

## Gold for Blood

For PCs level 7

While traveling north, you eventually end up in Neverwinter, a large, bustling city that, while located in an area of constant frigid cold, remains pleasantly warm due to the fire elementals that make their home under the river that flows through the city. The city itself is a pleasant place, very accommodating to strangers; especially those with money. A warm bed, hot meals, and supplies await any with the means to afford them.

While staying the night in Neverwinter, the PCs are in a tavern or inn having dinner. Along the wall near the front door are dozens of small posters with hand-drawn faces. Upon further inspection, these pages are wanted posters displaying various criminals wanted by the law of Neverwinter. Rewards are listed beneath each picture, ranging anywhere from 400gp to 5000gp each. The only catch is, most of the wanted criminals are required to be brought back alive in order to face prosecution for their crimes, and for the captors to receive the reward.

A man seated near the PCs speaks up, saying, “Ahh, bounty-hunters! A nice living can be made hunting those animals. Of course, the dangers are high, as most of those hoodlums have escaped to Luskan to avoid being found. That wretched city can have them as far as I’m concerned. Nothing there but disease and death...and worse, if many of the rumors are to be believed.” The man takes a deep drink of his ale, and then goes on. “I suppose the rewards merit the risks, but bounty-hunting in Luskan is like getting yourself into a drinking contest with a dwarf... you’re bound to end up on your back. Gangs of bandits, demon-worshippers, undead, and worse roam those abandoned streets, but...if you feel like committing suicide, be my guest. Go talk to Sherriff Allwen and he’ll be happy to give you all the details.” If asked, the man will tell the PCs how to get to the Sherriff’s Office, which is not too far away.

### Luskan Knowledge Check:

**Common Knowledge:** Known well as the Cesspool of the World, Luskan used to be a thriving port city. Now the city lies in ruin, governed by rival gangs intent on each other’s destruction. Disease runs rampant, and the streets are infested by huge rats, undead, and often times much more terrible creatures.

**DC 15:** Huge tracts of Luskan lie in ruins—four thousand people inhabit a city built to accommodate ten times that many. The port is now useless, crowded with the half sunken hulks of the last ships unlucky enough to tie up here. No central leadership, and nothing even remotely resembling a city watch, exists. In the streets of Luskan, one encounters rats and other vermin the size of horses, roaming gangs collecting whatever meager spoils the rubble might still yield, and dead people and animals rotting in the streets or floating face down in the filthy, disease-ridden Mirar River.

**DC 20:** Many years ago, Captain Deudermont of the pirate hunter *Sea Sprite* broke the stranglehold of a collection of pirates and evil wizards over Luskan to briefly serve as governor. Deudermont’s reign was short—the populace was too accustomed to the corruption-as-usual practices of the former city masters. The City of Sails ultimately fell back into the hands of the surviving high captains, who immediately began to fight among themselves. Within a decade all four had either been killed or run off.

Left without any central government, even a corrupt one, there was no hope left for Luskan. Rival gangs of thieves and pirates have been fighting, street by street and alley by alley, ever since. In the ensuing decades, numerous attempts have been made by master thieves, pirate captains, bandit kings, and monsters ranging from kobolds to beholders to take control of the city, but nothing resembling a government has stayed in power for more than a few months.

### **The Proposition:**

Sherriff Allwen is polite and greets the PCs with handshakes. If asked about pursuing bounties, he looks very concerned. “I’ve seen many adventurers who thought they could get rich off the blood of Luskan’s criminals. The few that survived decided to move on to less dangerous types of work. But...if you really want to pursue them, I will gladly pay for your troubles. Take whatever pictures you need from the inn to help you identify the criminals. Just keep in mind that most of them have to be returned alive in order to collect a reward. You might want to get yourselves a cage-wagon to help you out. There’s nothing more aggravating than capturing a bounty and having them escape before you can return them. No crook equals no money. Best of luck!”

#### **Cage Wagon**

Large vehicle

**HP** 100 **Space** 2 squares by 2 squares **Cost** 60 gp

**Cost With 2 Horses:** 200 gp

**AC** 3; **Fortitude** 10, **Reflex** 3

**Speed** creature’s speed – 4

#### **Creature-Drawn**

A wagon is typically pulled by two Large creatures or one Huge creature. The wagon takes an additional –2 penalty to its speed if only one Large creature pulls it. A wagon built to accommodate a team of four Large creatures gains an additional 2 squares of movement when drawn by all four creatures.

#### **Driver**

A wagon’s driver sits at the front of the wagon. The rider must hold the reins in at least one hand or else the wagon goes out of control.

#### **Load**

One medium driver, 2 medium passengers, 6 medium captives.

#### **Out of Control**

An out-of-control wagon comes to a stop at the beginning of its turn. At the DM’s discretion, the wagon might continue in a random direction if the creatures that pull it are panicked or attacked.

The PCs should be aware that the temperature in Luskan and the surrounding areas are usually below freezing, and to not take precautions against the cold will surely lead to a painful, frozen death.

