

The background of the cover is a misty, green forest with tall, thin trees. In the foreground, a waterfall cascades over mossy rocks. Drizzt Do'Urden is the central figure, depicted in a dynamic, heroic pose. He is a drow with long, flowing white hair and pointed ears. He wears a dark, intricately detailed leather armor with gold-colored buckles and straps. A green hooded cloak with a thick, light-colored fur collar is draped over his shoulders. He holds a long, ornate sword with a gold hilt and a red ribbon tied around the blade. His expression is serious and determined. The overall tone is epic and adventurous.

DUNGEONS & DRAGONS

NEVERWINTER TALES

THE LEGEND OF
DRIZZT

DUNGEONS & DRAGONS

NEVERWINTER TALES

THE LEGEND OF
DRIZZT



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DUNGEONS & DRAGONS

NEVERWINTER TALES

THE LEGEND OF DRIZZT

I am Drizzt Do'Urden, once of Mithral Hall, once loved in marriage, once friend to a king and to other companions no less wonderful. Those are the rivers of my memory, flowing from distant shores, for now I reclaim my journey... and my heart.

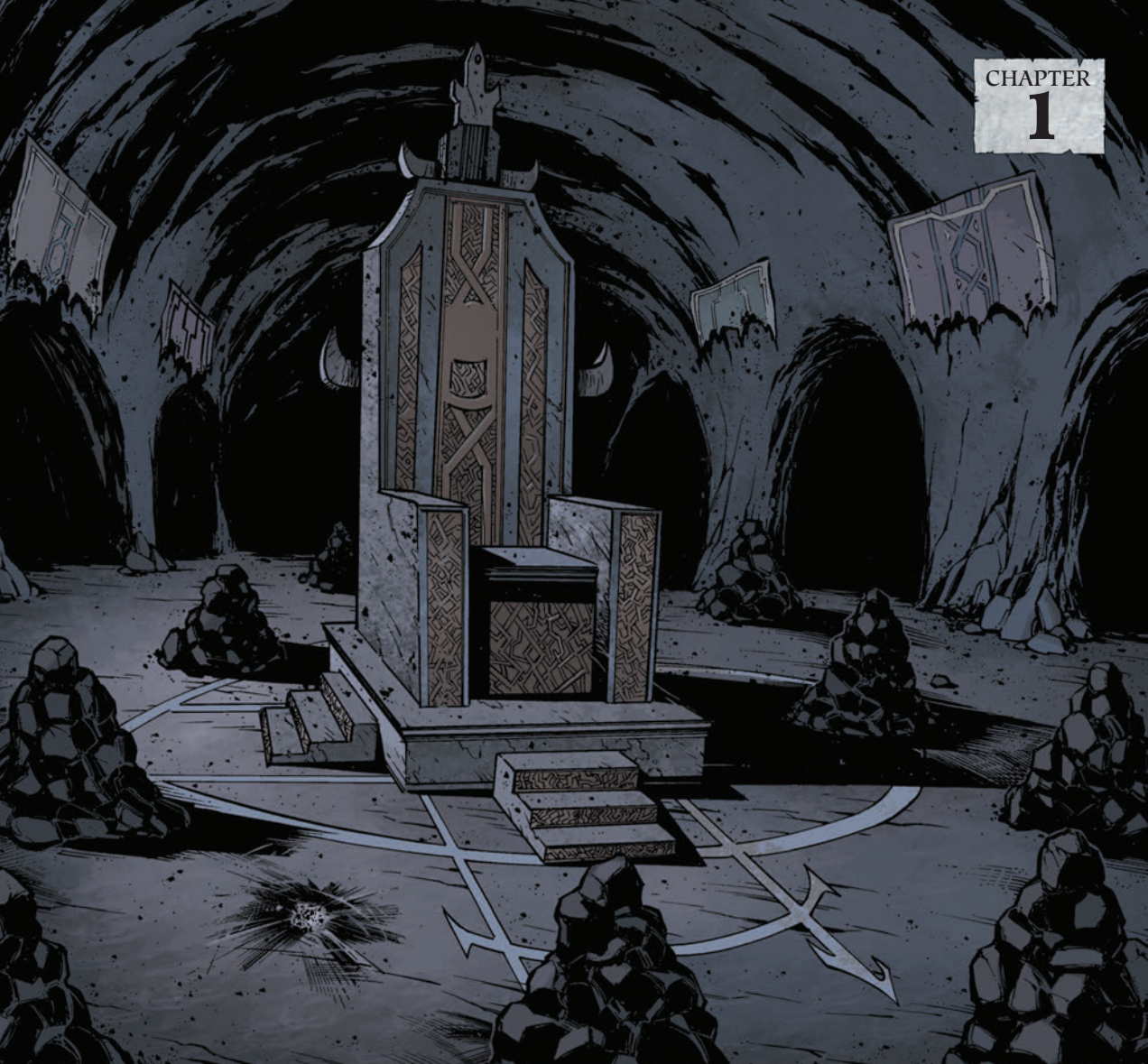
With the last of his trusted companions having fallen, Drizzt is alone—and free—for the first time in almost a hundred years. Guilt mingles with relief, leaving Drizzt uniquely vulnerable to the persuasions of his newest companion—Dahlia, a darkly alluring elf and the only other member of their party to survive the cataclysm at Mount Hotenow. But traveling with Dahlia is challenging in more ways than one...

