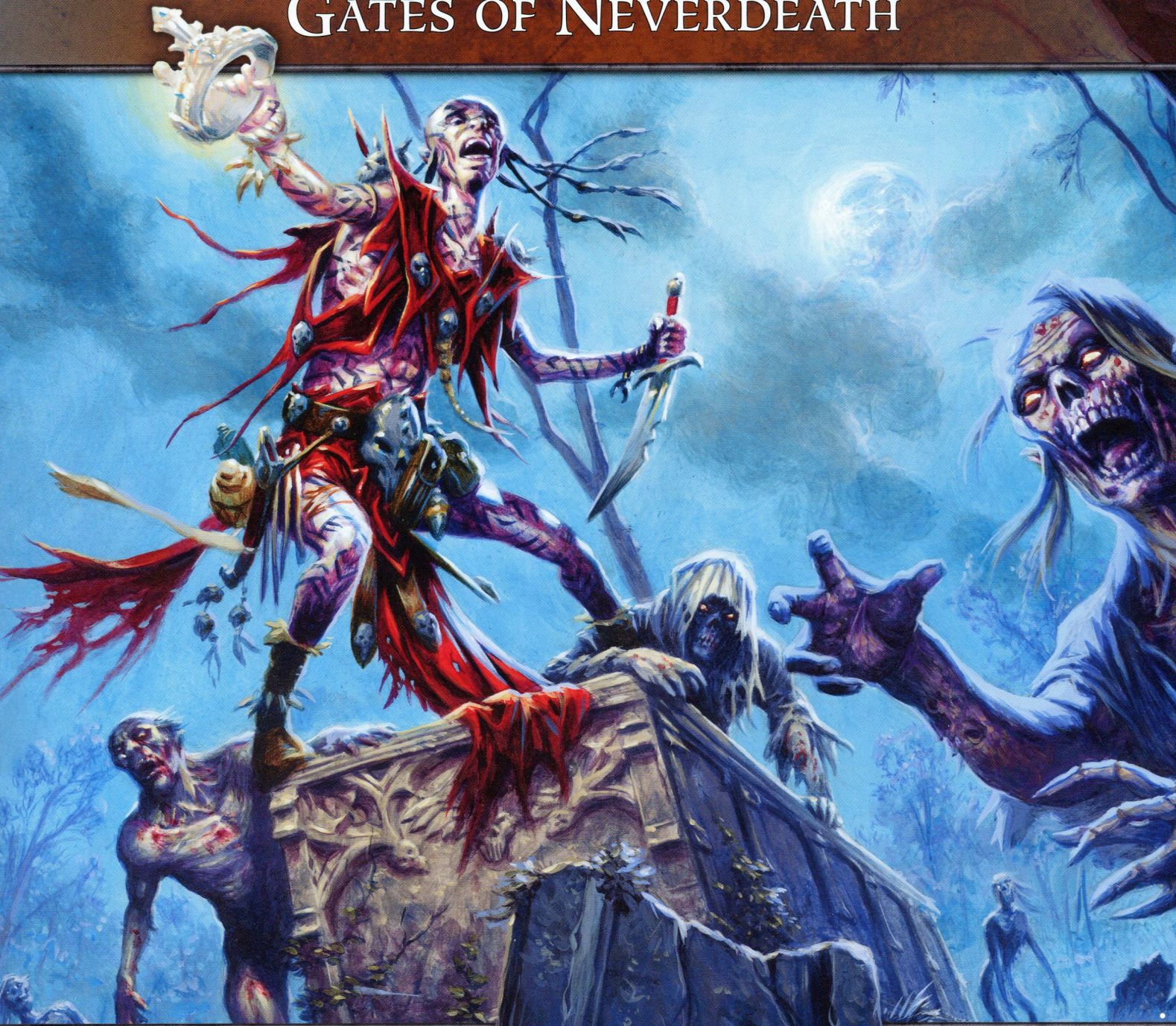


A HEROIC TIER ADVENTURE

# DUNGEONS & DRAGONS<sup>®</sup>

## GATES OF NEVERDEATH



AN ADVENTURE FOR CHARACTERS OF 1<sup>ST</sup> LEVEL

Erik Scott de Bie

# GATES OF NEVERDEATH

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## INTRODUCTION

Welcome to the *Neverwinter™ Campaign Setting Game Day!* In this book, you will find an adventure designed for five 1st-level characters that should be created at the table. Game Day organizers should ensure that copies of the *Neverwinter Campaign Setting* and player resources, such as *Heroes of the Fallen Lands™* and *Heroes of the Forgotten Kingdoms™*, are available as needed. The organizer should also provide each player with a bag containing, among other things, a *Neverwinter* character sheet and character theme card (see *Character Creation*, page 4).

Throughout this booklet, the major portions of the play session are denoted by headings that include an estimate of how much time that activity should take (such as 30 minutes for character creation). If you find things running behind schedule, you might need to economize on time in the scenes that occur after the two combat encounters. The adventure also includes a poster map of the encounter locations.

## Continuing the Adventure

In the game world, this adventure takes place about a month prior to the events of the upcoming *DUNGEONS & DRAGONS ENCOUNTERS™* season, *Lost Crown of Neverwinter*. The events that take place in this event lead into that campaign.

Players who go through this adventure can transfer their characters to the *D&D Encounters* season. If your players intend to do so, remind them to keep careful track of their experience and treasure rewards.

## D&D FORTUNE CARDS

*DUNGEONS & DRAGONS Fortune Cards™* are a gameplay enhancement that showcases the chaotic and unpredictable nature of adventuring in a fantastic world. Every time players begin an encounter, they draw cards from their decks of *D&D Fortune Cards*. Each card provides a game effect that enhances attacks, defenses, or provides some other sort of benefit. *D&D Fortune Cards* are permitted in most *D&D Organized Play* events, including this one.

*D&D Fortune Cards* are available in 8-card packs with differing levels of rarity (common, uncommon, and rare). They bring new, exciting options 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.

A deck is built according to the *D&D Fortune Card* rules, available in some packs or online at [www.DungeonsandDragons.com](http://www.DungeonsandDragons.com). The sets available for purchase and use during this event and the upcoming *DUNGEONS & DRAGONS ENCOUNTERS* season are *Shadow Over Nentir Vale* and *Glory of Neverwinter*.

## SETTING 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.

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. Such a task would not, however, be easy.

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

## Adventure Summary

*Gates of Neverdeath™* is a multipart adventure that features combat, interaction, and intrigue. Each of the sections is summarized below.

**Next Stop, Neverwinter:** In the first event of the story, the heroes are hired by a mysterious figure named Seldra to travel with her as she transports a sealed coffer from Waterdeep to the Neverwinter docks. Unknown to the characters, the coffer contains a jeweled headpiece that might or might not be the Crown of Neverwinter (see the sidebar below). They arrive by ship, but before Seldra can depart the docks, she and the characters are ambushed by undead seeking to steal the crown.

**Encounter 1—Animus Ambush:** Zombies swarm up onto the ship and the wharf, distracting the heroes with a battle while Tolivast, a Thayan necromancer, steals the crown and flees to the Neverdeath graveyard.

**Skill Challenge—Find the Thief:** The heroes react to the theft of Seldra's coffer, realizing that they must make their way to Neverdeath as quickly as possible. The sooner they arrive, the better off they are in the battle to come, because if they hurry, they can surprise Tolivast as he finishes cursing the crown. If they fail the skill challenge, they still arrive at the graveyard, but by then, Tolivast has finished cursing the crown and has set up an ambush.

**Encounter 2—Inside the Gates:** The characters confront Tolivast and his troop of undead at the Neverdeath graveyard. As the battle opens, Tolivast finishes his work and turns on the heroes.

**Skill Challenge—Escape the Graveyard:** In whatever time remains of the play session, the heroes must fight off undead and get out of Neverdeath before being dragged down by a horde of foes.

## IS THE CROWN REAL OR FAKE?

In all outward respects, the crown in the coffer is the fabled Crown of Neverwinter. Although the authenticity of the crown is not the subject of this adventure, it will be a major focus of the Encounters season, *Lost Crown of Neverwinter*.

To avoid spoiling *Lost Crown of Neverwinter* for any Dungeon Masters who run *Gates of Neverdeath* and want to play in *Lost Crown of Neverwinter*, this adventure does not state whether the crown is authentic or fake. (The heroes are, of course, free and encouraged to speculate.) Only Seldra knows the truth, and she's not saying. Seldra's plan for the crown is also left vague, as it figures heavily into *Lost Crown of Neverwinter*.

