

THE RETURN OF THE CROWN



STAND WITH OR AGAINST THE NEVERWINTER'S CROWN
IN THIS URBAN INTRIGUE 5TH EDITION ADVENTURE

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INTRODUCTION

1 491 AD. Neverwinter is ruled, with Lords' Alliance assent, by Lord Dagult Neverember, 'Lord Protector Of Neverwinter' and self-proclaimed descendant of Vers Never, bastard son of Neverwinter's first lord, Nasher Alagondar. But, his rightful right in power is doubted once again by Sons of Alagondar members.

This time, the rebels are certain to have found and located a true descendant of the Alagondar family, a lost heir of Dagult's stepbrother, Bann Alagondar. Having heard the rumors, Dagult has located and arranged the transportation of an Alagondar's family heirloom, the ring of the First Lord, to present it in front of the Lord's Alliance and ensure his rights as the only true Nasher's descendant.

Sons of Alagondar steal the ring, in order to prevent Dagult's plans, and arrange a meeting with the Alliance to present them Brenor Alagondar, Bann's descendant, along with the evidence they have collected so the true rulership of Neverwinter to be restored. The heroes are called to find the ring and define the future of Neverwinter.

RUNNING THE ADVENTURE

The Return of the Crown is a D&D 5th edition urban, intrigue adventure for three to five 3rd level characters, taking place in Neverwinter. The story unfolds in a three days timeline, which will help you as a DM to keep track of your players' progress and consists of five parts. The timeline contains the main events of the adventure. You, as a DM, can modify it to better suit your party's needs. Also, the heroes gather all the information they need to unfold the story in the '*Neverwinter's Central Library*', in part 3. Keep in mind that you can freely change the locations where each piece of that information can be found inside Neverwinter.

The '*The Dead Rats Hideout*' encounter can become deadly for three players whereas it is supposed to be the introductory dungeon. If you feel that it is gonna be a total party kill, you can decrease the numbers of the enemies or lower their HPs even more.

Encounters that take place in '*The Old Library*' are meant to be deadly even for a five players party in order to make the players understand that they don't have to eliminate every single encounter in the dungeon but better rush through it.

SUMMARY

PART 1: NEVERWINTER'S DOCKS

Hired by their good friend Daren Mensher, a city's known merchant, the heroes are watching a no reported transportation in Neverwinter's docks. Their task is to guard the warehouse in which, the mysterious package is stored. An explosion on the second floor alerts them and after an investigation into the destroyed room, they discover that the package has been stolen. Daren asks them to find and recover the package otherwise, he knows that, as soon as lord's Dagult return at the city, will punish him hard.

PART 2: THE DEAD RATS HIDEOUT

The heroes have found that the Dead Rats, a notorious thief's guild, have stolen the package. They must find a way into their hideout and deal with them. They discover that the robbery was ordered by a mysterious faction called, Sons of Alagondar and that the package has already been delivered to them.

PART 3: THE CONSPIRACY UNFOLDS

This part is a small sandbox inside the Neverwinter's city, in which the heroes visit various places and discovers the story behind the Sons of Alagondar and Lord Dagult. They find evidence about their true intentions and the citizen's attitude against both of them. Finally, they locate the Nasher's Headquarters.

PART 4: THE NASHERS' HEADQUARTERS

The heroes find a way to deal with the Nashers and locate the package. Roglen Bladeshaper, the faction's chief, offers them to support his fight against Lord Dagult. The heroes choice here determines which of the two alternative endings, their adventure is going to have.

PART 5: LORDS' ALLIANCE MEETING

The heroes are attending the Lords' Alliance meeting by the side they have chosen to support. If they have decided that lord Dagult Neverember is the best for the city, they must defend him and their lives against a Nashers' ambush on the way to the meeting place. Alternatively, they must justify against the Lord in front of the Alliance, and persuade the Lords for Brenor's rightful right on Neverwinter's rulership.

TIMELINE

- Day 1 - Night: The robbery. (Part 1 &2)
- Day 2 - Morning: The conspiracy unfolds.(Part 3)
- Day2 - Midday: A decision must be made. At this point, the heroes have just finished Part 4 and must decide what are they going to do with the ring and the conflict. (Part 4)
- Day 2 - Afternoon: The return of Lord Dagult. With his arrival back to the city, lord Dagult asks from Daren Mensher and the heroes to deliver the package to him in the town hall. You can run this part at earlier during day 2 if you feel that your players have completed part 4 quicker than it was expected. Once the Lord is in town, the story continues from the 'Choosing Paths' section. (Part 4)
- Morning of Day 3: The Lords' Alliance meeting. (Part 5)

BACKGROUND

Neverwinter, also known as the Craftsmen City or Jewell of the North, is a multi-racial city on the northwest Sword Coast.

As of 1370 DR, the city was ruled by his first lord, Nasher Alagondar, and his first son, Bran Alagondar, that inherited him. Bran's sons and daughters ruled Neverwinter until it's destruction from mount Hotenow eruption, which killed most of its citizens including the royal family.

At 1462 AD, Lord Dagult Neverember arrives in the city, claiming his rightful right in Neverwinter's throne as the only alive descendant of Nasher's family and name his self the title of 'Lord Protector of Neverwinter'. In fact, Dagult is descendant of Vers Never, supposedly Nasher's bastard son. Immediately his claims are doubted by two Neverwinter's factions, the Nashers and the Graycloaks.

In 1489 AD, Dagult is exiled from the city in which, he returns after some years, as the winner of this conflict with the support of the Lords' Alliance. The citizens accept him as their rightful lord. The Nashers and the Graycloaks are defeated with the first ones to capitulating and withdrawing back into the Black Lake district decimated and the second ones to accept to swear loyalty to the throne and taking over a part in the city's guard.

But, Sons of Alagondar as they named themselves, never truly gave up their ambitions for the throne. In fact, they manage to discover and locate a lost descendant of Bann Alagondar, Brenor and persuade him to claim his rights on the throne.

Lord Dagult, having heard the rumors of this lost heir, locates, and arrange the transfer to the city, of a forgotten Nasher's Alagondar heirloom. A golden ring decorated with a red ruby presented in front of the Lords' Alliance along with papers that certify its origins will ensure his position on the throne. What he doesn't know is that the Sons of Alagondar have secretly arranged a meeting with the Lords' Alliance the same day an hour as Lord Dagult has, in order to present Brenor in front of the Lords and uncover Dagult's conspiracy.

ADVENTURE HOOK

The player's characters have been hired by their good friend Madren Brail, owner of the biggest trading office in Neverwinter, for a very important task assigned to his office by Lord Dagult Neverember himself. They have to guard a small warehouse in the docks. A very important package has arrived and has to be delivered to the lord, once he returns to the city, the next day.

PART 1: NEVERWINTER'S DOCKS

Neverwinter's docks are one of the busiest areas in the city. Merchant ships from all over the *Sword Coast* are loading or unloading cargos from the very first light of the day until the last one. Merchant offices, warehouses, and multi-racial crews are all gathered here, where the heart of Neverwinter's trade is beating.

It's a cold, winter's night in Neverwinter. At the docks, the last of the day ships are unloading their cargos. Soon after, the only thing you can hear is the wind blowing, bringing voices and songs from the drunken sailors of the Sea Bird Inn. In front of you stands a small two-floor warehouse on the edge of the harbor. Behind it, huge, stone walls are hiding the city's blurry lights, with the dark silhouette of Castle Black rising through the mist. Everything seems to be an ordinary night when suddenly a soundless explosion destroys the second floor from the inside.

