

DRAGON HEIST REMIX – FANCY PROPS

Justin Alexander – [The Alexandrian](#)

This document contains “fancy” versions of the props from the Alexandrian Remix of *Dragon Heist*. Some of these may be useful for *Dragon Heist* campaigns that aren’t using the Alexandrian Remix, but probably not many of them. (Most of the props take the form of clues added in the process of making the campaign more robust and interconnected.)

These props are all designed to be simply printed out on letter-sized white paper. Many of them, however, could benefit from being printed out on alternative/more evocative paper stocks with their headings removed.

HANDWRITING REFERENCE

Each NPC has a distinct “handwriting” used in their props. This reference can be used by the GM as needed.

Kalain – *Waters*

Orond Gralhund – *Murders*

Jarlaxle – *confusing*

Cassalanter – *hiding*

Ahmaergo – *Aiken*

Manshoon – *Colors*

Krebbyg – **eyes**

N’arl Xibrindas – *Xibrindas*

Avareen – *you*

Seffia Naelryke – *followed*

Rostrum Feilcook – *alacrity*

Chirada – *Ward*

SUGGESTED PROPS

In addition to the props found in this document, there are additional props which I prepared for my own campaign but which I can't duplicate here without stepping over the bounds of fair use. These additional props, primarily featuring cool visual references, are listed here. In creating these props for your own table, you may find the Fantasy Grounds package for *Dragon Heist* useful. (It gives you raw image files that you can either use directly or modify using Photoshop/GIMP with greater ease than trying to scan material from the printed book.) In other cases, the images are not specific to the campaign and you may be able to find suitable images through a Google Image search.

In some cases, I am including a link to an online piece of art that I used.

1.0 FINDING FLOON

- Visual: Renaer Neverember
- [Visual: Kenku](#)
- [Visual: Floon Blagmaar](#)
- [Visual: Mourning Locket](#)

2.0 TROLLSKULL

- Trollskull Alley Map (Blank)
- Map of Trollskull Manor
- Visual: Trollskull Manor
- Visual: The Twin Parades

3.0 NIMBLEWRIGHT INVESTIGATION

n/a

3.1 GRALHUND VILLA

- Visual: Nimblewright
- Visual: Gazer
- Visual: Drow Gunslinger
- Visual: Gralhunds

4.1 FACTION RESPONSE TEAMS

n/a

4.2 FACTION OUTPOSTS

n/a

5.0 HEIST OVERVIEW

n/a

5.1 BREGAN D' AERTHE – SEA MAIDENS FAIRE

- Heist Map: Upper Decks
- Heist Map: Orlop Deck (Porthole Surveillance)
- Visual: Jarlaxle Baenre
- Visual: Drow Gunslinger

5.2 CASSALANTER ESTATE

- [Visual: Victoro Cassalanter](#)
- Visual: Ammalia Cassalanter
- Heist Map: Complete Blueprints of Cassalanter Villa
- Heist Map: Cassalanter Villa – Stonecutters’ Plans
- Heist Map: Cassalanter Villa – Roofers’ Guild
- Heist Map: Cassalanter Villa – Cellarers’ Guild

5.3 XANATHAR’S LAIR

n/a

5.4 ZHENTARIM – KOLAT TOWERS

- Heist Map: Kolat Towers Blueprints

6.0 BRANDATH CRYPTS

n/a

6.1 THE VAULT

n/a

KALAIN'S LETTER TO DALAKHAR

Dalakhari,

I had to give considerable thought to your request. But you were always kind to me even when your demonic master was not. If you are still in need of my aid, you may claim whatever sanctuary I can offer.

Kalain of the Nine Waters

LORD DAGULT'S PAPERS

These papers, which appear to have belonged to Lord Dagult Neverember, mostly concern minor (and now thoroughly outdated) affairs of the city. There are a few pieces of unusual interest, however:

- A list of otherwise banal, crossed out tasks includes “move the dragon to the Melairkyn ceremonial vault.”
- Correspondence with Hammond Kraddog of the Vintners', Distillers', and Brewers' Guild making it clear that Kraddog gave Lord Dagult large bribes to cover up a scandal involving contaminated liquor in the Dock Ward.
- Notes apparently pertaining to a “ceremonial vault” built by the Melairkyn dwarves beneath Waterdeep centuries ago. The notes detail that such vaults were built by worshippers of Dumathoin, the Keeper of the Mountain's Secrets. The dwarven cult believed that Dumathoin encoded his secrets in the veins of ore and precious stones he placed in the mountains he raised from the earth for the dwarven people. In their mining, the dwarves would release Dumathoin's secrets into the world. This angered Dumathoin and there was a period of discord between the dwarves and the Mordinsamman (the council of dwarven gods). In order to appease Dumathoin and to protect his secrets, the cult would mystically bind the “secrets of the mountain” into items of finely-wrought dwarfcraft and then make offering of it to Dumathoin by securing them within ceremonial vaults. Such vaults, according to an ancient source, can be opened by “standing before Dumathoin's doors and striking the scale of a dragon with a mithral hammer in the place where the sun's light should fall.”
- An unsigned letter written to Lord Neverember four years ago stating that “the last of the three Eyes has been secured.”
- A letter from Dalakhar also dating to four years ago, reporting on his unsuccessful efforts to infiltrate the Enclave of Red Magic in the Castle Ward. (*GM Note:* This is literally a red herring. Dalakhar's assignment four years ago has nothing to do with present events. The Red Wizards of Thay use the Thayan embassy as a cover for their local operations; it's connected to the Thayan enclave in Skullport via a portal.)