## Overview

Sherriff Allwen shares with the PCs as much info as he knows about the following criminals, and provides a map and brief descriptive of Luskan.

### Gerrin “Shade” Lowmoor

“Shade” is the leader of a nasty band of thieves and assassins that used to be very active in Neverwinter. Rumor has it that when he crossed into Luskan, he took his band with him. The gang will defend Shade to the best of their ability, but should the force against them be too great, self-preservation will win out over loyalty, and they will abandon Shade.

#### Level 7 Encounter:

6 Human Lackeys (XP 75 ea.)  
3 Human Assassins (XP 250 ea.)  
Shade Lowmoor (XP 600)  
Total XP: 1,800

### Kast “Ember” Darkwater

Ember is a solitary human who escaped to Luskan to avoid capture after setting fire to a very wealthy and influential member of the ruling council of Neverwinter’s home. Not particularly aggressive, Kast prefers to attack from a distance, raining fire down his enemies, then teleporting to a safe distance before his next attack.

#### Level 6 Encounter:

Kast Darkwater (XP 1,250)

### Mallich “Saber” Grimwind

Saber was born bad, grew up bad, and by adulthood was worse than bad. Banned from more cities than he’s even visited, Saber has a nasty disposition, especially for an Eladrin. Others of his race either disown him, or ignore his existence altogether. After a particularly brutal slaying in a tavern in Neverwinter, Saber was forced to flee. He went to a city where he knew he would belong...Luskan. Not long after arriving, he had acquired as many enemies there as in Neverwinter, but several sought to serve the murderer, acting as a sort of hit squad. Saber’s men will fight to the death for him, because they know if they fail, Saber himself will kill them.

#### Level 7 Encounter:

4 Human Assassins (XP 250)  
Mallich “Saber” Grimwind (XP 600)

### “Plague” Blacktooth

This brutal Orc embodies everything that is evil. A merciless killer and raider, Blacktooth earned his nickname by being just as devastating as his moniker. Everywhere he goes, people end up dead. The bounty on Blacktooth’s head has risen slowly but surely as he goes from town to town, leaving misery and death in his wake. Always alone, Blacktooth denies all who would wish to side with him, preferring to kill by himself. Most who try to befriend the Orc find themselves picking up their entrails, or are never seen again.

#### Level 6 Encounter:

“Plague” Blacktooth (XP 1,250)

#### Entering the City of Anarchy:

The PCs should be reminded of the caliber of resident of Luskan before leaving their wagon unsecured for too long. The PCs will enter Luskan through the south gate at Reaver’s Run. The smells of rot, trash, and pestilence immediately overwhelm the PCs, who, if affected, will suffer penalties.

#### Stench of Luskan

A thick wave of nauseous smells assault all who enter the city. +8 vs. Fortitude; the target is dazed until the end of their next turn (save ends), and weakened (save ends).

When the PCs recover (if needed), they get their first good look at the City of Luskan. Broken cobblestones are underfoot, piles of fly-swirling manure sit at irregular intervals, and broken crates, boxes, and barrels lay strewn about the street. The buildings on either side of the street are in a severe state of dilapidation. It appears to the PCs that it would be hazardous to as much as step foot into one of them. Nevertheless, noises can be heard echoing through the crumbling structures: footsteps, screams, giggles, and crashing noises.

#### Finding Gerrin “Shade” Lowmoor

Ahead in the distance, the PCs can see the walls of another smaller area with an opening facing them. As the PCs approach the crumbling walls in front of them, they should make a Perception Check (DC 15). A success indicates that the PCs notice shadowy figures darting between the buildings, seemingly following them. When the PCs reach the opening of the smaller area, a voice yells out to them:

“Strangers!”

Turning toward the voice, the PCs see a small group of humans coming toward them. They immediately recognize one of the group as Gerrin “Shade” Lowmoor. He is near the rear of the group, which is still approaching the PCs. Gerrin calls out to them:

“I’d say you look a bit out of place here. You must be lost. That...or stupid. Now, I see you wish to pass through here. Unfortunately for you, it will cost you 50 gold each. The good news is, you only have to pay once...unless I change my mind, of course, which has been known to happen quite frequently.”

Whether the PCs agree to pay or not, the described encounter with Gerrin “Shade” Lowmoor and his gang takes place.

The PCs should be reminded that Shade must be returned alive in order to claim the bounty on his head. A knockout hit can be made to render him unconscious, where he can then be loaded into the cage wagon. A search of his body will reveal 100gp and lock-pick tools, aside from the equipment listed in his stat block.

### **Finding the Rest of the Criminals**

The direction the PCs go after the confrontation with Shade is totally up to them. The locations of the other criminals are as follows:

**Kast “Ember” Darkwater:** is at the far east end of Setting Sun Street. When the PCs come close to his hideout, Ember will make a preemptive attack in their direction, throwing an Alchemist’s Fire bottle into the street. This attack does not hit the PCs, but it does explode, surprising them. They must make a Perception Check (DC 15) to determine the direction the bottle was thrown from. Success indicates the PCs realize it was thrown from behind some crates near the end of the street, at which time Ember steps out, and combat ensues.