*(The events depicted in this book occur during the **Neverwinter Saga** novels.)*



Art by Tim Seeley • Colors by Leonard O'Grady



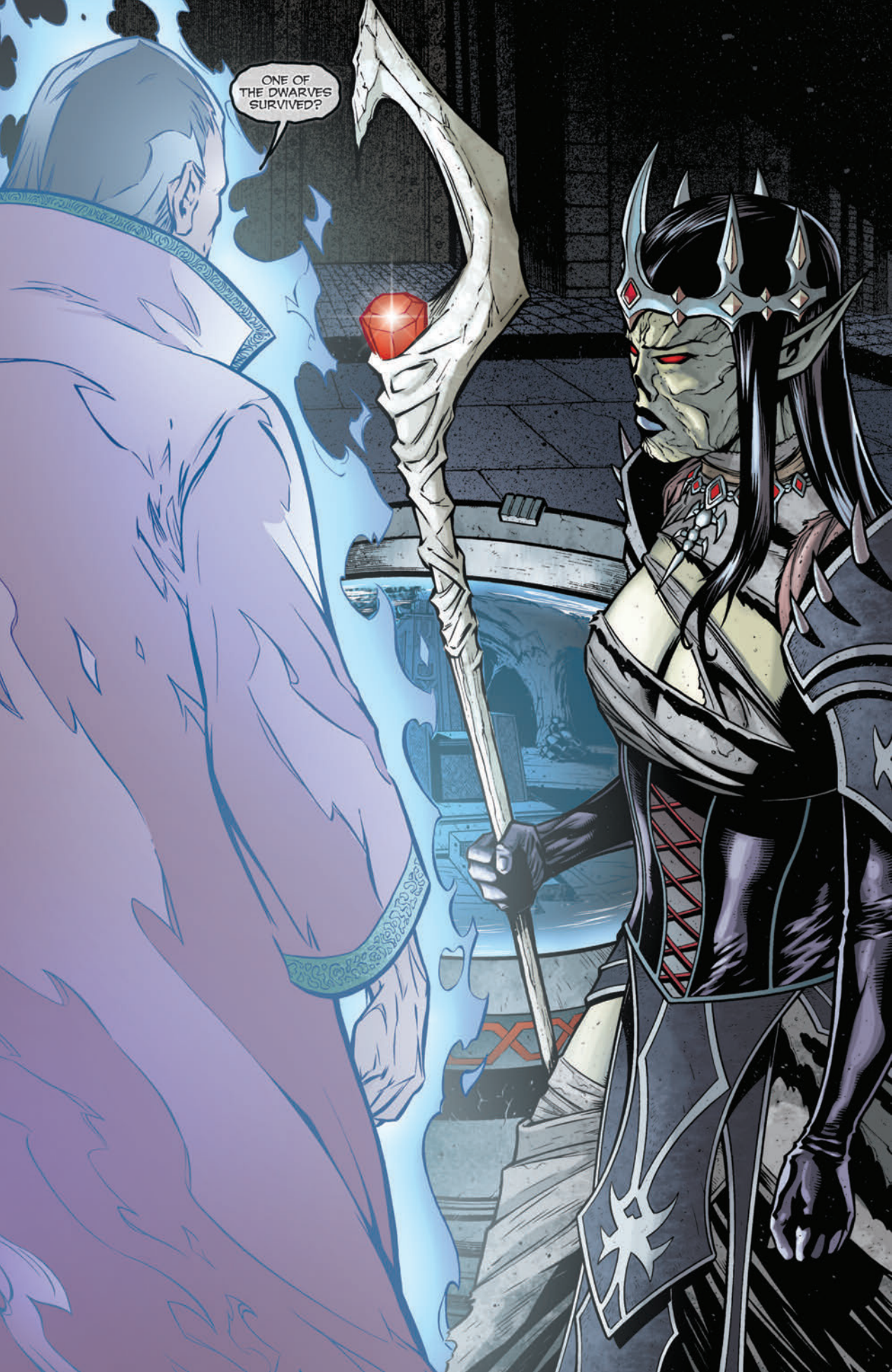


DO YOU
SEE?

SEE WHAT,
VALINDRA?

THAT, MY
DEAR.

CLICK

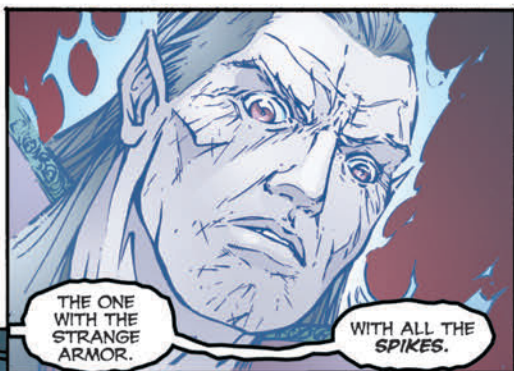


ONE OF
THE DWARVES
SURVIVED?



DON'T BE
SUCH A FOOL,
DOR'CRAE.

DON'T YOU
KNOW WHICH
DWARF IS
UNDER THOSE
ROCKS?



THE ONE