A DIRECTIVE FROM JARLAXLE

(written in silver ink upon black paper)

Fel'Rekt,

Set an immediate watch upon villa and seize any opportunity to take possession of the Stone of Golorr.

Send updates to me via Fenerus Stormcastle. Krebbyg has been instructed to pick up messages from Fenerus twice daily for the duration of the Gralhund operation.

Jarlaxle Baenre

GRALHUND STUDY OF THE GRAND GAME

These disparate papers, written in the hand of Orond Gralhund, concern the strategies and machinations of House Gralhund.

Uktar 4th, 1491 DR

They have treated us like fools. In the wake of the Lord Murders, with so many vacancies among the Lords and with Yalah's lineage, it should have required no effort at all for her to be elevated to her rightful place. For the Gralhunds to be elevated to their rightful place, so that she could guarantee the prosperity of the Gralhunds for future generations. Instead they have taken our money. They have taken our favor. And they have spat in our faces. They have closed their ranks against us once again.

This journal entry, and others like it throughout late 1491 DR, speak to the bitterness of the Gralhunds, who felt slighted by being excluded from the ruling council of the city.

Night 21st, 1491 DR

At the fires of Simril last night, Lord Berenger spoke to me of a curious matter. Neverember's Enigma. It seems that the former Open Lord kept some monstrous secret, and now word of that secret is beginning to spread. There are those who believe a Grand Game may be beginning. I sense in this an opportunity to right the great wrong which has been done to Yalah.

It is clear from Orond's notes, however, that over the next few weeks his efforts to penetrate the Grand Game were stymied. The resources of the Gralhunds were limited. But Orond thought outside the box: He embedded agents (referred to by the codephrases "Eagle" and "Catoblepas") in Renaer Neverember's household. As Renaer was estranged from his father this was a long-shot at best, but it paid off. A report from Eagle reads:

We've identified the gnome who's been keeping surveillance on R.N. Dalakhar. An agent of Lord D. Please advise.

Several weeks later, the gnome Dalakhar abruptly stopped his surveillance of Renaer Neverember. Eagle played a hunch, followed up, and discovered that Dalakhar had ended up in the employ of the Xanathar Guild.

Dal. must still be acting under the orders of Lord P. No other explanation for the sudden shift of allegiance.

Contemporary notes from other sources allowed Orond to begin piecing certain facts about the Grand Game and Neverember's Enigma.

There are Three Eyes with which Neverember's Enigma may be seen. The First Eye is held by Kanathar, and lies somewhere within his lair. Bullette's report that this lair can be accessed from teleportal sites within X's sewer hideouts provides a potential means by which this Eye could be seized, but in the absence of a synchronized key these teleportal sites are useless.

A later note states:

The Second Eye has almost certainly been taken from R/V by the Chentarium. It is more important than ever that we discover where M has hidden his head.

And then, this:

Xanatharians are riled. Word on the street is that something was stolen from them. But not the First Eye. The stone of Solarr.

This report is attached to analysis written by Orond.

What if the "Key to Neverember's Enigma" which Kanathar was known to hold in his possession is not, as I have suspected, the Eye? But instead the Stone of Solarr? If so, then what better thief than an agent of Dagutt's? Perhaps even sent there for that purpose. The gnome has taken the Stone, I am certain of it. If we can find Dalakhar, then we can seize the Key. We can take the Stone.

A MISSIVE FROM CASTLE WARD

We are now certain that the Second Eye was carried from the warehouse in the Dock Ward to Yellowspire in the Castle Ward. I no longer believe that it remains within Yellowspire, however. After observing the Zhentarim traffic here, I am convinced that they must be using a teleportal within the tower. If we wish to track the Second Eye further, we will need to access that teleportal or otherwise determine where it leads. - Chirada

A RECOMMENDATION FOR MATERIEL

(written in silver ink on black parchment)

Regarding the need for alternative sources of materiel, make contact with Grinda Garloth of Mistshore. Use all caution and do not reveal your true heritage, as she is allied with the beholder and that poses certain risks for us now. J

SEALED LETTER TO FENERUS STORMCASTLE

(written in silver ink on black parchment)

To Fenerus Stormcastle of Quill Alley

Please accept this token of our appreciation for the great services you have rendered us. J

SEFFIA'S LETTER

Seffia—

lady Ammalia and I are both deeply moved by what your ritual accomplished. It speaks to your true faith in the power of our Master, and you have clearly been blessed by him. As you suspected, we did, in fact, find Neverember's Third Eye in the crypt of lady Braudath. Thank you for all that you have done.