## Major Organizations

Because this adventure takes place in a fairly small area within the city and in a short time frame, you can run the action without needing to refer to many of the features of the city that are explored in the *Neverwinter Campaign Setting*. The two important organizations that will come into play are New Neverwinter and Thay.

### New Neverwinter

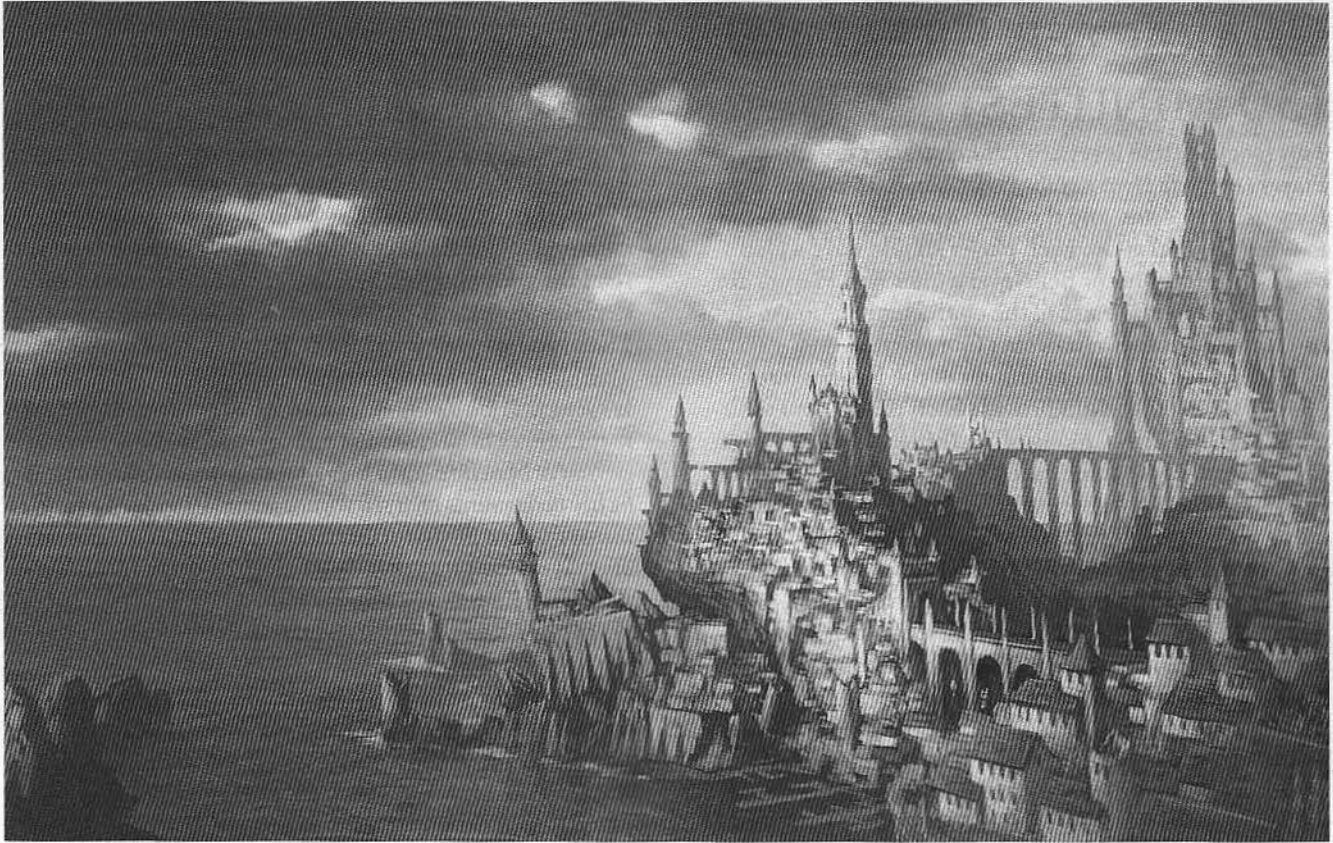
Headed by Lord Dagult Neverember, Open Lord of Waterdeep, this political and military organization seeks to rebuild ruined Neverwinter and cement its rulership over the city. It includes politicians under the leadership of Lord Neverember, who have won a great deal of goodwill in the city through their rebuilding efforts, and a military arm of mercenaries from the island of Mintarn, headed by the grim General Sabine.

The characters might interact with some of the Mintarn mercenaries between the end of the first encounter and the start of the ensuing skill challenge.

### Thay

The magocracy of Thay is based in a necropolis far to the east, but that distance hasn't prevented the universally feared Red Wizards from being attracted to Neverwinter. They seek at every turn to extend their influence within the city or at least distract its ostensible rulers while avoiding scrutiny of their activities.

The lich Valindra Shadowmantle oversees Thay's interests in the region. And even though many locals know Thayans are skulking about in and around



Neverwinter, none realizes how large Valindra's force is nor how far-reaching her machinations.

Valindra knows that Seldra and the characters are about to arrive on the scene, and she's prepared for them. As it happens, the wizard who gave the crown to Seldra in Waterdeep owed a favor to the Thayans. He let it slip that the crown was on its way to Neverwinter, and that information quickly found its way to Valindra. She sees the crown as an opportunity to ignite conflict between New Neverwinter and the rebels, the so-called Sons of Alagondar. Thus, she instructed Tolivast, one of the wizards in her service, to steal the crown and enchant it with a curse.

## Major Characters

When the adventure opens, the characters are in the company of Seldra, someone they believe to be an ally. When the fighting starts, they get their first look at a Red Wizard of Thay, in the person of Tolivast.

### Seldra

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 has made a career of subterfuge and espionage. She is initially friendly toward the heroes, having been born the daughter of adventurers herself. When she hires them to help her get her valuable cargo to Neverwinter, she sincerely believes they will be capable and

worthy guards. She does not reveal anything to them about her true intentions, however, and she prefers that the heroes not get involved any more deeply in her efforts than they already have.

Just what are Seldra's true intentions? For the purpose of this short adventure, that question doesn't really have to be answered. Players who continue with *Lost Crown of Neverwinter* will discover that she's a pivotal player in that adventure's events. Whatever the characters might think about her at the end of *Gates of Neverdeath*, she proves to be something other than what she seems.

### Tolivast

An apprentice Red Wizard necromancer in service to Valindra, Tolivast knows about the impending arrival of the ship carrying Seldra and the characters. He has been ordered to steal the coffer she carries immediately after the ship makes port.

A bald male human of twenty-five winters, Tolivast appears much older after years of studying necromancy. He has sallow features and a raspy voice, and he sports a grubby red robe and the arcane tattoos typical of Thayan red wizards.

## CHARACTER CREATION (30 MINUTES)

This block of time is set aside for character creation. Players can use *Heroes of the Fallen Lands*, *Heroes of the Forgotten Kingdoms*, and the *Neverwinter Campaign Setting* for character creation. Each player should have a character sheet from his or her Neverwinter bag. Players are encouraged to make use of the character creation options in Chapter 2 of the *Neverwinter Campaign Setting*.

**Theme Cards:** The organizer of the Neverwinter Game Day event should provide each participant with a bag that contains, among other things, a Neverwinter theme card. This theme card represents one of thirteen themes from the *Neverwinter Campaign Setting*. These cards provide a player with a theme's 1st-level features or powers, as well as with some background about his or her theme and its relationship with Neverwinter.

The themes from the *Neverwinter Campaign Setting* assume a campaign is beginning in Neverwinter, but this adventure has the heroes starting in Waterdeep. Thus, a theme card also includes a blurb about what each character was up to before signing on for the journey to Neverwinter. Players can also craft their own backstories.

Players are also permitted to swap theme cards with one another. Players who have purchased the *Neverwinter Campaign Setting* can use any theme they wish for their characters.

## NEXT STOP, NEVERWINTER (15 MINUTES)

When the players are almost finished creating their characters, proceed with this section. Have each player read the part of his or her character's theme card that explains how the character came to be in Waterdeep. Then read or paraphrase the following information.

*It's your first job as a group, and the best part is that you get to travel back to Neverwinter free of charge.*

*You've been hired by a half-elf female named Seldra to be her bodyguards on a sea voyage from Waterdeep. She is transporting a modest-sized box that, she says, holds an item of great importance to her. It will be up to you to ensure that no one attempts to separate her from the coffer, either during the trip or when the ship makes port in Neverwinter.*

Seldra offers the heroes a fee of 300 gp per character, half payable immediately and the other half coming due when she and her package are delivered safely to Neverwinter. If the players want to try to drive up the price, allow them to attempt a group Diplomacy check against a DC of 10 + 1 for every additional 10 gp of their demand. (For instance, if the heroes want 350 gp each, the DC is 15. If they want 400 gp, the DC is 20.)