**Mallich “Saber” Grimwind:** is hiding out on Cutlass Island with his gang. As the PCs cross the small bridge from Closeguard Island to Cutlass Island, they will be attacked several times by Human Lackeys (described above). When they reach Cutlass Island, Saber and his gang will attack them.

**“Plague” Blacktooth:** is across the Mirar River near the eastern corner close to the north gate. He is in a run-down building which has been converted to his private quarters. As the PCs wander around the area near his home, Plague will attempt to hunt the PCs. To do this, he must make a Stealth Check (DC is the PCs Perception). Success indicates he can gain a surprise round of attack when he does choose to initiate combat. Failure indicates the PCs hear something. Another Perception Check by the PCs (DC 15), will let them know exactly where they heard the noise. Should they investigate, Plague will roar in fury and attack immediately.

### **Random Encounters:**

There is a constant 50% chance of a random encounter taking place while in Luskan. The following are some of the creatures possible encountered:

#### **Level 8 Encounter (XP 1,750)**

- ◆ 2 zombie hulks (level 8 brute)
- ◆ 2 rot scarab swarms (level 8 soldier)
- ◆ 2 chillborn zombies (level 6 soldier)

#### **Level 6 Encounter (XP 1,350)**

- ◆ 1 orc eye of Gruumsh (level 5 controller)
- ◆ 2 orc berserkers (level 4 brute)
- ◆ 4 orc warriors (level 9 minion)
- ◆ 2 dire wolves (level 5 skirmisher)

#### **Level 9 Encounter (XP 2,200)**

- ◆ 4 werewolves (level 8 brute)
- ◆ 4 dire wolves (level 5 skirmisher)

#### **Level 7 Encounter (XP 1,500)**

- ◆ 1 hobgoblin commander (level 5 soldier)
- ◆ 1 hobgoblin warcaster (level 3 controller)
- ◆ 5 hobgoblin soldiers (level 3 soldier)
- ◆ 1 worg (level 9 brute)

**Total XP for Criminals:** 3,700

**Total XP for Others:** 8,250

**Total XP:** 11,950

**Perfect Hunter Bonus:** 2,050

**Quest Completion Bonus:** 500 XP per criminal (2000)

**XP Grand Total:** 16,000

**Rewards:** 7,000gp

**Total GP:** 20,000 each

The following pages are monster cards and handouts for the PCs, including Wanted posters and maps of both Neverwinter and Luskan.

<b>Human Lackey</b>	<b>Level 7 Minion</b>
Medium natural humanoid	XP 75
<b>Initiative</b> +3 <b>Senses</b> Perception +4	
HP 1; a missed attack never damages a minion.	
<b>AC</b> 19; <b>Fortitude</b> 17, <b>Reflex</b> 14, <b>Will</b> 15; see also <i>mob rule</i>	
<b>Speed</b> 6	
⬇️ <b>Club</b> (standard; at-will) ♦️ <b>Weapon</b> +12 vs. AC; 6 damage.	
<b>Mob Rule</b> The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
<b>Alignment</b> Any <b>Languages</b> Common	
<b>Str</b> 16 (+6) <b>Dex</b> 11 (+3) <b>Wis</b> 12 (+4)	
<b>Con</b> 14 (+5) <b>Int</b> 10 (+3) <b>Cha</b> 13 (+4)	
<b>Equipment</b> leather armor, club	

<b>Human Assassin</b>	<b>Level 6 Skirmisher</b>
Medium natural humanoid	XP 250
<b>Initiative</b> +10 <b>Senses</b> Perception +3	
HP 46; <b>Bloodied</b> 23	
<b>AC</b> 20; <b>Fortitude</b> 18, <b>Reflex</b> 19, <b>Will</b> 17	
<b>Speed</b> 6	
⬇️ <b>Mace</b> (standard; at-will) ♦️ <b>Weapon</b> +11 vs. AC; 1d10 + 4 damage, and the human bandit shifts 1 square.	
⚡️ <b>Dagger</b> (standard; at-will) ♦️ <b>Weapon</b> Ranged 5/10; +11 vs. AC; 1d10 + 4 damage.	
⬇️ <b>Dazing Strike</b> (standard; encounter) ♦️ <b>Weapon</b> Requires mace; +11 vs. AC; 1d10 + 4 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.	
<b>Combat Advantage</b> The human assassin deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
<b>Alignment</b> Evil <b>Languages</b> Common	
<b>Skills</b> Stealth +9, Streetwise +7, Thievery +9	
<b>Str</b> 12 (+4) <b>Dex</b> 18 (+7) <b>Wis</b> 11 (+3)	
<b>Con</b> 13 (+4) <b>Int</b> 10 (+3) <b>Cha</b> 12 (+4)	
<b>Equipment</b> leather armor, mace, 4 daggers	