— Lord Victor

A DIRECTIVE FROM N'ARL XIBRINDAS

(GM Note: Select the correct variant for the circumstances.)

Before you proceed, get properly outfitted by Grinda Garlath. Her workshop is located in Mitsore.

- Marl Xibrindas

Before you proceed, get properly outfitted by Grinda Garlath. Her workshop is located in Mitsore. These guttercum upstarts have already taken out Gorath, so you'll want to make sure you've got something a little extra to deal with them

- Marl Xibrindas

Before you proceed, get properly outfitted by Grinda Garlath. Her workshop is located in Mitsore. These guttercum upstarts have already taken out Korstrod, so you'll want to make sure you've got something a little extra to deal with them

- Marl Xibrindas

Before you proceed, get properly outfitted by Grinda Garlath. Her workshop is located in Mitsore. These guttercum upstarts have already taken out Moska, so you'll want to make sure you've got something a little extra to deal with them

- Marl Xibrindas

SEFFIA NAELRYKE'S VISITING CARD

Seffia Naelryke

The Windmill on Coachlamp Lane

REPORT TO AGORN FUOCO

Kongstrod Uxgulm's outfit is based out of the Orb Confectioners' on Rising Ride just off Caravan Court. Not sure how the backroom can fit them all, but there's no question that Xanathar's duergar come in and out of there on the regular.

DIRECTIVE TO URSTUL FLOXIN

Any prisoners taken from the other players of the Grand Game should be delivered to Awaheen in Brindul Alley.

By Order of the Zhentarim.

LETTER REGARDING FENERUS STORMCASTLE'S HOUSE

J-

There have been strange eyes fixed upon the house of Fenerus Stormcastle and flights of black snakes have been seen flocking the skies of the Trades Ward. Greater care should be taken when messengers approach the house, and we may want to find an alternative asset. I leave it to your judgment whether or not Fenerus himself should be warned.

-K

INSTRUCTIONS FOR GLADIATORIAL WEAPONRY

The shipment of special weapons that H requested will be sent by Grinda Garloth in Mistshore. See that they're bundled up and sent along with the next audience procession.

-Almaergo

A REQUEST FOR GLADIATORIAL WEAPONRY

He wants the full bundle of weaponry delivered to Terasse's house of healing on Elsambul's Lane no later than two days from now so that it can be sent down to headquarters with the next gladiatorial audience. Don't be late! He's looking forward to seeing some exotic gutting.

-Almaergo

ON THE DELIVERY OF A MECHANICAL BEHOLDER

*It is outraged that you bungling incompetents couldn't get his piece de
triumphe working for the Shipwrights' Hall! If it isn't seen swooping
over the Feasts of Leirun, he'll have your guts for garters! See that it's
delivered to Terrasse's house of healing on Elsambul's Lane by the ninth
of Tarsalik or be prepared to pay for it with your heads!*

-Almaergo

CORRESPONDENCE WITH N'ARL XIBRINDAS

Korgstrook,

It is very important that this be kept in strictest confidence. Only you, me, and I know of the smokepowder. It must be brought to the Staircase of Eyes on the night of the 1st at precisely the stroke of eleven. Use disposable muscle. I will mark the sewer tunnels west of your hideout with a red eye to guide your men.

— N'arl Xibrindas

A DIRECTIVE TO ZORBOG

Zorbog,

Gather the usual gang and kidnap Fenerus Stormcastle, who lives in Quill Alley. Stormcastle is a known associate of the new meddlers in the Grand Game. Press him until he reveals everything he knows about these new participants.

Manshoon

CRUMPLED NOTE TO SECCENT

Seccent,

I have nothing but contempt for what you have done. I don't know what foul rites you hope to perform, but the more traditional rites of Brindul Alley would have surely wrung any information this broadsheet publisher might have had. Nonetheless, Mansheon's word is my command, and so I present to you Shan Chien. May you choke on him.

Avaeren

INSTRUCTIONS FOR THE IMPS

The next pair of imps which emerge from the summoning circle should be dispatched to perform surveillance on the Sea Maidens Faire and then report back to me directly at the villa. Willifont informs me that the Captain of the Faire is a new player in the Grand Game, and we need to determine if he brings any unique knowledge into the proceedings. — VC.

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ENCODED MESSAGE

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AN ILL MAN'S NOTE

Orb Confectioners.

Eight small eyes.

How would you like those arranged?

Around an ocular cake.

JARLAXLE'S REPORT OF THE GRAND GAME

(written in silver ink upon black paper)

This meticulously organized folder of intelligence reports and summaries appears to have been compiled by "Jarlaxle Baenre." It is clear from its contents that Jarlaxle was, until recently, unaware of the Grand Game currently taking place in Waterdeep. Once he got an inkling of what was happening, however, he evidently took immediate steps to remedy the situation. In these efforts, the "Gralhund nimblewright has proven most useful," but the information obtained by the Gralhunds is apparently "woefully incomplete." Despite that, Jarlaxle was apparently able to draw a significant conclusion.

