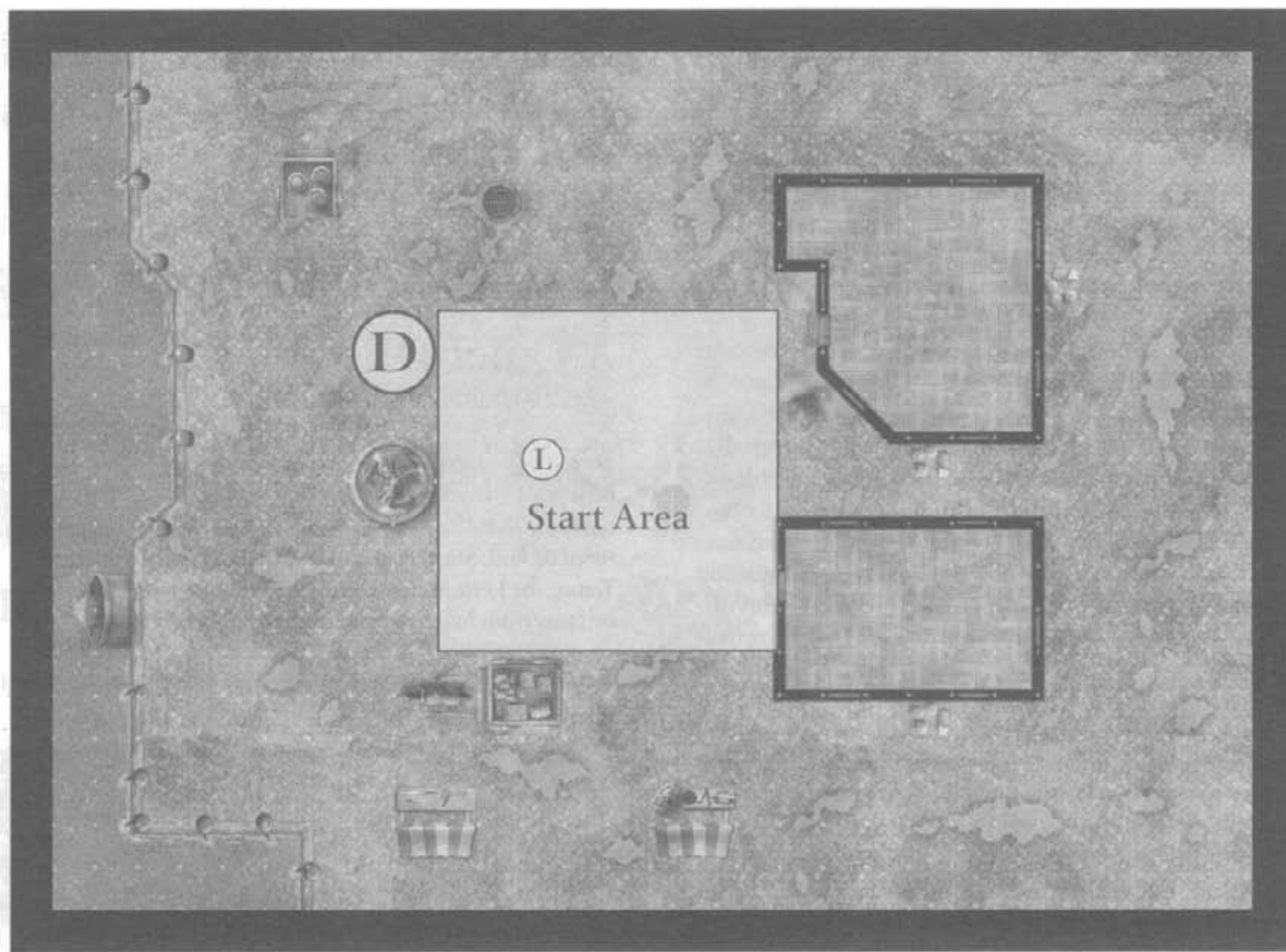
When the dragon falls, read:

The beast recoils from the blow, bellowing in agony. At that moment, the crowned warrior finishes his enchantment with a sharp command and a pointed finger at the dragon.

As you watch, the blue flames surrounding the beast begin to fade, and the creature's movements become sluggish. Its scales start to turn from white to gray. It howls in agony and struggles against the assault, but to no avail.

Finally, within the space of two breaths, the dragon stands immobile in the square—a statue.

The dragon has been turned to stone and the fight is over.



ROLEPLAYING THE HEIR AND THE DRAGON

The Lost Heir is gruff, taciturn, and businesslike—a competent warrior with neither the time nor patience for the adventurers. He shakes off any questions, saying there's no time in the midst of battle. He is a man of single-minded focus. (For more on the Lost Heir, see page 6.)

Although in great pain, the dragon is capable of speech and might taunt the heroes if you deem it dramatically appropriate.

Conclusion

Once the dragon is turned to stone, the fight is over. The heroes can attempt to question the Lost Heir, but he deflects their questions, saying the battle for Neverwinter is just beginning.

In gratitude for their help, he hands the nearest friendly adventurer a pouch containing amethyst stones (one for each hero) set into a silver badge, each about the size of a gold coin. These stones, he explains, mark a bearer as one of his allies.

Before the heroes can question the Lost Heir, a crowd surges into the square. Without another word, he moves swiftly out of the square and toward the Winged Wyvern bridge, heading toward Blacklake District. The words on everyone's lips seem to be: "*The king! The king has returned!*"

Reward

At the end of the session, each character gains 200 XP for battling the dragon, protecting Neverwinter, and meeting the Lost Heir.

Treasure: The amethyst badges the Lost Heir gives the heroes are worth 50 gp each. They can sell them before the next session, but have them make a note whether they're holding onto the stone for its symbolic value.

Extended Rest

This is the end of chapter 1. Characters can take an extended rest, and the season continues a tenday later.

CHAPTER TWO

This chapter begins ten days later, with the heroes in the Beached Leviathan tavern at the Neverwinter docks.

Time is not on New Neverwinter's side. With each passing day, the Lost Heir's popular power grows, while Lord Neverember's support base wanes.

The heroes know the following information: Rumors about the Lost Heir have been circulating and tensions in the city have risen sharply over the last tenday.

There have been more attacks by plaguechanged creatures taking place inside the supposedly warded Protector's Enclave—and every time, the Lost Heir is there, fighting against the plaguechanged creatures. Whether intentionally or not, the Lost Heir is building support in the city. The Sons of Alagondar, a group of rebels who oppose Lord Neverember and his "tyrannical ambitions," seem to have thrown its support behind the Heir.

Businesses are under pressure to choose a side—Neverember or the Lost Heir—and those who maintain loyalty to the Lord Protector have been targeted by vandalism, harassment, and destruction of property.

Allow the players to discuss what their characters might have been doing over the past week, and whether they sold off the amethyst badges the Lost Heir gave them, or whether they chose to keep them. Encourage players to think about how their character themes might factor in to their activities. For example, the Neverwinter noble might have begun searching for evidence of her family ties, or the Dead Rat deserter might have spent time evading his former gang.

Then go to Session 3, **Emboldened Patrons**.

THE LOST HEIR'S MARK

Determine whether the adventurers still bear the amethyst badges they received from the Lost Heir in Session 2. Each hero might have done something different with it: display it openly, keep it hidden, or sell it. Since the stone suggests loyalty to the Lost Heir, its presence influences how certain individuals interact with a hero. An adventurer who wears the badge openly gains the following bonus or penalty to Diplomacy checks when dealing with these individuals during the adventure:

Harrag and General Sabine	-2 penalty
Lord Neverember	-5 penalty
Rebels	+2 bonus
Arlon Bladeshaper	+5 bonus
Charl	+5 bonus
Seldra/Lost Heir	+5 bonus

SESSION 3: EMBOLDENED PATRONS

The heroes are at the Beached Leviathan when a force of New Neverwinter soldiers led by General Sabine shows up to escort them to an audience with the Lord Protector. A group of emboldened patrons jump them (and the heroes) and the whole place erupts into chaos.

A Quiet Drink

After the initial discussion, read:

You sit in a tavern called the Beached Leviathan, so named because it is built into and around the hull of a galley called the Leviathan. Years ago, it ran ashore and hopelessly punctured its keel. Since then, docks have been built up around it. Today, the Leviathan is a seedy tavern that caters to sailors ranging from honest merchants to cutthroat pirates.

The Leviathan is run by a human named Harrag, a former pirate and the former captain of the Leviathan. The tavern also houses one of Neverember's chief bureaucrats, a genasi called Len-jes.

Constructed from a grounded ship, the Beached Leviathan constantly undergoes reconstruction and alteration, as evidenced by the open terrace for patrons.

Give the characters a few minutes to interact with one another and gather information, using the guidelines below. When it looks like they've learned all they're going to, or they seem ready to move on, go to the **The General Arrives** section.

Harrag, Innkeeper of the Beached Leviathan

A great, hairy salt-dog of about fifty years, the innkeeper Harrag fills the Beached Leviathan with his gruff voice and booming laughter. He's very large and is missing one leg—the legacy of a scrape with sahuagin many years ago. (He has an honest-to-gods peg leg.) Lord Neverember expunged Harrag's record in exchange for loyalty to the New Neverwinter. He is now Neverember's man, loyal to the end.

Harrag stands at the entrance to the former captain's cabin (which is now the kitchen), barking orders at his handful of serving lads and lasses, trading tales and gossip with patrons. He's grown more irritable than usual lately, as though something weighs on his mind.

He freely expresses his anxieties about the escalating tensions in the city. Heroes can make skill checks to extract additional information from him.

Diplomacy (DC 12): Harrag spins a story about his time before Neverwinter, where he was a pirate (or at least a sailor, if he's exaggerating). He holds Lord Neverember in high regard.

Insight (DC 12): Harrag's anxiety betrays his motivations. The way he keeps glancing around, he's worried about a clash between Neverember loyalists and those loyal to the Heir.

Diplomacy or Insight (DC 19): Harrag lets slip the source of his anxieties: He's a Neverember loyalist, and he's worried his opinions will cause him trouble with the rebels in the city.

Streetwise (DC 19): Harrag is a staunch supporter of Lord Neverember, and his tavern is a haven for those loyal to the Lord Protector.

Len-Jes, Master of Trade

A watersoul genasi, Len-jes is Lord Neverember's chief exchequer and accountant. She keeps rooms upstairs, where she does extensive paperwork on the tax code and ledgers of the city. She is currently taking a break from this task and having a quiet drink downstairs in her favorite armchair by a southern window in the tavern.

A private person, Len-jes is not very talkative. Characters can pry information from her with Diplomacy checks (see below). Wearing an amethyst badge makes no difference to the difficulty of these checks. Len-jes is unfazed by the Lost Heir's rise to power—she believes he won't last a season without the resources and resolve that Lord Neverember has in abundance.

Arcana (DC 16, monster knowledge): An elemental humanoid of the water type, Len-jes is a hydromancer—her abilities enhanced over that of a standard genasi. She appears calm and collected, but a streak of primordial chaos burns in her.

Diplomacy (DC 12): Len-jes works for Lord Neverember, doing his ledgers. She isn't otherwise inclined to discuss the Lord Protector's business.

Diplomacy (DC 19): The genasi isn't afraid of the growing anti-Neverember sentiment in the city and feels secure in the Beached Leviathan.

Insight (DC 12): The heroes have the clear sense that Len-jes would be a powerful combatant and they wouldn't want to make her an enemy. Fortunately, she seems interested only in her meal.

Streetwise (DC 12): Len-jes is Lord Neverember's master of trade, and he depends on her to keep commerce flowing into the city.

Streetwise (DC 19): Len-jes is rumored to take coin from another faction. She keeps her true loyalty a closely guarded secret while presenting Lord Neverember (and the rest of the city) with the appearance of reliability.

Rowdy Patrons

A group of brightblades (loud, bragging youths) has taken over a couple tables in the tavern, where they carouse and jest loudly—overconfident in their own importance. Based on their bravado and the disparaging statements they make about New Neverwinter, the

CHARACTER THEME TIE-IN

The Harper agent, Dead Rat deserter, renegade Red Wizard, and Bregan D'aerthe spy have heard about Len-jes from their contacts in the city. Any character with one of these themes gains a +2 bonus to skill checks involving her.

adventurers know that the rowdy patrons are loyal to the emergent Lost Heir.

They are not members of the sons of Alagondar, but they are drunk and eager to challenge anyone who says anything against the Lost Heir. Aware of Harrag's loyalties, they spew insults at him and his staff.

The heroes can interact with the brightblades. If the heroes have the Lost Heir's badges, the ruffians are guardedly polite to them (at least until General Sabine and her soldiers show up).

Diplomacy (DC 12): The heroes win the confidence of the rowdy patrons, who readily inform him or her of their loyalties to the Lost Heir. The patrons boast that the Heir's power is growing, and that soon he will take his rightful throne as the ruler of Neverwinter.

The General Arrives

General Sabine and two guards show up, looking to hire the heroes. Read:

You hear booted feet outside the Beached Leviathan. Every eye turns to the front doors, which promptly swing open to admit two soldiers in the livery of New Neverwinter. They survey the room, then step aside.

A tall, grim-looking woman strides into the common room, her demeanor a picture of military efficiency. She wears plate armor and a sword at her waist. Her eye finds you, and she crosses to your table.

"You're the ones I'm looking for," she says.

Sabine (see her profile on page 20) has orders to find the heroes and deliver them to an audience with Lord Neverember.

She doesn't know exactly what he wants (she isn't paid to ask questions) but he has a handsome job offer to make them. She has no vested interest in whether they accept or decline the offer—her orders are simply to accompany them.

Allow the heroes to interact with Sabine for a minute or two, and then very quickly move to the **Bar Brawl** encounter.

BAR BRAWL

Encounter Level 2

Setup

6 bar brawlers (B)
General Sabine (S)
Sabine's guards (G)

At some point, the patrons in the tavern lose their calm and start a brawl. Read:

The rowdy patrons at the other tables in the tavern have fallen into an uneasy silence since the arrival of the general and her guards. Now, their anxiety has built to a boiling point, and one stands up.

"Death to the Usurper's stooges!" he shouts, slurring the words. Immediately, the other patrons stand up to join the brawl.

Ten patrons loyal to the Heir attack General Sabine, her soldiers, and the heroes, lumping them together as Neverember's stooges.

Half the group (those marked B on the map) jump the adventurers specifically. The other four brawlers, who are not marked on the map, attack Sabine and her guards. You can remove them from the map, since that conflict has no bearing on the characters' fight.

6 Bar Brawlers (B)	Level 1 Soldier
Medium natural humanoid, human	
HP 33; Bloodied 16	Initiative +3
AC 17; Fortitude 15, Reflex 13, Will 15	Perception +8
Speed 6	
TRAITS	
Intoxicated	
At the end of its turn, the bar brawler must make a saving throw. On a failure, it falls prone.	
STANDARD ACTIONS	
⚔ Chair (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d10 + 3 damage, and the brawler can push the target 1 square. The brawler can then shift 1 square to a square the target vacated.	
Effect: The brawler marks the target until the end of the brawler's next turn.	
🍷 Tankard (weapon) ♦ At-Will	
Attack: Ranged 5 (one creature); +6 vs. AC	
Hit: 1d6 + 4 damage, and the brawler marks the target until the end of the brawler's next turn.	
⚔🍷 Chair and Tankard (weapon) ♦ Recharge ⚡ ⚡ ⚡	
Effect: The brawler uses chair and then uses tankard. The brawler does not provoke opportunity attacks for this use of tankard.	
Str 16 (+3)	Dex 12 (+1) Wis 17 (+3)
Con 17 (+3)	Int 10 (+0) Cha 10 (+0)
Alignment unaligned	Languages Common

KEY NOTES FOR THE ENCOUNTER

This battle against the patrons should not be too difficult for the heroes. Portray the brawlers as arrogant, hot-headed, and violent. They are the antagonists.

Tactics

Bar Brawlers: The patrons are drunk and have no concerted strategy. The brawlers initially attack characters who don't wear the Lost Heir's badges. They attack with nearby chairs or tankards. They are not zealots, though, and they flee when reduced to one-quarter hit points.

General Sabine: The general defends herself and her troops, keeping an eye on the adventurers to see how they handle the battle. The soldiers don't mean to kill anyone, and the general asks the heroes to knock the brawlers unconscious.

Other Characters: At the start of the encounter, Harrag flees and hides in the kitchen with his staff. Len-jes uses her swiftcurrent power to flee upstairs.

CHARACTER PROFILE: GENERAL SABINE

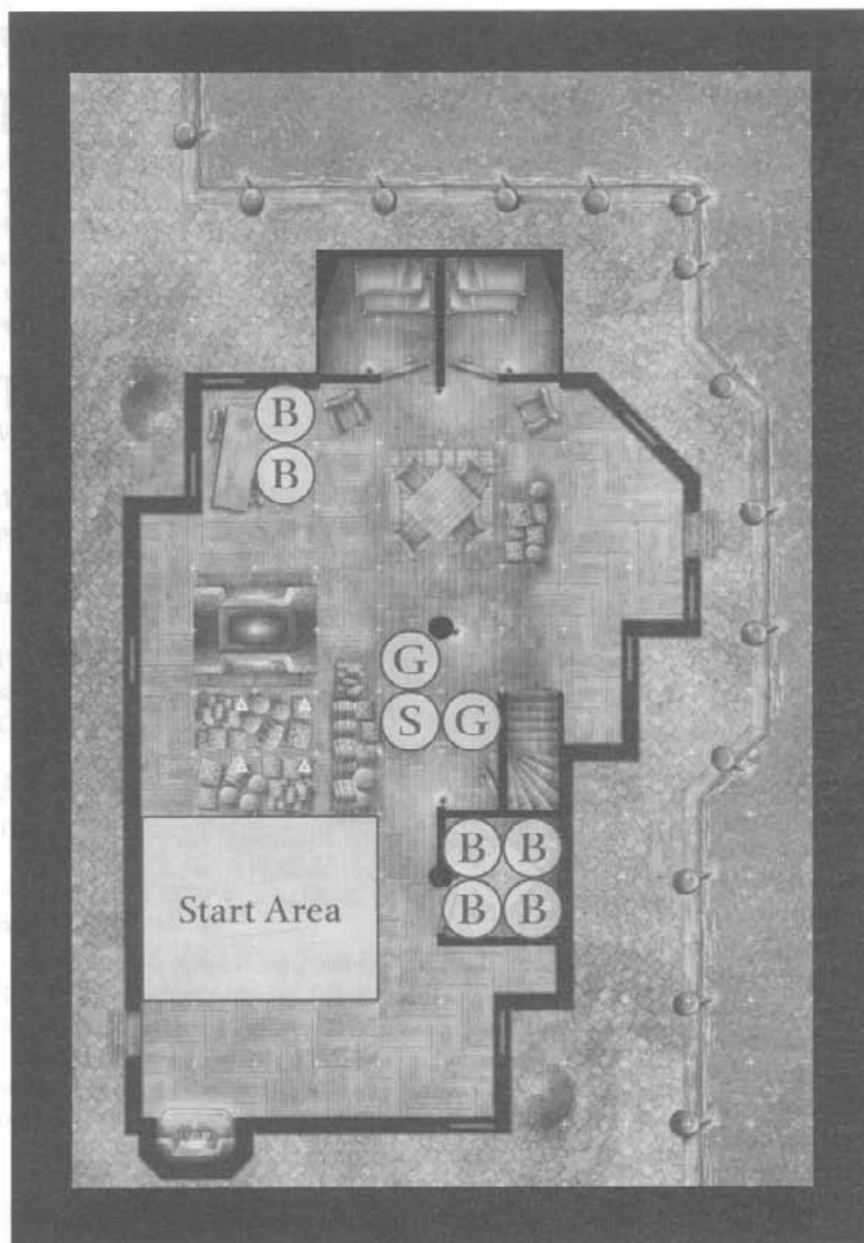
An intimidating, no-nonsense military woman, Sabine leads the military forces of New Neverwinter. She has little in the way of a sense of humor and no patience for disobedience. She does her duty efficiently and does not hesitate to use violence to resolve situations.

Key Traits: Competent, tactical, pragmatic. Sabine cares little for people's feelings or petty moral quandaries.

Goal: Duty and gold. Sabine serves Lord Neverember loyally, as long as he continues to pay her well.

Weaknesses: Over-confidence. Sabine trusts her reputation and intimidating manner to deter attackers, who can sometimes surprise her.

Mannerisms and Physical Characteristics: Gruff, businesslike, taciturn. Sabine is a career soldier, and it shows: She moves like a hardened warrior even in peaceful social situations. Sabine is a tall, muscular woman of thirty or so winters, with dark hair, vibrant eyes, and numerous small scars on her face and hands. She has a reputation for never smiling.



Features of the Area

Illumination: Bright light.

Barrels and Crates: The tavern has barrels and crates lying around to play up the tavern's shiplike interior. These are all difficult terrain.

Chairs and Tables: These squares are difficult terrain.

Stairs: These stairs are difficult terrain. They lead to rooms upstairs.

Standing Oven: The oven is blocking terrain. Harrag commissioned this massive oven in the center of the room. It radiates a great deal of heat but does not deal fire damage.

Conclusion

Once the adventurers have defeated the ruffians (either killing them or taking them prisoner), Sabine thanks the heroes for their help. She curses the brawlers' gall for openly attacking her and her men, and she urges the characters to accompany her to meet with Lord Neverember. If the characters ask for payment, she tells them they can take their request up with the Lord Protector.

If the heroes aren't inclined to go, innkeeper Harrag urges them to leave—their continued presence might bring more trouble to his tavern.

Sabine ferries the heroes by boat across the harbor to meet with the Lord Protector at the Hall of Justice. She is tight-lipped on the specifics of Lord Neverember's summons. However, the battle has shaken her usual taciturn reserve, and she lets out that Neverember wants to hire them to investigate this "Lost Heir" business.

Reward

At the end of the session, each character gains 150 XP for interacting with the people in the tavern and fighting off the brawlers.

The characters can search the pockets of the brawlers, but they have only copper pieces.

SESSION 4: LORD NEVEREMBER'S OFFER

This session starts with the heroes arriving at the Hall of Justice for an audience with Lord Neverember. He wants to hire them to investigate the Lost Heir. Thereafter, they head to the Wall to aid in the battle against the continuing plaguechanged incursion.

