

LOST IN THE FOG

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

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*As a deep fog blankets the Crown of the North, a fish gifts the adventurers with the chance to do a good deed.
Returning lost property seems like an easy task. A Living Forgotten Realms adventure set in Waterdeep for
characters levels 1-4.*

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game
designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

A wealthy Waterdhavian merchant, Aldous Talbot, is seeking his family signet ring. Five years ago, his parents died in a boating accident on a very foggy day, leaving him the only known living member of his family in Waterdeep.

Although there was no evidence that it is other than an accident, he knows his parents' spirits are restless. He would like to send them on, but he is interested in learning information his parents didn't pass on to him while they were alive: the location his family wealth and the truth of a family legend. This legend holds that an ancestor, a minor noble, moved to Waterdeep from Tethyr long ago.

Talbot has hired a priest to cast a ritual to learn the location of the family treasure and its ties to Tethyr, but there are two more elements needed: the family's signet ring (which was lost in the boating accident), and a piece of the wreck. He has not been able to locate either despite many inquiries around the city, and he has lost hope.

Unbeknownst to Talbot, his parents also had an older daughter who left home when Talbot was a baby. There were intermittent letters between his parents and the sister over a span of twenty years, and his parents were on their way to meet her when they met their deaths in the boating accident.

The Burning Sun is a minor street gang led by a tiefling warlock named Barrakor. He pays attention to the interests of the rich (as they can be lucrative for him) and has a large network of paid informants spread out across the city. He has heard of Talbot's search and sees this as an opportunity to steal or blackmail.

Last night, a cook at the Blue Mermaid Tavern found the Talbot ring in a fish he was cleaning; he unwisely let the rest of the kitchen staff know. The manager (Stevian Twincastle) has the ring, wanting to return it to its owner for a reward. A representative of the Burning Sun gang heard about the ring this morning and visited the tavern to threaten Stevian, but the thug was not successful in getting the ring.

DM's INTRODUCTION

If this adventure is being run in a convention setting (or another setting with limited time), it is suggested that the Encounters 1 and 5 be completed quickly. Encounters 4 and 7 hold much of the emotional impact of the story and should not be truncated overly much.

Make sure to play up the fog—it is dense, oppressive and clammy. It has not been this thick in several years. The citizens on the streets are well-bundled against the clamminess and are disinclined to remain outside.

However, the fog can make combats run longer than normal. It is suggested that the thick fog be used in at least one battle, but the fog can certainly be eliminated in other battles if it is making the combat run too long.

Convey the feeling that Waterdeep is a large and cosmopolitan city that welcomes adventurers but is wary of the havoc they cause. Waterdhavians are generally friendly and consider themselves to be sophisticated, displaying a “we’ve seen it all” attitude. Also, the City Watch should not be portrayed as an adversary to be avoided or as incompetent; they are neither. Note that the Spellplague rendered detection and location magic non-functional within the city.

The Introduction sets up the situation for the PCs: they have not had much luck lately finding a job. Encounter 1 occurs early in the morning. The PCs know The Blue Mermaid is known for having cheap but good food. Stevian talks with the PCs, and a sage he contacted named Rosalind arrives with more information about the ring. Stevian hires the PCs to accompany him while he delivers the ring to Talbot.

In Encounter 2, just after entering Trade Ward on their way to the Talbot home, the PCs run into a carter while rushing through the city, and they can foil a robbery attempt. In the midst of this, a gnome in the Burning Sun gang tries to steal the ring, and if successful, the PCs can try to recover it in Encounter 3.

If they have lost it, the PCs attempt to recover the ring from the gnome in Encounter 3. If they fail to catch the fleeing gnome, they encounter him again when he meets the Burning Sun (use Encounter 6) before talking with Talbot.

The PCs talk to Aldous Talbot in Encounter 4, and they gain some information and treasure. He hires them to recover part of the wreck.

In Encounter 5, the PCs find the fisherman who caught the fish and recover part of the wreck with his help.

The Burning Sun gang ambushes the party in Encounter 6, either to steal the ring or to keep the PCs from pursuing them.

The spirits of Talbot’s parents are laid to rest in Encounter 7, imparting some family history.

PLAYER’S INTRODUCTION

Read or paraphrase the following to PCs new to the city:

The Crown of the North! A city full of the wondrous, though it is sharing little with you at the moment. When you entered the city, the Watch spoke about the importance of obeying laws. Sure, there are hippogriffs in the skies, but there seems to be no work for an honest adventurer.

Read or paraphrase the following to PCs who have adventured in Waterdeep before or who have Waterdeep as their home region.

Finding a paying job of late has been difficult. It does not seem to matter if you go to the Heroes Garden, North Spur Landing, or the Dagger’s Rest, there are few jobs to be had and someone else got there first.

Read or paraphrase the following to all:

Given the lack of opportunities over the last few days, an early breakfast at the locally famous and inexpensive Blue Mermaid Tavern seems a good way to raise spirits. The tavern is full of sailors, since the heavy fog strangling the city prevents the large sailing ships from departing today.

The PCs, even if they are not together, are forced by the press of people to be seated at the same table. This is a good time for PC introductions. Warforged PCs have no need of breakfast, but point out to them that this is a good opportunity to meet up with other adventurers and find out about possible jobs through them, since other avenues of finding a job have not been successful lately.

If they are new to Waterdeep, give them Handout 1 so they can familiarize themselves with the laws of the city—this list is posted at the entrances to the city, and the City Watch makes sure that newcomers at least look at them. Natives would know this information already. Remind the players of the “knocking creatures unconscious” rule (PH 295), which works with any form of attack.

Campaign Note: Quest Card Opportunity

Waterdeep is a very cosmopolitan city. Thus, if there are any characters in the party who are looking to meet up with yellow-cloaked strangers or make conversation with pottery merchants, they may do so during this adventure. The ornate pottery shop is probably best placed either before or after Encounter 2, as the fog would account for the slight detour.

The yellow-cloaked stranger is best met during the first part of Encounter 5. Keep either encounter short so as not to prolong the game session. Either Task 1 or Task 2 from the Zhentarim Infiltration quest card may be completed, but not both. Make sure the player notes the completion of the appropriate task on his or her logsheet.

ZHENTARIM INFILTRATION QUEST CARD

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

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

Task 2: The eladrin male is wearing a yellow cloak with a black clasp. To complete the task the PC must approach Solta Dar (a male Eladrin), hand him a scratched silver coin, and ask him for his name. He is wearing brown leathers under a yellow cloak with a black clasp. If a PC walks up to him, gives him one scratched silver coin, and asks him his name, he nods and answers, "Solta Dar." Task 2 has been completed.

ENCOUNTER 1: THE MYSTERIOUS RING

SETUP

Stevian Twincastle (human tavern manager)

Rosalind Cloverleaf (half-elf sage, +14 Bluff, +12 History, +14 Streetwise)

The Blue Mermaid Tavern is a simple two-story wooden building on Ship Street between Oar Alley and Keel Alley (a block from the harbor). The food (mainly fish) is good and cheap. Read or paraphrase the following:

Halfway through the meal, a tall, somewhat gaunt, black-haired man wearing an apron approaches your table. "Pardon me, you are adventurers for hire?" [Wait for responses.] "My name is Stevian, and I am the manager of this establishment. I find myself in need of your help." [Wait for response.] "That fish there (he points to one PC's meal) contained something extra." He looks around nervously, and then suggests, "Maybe we should talk in my office. They may be back soon."

Stevian is nervous about the implications of the ring being found in his tavern and wants to keep things quiet. He prefers to speak in his office, but if the PCs won't follow him there or draw too much attention in deciding to follow, he reluctantly speaks to them at the table in hushed tones.

"The kitchen found a ring in your fish last night, and it looks valuable. I'd like to return it to its owner. I've sent for a sage to identify it, and she should be here soon. Unfortunately, others are interested in it."

- A gnome was just here asking for the ring—he seemed to know more about it than Stevian, and made veiled threats of physical violence to get the ring. Stevian refused for the moment, but he thinks the gnome may be a gang member and is afraid the gnome might return with friends.
- Stevian is not sure what sort of plot the gnome is involved in: whether it's smuggling or some other such nefarious plan. He's not familiar with how criminals work but has heard wild tales.
- His cook was preparing the fish and found the ring inside. Stevian (along with many of the staff) was nearby and witnessed it.
- Stevian has the ring with him and gladly shows it to the PCs. (Provide Handout Three.) He is

unwilling to give the ring to them. If he learns who the owner is, he plans to deliver it himself.

- He would like to hire the PCs as bodyguards in return for a share in the reward. He's not sure how much that will be, but it's a very nice ring. He offers a 50/50 split initially, but is easily bargained down to an equal share of the reward (that is, the same amount as each PC). He throws in one free meal each to sweeten the deal if necessary.
- The ring appears to be made of gold and has a design (a lion rampant) that is familiar to neither Stevian nor the PCs. Stevian has sent for a sage, Rosalind Cloverleaf, from the temple of Oghma. She is good and inexpensive but a bit eccentric.