Suspicion: Neverember's Enigma is nothing less than the 500,000 dragons embezzled from the city funds of Waterdeep.

Once that conclusion was reached, Jarlaxle's interest in the matter clearly spiked and he intensified efforts to bring himself up to speed, dispatching Bregan D'Aerthe, a covert band of mercenary agents in his command, to gather as much information as they could by any means necessary.

It seems that Jarlaxle's interest is driven by a desire to win favor with Laeral Silverhand, the Open Lord of Waterdeep, by returning the stolen money to her.

There are numerous factions in play, but I suspect the most significant are these: The Cassalanter, Xanathar (that bloated bag of gas), the Manshoonian Zhentarim, the Gralhunds, Lord Dagult, and the Open Lord. It seems that other players, like the Black Viper, are also involved, or interested in involving themselves, and some attention should be paid to how they might be turned to good use.

Of prime importance are the Golorr Eyes: Xanathar's Eye, I suspect, has been entrusted to Sylgar's keeping. Manshoon's Eye is almost certainly secured within Kolat Towers. The Cassalanter's Eye probably lies somewhere in their Estate.

Gaining control of an Eye must be our top priority. Those who control a Golorr Artifact are the pivots on which the outcome of the Grand Game will turn.

LEDGER OF NIMBLEWRIGHT SALES

This ledger of sales records the following sales of Nimblewrights in Waterdeep.

Valetta, Priestess of Gond at the House of Inspired Hands, at the corner of Seawatch Street and Shark Street. The wright of overlapping feathers.

Bowgentra Summertaeen, Lady Master of the Watchful Order of Magists and Protectors. The featureless wright.

Lord Labdar Adarbrent. The rictused scowl.

Lord Corin Dezlentyr. Right eye a green gemstone.

House of Wonder. Feminine; silver-haired.

Lord Orond Gralhund. A fashionable beard.

Mother Tamra's House of Graces, Mendeveer Street in the Castle Ward. Eight halos.

City Armory. Stylized breastplate and greaves.

Lord Walrus. Feminine, with blue gemstone eyes.

A REPORT ON THE CULTISTS OF ASMODEUS

There are clear signs that, within the highest strata of Waterdhavian society, a well-established cult of Asmodeus has taken root.

This thick sheaf of paper appears to compile information from a number of different sources – most contemporary, although a few surprisingly historical.

An alliance with such cultists is unlikely to be successful, but perhaps those hiding their true faith could be blackmailed. Or their existence traded to Lady Laeral as a sign of good faith on behalf of the Luskan cause.

After what appears to be a considerable amount of legwork, the report identifies a house on Aven Street in the North Ward as being a secret front for one of the cult's shrines. This does not appear to be the center of worship, however. That distinction, according to references in some of the documentation captured from the Asmodean cultists over a century ago, appears to belong to an ancient site of worship located below the Sea Ward.

Perhaps the records of the Surveyors', Map, and Chart-makers' Guild might prove useful in identifying the site, although likely only if its location could be narrowed down.

A LETTER FROM N' ARL

Brother,

I hope this letter finds you in good spirits. Thank you for the evening at the Seven Masks last tuesday. A delightfully bloody affair. I think it wonderful that Jarable has decided to purchase the theater, even if his intentions are not purely artistic. It was quite a joy to escape from Xanathar's lair for a few hours and remember who I truly am. It's a pity that we can't do it more often, but the risk of X discovering my true allegiance is simply too great. On that note, I have taken some pains to arrange assurances for myself. When the time comes, I'll be able to bring this whole wretched ant's nest down on that floating fool's head.

Marl Xibrindas

A LETTER TO LAERAL

To her Ageless Majesty, Laeral Silverhand, the Witch-Queen of Stormanter, Lady of the North, She of the Seven Sisters, Chosen of Mystra, and Open Lord of Waterdeep,

Your spies are to be commended! Rest assured, my presence in your fair city is purely recreational - though if fortune smiles upon me, this visit could benefit us both.

Your predecessor left the City of Splendors in a sorry state, but you have done wonders to lift the spirit of the citizenry during your short time in office. I know how politics offends you, so forgive me for taking this opportunity to point out the obvious. We can make both our cities stronger and strike back at he who robbed Waterdhavians of their wealth and dignity. I'm speaking, of course, of that dirty sack of rats, Dagult Neverember. That's the phrase you used to describe him yesterday to the emissary from Mirabar, is it not? Evidently, my spies are also to be commended!

Why let Neverember get away with his crimes against Luskan and Waterdeep? Can we be allies, if not friends? These are the questions that haunt my dreams, as surely as I haunt yours.