The Hall of Justice

General Sabine takes the heroes across the bay to the Hall of Justice. Read:

General Sabine ferries you across the bay of Neverwinter to a gleaming edifice that is half temple, half castle. The Hall of Justice serves as the central bastion of authority in rebuilt Neverwinter: that of the Lord Protector. Once a temple to the dead god Tyr, the Hall retains its status as one of the most imposing structures in Neverwinter.

The ferry lands at the docks on the south side of the river. General Sabine takes her leave, giving orders that see you quickly ushered up the tall bluff into the Hall, through the high-ceilinged corridors and into a private sitting room. The décor is regal but lacks any particular sigil: after all, the Lord Protector calls himself a servant of Neverwinter, not a king.

Give the players a few moments to talk, possibly preparing a strategy for dealing with Lord Neverember.

Characters who look around readily notice several objects reminiscent of Waterdeep, a bustling metropolis to the south and the home of Lord Neverember. These include a shield bearing the city's coat of arms, an ornamental sword hanging over the mantel, and the use of blue and silver in the room: a subtle but clear homage to that city's colors. There is a side table stocked with various wines and strong liquors in several decanters as well as half a dozen glasses. (The room contains nothing of significant material value.)

After the heroes have had a moment to orient themselves, Lord Neverember arrives. Read:

The doors to the audience chamber open to admit a middle-aged man with a powerful build and auburn hair going gray at the temples. He smiles when he sees you, his gray-blue eyes sparkling.

"Ah, the heroes I have heard so much about. We have much to discuss, you and I—but first, how can I make you more comfortable? Food? Drink?"

Audience with Neverember

Lord Neverember is sincere in his offer and accommodates the heroes' requests to the best of his ability. When the heroes are settled and ready to talk, read:

CHARACTER PROFILE: DAGULT NEVEREMBER

The highest authority in Neverwinter is also a prominent figure in the much larger and richer city of Waterdeep to the south. Dagult Neverember has significant resources to devote to finding the supposed "Lost Heir."

Key Traits: Ambitious, manipulative, political. Neverember is a consummate politician and merchant, making deals to enrich himself and strengthen his control over the city.

Goal: Stable rule over Neverwinter. Lord Neverember takes his job seriously, seeking to maintain stability and peace during the reconstruction.

Motivation: Variable. It is unclear whether Dagult legitimately seeks to better the lives of the folk of the city, or whether greed for power and wealth drives him to take advantage of the city's dire straits.

Weaknesses: Superiority. Neverember considers himself to be above everyone, so he underestimates or fails to acknowledge enemies.

Mannerisms and Physical Characteristics: Proud, charismatic, easy to like. A consummate politician, Lord Neverember enjoys jesting with warriors in the party and flirting with attractive female heroes. Dagult is around fifty with auburn hair and shining eyes.

"As you know," Lord Neverember says, "I have taken the beleaguered city of Neverwinter under my wing and sunk a great deal of time, coin, blood, and sweat into its reconstruction. I—more than anyone in Neverwinter—am eager to see a true heir emerge who can take this burden off my shoulders. Gods know it isn't doing my lordly visage many favors!"

He runs his fingers through the silvery traces in his hair.

Neverember goes on to explain that the Lost Heir might be the true ruler of the city, or he might be a charlatan trying to seize power to harm Neverwinter. He doesn't know. All he knows is that the Heir has refused his diplomatic advances (he doesn't specify exactly what those have been), and that he's been drumming up rebel support to oust the Lord Protector. If the Lost Heir is legitimate, Neverember asks, why has he not come forward to declare himself in a public setting, or presented himself to the current lawful authorities?

Neverember's resources are stretched thin, which is where the heroes come in. As outsiders and adventurers, they can approach the Heir without obvious patronage from Neverember and arrive at the bottom of the whole mystery.

Ultimately, Lord Neverember wants to hire the heroes to figure out who the Lost Heir is, determine the legitimacy of his claim, and measure the extent of his influence. He is willing to pay them a great sum of coin for this service: 500 gp each (with 100 gp up front).



Lord Neverember says that bringing him and the Lost Heir together would be in the best interests of everyone and would earn the heroes the gratitude of powerful allies. Otherwise, Lord Neverember fears that Neverwinter might descend into civil war.

An Insight check (DC 19) determines that the silver-tongued lord is not being entirely honest about his eagerness to be rid of the burden of ruling Neverwinter. He has a great deal invested in the city and would work bitterly against someone seizing it overnight. He is truthful, however, in his desire to gather information about the Lost Heir and his desire for peace.

Lord Neverember suggests they begin their inquiries by inspecting the Wall, the massive structure that keeps the Protector's Enclave safe from the plague-changed creatures emerging from the Chasm in the southeast. That way, he says, the heroes will have an idea of what he's up against in trying to rebuild Neverwinter, and why the current unrest sparked by the appearance of the Lost Heir is so dangerous.

Lord Neverember gives the party a badge with his seal, which allows them to pass through certain

security checkpoints around the city, such as the Winged Wyvern bridge (see Session 5, page 26), which leads into Blacklake District. He suggests that the district might be a good place to investigate after visiting the wall. He then orders a carriage brought to carry the adventurers to the Wall.

While they wait for the carriage, the heroes can ask Neverember some additional questions (see below). When they're finished, go to the **Gate Defense** encounter.

Questions for the Lord Protector

Neverember can offer a few more details and answer questions the heroes might have.

- ♦ **The Ruling Family of Neverwinter:** The Alagondars ruled the city for more than a century until the cataclysm nearly thirty years ago. They haven't been heard from since and are feared dead.
- ♦ **The Crown of Neverwinter:** The crown has been missing so long most folk were beginning to think it a myth. It seems to be very real, unless of course the Lost Heir has a fake.
- ♦ **Neverember's Claim:** Lord Neverember draws his heritage from a lesser cousin of the ruling line—an adventurer called Vers "Never" (after his place of origin) who settled in Waterdeep with a woman named Mirtria Ember (hence "Neverember"). This, he believes, is a legitimate claim, but of course a more direct heir would take precedence.
- ♦ **The Rebels:** The Sons of Alagondar have plagued his efforts to rebuild their city since he first arrived years ago, but they have grown bolder recently.

CHARACTER THEME TIE-IN

If the heroes include a scion of shadow, Bregan D'aerthe spy, or Dead Rat deserter, Lord Neverember recognizes the character's moral flexibility and subtly offers him a bonus should some information come to light that definitively discredits the Lost Heir.

In such a circumstance, it would save some of his stretched resources, and he would gladly (and quietly) see through to increasing the proffered reward by 200 gp to that particular character.

GATE DEFENSE

Encounter Level 2

Setup

5 common bandits (B)

When the adventurers arrive, read:

The carriage pulls to a stop at the feet of a massive Wall constructed of wood, scavenged stone, and reinforced beams. It looks haphazard but sturdy.

All seems quiet, but on closer inspection, you notice that the guards who should be manning the outpost are absent.

Twin watch stations flank the gate, each of which should be manned by a posted guard. A closed gate stands between these stations.

Heroes who have a sufficiently high passive Perception notice the following:

Perception (DC 12): Two cloaked rogues appear along the Wall, near the guard stations. Their clothes are stained with blood.

Perception (DC 19): Three other bandits hide in the shadow of the hut in the square, apparently disposing of bodies.

Have the players place their characters in the Start Area, and roll initiative. If none of the characters perceived the bandits, the party is surprised.

5 Common Bandits (B)	Level 2 Skirmisher
Medium natural humanoid, human	
HP 37; Bloodied 18	Initiative +6
AC 16, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	
TRAITS	
Combat Advantage	
The bandit deals 1d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
⚔ Mace (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the bandit can shift 1 square.	
⚔ Dagger (weapon) ♦ At-Will	
Attack: Ranged 10 (one creature); +7 vs. AC	
Hit: 1d4 + 5 damage, and the bandit can shift 1 square.	
⚔ Dazing Strike (weapon) ♦ Recharge when the attack misses	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the target is dazed until the end of the bandit's next turn.	
Effect: The bandit can shift 1 square.	
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2)	Dex 17 (+4)
Con 13 (+2)	Int 10 (+1)
	Wis 11 (+1)
	Cha 12 (+2)
Alignment unaligned Languages Common	
Equipment leather armor, mace, 4 daggers	

KEY NOTES FOR THE ENCOUNTER

The bandits have just taken out the guards and are intending to use the cranks to open the gate, exposing Neverwinter to plaguechanged waiting beyond the wall.

The bandits don't know who hired them. Seldra was cloaked when she recruited them, so even if the characters take one prisoner, he or she doesn't recognize Seldra. The only thing the bandits can tell the characters is that they were hired to test the defenses of the wall.

Tactics

Common Bandits: The two bandits by the Wall attempt to move to the cranks to start opening the gate. This will take a full minute, however, so the heroes have plenty of time to stop them. Once interrupted, the bandits focus on taking out the heroes.

Features of the Area

Illumination: Bright light.

Barrels and Crates: These squares are difficult terrain.

Cranks: The cranks are illustrated on the map. The doorways leading to them are open.

Gate: The gate is marked on the tactical map and is blocking terrain.

Fountain: The fountain is difficult terrain.

Guard Hut: This small, closed hut is 15 feet tall. The door into the hut is open.

Shrubs: The shrubs are difficult terrain and provide partial concealment.

Conclusion

After the battle, the heroes hear the sound of a woman's voice from nearby. Read:

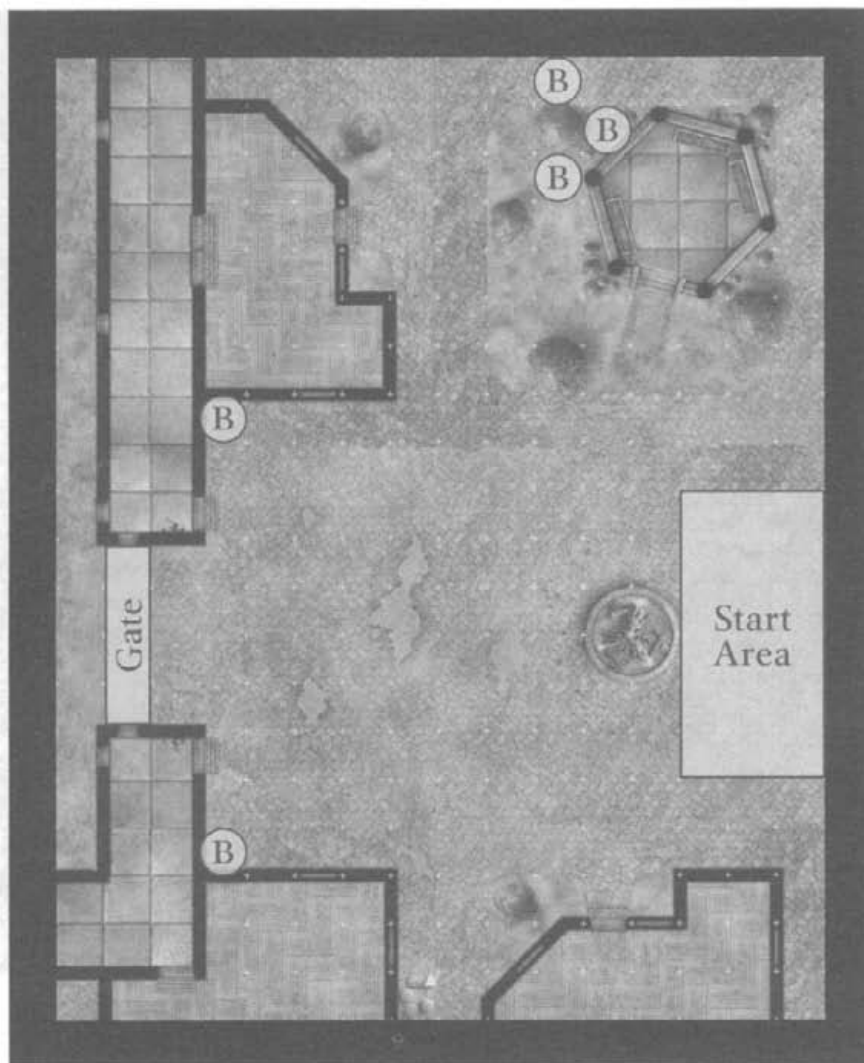
You see an attractive half-elf woman striding toward you from beyond the carriage. She is a brunette, who wears leather armor, a russet cloak, and wears a longsword at her hip.

"Well done!" she says. "You must be the heroes who defeated the dragon. I didn't realize Lord Neverember had hired you, though I must say that I agree with his choice. You're a cut above those Mintarn mercenaries."

The woman introduces herself as Seldra Tylmarande (see also page 7), an agent of Lord Neverember.

Talking to Seldra

♦ **The Crown:** If players who participated in *Gates of Neverdeath* are present, Seldra confirms that she



discovered the Lost Heir and gave him the Lost Crown of Neverwinter. She does not disclose the fact that she was previously in possession of the crown if she has not met the heroes before.

- ♦ **The Heir:** Seldra is forthcoming about her allegiances. She'd like to put the heroes in contact with the Heir, but she doesn't know where he is at present, since she's been acting on behalf of Lord Neverember.
- ♦ **Her Job:** Seldra is in Neverember's employ but is a true believer in the Lost Heir. She explains that she took a position with Lord Neverember in order to get close to him and keep an eye on his reactions to the Lost Heir. She's concerned that Neverember might attempt to assassinate this new threat to his power in the city.
- ♦ If the adventurers threaten to expose her to Neverember as a spy, Seldra asks them to at least do as Neverember requested and investigate before they make a decision. She thinks that once they witness the Lost Heir's nobility and dedication to the fight against the plaguechanged, they will choose the right side.

- ♦ **The Bandits:** Seldra tells the adventurers that she has been tracking the bandits' activities for several days. She believes that a gang called the Dead Rats hired them. She says that she suspects the gang is in league with the rebels, the Sons of Alagondar.
- ♦ **What's Next:** Seldra suggests that the characters might be able to learn more about the bandits and the Dead Rats at the House of a Thousand Faces in the Blacklake District. She says that they can reach the district by crossing the Winged Wyvern bridge. She can't accompany them, because she needs to report the events at the wall to Lord Neverember and ask Sabine to reinforce the wall with more guards.

The Truth

These statements weave falsehood with truth. Seldra is very hard to read. A character who succeeds on a DC 19 Insight check can tell she is nervous about the heroes' reaction to her words, but can't determine for certain if she is lying.

Seldra was disconcerted to learn that Lord Neverember hired adventurers to investigate the Lost Heir without consulting her. She hurried to follow them, taking the opportunity to see their capabilities as they battled the bandits at the Wall.

Now that she's seen them in action, Seldra is concerned the heroes will ruin her plans. She needs them out of the way. For now, she tries to divide their loyalties and keep the characters guessing until she has time to arrange a more permanent solution. She's hoping that the Dead Rats will keep the adventurers occupied while she puts her plans in action.

Reward

The heroes receive 150 XP each for negotiating with Lord Neverember, defeating the bandits, and interacting with Seldra.

Roll twice on the Treasure Table (page 3) to determine what magic items the characters find on the bandits' bodies.

SESSION 5: JOURNEY TO BLACKLAKE

After the battle at the Wall, Seldra Tylmarande tells the adventurers about the Dead Rats and directs them to seek information at the House of a Thousand Faces.

The journey from the wall to the Winged Wyvern bridge is a couple miles. The Protector's Enclave shows evidence of heavy rebuilding. Many of the structures are new or reconstructed from partial foundations. The place is well ordered and soldiers of New Neverwinter are in force on every street corner. The labyrinthine streets and the juxtapositions between old and new architecture prove particularly fascinating to a character with the Oghma's faithful theme or anyone trained in History or Dungeoneering.

Any hero from a martial background, as well as any hero from Waterdeep (particularly the Neverwinter noble and devil's pawn) recognizes that New Neverwinter's soldiers are not native to the city, nor are they foreign guards from Waterdeep. Instead, Lord Neverember relies upon ruthless mercenaries hired from Mintarn to keep his adopted city safe and under his thumb.

An heir of Delzoun might notice other elves or dwarves in town, who are here seeking historical artifacts of their people and/or hints as to lost Gauntlgrym.

South End of the Bridge

The Winged Wyvern is one of three bridges in Neverwinter. The other two, the Sleeping Dragon (to the west) and the Dolphin (to the east), are in poor repair and dangerous to cross.

When the adventurers reach the Winged Wyvern, they discover that the south end of the bridge is heavily guarded by Mintarn mercenaries in Lord Neverember's employ. The mercenaries are standoffish, and they tell the characters that due to recent rebel activity and attacks by plaguechanged monsters, only people on official business from Lord Neverember are currently allowed to cross.

Allow the characters to interact with the mercenaries if they choose. The mercenaries are loyal to General Sabine, and they see their role in Neverwinter as a job and nothing more. If the rebels could pay, they would just as gladly fight for them.

The party has the badge given to them by Lord Neverember in Session 4. Revealing the badge allows the characters to pass. The mercenaries can provide directions to the House of a Thousand Faces. Go to the **Winged Wyvern Bridge** encounter.

WINGED WYVERN BRIDGE

Encounter Level 2

Setup

2 plaguechanged wretches (W)

3 plaguechanged grunts (G)

When the adventurers cross the Winged Wyvern, read:

Crossing the Winged Wyvern, you leave behind the Protector's Enclave and all the safety its walls afford. Castle Never rises before you, looming over the Blacklake District. As you descend from the bridge, the road veers off left and right. Before you can decide where to go, you hear horrible screams from all around you. Out of nearby ruined buildings, plaguechanged humans come charging toward you, eyes blazing with madness and skin alight in blue flame.

2 Plaguechanged Wretch (W)	Level 2 Controller
Medium natural humanoid, human	
HP 37; Bloodied 18	Initiative +4
AC 16, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	
STANDARD ACTIONS	
⚔ Coldfire Claw (cold, fire) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 fire and cold damage, and the target is slowed (save ends).	
TRIGGERED ACTIONS	
⚡ Blue Fire Burst (fire, force) ♦ Encounter	
Trigger: The wretch becomes bloodied.	
Attack (Immediate Reaction): Close burst 2 (creatures in the burst); +5 vs. Reflex	
Hit: 2d8 + 2 fire and force damage, and the wretch pushes the target up to 2 squares.	
Miss: Half damage.	
Str 12 (+2)	Dex 17 (+4)
Con 13 (+2)	Int 6 (-1)
	Wis 11 (+1)
	Cha 10 (+1)
Alignment unaligned	Languages —

Tactics

The monsters rush out of the buildings and swarm the heroes near the end of the bridge.

Plaguechanged Wretches: These creatures look like skeletal humans crackling with blue fire, gaunt creatures that weep in agony and lash out mindlessly. They attack the nearest enemies, regardless of the marked condition or *defender aura*.

Plaguechanged Grunts: These creatures look like the plaguechanged wretches but are bigger and tougher. They team up on a single enemy to grasp and pummel it.

3 Plaguechanged Grunts (G)**Level 2 Brute**

Medium natural humanoid, human

HP 43; Bloodied 21

Initiative +0

AC 14, Fortitude 15, Reflex 12, Will 12

Perception +0

Speed 6

STANDARD ACTIONS**⊕ Slam ⊕ At-Will**

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d12 + 6 damage, or 1d12 + 12 against a grabbed target.

⊕ Burning Grasp (fire) ⊕ At-Will

Attack: Melee 1 (one creature); +5 vs. Reflex

Hit: 10 fire damage, and the grunt grabs the target (escape DC 12) if it does not have a creature grabbed.

TRIGGERED ACTIONS**Plaguechanged Resilience ⊕ Encounter**

Trigger: The grunt is reduced to 0 hit points, but not by a critical hit.

Effect (No Action): Roll a d20. On a 15 or higher, each creature adjacent to the grunt takes 5 fire damage, and the grunt is instead reduced to 1 hit point.

Str 16 (+4)

Dex 8 (+0)

Wis 8 (+0)

Con 13 (+2)

Int 6 (-2)

Cha 8 (+0)

Alignment unaligned Languages —

Conclusion

With the plaguechanged dead, the characters can continue their journey toward the House of a Thousand Faces.

Reward

After the session, award the heroes 150 XP each for fighting the plaguechanged creatures at Winged Wyvern Bridge.

Treasure: The plaguechanged creatures are dressed in rags, but they do have some equipment and coin. They carry a total of 20 gp × the number of heroes in jewelry and coins, and one magic item. Roll on the Treasure Table table (page 3) to determine which item the party finds.

Features of the Area

Illumination: Bright light.

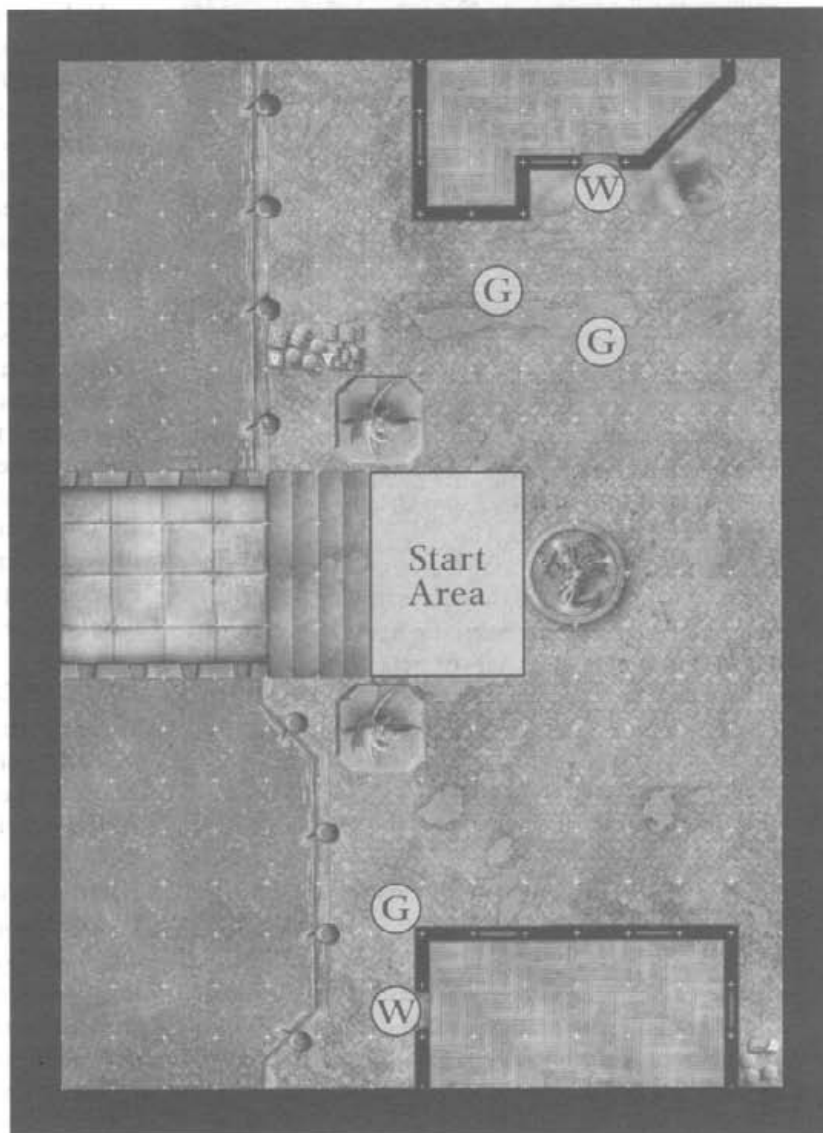
Buildings: The sturdy buildings near the river are 15 feet in height.