If more than half the characters succeed on this check, Seldra agrees to pay the extra amount.

Seldra does not discuss or reveal the contents of the coffer, except to make it clear to the heroes that their mission is a serious one and she values the contents of the box highly. She carries it constantly at her side, held in a pouch that is knotted to her belt.

The journey from Waterdeep to Neverwinter turns out to be uneventful. You can use a bit of table time at this point to fill in for the players the common knowledge their characters would have about Neverwinter (see "Setting Background" on page 2). Because Seldra is a native of Neverwinter, she knows all this information already. For more about what Seldra might communicate to the heroes, see the next section.

## Q&A with Seldra

If you have enough time for the characters to strike up a conversation with Seldra, use the following questions and answers to guide the conversation.

♦ **What's in the box?** "I shouldn't tell you that, partly for your own good. Suffice it to say that the object is

of ultimate importance to me. Guards do not always need to know what they have been hired to protect, and that is the case here."

- ♦ **Why don't you put it away for safekeeping?** "I believe it is safest when held in the pouch on my belt. This way I always know exactly where it is."
- ♦ **What can you tell us about Neverwinter?** "Not much that you don't already know, except perhaps to emphasize a couple of points. First, not everyone believes that Lord Neverember is the answer to the city's prayers. Second, little goes on that he does not find out about. It's possible that when our ship makes port, we will have to talk with his soldiers before being permitted to enter the city."
- ♦ **Do you have a spellscar?** A character who has the spellscarred harbinger character theme knows that the answer to that question is yes. Seldra likewise knows if a spellscarred character is present."

A character who succeeds on a DC 19 Diplomacy check can coax a little more information out of her: "I assure you that my scar is not harmful to you. It benefits me when I must battle unnatural foes, but I do not expect it to flare up while we are together." (In this adventure, Seldra has no occasion to use her powers, so the heroes cannot determine anything else about her scar.)

If a character asks Seldra this question out of the blue, she still responds truthfully but does not provide details under any circumstances.

## CROWN OF NEVERWINTER

Seldra does not allow the characters to look in the coffer, but D&D heroes are nothing if not inquisitive. If you want to allow them to examine the container while Seldra is elsewhere, the following information might be useful.

If the heroes make a DC 19 Arcana check to detect magic, the crown radiates strong arcane magic, even through the coffer.

The coffer is 6 inches wide, 6 inches long, and 2 inches deep. It is made of reinforced wood and weighs 6 pounds including its contents. It is locked, requiring a DC 24 Thievery check to open, or it can be broken open with a DC 20 Strength check.

The crown rests on a velvet pillow. The circlet is wrought of shining mithral, inlaid with sapphires. It weighs 4 pounds.

Legends hold that an unworthy heir of Neverwinter who dons the true Crown of Neverwinter will awaken its warding and die in a torrent of fire and ice. However, nothing happens if a character dons the crown, suggesting that either the crown or the legends are false.

Once the ship departs for Neverwinter, the heroes can attempt to identify the crown during the sea voyage. They can determine that the crown has a power of cold and fire, but they uncover no other 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. They get no definitive answer either way.

## Arrival by Ship

When the adventure begins, the heroes are arriving in Neverwinter by ship, allowing them an excellent view of the battered but rebuilding metropolis.

**When the ship comes within sight of the city, read:**

*On the fourth day of your voyage, the lookout cries, "Neverwinter, ho!" and your destination gradually draws into view. First, you see the tall towers of Castle Never, half-covered with ash and half-gleaming in the morning light. Towers and keeps sweep down the bluff toward a crescent-shaped dock that moves from well-built in the south to ramshackle in the north.*

*Even at this distance, you can make out the forest of scaffolding that encompasses many of the buildings in the southwest quarter of the city—Neverwinter is a city being repaired even as you watch.*

*In a few more minutes the crew will have the ship lashed to the dock and a gangplank in place. Then you can set foot on Neverwinter ground and officially complete your mission.*

**Go to Encounter 1: Animus Ambush.**

# ENCOUNTER 1: ANIMUS AMBUSH (45 MINUTES)

## Encounter Level 1

### When everyone is ready to begin, read:

Seldra seems visibly relieved that the journey is over. "I am grateful that you accompanied me," she tells you, "and also that your services were not put to the test. Let us disembark so that we can settle up your payment."

Then, before anyone can take a step, the ship begins to lurch. The murky water roils beneath you, and green, bloated corpses climb out of the bay, scaling the sides of the ship. Skeletons stripped bare of flesh clatter up around you, wielding rusty blades.

Crew members and other bystanders dive into the water to get away, or back away from the edge of the docks, prepared to take off running if the undead creatures come ashore. However, the monsters appear to have no interest in any of those people—they have come for you.

## Setup

3 grasping zombies (Z)

6 decrepit skeletons (S)

1 Thayan death archer (T)

Have the players place their characters' figures in the start area, and a figure for Seldra, in the start area.

Then place the zombies and the skeletons as indicated before rolling initiative.

Roll initiative individually for each of the three zombies, once for the Thayan death archer, and once for all six skeletons. Roll initiative for Seldra as well (her initiative modifier is +2).

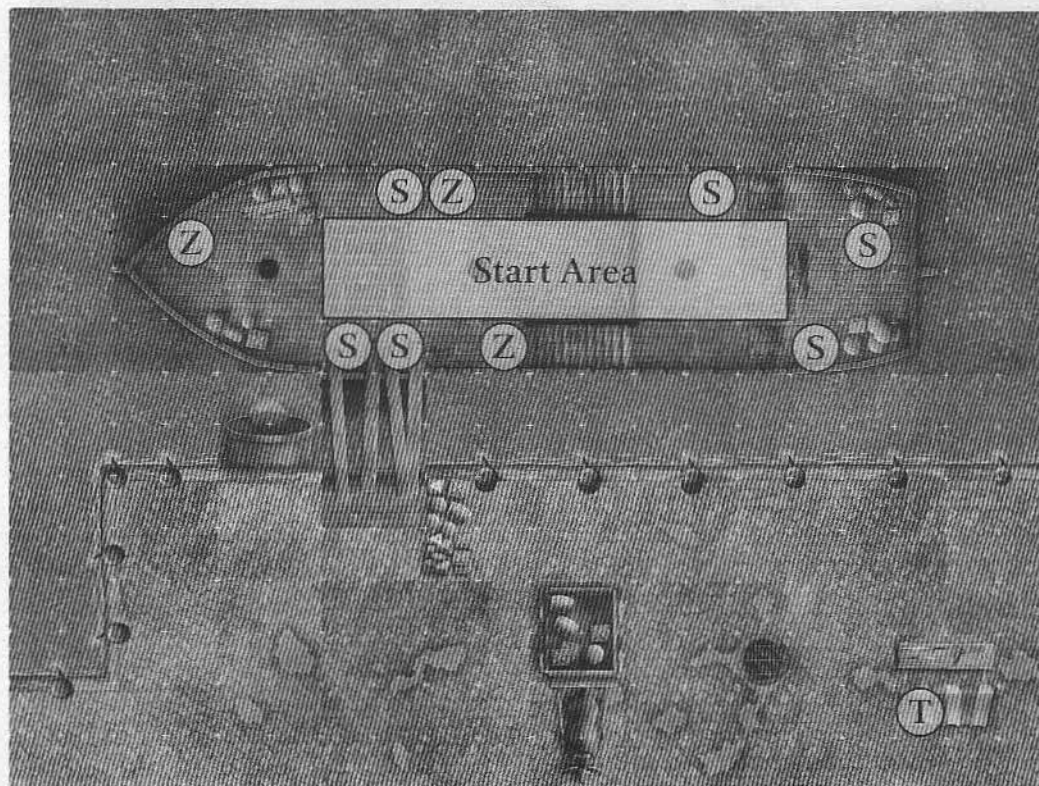
Although the undead do a good job of capturing everyone's attention as they swarm up over the sides of the ship, the greatest threats in this encounter are the Thayan death archer and the necromancer Tolivast.

The archer is using the merchant's stall near the edge of the map to hide his presence and protect him from return strikes once his position is revealed. Don't place the archer's figure until after he makes his first attack.

Tolivast lurks on the dock, seeming to be one of a small group of onlookers. When the time is right, he plans to use his *deathwalk* ability to rush forth and steal Seldra's coffer. In the meantime, he has no intention of mixing it up with her bodyguards. (The necromancer is not a combatant in this encounter, so his statistics are not given here.)