If the PCs wish to go after the Burning Sun gnome immediately, they cannot find him.

As soon as this information has been imparted, or the conversion stalls, Rosalind arrives.

A half-elf with greenish-blond hair breezes into the office. Her clothing is fairly typical for a sage, although she looks rather young for such a job. She looks around the room and at each person specifically, scrutinizing your faces. She says, "Hello Stevian. Have you called in my competition?"

A passive Perception check DC 22 reveals that she has some sort of tattoo on her wrist, peeking out from her long sleeves. She listens with odd intensity to Stevian's request, and she generally speaks as if distracted by things the PCs do not see. (The fact that this is an act can be revealed with a passive Insight check DC 20. Stevian doesn't notice.)

Stevian doesn't ask questions while Rosalind speaks. He listens and hopes she can identify the ring.

- "Let me see this object. I can identify it with the aid of the spirits, for a sum of no less than 5 gp."
- Stevian balks at this figure, and unless the PCs offer her the coin, Stevian offers her a free meal, and she reluctantly accepts if he gives her two free meals.

She phrases her answers as if spirits of the dead are telling her the answers:

- [Upon being shown the ring and asked for its origin:] "Yes, the spirits have told me what this ring is. You should visit Aldous Talbot, in the North Ward, to find out more. It is good that you have talked with me—he has recently been asking

questions about this symbol.” She provides the address.

- [If more information about Talbot is requested:] “The Talbots have lived in Waterdeep for over a century.”
- [If information about Talbot’s parents is requested:] “They joined the ‘choir invisible’ about five years ago, on a day like this one, and their spirits have been grasped by Umberlee.”
- [If asked about the ring itself:] “It’s a signet ring, used to seal documents with wax.”
- [If asked about the gang member, Stevian is able to provide a description for her:] Rosalind looks a bit frightened for a moment, then replies, “That sounds like the Burning Sun gang. Do not anger them.”
- [If pressed more about the Burning Sun:] “They are ruthless collectors of information. If they know Talbot has been searching for this ring, they may try to intercept it before it comes into his hands. I will speak no more of them.”
- [If successfully Intimidated into telling more about the Burning Sun (DC 15):] “All right! They are more brain than muscle and pretty secretive—they mainly work around here, but most wouldn’t know it. It is said that they have informants across the city.”
- [If she is called on her “seeing things beyond the normal” act:] “I get it; you’re not impressed by how I spice up my interviews. I’ll save time and speak plainly.” (Adjust further replies accordingly.)
- [If asked about her tattoos:] She tugs her sleeve and denies that she has any. It’s a griffon, and she was once part of one of the street gangs, which she reveals only upon much convincing and also swearing Stevian and the PCs to secrecy.

ENDING THE ENCOUNTER

Once the PCs have gathered the information needed from Rosalind, they can proceed to the address she provides and proceed to Encounter 2.

Stevian would prefer to do this right away and not wait for the PCs to do any investigating before going to Talbot’s. If the PCs want to talk to the City Watch regarding the Burning Sun gang, they discover that the City Watch is aware of the gang. The gang has historically focused on extortion and protection rackets instead of thievery or street crimes, but it is still considered dangerous.

If the PCs try to find out anything about the gang on their own, they discover the following:

Streetwise (DC 15): People are extremely reluctant to say anything.

Insight (DC 15): The PC gains the impression that people are afraid someone might overhear them discussing the gang.

Streetwise (DC 25): The PC that makes this check can confirm what Rosalind told them about the gang.

TREASURE

There is no treasure for this encounter.

MILESTONE

Please note that this encounter does not count toward reaching a milestone.

ENCOUNTER 2: BRING ON THE TEAMSTERS

ENCOUNTER LEVEL 4/6 (850/1150 XP)

SETUP

This encounter includes the following creatures.

- 1 elf scout (E)
- 8 halfling stout (S)
- 2 halfling thieves (T)
- 1 gnome skulk (G)
- 1 human carter (non-combatant) (H)
- Stevian Twincastle (with PCs)

While the PCs and Stevian are traveling to the Talbot house, they come across the ambush of a teamster performing a swift crates delivery service. (He works for a firm called Milo's Zephyr Service - see below for more information.) His cart is overturned, and packages are spread across the street. A street gang (called simply the Green Gang) set up an ambush (the PCs heard the whistling signaling the attack) to steal the packages.

As the PCs enter the area, read:

The scent of the sea recedes as you enter the mist-shrouded streets of Trade Ward. Sound carries oddly—some activities blocks away sound close and sometimes you suddenly come across people you hadn't heard. The fog muffles the ordinary sights and sounds of commerce prevalent in this area of the city. The sound of a whistle pierces the air—perhaps the City Watch calling for aid?

From out of the fog appears a horse-drawn cart. It was apparently barreling down the street toward you when it suddenly stopped and crashed on its side, practically at your feet. Something knocked it off its wheels, and packages are strewn all over the street.

When within 4 squares of the cart, a passive Perception DC 22 detects that some cobbles have been purposely removed.

A lone carter yells in surprise, and his attention is quickly focused on the halflings swarming the street and attempting to make off with packages. He yells at them, "Stop! Stop! Thieves!" He points at you and says, "You! There's a reward for you if you save my cargo!"

The halflings and their elf leader swarm in to steal packages. Hopefully, the PCs aid the teamsters immediately, but if not, the teamster asks again for aid.

Natives of Waterdeep immediately recognize the teamster as a member of the Fellowship of Carters and Coachmen, a guild in Waterdeep. This particular firm (Milo's Zephyr Service) is known for delivering packages with reckless abandon, sometimes getting into collisions or accidents like this one.

FEATURES OF THE AREA

This is a typical street in the Trades Ward of Waterdeep. The streets and alleys extend off the edges of the included map. Since there are quite a few opponents in this encounter, it is suggested for simplicity's sake that all NPCs be placed on the board anyway, and that the players are requested to use discretion in attempting to target NPCs that their PCs cannot see.

Illumination: Daylight, although the fog is very thick—everything is lightly obscured (DMG p. 61; see also PH p. 281). This means that creatures 5 or more squares away are essentially invisible.

Packages: The 9 squares immediately surrounding the cart are covered with small packages and are difficult terrain. They contain various small valuable items such as a dragon puppet made of Shou silk, chocolate-covered cherries, business papers, a bottle of Elverquist, and cut sections of stained glass heavily wrapped. There are 36 packages total (4 packages per square).

Fountain: This is an obstacle. The water basin area is difficult terrain and the statue provides cover.

Barrels, Crates, Bench, Horse Trough: These items are considered blocking terrain that provide cover.

Buildings: These are two stories (4 squares) tall, with brick or stucco walls. (DC 20 Athletics to climb.)

TACTICS

The Green Gang members are interested in stealing packages. (It is a minor action to pick up one package.) On most rounds they pick up two packages and try to move away unless attacked. The gang members provoke opportunity attacks only from the squares they are in when picking up packages, not from the squares packages occupy.

The teamster moves around and tries to chase the gang members away but doesn't attack. He inadvertently may get in the way of close or area attacks.

Once the PCs attack, the gang members fight back to protect their loot but have no desire to kill or be killed—they flee or surrender if it becomes obvious they are losing. The halflings do not attack first nor kill PCs.

Stevian moves out of the combat as soon as he can on his action (have him go last in the round). This involves him heading toward the top of the map.

The gnome skulk is a member of the Burning Sun gang, and he arrives on the scene in Round 2. The gnome attempts to move up to Stevian (or the PC carrying the ring) using Stealth (check the PC's passive Perception) and pick his pocket using Thievery. Stevian notices the theft a round later and calls out for help. The gnome runs if noticed. If attacked he uses *fade away*, and then he tries to move away in the fog. If detected, he tries to flee again, and only fights as a last resort. If bloodied, he tosses the ring away, shouts, and tries to flee again.

The City Watch arrives at the beginning of Round 6 of combat (coming from the top of the map), and remaining thieves surrender or run (as appropriate.) Feel free to change the timing of the Watch's arrival to keep the game flowing without stealing the PCs' fun.

SCALING THE ENCOUNTER

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

Four PCs: Remove one halfling thief.

Six PCs: Add two halfling thieves.

ENDING THE ENCOUNTER

The gnome tries escaping with the ring, or failing that, merely escaping with his freedom. If he escapes with the ring, go to Encounter 3 for the pursuit of the gnome. (No short rest is allowed if they wish to pursue immediately.) It is possible that some of the PCs might pursue the gnome while others continue the fight. This merges the skill challenge into the fight.

If the PCs do not pursue, the gnome escapes with the ring. At this point, the PCs need to visit Talbot without the ring (go to Encounter 4), or give up on this enterprise. The gnome meets with the rest of the Burning Sun gang. The gnome has the benefit of one healing surge before Encounter 6.