Crates and Barrels: These squares are difficult terrain. They are rotted and contain nothing of value.

Fountain: The fountain is difficult terrain. It is filled with algae and muck.

Neverwinter River: The current in this section of the river is not moving swiftly. A creature can maintain its position in the river without difficulty. Moving while in the river requires a DC 8 Athletics check, and climbing onto the shore from the river requires a DC 12 Athletics check.

Statues: These statues are blocking terrain. They depict members of the Alagondar family.



SESSION 6: ARRIVAL IN BLACKLAKE

As the session begins, the heroes enter Blacklake, a district mostly free of New Neverwinter's control. Lord Neverember's soldiers are rare here any time, and during the unrest surrounding the Lost Heir's emergence, they've pulled back to their holdings in the Protector's Enclave. The adventurers are largely on their own, without Neverember's tacit support.

Read the following to set the scene:

The wealthy nobles of Neverwinter once dwelled in the Blacklake District. Now, their estates and mansions stand mostly empty, scorched by fire but largely intact.

Although the area seems ideal for rebuilding, resentment against the Lord Protector remains strong among the district's inhabitants. The construction scaffolds that line the streets in the Protector's Enclave are nowhere to be found, replaced with anti-Neverember graffiti and darker markings on the otherwise quiet streets.

When the party reaches the tavern, the adventurers encounter a Dead Rat and his gang.

CHARACTER THEME TIE-IN

A Dead Rat deserter in the party can easily identify some of the gang markings in Blacklake District as belonging to his or her former gang, confirming the presence of the gang in Neverwinter.

Also, some of the graffiti the heroes see bears special significance to the devil's pawn: it resembles the brand on her chest, which is bound to be unsettling. Whether she shares this information is her own prerogative. (This graffiti is the mark of the Ashmadai gang; see the *Neverwinter Campaign Setting*).

The Harper agent knows the House of a Thousand Faces is a safe house for the Harpers in the city, but he is not on the best of terms with them. Consult with that player regarding his or her character's backstory: the Harpers believe the character murdered the Harpers' commander, Cymril. The adventurer knows that there could be trouble if he enters the tavern.

The Harpers, Toram and Theryis, lack clear proof of the Harper agent's crime, and they don't want to make a scene, so they do not move against the adventurer. Neither are they in a rush to help him or her. When the fight breaks out, Toram and Theryis blame the Harper agent for bringing trouble to their tavern.

The House of a Thousand Faces

Read the following when the adventurers head to the inn:

A brightly lit and welcoming building, the House of a Thousand Faces stands like an oasis of light among the darkened streets of Blacklake.

At first, you think people are standing in the windows, staring out at you, but upon closer inspection you realize they are manikins in colorful dresses and tunics. Their arms are arranged to beckon you inside.

As quickly becomes apparent to a new visitor, this salon-turned-tavern takes its name from the dozens of mirrors and manikins positioned about the common room (southeast section). The dresses and tunics on the manikins are finely made but obviously old ("classic," the proprietor would say). The place has a reputation for good food, better drinks, and lively, scheming patrons.

Unknown to most of the city (including Lord Neverember), the House of a Thousand Faces is the Neverwinter base of the Harpers, a secretive organization dedicated to promoting good in the world. There are about a dozen active Harper sympathizers in Neverwinter, and two official Harpers: Theryis and Toram. They had been making progress in guiding the Sons of Alagondar rebels in their resistance against Lord Neverember until the untimely murder of their leader, Cymril. They are currently in a state of disarray. The Harpers use the secret basement in the House of a Thousand Faces as their command center. They are keeping tabs on Lord Neverember, seeking to keep a prospective tyrant from coming to power but unsure of how to proceed.

Given the current political upheaval, Theryis and Toram are not eager to reveal their status as Harpers to newcomers. Unless there is a Harper agent in the adventuring party who already knows their affiliation, it is unlikely that the adventurers will discover it.

Entrance to the House

There are three entrances to the House of a Thousand Faces, two on the north side and one on the south. Allow the heroes to move about the inn, interacting with the various characters here.

Northwest Quarter: Registration

Visitors enter under the main sign at the northwest outcropping of the building, which leads to the registration desk. Here, visitors find the innkeeper, Theryis, a female eladrin who owns the establishment and rents out lodging (at a cost of 1 gp per night per guest).

Theryis is a member of the Harpers who takes a patient approach to the quest against evil. She is a

serene, understanding presence who balances the more fiery passions of her half-brother, Toram.

Southeast Quarter: Common Room

Locals usually enter through the north door, which leads to the large common room containing tables and chairs for patrons, as well as numerous manikins and mirrors that show off colorful (but outdated) fashions. The atmosphere is laid-back and comfortable, a welcome relief from the tense unease of the streets.

The half-elf Toram entertains the clientele with stories and supervises the wait staff. He is passionate by nature, and acts or speaks without thinking—the counter of his sister's serenity. Toram is nursing a broken heart after the recent death of the Harpers' former leader, Cymril, with whom he entertained a romantic relationship. (If confronted with the Harper agent, her possible murderer, he is hostile but does not pick a fight.)

Heroes who ask questions about the Dead Rats are surreptitiously pointed in the direction of a cloaked halfling named Charl. The character is sitting in one of the chairs by himself, apparently deep in his cups. Charl is a well spoken and urbane trickster who helped create the alliance between the Dead Rats and the Sons of Alagondar (and the Harpers, through association); he disagrees with the Harpers' reluctance to throw their full support behind the Lost Heir and his movement against Neverember. He boasts loudly of knowing the Lost Heir personally (this is false) and being one of "his men" (this is true). The halfling is wearing the amethyst badge of the Lost Heir and is clearly spoiling for a fight.

Characters can approach Charl in a number of ways. Attempting to use Intimidate or mentioning they are investigating the Lost Heir for Lord Neverember provokes the battle. Characters openly wearing the amethyst badge of the Lost Heir gain a +5 bonus to Diplomacy checks with Charl.

A hero that succeeds on an Insight check can discern the halfling's intentions (see below). Diplomacy and Streetwise can both be used to gain a bonus on the main Insight check.

Diplomacy (DC 20): The halfling is looking for a fight with Neverember supporters and has friends to back him up. (This grants a +4 bonus to the main Insight check.)

Streetwise (DC 20): An infamous con artist, Charl is known for setting ambushes by goading folk into attacking him, at which point his friends spring from hiding. (This grants a +4 bonus to the main Insight check.)

Insight (DC 24): The hero can identify the rebels hidden among the patrons. (Making this check allows the heroes to identify the halfling's cronies, who are

about to attack. Point them out to the heroes, who are not surprised in the encounter.)

Conclusion

If the heroes defeat Charl, he surrenders before they kill him. They might decide to slay him anyway, or arrest him and turn him over to Neverember. A Harper agent might wish to leave him in the hands of Theryis and Toram.

If they spare him and let him go, Charl can relate the following pieces of information. If the heroes turn Charl over to Neverember, he refuses to say anything.

- ♦ The Dead Rats' hideout is through a trapdoor in the old boathouse near Blacklake. The trapdoor leads down to the sewers, and the hideout is found at the end of the tunnel. The boathouse is heavily guarded by the Dead Rats during the day, but they figure that no one's stupid enough to linger around Blacklake after dark. If the heroes fight their way through the park's own nightly guardians, they can get in quietly without rousing an alarm.
- ♦ Charl is more of a rebel than he is a Dead Rat. He sees the Dead Rats as a means to an end—freedom from the tyranny of Lord Neverember.
- ♦ Charl brokered the alliance between the Sons of Alagondar and the Dead Rats. The rebels, encouraged by himself and the Lost Heir, have reluctantly agreed to work with the gang.
- ♦ Charl doesn't know anything about the attack on the wall. He admits that he doesn't know everything the gang is up to, and he supposes that the Dead Rats could have been behind it.

Reward

After the session, award the heroes 200 XP for interacting with the characters in the tavern and fighting Charl.

Treasure: Charl is carrying two magic items, which can be claimed from his corpse, or he'll hand them over in exchange for sparing his life. Roll on the Treasure Table (page 3) to determine which items he has (you can reroll if the item doesn't make sense). The bandits have a total of 25 gp × the number of heroes.

Extended Rest

In gratitude for dealing with the loudmouth Charl, Theryis offers the heroes safe haven to rest in preparation for the next arc of their quest. If the characters' killed Charl and aren't sure where to go next, Seldra arrives in the night to provide guidance.

HOUSE OF A THOUSAND FACES

Encounter Level 3

Setup

Charl (C)

4 common bandits (B)

The halfling Charl is a Dead Rat (though not a wererat) and a rebel who has taken it upon himself to root out spies working for Neverember. He goads the heroes into a battle and then has his cohorts jump them from behind.

When the battle begins, read the following:

The halfling gives you a wicked smile. "Well—remember, you brought this on yourselves."

With a flick of his wrist, he hurls a gray pellet to the floor, and it explodes into a cloud of blinding smoke. In it, the halfling becomes a blur—one with a blade.

The heroes begin the encounter wherever they were standing in the common room (or in the Start Area if any of the players did not specify).

If the heroes succeeded with the Insight check noted above, they are not surprised. If they failed, any hero with a passive Insight of less than 19 is surprised.

Theryis, Toram, and the other patrons move out of the way of the fight. Charl is a well-known instigator and they've seen this from him before. The proprietors are tired of him tearing up their tavern and would just as soon see him gone.

KEY NOTES FOR THE ENCOUNTER

The heroes have gone three encounters without an extended rest, so this encounter might be a tough one. This battle should be difficult for the heroes, but they should be able to avoid the fight through their skills (see Using their Words).

Use the terrain to best effect in the battle. Charl especially hides behind the mirrors, pretends to be manikins, and so on. See Features of the Area.

Charl is a Dead Rat, and a possible link to the Rats' lair.

Charl (C)	Level 3 Lurker
Small natural humanoid, halfling	
HP 35; Bloodied 17	Initiative +9
AC 17, Fortitude 15, Reflex 17, Will 17	Perception +6
Speed 6	
TRAITS	
Nimble Reaction	
Charl gains a +2 bonus to AC against opportunity attacks.	
Bamboozle	
When Charl ends a turn in which he did not attack and he has cover or concealment from a creature, he is hidden from that creature until the end of his next turn.	
STANDARD ACTIONS	
⚔ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 4 damage, or 4d6 + 8 if Charl was hidden from the target when he attacked.	
MINOR ACTIONS	
☁ Smoke Pellet ♦ At-Will	
Effect: Area burst 1 within 10. Squares in the burst are lightly obscured until the end of Charl's next turn.	
Skills Acrobatics +12, Athletics +8, Bluff +10, Thievery +12	
Str 14 (+3) Dex 19 (+5) Wis 11 (+1)	
Con 11 (+1) Int 11 (+1) Cha 18 (+5)	
Alignment unaligned Languages Common	
Equipment leather armor, short sword, 4 smoke pellets	

4 Common Bandits (B)	Level 2 Skirmisher
Medium natural humanoid, human	
HP 37; Bloodied 18	Initiative +6
AC 16, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	
TRAITS	
Combat Advantage	
The bandit deals 1d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
⚔ Mace (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the bandit can shift 1 square.	
🗡 Dagger (weapon) ♦ At-Will	
Attack: Ranged 10 (one creature); +7 vs. AC	
Hit: 1d4 + 5 damage, and the bandit can shift 1 square.	
⚡ Dazing Strike (weapon) ♦ Recharge when the attack misses	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the target is dazed until the end of the bandit's next turn.	
Effect: The bandit can shift 1 square.	
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2) Dex 17 (+4) Wis 11 (+1)	
Con 13 (+2) Int 10 (+1) Cha 12 (+2)	
Alignment unaligned Languages Common	
Equipment leather armor, mace, 4 daggers	

Tactics

The enemies in this encounter are looking to take the heroes prisoner to interrogate them for information about Lord Neverember.

Charl: The halfling trickster begins the combat by throwing a smoke pellet at his feet, then vanishing into the obscured squares thanks to his *bamboozle* ability. This is especially effective if he gains surprise, in which case

Development

Charl's Banter: No combat with a halfling trickster would be complete without him hurling deprecating insults at his frustrated foes. Charl laughs merrily when someone attacks him, or says one of the following:

"A slash and a miss!"

"Nope, you only thought I was there!"

"Careful, you might cut yourself!"

"Ooh, that must have been embarrassing."

Whenever Charl successfully strikes from hiding, he snickers at his target's expense or says one of the following:

"Surprise! It's death!"

"Miss me? I didn't miss you."

"Big folk are so clumsy."

"Here—have some steel!"

Features of the Area

Illumination: Bright light from the waning daylight coming in through the windows.

Manikins (X): The manikins might be obviously fake at a glance, but in the heat of battle, they seem surprisingly realistic. Any creature standing next to a manikin gains a +2 bonus to all defenses against ranged attacks. If this causes an attack to miss, the manikin is destroyed. The

manikins are fixed in place and are difficult terrain.

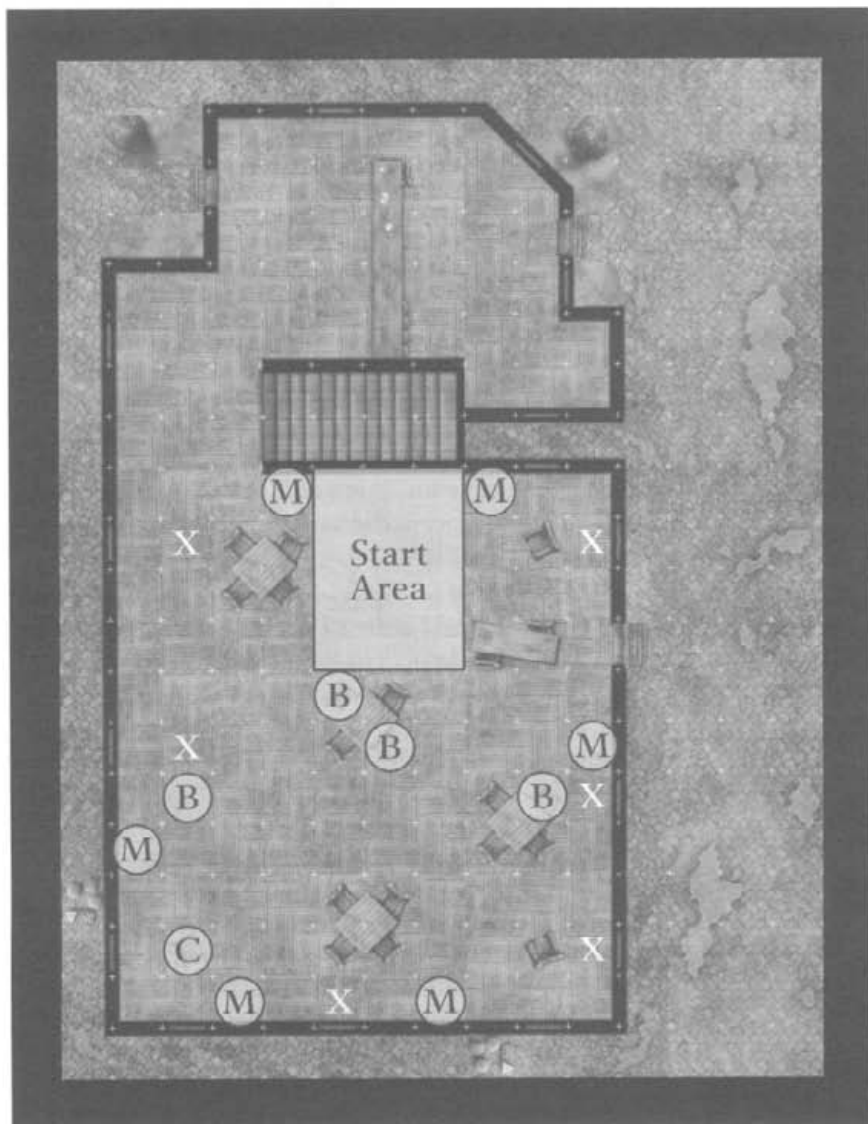
Mirrors (M): A creature in a square containing a mirror cannot be flanked. An attack that deals 5 or more damage destroys a mirror. If a mirror is destroyed, it becomes difficult terrain. The mirrors cannot be moved.

Tables and Chairs: These are difficult terrain.

Windows: The shutters are open and the windows have no glass. Moving through a window requires 1 extra square of movement.

Conclusion

Return to page 29 for details on what happens after the encounter.



he spends his single action to activate a smoke pellet, hides, then moves and attacks on his first full round.

He thereafter uses his pellets and the manikins and mirrors to best effect, alternately hiding and attacking, hiding and attacking.

Common Bandits: They flank enemies with each other or with Charl.

USING THEIR WORDS

If things become too deadly, you can ease up on your players by allowing the following modifications.

Have bloodied enemies flee or Charl surrender.

The heroes have the option of talking their way out of the fight. If they make four DC 13 Bluff or Diplomacy checks during the combat, Charl agrees to talk rather than fight.

The halfling is a leader but also a coward: Heroes have a +5 to attempts to intimidate him if at least one of the bandits is bloodied or defeated.

CHAPTER THREE

This chapter begins late at night, while the heroes prepare for their journey to the lair of the Dead Rats.

Read the following at the start of the chapter:

You've acquired a firm lead on a hideout of the Dead Rats and mean to make your move at midnight.

Theryis relays that matters have grown very tense indeed in Neverwinter. Rumors plague the streets suggesting that the Lost Heir will soon declare open war on Lord Neverember. Unless something is done to resolve the crisis soon, blood will soak Neverwinter's streets.

If the adventurers seem uncertain about investigating the Dead Rats, Theryis urges them on; if a vicious gang is supporting the Lost Heir, what does that say about his ethics? Perhaps the Rats can give them better insight into the Heir's methods or provide a way of meeting with him.

If the characters behaved in a reasonable manner and don't seem to be overt supporters of Lord Neverember, Theryis also mentions that not all of those who rebel against the Lord Protector's rule are as disruptive

as Charl. The Sons of Alagondar have the best interests of Neverwinter at heart, but have allowed themselves to be swayed to violence by "new, unsavory allies" (the Dead Rats). If the adventurers can find them, the Sons of Alagondar might be another good source of information about the Lost Heir and his true motives.

Go to Session 7, **Blacklake**.

SESSION 7: BLACKLAKE

The heroes are resting at the House of a Thousand Faces (or elsewhere, if they refused to stay at the inn for any reason).

Before entering the park, the heroes can take some time to interact with Toram and Theryis in the House of a Thousand Faces. Seldra also arrives with additional information for them.

Theryis and Toram

The proprietors of the House of a Thousand Faces have a last moment with the heroes before the characters leave. What happens depends on what the heroes did with Charl. Check with the players about the events of the previous session, and go with the result that the most players experienced.

Although Toram and Theryis dislike Charl, they do not want to see him killed. If the heroes spared the halfling and left him in the proprietors' hands, they give the characters two *potions of healing* for their handling of the situation. They bid them good luck on their journey, and one or more of the heroes might be approached for possible membership in the Harpers.

If the heroes arrested Charl and turned him over to New Neverwinter, Toram approves, saying the halfling got what he deserved, whereas Theryis is unhappy. Toram gives the heroes one *potion of healing*.

If the heroes killed Charl, Toram is angry with them, but Theryis (more practical and patient than her brother) understands. The halfling attacked first, after all (and he was an annoying braggart). She quietly gives them a *potion of healing* and wishes them luck on their quest.

Regardless of what they did with Charl, if the heroes are unnecessarily rude to both Toram and Theryis, the siblings bid them a chilly farewell and request that they not come back. They give them no rewards.

Theryis also offers the heroes the chance to purchase any basic equipment or supplies they might need.



Seldra

Seldra finds the adventurers that evening and confirms the halfling's information: There is indeed an entrance in the old boathouse near Blacklake. She again confirms that the Dead Rats and the rebels, the Sons of Alagondar, are affiliated. She claims that she does not know what the Heir thinks of this relationship, but she doubts he would approve of their alliance.

The heroes can ask Seldra any questions they might like. She shares any information the heroes might have about her Tylmarande heritage, motivation, and hopes about the Heir. She urges the characters again to consider supporting the Lost Heir.

Throughout the meeting, Seldra seems twitchy and distracted; if asked, she says that things are coming to a boiling point, and she is just trying to prevent New Neverwinter from crushing the Heir and his movement. She wishes the heroes luck, asking them to remember that they're all hoping for the same thing: peace in Neverwinter.

Trek to Blacklake

When the heroes are ready, they can travel to Blacklake. Read the following:

You can smell Blacklake before it comes into sight: the park is a swamp, tainting the air around it with the foul stench of rotting. When you draw closer, the saturated ground sucks at your feet.

It's summer, and the perimeter of the lake has dried up, leaving pools of muddy water to form a swamp. The humidity around Blacklake is oppressive. When the adventurers enter the swamp, each character must make a DC 12 Endurance check. On a failure, the character takes a -1 penalty to speed. This effect lasts until the end of the Guardian Vines encounter.

Allow the characters to explore the swamp, making Perception checks to find the boathouse. Feel free to improvise some features of the swamp, or just take them straight to the boathouse.



The Boathouse

When the heroes come to the boathouse, read the following:

Trees and a maze of brambles grow out of the murky waters, and the smell grows increasingly foul. Dimly, you can see a moss-covered building off the shore—your destination.