## The Heist

The first time the Thayan death archer starts his turn and Seldra is not adjacent to any hero, or on the archer's third turn if it hasn't happened yet, he and Tolivast make their move. The archer uses *debilitating shot* on Seldra, and Tolivast teleports in and steals the crown off her belt.



### When Seldra is attacked by the archer, read:

*Abruptly, Seldra cries out and reels from an attack. She falls to one knee, then collapses.*

Heroes with a passive Perception of 16 or higher catch a glimpse of the necromancer as he moves.

### Perception Check

**DC 16** A blurry shape whisks up to Seldra and just as quickly flees back to the dock. There, the shape resolves into a red-robed wizard with gleaming tattoos covering his bald head. In his hands,

he holds the pouch that used to be on Seldra's belt. He turns away and disappears into the crowd.

If no character has a passive Perception of 16 or higher, the characters learn of the theft when people standing on the wharf point out Tolivast's presence as he reappears after teleporting. Any character who is adjacent to Seldra or who moves there can see immediately that the coffer is gone from her belt.

### 6 decrepit skeletons (S) 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  
 Immune disease, poison; Resist 10 necrotic;  
 Vulnerable 5 radiant

#### STANDARD ACTIONS

##### ⊕ Longsword (weapon) ♦ At-Will

Effect: The skeleton can shift 1 square before the attack.  
 Attack: Melee 1 (one creature); +6 vs. AC  
 Hit: 4 damage.

##### ⊙ Shortbow (weapon) ♦ At-Will

Effect: The skeleton can shift 1 square before the attack.  
 Attack: Ranged 20 (one creature); +6 vs. AC  
 Hit: 3 damage.

Skills Athletics +7

Str 15 (+2) Dex 17 (+3) Wis 14 (+2)  
 Con 13 (+1) Int 3 (-4) Cha 3 (-4)

Alignment unaligned Languages –

Equipment longsword, shortbow, 20 arrows

### 3 Grasping Zombies (Z) Level 1 Brute

Medium natural animate (undead)

HP 33; Bloodied 16 Initiative -1  
 AC 13, Fortitude 14, Reflex 11, Will 11 Perception -1  
 Speed 4 Darkvision  
 Immune disease, poison

#### TRAITS

##### Zombie Weakness

A critical hit automatically reduces the zombie to 0 hit points.

#### STANDARD ACTIONS

##### ⊕ Slam ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC  
 Hit: 1d12 + 3 damage, or 1d12 + 8 against a grabbed target.

##### ⊖ Zombie Grasp ♦ At-Will

Attack: Melee 1 (one creature); +4 vs. Reflex  
 Hit: 10 damage, and the zombie grabs the target (escape DC 12) if it does not have a creature grabbed.

#### TRIGGERED ACTIONS

##### Deathless Hunger ♦ Encounter

Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.  
 Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Skills Athletics +8

Str 16 (+3) Dex 8 (-1) Wis 8 (-1)  
 Con 13 (+1) Int 1 (-5) Cha 3 (-4)

Alignment unaligned Languages –

### Thayan Death Archer (T) Level 2 Artillery

Medium fey humanoid, human

HP 32; Bloodied 16 Initiative +5  
 AC 16, Fortitude 12, Reflex 16, Will 14 Perception +9  
 Speed 6

#### TRAITS

##### Archer's Mobility

If the archer moves at least 4 squares from the square where it started its move, it gains a +2 bonus to ranged attack rolls until the start of its next turn.

#### STANDARD ACTIONS

##### ⊕ Short Sword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC  
 Hit: 1d6 + 4 damage.

##### ⊙ Longbow (weapon) ♦ At-Will

Attack: Ranged 20/40 (one creature); +9 vs. AC  
 Hit: 1d10 + 4 damage.

##### ⊖ Debilitating Shot (poison, weapon) ♦ Encounter

Effect: Ranged 20 (Seldra). The target falls prone and is stunned until the end of the encounter.

#### TRIGGERED ACTIONS

##### Sniper's Accuracy ♦ Encounter

Trigger: The archer makes an attack roll.  
 Effect (Free Action): The archer rerolls the triggering attack roll and uses the second result.

##### ⊖ Not So Close ♦ Encounter

Trigger: An enemy makes a melee attack against the archer.  
 Effect (Immediate Reaction): The archer can shift 1 square and then use longbow against the triggering enemy.

Skills Athletics +7, Stealth +10

Str 13 (+2) Dex 18 (+5) Wis 16 (+4)  
 Con 14 (+3) Int 12 (+2) Cha 11 (+1)

Alignment unaligned Languages Common

Equipment leather armor, short sword, longbow, 20 arrows

## Tactics

The sailors abandon ship and flee the combat, and the undead let them go—they are instructed to attack only the heroes.

**Undead:** The zombies and the skeletons have no sense of tactics other than what they have been commanded to do: engage as many of Seldra's bodyguards as possible, thus sowing confusion. In general, a zombie or a skeleton attacks the nearest character, but the three zombies will spread out to attack one target each if they can do so without provoking opportunity attacks. The undead have been told not to harm Seldra directly (because the Thayans have bigger plans for her), so each of them avoids attacking her unless she stands between that creature and the nearest character.

**Thayan Death Archer:** The archer is considerably smarter than the undead. He stays hidden until his turn, at which point he rises up from his position in the merchant's stall and attacks with his longbow. After making an attack, he uses a minor action to drop prone and regain cover. He repeats this cycle until he is engaged in melee, at which point he tries evade his attackers and continue shooting. The archer saves *debilitating shot* to use against Seldra when Tolivast pulls off his theft, as described in "The Heist."



**Seldra:** Seldra participates in the battle only by providing cover for the heroes or allowing them to flank a foe. She uses total defense and does not make attacks.

If Seldra is targeted by one of the undead, her defenses (while using total defense) are AC 18, all others 16, and she has 30 hit points. She has no healing surges.

When Seldra is attacked and hit by the archer (see below), she drops prone in the square she occupies and lies stunned for the rest of the fight. No enemies attack her in this state.

## Development

Once Tolivast gets the coffer, all he cares about is getting away. The undead and the archer attack for one more round and then attempt to break off from combat.

### At the end of the encounter, read:

*Almost as abruptly as she dropped, Seldra is trying to regain her feet. She panics as she realizes she no longer has the coffer: "I've been robbed! What happened?"*

As soon as the characters stop fighting, New Neverwinter soldiers begin appearing on the docks. Proceed to "Find the Thief."

## Features of the Area

**Illumination:** Bright light. The docks are in full daylight.

**Murky Water:** The relatively calm water provides partial concealment to any creature partly submerged and total concealment to any creature completely submerged. Climbing into the ship from the water requires a DC 12 Athletics check. Climbing onto the docks requires a DC 10 Athletics check.

**Docks:** The docks rise 10 feet out of the water and are connected to the main ship by a series of slippery planks.

### IF THE FIGHT GOES ON

The characters might have little trouble mowing down the undead. If that's the case, and if you have time, allow them to continue the fight for a round or two after the monsters stop attacking. To add an additional obstacle (if time permits), have two or three more zombies approach the ship from out of the crowd.

The archer wants to flee, but he stops and returns fire if any characters continue to attack him. If he becomes bloodied or is cornered, he surrenders.

When you're ready to move on, see the next section, "Find the Thief."

**Planks:** Normal movement across the planks holds no great danger, but charging or running across the planks requires a DC 12 Acrobatics check. On a failure, the creature falls prone in the first plank square he or she enters.

**Main Ship:** The ship rises 5 feet out of the water (leaving the deck 5 feet below the docks). The aftcastle is 5 feet above that (level with the docks). The stairs are difficult terrain to go up, but normal terrain to go down.

**Masts:** A creature can scale the mast with a successful DC 15 Athletics check. The mainmast boasts a crow's nest 20 feet up, which can accommodate one Medium or smaller creature at a time.

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

**Ox and Cart:** This hapless beast was abandoned by its masters in the confusion, but it wears blinders, so it doesn't know to flee. The cart blocks line of sight and requires a DC 19 Athletics check to jump up on (DC 12 with a running start). If a creature adjacent to the ox spends a minor action to remove its blinders, the creature promptly runs away, removing itself and the cart from the map.

**Sewer Grate:** This grate leads down into the sewer. It is difficult terrain.

## Reward

Each character receives 100 XP for the encounter. In addition, the Thayan death archer carries two *potions of healing*, which the heroes can retrieve if they defeat or capture him.

## FIND THE THIEF (20 MINUTES)

When the characters are finished dealing with the enemies, several New Neverwinter soldiers arrive on the scene. Here to restore the peace, they have no interest in attacking the heroes.