The walls and the roof of the second floor are black and burnt by the explosion and all of the windows are broken. Characters that investigate the floor, discovers that the small package that had arrived some hours before is missing. A closer successful DC 15 investigation (Intelligence) check reveals a small piece of black fabric, hooked in the broken glasses on one of the back windows. A detect magic reveals that some kind of Arcane magic was cast in the room. The spell's name is SPell of Silence and it was cast minutes before the explosion.

PLACES IN THE DOCKS

Sea Bird Inn: The inn stands out from the dark warehouses and trading offices that surround it. A wooden sign with a white gull welcomes its costumers in. The place is light up by a big fireplace at the center of the room. Around it, the tables are full of sailors, drinking and talking loudly. Behind the bar, a 40-year-old, handsome man is standing, satisfied with the atmosphere.

The Docks: Only a few groups of sailors, smoking their lasts tobaccos for the night, have been left on the docks. Further away, outside a big warehouse, an old dwarf is standing behind a small fire.

VARIOUS NPCs AND WHAT THEY KNOW

Greg Harlthow: He is the owner and barman of the Sea Bird Inn. He is a handsome, 40 years old man, always welcomed with strangers and calm. He knows nothing about the explosion and the robbery at the warehouse. He informs the characters that such things happen quite often at the docks.

Sailors: Men from many races are working as crews on cargo ships. Most of them are not from Neverwinter and have heard nothing about the explosion and the robbery.

Harl Borthowl: He is an old, dwarf warehouse guard. He informs the characters that moments earlier, he saw some suspicious figures moving along and disappearing at the bottom of the Wall, near the Madren's warehouse.

PART 2: THE DEAD RATS HIDEOUT

The Dead Rats is a known thieves gang, operating in Neverwinter since 1479 DR. Their morals are questioned quite often, as they are changing alliances unpredictable and their loyalty is never certain. Rsolk, a one-eyed wererat, and his gang received orders by the Sons of Alagondar, to do the robbery and deliver the package immediately after he gets it under his possession.

GENERAL FEATURES

Dead Rats hideout is located under the city's walls in the docks. It has two entrances, one from the side of the docks and the other behind the walls, on the side of the Black Lake district.

Walls: The walls are 10 foot thick, made of big, heavy stones.

Ceilings: Passages and rooms are 8 feet high unless otherwise indicated.

Doors: All doors are made of wood with iron handles and built-in locks. All doors are unlocked.

Secret door: The secret door in area 2 is made by the same stones the walls are made of.

Prison: The cages at room 6 are made of iron bars. Their doors are made of iron bars as well with external locks.

Light: Area 1 is outside the walls. Area 2 and 7 are dark. The rest of the rooms are lightened up by candles and oil lamps.

1. ENTRANCE

A successful DC 15 investigation (Intelligence) check at the bottom of the walls, behind the warehouses, reveals and arched 3 feet wide window in the wall, closed by four iron bars. The two middle ones are slightly bent. The entrance is an area's 2 window, 6 feet from the ground.

As you search through the bushes that cover the bottom of the walls, you locate a small arched window blocked by four iron bars. The two middle ones are slightly bent.

2. ENTRANCE ROOM

You have managed to squeeze your bodies through the bars and now you are standing in a dark, filthy, empty room. The air is wet and the walls are moldy. The room seems it has been abandoned for years.

The room is dark and only characters with night vision or some kind of light source can see.

A successful DC 12 investigation (Intelligence) check reveals the outline of a door on the east wall. The door is 3 feet wide and 6 feet high.

Under the dust and the dirt that is on the wall for years, you can see a wit outline of a door shape. Clearing up the stones, you can clearly see a gap, shaping a rectangle door. In the middle, you can read the phrase "SPEAK ENTRANCE AND PASS", curved with a sharp object.

The door opens when a character speaks the word "mahan", which means "entrance" in the thief's cant.

3. WEST HALL

The door opens with a submissive sound as the stones recede to the inside of the wall. A narrow hall, the same filthy as the previous room is revealed. Voices along with a weak oil lamps light come from its exit on the other side.

Characters can hear the voices of the dead rats in room 6, chatting in the common language. With a successful DC 10 perception check, they can understand that more than 5 people are in the next room.

4. THE GANG'S INN

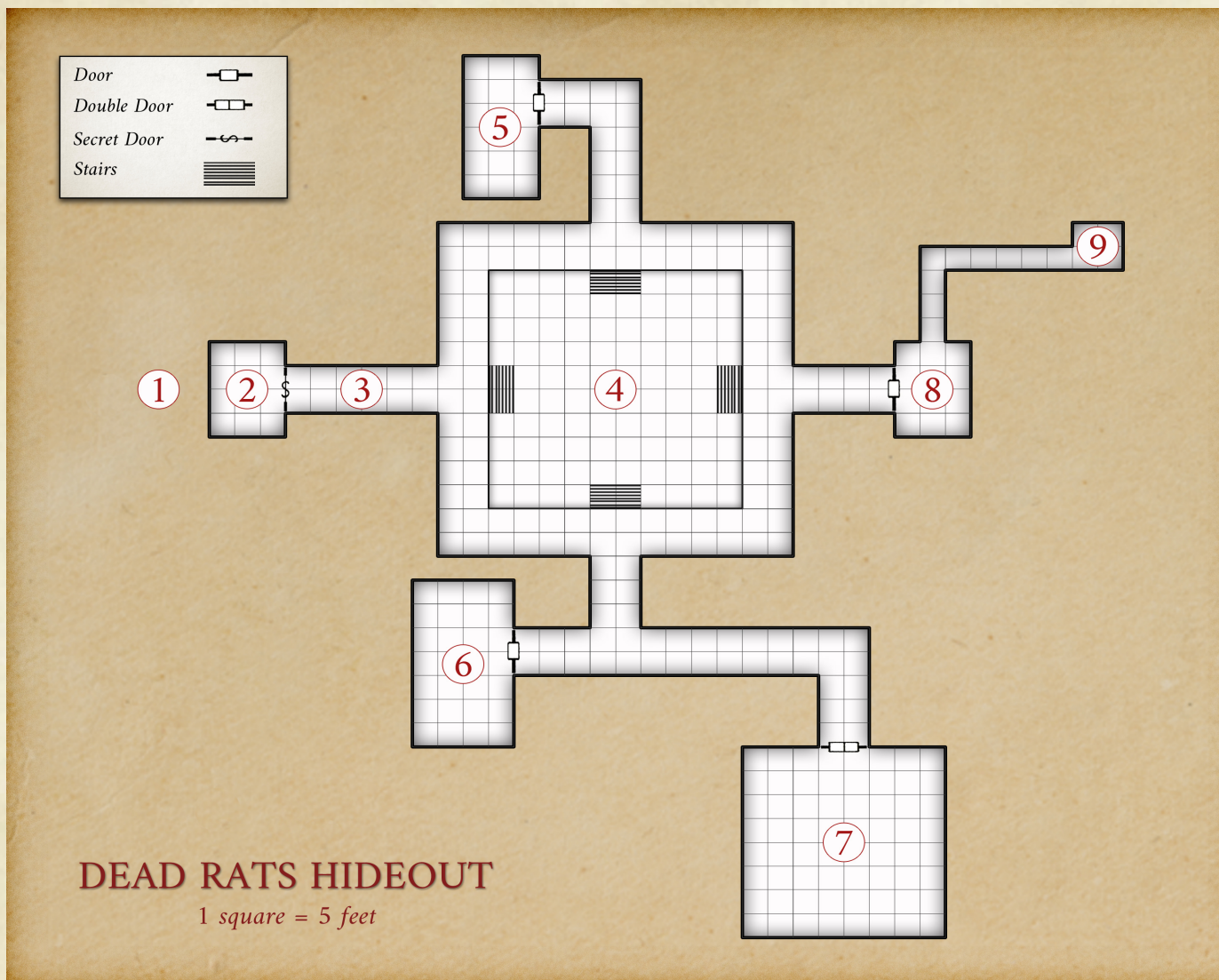
This is a large room, clearly lightened up by oil lamps and candles. You are standing on a wooden floor staging, running through the perimeter of the room. Sweet smells of fresh food and ale come from the layer below. There you see six tables and a small bar on the south-east corner of the room. Seven figures are sitting relaxed, in groups around the tables and the bar.