WITH THE
STRANGE
ARMOR.

WITH ALL THE
SPIKES.




I KILLED
THAT
ONE.

INDEED.



HOW
INTERESTING.

PERHAPS
OUR JOURNEY TO
GAUNTLGRYM WAS
NOT ENTIRELY
FRUITLESS.



YOU WILL
GO TO HIM,
DOR'CRAE, MY
SLAVE.

YOU WILL
FETCH FOR ME
THE ONE
CALLED
PWENT.





ME KING...
IT CANNOT
BE YOU...
...WHAT IS
THIS CURSED
PLACE?



HRRRK...



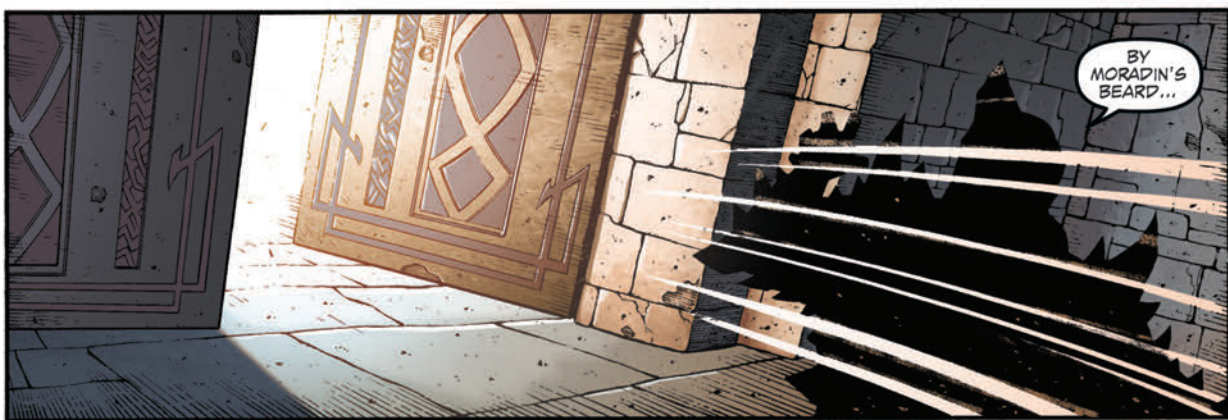
BIG BEASTIE
MADE THESE
MARKS.