If the encounter ends and the PCs still have the ring, then once the City Watch has the captive thieves and has settled any disputes, go to Encounter 4 to visit Aldous Talbot.

If the gnome skulk is captured, he is initially tight-lipped, but with prodding he opens up enough to let the PCs know that he is a member of the Burning Sun gang, which is after Talbot's fortune through the ring they just found. The City Watch takes the gnome and the gang into custody. The Green Gang members, if captured and questioned, know nothing about the ring or the Talbot family—their goal was merely to steal the valuable packages.

If any of the Green Gang thieves are killed, the Watch gives the PCs a stern lecture and takes down their names for later prosecution. The usual fine for such behavior (murder with justification) is 1000 gp, and the Fellowship eventually pays the fine for the PCs. For now, the fact that they were acting in defense of the Fellowship keeps the PCs from immediate arrest. The Green Gang is charged with Burglary, Damage to Property and Unlawful Hindrance of Business.

EXPERIENCE POINTS

The characters receive 170/230 experience points each for defeating the gang. If the gnome escape but the PCs otherwise succeed in the encounter, reduce the experience point total by 20/20 per PC.

TREASURE

Assuming that most of the gang is captured, the Fellowship of Carters and Coachmen provide each PC with a 5 gp reward.

The PCs find a *thunderburst weapon +1* and a *wand of radiance* in possession of the Green Gang members..

If none of thieves got away with any packages, then the PCs also gain a story award: **WATE11 Goodwill of the Fellowship of Carters and Coachmen.**

MILESTONE

This encounter counts toward reaching a milestone.

ENCOUNTER 2: BRING ON THE TEAMSTERS STATISTICS (LOW LEVEL)

Elf Scout (Level 3)	Level 3 Skirmisher
Medium fey humanoid	XP 150
Initiative +7 Senses Perception +10; low-light vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.	
HP 47; Bloodied 23	
AC 17; Fortitude 14, Reflex 16, Will 14	
Speed 6; see also <i>wild step</i>	
m Longsword (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d8 + 4 damage.	
m Short Sword (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d6 + 4 damage.	
M Two-Weapon Rend (standard; encounter)	
The elf scout makes a longsword attack and a short sword attack against the same target. If both attacks hit, the elf scout deals an additional 4 damage.	
Elven Accuracy (free; encounter)	
The elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Combat Advantage	
An elf scout that has combat advantage deals an extra 1d6 on its attacks.	
Wild Step	
The elf ignores difficult terrain when it shifts.	
Alignment Evil Languages Common, Elven	
Skills Nature +10, Stealth +9	
Str 12 (+2) Dex 18 (+5) Wis 14 (+3)	
Con 15 (+3) Int 10 (+1) Cha 12 (+2)	
Equipment chainmail, longsword, short sword	

Gnome Skulk (Level 5)	Level 5 Lurker
Small fey humanoid	XP 200
Initiative +8 Senses Perception +2; low-light vision	
HP 52; Bloodied 26	
AC 19; Fortitude 17, Reflex 17, Will 15	
Speed 5	
m War Pick (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 4 damage (crit 1d8 + 12).	
R Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +10 vs. AC; 1d6 + 4 damage.	
Combat Advantage	
The gnome skulk deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Fade Away (immediate reaction; when the gnome skulk takes damage; encounter) ♦ Illusion	
The gnome skulk turns invisible until it attacks or until the end of its next turn.	
Reactive Stealth	
If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Shadow Skulk	
When a gnome skulk makes a melee or a ranged attack from hiding and misses, it is still considered to be hiding.	
Alignment Unaligned Languages Common, Elven	
Skills Arcana +10, Stealth +11, Thievery +9	
Str 8 (+0) Dex 17 (+4) Wis 12 (+2)	
Con 16 (+4) Int 14 (+3) Cha 13 (+2)	
Equipment leather armor, war pick, hand crossbow with 20 bolts	

Halfling Stout	Level 2 Minion
Small natural humanoid	XP 31
Initiative +3 Senses Perception +5	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 12, Reflex 14, Will 14; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 4 damage.	
r Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +7 vs. AC; 4 damage.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt; when the halfling would be hit by an attack; encounter)	
The halfling stout forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned Languages Common, Elven	
Skills Acrobatics +10, Thievery +10	
Str 11 (+1) Dex 15 (+3) Wis 9 (+0)	
Con 10 (+1) Int 10 (+1) Cha 14 (+3)	
Equipment leather armor, short sword, sling with 20 bullets	

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

ENCOUNTER 2: BRING ON THE TEAMSTERS STATISTICS (HIGH LEVEL)

Elf Scout (level 6)	Level 6 Skirmisher
Medium fey humanoid	XP 250
Initiative +9 Senses Perception +10; low-light vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.	
HP 71; Bloodied 35	
AC 20; Fortitude 17, Reflex 19, Will 17	
Speed 6; see also <i>wild step</i>	
m Longsword (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d8 + 6 damage.	
m Short Sword (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d6 + 6 damage.	
M Two-Weapon Rend (standard; encounter)	
The elf scout makes a longsword attack and a short sword attack against the same target. If both attacks hit, the elf scout deals an additional 4 damage.	
Elven Accuracy (free; encounter)	
The elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Combat Advantage	
An elf scout that has combat advantage deals an extra 1d6 on its attacks.	
Wild Step	
The elf ignores difficult terrain when it shifts.	
Alignment Evil Languages Common, Elven	
Skills Nature +10, Stealth +13	
Str 12 (+2) Dex 18 (+5) Wis 14 (+3)	
Con 15 (+3) Int 10 (+1) Cha 12 (+2)	
Equipment chainmail, longsword, short sword	

Gnome Skulk (Level 5)	Level 5 Lurker
Small fey humanoid	XP 200
Initiative +8 Senses Perception +2; low-light vision	
HP 52; Bloodied 26	
AC 19; Fortitude 17, Reflex 17, Will 15	
Speed 5	
m War Pick (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 4 damage (crit 1d8 + 12).	
R Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +10 vs. AC; 1d6 + 4 damage.	
Combat Advantage	
The gnome skulk deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Fade Away (immediate reaction; when the gnome skulk takes damage; encounter) ♦ Illusion	
The gnome skulk turns invisible until it attacks or until the end of its next turn.	
Reactive Stealth	
If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Shadow Skulk	
When a gnome skulk makes a melee or a ranged attack from hiding and misses, it is still considered to be hiding.	
Alignment Unaligned Languages Common, Elven	
Skills Arcana +10, Stealth +11, Thievery +9	
Str 8 (+0) Dex 17 (+4) Wis 12 (+2)	
Con 16 (+4) Int 14 (+3) Cha 13 (+2)	
Equipment leather armor, war pick, hand crossbow with 20 bolts	