The room is 30 feet high, divided in half by two layers. The first layer, the one the characters are standing, is a wooden floor staging that surrounds the lower layer. The room has four exits, one in each side and four staircases, each 15 feet tall, that leads to the lower layer. This is the gang's inn, with lots of goods stored in wooden crates on each corner of the lower layer.

Seven **dead rats** members, two of them are **wererats**, are sitting relaxed on the tables and the bar, eating and drinking. A successful DC 15 stealth (Dexterity) check, allows the characters to move on the staging without been noticed by the thieves. If a battle erupts here, Rsolk, the gang's leader, enters the room from room 8. He stays a little while to observe the fight and escapes from the exit in room 9.

5. THE BARRACKS

Beds with dirty sleeping bedrolls, capable of hosting up to twenty gang's members are placed in order in this room. This is their barracks.



Three **dead rats** members are sleeping on the beds. A successful DC 15 stealth (Dexterity) check, allows the characters to move in the room without waking up them. One of the dead rats has the keys that unlock the prison cells in room 7 in his belt. Characters can steal his keys without waking up him with a successful DC 12 Sleight of Hand (Dexterity) check.

If any of the gang's members wake up, battle occurs and one of them is rushing through the passage to room 4 to inform the others.

6. THE SEWER'S TUNNEL

Mold and slush cover the stone walls and floor on the edge of the dark waters. A slight breeze comes from the south. The room looks like one of the last parts of the sewer's system that connects with the river.

The lake is 10 feet deep and the floor stands only a few inches above the water surface. Two **swarms of rats** have their nests here and attacks as soon as the characters enter the room.

7. THE PRISON

Mold and slush cover the stone walls and floor on the edge of the dark waters. A slight breeze comes from the south. The room looks like one of the last parts of the sewer's system that connects with the river.

The prisoner is Ben Orthul, a rich merchant of Neverwinter that dead rats kidnapped. His cell door is locked with a heavy iron lock. The cages are connected through a spell with a trap that triggers if someone attempts to break in or out of them. A successful DC 12 investigation (Intelligence) check reveals small holes on the walls.

Prison trap: The spells used to enhance the trap are too powerful for the characters level to understand them and dismantle the trigger. Once the trap is activated **Burnt Othur fumes** fill the room from the holes on the walls. Any creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

8. THE CHIEF'S ROOM

The room is lightened up by candles that are burning all over the place. The walls are covered by wooden libraries and fabrics with embroideries that represent scenes from Neverwinter's marketplace. In front of you, is a heavy wooden desk with books in piles and papers.

Behind it sits **Rsolk**, the Dead Rats chief. He looks at the characters in surprise. He tries to learn the reason for this visit in his home and avoids to answer to the character's questions. If battle erupts here, he transforms into a giant rat and tries to flee through the exit in room 9.

If Rsolk is caught, he prefers to tell the character's what he knows rather than risk his life. He informs them that about three days before, he received a letter along with a good payment, that asked by his guild to steal a package that would have arrived earlier this night in Madren's Warehouses. The letter is signed by a group called Sons of Alagondar. He doesn't know their true identity but he is surprised because they were supposed to be totally defeated and extinct by Lord Dagult Neverember. He has already delivered the package in the place that was agreed and he doesn't know what was in it or the intentions of this strange group that gave him these orders.

A successful DC 10 investigation (Intelligence) check in the room reveals the letter in one of his desk's drawers.

TREASURES

Inside the cargos with the stolen goods, characters find three healing potions and hidden behind the books on the library a punch with 20 golden pieces.

9. SECRET EXIT

The room is small and empty. Iron stairs on the wall lead straight up ahead to an exit.

This is the back exit of the hideout. The stairs lead the characters up, on a dark street in the barriers of Black Lake District, behind the city's walls.

WHAT'S NEXT

At this point characters only know that a group called Sons of Alagondar has the stolen package. It's late at night and the heroes find themselves in the most dangerous city's area, Black Lake district. Everything is closed and a deadly silence covers the city. The only place characters can visit this hour is the Driftwood Tavern, located in this area or they can attempt a search for more clues in the district. During the day, they can freely roam the city. Places, where they find clues to move on, are The Neverwinter's Central Library, The Protector's Enclave, the Market, and the Nasher's Headquarters, once they discover it's location.

It is possible that they may visit Madren's house to inform him if they still haven't. Madren is socked and scared by the news and asks his friends to locate and take back the package before the Lord's Dagult return. He knows that the punishment for such a loss will be terrible to all of them. He promises to award the characters with 500 gold pieces if they help him.

BLACK LAKE DISTRICT AT NIGHT

Black lake district is a very poor and ruined area where gangs and thieves have the control. It is very dangerous at day and it becomes even more at night. As a DM, you have to make sure that your players have understood this in case they decide to go and search the area without any clues.

You can use the table below to produce random enemies' encounters or create your own.

ENCOUNTERS IN BLACK LAKE

d4	Enemy
1	Thieves
2	Pack of dogs
3	Wererats
4	Beggars

*Stats for the Wererats and the Pack of dogs can be found in the Appendix. You can use Commoner stats for the Thieves and the Beggars



PART 3: THE CONSPIRACY UNFOLDS

This part is a small sandbox in Neverwinter. The characters can freely roam in the city in order to find out who these Sons of Alagondar is and discover parts of Neverwinter's history that will help them make their final decision when the time comes. They also discover the location of the Nashers' Headquarters.

Areas that are described here, are the ones that contain information and encounters relative to the adventure. You can use the NPCs to guide your players to the right location or you can spread the information across the whole city. This will require a little bit more preparation for you as a DM.

The timeline in the Introduction chapter will help you keep track of time as your characters roam through the city.

NEVERWINTER

Neverwinter is the city of opportunities. Since it's restored, merchants from both the North and the South came to trade with the city. Lord Neverember began to work into forging alliances with the other cities nearby such as Gauntlgrym, in order to increase the prosperity in the region, while ensuring his advantage through alliances with the nobles and merchants of Waterdeep and Baldur's Gate.

Having eliminated the power of guilds and factions that threatened trade and construction, he transformed Neverwinter in the ideal place for those who wanted to start a new business. But, prosperity and wealth created a big chasm between the social classes. The wealthy ones moved to the restored Protector's Enclave district whereas the poor ones are living in the old, still ruined in places areas such as the Black Lake and the River districts.

1. DRIFTWOOD TAVERN

Driftwood tavern is the most notable inn in the city. It is located in the Black Lake district and operates as an inn and an old Neverwinter's museum. It is run by Madame Rossene and it is always open to travelers and adventurers that visits the city.