<b>Gerrin "Shade" Lowmoor</b>	<b>Level 7 Elite Skirmisher</b>
Medium natural humanoid	XP 600
<b>Initiative</b> +10 <b>Senses</b> Perception +5	
HP 166; <b>Bloodied</b> 83	
<b>AC</b> 23; <b>Fortitude</b> 19, <b>Reflex</b> 22, <b>Will</b> 20	
<b>Speed</b> 6	
<b>Action Points:</b> 1	
⬇️ <b>Rapier</b> (standard; at-will) ♦️ <b>Weapon</b> +12 vs. AC; 2d6+5 damage, and Shade Lowmoor shifts 1 square.	
⚡️ <b>Dagger</b> (standard; at-will) ♦️ <b>Weapon</b> Ranged 5/10; +12 vs. AC; 2d6+5 damage.	
⬇️ <b>Dazing Strike</b> (standard; encounter) ♦️ <b>Weapon</b> Requires rapier; +12 vs. AC; 2d6+5 damage, the target is dazed until the end of Shade Lowmoor's next turn, and Shade shifts 1 square.	
<b>Combat Advantage</b> Shade Lowmoor deals an extra 1d6 damage on melee and ranged attacks against any target he has combat advantage against.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Stealth +11, Streetwise +9, Thievery +10	
<b>Str</b> 14 (+5) <b>Dex</b> 19 (+7) <b>Wis</b> 14 (+5)	
<b>Con</b> 14 (+5) <b>Int</b> 16 (+6) <b>Cha</b> 17 (+6)	
<b>Equipment</b> leather armor, rapier, 4 daggers	

<b>Kast "Ember" Darkwater</b>	<b>Level 6 Solo Artillery</b>
Medium natural humanoid	XP 1,250
<b>Initiative</b> +9 <b>Senses</b> Perception +6	
HP 360; <b>Bloodied</b> 180	
<b>AC</b> 20; <b>Fortitude</b> 18, <b>Reflex</b> 20, <b>Will</b> 20	
<b>Resist</b> 10 fire	
<b>Speed</b> 6	
<b>Action Points:</b> 2	
⬇️ <b>Dagger</b> (standard; at-will) ♦️ <b>Weapon</b> +13 vs. AC (+11 against a bloodied target); 1d4 + 2 damage.	
⚡️ <b>Alchemical Fire</b> (standard; at-will) ♦️ <b>Fire</b> Ranged 10; +11 vs. Reflex; 2d8 + 4 fire damage, and ongoing 5 fire damage (save ends).	
<b>Cloak of Escape</b> (immediate reaction, when Kast is hit by a melee attack; at-will) ♦️ <b>Teleportation</b> Kast Darkwater teleports 5 squares.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Bluff +15, Insight +11, Stealth +15	
<b>Str</b> 15 (+5) <b>Dex</b> 20 (+8) <b>Wis</b> 16 (+6)	
<b>Con</b> 18 (+7) <b>Int</b> 13 (+4) <b>Cha</b> 20 (+8)	
<b>Equipment</b> dagger, alchemical fire	

<b>Mallich "Saber" Grimwind</b>	<b>Level 7 Elite Skirmisher</b>
Medium natural humanoid (Eladrin)	XP 600
<b>Initiative</b> +10 <b>Senses</b> Perception +5	
HP 166; <b>Bloodied</b> 83	
<b>AC</b> 23; <b>Fortitude</b> 19, <b>Reflex</b> 22, <b>Will</b> 20	
<b>Speed</b> 6	
<b>Action Points:</b> 1	
⬇️ <b>Rapier</b> (standard; at-will) ♦️ <b>Weapon</b> +12 vs. AC; 2d6+5 damage, and Saber shifts 1 square.	
⚡️ <b>Dagger</b> (standard; at-will) ♦️ <b>Weapon</b> Ranged 5/10; +12 vs. AC; 2d6+5 damage.	
⬇️ <b>Dazing Strike</b> (standard; encounter) ♦️ <b>Weapon</b> Requires rapier; +12 vs. AC; 2d6+5 damage, the target is dazed until the end of Saber's next turn, and Saber shifts 1 square.	
<b>Combat Advantage</b> Saber deals an extra 1d6 damage on melee and ranged attacks against any target he has combat advantage against.	
<b>Alignment</b> Evil <b>Languages</b> Common, Elven	
<b>Skills</b> Stealth +11, Streetwise +9, Thievery +10	
<b>Str</b> 14 (+5) <b>Dex</b> 19 (+7) <b>Wis</b> 14 (+5)	
<b>Con</b> 14 (+5) <b>Int</b> 16 (+6) <b>Cha</b> 17 (+6)	
<b>Equipment</b> leather armor, rapier, 4 daggers	