### When the heroes are done fighting, read:

*The crowd on the docks parts, and several soldiers push through. Their leader exhorts the people to move out as he leads his squad toward your ship.*

*"Oh, no," says Seldra. "Now we have the guard to deal with. Don't give them any trouble, and try to find out if they saw anyone making off with my coffer."*

If any hero engages the guard in conversation, the characters and Seldra find out that the soldiers saw someone running away from the docks as they were approaching. The characters can tell they're referring

to the red-robed person seen on the dock just after Seldra went down.

Seldra overhears the guards' description of Tolivast. When she finds out about the appearance of the culprit, read:

*"The red robe can mean only one thing—the wizards of Thay knew of my arrival and of what I carried. You need to go after the scoundrel and reclaim my parcel."*

Seldra is still shaking off the effects of the attack on her, so she asks the heroes to set out in pursuit.

*"I will follow as soon as I regain my bearings. Please do not delay."*

The following skill challenge leads the heroes to their next destination. Proceed to **Encounter 2: Inside the Gates** when the skill challenge is completed.

## Skill Challenge

**Level:** 1

**Complexity:** 1 (requires 4 successes before 3 failures)

**Time Frame:** Each skill check represents about a minute of time. A success moves the heroes closer to their goal, while a failure represents time wasted, which affects the setup for the upcoming tactical encounter.

**Primary Skills:** Arcana, Athletics, Diplomacy, Perception, Religion, Streetwise.

**Athletics (DC 12 group check, after two or more successes):** The heroes know exactly where to go—the Neverdeath graveyard—and start hustling in that direction. If the group check is successful but one or more characters failed their individual checks, those characters each lose a healing surge as they struggle to keep up with their companions.

**Diplomacy (DC 12):** The character coaxes information from a soldier or a bystander, who saw a suspicious-looking character running away from the docks.

**Intimidate (DC 19):** The character roughly interrogates a bystander, acquiring details about the stranger who fled the scene and the route he took. (If the heroes

captured the Thayan death archer and someone uses this skill on him, the interrogator gains a +5 bonus to the check and, if it succeeds, acquires two successes in the skill challenge. The attempt to grill the archer takes time, however, so the heroes also incur one failure in the challenge.)

**Streetwise (DC 12; requires a successful Diplomacy, Intimidate, or Perception check):** The character knows some shortcuts through the streets of Neverwinter and is able to use that knowledge to gain on Tolivast.

**Perception (DC 12, 2 successes maximum):** The heroes track Tolivast by conventional means, finding a physical clue of his passage.

**Arcana or Religion (DC 19):** The spoor of death lingers like a scent to those who know how to sense it. The heroes can follow it like a trail if someone succeeds on a check with either of these skills.

**Success:** The heroes make their way to Neverdeath graveyard as Tolivast is completing his curse on the crown. He and the other enemies in the Inside the Gates encounter are surprised.

**Failure:** The heroes eventually figure out where to go, but they arrive too late. Tolivast has finished cursing the crown and is waiting in ambush for them. The characters are surprised at the start of the Inside the Gates encounter.

Proceed to **Encounter 2: Inside the Gates**.

## Discovering Neverwinter

As the heroes progress through the skill challenge, you can describe the section of Neverwinter they are navigating. Even in the heat of the chase, heroes of particular character themes might notice or learn a little about the city.

The chase encompasses a couple of miles from the docks through the Protector's Enclave to the gates of the graveyard. The Protector's Enclave shows signs of widespread rebuilding. Some of the structures are new or reconstructed from partial foundations. The district is well ordered, and soldiers of New Neverwinter are prominent in the form of small patrols.

The environment seems especially fascinating to an Oghma's faithful character or anyone who has training in History or Dungeoneering, because of the possibility of uncovering lost treasure and knowledge from some of the ruined buildings.

Any hero from a formal or martial background, such as a Neverwinter noble character or one with the devil's pawn theme, observes that New Neverwinter's soldiers are not native to the city. Instead, they are mercenaries from Mintarn hired by Lord Neverember to keep his adopted city under his thumb.

An heir of Delzoun in the party takes note of other dwarves in town, who might be here also seeking hints about lost Gauntlgrym.

### TIME CHECK

If the previous activity has run over and an hour or less remains in the play session, skip this skill challenge. Instead, Seldra fills in the blanks, determining that the thief is on the way to the Neverdeath graveyard. She gives the heroes directions, and they can head there immediately. Supply some descriptive details (see "Discovering Neverwinter") along the way, but try to get the characters to the graveyard entrance as quickly as possible.

## ENCOUNTER 2: INSIDE THE GATES (45 MINUTES)

Encounter Level 3

### Setup

2 Thayan gravehounds (H)  
Tolivast, Thayan deathstalker (T)  
3 ash zombies (Z)

The heroes pass through the gates of the Neverdeath graveyard, where Tolivast waits. When the heroes move into the graveyard, the gates close behind them and undead attack.

#### When the characters arrive at the graveyard, read:

*You can feel the looming presence of the graveyard even before you see it. It is as though the city itself gives Neverdeath a wide berth: the closest buildings are no closer than fifty paces away, on the other side of a wide expanse of dusty cobblestones that surrounds the thick black wall around the graveyard.*

*Dozens of corpses are heaped on either side of the gates that you can see before you—apparently no one was willing to venture inside to bury them. These gates stand open, offering an ominous welcome.*

The gates are not usually open, and they have attracted a crowd of concerned onlookers. The people of the city don't approach any closer than the outer edge of the cobblestones, where it's dubiously safe. If any of the heroes ask, the residents say that the gates opened only recently, to admit a man in a red robe, who must be insane if he ventured into alone.

When the characters pass through the gates, have the players place their figures in the Start Area.

#### As the heroes settle on their marching order, read:

*Inside the gates of Neverdeath you see a veritable city of cracked tombstones, chipped statues, and withered trees. The graveyard is overgrown with gray, weedy grasses and looks as though it has not been maintained in decades.*

#### If the characters succeeded on the skill challenge (or did not play it), read:

*In the distance ahead of you stands a thin human in a red robe, a bone-hilted dagger at his belt. He stares down at his hands, in which he holds a jeweled crown. He gives a start as you arrive.*

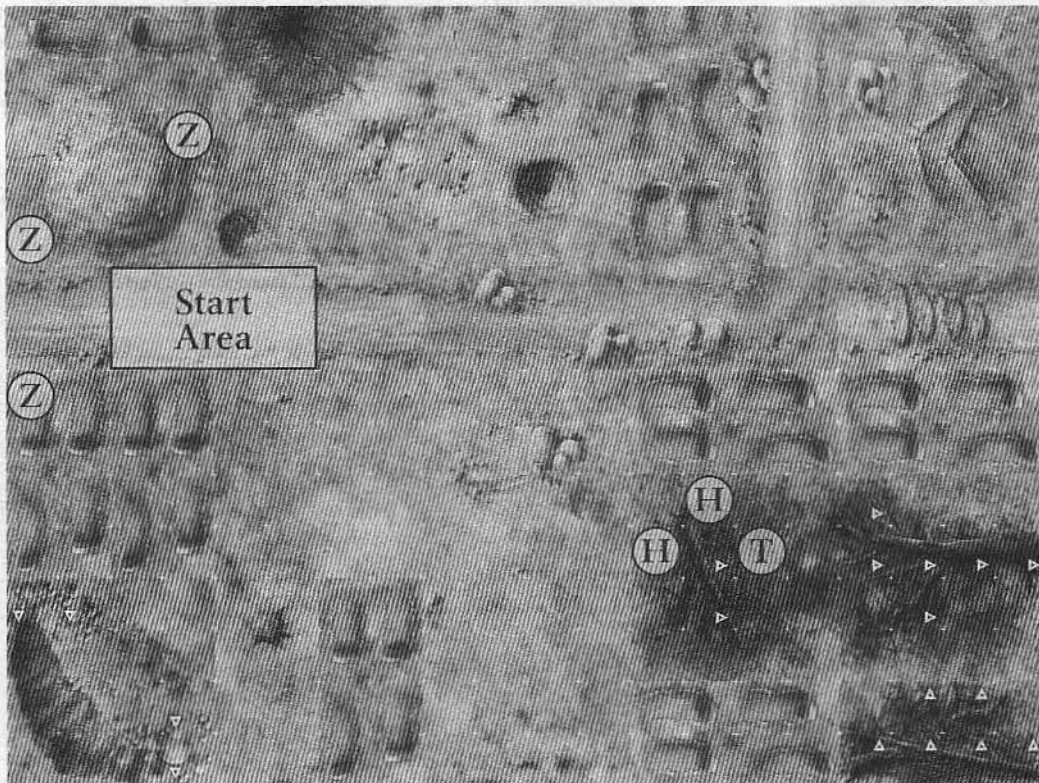
Tolivast is surprised at the start of the encounter, and none of the other creatures are yet on the battlefield. At the end of the surprise round, read:

*The Thayan wizard raises one of his hands to the sky, and a strangled howl fills the air and two lanky gray hounds bound out from behind the gravestones. Behind you, three of the blackened corpses rise from where they had fallen into the*

*graveyard, ash swirling as they move. The black gates of Neverdeath grind closed behind them, and you are trapped among the dead.*

#### If the characters failed the skill challenge, read:

*At first, the graveyard appears empty. Suddenly, a thin human in a red robe appears, a jeweled crown in one hand and a bone-hilted dagger in the other. "The crown is not meant for you!" he calls. At his words, a strangled howl fills the air and two lanky gray hounds appear at the wizard's side. Behind you, three of the blackened corpses*



rise from where they had fallen into the graveyard, ash swirling as they move.