Music and a big fireplace welcome you as you enter the Driftwood tavern. The place is full of people of many races and the tables are laden with tasty food and ale. Statues and relics from the old Neverwinter decorated the walls. Two barmen and three waitresses are serving the tired travelers and area's workers. The figure of a big, middle-aged, blond woman sitting at the bar distinguish from the crowd for her elegance.

Nasher's members are visiting the tavern, especially at night, disguised in ordinary workers. A successful DC 15 perception check reveals small portions of blue fabric under the gray clothes of 10 men. If battle erupts here, the Nashers reveals themselves but they won't reveal their true identity.

NPCS IN DRIFTWOOD TAVERN

Madame Rossene: She is the owner of Driftwood tavern and the leader of the Graycloaks faction. She is slow to trust strangers and prefers to deal with the Neverwinter's inhabitants who had lived here before the eruption of Mount Hotenow. She loves old Neverwinter's history and has managed to collect some of the statues and the relics on the walls as a gentle donation from the Neverwinter's Central Library. She claims that she knows nothing about the Sons of Alagondar or the recent robbery at the docks. A successful DC 18 insight (Intelligence) check reveals that she is lying.

People in the inn: Most of them are workers or foreign to the city so they know nothing about the Sons of Alagondar or the robbery.

2. PROTECTOR'S ENCLAVE

Protector's Enclave is the central area of Neverwinter. Here are all the big temples and administration offices of the city as well as the noble houses and the city's town hall.

As you walk through the marble cobblestone roads, the sight of the stunning Tyr's temple, as well as the numerous small parks and resting areas, cut your breath. Men and women, dressed in colorful, expensive clothes walk the streets or cheerfully chatting, sitting in comfortable benches around outdoor fireplaces, specially designed for Neverwinter's winter.

Talking with the NPCs here, characters learn that no one knows anything about the robbery at the docks. But, they have heard that such things happen all the time there. Characters, also learn that the Sons of Alagondar was a group of rebels that opposed to Lord Neverember when he first took over the rulership of the city but, he managed to defeat them once he returned from his exile and no one has ever heard about them since then. Characters understand that the noble's opinion for lord Neverember is positive and they support him.

They suggest the characters head to the Neverwinter's Central Library if they want to learn more.

3. THE MARKETPLACE

The Market Place in a large open area located inside the protector's enclave. Here, merchants from all over the Sword Coast trade their best goods and make deals with the local traders and nobles.

Smells from thousands of goods and voices of men and women all dressed in colorful clothes surrounds you from the very first moment you enter the Market Place square. It also here that you can find the famous jewel crafting shops and their delicate small pieces of art.

Talking with the people here, the characters find out that the merchants and the local are disappointed with Lord Dagult as, since his return, he became a much more district ruler than he was before. His imposed taxes, the freedoms he granted to the nobles and imprisonment of his political enemies made most of the people in Neverwinter think that their beloved Lord is becoming obsessed with something they don't understand.

4. CENTRAL LIBRARY

Neverwinter's central library is located in the north edge of protector's enclave district. It was built on top of the ruins of the old library after the destruction the city suffered during the Spellplague.

Passing through the crowded roads of the city's center, makes you realize the magnificence of the restored Neverwinter. But, one building clearly stands out because of its triangle roof and it's marble bucks that decorate its entrance. It's the Central Library.

GENERAL FEATURES

Walls: The walls are 10 foot thick, made of big, heavy marble stones.

Ceilings: Passages and rooms are 40 feet high unless otherwise indicated.

Doors: The library's entrance door is made of wood and has a built-in lock. The door located in the library's main hall is made of iron with an external lock and it's locked.

Light: Area is lightened up with physical light.

1. LIBRARY MAIN HALL

Deafening silence fills the high ceiling room. Countless wide passages are formed between the heavy, wooden, full of books libraries. Librarians and students are spared inside this huge building, studying. By the entrance, an old gnome is sitting behind an elevated pedestal, looking straight down on to you.

The gnome is Louri Bookor, the head librarian and guardian of the place. He helps the characters locate the books that correspond to their requests. The library contains books with the history of Neverwinter, especially the era after lord Neverember took over. They describe how he managed to restore the city to its old glory and how he won the Sons of Alagondar rebels. The players learn that two factions, the Nashers, and the Graycloaks formed the Sons of Alagondar to overrule Lord Neverember and discover family trees and charts that certify the Lord's origins, as the only descendant of Nasher Alagondar, the first ruler of the city.

Characters with a passive Intelligence greater than 13, can sense that something is not right with the books. A successful DC 15 investigation (Intelligence) check on the books, reveals that most of them have been forged by older ones and many of their content have been alternated.

While moving around the library, players notice a big iron door at the end of the main hall. Louri informs them, that this door leads to the ruins of the old library and the access is restricted. A successful DC 12 persuasion (Charisma) check, persuades him to unlock the door and warns the characters for the dangers that lay beyond. The characters can try to lockpick the door with a successful DC 15 check.

2. THE OLD LIBRARY

The old library was destroyed during the Spell Plague at 1835 DR. The few untouched rooms were used as the fountains of the new library. During the construction of the new building, Lord Neverember ordered his wizards to hide in these old rooms, some books, and papers that contained information and stories that put at risk his rights on the throne.

GENERAL FEATURES

Walls: The walls are 5 foot thick, made of big, heavy stones.

Ceilings: Passages and rooms are 15 feet high unless otherwise indicated.

Doors: All doors are made of wood with build-in rusty locks. They are rotten and unlocked.

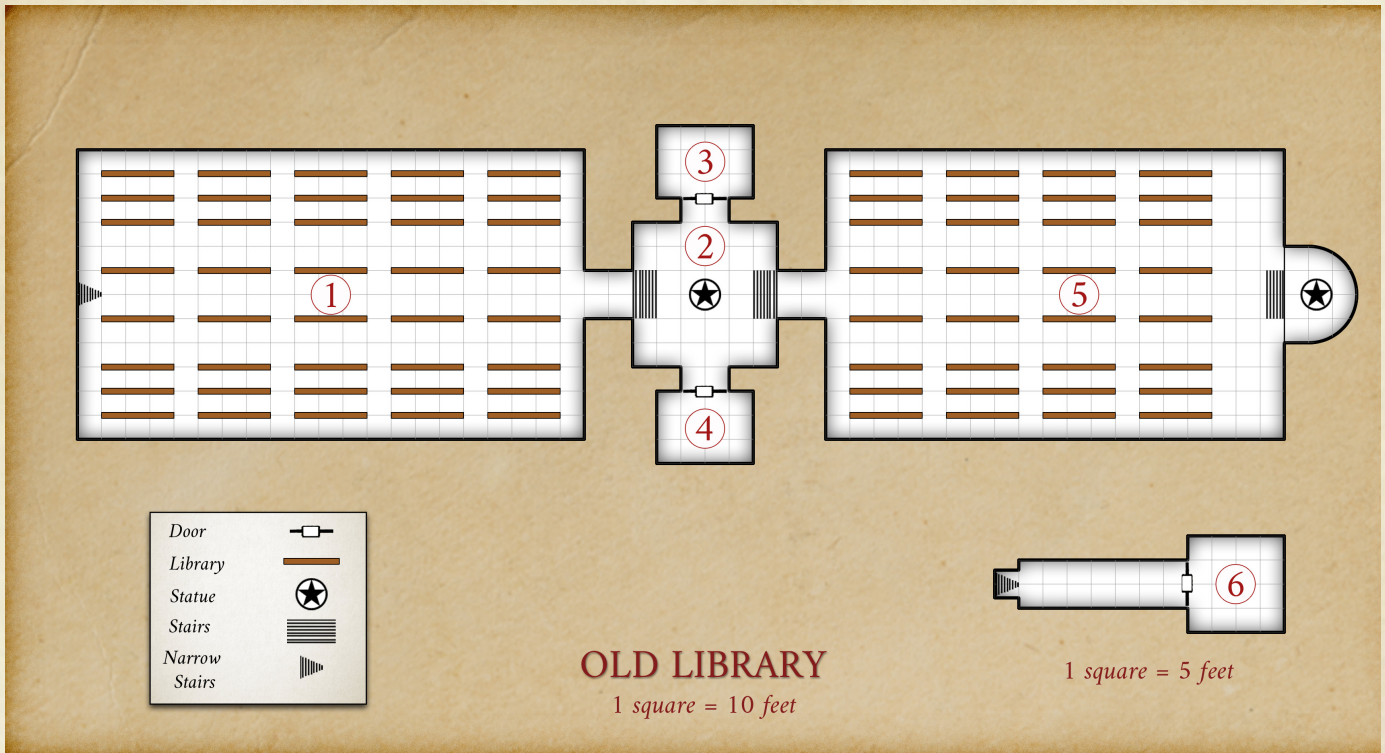
Secret Doors: Secret door at room 5 is located under the statue's base.