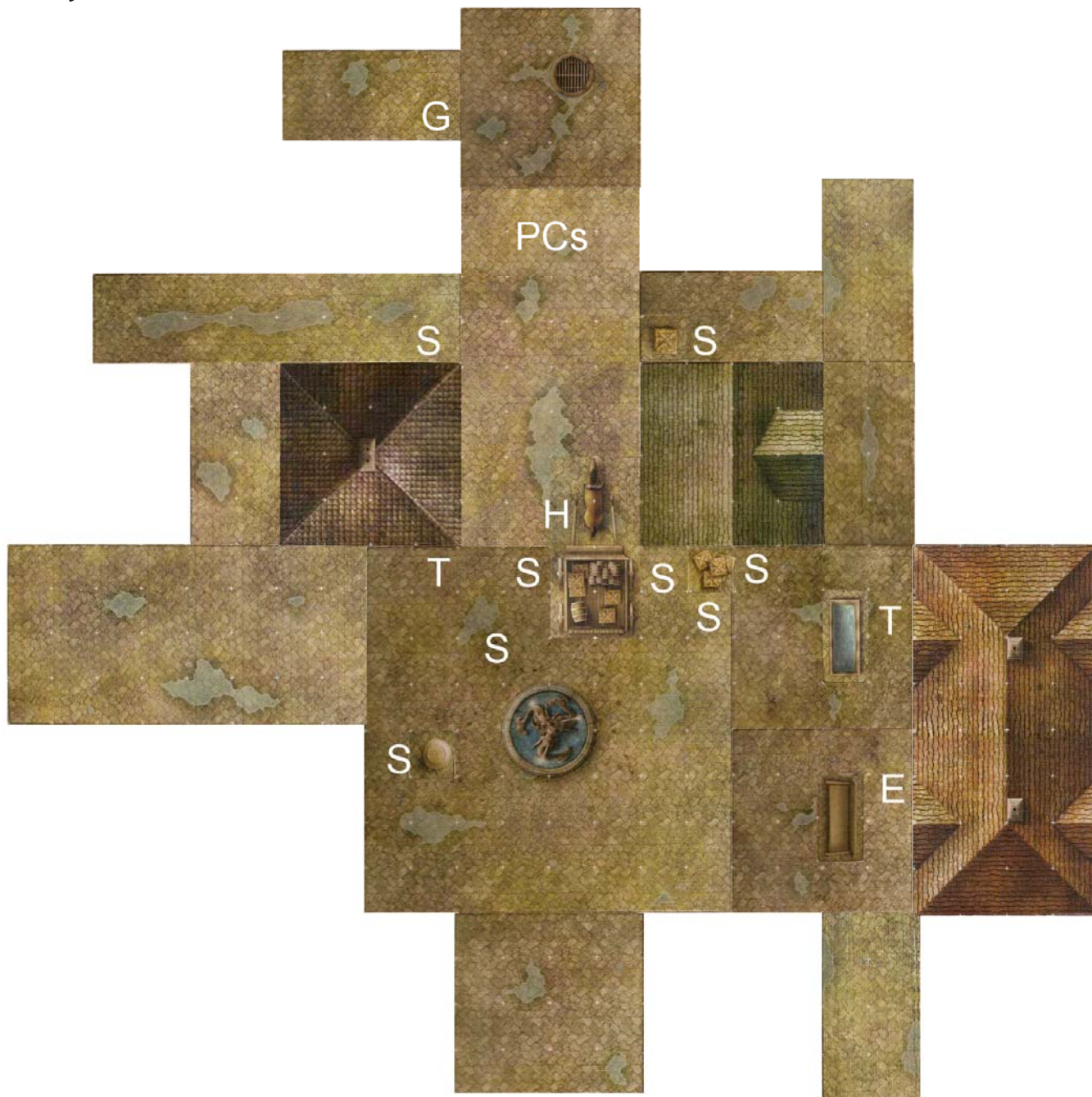
Halfling Stout (level 4)	Level 4 Minion
Small natural humanoid	XP 44
Initiative +3 Senses Perception +5	
HP 1; a missed attack never damages a minion.	
AC 18; Fortitude 14, Reflex 16, Will 16; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+9 vs. AC; 5 damage.	
r Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +9 vs. AC; 5 damage.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt; when the halfling would be hit by an attack; encounter)	
The halfling stout forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned Languages Common, Elven	
Skills Acrobatics +10, Thievery +10	
Str 11 (+1) Dex 15 (+3) Wis 9 (+0)	
Con 10 (+1) Int 10 (+1) Cha 14 (+3)	
Equipment leather armor, short sword, sling with 20 bullets	

Halfling Thief (level 4)	Level 4 Skirmisher
Small natural humanoid	XP 175
Initiative +6 Senses Perception +1	
HP 50; Bloodied 25	
AC 18; Fortitude 15, Reflex 17, Will 16; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6; see also <i>mobile melee attack</i>	
m Dagger (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d4 + 4 damage.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +9 vs. AC; 1d4 + 4 damage.	
M Mobile Melee Attack (standard; at-will)	
The halfling thief can move up to 3 squares and make one melee attack at any point during that movement. The Halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.	
Combat Advantage	
The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt; when the halfling would be hit by an attack; encounter)	
The halfling thief forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned Languages Common, Elven	
Skills Acrobatics +11, Stealth +9, Thievery +11	
Str 12 (+2) Dex 16 (+4) Wis 11 (+1)	
Con 10 (+1) Int 10 (+1) Cha 14 (+3)	
Equipment leather armor, 4 daggers, thieves' tools	

ENCOUNTER 2: BRING ON THE TEAMSTERS MAP

TILE SETS NEEDED

Streets of Shadow x1



ENCOUNTER 3: WHERE'S THE GNOME?

SKILL CHALLENGE LEVEL 1A, COMPLEXITY 1 (100/100 XP)

SETUP

This encounter is only necessary if the gnome escapes with the ring in Encounter 2 and the PCs pursue.

Leaving the scene of the robbery to the City Watch, you chase after the gnome. He blends into the crowd and fog skillfully.

SKILL CHALLENGE: WHERE'S THE GNOME?

Goal: The PCs need to catch the gnome, or at the very least, get the ring from him.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Intimidate, Bluff, Endurance

Other Skills: Perception

Victory: If the PCs win the skill challenge, they catch the gnome and regain the ring.

Defeat: The PCs gain the ring but the gnome gets away and is an opponent in Encounter 6. The PCs also lose healing surges and have to pay 5gp (each) to cover damaged goods and injuries they caused during the chase.

Try to immerse the players in the pace of the chase. Ask the players to describe their PCs' actions, rather than merely asking what skill they use. Then pick a skill that seems closest to the action the PC describes.

The following skill check descriptions are merely examples. If a PC wants to use a skill that's not listed here and you think it's applicable, they must make a DC 15/15 check with that skill to garner a success.

PCs whose speed is greater than 5 (the gnome's speed) gain a +1 bonus to their Athletics check for every point of speed higher than 5.

Acrobatics (DC 13/13) (1 success, no maximum)

The PC manages to dodge through the crowd, or tumble over a cart or crates, closing the distance between the PC and the gnome. On a failure the PC bangs into a stack of crates and they fall on him (lose 1 healing surge).

Athletics (DC 13/13) (1 success, no maximum)

The PC climbs over a wall, jumps over a cart, or the PC simply manages to run slightly faster, gaining ground. On a failure the PC falls, or is tripped, taking damage (lose 1 healing surge).

Bluff (DC 15/15) (1 success, 2 maximum)

The PC bluffs the gnome that allies of the party are just around the corner, or the City Watch is ahead, causing him to veer off losing ground.

Endurance (DC 13/13) (1 success, 1 for each PC maximum)

The PC keeps an unfaltering pace and gains ground on the gnome.

Insight (DC 11/11): (0 successes, no maximum)

The PCs manages to guess the gnome's direction and gains a +2 on the next Acrobatics/Athletics skill check. This check does not count toward the success of the skill challenge.

Intimidate (DC 12/12) (1 success, no maximum)

The PC intimidates pedestrians to get out of the way (rather than dodging them), or distracts the gnome with threats, or gets the crowd to slow the gnome down, and gains ground on the gnome. On a failure the PC infuriates the wrong person and gets into a scuffle (lose 1 healing surge).

Perception (DC 15/15): (1 success, 2 maximum)

The PCs spots a short cut, gaining ground on the gnome. On a failure the PC doesn't see an obstacle in the way and takes a tumble (lose 1 healing surge).

Ranged Attack (DC see stat block Encounter 2) (1 success, no maximum)

A successful ranged attack by the PC momentarily slows the gnome (as well as causing damage), and the PC gains ground on the gnome. On a failure the PC misses the gnome and very nearly hits an innocent bystander, and angered witnesses try to rough up the PC.

Streetwise (DC 13/13) (Waterdeep Natives ONLY, 0 success, no maximum)

PCs who are natives of Waterdeep and make this check gain a +2 to bonus to their Athletics, Acrobatics, Bluff or Intimidate checks because of their knowledge of the area and natives.

ENDING THE ENCOUNTER

Success: Just as the PCs catch up to the gnome a City Watch patrol comes along. Once the situation is explained to the patrol (and verified with the patrol who are still at the location where the fight occurred), the Watch turns over the ring to the PCs and takes custody of the gnome.

Failure: The gnome drops the ring to distract the PCs and flees. The PCs have the ring, but the gnome is present in Encounter 6. The gnome gains the benefit of using one healing surge before Encounter 6. If the PCs continue to chase after the gnome, go to Encounter 6. Otherwise go to Encounter 4.

Note that if the PCs go directly to Encounter 6 in pursuit of the gnome, they may not have had a chance to take a short rest since the battle in Encounter 2 and the skill challenge in Encounter 3. Another battle on top of those without a short rest may be too much for PCs. Consider allowing the PCs a short rest in this case.

EXPERIENCE POINTS

Each PC gains 20/20 xp for successful completion of this encounter.

TREASURE

There is no treasure to be gained in this encounter.

MILESTONE

This encounter does not count toward reaching a milestone.

ENCOUNTER 4: TALBOT'S LOSS

SETUP

Stevian Twincastle (human tavern manager)

Aldous Talbot (human merchant)

Eliau (human butler)

The PCs travel to North Ward. The streets are spotless, and many of the houses sit behind walls or wrought iron fences. This is a quiet, mainly residential, and wealthy part of town.

Talbot is at home with only a few servants present in the manor house.

After some missteps in the fog, you finally find your way to the Talbot home. It is a fairly large manor, but it has seen better days.

A passive Perception DC 15 notices that the house is well kept; some very minor blemishes are apparent (a couple rusty shutter hinges, some bird droppings on the gutter, etc.), but it is in good shape.

After the PCs knock, a minute or so passes before the butler opens the door.

The door creaks open, revealing a well-dressed human butler, somewhere in his 50s. He inquires as to your business at the Talbot manor.