<b>"Plague" Blacktooth</b>	<b>Level 6 Solo Brute</b>
Medium natural humanoid (orc berserker)	XP 1,250
<b>Initiative</b> +3 <b>Senses</b> Perception +3; low-light vision	
HP 560; <b>Bloodied</b> 280; see also <i>warrior's surge</i>	
<b>AC</b> 20; <b>Fortitude</b> 20, <b>Reflex</b> 20, <b>Will</b> 18	
<b>Speed</b> 6 (8 while charging)	
<b>Action Points:</b> 2	
⬇️ <b>Greataxe</b> (standard; at-will) ♦️ <b>Weapon</b> +9 vs. AC; 2d8+4 damage (crit 2d8+16).	
⬇️ <b>Warrior's Surge</b> (standard, usable only while bloodied; encounter) ♦️ <b>Healing, Weapon</b> The orc berserker makes a melee basic attack and regains 16 hit points.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Common, Giant	
<b>Skills</b> Endurance +10, Intimidate +6	
<b>Str</b> 20 (+8) <b>Dex</b> 13 (+4) <b>Wis</b> 10 (+3)	
<b>Con</b> 16 (+6) <b>Int</b> 11 (+3) <b>Cha</b> 12 (+4)	
<b>Equipment</b> leather armor, greataxe	

<b>Zombie Hulk</b>	<b>Level 8 Brute</b>
Large natural animate (undead)	XP 350
<b>Initiative</b> +2 <b>Senses</b> Perception +3; darkvision	
<b>HP</b> 88; <b>Bloodied</b> 44; see also <i>rise again</i>	
<b>AC</b> 20; <b>Fortitude</b> 23, <b>Reflex</b> 17, <b>Will</b> 18	
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic; <b>Vulnerable</b> 10 radiant	
<b>Speed</b> 4	
⬇ <b>Slam</b> (standard; at-will) Reach 2; +12 vs. AC; 2d8 + 5 damage.	
⬇ <b>Zombie Smash</b> (standard; recharge 3) Reach 2; targets Medium size or smaller creature; +12 vs. AC; 4d8 + 5 damage, and the target is knocked prone.	
<b>Rise Again</b> (the first time the zombie hulk drops to 0 hit points) Make a new initiative check for the zombie hulk. On its next turn, the zombie hulk rises (as a move action) with 44 hit points.	
<b>Alignment</b> Unaligned <b>Languages</b> —	
<b>Str</b> 21 (+9) <b>Dex</b> 6 (+2) <b>Wis</b> 8 (+3)	
<b>Con</b> 18 (+8) <b>Int</b> 1 (-1) <b>Cha</b> 3 (+0)	

<b>Chillborn Zombie</b>	<b>Level 6 Soldier</b>
Medium natural animate (cold, undead)	XP 250
<b>Initiative</b> +5 <b>Senses</b> Perception +3; darkvision	
<b>Chillborn Aura (Cold)</b> aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.	
<b>HP</b> 71; <b>Bloodied</b> 35; see also <i>death burst</i>	
<b>AC</b> 22; <b>Fortitude</b> 20, <b>Reflex</b> 16, <b>Will</b> 16	
<b>Immune</b> disease, poison; <b>Resist</b> 10 cold, 10 necrotic; <b>Vulnerable</b> 5 fire, 5 radiant	
<b>Speed</b> 4	
⬇ <b>Slam</b> (standard; at-will) ♦ <b>Cold</b> +11 vs. AC; 1d6 + 4 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends); see also <i>ice reaper</i> .	
⬇ <b>Death Burst</b> (when reduced to 0 hit points) ♦ <b>Cold</b> The chillborn zombie explodes. Close burst 1; +9 vs. Fortitude; 2d6 + 2 cold damage, and the target is slowed (save ends).	
<b>Ice Reaper</b> ♦ <b>Cold</b> The chillborn zombie deals an extra 5 cold damage to an immobilized creature.	
<b>Alignment</b> Unaligned <b>Languages</b> —	
<b>Str</b> 19 (+7) <b>Dex</b> 10 (+3) <b>Wis</b> 10 (+3)	
<b>Con</b> 15 (+5) <b>Int</b> 2 (-1) <b>Cha</b> 6 (+1)	

<b>Rot Scarab Swarm</b>	<b>Level 8 Soldier</b>
Medium shadow beast (swarm)	XP 350
<b>Initiative</b> +9 <b>Senses</b> Perception +7; darkvision	
<b>Swarm Attack</b> aura 1; the rot scarab swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.	
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 22; <b>Fortitude</b> 21, <b>Reflex</b> 21, <b>Will</b> 19	
<b>Resist</b> half damage from melee and ranged attacks; <b>Vulnerable</b> 10 against close and area attacks	
<b>Speed</b> 8, climb 8	
⬇ <b>Swarm of Mandibles</b> (standard; at-will) ♦ <b>Necrotic</b> +12 vs. Reflex; 1d8 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).	
<b>Alignment</b> Unaligned <b>Languages</b> —	
<b>Str</b> 20 (+9) <b>Dex</b> 16 (+7) <b>Wis</b> 16 (+7)	
<b>Con</b> 16 (+7) <b>Int</b> 1 (-1) <b>Cha</b> 11 (+4)	