The black gates of Neverdeath grind closed, and you are trapped among the dead.

In this scenario, the party members are surprised.

### Tolivast, Level 4 Controller (Leader)

#### Thayan Deathstalker (T)

Medium natural humanoid, human

HP 58; Bloodied 29 Initiative +7  
AC 18, Fortitude 16, Reflex 17, Will 15 Perception +4  
Speed 6

#### TRAITS

**Necrotic Haze (necrotic) ♦ Aura 2**  
Any enemy that starts its turn in Tolivast's aura takes 5 necrotic damage. Enemies in the aura grant combat advantage to Tolivast and his allies.

#### STANDARD ACTIONS

**⊕ Withering Dagger (weapon) ♦ At-Will**  
Attack: Melee 1 (one creature); +9 vs. AC  
Hit: 1d6 + 3 damage, and the target is slowed until the end of Tolivast's next turn.

**⊖ Necrotic Lash (necrotic) ♦ At-Will**  
Attack: Melee 3 (one creature); +7 vs. Fortitude  
Hit: 5 necrotic damage, and the target is pulled up to 2 squares.

**⊖ Necromantic Flurry ♦ At-Will**  
Effect: Tolivast uses withering dagger and necrotic lash.

**⊖ Grasping Claws from Below (zone) ♦ Encounter**  
Attack: Area burst 2 within 10 (enemies in the burst); +7 vs. Reflex  
Hit: 2d6 + 4 damage, and the target is immobilized until the end of Tolivast's next turn.  
Effect: The power creates a zone of grasping skeletal hands that is difficult terrain for living creatures.

#### MOVE ACTIONS

**Deathwalk (teleportation) ♦ At-Will**  
Requirement: Tolivast must be within 2 squares of an undead creature.  
Effect: Tolivast teleports up to 6 squares.

Skills Arcana +12, Endurance +11, Thievery +10  
Str 15 (+4) Dex 17 (+5) Wis 10 (+2)  
Con 18 (+6) Int 20 (+7) Cha 16 (+5)  
Alignment chaotic evil Languages Common  
Equipment dagger, robe

### 2 Thayan Gravehounds (H) Level 2 Skirmisher

Medium natural animate (undead)

HP 38; Bloodied 19 Initiative +6  
AC 16, Fortitude 14, Reflex 15, Will 13 Perception +7  
Speed 8 Low-light vision  
Immune disease, poison

#### STANDARD ACTIONS

**⊕ Bite ♦ At-Will**  
Attack: Melee 1 (one creature); +7 vs. AC  
Hit: 1d6 + 5 damage, or 2d6 + 5 against a prone target. If the gravehound has combat advantage against the target, the target is knocked prone.  
Effect: The gravehound shifts up to 4 squares.

Str 13 (+2) Dex 16 (+4) Wis 13 (+2)  
Con 14 (+3) Int 2 (-3) Cha 10 (+1)  
Alignment unaligned Languages –

### 3 Ash Zombies (Z) Level 1 Brute

Medium natural animate (undead)

HP 33; Bloodied 16 Initiative -1  
AC 13, Fortitude 14, Reflex 11, Will 11 Perception -1  
Speed 6 Darkvision  
Immune disease, poison

#### TRAITS

**Zombie Weakness**  
A critical hit automatically reduces the zombie to 0 hit points.

#### STANDARD ACTIONS

**⊕ Slam ♦ At-Will**  
Attack: Melee 1 (one creature); +6 vs. AC  
Hit: 1d12 + 3 damage, or 1d12 + 8 against a grabbed target.

**⊖ Zombie Grasp ♦ At-Will**  
Attack: Melee 1 (one creature); +4 vs. Reflex  
Hit: 10 damage, and the zombie grabs the target (escape DC 12) if it does not have a creature grabbed.

#### TRIGGERED ACTIONS

**⊖ Puff of Ash ♦ Encounter**  
Trigger: The zombie is first bloodied.  
Attack (Immediate Reaction): Close blast 2 (living creatures in the blast); +4 vs. Fortitude  
Hit: The target grants combat advantage and cannot spend healing surges (save ends both).

**Deathless Hunger ♦ Encounter**  
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.  
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 16 (+3) Dex 8 (-1) Wis 8 (-1)  
Con 13 (+1) Int 1 (-5) Cha 3 (-4)  
Alignment unaligned Languages –

## Tactics

**Tolivast:** Tolivast might be surprised at the start of combat if he is still finishing enchanting the crown with his curse.

Once he joins the battle, Tolivast acts decisively and fiercely. A melee controller who isn't afraid to get up close and personal, Tolivast teleports into the midst of the heroes, seeking to catch as many as possible in his *necrotic haze*. At the first opportunity, he lays down *grasping claws from below* on the area where the melee will take place, and teleports just outside it to hamper enemy defenders and melee strikers. In general, he sticks close to the zombies, using them to activate *deathwalk* as needed, and pulling enemies into their clutches whenever possible.

**Ash Zombies:** The ash zombies prefer to fight enemies hampered by Tolivast's aura or *grasping claws from below*, both of which provide them a serious advantage. They can move freely through the zone, while most enemies will be unable to shift or get away without difficulty.

**Thayan Gravehounds:** The gravehounds team up on heroes who try to skirt the edges of the melee. They prefer to attack unprotected controllers or ranged attackers.

## Features of the Area

**Illumination:** Bright light. Daylight in the graveyard is murky but still counts as normal illumination.

**Black Gates (not marked on map):** The gates to Neverdeath graveyard lie behind the heroes' starting position. They are blocking terrain during the encounter. (In other words, the heroes can't leave the graveyard until the encounter is over.)

**Headstones:** The headstones near the battle provide partial cover and require 1 extra square of movement to cross. They have grown brittle over the years, and they crumble if included as part of a close or area attack.

**Rubble and Brush:** The areas on the map marked as difficult terrain (the triangle symbols) consist of broken headstones, small boulders, toppled statuary, overgrown brush, and unburied bones.

## Reward

For the skill challenge and the encounter, each character receives 150 XP.

## ESCAPE THE GRAVEYARD (15 MINUTES)

Check the time. If you have only a few minutes remaining of the Game Day session, skip the skill challenge and go immediately to "Seldra Reappears."

The heroes may have defeated Tolivast, but his animated minions are still rising to attack. In the following skill challenge, the heroes attempt to escape the graveyard.

### When the combat encounter ends, read:

*No sooner does your last enemy fall than the ground trembles anew and fresh undead horrors rise up. The stark black gates of the graveyard mark your only obvious escape from the growing horde. Unfortunately, they're still closed.*

## Skill Challenge

**Level:** 2 (50 XP per character)

**Complexity:** 2 (requires 6 successes before 3 failures)

**Time Frame:** Each character can make a check in this challenge once per round as a standard action.

**Healing Surge Loss:** Regardless of what the characters do, the undead horde keeps attacking. At the end of each round, each of the heroes loses one healing surge (or takes damage equal to his or her healing surge value if he or she has no healing surges remaining). If the heroes achieve two successes with special options in the same round, they lose no healing surges that round.

**Primary Skills:** Arcana, Athletics, Dungeoneering, Religion.

**Arcana (DC 13):** The character uses a magical word of command to pull the gates open a fraction.

**Athletics (DC 13):** The character uses brute force to push the gates apart.

**Dungeoneering (DC 10):** The character uses leverage to wedge open the gates slightly.

**Religion (DC 16):** Through prayer and divine empowerment, the character counters some of the necromantic energy holding the gates closed.

**Special Options:** Attack, Turn Undead.

**Attack (DC 15):** The character makes a successful strike against the undead horde.

**Turn Undead (automatic success):** A character can expend a daily or encounter power that specifically targets undead (such as *turn undead* or *rebuke undead*), to gain an automatic success in the challenge.