"Please follow me. Master Talbot will see you in a moment." He leads you to a sitting room, then leaves. The room you are in is quite fashionable, but dated.

A few minutes later, a young, black-haired human man, dressed in fine clothing, enters the room. There are more wrinkles on his face than there should be, and he is scowling.

He looks over you for a long moment, and then grunts, "I'm Aldous Talbot. Welcome to my house." He sits in a chair by the fireplace.

There are a number of paintings on the walls, including one of a young Aldous and his parents, above the fireplace. He sits and waits for the PCs to talk—he doesn't offer them any refreshments.

Stevian is a bit overwhelmed by meeting a rich merchant, and says little in the following exchange, letting the PCs do the talking.

- If asked about the symbol, Aldous says that it is the family crest. Family legend is that an ancestor came to Waterdeep from Tethyr, where he was a

minor noble. Aldous does not know more but would like to learn more.

- If shown/told about the ring, he becomes more animated and pleasant. He offers tea or wine and tells the PCs that it is indeed his ring, or rather it used to belong to his father until his death. He asks for the story of how they came by it, and then relates his story. (next few bullet points)
- Aldous is upset if the gnome escaped with the ring.
- Until their deaths 5 years ago, his parents (Gaspar and Velluca) ran a successful fine goods import business in a variety of items (fine rugs from Calimshan, furniture from Amn, elven artwork from Luruar, etc.) The store is in Trades Ward.
- His parents were out on a pleasure cruise south of the city on a day much like this one (5 years ago), and their boat sank. Their bodies washed up on shore a few days later, but the family signet ring that his father had on a chain around his neck was gone.
- Their deaths were hard on Aldous.
- If asked about how his business is doing, he becomes a bit defensive, then admits that he was slow to pick up the business, but he is doing well now.
- He rewards each PC for the return of the ring, 20/30 gp each. Stevian also gets a share.
- If asked about religious affiliations, he reveals his family follows Sune.
- If asked about the Burning Sun or gangs in general, he wrinkles his nose and expresses his dislike of the gangs in the city—the Watch should lock them all up.
- If the PCs have already fought the Burning Sun gang (Encounter 6) and mention that, Talbot is concerned about threats against him, wishing to hire them as bodyguards at least from the time they return with the piece of the wreck until the ceremony. He offers 20/20 gp each for this service. This occurs later this afternoon (provided that they return with the wreck in time), in the City of the Dead.

Talbot is aware that his parents' spirits are not at rest, but a ritual by the House of Beauty (Temple of Sune) can set them to rest. However, they need the ring and a piece of the shipwreck to do so. He is willing to pay the PCs an additional 30/45 gp each to recover a piece of the wreck.

- Talbot lends them two ritual scrolls—Commune with Nature and Detect Object—to help find the shipwreck. (These won't work inside the city of

Waterdeep.) If not used, these scrolls must be returned. He has a painting of the ship that wrecked for the PCs to study (needed for Detect Object ritual). Aldous also supplies the ritual components required to use the scrolls.

Talbot is not interested in many pleasantries. If they have no further questions (and have not yet been hired as bodyguards), his butler ushers them out to their mission.

ENDING THE ENCOUNTER

Troubleshooting: If the PCs have no one with Arcana or Nature, a priestess of Sune can be hired for 20 gp to go along and perform the rituals.

If the PCs do not think about finding the fisherman, Stevian can suggest it.

If the PCs are not able to talk to Talbot (only really likely if they are very abusive to him or his butler), go on to Encounter 6, where the Burning Sun ambushes them for the ring—modify the text there as appropriate.

ENCOUNTER 5: BARNACLES AND BRINE

SKILL CHALLENGE LEVEL 2/4, COMPLEXITY 2 (250/350 XP)

SETUP

Ennis (male human fisherman)

The PCs have been hired to gather a piece of the shipwreck in which Talbot's parents died. Perhaps the fisherman who caught the fish that ate the ring can give them directions or take them there. Stevian can give them a general idea of which part of the docks the local fisherman uses, but his duties at the tavern prevent him from assisting them further.

The fog is thick enough that no ships left with the morning tide. The docks are still a busy place.

The fog mutes the sounds of the busy docks but the odor of rotting fish and polluted harbor saturates everything.

SKILL CHALLENGE: BARNACLES AND BRINE

Goal: The PCs need to find Ennis, convince him to help, and then go to recover a part of the wreck.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Arcana, Athletics, Diplomacy, Endurance, Intimidate, Insight, Perception, Streetwise

Victory: The PCs recover part of the wreck and can head back to Talbot with the part for the ritual.

Defeat: The PCs recover part of the wreck, and can head back to Talbot with the last necessary part of the ritual, but needed help to do so. Doing so cost each PC 20gp.

The skill checks in following scenes are merely examples. If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a DC 13/15 check with that skill to garner a success.

SCENE 1: FINDING THE FISHERMAN

A single success locates Ennis and his boat.

Stevian was able to tell you the general area where Ennis keeps his boat. There are an awful lot of boats in port at the moment.

Diplomacy or Intimidate (DC 15/17) (1 success; no maximum)

The PC talks or intimidates other fishermen into revealing Ennis' location.

Insight (DC 10/12) (0 success; no maximum)

The PC gains insight into how to approach the dockworkers in a favorable manner. A success here does not count as a success toward the challenge but provides a +2 to the next Streetwise or Diplomacy check

Streetwise (DC 13/15) (1 success; no maximum)

Waterdeep natives get a +2 on this check. The PCs ask around for Ennis' location. If the PC's check result is 20/22 or higher, they gain other information about Ennis, enough for a +2 bonus to checks in the next scene.

SCENE 2: HIRING ENNIS TO TAKE THEM TO THE SPOT

The PCs need one success to gain aid from Ennis. He is a Ffolk fisherman (originally from the Moonshae Isles). He is boisterous and has a wicked sense of humor. He is tired of waiting for the fog to lift and wants to make up time the fog has cost him.

It is nearly noon when you finally come to Ennis's tieup. He is indeed there, apparently preparing to set sail.

Diplomacy (DC 13/15) (1 success; no maximum)

The PC talks to Ennis, tells him about the ring, and asks about the location of his catch.

Insight (DC 10/12) (0 success; no maximum)

The PC discovers what sort of person Ennis is, and how best to talk to him. A success here does not count as a success toward the challenge but provides a +2 to Diplomacy or Intimidate checks.

Intimidate (DC 15/17) (1 success; no maximum)

The PC attempts to intimidate Ennis into revealing the location of the catch and take them to the site. A specific threat to damage his boat gains a +3 to the Intimidate check but makes Ennis angry or surly. If the PC fails, Ennis is amused by the inability of the PC to intimidate him and makes fun of them.

Ennis sails his boat south along the coast through the thinning fog. Sound carries even more oddly out here on the water, and it seems supernaturally quiet. After a couple of hours, Ennis stops and says, "Here is where I caught the fish."

Though the fog is much thinner here, the surface of the sea is calm and there are no distinct features to the area.

SCENE 3: DIVING ON THE WRECK

Recovering a part of the wreck takes four successes. At least one of the successes for this section needs to be Athletics. The PCs can use the Commune with Nature (Nature skill) and Detect Object (Arcana skill) rituals to assist in finding the wreck. Successful use by the PCs of a ritual counts as two successes for the skill challenge. If the priestess of Sune (+13 Arcana, +13 Nature) uses the ritual scrolls, then that only counts as one success for the skill challenge.

It turns out that the wreck is not far from the location of the catch, a few hundred yards east (toward the shore). It is in about thirty feet of water.

Athletics (DC 10/12): (1 success; 1 minimum)

The PC swims down to the wreck, breaks off a section to bring back, and swims back to the surface.

Endurance (DC 13/15): (1 success; 2 maximum)

The PC is able to hold their breath longer while searching for the wreck. If the PC's check result is 20/22 or higher, then one failure from an Athletics check is negated.

Nature (DC 15/17): (1 success; 2 maximum)

The PCs knowledge of the type of fish or the sea currents aids in locating the wreck.

Perception (DC 15/17): (1 success; 1 maximum)

The PC manages to spot the location of the wreck under the water. Do not count failures of this check toward the skill challenge if the PC makes the check before they are close to the wreck. The PCs should be looking frequently, but only the "last one" really matters.

ENDING THE ENCOUNTER

Success: The PCs have recovered part of the wreck, and can head back to Talbot with the last necessary part of the ritual.

Failure: The PCs still recover a piece of the ship but it costs them 10gp each.

They head back to Talbot's home. If the PCs have not fought the Burning Sun yet, they find the house in an uproar when they arrive. There was an attempted break-in at his house, foiled by the City Watch. When they arrive, they are ushered in after a short wait.

"Thank you for returning, my friends. It seems that this gang named the Burning Sun has more than just a passing interest in my affairs. I ask you for your aid in protecting me at least until tonight; I will pay each of you 20 gp to do this for me."