<b>Orc Eye of Gruumsh</b>	<b>Level 5 Controller (Leader)</b>
Medium natural humanoid	XP 200
<b>Initiative</b> +6 <b>Senses</b> Perception +3; low-light vision	
<b>Wrath of Gruumsh</b> aura 10; orcs in the aura can use <i>death strike</i> (see below).	
<b>HP</b> 64; <b>Bloodied</b> 32; see also <i>warrior's surge</i> and <i>death strike</i>	
<b>AC</b> 19; <b>Fortitude</b> 17, <b>Reflex</b> 14, <b>Will</b> 15	
<b>Speed</b> 6 (8 while charging)	
⬇ <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b> +10 vs. AC; 1d8 + 3 damage.	
⬇ <b>Warrior's Surge</b> (standard, usable only while bloodied; encounter) ♦ <b>Healing, Weapon</b> The eye of Gruumsh makes a melee basic attack and regains 16 hit points.	
⬇ <b>Death Strike</b> (when reduced to 0 hit points) The orc makes a melee basic attack.	
⤴ <b>Eye of Wrath</b> (minor; at-will) ♦ <b>Fear</b> Ranged 5; +8 vs. Will; the target takes a -4 penalty to AC (save ends).	
⤴ <b>Swift Arm of Destruction</b> (standard; recharge 3) ♦ <b>Healing</b> Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.	
⤴ <b>Chaos Hammer</b> (standard; encounter) ♦ <b>Force</b> Area burst 1 within 10; +8 vs. Reflex; 2d6 + 3 force damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Common, Giant	
<b>Skills</b> Endurance +10, Intimidate +10, Religion +7	
<b>Str</b> 17 (+5) <b>Dex</b> 14 (+4) <b>Wis</b> 12 (+3)	
<b>Con</b> 16 (+5) <b>Int</b> 11 (+2) <b>Cha</b> 17 (+5)	
<b>Equipment</b> leather armor, fur cloak, spear	

<b>Orc Berserker</b>	<b>Level 4 Brute</b>
Medium natural humanoid	XP 175
<b>Initiative</b> +3 <b>Senses</b> Perception +2; low-light vision	
<b>HP</b> 66; <b>Bloodied</b> 33; see also <i>warrior's surge</i>	
<b>AC</b> 15; <b>Fortitude</b> 17, <b>Reflex</b> 13, <b>Will</b> 12	
<b>Speed</b> 6 (8 while charging)	
⬇ <b>Greataxe</b> (standard; at-will) ♦ <b>Weapon</b> +8 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).	
⬇ <b>Warrior's Surge</b> (standard, usable only while bloodied; encounter) ♦ <b>Healing, Weapon</b> The orc berserker makes a melee basic attack and regains 16 hit points.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Common, Giant	
<b>Skills</b> Endurance +10, Intimidate +6	
<b>Str</b> 20 (+7) <b>Dex</b> 13 (+3) <b>Wis</b> 10 (+2)	
<b>Con</b> 16 (+5) <b>Int</b> 8 (+1) <b>Cha</b> 9 (+1)	
<b>Equipment</b> leather armor, greataxe	

<b>Orc Warrior</b>	<b>Level 9 Minion</b>
Medium natural humanoid	XP 100
<b>Initiative</b> +3 <b>Senses</b> Perception +3; low-light vision	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 21; <b>Fortitude</b> 19, <b>Reflex</b> 16, <b>Will</b> 16	
<b>Speed</b> 6 (8 while charging)	
⬇ <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b> +14 vs. AC; 6 damage.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Common, Giant	
<b>Str</b> 17 (+6) <b>Dex</b> 11 (+3) <b>Wis</b> 10 (+3)	
<b>Con</b> 15 (+5) <b>Int</b> 8 (+2) <b>Cha</b> 9 (+2)	
<b>Equipment</b> leather armor, light shield, battleaxe	

<b>Dire Wolf</b>	<b>Level 5 Skirmisher</b>
Large natural beast (mount)	XP 200
<b>Initiative</b> +7 <b>Senses</b> Perception +9; low-light vision	
<b>HP</b> 67; <b>Bloodied</b> 33	
<b>AC</b> 19; <b>Fortitude</b> 18, <b>Reflex</b> 17, <b>Will</b> 16	
<b>Speed</b> 8	
⬇ <b>Bite</b> (standard; at-will)	
+10 vs. AC; 1d8 + 4 damage, or 2d8 + 4 damage against a prone target.	
<b>Combat Advantage</b>	
The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.	
<b>Pack Hunter</b> (while mounted by a friendly rider of 5th level or higher; at-will) ♦ <b>Mount</b>	
The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.	
<b>Alignment</b> Unaligned <b>Languages</b> —	
<b>Str</b> 19 (+6) <b>Dex</b> 16 (+5) <b>Wis</b> 14 (+4)	
<b>Con</b> 19 (+6) <b>Int</b> 5 (-1) <b>Cha</b> 11 (+2)	