**Success:** The heroes escape the graveyard.

**Failure:** New Neverwinter soldiers arrive. Together, the heroes and the soldiers fight off the undead.

## SELDRÁ REAPPEARS

When the commotion in the graveyard finally abates, Seldra rejoins the characters and claims her property.

### When Seldra arrives, read:

*As the battle draws to a close, Seldra runs up and accosts you. "Oh, thank goodness," she sighs. "I got here as quickly as I could. My crown is safe, is it?"*

Seldra takes the crown from whoever is holding it (or recovers it from Tolivast's body) and hands over the other half of the heroes' payment.

*"You have done a fine job today," she adds. "Now I must bid you farewell, at least for the nonce. I must be off before we draw any more unwanted attention."*

*Without a further word, she turns and melts back into the crowd of onlookers outside the graveyard. Apparently, your work is done, for now.*

## WHAT'S NEXT

Remind the players that they can transfer their characters to the *D&D Encounters* season *Lost Crown of Neverwinter*, starting on August 10.

A character transferred in this way begins the *Encounters* season with any experience gained during the Game Day adventure, as well as the sum of gold that the character received from Seldra. In the interim between this adventure and the *D&D Encounters* season, the player can spend the gold to purchase gear or magic items for his or her character.

At the end of the adventure, each character should have 250 XP, or 300 if the party undertook the skill challenge in *Escape the Graveyard*.



# UTHGARDT BARBARIAN

**DUNGEONS & DRAGONS**  
GAME DAY

What you think of as civilized, I know to be weak.  
The world is a savage place. It takes savagery to master it.



## Theme Traits

**Class Prerequisite:** None. The Uthgardt, however, traditionally embrace only the divine and primal forms of magic. Characters who wield other magical power typically hide their abilities from their tribe. The Uthgardt also have a narrow faith, typically worshiping only Uthgar (an exarch of Tempus) and various animal and ancestor spirits.

**Race Prerequisite:** Human. Although the Uthgardt are almost exclusively human, a few half-elves and half-orcs are found among the Thunderbeast tribe.

### Thunder Stomp

### Uthgardt Barbarian Feature

*Your foot comes down with the impact of a thunderbeast, shocking nearby enemies into inaction and hesitation.*

**Encounter** ♦ **Aura, Primal**

**Minor Action**

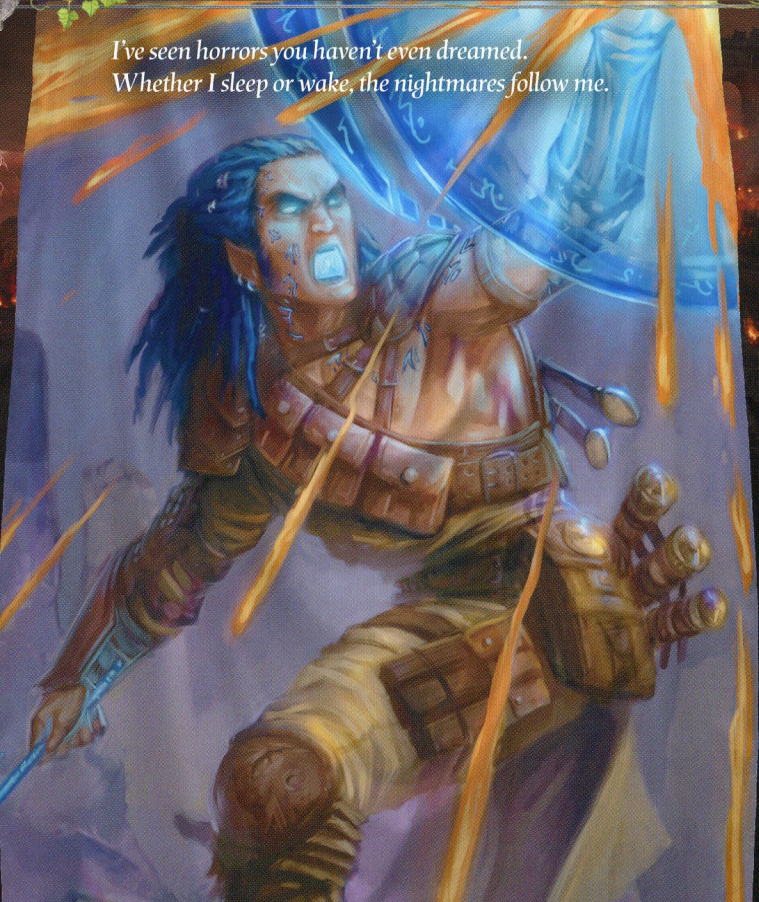
**Personal**

**Effect:** You activate an aura 2 that lasts until the end of your next turn. While in the aura, enemies cannot make opportunity attacks.

# SPELLSCARRED HARBINGER

**DUNGEONS & DRAGONS**  
GAME DAY

*I've seen horrors you haven't even dreamed.  
Whether I sleep or wake, the nightmares follow me.*



## Theme Traits

**Class Prerequisite:** None. Although a background related to magic might help explain the exposure that created your spellscar, this theme is suitable for characters of any class.

**Race Prerequisite:** None.

## Starting Feature

You have a spellscar that takes the form of an unnatural lesion, glowing tattoos, tentacles where your fingers should be, immaterial blue spines projecting from your skin, or some other obviously magical effect. Your spellscar grants you the power to twist magic.

**Benefit:** You gain one of the following abilities.

- ◆ **Dimension Shift:** Once per encounter, you can teleport up to 2 squares as a minor action.
- ◆ **Twist Fate:** Once per encounter, you can reroll a failed saving throw.
- ◆ **Vanish:** Once per encounter as a minor action, you can become invisible until the start of your next turn.



# SCION OF SHADOW

DUNGEONS & DRAGONS  
GAME DAY

Toril thrives in the light.  
I'll have no part in dragging it  
down into darkness.

## Theme Traits

**Class Prerequisite:** None. The Shadovar respect practitioners of arcane magic or shadow magic more than any others, but all classes are open to you. If you wield divine power, you would have originally worshiped Shar. However, you have most likely taken up a new deity since then.

**Race Prerequisite:** Human, shadar-kai, or shade. Some of the royal family of Shade Enclave are born as shades thanks to the influence of the Shadowfell. However, this racial choice should be available to characters only with the DM's approval.

### Eyes of Night

### Scion of Shadow Utility

*A moment's concentration lets all your senses touch the darkness.*

**Daily** ♦ Shadow

**Minor Action**

**Personal**

**Effect:** You gain blindsight 10 until the end of your next turn.

# RENEGADE RED WIZARD

**DUNGEONS & DRAGONS**  
GAME DAY

You will never understand horror until you've inflicted it. I understand it. I pray you never do.

## Theme Traits

**Class Prerequisite:** Mage wizard.

**Race Prerequisite:** None. Although humans are far and away the most numerous race in Thay, members of other races can prove themselves worthy of being taken into the arcane schools that train each new generation of Red Wizards.

## Starting Feature

As you approach a mastery of magic that you've had to develop while on the run, you've learned to interweave a combination of secrecy and precision.

**Benefit:** If you are hidden when you use an arcane attack power and miss every target, you do not automatically become visible (though the targets are entitled to new Perception checks to see if they notice you).

# PACK OUTCAST

The true predator kills only what it needs.  
It is not I who have betrayed our ways.



**DUNGEONS & DRAGONS**  
GAME DAY

## Theme Traits

**Class Prerequisite:** None. However, as an Uthgardt, you were raised to shun and fear arcane magic.

**Race Prerequisite:** Human. A few family lines of Gray Wolf might have half-elf and half-orc members.

### Body of the Wolf

### Pack Outcast Utility

*Your flesh flows, your bones twist, and you lift your snout to howl.*

**At-Will (Special) ♦ Polymorph, Primal**  
**Minor Action**                      **Personal**

**Effect:** You change from your humanoid form to the form of a wolf, or vice versa. When you change from wolf form to humanoid form, you can shift 1 square.

While in wolf form, you retain your normal game statistics and size but gain a +1 bonus to speed. Your equipment becomes part of your wolf form. You continue to gain the benefits of equipment you wear, except item powers. While equipment is part of your wolf form, it cannot be removed, and anything in a container that is part of your wolf form is inaccessible.

You gain proficiency with your bite while in wolf form. Treat your bite as a melee weapon with a +3 proficiency bonus, a 1d8 damage die, and the enhancement bonus of your primary weapon.