If the adventurers request information, he shows them the broken (and now boarded up) kitchen door and the bloodstains in the kitchen. The Watch fortunately arrived before the gang members could cause much mayhem and chased them off.

Assuming that the PCs were successful, Talbot pays them their 30/45 gp each for recovering the piece of the wreck, and they head off toward the City of the Dead for the ritual.

If the PCs have not yet fought the Burning Sun, proceed to Encounter 6. If you do not have at least 75 minutes left in the game slot to do Encounters 6 & 7 then remove the fog from those encounters to speed play.

If the PCs have already fought the Burning Sun Gang (Encounter 6), proceed to Encounter 7.

EXPERIENCE POINTS

Each PC gains 50/70 xp for successful completion of this encounter.

TREASURE

Aldous Talbot pays the PCs 30/45 gp each for bringing back the piece of the wreck.

MILESTONE

This encounter counts toward a milestone.

ENCOUNTER 6: THE BURNING SUN

ENCOUNTER LEVEL 4/6 (900/1300 XP)

SETUP

This encounter includes the following creatures.

Barrakor (tiefling) (B)

1 human bandit (H)

4 Burning Sun archers (A)

2 dwarf hammerers (D)

1 gnome skulk (G) (if escaped from Encounter 2)

1 Aldous Talbot (non-combatant) (with PCs)

There are two possible paths to this encounter; the map is the same in either case, except that Talbot is not present if the PCs have not met him yet. If the gnome skulk from Encounter 2 is still alive and free, he appears here as well, perhaps with fewer hit points.

If the PCs come to this encounter after having retrieved a piece of the wreckage for the ritual, assess their condition. If you feel this combat would be too difficult, give them an extended rest while the details of the ritual are finalized. If they have not been challenged by the combats and still have access to many resources, have this encounter take place before they can take an extended rest.

If this encounter occurs after the meeting with Talbot (Encounter 4), he is leading the PCs to the northern gates of the City of the Dead. The ritual to speak to his parents and put their spirits to rest is to take place in front of the crypt where they are buried. Barrakor and his Burning Sun gang are waiting in ambush. Barrakor starts speaking as soon as he can see the first PC.

As you near the gates of the City of the Dead, you see two figures loom out of the fog. The taller one, a tiefling, calls out. “Hand over the ring, and you can walk away unharmed. We will return the ring when you pay us 50,000 gp, unless of course you wish to pay us now.” The tiefling grins evilly. The shorter one, a dwarf, grips his hammer menacingly and growls at the party.

If the PCs pursued the fleeing gnome (from Encounter 3) even after he tossed away the ring, they find the Burning Sun gang. They are not set in ambush in this situation, but they are wary. Adjust if the Burning Sun gang already has the ring. Read the following instead.

As you make your way through the fog, three shapes resolve out of the fog. The tallest one, a tiefling, calls out to you. “Hand over the ring and you can walk away unharmed. This is none of your affair. Go away.” (He tries to intimidate the PCs into surrendering the ring and leaving.) The shortest one is the gnome you were chasing. The other, a dwarf, grips his hammer menacingly and growls at the party.

Barrakor is little interested in negotiation; if the party does anything menacing (or hesitates too much in handing over the ring), he orders his gang to attack. The Burning Sun gang is more ruthless than the Green Gang

FEATURES OF THE AREA

This is a typical street on the edge of the North Ward of Waterdeep. The streets and alleys extend off the edges of the map, and all the streets are lined by buildings. The two small buildings at right are one story (2 squares at the street edge), and the rest are two stories tall (4 squares at the street edge, sloping upward from there).

Illumination: Daylight, although the fog is very thick—everything is lightly obscured (see DMG p. 61; see also PH p. 281). This means that creatures 5 or more squares away are totally obscured. (If the game is short on time eliminate the fog.)

Barrels, Crates, Bench, Horse Trough: These are blocking terrain providing cover.

Puddles: These are shallow puddles formed by the dampness from the fog. They are difficult terrain.

Buildings: The two small buildings on the map are one story tall, and the rest are two stories tall, all with brick or stucco walls. (DC 20 Climb check.)

TACTICS

The gang members want the ring (to gain wealth) and do not hesitate to hurt the PCs in pursuit of that goal. The gang members aren't overly concerned about killing the PCs. (If the gang already has the ring, they are instead interested in getting away, but they do not want witnesses.) While the gang does not normally use *coup de grace*, they may use it as a threat to force the PCs to hand over the ring. The gang does not kill Talbot under any circumstances.

Barrakor tries to stay away from the PCs, using the fog as cover. His first teleport is onto a rooftop, where he remains until the position becomes untenable, and then he teleports to other roofs.

The dwarf hammerers close quickly and try to keep the PCs' attention, using *shield bash* as much as possible to knock the PCs prone so that the human bandit can gain combat advantage and deal extra damage. The

archers begin the combat hidden on the rooftops (if ambushing) and do not engage the PCs in melee unless the PCs climb the walls. Note that their initial shots have combat advantage unless a PC's passive Perception is better than the archer's Stealth check. If the gnome was not chased to the site, he is on a rooftop shooting his crossbow. Due to the fog, the shooters stay near the edge of the roofs. All of those on the roofs have cover, imposing a -2 on attack rolls against them, in addition to the -2 due to concealment.

Barrakor attempts to escape if he is reduced to 10 hp or less, but the others fight while Barrakor is still fighting and they are unbloodied. If Barrakor is down or flees, and a gang member is bloodied, that gang member attempts to flee. They do not surrender unless a PC's Intimidate check surpasses their Will defenses +10.

The City Watch arrives at the beginning of Round 6, and the remaining members of the gang scatter, attempting to escape. The DM is urged to alter the timing of the Watch's arrival. It can be a way to wrap up early if the result of the battle is a foregone conclusion, or the battle can be extended so that the PCs don't get the feeling that the Watch is "saving the day" at the expense of the PCs.

SCALING THE ENCOUNTER

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

Four PCs: Remove the human bandit.

Six PCs: Add one dwarf hammerer.

ENDING THE ENCOUNTER

If this encounter occurs before the PCs meet Aldous Talbot, proceed to Encounter 4. The City Watch arrives soon after the Burning Sun is defeated (if they have not arrived already) and takes the thieves into custody. The ring is recovered.

Talbot suggests surviving gang members be handed over to the City Watch and the adventurers proceed to his family crypt. The priestess of Sune is waiting.

Because of the ruthless reputation of the Burning Sun, the City Watch accepts an explanation of self-defense but warns the adventures to avoid excessive force. Capturing criminals is preferred to killing them.

EXPERIENCE POINTS

The characters receive 180/260 experience points each for defeating the gang.

If the gnome escaped in Encounter 2 and 3 but was defeated in this encounter add 20/20 xp per PC.

TREASURE

In the aftermath of the battle the PCs find a bag that has either a *rod of hope triumphant* (low-level version only) or a +2 *symbol of power* (high-level version only)

ENCOUNTER 6: THE BURNING SUN STATISTICS (LOW LEVEL)

Barrakor (tiefling heretic)	Level 6 Artillery
Medium natural humanoid	XP 250
Initiative +8 Senses Perception +6; low-light vision	
HP 60; Bloodied 30	
AC 20; Fortitude 17, Reflex 18, Will 18	
Resist 11 fire	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+10 vs. AC (+11 against a bloodied target); 1d4 + 2 damage.	
r Balefire (standard; at-will) ♦ Fire	
Ranged 10; +9 vs. Reflex (+10 against a bloodied target); 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).	
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic	
Ranged 10; illusory snakes appear and attack the target; +9 vs. Will (+10 against a bloodied target); 1d6 + 5 psychic damage, and ongoing 5 psychic damage (save ends).	
Cloak of Escape (immediate reaction, when Barrakor is hit by a melee attack; at-will) ♦ Teleportation	
Barrakor teleports 5 squares.	
Infernal Wrath (minor; encounter)	
Barrakor gains a +1 power bonus to its next attack roll against an enemy that hit it since Barrakor's last turn. If the attack hits and deals damage, Barrakor deals an extra 5 damage.	
Alignment Evil	Languages Common
Skills Bluff +15, Insight +11, Stealth +15	
Str 15 (+5)	Dex 20 (+8) Wis 16 (+6)
Con 18 (+7)	Int 13 (+4) Cha 20 (+8)
Equipment dagger	

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

Burning Sun Archer	Level 2 Minion
Medium natural humanoid	XP 31
Initiative +3 Senses Perception +5	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 12, Reflex 14, Will 14	
Speed 6	
m Long Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 4 damage.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +7 vs. AC; 4 damage.	
Alignment Evil	Languages Common, Dwarven
Skills Stealth +9, Thievery +10	
Str 11 (+1)	Dex 15 (+3) Wis 9 (+0)
Con 10 (+1)	Int 10 (+1) Cha 14 (+3)
Equipment leather armor, long sword, long bow with 20 arrows	