<b>Werewolf</b>	<b>Level 8 Brute</b>
Medium natural humanoid (shapechanger)	XP 350
<b>Initiative</b> +7 <b>Senses</b> Perception +11; low-light vision	
<b>HP</b> 108; <b>Bloodied</b> 54	
<b>Regeneration</b> 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
<b>AC</b> 20; <b>Fortitude</b> 20, <b>Reflex</b> 19, <b>Will</b> 18	
<b>Immune</b> moon frenzy (see below)	
<b>Speed</b> 6 (8 in wolf form)	
⬇ <b>Greatclub</b> (standard; at-will) ♦ <b>Weapon</b>	
+12 vs. AC; 2d4 + 4 damage; see also <i>blood rage</i> .	
⬇ <b>Bite</b> (standard; at-will) ♦ <b>Disease</b>	
+12 vs. AC; 1d6 + 4 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .	
<b>Blood Rage</b>	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
<b>Change Shape</b> (minor; at-will) ♦ <b>Polymorph</b>	
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see <i>Change Shape</i> , page 280). It cannot use its bite attack in human form and cannot make greatclub attacks in wolf form.	
<b>Alignment</b> Evil <b>Languages</b> Common	
<b>Skills</b> Bluff +9, Insight +11, Intimidate +9, Nature +11	
<b>Str</b> 19 (+8) <b>Dex</b> 16 (+7) <b>Wis</b> 14 (+6)	
<b>Con</b> 18 (+8) <b>Int</b> 10 (+4) <b>Cha</b> 11 (+4)	
<b>Equipment</b> leather armor, greatclub	

<b>Hobgoblin Soldier</b>	<b>Level 3 Soldier</b>
Medium natural humanoid	XP 150
<b>Initiative</b> +7 <b>Senses</b> Perception +3; low-light vision	
<b>HP</b> 47; <b>Bloodied</b> 23	
<b>AC</b> 20 (22 with <i>phalanx soldier</i> ); <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 16	
<b>Speed</b> 5	
⬇ <b>Flail</b> (standard; at-will) ♦ <b>Weapon</b>	
+7 vs. AC; 1d10 + 4 damage, the target is marked and slowed until the end of the hobgoblin soldier's next turn.	
⬇ <b>Formation Strike</b> (standard; at-will) ♦ <b>Weapon</b>	
Requires flail; +7 vs. AC; 1d10 + 4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.	
<b>Hobgoblin Resilience</b> (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter)	
The hobgoblin soldier rolls a saving throw against the effect.	
<b>Phalanx Soldier</b>	
The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.	
<b>Alignment</b> Evil <b>Languages</b> Common, Goblin	
<b>Str</b> 19 (+5) <b>Dex</b> 14 (+3) <b>Wis</b> 14 (+3)	
<b>Con</b> 15 (+3) <b>Int</b> 11 (+1) <b>Cha</b> 10 (+1)	
<b>Equipment</b> scale armor, heavy shield, flail	

<b>Hobaoblin Commander Level 5 Soldier (Leader)</b>
Medium natural humanoid XP 200
<b>Initiative</b> +8 <b>Senses</b> Perception +5; low-light vision
<b>HP</b> 64; <b>Bloodied</b> 32
<b>AC</b> 21 (23 with <i>phalanx soldier</i> ); <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 19
<b>Speed</b> 5
⬇ <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>
+12 vs. AC; 1d8 + 5 damage; see also <i>lead from the front</i> . If the hobgoblin commander hits with an opportunity attack, it shifts 1 square.
↔ <b>Tactical Deployment</b> (minor; recharge ⓂⓂⓂ)
Close burst 5; allies in the burst shift 3 squares.
<b>Lead from the Front</b>
When the hobgoblin commander's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the hobgoblin commander's next turn.
<b>Hobgoblin Resilience</b> (immediate reaction, when the hobgoblin commander suffers an effect that a save can end; encounter)
The hobgoblin commander rolls a saving throw against the effect.
<b>Phalanx Soldier</b>
The hobgoblin commander gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.
<b>Alignment</b> Evil <b>Languages</b> Common, Goblin
<b>Skills</b> Athletics +12, History +10, Intimidate +7
<b>Str</b> 20 (+7) <b>Dex</b> 14 (+4) <b>Wis</b> 16 (+5)
<b>Con</b> 16 (+5) <b>Int</b> 12 (+3) <b>Cha</b> 10 (+2)
<b>Equipment</b> scale armor, heavy shield, spear