A beached canoe lies before a log bridge that leads to the building ahead.

The twig blights inhabiting the area automatically detect the presence of the characters. If the characters barrel ahead, they run right into an ambush. When one of the heroes disturbs the water or the canoe, the twig blights attack, surprising the adventurers.

The characters might make use of their skills to avoid being surprised or go unnoticed by the twig blights.

Perception (DC 19): The adventurers notice the twig blights lying in wait. The party is not surprised if any character succeeds at this check.

Stealth (DC 19): A character can inspect the canoe or move out into the water without alerting the twig blights. The character is hidden at the start of combat.

GUARDIAN VINES

Encounter Level 2

Setup

- 4 twig blight seedlings (S)
- 2 twig blight swampvines (V)
- 2 twig blights (B)

If the heroes disturb the water or the canoe, the encounter begins. Read the following:

The murky water ripples around half a dozen creatures that resemble miniature humanoids made of bundled twigs. They skate across the water toward you, reedy voices screeching with rage at your intrusion.

The heroes are surprised at the start of the encounter, unless they spotted the twig blights with a DC 19 Perception check. They might have moved beyond the Start Area before the encounter.

4 Twig Blight Seedlings (S) Level 1 Minion Skirmisher

Small fey humanoid (plant)
HP 1; a missed attack never damages a minion. **Initiative** +5
AC 15, **Fortitude** 12, **Reflex** 15, **Will** 13 **Perception** +6
Speed 5 (forest walk), climb 5 **Darkvision**
Resist 5 poison

TRAITS

Routed

When an effect forces the seedling to move through a pull, a push, or a slide, the seedling can move 3 squares fewer than the effect specifies.

STANDARD ACTIONS

⚔ Claw (poison) ♦ At-Will

Effect: Before the attack, the seedling shifts up to 2 squares.

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 3 poison damage, or 5 poison damage if the target is granting combat advantage to the seedling.

Skills Stealth +8

Str 7 (-2) **Dex** 17 (+3) **Wis** 12 (+1)
Con 9 (-1) **Int** 5 (-3) **Cha** 10 (+0)

Alignment chaotic evil **Languages** Elven

KEY NOTES FOR THE ENCOUNTER

This encounter should offer an exciting but easy challenge for the heroes; it is not meant to be of any serious importance.

2 Twig Blight Swampvines (V)

Small fey humanoid (plant)

Level 3 Soldier

HP 42; **Bloodied** 21 **Initiative** +6
AC 19, **Fortitude** 14, **Reflex** 16, **Will** 15 **Perception** +8
Speed 5 (swamp walk), climb 5, swim 5 **Darkvision**
Resist 5 poison; **Vulnerable** 5 fire

TRAITS

Routed

When an effect forces the swampvine to move through a pull, a push, or a slide, the seedling can move 3 squares fewer than the effect specifies.

STANDARD ACTIONS

⚔ Claw (poison) ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d8 + 6 poison damage.

MINOR ACTIONS

⚔ Vine Snare ♦ At-Will (1/round)

Effect: Melee 3 (one creature); +6 vs. Reflex

Hit: The swampvine pulls the target up to 2 squares, and the target is grabbed (escape DC 13).

TRIGGERED ACTIONS

Poison Lash (poison) ♦ At-Will

Trigger: An enemy the swampvine is grabbing uses an attack power that does not include the swampvine as a target.

Effect (Immediate Reaction): Melee 3 (triggering enemy). The target takes 5 poison damage.

Skills Stealth +9

Str 12 (+2) **Dex** 17 (+4) **Wis** 14 (+3)
Con 10 (+1) **Int** 6 (-1) **Cha** 10 (+1)

Alignment chaotic evil **Languages** Elven

2 Twig Blights (B)

Small fey humanoid (plant)

Level 2 Lurker

HP 28; **Bloodied** 14 **Initiative** +9
AC 16, **Fortitude** 12, **Reflex** 16, **Will** 14 **Perception** +8
Speed 5 (forest walk), climb 5 **Darkvision**
Resist 5 poison; **Vulnerable** 5 fire

TRAITS

Routed

When an effect forces the blight to move through a pull, a push, or a slide, the seedling can move 3 squares fewer than the effect specifies.

STANDARD ACTIONS

⚔ Claw (poison) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d6 + 7 poison damage.

⚔ Blighted Claw (poison) ♦ Recharge when the blight uses invisibility

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 2d6 + 8 poison damage, and the target is weakened (save ends).

Miss: Half damage, and the target is weakened until the end of its next turn.

Invisibility (illusion) ♦ Recharge when the blight uses blighted claw

Effect: The blight becomes invisible until the start of its next turn.

Skills Stealth +10

Str 8 (+0) **Dex** 18 (+5) **Wis** 14 (+3)
Con 10 (+1) **Int** 6 (-1) **Cha** 10 (+1)

Alignment chaotic evil **Languages** Elven

Tactics

Twig Blights: These creatures turn invisible, position themselves in optimal striking range, then lash out with *blighted claw*. As soon as possible thereafter,

Features of the Area

Illumination: Dim light. Moonlight filters through the canopy of trees, but the area is murky and low-light vision is required to see clearly unless the heroes have a light source.

Canoe: An old rusted-out canoe sits on the shore. Heroes spot it automatically and can find a moldering body inside it, along with some coins and items (see Reward).

Log Bridge: A log bridge runs from the shore to the boathouse. For creatures without swampwalk, it can be trod upon with a successful Acrobatics check (DC 8, or 13 if moving more than 2 squares in a single move). A creature that fails this check falls prone and must make a saving throw or slide 1 square into the nearest swamp square.

Brambles: Squares marked as difficult terrain in the swamp are areas where thorny vines grow out of the swamp. A creature without swampwalk that enters one of these squares or starts its turn there takes 3 poison damage.

Swamp: Squares that are blue on the map are also difficult terrain. They are not considered hindering terrain. Creatures without swampwalk do not get a saving throw to resist being forced into a square of swamp.

Trees: The trees growing out of the water grant partial cover to any creature in one of their spaces. They are not blocking terrain.

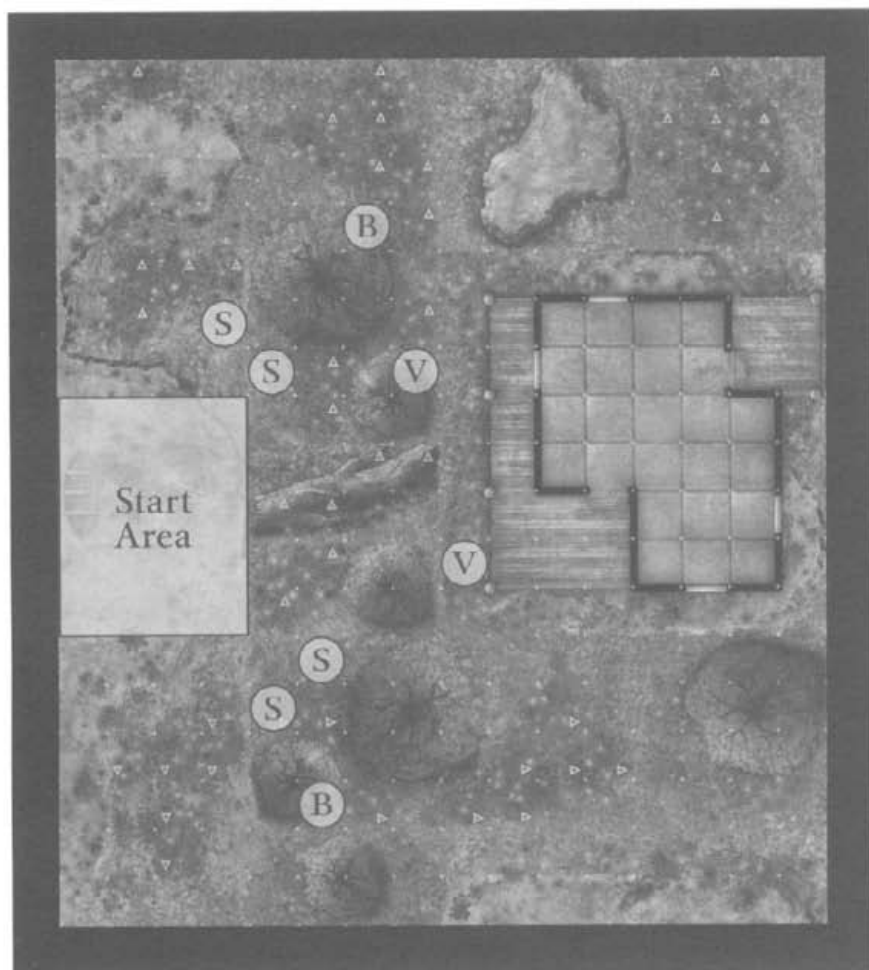
Conclusion

Once the heroes have defeated the blights, there is nothing stopping them from entering the boathouse. The secret passage to the Blacklake sewers is here—a trapdoor concealed under a dusty, half-rotted rug in the middle of the room. This reveals a tunnel leading down to the sewers, a legacy of when this particular area was not part of a lake but a regular street.

Reward

After the session, award each hero 300 XP for entering the park near Blacklake and dealing with the twig blights.

Treasure: In the canoe along with the body the heroes find 10 gp × the number of heroes and one magic item. Roll on the Treasure Table (page 3) to determine which one.



CHARACTER THEME TIE-IN

An Uthgardt barbarian recognizes the twig blights as corrupted primal spirits that have been trapped in Blacklake, perhaps by the long-ago cataclysm itself, or some other magic. An Uthgardt barbarian adjacent to a bloodied twig blight can make a DC 19 Nature check to dismiss the spirit, reducing the creature to 0 hit points.

the blight uses *invisibility* again and moves to a better location—particularly if one or more enemies uses area attacks. They work as a unit, taking turns attacking and turning invisible so enemies won't be able to focus on one or the other.

Twig Blight Seedlings: These creatures attack by swarming combatants, attempting to gain combat advantage whenever possible. Like the other twig blights, they take advantage of their superior mobility, and prefer to lure opponents into the swamp where they can't easily shift or escape.

Twig Blight Swampvines: These creatures are tasked with pulling the heroes into the swamp. They might also try to pull creatures into hindering terrain such as the brambles.

SESSION 8: BLACKLAKE SEWERS

When Session 8 begins, read:

The boathouse is small, dusty, and clearly long abandoned. Aside from a ramshackle wooden table, the only feature of the room is a half-rotted rug.

You pull aside the rug to uncover a thick stone sewer pipe, which must date from a time when this area rested on more solid ground. The pipe smells like rotten meat, but the air is breathable. A rickety ladder leads down into the darkness.

The pipe leads down to the sewers. Originally dwarven work, this pipe is built of thick stone that has been gradually eroded over the years by the increasingly noxious lake water. It is on the verge of bursting, and all it needs is a large body or two (such as those of the heroes) to break it open, letting lake water rush into the pipe.

When the heroes climb down, read the following:

It feels particularly cramped in the pipe, and the rungs of the ladder are slippery under your grasp. The foul fumes of the sewer rise up from below, threatening to choke you as you climb.

As a result of the seismic activity of thirty years ago, these sewers are largely closed off from the rest of the city. Blacklake was originally much smaller, and this area was under city streets. It is obviously under the lake now, as heroes can tell from water dripping slowly down, and the stone above groaning with the weight of the lake.

During their exploration, the heroes come across bodies in various states of decay. These are the leavings of the wererats (hostages, victims, would-be invaders, or other unfortunates who met with a terrible end at the hands of the creatures of the sewers).

The wererats are not fools enough to leave an easy back entrance to their lair. Climbing down the stone pipe is no easy task, and odds are the adventurers will not accomplish it without some suffering.

The Descent

Reaching the sewers requires the party to navigate the complex network of pipes and tunnels, much of which is damaged and dangerous. Each character must make a check using one of the following skills: Acrobatics, Athletics, Dungeoneering, Endurance, or Perception. You can either have all the characters make the checks simultaneously, or you can go through the checks one at a time to create a narrative for the party's journey.

Acrobatics (DC 19): The character moves across a particularly narrow ledge or section of piping, finding

handholds and safe footing for the rest of the party. On a failure, the character slips and falls, taking 5 damage.

Athletics (DC 19): The character climbs through some piping, assuring safe passage for the rest of his or her party. On a failure, the character makes a wrong step and takes 5 damage as he or she slips and twists an ankle.

Dungeoneering (DC 19): The character sees a significant weakness in the ceiling and tells the others to avoid that section of the tunnel. On a failure, the character misses signs of weakness in the tunnel, and part of it collapses on the party, dealing 2 damage to each character.

Endurance (DC 19): The hero takes the lead in a particularly awful-smelling section of the tunnels, enduring the putrid smells to find a safe path for his or her companions. On a failure, the character takes a -2 penalty to all defenses until the end of the session.

Perception (DC 19): The hero searches for signs of the Dead Rat base, looking for footprints and other signs of passage. On a failure, the character misreads the signs and leads the party into a section of the sewer filled with noxious fumes. Each character takes 2 poison damage.

After all the characters perform their skill checks, go to the **Sewer Sentries** encounter.

CHARACTER THEME TIE-IN

The heir of Delzoun recognizes the pipe as dwarven stonework and can point out the weak points in its construction. He or she gains a +4 bonus to Dungeoneering checks in the sewers.

The Dead Rat deserter knows about navigating sewers from his or her experience with the gang. The character gains a +4 bonus to Acrobatics checks in the sewers.

The pack outcast has experience recognizing the tracks of lycanthropes. He or she gains a +4 bonus to Perception checks while navigating the sewers.

SEWER SENTRIES

Encounter Level 2

After the descent, read the following:

The pipe ends in a set of steps leading down into a small chamber, which adjoins the sewers proper.

Dominating the room is a statue of a halfling with a sly, knowing expression. It stands there like a guardian, strangely clean amid the filth. For some reason, the denizens here have made a considerable effort to keep it from becoming soiled.

CHARACTER THEME TIE-IN

The Dead Rat deserter recognizes the statue as a likeness of Toytere, the halfling leader of the Dead Rats in Luskan. The statue is a reminder of their true loyalties, despite their other alliances in Neverwinter.

Setup

- 2 crocodiles (C)
- 1 scurrying rat swarm (S)
- 2 dire rats (R)

Allow the characters to move down the tunnel. The crocodiles are initially hidden in the water when the heroes arrive. The heroes spot them with a DC 23 Perception check. The monsters do not attack until at least one character has moved twenty or thirty feet down the tunnel. When that happens, read:

From all around you, smaller pipes seem to come alive as hordes of rats descend on you. A couple of larger rats are among them. At the same time, from the water rise large crocodiles.

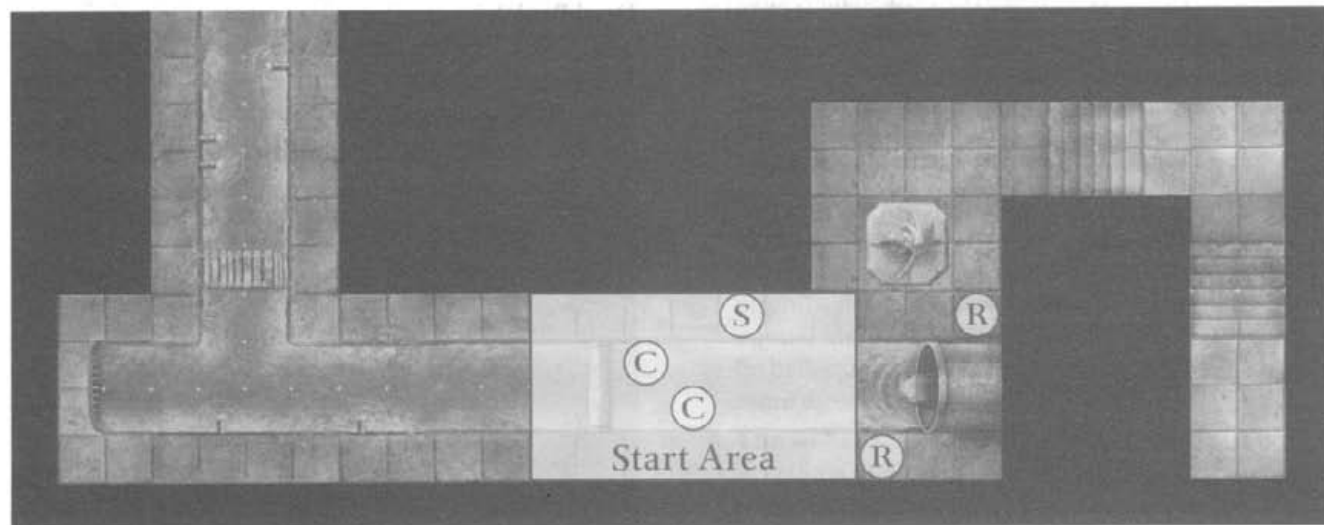
Tactics

Crocodiles: Each of the crocodiles attacks a different character. They have no interest in the rats, which are insignificant prey compared to the heroes. The wererats normally feed the crocodiles to appease them, but tonight, they let them go hungry to make the beasts more aggressive.

Dire Rats: These creatures take advantage of enemies distracted by the rat swarm or the crocodiles.

Rat Swarm: The rat swarm takes advantage of its swarm attack and swarm trait to move enemies into its square, making it more difficult to escape.

2 Crocodiles (C)		Level 3 Soldier
Medium natural beast (reptile)		
HP 46; Bloodied 23		Initiative +4
AC 19, Fortitude 16, Reflex 14, Will 15		Perception +3
Speed 4, swim 8		Low-light vision
STANDARD ACTIONS		
⊕ Bite ⊕ At-Will		
Requirement: The crocodile must not have a creature grabbed.		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d10 + 6 damage, and the crocodile grabs the target (escape DC 13).		
⊕ Crushing Jaws ⊕ At-Will		
Effect: Melee 1 (one creature grabbed by the crocodile). The target takes 2d8 + 3 damage.		
Skills Stealth +7		
Str 17 (+4)	Dex 12 (+2)	Wis 14 (+3)
Con 14 (+3)	Int 1 (-4)	Cha 7 (-1)
Alignment unaligned		Languages —



Scurrying Rat Swarm (S) Level 1 Skirmisher

Medium natural beast (swarm)
 HP 27; Bloodied 13 Initiative +5
 AC 15, Fortitude 13, Reflex 15, Will 11 Perception +4
 Speed 6, climb 2 Low-light vision
 Resist half damage from melee and ranged attacks;
 Vulnerable 5 to close and area attacks

TRAITS

☼ Swarm Attack + Aura 1

Any enemy that ends its turn in the aura takes 4 damage, and the swarm can slide it 1 square as a free action.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

④ Swarm of Teeth + At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d10 + 3 damage, or 1d10 + 8 if the swarm moved at least 2 squares during this turn.

Effect: The swarm can shift 1 square.

Str 12 (+1) Dex 16 (+3) Wis 9 (-1)

Con 11 (+0) Int 1 (-5) Cha 7 (-2)

Alignment unaligned Languages –

2 Dire Rats (R) Level 1 Brute

Small natural beast
 HP 38; Bloodied 19 Initiative +2
 AC 13, Fortitude 13, Reflex 11, Will 9 Perception +5
 Speed 6, climb 3 Low-light vision

STANDARD ACTIONS

④ Bite (disease) + At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d10 + 5 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts dire rat filth fever (stage 1).

Skills Stealth +7

Str 14 (+2) Dex 15 (+2) Wis 10 (+0)

Con 18 (+4) Int 2 (-4) Cha 6 (-2)

Alignment unaligned Languages –

Filth Fever Level 3 Disease

Those infected by this disease waste away as they alternately suffer chills and hot flashes.

Stage 0: The target recovers from the disease.

Stage 1: While affected by stage 1, the target loses a healing surge.

Stage 2: While affected by stage 2, the target loses a healing surge.

The target also takes a -2 penalty to AC, Fortitude, and Reflex.

Stage 3: While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

8 or Lower: The stage of the disease increases by 1.

9–12: No change.

13 or Higher: The stage of the disease decreases by 1.

KEY NOTES FOR THE ENCOUNTER

This section of the sewer is unguarded by the wererats, because they are relying on the sewer's natural inhabitants to weaken the characters before the heroes arrive at the hideout. Seldra has informed the wererats that the heroes are coming, so they lie in wait farther inside.

This encounter is intended to be straightforward. However, characters do run the risk of becoming infected by filth fever. Remember to have any characters hit by a dire rat's bite to make a saving throw at the end of the encounter to check to see if they contract the disease.

Features of the Area

Illumination: Darkness.

Sewer Water: The sewer water is difficult terrain to any creature without a swim speed. Any bloodied creature that ends its turn in the water risks contracting filth fever. That creature must make a saving throw at the end of the encounter. On a failure, it contracts filth fever (stage 1).

Large Sewer Pipe: A character can climb onto the large sewer pipe with a DC 8 Athletics check.

Small Sewer Pipe: A character moving along the small sewer pipe must succeed on a DC 8 Acrobatics check or fall prone.

Statue: The halfling statue is blocking terrain. A character who succeeds on a DC 20 Streetwise check can identify the crude statue as Toytore, who leads the Dead Rat gang out of Luskan.

Conclusion

After the encounter, the characters can rest before continuing their journey through the sewer toward the Dead Rat lair.

Reward

Each character receives 300 XP for the descent into the sewer and for the encounter with the rats and crocodiles.

SESSION 9: DEAD RAT HOLE

Having made their way down into the sewers in the Blacklake district, the adventurers now enter the Dead Rats' hideout. The Dead Rats know that the adventurers are coming, so they are keeping watch. Still, the adventurers might manage to sneak up on them or bluff their way into the lair.

The Dead Rats' Lair

When the session begins, read the following:

A light in the sewer leads farther to the east, where you see a portcullis, shut against entry.

The murmur of voices announces the presence of the creatures you're hunting: wererats.

Position the heroes in the Start Area. The portcullis is shut. From there, they can attempt to **Sneak In**, **Talk It Out**, or **Kick in the Door** (see the following sections).

Approaching the Lair

The heroes can make the following checks:

Insight (DC 13): This area doesn't seem to be large enough to be the Dead Rats' only lair. It might be one of many such hideouts.

Insight (DC 20): It's strange there weren't any guards posted along the sewers. It's almost as if the lair is abandoned—or that the gang is expecting you.