THE
QUESTIONS
CAN WAIT.

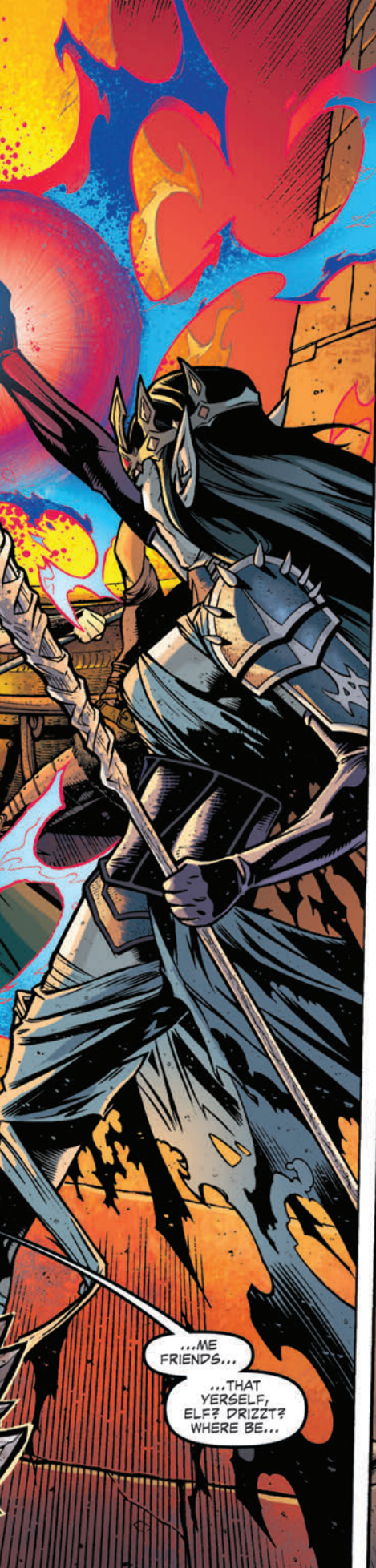


TIME TO
HUNT.



BY
MORADIN'S
BEARD...





...ME
FRIENDS...

...THAT
YERSELF,
ELF? DRIZZT?
WHERE BE...



...ME
KING?



I
REMEMBER...

"...IT WAS A
BATTLE RAGER."