Sincerely,

J

Notes on Neverember's Enigma

By late 1487 DR, it had become clear to those with the right connections that the Open Lord had begun another of his secretive enterprises. A great deal of quiet attention was turned upon this matter, not the least of which was our own.

Of course, when there are many searching for answers, it is prudent to keep as careful an eye upon the other searchers as upon that for which you search. It was from the Roanishomus we learned that Neverember had sent agents to Candlekeep to make discreet inquiries regarding 'an archmage named Golonn.' The Roanishomus mistook this intelligence, first believing that the Enigma ultimately concerned the dark elves by way of the Sorcerer, Archmage of Myzobhannaerzau, and their expending great energy in pursuing rumors of Galani, an Archmage of Ancient Netheril.

Golonn was the true name of interest, however. The Stone of Golonn. According to some histories, it was brought to Abeir-Tonil when the ancient floating city of Xriphe, capital of the Abolethic Sovereignty, first plummeted to the world and settled deep below the Sea of Fallen Stars. According to others, an aboleth who came to Abeir-Tonil before the arrival of Xriphe created the Stone. Or perhaps he fled to Abeir-Tonil carrying the Stone and Xriphe came in pursuit of their prize. Some versions of the tale claim that the Stone was forged during the primeval battles between Shas and Selune, in the very moment that the world of Tonil was formed.

Whatever the truth, the Stone of Golonn was held by the Abolethic Sovereignty within the vaults of Xriphe in the world of Abeir, only to be lost during the Wailing Years.

Of far more interest is what the Stone is capable of. Whether it predates or co-dates the creation of Tonil, in arcane terms this gives the Stone a position of primacy, making it capable of effects which no magic item or artifact created in these younger days could possibly duplicate.

When the proper ritual is performed, the Stone can utterly eradicate a memory or piece of information, wiping it clean from scrolls and inscriptions while simultaneously stripping it from every living soul on Toril except for the person who is attuned to the Stone. The Stone itself also retains the knowledge, making it the ultimate repository of countless ages of knowledge deemed valuable enough to hide from the world. Exactly what piece of knowledge Neverember sought to claim from the Stone pales utterly in comparison to the totality of secrets which its owners can literally hold in the palm of their hands.

The ritual required for the Stone to destroy a piece of knowledge requires a second abolethic artifact, a small tetrahedron of red jade. We now believe that this artifact remains in Lord Neverember's possession.

It was those gossipmongers the Brassfeathers who first babbled out the revelation that Neverember had embezzled half a million gold dragons from the treasuries of Waterdeep. Half a million dragons which had seemingly vanished from the knowledge of man, woman, and fae.

It was then that we realized that, unlike ourselves, Neverember had not been captivated by the secrets held by the Stone. He wished to forge a new secret of his own. We are now certain that he used the Stone to hide the location in which he has secreted the embezzled dragons. As such, it is virtually certain that the only path to this hoard lies through the Stone itself.

Notes on the Melainkyer Vault

In addition to the Stone of Golann, our own researches indicated that Lord Neverember had been researching the religious mummeries of the Melainkyer dwarves.

Clan Melainkyer were the first to begin excavating under what is now Waterdeep. The earliest portions of Undermountain were, in fact, the Underhalls in which they made their homes and wrought their mithral-craft. They were worshippers of Dumathoin, the Keeper of the Mountain's Secrets.

When we learned of the Stone's relationship to the keeping of secrets, it seemed clear to us that Neverember's two esoteric pursuits must be linked. The nature of this link, however, eluded us until our attention turned to the ceremonial vaults which the Melainkyer once built. Their cult believed that Dumathoin encoded his secrets into the veins of one and precious stones he placed in the mountains he raised from the earth for the dwarven people. In their mining, the dwarves supposedly released Dumathoin's secrets into the world. This angered Dumathoin and created a period of discord between the dwarves and the *Mordiansammau*, the council of dwarven gods. In order to appease their petty gods, the Melainkyer would mystically bind the 'secrets of the mountain' into items of finely-wrought dwarfcraft and then make offerings of it to Dumathoin by securing them within their ceremonial vaults.

One of these vaults had been built near the Underhalls, most likely somewhere beneath what is now Waterdeep. We quickly discovered, however, that the knowledge of its location has been lost. Indeed, the more we delved into this matter, the clearer it became that there was a very specific pattern to the loss of this knowledge.

Although a recherche topic, once we had found the proper sources from past ages it was fairly trivial to find any number of facts regarding the Vault. The only piece of information that was systematically missing from every account was its location.

It is difficult to say for certain, but it seems overwhelmingly likely that this loss is consistent with a Golom-wipe. The knowledge lost in such a wipe is very specific, and if someone had sought to eliminate the knowledge of the Vault's location, it would nevertheless leave other lore regarding the Vault intact, in just such a fashion as we discovered it.

The first suspicion was that Neverember had been seeking the location of the Mplainsyer Vault and had similarly concluded that it was a secret which could now only be learned from the Stone.