Perception (DC 13): Two voices argue loudly. They seem to be describing members of your adventuring party, and they refer to an attack by the "Hounds of the Usurper."

CHARACTER THEME TIE-IN

The leader of this cell of Dead Rats is named Nix, and he recognizes the Dead Rat deserter. He calls the hero by name, saying it's been a long time. The gang and the deserter did not part on the best of terms, but the hero might be able to bluff the wererat into believing he/she is allied with the gang, at least until the heroes move close enough to attack. This hero gains a +2 bonus to Bluff or Diplomacy checks against the wererats.

As in Session 8, the pack outcast knows something useful about lycanthropes, and he or she spots two special items among the wererats' loot. The cache contains one silvered dagger and one silvered short sword, which the pack outcast knows will be useful in stopping the wererats from regenerating.

Perception (DC 20, if ambush): You hear cautious whispers and the creak of leather that suggests the wererats are already armed and armored.

Perception (DC 23, if the character can see into the lair): A lever is set into one of the walls of the lair. It is covered in sludge and doesn't look to be pulled frequently, if ever.

Sneak In

The heroes can make a DC 9 group Stealth check. If at least half of the party succeeds, the characters reach the portcullis unnoticed. Otherwise, the wererats notice them and attack. One of the heroes might approach the portcullis alone. On a successful DC 13 Stealth check, he can do so unnoticed.

Opening the portcullis stealthily requires a DC 13 Thievery check. A DC 13 Strength check will also open the portcullis, but the sound alerts the wererats.

If the characters succeed at getting past the portcullis without alerting the wererats, the characters can surprise them.

Talk It Out

If the heroes make no attempt to sneak in but instead approach openly, they can try their social skills on the wererats.

The first hero that approaches the portcullis must make a skill check. Each successful check grants one hero (the one making the check or a different hero) a move action (presumably to approach the portcullis). The first time a check is failed, roll initiative and start the encounter.

Bluff/Diplomacy (DC 13): Listening to your silver tongue, the gang members hesitate to attack.

Intimidate (DC 13): The naturally cowardly wererats bristle but do not attack.

Kick in the Door

If the heroes fail to sneak or talk their way in (or don't make the attempt), the wererats shout and attack. Neither side is surprised.

Roll initiative and go to the **Into the Rats' Nest** encounter.

INTO THE RATS' NEST

Encounter Level 3

Setup

5 scurrying wererats (W)

When the encounter starts, read:

Alerted to your hostilities, the members of the Dead Rat gang begin to transform. Fur sprouts from their bodies, and their noses and mouths change to form large snouts. The ratlike creatures raise their weapons and attack.

5 Scurrying Wererats (W)	Level 3 Skirmisher
Medium natural humanoid (shapechanger), human	
HP 37; Bloodied 18	Initiative +7
AC 17, Fortitude 16, Reflex 14, Will 13	Perception +7
Speed 6, climb 4 (rat or hybrid form only)	Low-light vision
TRAITS	
Regeneration	
The wererat regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the wererat takes damage from a silvered weapon, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
⚔️ Dagger (weapon) ♦ At-Will	
Requirement: The wererat must not be in rat form.	
Attack: Melee 1 or Ranged 10 (one creature); +8 vs. AC	
Hit: 1d6 + 6 damage, or 2d6 + 6 if the wererat has combat advantage against the target.	
🦷 Bite (disease) ♦ At-Will	
Requirement: The wererat must be in rat or hybrid form.	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d4 + 4 damage. If the target is granting combat advantage to the wererat, it also takes ongoing 5 damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts wererat filth fever (stage 1).	
MOVE ACTIONS	
🐭 Rat Scurry ♦ At-Will	
Requirement: The wererat must be in rat form.	
Effect: The wererat shifts up to its speed.	
MINOR ACTIONS	
🦊 Change Shape (polymorph) ♦ At-Will	
Effect: The wererat alters its physical form to appear as a Tiny rat, or a Medium unique human or hybrid.	
Skills Bluff +6, Stealth +10	
Str 10 (+1)	Dex 18 (+5) Wis 12 (+2)
Con 15 (+3)	Int 13 (+2) Cha 11 (+1)
Alignment evil Languages Common	
Equipment 6 daggers	

KEY NOTES FOR THE ENCOUNTER

To advance the plot, one of the wererats has to trigger the flooding mechanism (see Development). If only one of the rats is still alive (and bloodied), that rat does so. If the heroes dispatch all the monsters before a wererat gets a chance, the nearest "killed" rat crawls over to the mechanism and triggers it.

Filth Fever

Level 3 Disease

Those infected by this disease waste away as they alternately suffer chills and hot flashes.

Stage 0: The target recovers from the disease.

Stage 1: While affected by stage 1, the target loses a healing surge.

Stage 2: While affected by stage 2, the target loses a healing surge.

The target also takes a -2 penalty to AC, Fortitude, and Reflex.

Stage 3: While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

8 or Lower: The stage of the disease increases by 1.

9-12: No change.

13 or Higher: The stage of the disease decreases by 1.

Tactics

Scurrying Wererats: The wererats in the lair keep their distance from the characters, throwing daggers through the portcullis until the characters reach the lair. Then, they engage in melee, biting and stabbing at their foes. The wererats attempt to team up on enemies. They bite foes that aren't already bleeding from the ongoing damage.

When bloodied, they use *change shape* and *rat scurry* to move to the back of the lair and attack from ranged while regenerating.

Features of the Area

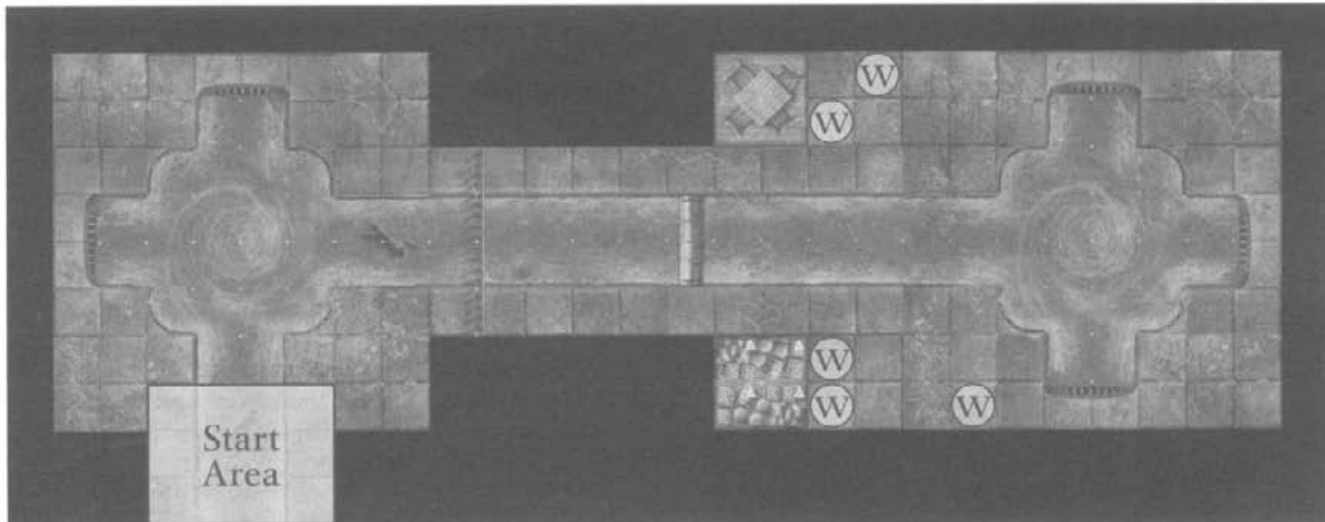
Illumination: Dim light in the lair from candles and weak-burning torches.

Crates and Barrels: These contain the wererats' supplies and stolen goods. They are difficult terrain.

Portcullis: The portcullis is locked. It provides partial cover against melee and ranged attacks made through it. Opening the portcullis stealthily requires a DC 13 Thievery check. A DC 13 Strength check will also open the portcullis, but the sound alerts the wererats.

Small Sewer Pipe: A character moving along the small sewer pipe must succeed on a DC 8 Acrobatics check or fall prone.

Sewer Water: The sewer water is difficult terrain to any creature without a swim speed. Any bloodied creature that ends its turn in the water risks contracting filth fever. That creature must make a saving throw at



the end of the encounter. On a failure, it contracts filth fever (stage 1).

Tables: The table is difficult terrain.

Whirlpool: A creature that enters a square of the whirlpool must succeed at a DC 13 Athletics check to leave that square. On a failure, the creature can't move and loses the action it was using to move. A creature that ends its turn in the whirlpool moves 1d4 squares clockwise around the whirlpool.

Development

Near the end of the encounter or when only one bloodied wererat remains, it moves to the wall adjacent to the crates and pulls the emergency lever. This triggers a massive flood as the waters of Blacklake rush in from above, drowning the lair. Read the following:

Blood dripping from its snout, the wererat cackles and pulls an ancient, slimy lever near the pipe at the south end of the lair. You hear a thunderous groan, and abruptly, dark water gushes from the pipe, flooding the lair.

Conclusion

Heroes are caught up in the current take a bruising trip through the sewers. Read the following:

The water plucks you up, and you find yourself hurtling along through the sewers.

Each hero must make one of the following checks: Acrobatics, Athletics, or Endurance (DC 20) to avoid slamming into hazards, getting caught against a wall, or possible drowning. A failure costs the hero one healing surge.

Finally, after an awful journey through the sewers, the water drains away into another underground reservoir, and the heroes end up panting for breath (along

with a wererat) in the **Kraken Tunnels** (Session 10). Read the following:

The water carries you into a set of natural tunnels, where it drains away into a large crevasse. Detritus from the wererats' lair lies scattered around, along with goods that looked to have been carried from elsewhere in the sewers.

Reward

Each hero receives 300 XP for interacting with and fighting the wererats, as well as surviving the flood of water.

Treasure: The wererats had a stash of stolen coins, jewelry, and other goods, totaling 100 gp × the number of heroes. In addition, there is one magic item; roll on the Treasure Table (page 3) to determine which one. If the characters choose, the objects can be returned at the end of the season to their proper owners or to Lord Neverember for a reward equal to this value. The heroes can find this treasure scattered around them.

SESSION 10: KRAKEN TUNNELS

When the wererat pulled the flood lever in the previous session, it carried the characters through hundreds of feet of tunnels and sewers, eventually depositing them in the Kraken Tunnels.

CHARACTER THEME TIE-IN

Any character playing a scion of shadow, a Bregan D'aerthe spy, or a Dead Rat deserter knows the following information automatically, due to his or her past ties with unsavory organizations. Otherwise, a character must succeed on a DC 20 History or Streetwise check to know it.

The tunnels the party has arrived in are part of a network of tunnels and chambers once occupied by the Kraken Society, a ruthless conglomerate of slavers and black-market traders who sought to control the Sword Coast. After Neverwinter's destruction, the tunnels were largely abandoned, and now the Sons of Alagondar use them as a base of operations.

To remind the players of where Session 9 ended and also set up the encounter, read the following:

After your bruising journey through the sewer tunnels, you come to a rest in a new complex. As the water disappears, a couple of everburning braziers on the floor gutter back to life.

A sputtering wererat rises and regards you warily but does not flee or attack.

This wererat is the same one that pulled the lever back in the Dead Rat lair. His wounds have healed from his regeneration, and without allies, he is more prone to negotiating. He is willing to relate the following information in exchange for his life. However, when any character moves farther into the chamber, go to the **Grasp of the Kraken** encounter.

- ♦ **Alliance with the Rebels:** The Dead Rat admits that the gang has an alliance with the Sons of Alagondar, though the rebels are reluctant allies.
- ♦ **Attack on the Wall:** The gang member knows nothing of the attack on the wall. He says that his gang is much more subtle than that.
- ♦ **Lost Heir:** The wererat tells the characters that the Lost Heir promised him and his kind the power of blue fire if they would help oust Lord Neverember from the city. It was the Heir who warned the gang of the heroes' imminent arrival.
- ♦ **Kraken Tunnels:** He can relate any information from the Character Theme Tie-in sidebar.

GRASP OF THE KRAKEN

Encounter Level 3

Setup

2 green slimes (G)

8 kraken tentacles (K)

1 scurrying wererat (S; see page 40 for statistics block)

Beneath Neverwinter dwells a half-mad kraken. Drawn to the smell of warm blood, the kraken and the oozes attack when the characters begin to move down the tunnels. When they do, read:

A slight disturbance in the water is your only warning before thick black tentacles burst from the murky surface and try to ensnare you!

KEY NOTES FOR THE ENCOUNTER

If things go particularly against the heroes, consider having the rebels arrive earlier, causing the kraken tentacles to withdraw. On the other hand, if the battle is too easy, you can have four or eight more tentacles show up halfway through the encounter.

The kraken tentacles are supposed to be scary but not deadly. Make it clear to the players that they can attack and eliminate the tentacles.

2 Green Slimes (G)	Level 4 Lurker
Medium natural beast (blind, ooze)	
HP 47; Bloodied 23	Initiative +9
AC 18; Fortitude 17, Reflex 17, Will 14	Perception +2
Speed 4, climb 4	Blindsight 10
Immune blinded, gaze effects; Resist 5 acid;	
Vulnerable 5 fire, 5 radiant	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
⊕ Slam (acid) ⊕ At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 5 acid damage, and ongoing 5 acid damage (save ends).	
⊕ Engulf (acid) ⊕ At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 1d6 + 3 acid damage, and the slime grabs the target (escape DC 18). Until the grab ends, the target takes ongoing 10 acid damage. Attacks that hit the slime deal half damage to the slime and half damage to a single creature grabbed by the slime.	
Skills Stealth +10	
Str 11 (+2)	Dex 16 (+5)
Con 17 (+5)	Int 1 (-3)
	Wis 11 (+2)
	Cha 1 (-3)
Alignment unaligned	Languages —

8 Kraken Tentacles (K) Level 7 Minion Controller

Medium aberrant magical beast

HP 1; a missed attack never damages a minion.

AC 21, Fortitude 19, Reflex 21, Will 17

Initiative +8

Speed 1

Perception +6

Immune forced movement

TRAITS

From the Depths

The tentacle cannot move out of the chasm.

STANDARD ACTIONS

⊕ Grasp ♦ At-Will

Requirement: The tentacle must not have a creature grabbed.

Attack: Melee 2 (one creature); +10 vs. Reflex

Hit: 7 damage, and the tentacle grabs the target (escape DC 16).

⊕ Squeeze ♦ At-Will

Effect: One creature grabbed by the tentacle takes 7 damage.

Str 14 (+5)

Dex 20 (+8)

Wis 16 (+6)

Con 17 (+6)

Int 17 (+6)

Cha 12 (+4)

Alignment unaligned

Languages —

Tactics

Scurrying Wererat: The wererat's priority in the fight is survival. He either remains in the back, hiding,

or uses *change shape* and *rat scurry* to attempt to escape past the slimes and tentacles.

Kraken Tentacles: Driven mad by its long captivity, the kraken attacks heedlessly, trying to catch and crush creatures before dragging their unconscious bodies down into the depths.

Green Slimes: The slimes are hidden (Perception DC 20) along the ceiling at the start of the encounter. They delay until after the kraken attacks.

Features of the Area

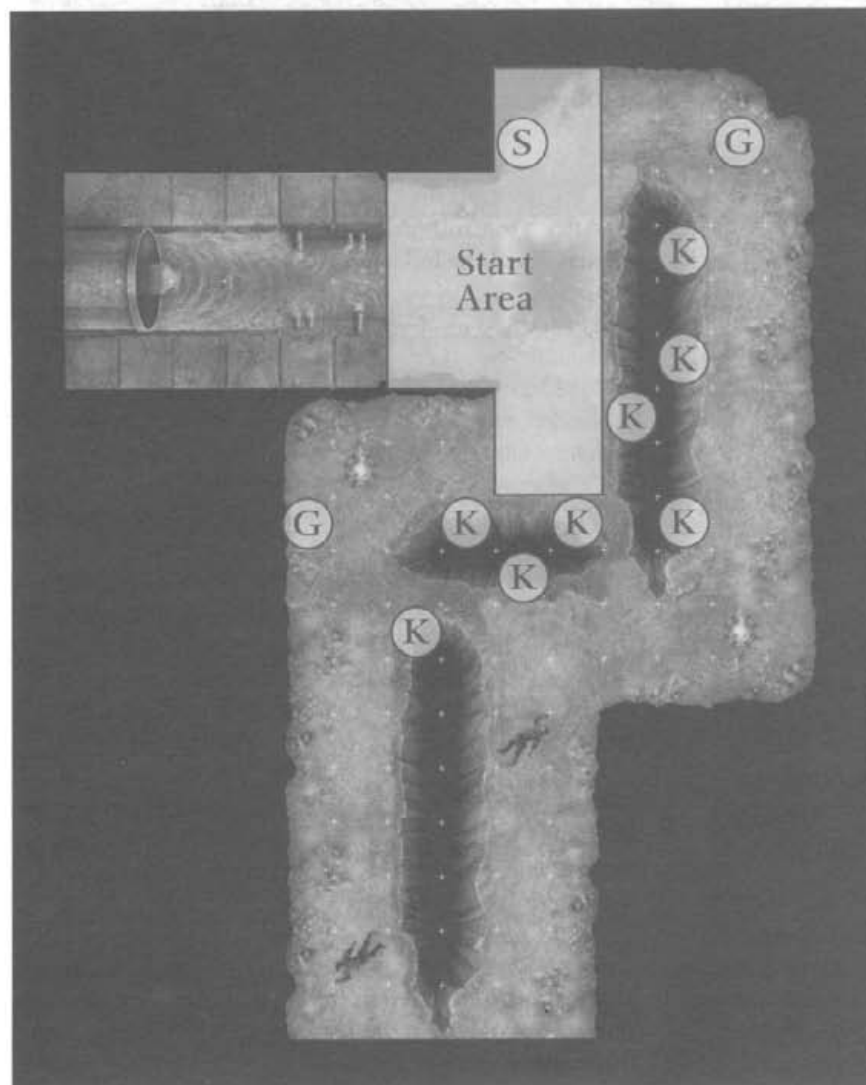
Illumination: Bright light from the braziers.

Channel: The channel that runs down the center of the corridor is contiguous. It is 10 feet wide, 10 feet deep, and filled with water. Climbing out of the water requires 1 extra square of movement.

Corpses: These are the corpses of rebels who were attacked and killed by the green slimes. Little remains of them except the kraken amulets.

Conclusion

When the heroes defeat the enemies, go to the **Negotiations** section, page 44.



NEGOTIATIONS

As the battle concludes, read:

The kraken withdraws its tentacles and vanishes beneath the murky water. Immediately, you hear booted feet and see a large group of warriors approaching from further down the tunnel.

At the end of the encounter, eight rebels come from down the tunnel, investigating the disturbance. They have weapons, but they don't draw steel unless the heroes attack. The rebel leader—Arlon Bladeshaper—steps forward to address the characters. Read the following:

A grim-faced man of about thirty winters steps forward to face you. He has a scar across his face and looks very tired.

"I am Arlon Bladeshaper, leader of the Sons of Alagondar. You did well with the kraken. You must be the heroes we've heard about—the ones who helped the Heir take down the dragon."

After the characters have had a chance to respond, read:

"Please, come with me. You look as if you could use some rest, and we have important matters to discuss."

The rebel leader, Arlon, is in a delicate position. He does not want to hurt the heroes, nor does he want to anger the Lost Heir by providing safe harbor for them. He attempts to convince the heroes that violence isn't necessary and promises that they will not be hurt if they agree to follow. An Insight check reveals that he is not lying and genuinely doesn't want the heroes hurt.

If the heroes opt to fight, they must face off with eight rebels without the benefit of a short rest (use the common bandit statistics block on page 30). The rebels specifically try not to kill them but instead take them prisoner. Arlon retreats to seek reinforcements. Eventually, four more rebels arrive and can aid in subduing the characters.

The Rebel Base

The heroes are treated as guests of the Sons of Alagondar unless they resisted, in which case they are awakened by Arlon (see Talking to Arlon). Arlon tries to deflect conversation during the journey, desiring to speak to the characters in private about his concerns. He provides noncommittal answers and assures the characters that he intends them no harm. Read:

You are taken through a complex network of tunnels until eventually arriving at one of the rebel hideouts. The hideout contains weapons, armor, and other supplies. A couple dozen rebels are present when you arrive. Some of the rebels watch you with curiosity, while others frown.

CHARACTER PROFILE: ARLON BLADESHAPER

The leader of the Sons of Alagondar is a charismatic and pragmatic warrior. He claims descent from one of the Neverwinter Nine, King Nasher's sworn bodyguards.

Key Traits: Tactical, pragmatic, honorable. Arlon is a capable warrior who believes the right end justifies any means.

Goal: Liberate Neverwinter. Arlon wants to reclaim the city from those dictators who would rule it. He wants to push out Neverember, but he increasingly sees the Lost Heir as a threat, rather than an ally.

Weaknesses: Overmatched. Arlon's Sons of Alagondar doesn't have the strength to resist the Lost Heir—he needs the heroes' aid.

Mannerisms and Physical Characteristics: Taciturn, serious, weighed down by the world. About thirty and well-built, Arlon would be a handsome man if he didn't frown all the time. (For more about Arlon, see the *Neverwinter Campaign Setting*.)

Talking to Arlon

The characters are taken to a small room containing cots for sleeping. Arlon offers them food and drink, as well as some rags to clean off the filth of the sewers. Arlon excuses himself temporarily, giving the characters the opportunity to talk in private.

After a few minutes, Arlon and a couple guards return. Read the following:

The door opens to admit Arlon Bladeshaper. A serious man of about thirty.

"As I mentioned, my name is Arlon Bladeshaper, and I'm the leader of the Sons of Alagondar," he says. "I suspect we both have questions for one another."

The rebel leader is taciturn by nature, and his level of coldness toward the heroes depends on whether they attacked any of his men in the tunnels. He understands the necessity of battle, but is notably friendlier toward the heroes if they did not attack.

Arlon explains that he wants to work with the characters, and he wishes to present them with a bargain. Read the following:

Arlon continues: "My sources tell me that you're searching for the Heir. A few days ago, I might have had you killed, fearing that you might be assassins. Now, things have changed, and I want to help you find him."