**Special:** You can use this power only once per round.

# OGHMA'S FAITHFUL

**DUNGEONS & DRAGONS**  
GAME DAY

With Oghma's blessing, we will learn the truth.  
Have faith.



## Theme Traits

**Class Prerequisite:** None. Although anyone can follow Oghma, divine characters are the most appropriate for this theme. If you play a warpriest cleric, you can also use the Oghma domain presented in the *Neverwinter Campaign Setting*. Alternatively, a wizard or some other character drawn to ancient lore might be equally fitting.

**Race Prerequisite:** None. Oghma accepts all seekers of knowledge into his presence.

### Understand Language

### Oghma's Faithful Feature

*Oghma's guidance provides understanding, and the secrets of a language are revealed to you for a short time.*

**Encounter** ♦ **Divine**

**Minor Action**

**Personal**

**Effect:** Choose a language you have heard or seen within the past 24 hours. Until the end of the encounter, you can read and understand that language.

# NOBLE

**DUNGEONS & DRAGONS**  
GAME DAY

I have a destiny and a birthright to claim—  
for the good of the people of the North.



## Theme Traits

**Class Prerequisite:** None. The character theme works best for a strong melee combatant such as a warlord, a fighter, or a paladin. However, you might have grown up on the streets or fascinated by the arcane arts.

**Race Prerequisite:** Human. The rulers of Neverwinter have always been human, and you follow in that tradition even if your heritage might be muddled by intermarriage. Mixed blood might make your quest more difficult, but if you're interested in this possibility, you could choose half-elf or half-orc.

### Take Heart, Friend!

### Neverwinter Noble Utility

*When all looks dark, you muster a cry of hope to carry your ally through.*

**Encounter ♦ Martial**

**Minor Action**

**Close burst 5**

**Target:** One ally in the burst

**Effect:** The target gains a +2 power bonus to all defenses until the start of your next turn and 5 temporary hit points.

# ILLIANBRUEN GUARDIAN

**DUNGEONS & DRAGONS**  
GAME DAY

You cannot escape the past.  
I won't let you.



## Theme Traits

**Class Prerequisite:** None. Any class can benefit from this theme's features, though characters who make use of extra mobility—such as rangers, rogues, and warlocks—do especially well as Iliyanbruen guardians. Likewise, characters who depend on avoiding damage or being hemmed in—including wizards and sorcerers—make better use of this theme's benefits than heavily armored defenders. The bladesinger class (*Neverwinter Campaign Setting*) also makes a good choice.

**Race Prerequisite:** Eladrin. Though other fey races such as elves and gnomes might be suitable for this theme, its features focus on improving the racial abilities of an eladrin character.

## Starting Feature

Your journey to the mortal realm by way of hidden pathways has given you insight into planar magic deeper than that of your kin.

**Benefit:** When you use *fey step*, you can take one adjacent ally with you.

# HEIR OF DELZOUN

DUNGEONS & DRAGONS  
GAME DAY

Yea, the blood of Delzoun flows in me veins! I come a'seeking Gauntlgrym, and I durn't care how many tried and failed! Well, of course I have me a plan! Buy the next round, and I'll tell ye all about it.



## Theme Traits

**Class Prerequisite:** None. Characters of any class can take up this path.

**Race Prerequisite:** Dwarf. The heir of Delzoun theme marks you as one descended directly from the purest bloodlines of that ancient dwarven kingdom.

## Starting Feature

As a sign that you do indeed possess the pure blood of your ancestors, one of the hallmark traits of your people is stronger in you.

**Benefit:** You gain resist poison equal to 5 + one-half your level.

# HARPER AGENT

**DUNGEONS & DRAGONS**  
GAME DAY

You fight for your freedom?  
Well, I fight for the freedom of all.



## Theme Traits

**Class Prerequisite:** None. Although many Harper agents employ the stealthy combat skills of the rogue, ranger, or avenger, the group accepts members from a wide range of classes and backgrounds. Many a Harper is a multiclass character with the abilities of a bard, a rogue, a ranger, or a wizard.

**Race Prerequisite:** None. Characters of any race are eligible to join the Harpers.

### Harper Pin

Level 3 Rare

*This pin, depicting a crescent moon and a harp, bears the blessing of one of three goddesses.*

**Wondrous Item** 680 gp

**Prerequisite:** You must have the Harper agent theme.

### Lliira's Grace ♦ Encounter Utility

**Trigger:** You miss with an attack.

**Effect (No Action):** Roll 1d6 and add the result to the triggering attack roll.



# DEVIL'S PAWN

**DUNGEONS & DRAGONS**  
GAME DAY

What do you mean, those cultists seemed to know me?  
I don't know what you're talking about.

## Theme Traits

**Class Prerequisite:** None. However, to make full use of this theme's potential, consider playing a warlock or another class known for its secrecy. This theme works well with the infernal pact warlock, enhancing that class's features and utility powers.

**Race Prerequisite:** None. However, you are the scion of a noble—if impoverished—Waterdeep family, so your race should reflect that heritage. Human, half-elf, elf, eladrin, and dwarf are your most likely options. As an interesting spin, you might play a tiefling whose heritage includes a devilish ancestor.

### Hellfire and Brimstone

### Devil's Pawn Utility

*Your brand burns, searing through clothing and flesh as hellfire springs up around you.*

**Encounter** ♦ Arcane, Fire, Zone

**Minor Action**

**Close burst 2**

**Effect:** Creatures in the burst take 5 fire damage. The burst creates a zone of foul stench that lasts until the end of your next turn. While in the zone, enemies take a -2 penalty to attack rolls and all defenses.

# DEAD RAT DESERTER

DUNGEONS & DRAGONS  
GAME DAY

"Me? Betray the gang?" I said. Then the steel came out, and I barely made it away with my skin.

## Theme Traits

**Class Prerequisite:** None. Many members of the Dead Rats are rogues.

**Race Prerequisite:** Human, half-elf, or halfling.

### Body of the Rat

### Dead Rat Deserter Utility

*Quick as thought, you transform into a more appropriate form.*

**At-Will (Special) ♦ Polymorph, Primal**

**Minor Action**

**Personal**

**Effect:** You change from your humanoid form to the form of a Tiny rat, or vice versa. When you change from rat form to humanoid form, you can shift 1 square.

While in rat form, you cannot attack. You retain your statistics, but gain a climb speed equal to half your normal speed, and a +4 bonus to Stealth checks. Your equipment becomes part of your rat form, and you drop any other items you are holding. You continue to gain the benefits of the equipment you wear, except shields. While equipment is part of your rat form, it cannot be removed, and anything in a container that is part of your rat form is inaccessible.

**Special:** You can use this power only once per round.

# BREGAN D'AERTHE SPY

**DUNGEONS & DRAGONS**  
GAME DAY

No one owns a secret. Indeed, among my people, we say that secrets own their keepers.

## Theme Traits

**Class Prerequisite:** None. Rogues and other characters well suited to spying make the best choice for this theme. Lolth's grip on her people is strong, and if you play a divine character dedicated to another god, you should determine how you found that faith and whether you keep it secret.

**Race Prerequisite:** Drow. All members of Bregan D'aerthe hail from the drow houses in the cities of Menzoberranzan and Ched Nasad.

### Levitation

### Bregan D'aerthe Spy Utility

*Calling on the magic inherent in your bloodline, you rise into the air as lightly as a feather on the wind.*

#### Encounter

#### Move Action

#### Personal

**Effect:** You can fly up to 4 squares vertically and 1 square horizontally, and hover there until the end of your next turn. You have an altitude limit of 4, but if some effect causes you to exceed this limit, you immediately descend to 4 squares above the ground after resolving the effect. When this flight ends, you descend to the ground, taking no falling damage.







# NEVERWINTER™

## BEYOND THE WALLS OF DEATH

The task seems easy enough: Accompany a mysterious traveler and her equally mysterious package from Waterdeep to Neverwinter.

In the Jewel of the North, tasks are seldom easy, though. News travels fast, and the Red Wizards of Thay have learned of the traveler and the object she carries. Now, a necromancer readies an ambush for the adventurers and their ward, intent on stealing the item for his own sinister purpose.

*Gates of Neverdeath* is a DUNGEONS & DRAGONS® Game Day adventure, and is a prequel to *Lost Crown of Neverwinter*, the summer 2011 season of the D&D ENCOUNTERS™ official play program. The adventure comes with one full-color battle map and two ready-to-play encounters.

For use with these DUNGEONS & DRAGONS products:

Rules Compendium™ DUNGEONS & DRAGONS core rulebooks  
Dungeon Master's Kit™ DUNGEONS & DRAGONS ESSENTIALS™  
Monster Vault™ Neverwinter™ Campaign Setting

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