Light: Area is lightened up with a low magical candlelight. The source of it is unknown to the characters.

1. MAIN HALL

The staircase that leads down to the old library is steep and narrow. You enter a big hall that looks the same as the hall of the central library, except the deadly silence that fills the air. The room is lightened up by a low orange light that creates many shadows between the rows of rotten bookshelves and the floor is covered with dust and debris. Straight ahead, on the other side of the room, you see an exit that leads to the next room.

The ghost of **Avirth the Keeper**, the first guardian of the old library, guards the room along with his five **skeletons**. Once the characters reach the center of the room, Avirth appears and his skeletons are forming from the bone piles that are scattered on the among the libraries.



A detect magic reveals a rectangle grid of divine energy that surrounds the room. Avirth and his skeletons cannot move outside this grid and skeletons are destroyed once they touch it.

2. OGHAMA'S ROOM

A big stone humanoid figure, holding a scroll in his raised hand, dominates on his stone stand the small square room. There are two wooden, heavy doors, one on each side and an exit to the next room straight ahead of you.

The room is dedicated to Oghama, a divine known as the Lord Of Knowledge. A successful DC 10 religion (Intelligence) check reveals the statue's identity to the characters. The door that leads to room 3 is blocked and opens with a successful DC 12 strength check.

3. THE BARD'S SECTION

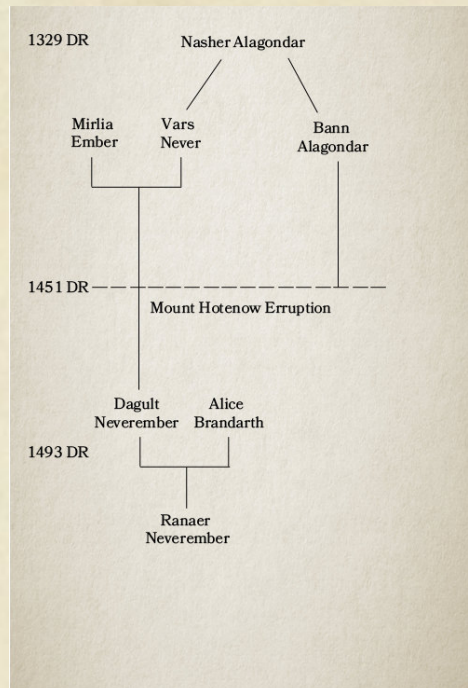
Heavy libraries are placed on the walls and a broken wooden table, with destroyed musical instruments and pieces, is in the middle of the room. Everything looks very old and abandoned.

This room was dedicated to the art of music. If the heroes touch anything here, a **book golem** is created, a prank of the bards who looked after this section. If the golem is set on fire, the whole room starts to burn and the fire spreads to the rest of the rooms gradually.

4. THE ALCHEMISTS OFFICE

Debris of broken tables and vials are scattered all over the place. A slight acid smell is still sensible despite the years of abandonment. Destroyed scrolls and magic books are laying on the bookshelves and on the floor.

This was the alchemists' laboratory where wizards and priests were making filters and been taught the art of magic. A successful DC 12 investigation (Intelligence) check reveals 4 healing potions and 3 scrolls of revivify untouched by the destruction.



Nasher's Alagondar family tree (Library Main Hall)

5. TYR'S CHAMBER

You enter a huge hall, full of hallways between the libraries and stone walls covered in mosses. The air is clearer than the previous rooms and beams of natural light falls from the gaps of the ceiling. At the end of the room, you see the stone figure of a bearded man, holding a sword between his hands.

This room has the same size as the Hall room. Characters can easily recognize that the statue represents the god Tyr. A successful DC 15 investigation (Intelligence) check reveals a button at the bottom of the statue. By pressing the button, the whole statue moves aside and uncovers a stone staircase that leads down to a dark narrow passage.

6. THE ONE EYE GUARDIAN

The passage leads to the entrance of a small square room. Four libraries in two rows are placed here. You can see the shadow of a rounded tentacled creature floating a few inches above the ground behind one of the libraries.

Here, Lord Neverember has hidden all of the evidence that question his origins. A beholder, named **Grayzier**, was summoned from his plane in order to guard this room. In order to allow the character to read the books in this room, he asks them to impress him with a story. A successful DC 15 perform (Charisma) check leaves Grayzier satisfied.

In these books, the characters discover Nasher's Alagondar family trees that show that a lost descendant of Bannor Alagondar, named Brenor, is still alive and the rightful king of Neverwinter. His trails were lost when lord Neverember exiled his father from Neverwinter. They also find the story of the Nashers and the Graycloacks and discover an old Neverwinter's map that shows the location of the Nashers Headquarters. A successful DC 12 investigation (Intelligence) check reveals that these papers are the original ones.

In the Appendix under the Adventures resources, you can find all the texts your players discovers here. You can print them and present them to the party.



SONS OF ALAGONDAR

The Sons of Alagondar was a group that actively opposed the self-claimed ruler of Neverwinter, Dagult Neverember, the first time he claimed rights on the throne. They claimed to be descendants of those who served closely to Nasher Alagondar, first lord of Neverwinter and wished to restore the rightful bloodline. They've managed to exile Lord Dagult from the city just for a while.

With his return, supported by the Lord's Alliance, Lord Dagult took revenge by killing their leader Cymril. After her death, it was revealed that she was working for Dagult as well. Without a leader and feeling betrayed the group divided into two factions, the Nashers and the Graycloaks.

The Graycloaks decided that Lord Dagult isn't so bad and capitulated while the Nashers followed a more rebellious way which they paid heavily.

But, now that the rumors of a true descendant of Bann's Alagondar family have been confirmed, they reunited their forces secretly and manage to locate this lost heir. They plan to present him in front of the Lord's Alliance in order to overrule Lord Dagult.

WHAT'S NEXT

At this point, the characters have learned about Neverwinter's dark past and have located the Nasher's Headquarters. It is just before midday of the second day, according to the timeline and in a few hours, Lord Neverember will return to the city, requesting from Daren Masher to deliver the package to the town hall. Characters don't know it yet but later, in the Nasher's headquarters, Roglen Bladeshaper will ask them to support his fight against Lord Neverember. The characters will be called to make a choice that will define the end of the adventure (see choosing paths section).