Arlon has become displeased with the rebels' relationship with the Heir. Arlon thinks that if anyone has the power to stand up to the Lost Heir, it's the heroes. Continue reading:

"At first, the Heir showed definite promise in the push against Neverember, but his methods have grown increasingly dangerous. I became troubled when the Heir began inciting the rebels to attack the Enclave. The time might come when we must face Lord Neverember, but that time has not yet come. I have no desire to see the city's innocents suffer as a result of our rash actions.

Recently, the Heir has been advocating violent insurrection in the streets. I truly fear that the Heir's position is untenable. As the heroes who defeated the dragon alongside the Heir, I believe you are the only ones who have a chance to talk some sense into him. I know I have no right to ask any favor of you, but know that I seek only to serve the interests of Neverwinter.

Will you do this? Will you try to convince the Heir to stop this madness before Neverwinter descends into all-out civil war?"

Arlon tries to appeal to the characters' good will. If more unscrupulous characters want some financial incentive for the help, Arlon confesses that he has little to offer them besides the rebels' good will. He can provide them with two potions of healing in exchange for their help, though.

If the heroes agree, read:

We have an audience with the Heir tomorrow morning. He has asked us to support him in an assault on the Protector's Enclave. We do not intend to help him, and without our aid, I fear he will jeopardize his life, as well as the lives of others.

Rest here for the night. In the morning, my guards will take you to the meeting place, where perhaps you can talk some sense in to him. And if he refuses? Let's just hope it doesn't come to that.

If the characters refuse to help Arlon, he still allows them to stay and rest up. Then, in the morning, his guards accompany them to the surface. In that case, force the confrontation with the Heir by having him ready to ambush them.

If the characters want to warn Lord Neverember of the Heir's attack, have Arlon insist (forcibly if necessary)

CHARACTER THEME TIE-IN

Arlon does not recognize the Neverwinter noble, but he finds him "familiar." If asked directly, he thinks the hero might be related to the Alagondars. If the character wants to explain some of his or her background to Arlon, a successful DC 20 Diplomacy check convinces Arlon of the validity of the noble's claim. This fact makes Arlon believe it is even more essential that they dissuade the Lost Heir from attacking. He also offers that character his own +1 veteran's armor to ensure the character's survival in the fight that may come tomorrow.

that they wait until after the meeting with the Heir to go to Neverember.

Questions for Arlon

Arlon will answer the heroes' questions or provide the information below as necessary:

- ♦ **About the Lost Heir:** Arlon has met with the Lost Heir many times, but never seen the man's face. The Heir made contact with the rebels a few weeks ago, and the Sons of Alagondar were swayed by his charisma and obvious claim on the throne. Recently, however, the Heir has become paranoid and erratic, advocating increasing violence and giving fewer audiences with his allies.
- ♦ **About the Sons of Alagondar:** The rebel organization was founded years ago, specifically to resist Lord Neverember. They take their name from Nasher Alagondar, a former adventurer who ruled the city a century ago and founded a royal dynasty.
- ♦ **Rebel Factions:** Arlon's faction of rebels is sometimes called the "Nashers"—a play on Nasher Alagondar and gnashing one's teeth in impatience. They sometimes resort to violence and sabotage to achieve their ends. Another, smaller contingent of rebels is the Greycloaks: a group of older Neverwinter loyalists who use more peaceable means. They seek to infiltrate Lord Neverember's staff and take over his infrastructure. The groups disagree about how to liberate Neverwinter. For example, the Greycloaks never supported the Lost Heir. Arlon is beginning to think they were right.
- ♦ **The Kraken Tunnels:** The rebels didn't construct their base. Arlon knows that it once belonged to an organization called the Kraken Society, which kept the guardian kraken in the waterway beneath the tunnels.
- ♦ **The Dead Rats:** Arlon reluctantly entered into an alliance with the Dead Rats. He admits that they have their uses, but he is unhappy with their methods. The Heir was convinced of their necessity, but Arlon is not so sure.
- ♦ **Plaguechanged:** Plaguechanged have been a problem in Neverwinter for a long time, but they've been more active lately. Arlon believes the Heir has some connection to the creatures. He suspects that the Heir might hope to somehow use them against Lord Neverember.

Reward

Each hero receives 350 XP for encounter and for interacting with the rebels.

Extended Rest: The heroes can take an extended rest before the next session. Inform the players that this will be their last extended rest of the season.

If any characters contracted filth fever in Session 8 or 9, have them make the appropriate checks.

CHAPTER FOUR

This chapter begins on the morning after the heroes' escapades in the sewers. The characters have had an extended rest and are now readying to meet with the Lost Heir on behalf of the rebels. When the players are ready, go to Session 11, *Hounds of the Usurper*.

SESSION 11: HOUNDS OF THE USURPER

In the morning, Arlon meets with the heroes and answers any more questions they might have. He then asks that they submit to being blindfolded. He says that he can't risk Neverember learning of the rebels' whereabouts. If the characters refuse, Arlon doesn't press the issue, but he discreetly instructs his guards to take them along a meandering path to the surface.

Arlon does not accompany the heroes but sends two other rebels along with them.

If the heroes refused to help Arlon, you'll need to adjust this session so that the Lost Heir ambushes the characters and the rebels accompanying them.

When the characters arrive at the meeting place, read:

Fog rolls through the morning streets of Blacklake, carrying a palpable sense of dread. You come to the meeting spot, as Arlon instructed, yet there is no sign of the Heir. The rebel guards seem on edge, and they give a start as an armored figure emerges on one of the rooftops. His form is illuminated by a glowing mithral crown—the Lost Crown of Neverwinter.

"Fools and traitors, all of you," he says, voice crackling with madness. "I had thought you might aid in my glorious ascension, but now I see you're all nothing more than Hounds of the Usurper. You will suffer for your treachery!"

The Heir tears off his gauntlet and vambrace, revealing a spellscar burning blue. He raises the arm toward the pair of rebels and incinerates them in blue fire.

"Come my pets. Destroy them!" he calls, as plaguechanged humanoids burst from the buildings around you. Then, he turns and leaps off the building out of sight.

A character that has a passive Perception of 20 or higher notices that the Heir's arm looks slender for such a large warrior.

FOOLS AND TRAITORS

Encounter Level 2

Setup

1 plaguechanged wretch (W)

4 plaguechanged grunts (G)

Plaguechanged humanoids come spilling out of nearby buildings, covering the Heir's retreat.

KEY NOTES FOR THE ENCOUNTER

It should be clear that the characters can't catch the Heir yet. Even if heavy armor, he moves quickly, and there are other plaguechanged that have been drawn by his presence. If the characters insist on pursuing him, you can conduct a small skill challenge. On a success, the characters lose the plaguechanged pursuing them and encounter a smaller group. On a failure, they encounter even more plaguechanged. Regardless, they don't catch the Heir.

Play up the plaguechanged nature of the enemies and their madness. These creatures were once people, but they have become monstrosities.

Plaguechanged Wretch (W)	Level 2 Controller
Medium natural humanoid, human	
HP 37; Bloodied 18	Initiative +4
AC 16, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	
STANDARD ACTIONS	
① Coldfire Claw (cold, fire) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 fire and cold damage, and the target is slowed (save ends).	
TRIGGERED ACTIONS	
Blue Fire Burst (fire, force) ♦ Encounter	
Trigger: The wretch becomes bloodied.	
Attack (Immediate Reaction): Close burst 2 (creatures in the burst); +5 vs. Reflex	
Hit: 2d8 + 2 fire and force damage, and the wretch pushes the target up to 2 squares.	
Miss: Half damage.	
Str 12 (+2)	Dex 17 (+4)
Con 13 (+2)	Int 6 (-1)
	Wis 11 (+1)
	Cha 10 (+1)
Alignment unaligned	Languages —

Tactics

The monsters rush out of the buildings and swarm the heroes near the end of the bridge.

Plaguechanged Wretches: These creatures look like skeletal humans crackling with blue fire, gaunt creatures that weep in agony and lash out mindlessly. They attack the nearest enemies, regardless of the marked condition or *defender aura*.

THE LOST HEIR'S SPELLSCAR

The Heir has, in this moment, revealed two significant traits: that he is spellscarred, and that his spellscar is extremely powerful.

Insightful heroes (DC 14) realize that the Heir must be the source of the upsurge in plaguechanged attacks on Neverwinter.

As in Sessions 1, and 2 the Heir can exercise limited control over his creations, but since he runs off at the beginning of this encounter, the plaguechanged creatures fight in a disorganized fashion.

Plaguechanged Grunts: These creatures look like the plaguechanged wretches but are bigger and tougher. They team up on a single enemy to grasp and pummel it.

4 Plaguechanged Grunts (G)

Level 2 Brute

Medium natural humanoid, human

HP 43; Bloodied 21

Initiative +0

AC 14, Fortitude 15, Reflex 12, Will 12

Perception +0

Speed 6

STANDARD ACTIONS

⚔ Slam ⚔ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d12 + 6 damage, or 1d12 + 12 against a grabbed target.

⚔ Burning Grasp (fire) ⚔ At-Will

Attack: Melee 1 (one creature); +5 vs. Reflex

Hit: 10 fire damage, and the grunt grabs the target (escape DC 12) if it does not have a creature grabbed.

TRIGGERED ACTIONS

Plaguechanged Resilience ⚔ Encounter

Trigger: The grunt is reduced to 0 hit points, but not by a critical hit.

Effect (No Action): Roll a d20. On a 15 or higher, each creature adjacent to the grunt takes 5 fire damage, and the grunt is instead reduced to 1 hit point.

Str 16 (+4)

Dex 8 (+0)

Wis 8 (+0)

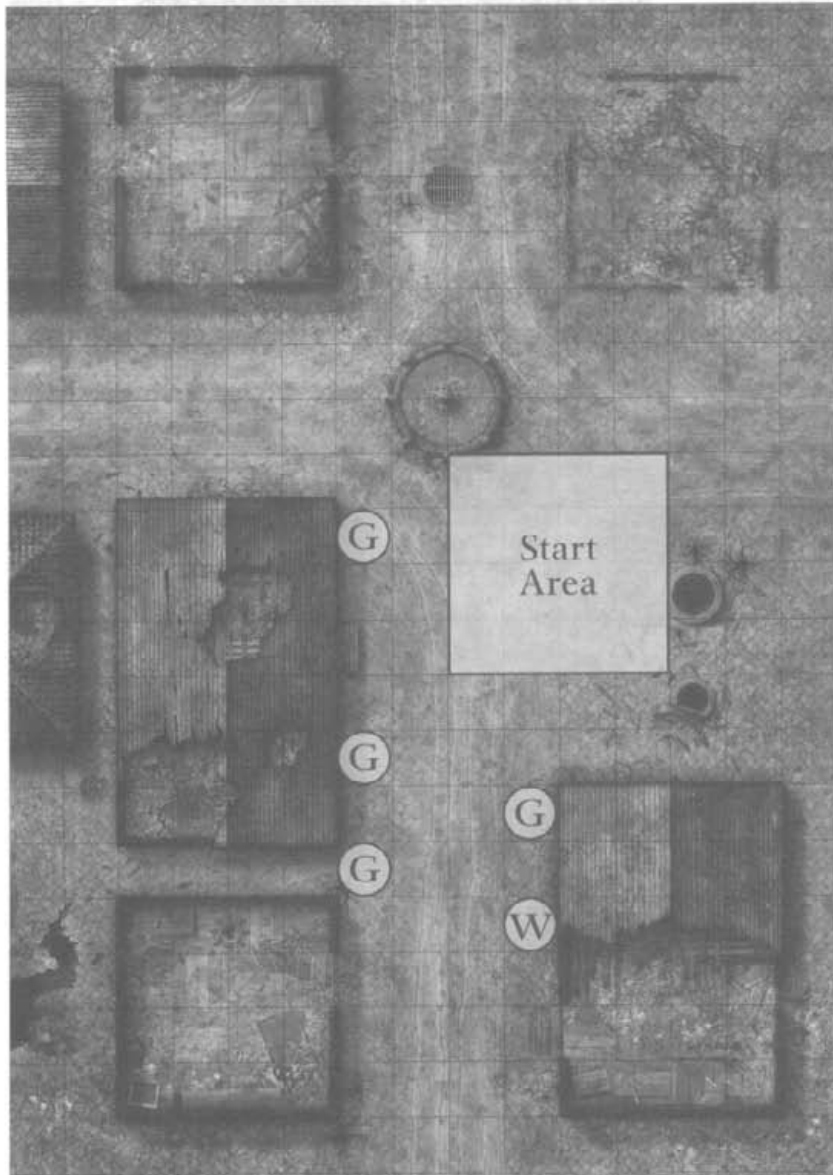
Con 13 (+2)

Int 6 (-2)

Cha 8 (+0)

Alignment unaligned

Languages —



Features of the Area

Illumination: Bright light.

Fountain: The fountain is difficult terrain.

Wells: The wells are 20 feet deep and are dry. Climbing the walls requires a DC 13 Athletics check.

Sewer Grate: These squares are difficult terrain.

Abandoned Buildings: The abandoned buildings are boarded up and condemned. Every square inside is considered difficult terrain.

Trees: The gnarled roots of the trees in the area are considered difficult terrain.

Conclusion

When the heroes have vanquished the plaguechanged attackers, read:

As the last of the plaguechanged creatures falls, you see that the Lost Heir has left a trail of azure flames in his wake. The path heads toward the Protector's Enclave. Cries of terror and agony fill the air in the Heir's wake.

In that moment, all becomes clear: to save Neverwinter, you must stop the Lost Heir.

Reward

Each character receives 350 XP for defeating the plaguechanged creatures.

Treasure: One of the plaguechanged appears to have once been a Mintarn mercenary. He carries a single magic item. Roll on the Treasure Table (page 3) to determine which item.

SESSION 12: PLAGUECHANGED INVASION

The heroes must pursue the Heir through Blacklake and into the Protector's Enclave. Along the way, they fight two battles against people who have transformed into plaguechanged.

In this session, the heroes face the following encounters, each of which is less than a full encounter. Both of these encounters count toward reaching a milestone.

When the session begins, read:

You follow the trail of azure fire, which cuts a swath of chaos across Neverwinter. As you pursue the Heir, you see that his magic has forcibly warped the surrounding people and animals into horrific plaguechanged creatures.

The Heir seems to be doing this unconsciously as he runs through the streets, pressing toward his goal: the Hall of Justice, where Lord Neverember is.

Running Down the Heir

The heroes can follow a trail of azure fire, which lingers in the Heir's wake. The Heir has a good start on the characters, so they'll have to hurry if they want to catch him. On their way, the characters pass through Blacklake District and can see buildings on fire and people being attacked by plaguechanged. The whole city has fallen into chaos, and it won't stop until the heroes deal with the Heir.

When the characters reach the Winged Wyvern, read:

The trail of azure fire leads you to the Winged Wyvern bridge, where you first crossed into the Blacklake District.

You see a horrific gelatinous creature oozing with blue slime. Inside it are the vague outline of two humanoid forms, and beside the creature is a dog that appears to have been also warped by the Heir's magic. The two plaguechanged monsters feed on the body of a Mintarn mercenary. When you arrive, they turn their attention to you.

Go to the **Enclave Invasion** encounter.

KEY NOTES FOR THE ENCOUNTERS

These encounters are meant to be fast. Make sure to leave enough time (at least 45 minutes) for the second encounter. If you need to, cut the monsters' hit points by 20 or 30.

These encounters foster the sense of chaos in the city. The Heir's power is out of control, and he has gone mad.

ENCLAVE INVASION

Encounter Level 1

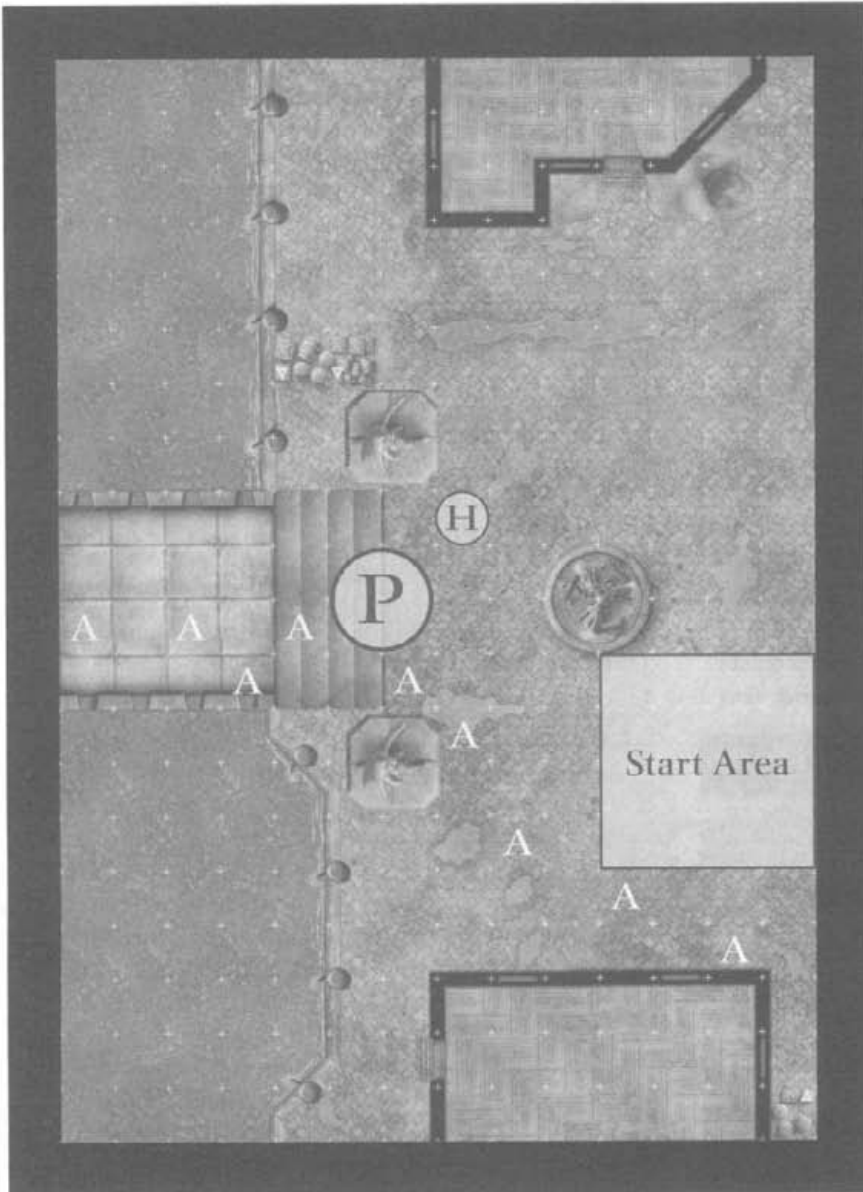
Setup

1 plaguechanged ooze (P)

1 plaguechanged hound (H)

Plaguechanged Ooze (P)	Level 3 Elite Brute
Large natural beast (blind, ooze)	
HP 102; Bloodied 51	Initiative +0
AC 15, Fortitude 16, Reflex 14, Will 14	Perception +2
Speed 4, climb 4	Blindsight
Immune blinded, gaze effects; Resist 5 fire	
Saving Throws +2; Action Points 1	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
⊕ Slam (fire) ⊕ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 1 damage, and ongoing 5 fire damage (save ends).	
MOVE ACTIONS	
Flowing Form ⊕ At-Will	
Effect: The ooze shifts up to 4 squares.	
TRIGGERED ACTIONS	
Split ⊕ Encounter	
Trigger: The ooze becomes bloodied.	
Effect (No Action): The ooze splits into two creatures, each with hit points equal to one-half its current hit points. Effects on the original ooze do not apply to the second one.	
Str 13 (+2)	Dex 8 (+0)
Con 11 (+1)	Int 1 (-4)
	Wis 12 (+2)
	Cha 1 (-4)
Alignment unaligned Languages —	

Plaguechanged Hound (H)	Level 4 Soldier
Medium natural beast (reptile)	
HP 53; Bloodied 26	Initiative +7
AC 20, Fortitude 15, Reflex 17, Will 15	Perception +7
Speed 6	
STANDARD ACTIONS	
⊕ Bite (fire) ⊕ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 5 fire damage, or 1d10 + 10 against a bloodied target.	
TRIGGERED ACTIONS	
⊕ Blood Frenzy ⊕ At-Will	
Trigger: A bloodied enemy adjacent to the drake shifts.	
Effect (Opportunity Action): The drake uses bite against the triggering enemy.	
Str 13 (+3)	Dex 17 (+5)
Con 13 (+3)	Int 2 (-2)
	Wis 10 (+2)
	Cha 13 (+3)
Alignment unaligned Languages —	



Neverwinter River: The current in this section of the river is not moving swiftly. A creature can maintain its position in the river without difficulty. Moving while in the river requires a DC 8 Athletics check, and climbing onto the shore from the river requires a DC 12 Athletics check.

Statues: These statues are blocking terrain. They depict members of the Alagondar family.

Azure Flames (A): The Heir's trail is erratic. A character that succeeds on a DC 20 Insight check realizes that the Heir is staggering, as though exhausted, mad, or both.

Any creature that enters a square of azure flames or that ends its turn there takes 5 fire damage.

Conclusion

At the end of the encounter, read the following:

You see blue flames sprouting across the Protector's Enclave on the other side of the river. A form runs down the streets, blazing with blue fire. Plaguechanged swarm around him, engaged in battle with Mintarn mercenaries.

The Heir looks to be heading toward the Wall, where yesterday, you stopped bandits from opening the gate.

If a character succeeds on a DC 20 Perception check, he or she can distinguish another important feature about the Heir. The Heir has

removed his helm and now wears the crown atop his head. He has long, flowing brown hair.

The characters don't have time to waste if they're going to catch the Heir and stop him from opening the gates at the Wall. The characters can choose whether or not to take a short rest. If they rest, it has consequences in the next encounter.

Go to the **Once More, Into the Breach** encounter.

Tactics

Plaguechanged Ooze: The plaguechanged ooze attempts to block the characters from escaping past it along the bridge. Its fire resistance allows it to stand in squares of the Heir's azure trail without taking damage.

Plaguechanged Hound: This creature was once a normal dog belonging to the people who now make up the plaguechanged ooze. It tries to flank with the ooze.

Features of the Area

Illumination: Bright light.

Buildings: The sturdy buildings near the river are 15 feet in height.

Crates and Barrels: These squares are difficult terrain. They are rotted and contain nothing of value.

Fountain: The fountain is difficult terrain. It is filled with algae and muck.