Dwarf Hammerer	Level 5 Soldier
Medium natural humanoid	XP 200
Initiative +4 Senses Perception +4; low-light vision	
HP 64; Bloodied 32	
AC 23; Fortitude 18, Reflex 15, Will 17	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d10 + 3 damage.	
M Shield Bash (minor; recharge 5 6)	
+9 vs. Fortitude; 2d6 + 3 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).	
R Throwing Hammer (standard; at-will) ♦ Weapon	
Ranged 5/10; +10 vs. AC; 1d6 + 3 damage.	
Stubborn (immediate interrupt, when an enemy tries to push the dwarf hammerer or knock it prone; at-will)	
The hammerer makes a melee basic attack against the enemy.	
Stand Your Ground	
When an effect forces a dwarf to move - through a pull, a push, or a slide - the dwarf moves one square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Evil	Languages Common, Dwarven
Skills Dungeoneering +11, Endurance +5	
Str 17 (+5)	Dex 10 (+2) Wis 14 (+4)
Con 16 (+5)	Int 11 (+2) Cha 12 (+3)
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers	

ENCOUNTER 6: THE BURNING SUN STATISTICS (HIGH LEVEL)

Barrakor (tiefling heretic) (level 8)	Level 8 Artillery
Medium natural humanoid	XP 350
Initiative +8 Senses Perception +6; low-light vision	
HP 72; Bloodied 36	
AC 22; Fortitude 19, Reflex 20, Will 20	
Resist 11 fire	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+12 vs. AC (+13 against a bloodied target); 1d4 + 3 damage.	
r Balefire (standard; at-will) ♦ Fire	
Ranged 10; +11 vs. Reflex (+12 against a bloodied target); 1d8 + 6 fire damage, and ongoing 5 fire damage (save ends).	
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic	
Ranged 10; illusory snakes appear and attack the target; +11 vs. Will (+12 against a bloodied target); 1d6 + 6 psychic damage, and ongoing 5 psychic damage (save ends).	
Cloak of Escape (immediate reaction, when Barrakor is hit by a melee attack; at-will) ♦ Teleportation	
Barrakor teleports 5 squares.	
Infernal Wrath (minor; encounter)	
Barrakor gains a +1 power bonus to its next attack roll against an enemy that hit it since Barrakor's last turn. If the attack hits and deals damage, Barrakor deals an extra 5 damage.	
Alignment Any	Languages Common
Skills Bluff +15, Insight +11, Stealth +15	
Str 15 (+5)	Dex 20 (+8) Wis 16 (+6)
Con 18 (+7)	Int 13 (+4) Cha 20 (+8)
Equipment dagger	

Human Bandit (level 4)	Level 4 Skirmisher
Medium natural humanoid	XP 175
Initiative +6 Senses Perception +1	
HP 53; Bloodied 26	
AC 18; Fortitude 14, Reflex 16, Will 14	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d8 + 2 damage, and the human bandit shifts 1 square.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +8 vs. AC; 1d4 + 4 damage.	
M Dazing Strike (standard; encounter) ♦ Weapon	
Requires mace; +6 vs. AC; 1d8 + 2 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.	
Combat Advantage	
The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Any	Languages Common
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2)	Dex 17 (+4) Wis 11 (+1)
Con 13 (+2)	Int 10 (+1) Cha 12 (+2)
Equipment leather armor, mace, 4 daggers	

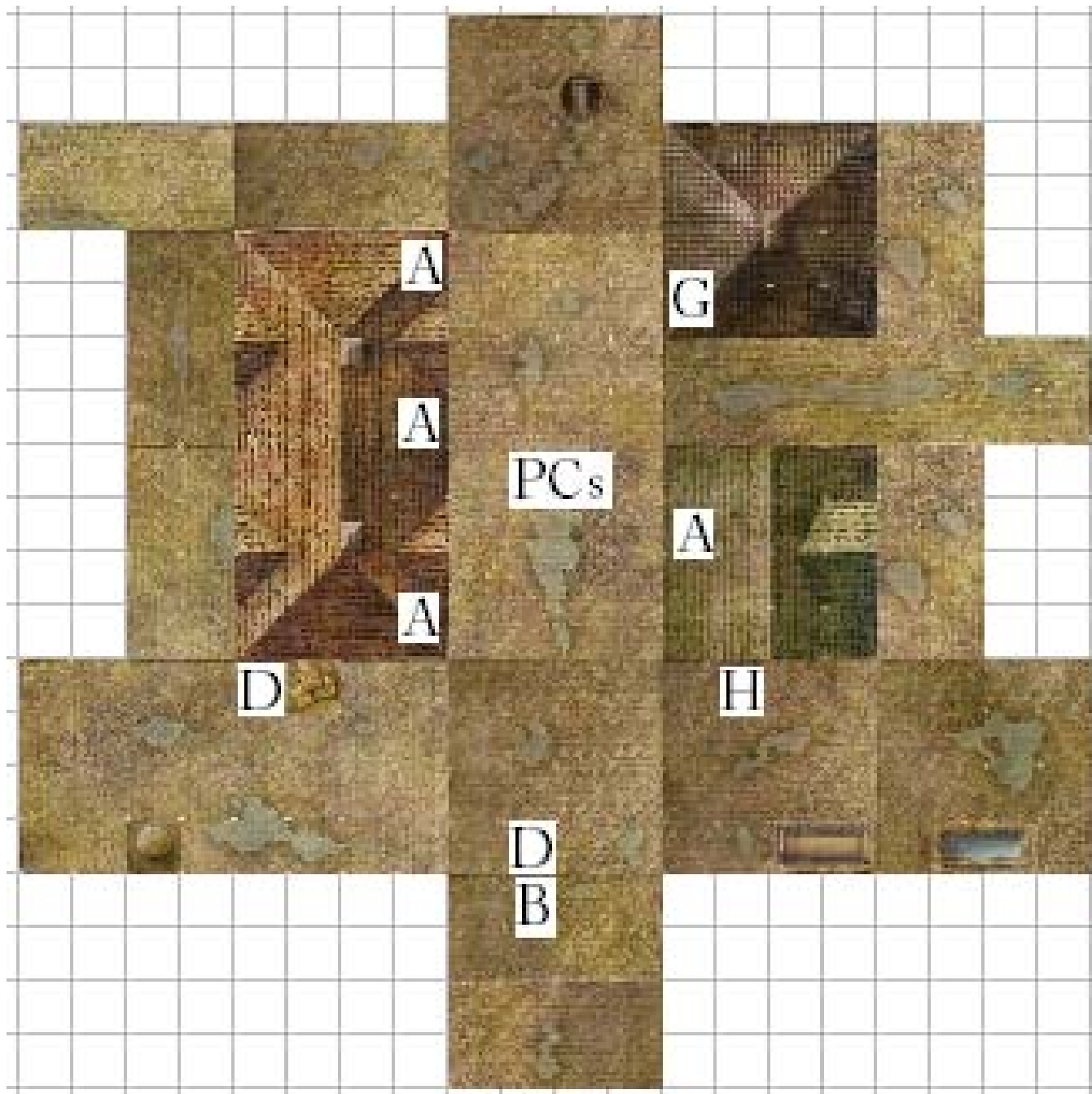
Burning Sun Archer (level 4)	Level 4 Minion
Medium natural humanoid	XP 44
Initiative +3 Senses Perception +5	
HP 1; a missed attack never damages a minion.	
AC 18; Fortitude 14, Reflex 16, Will 16	
Speed 6	
m Long Sword (standard; at-will) ♦ Weapon	
+9 vs. AC; 5 damage.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +9 vs. AC; 5 damage.	
Alignment Any	Languages Common, one other
Skills Stealth +9, Thievery +10	
Str 11 (+1)	Dex 15 (+3) Wis 9 (+0)
Con 10 (+1)	Int 10 (+1) Cha 14 (+3)
Equipment leather armor, long sword, long bow with 20 arrows	

Dwarf Hammerer (level 7)	Level 7 Soldier
Medium natural humanoid	XP 300
Initiative +4 Senses Perception +4; low-light vision	
HP 80; Bloodied 40	
AC 25; Fortitude 20, Reflex 17, Will 19	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d10 + 4 damage.	
M Shield Bash (minor; recharge 5 6)	
+11 vs. Fortitude; 2d6 + 4 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).	
R Throwing Hammer (standard; at-will) ♦ Weapon	
Ranged 5/10; +12 vs. AC; 1d6 + 4 damage.	
Stubborn (immediate interrupt, when an enemy tries to push the dwarf hammerer or knock it prone; at-will)	
The hammerer makes a melee basic attack against the enemy.	
Stand Your Ground	
When an effect forces a dwarf to move - through a pull, a push, or a slide - the dwarf moves one square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Any	Languages Common, Dwarven
Skills Dungeoneering +11, Endurance +5	
Str 17 (+5)	Dex 10 (+2) Wis 14 (+4)
Con 16 (+5)	Int 11 (+2) Cha 12 (+3)
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers	

ENCOUNTER 6: THE BURNING SUN MAP

TILE SETS NEEDED

Streets of Shadow x2



ENCOUNTER 7: CHILLED ENDINGS

SETUP

Aldous Talbot (human merchant)

Risa Wayson (human cleric of Sune)

Aldous Talbot leads them to the City of the Dead.