PART 4: THE NASHERS' HEADQUARTERS

The Nashers' headquarters are located deep inside the Black Lake district. It is a two-floor house, made by wooden girder and limestone walls, which serves as their meeting point.

GENERAL FEATURES

Walls: The walls are 3 feet thick.

Ceilings: Passages and rooms are 8 feet high unless otherwise indicated.

Doors: All doors are made of wood with built-in locks.

Secret Doors: Secret door at room 12 is covered by a library.

Windows: All windows are blocked by iron bars from the outside and are covered with white curtains from the inside.

Light: Area is lightened up with a low magical candlelight. The source of it is unknown to the characters.

1. ENTRANCE

Walking through the Black Lake district, you realize that the area it's much different at day than at night. People are walking among narrow, moldy streets and in almost every corner, women and men are buying from benches with low-quality goods. Children dressed in rags surrounds you, as you turn the corner that leads deep into the heart of the district. You stand in front of a two-floor house which shape is clearly in a better condition than the building around it. Outside its entrance door, two men dressed in blue coats are laying their backs against the wall, talking relaxed with each other. You notice the same symbol as the one you saw in the books at the old library, it's the Nashers' symbol.

Outside, two of **Nashers' members** are standing, one on each side of the door. They don't allow anyone to enter the house unless he or she has a meeting with their leader, Roglen Nasher. The characters manage to enter with a successful DC 12 deception (Charisma) check. If battle erupts here, one of the members enters the house to call the five members at room 3.

2. ENTRANCE HALL

You are standing in the house hall. The air is filled with the smell of the flowers that decorates this small room. On your left, there is a wide desk and a mirror that stretches through all of the widths of the wall. In front of you, you see a wooden staircase leading up to the second floor and on you right, you see 5 men sitting around a table, playing cards.

The men ignore the characters, as quite often, citizens of the area are coming to ask for help from the Nashers.

3. THE LIVING ROOM

The living room is lightened up by physical light from it's two big windows on its south wall. At its center, upon a dedicated decorated carpet, five men, all dressed in blue coats are sitting around a table. They are gambling, playing cards and drinking.

The five **Nashers' members** are playing a game called 'The Merchants'. They invite the characters to join them. If a fight erupts here, the cook at room 5 and the men at room 6 are joining.

The Merchants: Each player draws 5 cards from a deck with cards numbered from 1 to 6, and bet. After the first round of betting it's over, each player can choose to change from zero to three cards from his hand with new ones from the deck. Then players bet again. The winner is the one with the greatest sum of his or her cards.

4. THE PANTRY

Wooden crates with foods and ales are stored in this small pantry. Spices, hunged on the wall, are drying out and the smell of fresh meat and cold cuts reach your noises.

This is the headquarters' pantry. A successful DC 15 investigation (Intelligence) check reveals hidden, among the food crates, boxes with vials that contains explosive liquids capable of demolishing a large building. Characters also discover 3 healing potions.

5. KITCHEN

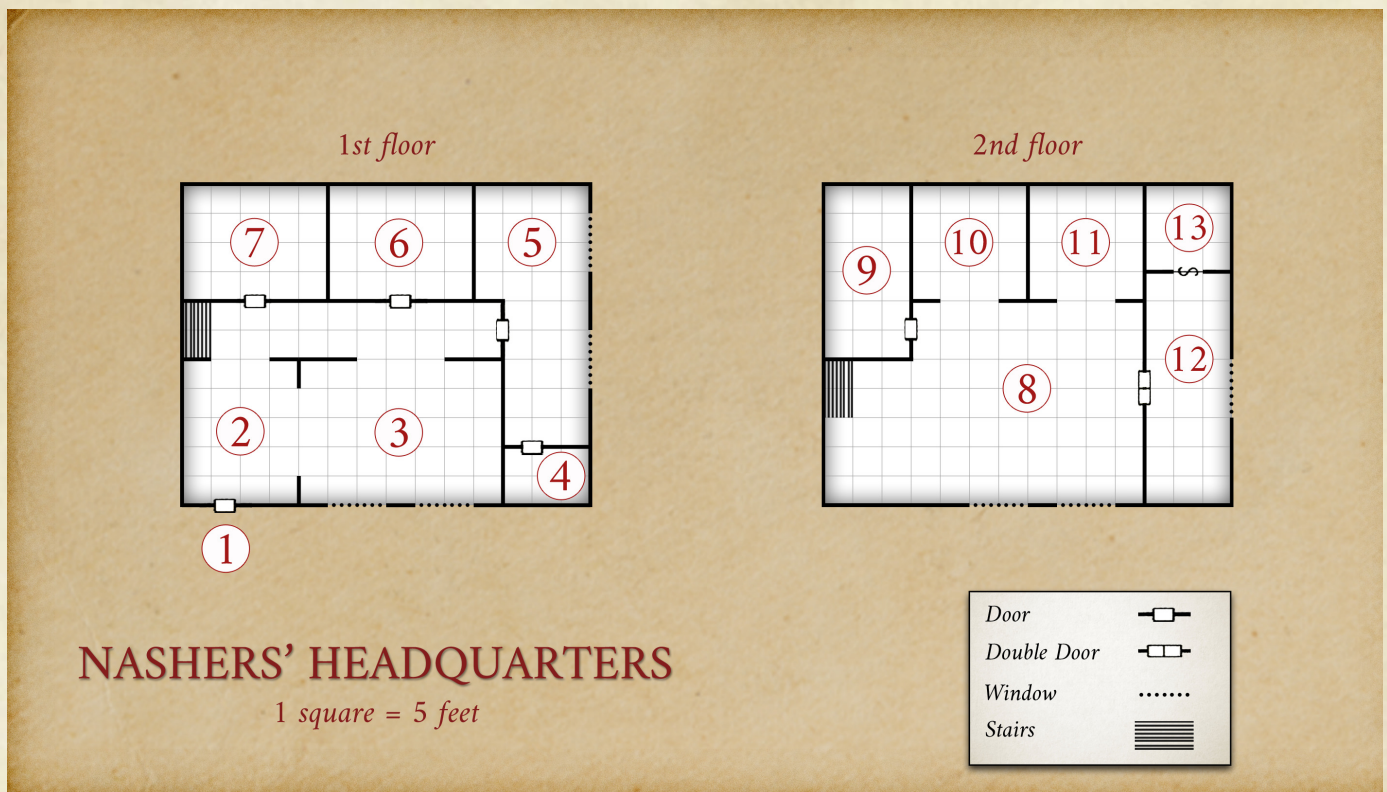
The kitchen is a narrow room with a big table occupying most of its space. Above the fire, a cook is preparing a big part of pork for the men's lunch.

The cook is a **Nashers' member** too. He notices the characters if they approach the pantry. If a fight erupts here, the members from room 3 join in.

6 & 7. BEDROOMS

Bunk beds are placed one next to each other in these small bedrooms, capable of hosting up to 20 people.

These bedrooms are only used if there is an emergency or for special guests. Typical all Nashers' members have their homes in the area.



NASHERS' HEADQUARTERS

1 square = 5 feet

8. THE HEADQUARTERS

The headquarters consist of a large, lighted room and two smaller secretary rooms. A big rounded table is placed in the middle with three Nasher's members sitting around it. Behind them, is a closed door. The men are looking really serious and disturbed by the characters' presence.