ONCE MORE, INTO THE BREACH

Encounter Level 1

Setup

2 plaguechanged grunts (G)

8+ plaguechanged maniacs (M); see Development

The heroes can follow the Heir's trail of blue flames to the Wall. When they arrive at the wall, read:

Chaos fills the square outside the Neverwinter Wall. Groups of plaguechanged pour through the gate, which has been opened just enough to let those from beyond the wall squeeze in. Other plaguechanged pound on the doors of nearby houses, apparently trying to reach the Neverwinter citizens inside. The bodies of several guards are sprawled on the street, their weapons slick with blood. There's no sign of the Heir, but his cohorts, upon seeing you, turn to attack.

2 Plaguechanged Grunts (G)	Level 2 Brute
Medium natural humanoid, human	
HP 43; Bloodied 21	Initiative +0
AC 14, Fortitude 15, Reflex 12, Will 12	Perception +0
Speed 6	
STANDARD ACTIONS	
⚔ Slam ⚔ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d12 + 6 damage, or 1d12 + 12 against a grabbed target.	
🔥 Burning Grasp (fire) ⚔ At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 10 fire damage, and the grunt grabs the target (escape DC 12) if it does not have a creature grabbed.	
TRIGGERED ACTIONS	
Plaguechanged Resilience ⚔ Encounter	
Trigger: The grunt is reduced to 0 hit points, but not by a critical hit.	
Effect (No Action): Roll a d20. On a 15 or higher, each creature adjacent to the grunt takes 5 fire damage, and the grunt is instead reduced to 1 hit point.	
Str 16 (+4)	Dex 8 (+0)
Con 13 (+2)	Int 6 (-2)
Wis 8 (+0)	Cha 8 (+0)
Alignment unaligned	Languages –

8+ Plaguechanged Maniacs (M)	Level 1 Minion Skirmisher
Medium natural animate (undead)	
HP 1; a missed attack never damages a minion.	Initiative +5
AC 16, Fortitude 13, Reflex 14, Will 13	Perception +2
Speed 6	Darkvision
STANDARD ACTIONS	
⚔ Claw (fire) ⚔ At-Will	
Effect: The maniac can shift 1 square before the attack.	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 fire damage.	
Str 15 (+2)	Dex 17 (+3)
Con 13 (+1)	Int 3 (-4)
Wis 14 (+2)	Cha 3 (-4)
Alignment unaligned	Languages –

Tactics

Plaguechanged Grunts: These two creatures look like the plaguechanged maniacs, but they are bigger and more warped by the Heir's magic. They team up on a single enemy to grasp and pummel it.

Plaguechanged Maniacs: These creatures are mad, but they can still recognize threats. They swarm the heroes, seeking to flank if possible.

Features of the Area

Illumination: Bright light.

Azure Flames (A): The Heir's trail is erratic. A character that succeeds on a DC 20 Insight check realizes that the Heir is staggering, as though exhausted, mad, or both.

Any creature that enters a square of azure flames or that ends its turn there takes 5 fire damage.

Barrels and Crates: These squares are difficult terrain.

Cranks: The cranks are illustrated on the map. The doorways leading to them are open.

Gate: The gate is marked on the tactical map and is blocking terrain.

Fountain: The fountain is difficult terrain.

Guard Hut: This small, closed hut is 15 feet tall. The door into the hut is open.

Shrubs: The shrubs are difficult terrain and provide partial concealment.

Development

The cranks have been turned one rotation on each side—just enough to allow plaguechanged to squeeze between the gates. The gates can be closed, but each of the cranks requires a character to spend one move action to turn it. When both cranks have been turned, the gates are shut.

At the end of each round in which the gates are not shut, four more plaguechanged maniacs force their way through the gates. Any creature adjacent to the gates is pushed back 1 square when these maniacs appear. They act on the same initiative as the other maniacs.

Conclusion

When the heroes defeat the plaguechanged, a couple townsfolk emerge from one of the nearby buildings. They recount what happened:

"Thank the gods you came along. That spellscarred woman wearing the crown came charging through here and opened the gate. She changed some of the guards into those horrible creatures. The others died protecting us."

The fact that the Heir is a woman is probably news to the heroes, and they'll likely have questions. The townsfolk try to help, but in the chaos, they weren't able to distinguish much about the Heir. The only additional details they can offer is that the woman was in plate armor, had brown hair, and wore the Crown of Neverwinter (though the townsfolk can hardly believe it). If specifically asked about the woman's race, one of the people remembers that she was a half-elf.

At this point, the players might figure out that the Heir is Seldra (if they didn't earlier). They'll get confirmation at the start of the next session.

As the characters catch their breaths, General Sabine and a contingent of guards arrive to reinforce the gates. Read:

You see the grim general Sabine jog up, accompanied by half a dozen Mintarn mercenaries. Spotting you, she hurries over.

"The whole city has gone mad," she says. "We suspected the Heir was delusional, but we never expected this."

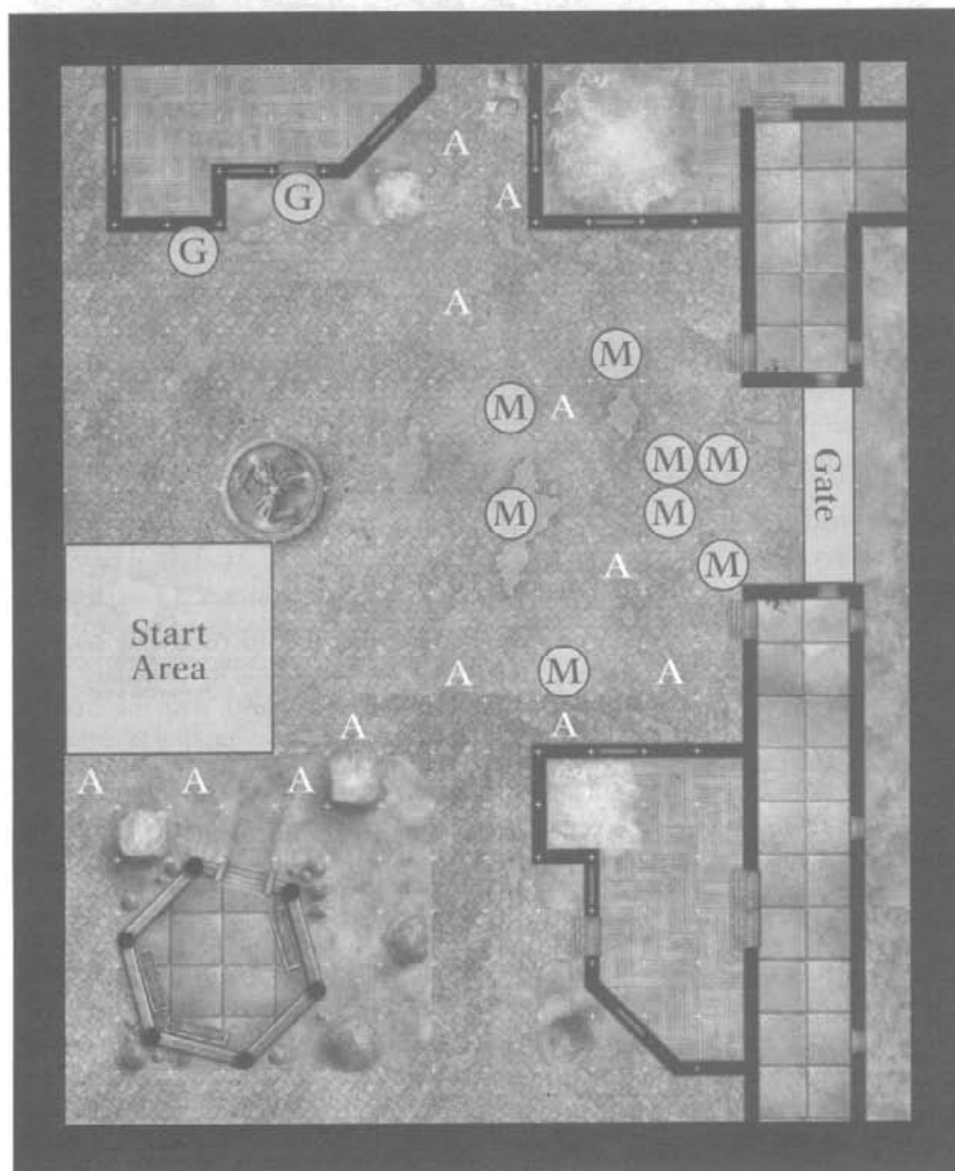
She pauses and looks around at the bodies of plaguechanged strewn about. "We're already indebted to you, but I beg your assistance a little longer. That trail there—the one of blue flames—my reports tell me that leads to the Heir. Can you follow it and deal with this false Heir? I don't have the soldiers to deal with him and keep protecting the city's citizens."

General Sabine has not yet learned that the Heir is a woman, and if asked, she doesn't have any idea who it could be. She assumes it is just one of the rebels, masquerading as the Heir in order to sow chaos in the city.

Reward

Award each hero 350 XP for dealing with the plaguechanged monsters.

Treasure: The grateful citizens reward the heroes for saving their lives. Each hero receives 20 gp.



SESSION 13: WHERE IT ALL BEGAN

The session begins with the heroes following the Lost Heir's trail to the market square, where it all began (back in Sessions 1 and 2). The Heir is there and is in the process of freeing the dragon from its stony encasement. The Heir is shielded by a wall of fire and force, which the characters must bring down if they're to stop her.

When the heroes arrive, allow the players to place their characters on the map in the Start Area. Then read the following:

You enter the square where you first met the Lost Heir a tenday ago. She stands before the statue of the great white dragon you fought on that fateful day. A crowd of Neverwinter citizens has gathered and is staring at the sight in the square's center.

The Heir and the dragon statue are enclosed in a dome of azure fire. Now, up close, you recognize the Heir. It is Seldra Tylmarande.

She has removed her helmet and now wears the Crown of Neverwinter. The crown gleams brightly, its blue light mingled with inky shadows. She breathes heavily, as though she can barely keep her feet. Her spellscar glows fiercely, and her eyes blaze with blue fire. She pays no attention to you and seems instead intent on the statue.

At this point, the heroes might attempt to break into the circle (see **Breaking the Barrier**), or check in with the numerous characters scattered around the area, including their old acquaintances from Session 1 (see **Familiar Faces**). The heroes can, of course, do both by dividing their efforts.

If a character is curious about the inky shadows around the crown, allow him or her to make a DC 20 Arcana check. On a success, the hero is able to distinguish that the crown is visibly manifesting a curse on it.

Breaking the Barrier

The dome resists attempts to pass through it. Any creature that touches it takes 5 fire and force damage and is pushed 2 squares and knocked prone.

The heroes can attempt to break down the barrier by attacking it or using Arcana (DC 20). Each successful Arcana check deals 10 damage to the barrier. Attacks against the barrier automatically hit, though the barrier is immune to attacks' effects. The barrier prevents teleportation into or out of it, and while Seldra is inside the barrier, she cannot be affected by powers.

When the barrier has sustained 60 damage from attacks and Arcana checks, it lowers.

Go to the **Seldra's Madness** section.

Summon the Guard

If the heroes attempt to raise the alarm and bring General Sabine and her soldiers, they get little response. It will take time before the soldiers can assemble, and by then, Seldra manages to free the dragon.

Go to the **Seldra's Madness** section.

CHARACTER THEME TIE-IN

The renegade Red Wizard can tell that Seldra is attempting to free the dragon using her magic. The character also recognizes the corrupted magic swirling around the crown as a curse used by his former organization. He recalls a wizard named Tollvast, who was particularly talented at cursing items that make people go mad.

At a particularly dramatic moment, a character with the Oghma's faithful theme has a vision. He or she sees Seldra, opening a coffer, drawing out the Crown of Neverwinter, and gazing at it curiously. Then, she places the crown atop her head. The character receiving the vision hears whispers and sees Seldra glance around, even though no one else is around her. Then, everything goes black.

The Iliyanbruen guardian recognizes the protective magic Seldra is using, as it is similar to the wardings her people employ. The character gains a +4 bonus to Arcana checks for the purpose of lowering the barrier.

If the Neverwinter noble has been itching to make a rousing speech, now is the time to do it. The people are gathered in the square, and the heroes have a captive audience. If the character succeeds on a DC 13 Diplomacy check, the crowd cheers, raising the party's morale. The party gains a +1 bonus to attack rolls in the next encounter.

Familiar Faces

The merchants who interacted with the heroes back at the beginning of the Season are still in the square (see Session 1, as well as the notes below). With the exception of Jarvy, the merchants are attempting to gather up their goods and flee the square before anything terrible happens.

When the heroes are done interacting with the people in the area, go to the **Seldra's Madness** section.

Armorer

Aothir's usual boisterous manner has grown muted as he looks upon the frightening display of the Heir's power.

He is trying urgently to move his stock and is currently waiting for a wagon to be brought. If the Heir finishes his ritual before that happens, however, the dwarf will gladly abandon his goods. He is eager to sell

the heroes anything they might require. A successful DC 20 Diplomacy check convinces the armorer to gift one of his pieces of equipment to the characters. If the party has an heir of Delzoun, that character receives the item automatically. Roll on the table below to determine which item the characters receive.

d8	Result
1	+1 magic armor ¹ or ²
2	+1 veteran's armor ¹
3	shield of deflection ¹
4	belt of vigor (heroic) ¹ or ²
5	+1 sylvan armor ¹
6	bracers of mighty striking ¹
7	gloves of agility ²
8	gauntlets of blood ¹

¹Heroes of the Fallen Lands

²Heroes of the Forgotten Kingdoms

Weaponsmith

The half-orc Nagda has had it with Neverwinter. She has decided that cities just aren't worth the trouble. She figures she'll pack up and head back out into the Neverwinter Wood. She doesn't have much need of her remaining weapons, but she would like to earn some coin off them. She will sell the characters weapons, and with a successful DC 20 Diplomacy check, she can be convinced to part with a magic weapon to help the characters deal with the Lost Heir. If the party has a pack outcast or an Uthgardt barbarian, that character receives the item automatically. Roll on the table below to determine which item the characters receive.

d4	Result
1	+1 magic weapon ¹ or ²
2	+1 vicious weapon ¹
3	+1 defensive weapon ¹ or ²
4	+1 luckblade ²

¹Heroes of the Fallen Lands

²Heroes of the Forgotten Kingdoms

Supply Cart

Clorde's supply cart is turned over and on fire. Clorde is nowhere to be seen, though. A character that succeeds on a DC 20 Perception check notices 2 potions of healing amid the burning supplies. The only problem is, grabbing the pair of potions causes a character to take 5 fire damage.

Jarvy's Cart

The tall-tale-telling halfling Jarvy eagerly awaits the resolution of the battle, thinking that whatever happens, it will make a great story.

If any heroes approach Jarvy to speak with him, he tells them to stop talking and get on with the fight.

Seldra's Madness

When the characters bring down the barrier, or when a minute has passed, read:

Finally, the barrier of fire and force protecting Seldra begins to waver. Her work done, she turns her attention to you.

"You're such fools," she says, her voice teetering on madness. "I tried to help you—to make you see—but no. You lack the vision, just like those rebel dogs."

Behind Seldra, the dragon statue has begun to stir. Slowly, stone is flaking away as the enchantment binding it weakens. It looks as though you have only minutes before the beast is free.

"If this is what must be done to save Neverwinter," says Seldra, "then so be it."

Give the heroes an opportunity to herd the civilians out of the square or to interact with Seldra. If any hero takes an aggressive action (such as an attack, an Intimidate check, or moving toward her menacingly), or after a couple rounds have passed, roll initiative and go to the **Battle for Neverwinter** encounter.

Last Minute Plea for Sanity

Seldra is bewitched by a curse on the false Crown of Neverwinter. She is unshakable in her belief that the heroes are traitors to Neverwinter. She believes they are allied with Lord Neverember, and they have corrupted the rebels too.

The heroes can attempt a variety of skill checks on the Heir and the dragon before combat begins.

Arcana (DC 13): Seldra has an incredibly powerful spellscar, one of the most powerful the character has ever seen, but that doesn't explain her ability to incinerate people or transform them into plaguechanged. Something is empowering the spellscar.

Arcana (DC 13): Now that Seldra has begun the process of breaking the dragon free, the transformation can't be stopped. Only six or seven minutes remain before the beast is liberated from its prison.

Arcana (DC 20): Seldra's spellscar is being empowered by the crown, which seems to be corrupting her with its magic. The crown appears to be cursed, and it is causing Seldra to go mad.

Bluff/Diplomacy (DC 20): Seldra seems to be beyond reason. However, there is still a fragment of her that is trying to resist the curse of the crown. If one or more characters succeed on this check, she takes a -2 penalty to defenses during the Battle for Neverwinter encounter.

Insight (DC 13): Seldra is behaving erratically and her words barely make sense. She occasionally whispers to herself and glances about, as though hearing voices.

History/Streetwise (DC 13): If Seldra is wearing the true Crown of Neverwinter, it means she is an heir of the Alagondar bloodline. Otherwise, the crown is a fake.

BATTLE FOR NEVERWINTER

Encounter Level 3

Setup

Creature placement varies (see below).

When the battle begins, read:

Seldra's spellscar ignites in blue flames, and her eyes blaze fiercely. She casts out a hand, conjuring several small humanoids created entirely of blue flame.

"I won't be stopped. I will save Neverwinter!" she cries.

Mark the location of the dragon statue based on the outcome of Session 2, or use the sample setup from the tactical map. Seldra is near the statue, and she creates five lesser fire elementals within 2 squares of her. A character who succeeds on a DC 13 Arcana check can tell that the transformation can't be stopped. Only six or seven minutes remain before the beast is liberated from its prison.

KEY NOTES FOR THE ENCOUNTER

Although this battle won't be as challenging or dramatic as the one against the dragon, it will wear down the characters, especially due to the elementals' heart of flame power.

During the battle, Seldra's madness should become clear (whether or not the characters connect her madness with the crown depends on what they did prior to the session). She accuses the heroes of crimes against Neverwinter, exclaiming that they are bewitched by Neverember and can't see him for the villain he is. She might claim that he, or the characters, are demons that have infiltrated the city to bring about its downfall.

Tactics

Seldra, False Heir: Seldra throws herself at the heroes with abandon. She uses *frost and flame* to damage adversaries who hang back. She coordinates her attacks with the elementals to gain flanking.

Seldra uses *spellplague vitality* to feed off the living flames of the fire elementals. She exhausts all the elementals before finally falling (see Conclusion).

Lesser Fire Elementals: These creatures zip in and out of combat using *flickering flame*. They try to avoid getting caught up in a *defender aura*, and they target creatures unaffected by ongoing fire damage.

Seldra, False Heir (S) Level 4 Elite Soldier (Leader)

Medium natural humanoid, half-elf (spellscarred)

HP 90; Bloodied 45

Initiative +8

AC 20, Fortitude 14, Reflex 18, Will 16

Perception +2

Speed 6

Low-light vision

Saving Throws +2; Action Points 1

TRAITS

☼ **Neverwinter Mantle** (cold, fire) ♦ **Aura 1**

Any enemy that ends its turn within the aura takes 5 fire and cold damage.

STANDARD ACTIONS

⚔ **Longsword** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 + 4 damage.

⚔ **Frost and Flame** (cold, fire, weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 + 5 damage.

Effect: An enemy within 2 squares of Seldra takes 8 cold and fire damage.

MINOR ACTIONS

🗣 **Demand Obedience** ♦ **At-Will**

Effect: One enemy adjacent to Seldra is marked until the end of her next turn.

🔥 **Spellplague Vitality** ♦ **At-Will**

Requirement: Seldra is bloodied.

Effect: One fire elemental within 20 squares of Seldra drops to 0 hit points, and Seldra regains hit points equal to the amount of hit points the fire elemental had remaining. Any enemy effects on Seldra end.

TRIGGERED ACTIONS

👑 **Crown's Absorption** ♦ **Recharge** when first bloodied

Trigger: An attack deals cold or fire damage to Seldra.

Effect (*Immediate Interrupt*): The triggering attack deals half damage to all creatures damaged by the attack.

Str 16 (+3)

Dex 18 (+6)

Wis 10 (+0)

Con 14 (+2)

Int 19 (+6)

Cha 16 (+3)

Alignment unaligned

Languages Common, Elven

Equipment longsword, plate armor, false Crown of Neverwinter

5 Lesser Fire Elementals (E)

Level 1 Skirmisher

Small elemental magical beast (fire)

HP 27; Bloodied 13

Initiative +6

AC 14, Fortitude 12, Reflex 14, Will 13

Perception +1

Speed 8, fly 4 (clumsy)

TRAITS

❄ **Frozen in Place**

Whenever the lesser fire elemental takes cold damage, it cannot shift until the end of its next turn.

🔥 **Heart of Flame** (fire)

Whenever an enemy adjacent to the lesser fire elemental misses it with a melee attack, that enemy takes 3 fire damage.

STANDARD ACTIONS

👊 **Slam** (fire) ♦ **At-Will**

Attack: Melee 1 (one creature); +4 vs. Reflex

Hit: Ongoing 5 fire damage (save ends).

MINOR ACTIONS

🔥 **Flickering Flame** ♦ **At-Will**

Effect: The elemental shifts 1 square.

Str 10 (+0)

Dex 19 (+4)

Wis 13 (+1)

Con 11 (+0)

Int 5 (-3)

Cha 6 (-2)

Alignment unaligned

Languages understands Primordial

Features of the Area

Illumination: Bright light.

Azure Flames (A): Any creature that enters a square of azure flames or that ends its turn there takes 5 fire damage.

Barrels and Crates: These squares are difficult terrain.

Buildings: The doors to these residences are locked. Unlocking a door requires a standard action and a successful DC 12 Thievery check.

Fountain: This fountain depicts heroes of some bygone age. It is difficult terrain.

Grates: These grates are removed at the start of the encounter. They lead to the sewer 5 feet below.

River: The water is 5 feet below the docks, and it is calm. A character can climb back up to the street with a successful DC 8 Athletics check.

Sewer Pipe: Creatures entering one of the pipe's squares must succeed on a DC 12 Acrobatics check or fall prone.

Shrub: This square is difficult terrain and provide partial concealment.

Statue: The dragon statue is blocking terrain. The statue can be attacked (AC, Reflex and Fortitude 10), but doing causes flames to burst out, dealing 5 cold and fire damage to creatures within 2 squares of the statue. Attacking the statue seems only to speed up its return to life.