<b>Hobgoblin Warcaster Level 3 Controller (Leader)</b>
Medium natural humanoid XP 150
<b>Initiative</b> +5 <b>Senses</b> Perception +4; low-light vision
<b>HP</b> 46; <b>Bloodied</b> 23
<b>AC</b> 17; <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 14
<b>Speed</b> 6
⬇ <b>Quarterstaff</b> (standard; at-will) ♦ <b>Weapon</b>
+8 vs. AC; 1d8 + 1 damage.
⬇ <b>Shock Staff</b> (standard; recharge ⓂⓂⓂⓂⓂⓂ) ♦ <b>Lightning, Weapon</b>
Requires quarterstaff; +8 vs. AC; 2d10 + 4 lightning damage, and the target is dazed until the end of the hobgoblin warcaster's next turn.
↘ <b>Force Lure</b> (standard; recharge ⓂⓂⓂⓂ) ♦ <b>Force</b>
Ranged 5; +7 vs. Fortitude; 2d6 + 4 force damage, and the target slides 3 squares.
↔ <b>Force Pulse</b> (standard; recharge ⓂⓂⓂ) ♦ <b>Force</b>
Close blast 5; +7 vs. Reflex; 2d8 + 4 force damage, and the target is pushed 1 square and knocked prone. <i>Miss</i> : Half damage, and the target is neither pushed nor knocked prone.
<b>Hobgoblin Resilience</b> (immediate reaction, when the hobgoblin warcaster suffers an effect that a save can end; encounter)
The hobgoblin warcaster rolls a saving throw against the effect.
<b>Alignment</b> Evil <b>Languages</b> Common, Goblin
<b>Skills</b> Arcana +10, Athletics +4, History +12
<b>Str</b> 13 (+2) <b>Dex</b> 14 (+3) <b>Wis</b> 16 (+4)
<b>Con</b> 14 (+3) <b>Int</b> 19 (+5) <b>Cha</b> 13 (+2)
<b>Equipment</b> robes, quarterstaff

<b>Worg</b>	<b>Level 9 Brute</b>
Large natural magical beast	XP 400
<b>Initiative</b> +7 <b>Senses</b> Perception +9; darkvision	
<b>Frightful Growl (Fear)</b> aura 3; enemies in the aura take a -1 penalty to attack rolls, and allies in the aura gain a +1 power bonus to attack rolls.	
<b>HP</b> 120; <b>Bloodied</b> 60	
<b>AC</b> 20; <b>Fortitude</b> 20, <b>Reflex</b> 18, <b>Will</b> 18	
<b>Speed</b> 8	
⬇ <b>Bite</b> (standard; at-will)	
+12 vs. AC; 2d6 + 5 damage, and ongoing 5 damage (save ends).	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal	
<b>Str</b> 21 (+9) <b>Dex</b> 17 (+7) <b>Wis</b> 10 (+4)	
<b>Con</b> 20 (+9) <b>Int</b> 7 (+2) <b>Cha</b> 16 (+7)	

**Wanted Posters:**

**WANTED FOR THIEVERY  
in NEVERWINTER**

**Gerrin "Shade" Lowmoor**



**REWARD: 400 Gold  
MUST BE RETURNED ALIVE**

**WANTED FOR MURDER  
in NEVERWINTER**

**Mallich "Saber" Grimwind**



**REWARD: 1,000 Gold  
MUST BE RETURNED ALIVE**

**WANTED FOR ARSON  
in NEVERWINTER**

**Kast "Ember" Darkwater**



**REWARD: 600 Gold  
MUST BE RETURNED ALIVE**

**WANTED FOR MASS MURDER  
in NEVERWINTER**

**"Plague" Blacktooth**



**REWARD: 5,000 Gold  
MUST BE RETURNED ALIVE**

# The City of NEVERWINTER



- |                           |                            |
|---------------------------|----------------------------|
| A- South Gate             | H- Fallen Tower Tavern     |
| B- North Gate             | I- Grand Market            |
| C- Docks                  | J- Lord Alagondar's Palace |
| D- Neverwinter River      | K- Sherriff / Jail         |
| E- The House of Knowledge | L- Dolphin Bridge          |
| F- Temple of Bahamut      | M- Winged Wyvern Bridge    |
| G- Moonstone Mask Tavern  | N- Sleeping Dragon Bridge  |

Scale - In Feet  
 0 500 1000



## Luskan, the City of Anarchy



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The cesspool of the world, Luskan is a city stewing in its own rot. Once it was a thriving port anchoring the northern end of the Trade Way, but decades of social unrest and rampant crime have left it largely abandoned. Now Luskan is the exclusive territory of rival street gangs, monsters, and vermin. A middle-class citizen of Luskan would be a beggar in any other city in the North.

Thieves and other outlaws who flee justice from places such as Waterdeep are never pursued past the gates of Luskan. No dungeon cell in another northern city could possibly be a worse fate. This sort of “immigration” is primarily how the population replenishes itself.

Getting around in Luskan is an adventure. You never know if you’ll accidentally wander into the territory of a blood-crazed gang of thieves, werewolves, or other creatures with death on their minds.

**The Broken Bridges:** All three of the great bridges that once spanned the Mirar River are smashed. Attempts are occasionally made to repair them, sometimes with just a few ropes—so that the gang responsible for the repairs can charge a toll to cross. In the chaos of the City of Anarchy, these makeshift crossings never last long. Diving into the filthy, disease-laden, monster-infested river is attempted only by the desperate or the insane. Most Luskars content themselves with staying on their side of the waterway.