The three **Nashers' members** are asking politely the characters why they are here. They are disturbed because the headquarters have had a lot of visits lately. A successful DC 13 deception (Charisma) check deceives the men. On failure, the men are asking the characters to leave and come later, as their leader is busy now.

If battle erupts here, the men from room 3 come to join. After the first combat round, Roglen comes out of his office to stop the fight and invites the characters into.

9. STORAGE ROOM

Low-quality swords and spears are placed offhand in here. Bows and arrows are forming piles on the edges of the room. By the weapons' number, you understand that something is prepared here.

This is the headquarters' weapons storage room. Usually is less full than today but, the last days the Nashers stored weapons in here as part of their preparations for their plan.

10 & 11. SECRETARY OFFICES

Two desks with typography kits on them, one in each room and wooden chairs are the only furniture inside these rooms. Crates full of papers are placed all over and sheets are spread everywhere.

A successful DC 12 investigation (Intelligence) check inside this mess reveals a map which contains Neverwinter and it's surround locations.

12. RONGLLEN'S BLADESHAPER OFFICE

The room is small and heavy decorated. On each side, small libraries hide the wall. Behind a heavy desk a young handsome man, dressed in blue coats and wearing a breastplate is sitting. In front of the desk, Madame Rossene is standing. They both look at you in curiosity as you enter the room.

Both of them stop the conversation they had about the safe transportation of Brenor at the Lord's Alliance meeting, the next morning, as soon as the characters enter the room. Ronglen welcomes them and introduces them to Madame Rossene. She then leaves the room. If battle erupts here, the Nashers from room 8 and 3 are coming.

Characters with passive perception greater than 12, can sense that the north wall that is covered with the library, isn't where it should be according to the building's architecture.

The secret door is located on the north wall, behind the library. A successful DC 16 investigation (Intelligence) check reveals a book that works as the trigger which opens the library and reveals the entrance to room 9.

ROLE PLAYING RONGLÉN BLADESHAPER

Roglen is the son of Arlon Bladeshaper, the former of Nasher and the one that first opposed to Lord Neverember. Roglen is a 45 years old fighter, with strong beliefs and dedicated to his fight for restoring justice in Neverwinter. He has located and planned to present to the Lord's Alliance the rightful ruler of Neverwinter, Brenor, a descendant of Bann's Alagondar family and rightful owner of the crown.

He is kind and welcomed with the strangers but he will not hesitate to kill whoever threatens his beliefs. Roglen will hear what the players have to say and he will propose them to join his fight.

13. RONGLÉN'S VAULT

The small treasury is filled with relics of the old Neverwinter. At its center, upon a wooden small table, the Lord's crate is placed opened. Inside it, there is a golden ring decorated with a large piece of red ruby.

The treasury holds the most important objects the Nashers have acquired in their history and papers that prove the existence of Brenor and his royal bloodline, as well as a diary with all the records from the efforts Nashers made through the last years in locating him.

WHAT'S NEXT

At this point, the characters have learned the Nashers' plans. It is possible that they will go and inform the lord about this. The lord is terrified by the news and orders the players to retrieve the ring for him. He can not risk and send the guards in the Black Lake district as this may trigger riots and the nobles' attention. He certainly wants to avoid the last one.

If the characters fail to retrieve the ring and return to the Lord with empty hands, he gets furious and imprisons the characters. The Nashers learns about that, help the players to break out of the prison and offers them a second chance to join them.

Either way, The players end up spend the night somewhere safe and rest for the next day.

CHOOSING PATHS

Once the player leaves the Nashers' headquarters, they learn by the noise of the crowd on the streets that lord Neverember has returned to the city.

At this point, the players must decide whether they will support Lord Neverember or the Nashers.

- If they choose to support Lord Neverember, they are informed to present themselves in front of the lord and deliver the package. Once Neverember gets his package, he offers the players beds for the night and asks them to accompany him, along with his guards to the Lord's Alliance meeting the next morning.
- If they choose to support the Nashers, Roglen offers them shelter in the driftwood tavern for the night and asks them to accompany him to the Lord's Alliance meeting, the next morning. Lord Neverember executes Madren in public early this night, as a punishment for the loss of the ring and sets a price on the heads of the players.



PART 5: LORDS' ALLIANCE MEETING

This is the last chapter of the adventure. At this point, the characters have already made their choice. Therefore, this chapter consists of two parts that present the alternative endings depending on the characters' decision. If the characters stood on the Lord's Dagult side read '**The rebels attack**' end but if they have chosen to fight along with the Nashers and the Gracloacks read '**The Lord's trial**' end.

The Lords Alliance meeting takes place in an abandoned Tyr's temple at the north of Neverwinter, about one hour distance from Neverwinter, early in the morning of the third day.

THE REBELS ATTACK

The characters escort Lord Dagult along with his three consultors and 7 **city's guards** on the road to the Tyr's temple, where five members of the Lords' Alliance with their guards awaits them. The road is narrow and sloppy and passes through a thick forest. The characters and the guards are riding around the Lord's carriage. When the party reaches the middle of the distance they see that the road ahead of them is blocked by a fallen tree and branches. Twenty members of the Nashers and the Graycloacks have set up an ambush in order to capture the Lord and deliver him to the meeting along with the proofs of his conspiracy against the Neverwinter's people. Among them stands Ronglen, Madame Rossenne, and Brenor. The characters must protect the lord and lead him safely to the temple where the forces of the Lords' Alliance are able to strike the rebels back and eliminate the threat.

THE LORD'S TRIAL

Brenor arrives early in the morning at the Nasher's Headquarters deep-laid. From there, the characters along with him, Roglen Bladeshaper, Madame Rossenne and 10 Nashers' and Graycloacks men depart to meet with the Lord's Alliance. Lord Dagult with his three consultors and 7 **city's guards** is already at the meeting and speaks in front of the lords, asking for help to deal with the rebels and this strange lost heir's existence rumors. Presents at the meeting are also many Neverwinter's noble and citizens along with 10 **city's guards**. They are interrupted by the Nashers' and the Graycloacks' entrance. Ronglen steps forward with Brenor and the ring and unveils the false details Lord Dagult had constructed years ago when he persuaded the Lords for his rights on the throne. Also, Roglen presents the characters that unfolded this conspiracy. The Lords listen to him carefully and calls the characters to testify what they found out.

RUNNING THE TRIAL

You can run the trial in two phases. In the first phase, both sides express their opinion, thesis, proofs of evidence. The side that wins the first phase participates in the second phase where it tries to convince the judges. The five Lord's Alliance members are the judges and the two opposing sides are Lord Dagult and The Sons Of Alagogndar. Characters play the role of the Nasher's defense attorney. Let your players roleplay their speeches and engage them in conversations with the judges and Lord Dagult. Decide if their thesis were convincing and set a persuasion DC for the Lord's Alliance. Call for a persuasion (Charisma) check from the players that talked and roll the same check for Lord Dagult. The highest result gets a chance for one last convincing speech. Call for a persuasion (Charisma) check from the part that won the previous phase. In a successful check the trial is resolved in favor of the side that that made the check while on fail you can repeat the whole process from phase one or resolve the trial in favor of the opposite side. You can decide the punishment for the losing part. Alternatively, you can run the trial as described in the 'Resolving Interactions' section in the Dungeon's Master Guide on page 244.