When Neverember's true interest in the Stone became clear to us, however, we quickly concluded that it was Neverember himself who had used the Stone to hide the Vault's location. Furthermore, it is recorded that the Vault was looted during the dark elf invasion which ended the Mplainsyer civilization and its secrets, whatever they may have been, were scattered to the corners of the world. Whatever there may be of value within the Vault, therefore, must have been placed there by Neverember.

The doors of a Mplainsyer Vault were ceremonially sealed. Opening the doors required a single a dragonscale to be laid upon the bas relief of the sun and then struck while lit by sunlight. If the doors should shut upon us while we stand within the Vault, they can reputedly be opened from within by simply laying a hand upon them.

Notes on the Disposition of the Eyes

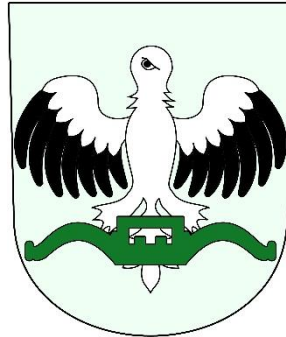
As one of numerous inquiries, we discovered a hiding place beneath the crypt of Lord Dagult's late wife. Although we initially believed the powerful magical item we discovered there to be Neverember's Enigma, its identity and purpose eluded us until we became aware of the Scour of Goldorn.

It is now clear that Lord Dagult had the Scour of Goldorn blinded by removing its Eyes, and that the artifact we recovered was Alethea's Eye. Although it seems certain that Dagult's intention was focused on increasing the difficulty of anyone uncovering his own secrets, one is nevertheless left with the impression of a small child defacing that which they cannot understand out of petty spite. Nevertheless, the complexity of the game has multiplied and we seek now not one Goldorn Artifact, but several.

Dagult's Eye was kept close by the Lord Protector, who carried it with him to Neverwinter and most likely had it on his person when Haeral deposed him as Open Lord. Nevertheless, Dagult's Eye was stolen from him by the Zheentarium and held for a time within the Kholat Towers. We attempted to seize the eye from Maerhoken, but found our efforts repulsed by the energy field surrounding the Towers. Before we could obtain one of the pass-amulets which allow access, Dagult's Eye was lost when Maerhoken sent it as part of an embassy to Savathar. Savathar had Maerhoken's agents slain and took Dagult's Eye for himself.

Brevaer's Eye was held by Lord Dagult's son. This Eye appears to have been taken from Brevaer during his kidnappings, although it is currently unclear to us whether its ultimate disposition lies with the agents of Savathar or Maerhoken.

INVITATION TO LEIRUIN FEAST



The Master of the Household
has received The Lady and Lordship's commands
to invite _____

to the Feast of Leiruin at the Villa Cassalanter
on the Ninth Day of Tarsaht, 1492 D.R.
at the 8th evening bell.

The reply should be addressed
to the Master of the Household,
Cassalanter Villa

REPORT FROM SEFFIA NAELRYKE

Milord—

There are fresh eyes everywhere. We had a watcher keeping an eye on the Coachlamp Lane windmill, but I sent a message by way of arrow. They survived, and I think we can be fairly certain they work for Xarathar, as Arn followed them back to Terasse's house on Elsambul's Lane.