You pass through the north gate into the City of the Dead, and the dense fog only gives a slight impression of the walls receding to either side. With the late afternoon and the chill air, few people are still here.

Talbot's steps hasten as he nears one crypt. It looms out of the fog, a small one-story edifice with a locked gate in front. A red-headed half-elf stands in front of the gate and greets Talbot.

The half-elf is Risa Wayson, a heartwarder (priestess of Sune) who has been hired by Talbot to create and perform the ritual. She is a mature half-elven woman, fashionably dressed with a serious demeanor.

If any of the PCs are worshipers of Sune or have a particularly pretty appearance, she asks them to assist by holding necessary items. Anyone whose appearance is particularly unappealing is asked to watch from a distance.

Talbot is impatient to start the ritual and cuts conversation to the barest of formalities. He makes sure Risa is ready to go and requests the PCs spread out a bit to watch for more trouble.

The cold seeps into your bones as you stand for a half hour while Risa chants words of divine power. Fortunately, there are no interruptions.

There is a moment of stillness. Then the temperature drops, and two spectral figures appear from the crypt.

Gaspar's and Velluca's answers should be made in a distant, slow tone. They respond to the PCs if their questions seem to be relevant and respectful.

- Talbot recognizes them, as do the PCs—they are his parents (Gaspar and Velluca), as pictured in the painting in the Talbot house.
- The founder of the Talbots in Waterdeep, Darwin Talbot, was a baron in Tethyr. Why he left Tethyr and what claim the family still has there, centuries later, they do not know. They caution that the family might be in danger if they return

to Tethyr, but Aldous's heritage is there if he is brave enough to claim it.

- No family treasure is hidden in Waterdeep or any nearby location.

After Talbot's and the PCs' questions are completed, Velluca speaks up.

Aldous' mother speaks. "Dear, when we died, we were not on a pleasure cruise. We were going to meet your sister." Aldous looks stunned as his mother's spirit continues. "She left home when you were little; she ran away. There were occasional letters, but we didn't tell you about her; we were ashamed because she was... different. We finally had a chance to speak with her and apologize, but the sea took us before we could get there. Please, find her and ask her for forgiveness."

Aldous pauses a moment longer then nods his head. His parents' spirits drift close and catch him in an embrace. Then they slowly fade away.

Note that if the PCs attempt to ask how Aldous's sister is different, the spirits fade away before an answer can be given.

CONCLUSION

Upon reaching the Talbot family manse, he thanks the PCs for their service and pays them, adding that if he needs adventurers again, he will look them up.

TREASURE

If the ceremony goes off according to plan, the PCs earn Story Award **WATE12 The Favor of Aldous Talbot**, for assisting in finding out about his family history. This starts the Quest for Family and Heritage.

Talbot also pays them the 20/20 gp he promised for their bodyguard work. As a bonus he offers them the following: *wyrmtooth dagger* (low-level version only), a *fouchlucan bandore*, an *orb of sanguinary repercussions* and a +1 pure spirit totem.

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 2: Bring on the Teamsters

170 / 230 XP

Encounter 3: Where's the Gnome? (optional)

20 / 20 XP

Encounter 5: Barnacles and Brine

50 / 70 XP

Encounter 6: The Burning Sun

180 / 260 XP

Total Possible Experience

400 / 560 XP

Gold Per PC

75 / 100 gp

(Encounter 2: 5 / 5 gp; Encounter 4: 20 / 30 gp;
Encounter 5: 30 / 45 gp; Encounter 7: 20 / 20 gp)

TREASURE

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

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They

receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *rod of hope triumphant* *(low-level version only) (level 2; PH2 pg. 206)

Found in Encounter 5

Bundle B: *wyrmtooth dagger* *(low-level version only) (level 2; PH2 pg. 204)

Found in Encounter 7

Bundle C: *thunderburst weapon +1* (level 4; PH pg. 236)

Found in Encounter 2

Bundle D: *wand of radiance* *(level 3; AV pg. 112)

Found in Encounter 2

Bundle E: *fochlucan bandore* *(level 3; PH2 pg. 210)

Found in Encounter 7

Bundle F: *orb of sanguinary repercussions* (level 5; PH pg. 239)

Found in Encounter 7

Bundle G: *+1 pure spirit totem* (level 5; PH2 pg. 208)

Found in Encounter 7

Bundle H: *+2 symbol of power* (high-level version only) (level 7; PH pg. 237)

Found in Encounter 5

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items

obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

WATE11 Goodwill of the Fellowship of Carters and Coachmen

You were able to prevent the theft of some valuable packages by a street gang. The Fellowship may be willing to hire you for future jobs.

WATE12 Favor of Aldous Talbot

You were able to help the merchant Aldous Talbot lay his parents' spirits to rest and discover some of his heritage. He can provide appraisals of fine goods. He may call upon you to hunt for his sister or reclaim his heritage in the future. This starts the Quest for Family and Heritage.

ADVENTURE QUESTIONS

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

1. What happened to Barrakor?

- a. Escaped
- b. Captured, turned over to Watch
- c. Killed
- d. Not encountered

2. Did the adventurers receive WATE12?

- a. Yes
- b. No

3. Did the adventurers receive WATE13?

- a. Yes
- b. No
- c. No, there was not enough time

4. Were any of the Green Gang members killed?

- a. All
- b. Some
- c. None

5. Did any Burning Sun members escape?

- a. None
- b. Some
- c. All

6. Did Aldous Talbot recover the ring and hear his family secrets?

- a. Yes
- b. No

NEW RULES

Rod of Hope Triumphant

Level 2

As your foe falls, the divine power of this rod invigorates you, for justice has been served.

Lvl 2 +1 520 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you reduce any enemy to 0 hit points with a divine attack power using this rod, you gain temporary hit points equal to the rod's enhancement bonus.

Reference: *Player's Handbook 2*, page 206.

Pure Spirit Totem

Level 5

Interwoven vines carved on this totem symbolize the primal magic of healing and growth held within it.

Lvl 5 +1 1,000gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily Healing): Minor Action. One ally within 5 squares of you regains 1d6 hit points.

Reference: *Player's Handbook 2* page 208.

Wyrmtooth Dagger

Level 2

Carved from a dragon's tooth, this dagger can strip away a creatures elemental defenses.

Lvl 2 +1 520 gp

Weapon: Dagger

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and the target loses its resistances (save ends)

Power (Daily): Free Action. Until the end of the encounter, sorcerer attack powers you use through this dagger ignore the resistance of any enemy within 10 squares of you.

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

Fochlucan Bandore

Level 3

This instrument's song imbues listeners with fervor and strength.

Wondrous Item: 680

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement it grants a +1 bonus to attack rolls and damage rolls, and deals extra 1d6 damage on a critical hit.

Power (Daily): Standard Action. Use this power during a short rest. At the end of the short rest one ally who remained within 20 squares of you during the rest gains a +1 power bonus to weapon damage rolls until the end of his or her next short rest or extended rest.

Song of Rest: the power bonus equals +2

Reference: *Player's Handbook 2*, page 210.

Wand of Radiance

Level 3

A pinpoint of light dances on the tip of this wand.

Lvl 3 +1 680gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 radiant damage per plus

Property: gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and radiant keywords.

Power (Encounter Arcane, Fear, Implement, Radiant):

Standard Action. As the warlock's *dire radiance* power (PH131)

Reference: *Adventure's Vault* page 112.

APPENDIX 1: LAWS OF WATERDEEP

Applying Waterdeep Law to the PCs

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

HANDOUT ONE: LAWS OF WATERDEEP

The First Plaintiff: Crimes Against The Lords

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

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

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

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

The Second Plaintiff: Crimes Against the City

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

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

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

Minor Offenses: Bribery, Unlawful Flight over the City, Blasphemy Against Foreign Ambassadors, Vagrancy, Littering (includes relief of human wastes in public), Brandishing a Weapon Dangerously or Threatening without Due Cause, Dangerous Operation of a Coach, Wagon or other Conveyance.

The Third Plaintiff: Crimes Against the Gods

Severe Offenses: Defiling of a Holy Place

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

Lesser Offenses: Assault Upon a Priest or Lay Worshipper

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

The Fourth Plaintiff: Crimes Against Citizens

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

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

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

Minor Offenses: Assault (without wounding or robbery), Excessive Noise