BRENOR ALAGONDAR

Brenor is a kind, pleasant 20 years old boy. He lived with his mother in Dambrath, working as an apprentice smithier. He had never heard of Neverwinter before until the day the Nashers located him and told him the truth about his origins. He agreed to come to Neverwinter and claim the throne, seeing it as an opportunity to offer himself and his mother a better life.

The Nashers and the Graycloaks promised to help him rule the city fairly as long as he would accept to take the risk and claim the throne in front of the Lord's Alliance.

CONCLUSION

The future leader of Neverwinter is been determined. Give your players a description of the city's fate according to how you feel each of the two possible leaders would rule. Either with Lord Dagult Neverember or Brenor Alagondar on the throne, if your players chose to support the side that won, their characters enjoy the benefits of their fight. Those benefits can vary from a respectful amount of gold pieces to property titles or even noble ranks in the city.

If you enjoyed the adventure we would like to see your feedback and your comments and suggestions so our next adventure is even better! Thank you.

APPENDIX A: MONSTER, ENEMIES, NPC'S STATS

This appendix contains all of the monsters, enemies and key npcs statistics that you are going to need in order to run the encounters presented in this adventure.

ENCOUNTER STATS

Notes under tables are suggested modifications for a three players party but, again you are free to adjust each creature's stats to better suit your party needs.

AVIRTH THE KEEPER GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



DEAD RAT'S MEMBER

Medium humanoid, neutral evil

Armor Class 13 (Leather Armor)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +4
Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Thieves' Cant
Challenge 1/4 (50 XP)

Nimble Escape. The Dead Rats' Member can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

Armor Class 10
Hit Points 24 (7d8 - 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 ft., Passive Perception 10
Languages --
Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

CITY'S GUARD

Medium humanoid, any alignment

Armor Class 16 (Chain Shirt, Shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Senses Passive Perception 12
Languages Any one language (usually Common)
Challenge 1/8 (25 XP)

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10
Languages Any one language (usually Common)
Challenge 0 (0 XP)

Actions

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

WERERAT

Medium humanoid, lawful evil

Armor Class 12

Hit Points 28 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Skills Perception +2, Stealth +4

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Thieves' Cant (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

For a three players party we suggest to use Werats with 20 Hit Points.



BOOK GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

NASHERS' MEMBER

Human

Armor Class 15 (Plate)
Hit Points 12 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws CON +4, WIS +2
Senses Passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Brave. The Nashers' Member has advantage on saving throws against being frightened.

Actions

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Reactions

Parry. The Nashers' Member adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

You can use the same stats for the Graycloacks' Members

DOG

Medium beast, Unaligned

Armor Class 10
Hit Points 5 (1d8+1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	17 (-2)

Skills Perception +3
Senses Passive Perception 13
Languages --
Challenge 1/8 (25 XP)

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone

SKELETON

Medium undead, lawful evil

Armor Class 13 (Armor Scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Damage Vulnerabilities Bludgeoning
Senses Darkvision 60 ft., Passive Perception 9
Languages Understands all languages it knew in life but can't speak
Challenge 2 (450 XP)

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



RONGLEN BLADESHAPER

Human Knight

Armor Class 18 (Plate)
Hit Points 22 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws CON +4, WIS +2
Senses Passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Brave. The Nashers' Member has advantage on saving throws against being frightened.

Actions

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Reactions

Parry. Ronglen adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

MADAME ROSSENNE

Human Guard

Armor Class 18 (Plate, Shield)
Hit Points 28 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	15 (+1)	14 (+1)	18 (+4)

Saving Throws CON +4, WIS +2
Senses Passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Brave. Madame Rossenne has advantage on saving throws against being frightened.

Actions

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Reactions

Parry. Madame Rossene adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

RSOLK

Medium humanoid, lawful evil

Armor Class 12
Hit Points 28 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	13(+1)	11 (+1)	8 (-1)

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Skills Perception +2, Stealth +4

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Thieves' Cant (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



APPENDIX B: ADVENTURE RESOURCES

In this appendix you can find all of the conspiracy elements characters collect through the adventure.

SONS OF ALAGONDAR LETTER

The letter the characters found at room 8 of '*The Dead Rats Hideout*' contains the following text.

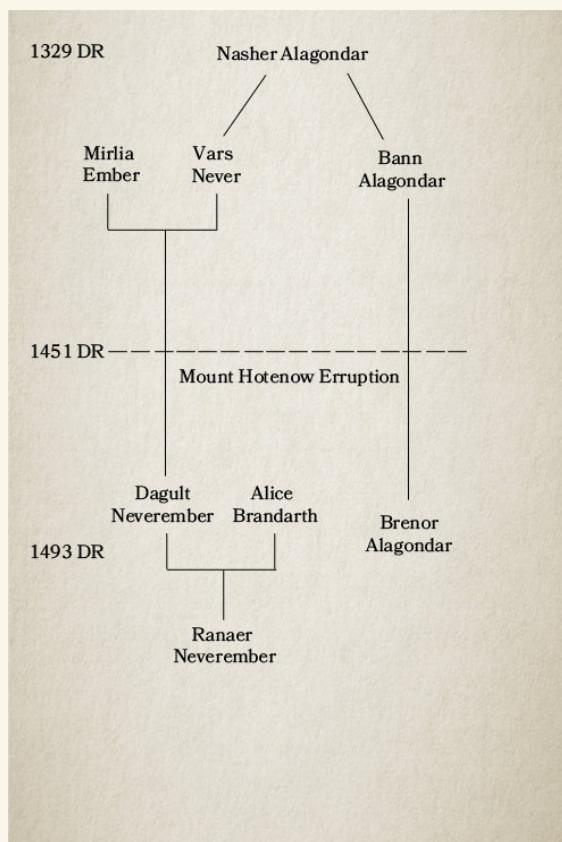
SONS OF ALAGONDAR LETTER

The package will arrive tonight. It will be stored in Madren's personal warehouse. Deliver it to us, as soon as you have it under your possession.

OLD LIBRARY INFORMATION

The books and papers the characters read in room 6 of '*The Old Library*' contains the following information.

NASHER'S ALAGONDAR FAMILY TREE



LORD'S DAGULT LETTERS

LETTER 1

Dear Alice,
I have just arrived at Neverwinter. The Alliance accepted me as 'Lord Protector' of the city. I know it is going to be hard for its citizens to accept me too. Hard times are coming but remember, we are doing this for our son. He must be a part of a family with a real name and not a bastards descendant.

Yours, Dagult

LETTER 2

Dear Alice,
The citizens have revolted. Those Nashers and Graycloaks rebels have threatened that they will kill me unless I give up the throne. It's dangerous for me here. I am afraid and I miss you. Our good friend, Ther, promised to help me escape from the city safely. I will write to you as soon as I get to Gauntlgrym.

Yours, Dagult

LETTER 3

Dear Alice,
Finally! The rebels have been defeated! I had to execute many of them in public so the people can respect me again. Fear brings respect. I am not sorry for them. They got what they deserved. Now, the city is ours again.

Yours, Dagult

LETTER 4

Dear Alice,
Rumors of a lost heir from Bann's family have reached my ears. They say, a boy called Brenor, in a foreign land, is the last descendant of Bann's family. If this is true, our plans are in danger. I have sent my spies to investigate this story. He should be at the same age as our son would be. I won't let him ruin everything. If the rumors are true, the boy must die.

Yours, Dagult

PRE-MADE CHARACTERS

You can download for free a set of pre-made characters for this adventure from our site <https://www.dragonstoothinn.com> under the adventure resources in the adventures page.