Wagon/Merchant Stands: These are blocking terrain.

Conclusion

When Seldra drops to 0 hit points, read the following:

Seldra collapses on the ground, sending the smoldering crown rolling from her head. The blue flame around her spellscar subsides, and her eyes return to normal.

Bruised and bloody, she looks up at you and then around at the burning buildings of the Protector's Enclave.

"My gods, what have I done?" she says.

She kneels helpless on the ground. What do you do?

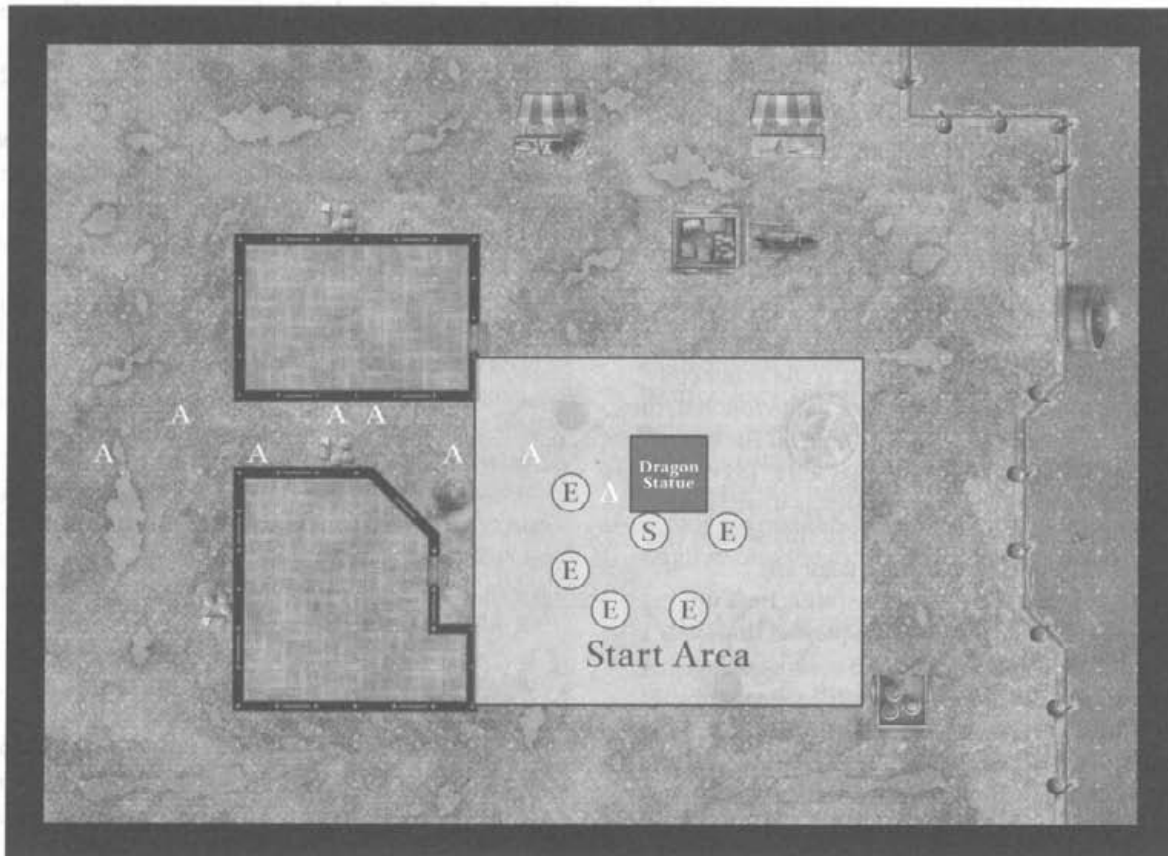
When Seldra drops to 0 hit points, she is not killed outright. The players have the opportunity to decide her fate. Allow the group to discuss what to do with her. The decision has consequences in the next session.

If at least half of the group decides to spare her, then she lives. Otherwise, she is killed.

The crown is a few feet away from the characters (as well as Seldra). Characters will have the opportunity to deal with it in the next session.

Reward

Award each hero 350 XP for interacting with the people around the square and for defeating Seldra and her elementals.



SESSION 14: FALSE HEIR OF NEVERWINTER

In the previous session, the heroes had the opportunity to decide Seldra's fate. Before the session starts, determine what the players chose to do with her. If at least half the party chose to spare Seldra, then she is alive for this session. Also, find out what happened to the crown. When the last session left off, the cursed crown was smoldering in the cobblestone square. If a character did pick it up before the session ended, adjust the read-aloud as necessary. Otherwise, allow the characters to decide what to do with the crown during this session.

If the party spared Seldra, read:

Seldra is collapsed on the cobblestone square, breathing heavily. The light of her spellscar has subsided. Around her head, the flesh is raw from the crown of Neverwinter, which lies smoldering a few feet away. Inky shadows writhe menacingly around the object.

Nearby, stone continues to flake off of the plaguechanged white dragon. You have only a few minutes before you must face the beast and defend Neverwinter from its wrath.

If the party did not spare Seldra, read:

Seldra's body lies on the cobblestone square, a pool of blood forming beneath it. The light of her spellscar has subsided. Around her head, the flesh is raw where she wore the crown of Neverwinter. The crown rests a few feet away from her body, smoldering. Inky shadows writhe menacingly around the object.

Nearby, stone continues to flake off of the plaguechanged white dragon. You have only a few minutes before you must face the beast and defend Neverwinter from its wrath.

If Seldra is alive and conscious, she cautions any character against picking up the crown. She has a lot to explain, and she says it is best if no one touches the crown until she recounts her story. If a character picks up the crown despite her warning, or if she is not conscious or alive to warn the characters not to touch it, the crown makes an attack (+7 vs. Will, or +9 if the character has a spellscar) against that character. Take note of whether the attack succeeds or fails, as it will have consequences in the final encounter of this season (see "The False Crown of Neverwinter," page 59).

If the characters try to harm the statue, tie it up, or otherwise tamper with it, tell the players that their attacks seem only to cause the stone to flake away faster. If they persist in attacking, it will take away the precious minutes they need for a short rest.

When Seldra is conscious, go to the **Seldra's Story** section. If Seldra is dead, go to the **Waiting for the Dragon** section.

Seldra's Story

Use the questions and answers below as guidelines for formulating Seldra's responses. Seldra readily explains what she was doing during the last tenday. When the characters address her, read:

Seldra casts a dejected look around the square and then meets your gaze. Tears glimmer in her eyes. "I can't believe what I've done. I've been a fool." She pauses and looks at the dragon statue. "We don't have long, but I'll tell you what I can. What do you want to know?"

Question: Why did you do this?

Answer: "I had hoped to redeem the Tylmarande name. I wanted to give the crown to worthy champion, who could rally the people against the foreign invaders. In a moment of weakness, I put on the crown, and after that, everything is hazy."

Question: Why were you trying to redeem your family?

Answer: "My aunt was Aribeth Tylmarande. She was a paladin who betrayed Neverwinter into a vicious war with Luskan a century ago. I hated my great-aunt for her treachery, and I had hoped that by freeing Neverwinter of a tyrant, I might undo a little of what was done in the past."

Question: Are you all right now?

Answer: "Now that I no longer have the crown, I believe I am free of its foul magic. Please, keep it away from me."

Question: We fought the dragon together. You gave us your amethyst badges. Why didn't you trust us?

Answer: "The crown's effects were insidious. At first, I regarded you as potential allies. When I learned you had spoken to Lord Neverember, though, my growing paranoia caused me to regard you as threats. I heard a voice, which whispered of your treachery."

Question: What voice?

Answer: "Perhaps some devious creation from the Red Wizard Tolivast. He stole the crown when I first arrived with it in Neverwinter. He must have cursed the crown to drive its wearer mad."

Question: Who are the Red Wizards?

Answer: "The Red Wizards of Thay is a group of foul spellcasters controlled by the necromancer Szass Tam. In this region, the organization is led by Valindra Shadowmantle. If the Red Wizards are behind this plot, then perhaps they are planning something more sinister for Neverwinter."

Question: Were you always spellscarred?

Answer: "Yes. I inherited the scar from my father. The spellscar allows me to manipulate other spellscarred and plaguechanged creatures. The scar's powers were greatly enhanced by the crown."

Question: What about the Sons of Alagondar and the Dead Rats?

Answer: I don't remember everything, but I believe that when I witnessed your victory at the Wall, I decided that you were a threat to my plans. In my madness, I concocted a scheme to send you after the Dead Rats, hoping the gang would be able to deal with you. I never anticipated you might defeat them and end up in the Kraken Tunnels with the rebels. Seeing you and the rebels together this morning sent me over the edge. In my paranoia, I imagined that even they were my enemies.

Question: Is the crown real?

Answer: "I no longer think so. When I first learned of it in Waterdeep, I was so sure it was authentic. Now, I believe it must have been a ploy by someone in Waterdeep to stir up trouble here—perhaps to upset Lord Neverember's power. If it were the real crown, I could not have worn it. I am not an heir of the Alagondar line."

After the characters have had a chance to talk to Seldra, she warns them that they don't have long before the dragon is free and that she lacks the power to stop the transformation.

The party might persuade Seldra to join in the fight. She is ashamed of her actions, and she believes that her sword would be of little help against the dragon. A character that succeeds on a DC 13 Diplomacy check can motivate her to join the fight.

Enough time passes to allow the characters to take a short rest. When the characters conclude their conversation with Seldra, go to the **The Dragon Returns** encounter.

Waiting for the Dragon

If the characters slew Seldra, they learn much less about Seldra's actions over the course of this adventure. Characters can make the following skill checks to gain a few pieces of information about Seldra and the crown. When they have finished, enough time has passed to allow the characters to take a short rest. Then, go to the **The Dragon Returns** encounter.

Arcana (DC 13): Seldra has an incredibly powerful spellscar, one of the most powerful the character has ever seen. It seems to allow for the control and manipulation of spellscarred and plaguechanged creatures. The spellscar seems to have been empowered by the crown.

Perception (DC 20): The crown is remarkably similar to the legendary Crown of Neverwinter, but it seems to lack the wear and tear you would expect from being worn for centuries. You believe the crown is false.

Arcana (DC 20): The crown appears to have had a curse placed on it. The curse bears the signs of the dark magic of Thay. Anyone who touches the crown risks being bewitched by its magic.

History (DC 13): Thay is a necromantic magocracy controlled by the spellcaster Szass Tam.

Streetwise (DC 20): In this region, the Red Wizards of Thay are led by Valindra Shadowmantle.

CHARACTER THEME TIE-IN

A renegade Red Wizard can confirm the presence of the Red Wizards in the Neverwinter region. If the Red Wizard succeeds on a DC 13 Streetwise or History check, he or she recalls that Valindra is referred to as the Hand of Szass Tam. The renegade knows that if Valindra is active in the region, it means trouble for Neverwinter.

For the Neverwinter noble, Seldra's remarks might remind the noble of his or her own quest to claim Neverwinter and free it of Dagult Neverember's grasp. The noble gains a +4 Diplomacy check to convince Seldra to take up arms with the party against the dragon.

Concluding the Adventure

The plaguechanged dragon explodes in a burst of blue flame, scouring its flesh to the bones. The creature's bulk shudders and then collapses to the streets.

For a moment, the square is silent. Then, from the edge of the battlefield, people begin to cheer and chant, "The heroes of Neverwinter!"

Upon the dragon's defeat, the characters are hailed by the people of Neverwinter as heroes. Allow the players to discuss what to do with Seldra (if she's still alive). She is sorry for the destruction her actions have wrought. If they decide to turn her over to Lord Neverember, she does not resist but begs the characters to give her a chance to redeem herself.

Eventually, General Sabine and a few guards arrive. They have dispatched the remaining plaguechanged and secured the Protector's Enclave. She brusquely thanks the heroes for their assistance and takes them to Lord Neverember to receive their reward (see Audience with Neverember, page 22).

If the heroes turn over Seldra, she is taken to Helm's Hold for "rehabilitation." Find out what the characters want to do with the crown—whether they turn it over to Lord Neverember, keep it, or destroy it.

Reward

Each character receives 450 XP for defeating the dragon and completing the adventure.

THE DRAGON RETURNS

Encounter Level 4

Setup

Plaguechanged white dragon (D)
Seldra Tylmarande (S)

Before the battle starts, have the players place their characters on the map. Place tokens for Seldra and the dragon based on their locations in prior sessions, or use the sample setup. The players might attempt to ready actions for when the dragon is freed. However, the dragon is aware of the characters and ready with an attack of its own. As such, when combat begins, roll initiative and resolve combat as normal. Neither side gets the upper hand on the other.

When combat begins, read:

As the last flakes of stone fall away from the dragon, it explodes into a blur of movement. The creature roars in anger and anguish. "You will pay!" it hisses.

KEY NOTES FOR THE ENCOUNTER

This is the final encounter of the Lost Crown of Neverwinter. Pull no punches and make it as dramatic and harrowing as you can.

The dragon is noticeably more powerful, and without the power of the crown, Seldra is less useful than before. If the heroes recruited Seldra to their cause, she fights valiantly at their side. She willingly sacrifices herself (using Seldra's sacrifice to save one of the heroes).

Tactics

Plaguechanged White Dragon: The dragon's tactics are similar in this battle to Session 2. It barrels through the heroes using *instinctive rampage*, and it uses *breath weapon* as much as possible.

Features of the Area

Illumination: Bright light.

Azure Flames: At this point, the flames have subsided and are no longer present on the map.

Barrels and Crates: These squares are difficult terrain.

Buildings: The doors to these residences are locked. Unlocking a door requires a standard action and a successful DC 12 Thievery check.

Fountain: This fountain depicts heroes of some bygone age. It is difficult terrain.

Plaguechanged White Dragon (D) Level 4 Solo Brute

Large natural magical beast (dragon)

HP 232; Bloodied 116

AC 16, Fortitude 18, Reflex 16, Will 14

Speed 6 (ice walk), fly 6

Resist 10 cold

Saving Throws +5; Action Points 2

TRAITS

Action Recovery

Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.

Instinctive Rampage

On an initiative of 10 + the dragon's initiative check, the dragon can move up to its speed as a free action. The dragon can move through enemies' spaces and gains resist 5 to all damage during the move. Each time the dragon enters an enemy's space for the first time during the move, it can use *claw* against that enemy. If the attack hits, the target also falls prone. If the dragon cannot use a free action to take this move due to a dominating or stunning effect, then that effect ends instead of the dragon making this move.

Savage Blood

While bloodied, the dragon can score a critical hit on a roll of 17–20.

STANDARD ACTIONS

⚔ Bite (cold) ⚔ At-Will

Attack: Melee 2 (one creature); +9 vs. AC

Hit: 2d10 + 4 cold damage.

Miss: 5 cold damage.

⚔ Claw ⚔ At-Will

Attack: Melee 2 (one creature); +9 vs. AC

Hit: 2d8 + 2 damage.

⚔ Dragon's Fury ⚔ At-Will

Effect: The dragon uses *claw* twice.

◀ Breath Weapon (cold) ⚔ Recharge ☒ ☒

Attack: Close blast 5 (creatures in the blast); +7 vs. Reflex

Hit: 2d8 + 6 cold damage, and the target is slowed (save ends).

Miss: Half damage.

TRIGGERED ACTIONS

⚔ Tail Slap ⚔ At-Will

Trigger: An enemy hits the dragon while flanking it.

Attack (Free Action): Melee 2 (triggering enemy); +7 vs. Fortitude

Hit: 5 damage, and the dragon pushes the target up to 5 squares.

◀ Blue Fire Burst (cold, fire) ⚔ Encounter

Trigger: The plaguechanged white dragon becomes bloodied.

Attack (No Action): Close burst 5 (creatures in the burst); +7 vs.

Reflex

Hit: 1d6 + 3 cold and fire damage, and the target is pushed 2

squares.

Miss: Half damage.

Skills Athletics +7

Str 18 (+6)

Dex 11 (+2)

Wis 15 (+4)

Con 18 (+6)

Int 8 (+1)

Cha 8 (+1)

Alignment evil

Languages Common, Draconic

Grates: These grates are removed at the start of the encounter. They lead to the sewer 5 feet below.

River: The water is 5 feet below the docks, and it is calm. A character can climb back up to the street with a successful DC 8 Athletics check.

Sewer Pipe: Creatures entering one of the pipe's squares must succeed on a DC 12 Acrobatics check or fall prone.

Shrub: This square is difficult terrain and provide partial concealment.

THE FALSE CROWN OF NEVERWINTER

If a character touched the cursed crown, it made an attack against that character's Will. Although this attack had no immediate consequences, it manifests in the battle against the dragon. When a character hit by the crown's attack becomes bloodied, he or she is possessed by its magic. If that character has the crown, he or she immediately takes it and puts it on as a free action. That character is then dominated until another character succeeds on a DC 13 Diplomacy or Intimidate check as a standard action (at which point the character dominated by the crown can remove it as a free action). While the character is dominated, he or she attempts to kill Seldra or a character who has the Neverwinter noble theme. If neither Seldra or a Neverwinter noble is present, the dominated character attacks his or her nearest ally.

If a character was hit by the crown's attack but does not have the crown, he or she is dominated (save ends). Until the dominate ends, he or she attacks the character who has the crown.

A character wearing the crown gains the *neverwinter mantle* aura (see Seldra, False Heir, page 54).

Wagon/Merchant Stands: These are blocking terrain.

Seldra Tylmarande (S) Level 4 Elite Soldier (Leader)

Medium natural humanoid, half-elf (spellscarred)

HP 90; Bloodied 45; Healing Surges 1

Initiative +8

AC 20, Fortitude 14, Reflex 18, Will 16

Perception +2

Speed 6

Low-light vision

Saving Throws +2; Action Points 1

STANDARD ACTIONS

① Longsword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 + 4 damage.

Plaguechanged Manipulation ♦ Encounter

Effect: One plaguechanged creature adjacent to Seldra is dazed (save ends).

MINOR ACTIONS

Demand Obedience ♦ At-Will

Effect: One enemy adjacent to Seldra is marked until the end of the Heir's next turn.

TRIGGERED ACTIONS

Seldra's Sacrifice ♦ Encounter

Trigger: An ally within 4 squares of Seldra is hit by an attack that would drop him or her to 0 hit points or fewer.

Effect (Immediate Interrupt): Seldra shifts up to 3 squares to a square adjacent to the triggering ally. The triggering attack instead hits Seldra, and she is killed.

Str 16 (+3)

Dex 18 (+6)

Wis 10 (+0)

Con 14 (+2)

Int 19 (+6)

Cha 16 (+3)

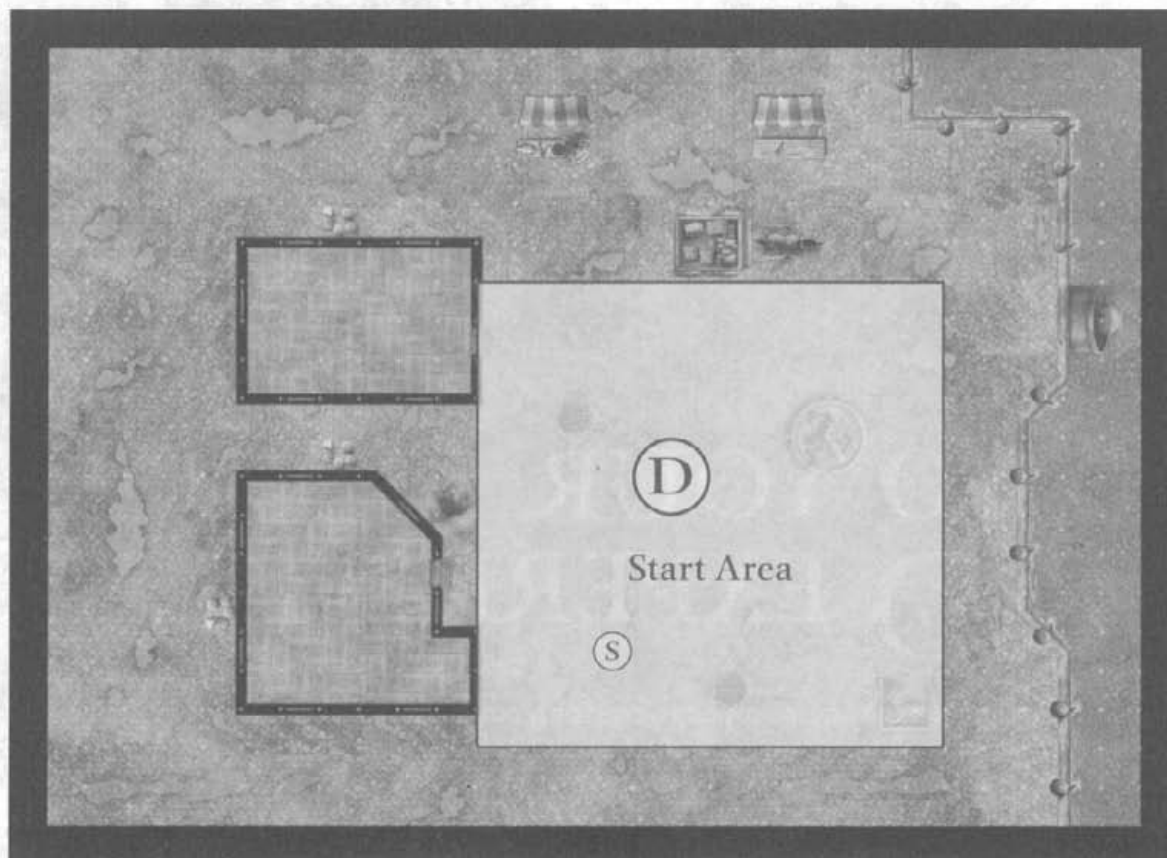
Alignment unaligned

Languages Common, Elven

Equipment longsword, plate armor

Conclusion

See Concluding the Adventure, page 57.





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NEVERWINTER™

A CITY ON THE BRINK OF WAR

Missing for decades, the Crown of Neverwinter, symbol of the former ruling family, has emerged at last. Yet not all are pleased with the crown's reappearance. Beset by rebels and plaguechanged, Lord Dagult Neverember must hire a group of adventurers to track down the so-called Lost Heir and discover his intentions for the city. The stakes are no less than the lives of the citizens of Neverwinter, for if the heroes fail, Neverwinter seems doomed to descend into civil war.

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