- Seffia Naelryke

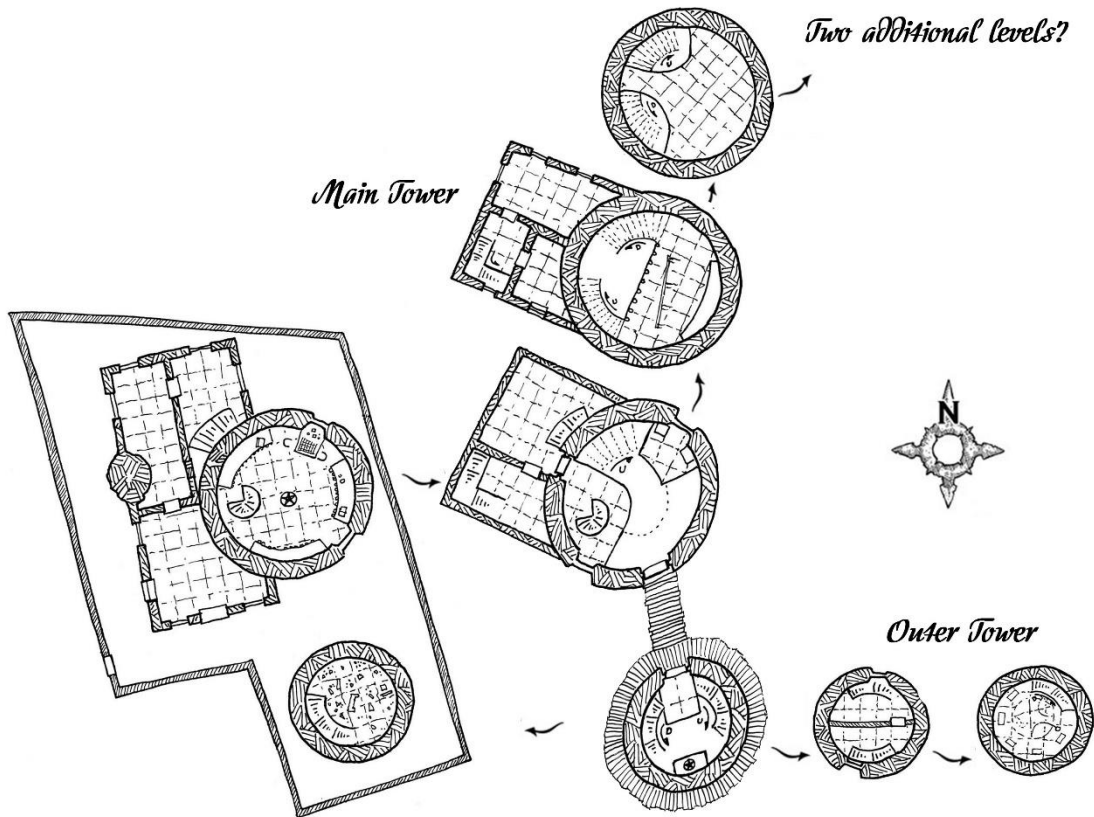
From the Hand of Ahnagero—

I am very sorry that we have failed you lord Hmaghar. You should not have been surprised by the revelations of the emissaries of the Zhentarim.

The litany of what we now know—

The Eye you hold is one of Three which belong to the Stone.

The Eye which should have been yours has been taken from N'everember's get by Manshoon to Koltar Towers. We currently seek to capture a Zhentarim lieutenant and take possession of one of the pass-amulets which would allow us access to the Towers. Unfortunately, Manshoon's agents are well-trained and have either evaded our attempts or destroyed their amulets before we could secure them. Through N'ihiloor's enhanced interrogations, however, we have ascertained blueprints for the Towers which will prove essential when it comes time to take that which by right belongs to you.



We have also learned that Manshoon himself resides in an extradimensional citadel, accessible from a portal of some sort at the upper level of the Outer Towers.

The disposition of the Final Eye is uncertain to us at this time.

The gnome Dalakhar was an agent of Lord Neverember, seeking to reclaim Neverember's Enigma, which you had by rights taken from our former Open Lord.

The Enigma is, in fact, the Stone of Golorr. I have agents en route to Candlekeep to delve deeper into its secrets. The Stone once belonged to the Abolethic Sovereignty, and was reputedly stolen from the Vaults of the Floating City of Hæiphu by Mask, the Lord of Shadows. As a Hæiphuan Artifact, it is likely that the Stone predates the creation of Toril itself, granting it, within the circles of mysticism, a position of primacy. Its true powers, and thus the reason why Neverember sought to blind it, are unclear to us, but from a position of primacy it would be capable of feats impossible to duplicate even by Mystara herself in this Age.

REPORT ON THE SEVEN MASKS THEATER

28th of Alturiak, 1492 DR

With all due obsequiousness to the reverenced X,

I write for no less glorious purpose than to confirm your exalted suspicions regarding the new ownership of the Seven Masks Theater in Knight's Alley, insofar as the purported owner, Rongquan Mystere, is, in truth, being lavishly funded by some other source.

Having consulted the accounts of the Guild, not only is this quite certain, but there is also due cause to suspect that these funds are, in fact, originating from outside Waterdeep.

Although the true wellspring of Mystere's patronage remains uncertain, I assure you that I will continue to investigate these matters with all the due diligence and alacrity due your august personage.

Rostrum Feilcook

of the Fellowship of Innkeepers

11th of Ches, 1492 DR

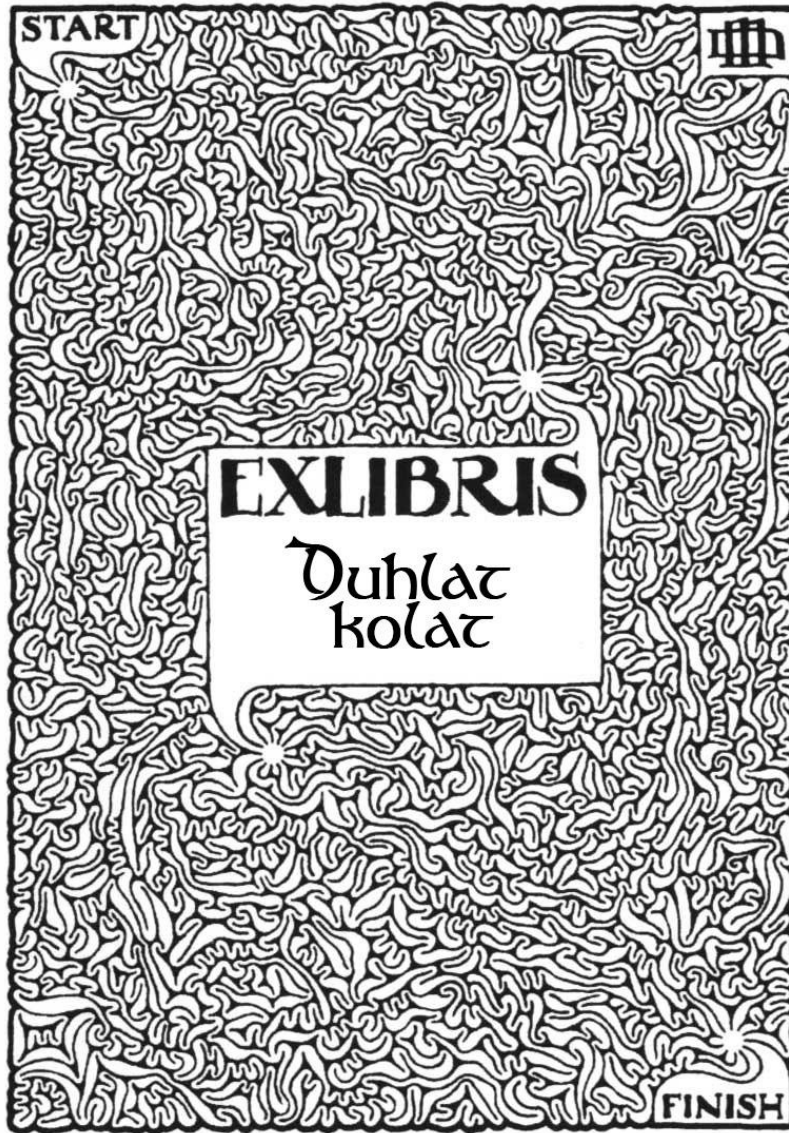
In honor of the most honorable Lord of Skullport, he whose name shall live for a thousand generations.

My continued, humble service has, I am pleased to say, yielded some measure of success. Rongquan Mystere's mysterious patron is a certain Captain Lord, most recently arrived in Waterdeep as the ringleader of the Sea Maidens Faire. Furthermore, I am most pleased to say that my suspicions regarding the foreign origin of these funds has proven true, with Lord's money flowing from the city-state of Luskan.

Rostrum Feilcook

of the Fellowship of Innkeepers

BOOKPLATE



MANSHOON'S LEDGER

A list of Masked Lords Unveiled:

Mirt

Corylus Thann

Thardouk Starbuckler

Jelenn Urnbrusk

Dorgar Adarbrent

This leather folder contains a collection of notes largely summarizing Manshoon's current affairs. Among these are documents pertaining to a scheme to blackmail two people:

Corylus Thann, a racist noble, paying 500gp weekly so that we might not reveal his hiring of Zhent thugs to assault nonhumans.

Jelenn Urnbrusk, a noble who regularly receives payments from the Zhentarim to offset monies he loses in bad investments.

There are deeds for a variety of properties, notable:

A house in Brindul Alley, Trade Ward, watched by Avarreen Windriver.

The tower of Yellowspire, in the Castle Ward on Turnback Court.

A list of agents loyal to Manshoon:

Venette Blackwater

Agorn Fuoco

Urstul Floxin

Sidra Romeir

Manafret Cherryport

Kaeima Cynavern

Havia Quickknife

Mookie Plush

And also the "leaders of the Doom Raiders, who have attempted to usurp the Zhentarim from their rightful rule":

Davil Starsonq, Master of Opportunities and Negotiations

Istrid Horn, Master of Trade and Coin

Skeemo Wirtbottle, Master of Magic

Trashlyn Yafeera, Master of Arms and Mercenaries

Zirag the Hunter, Master of Assassination

Ritual of the Stone of Colors

The use of the Stone to magically eliminate a memory or piece of knowledge from the realms of Aheir-Toril requires a special casting of the legend lore rite which requires twelve hours to perform. In addition, one must possess a second Abolethic artifact, a small tetrahedron of red jade which I am certain is still held by Lord Dagult in Neverwinter.

During the ritual, burn incenses infused with the blood of an aboleth. The sides of the tetrahedron will unfold, revealing slots into which four ivory strips may be inserted. The Stone is then placed within the tetrahedron and the sides will close upon it.

As the ritual is completed, the tetrahedron will open once more, revealing the Stone of Colors as it releases a burst of psionic energy. This energy will refract through the person attuned to the Stone, translating the knowledge they focus upon and erasing it from the known world.

The Stone of Colors has been blinded by Lord Dagult.

The Neverwinter Eye was obtained from the Protector's Enclave in Neverwinter, but was taken by Xanathar's treachery. It remains in the beholder's possession.

The Waterdeep Eye has been taken from Renaer Neverember and secured within the library's Astral Vault.

It is apparent, based on interrogations of their impish agents, that the Cassalanter possess the third eye, although it is uncertain where the Cassalanter Eye originated. Perhaps Lord Dagult entrusted it to them.²