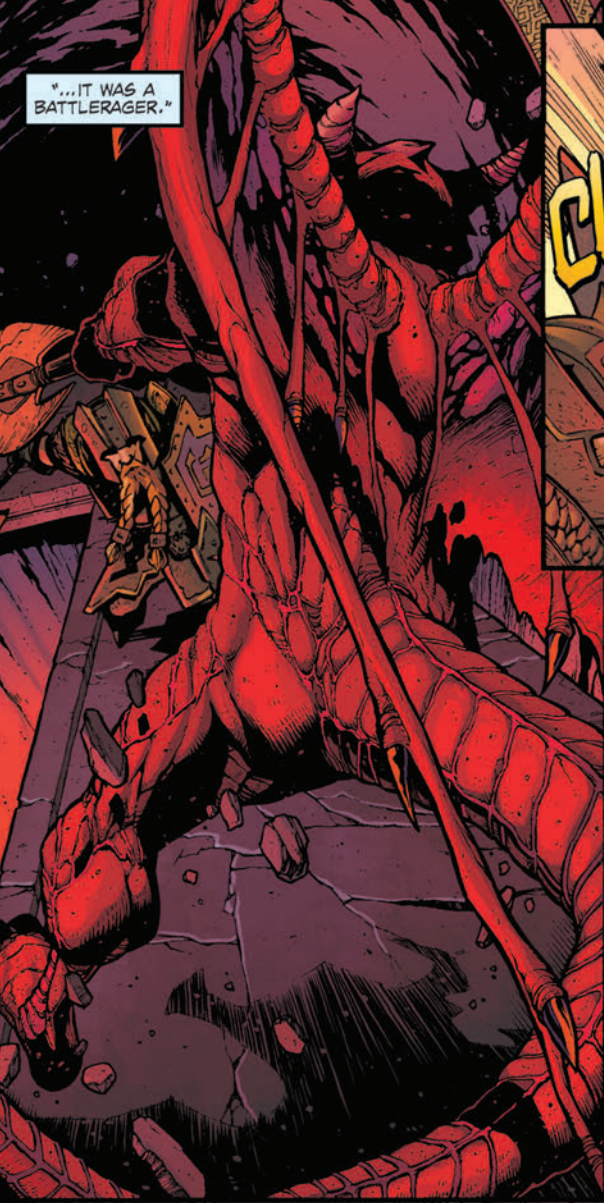


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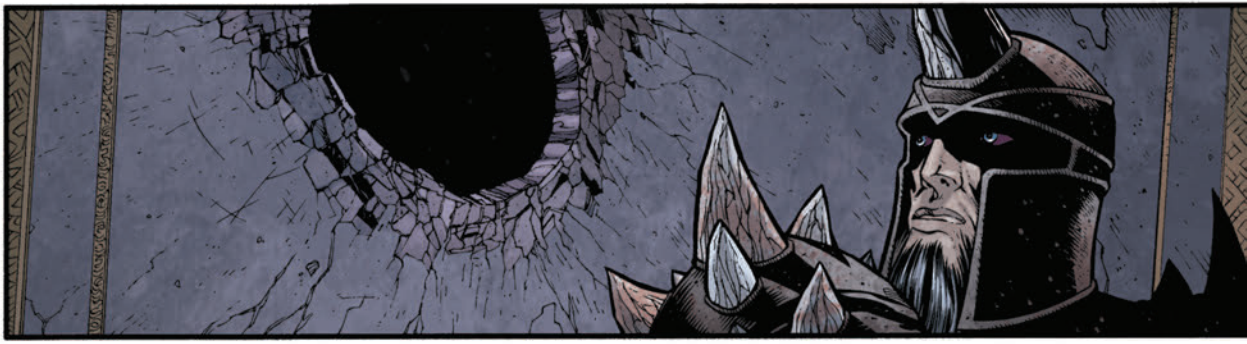


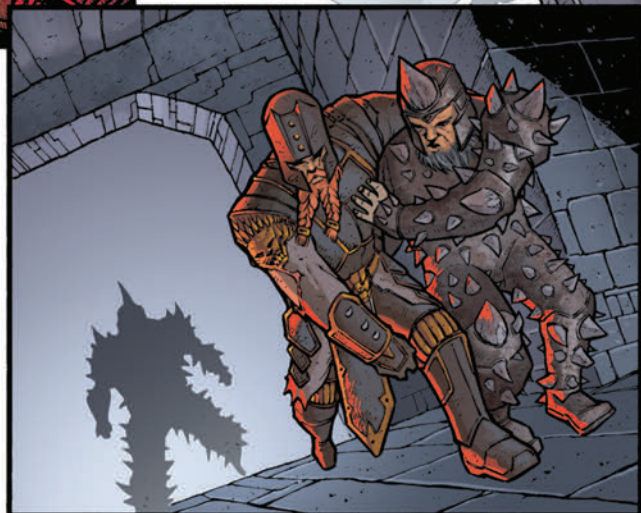
THUD
THUD
THUD

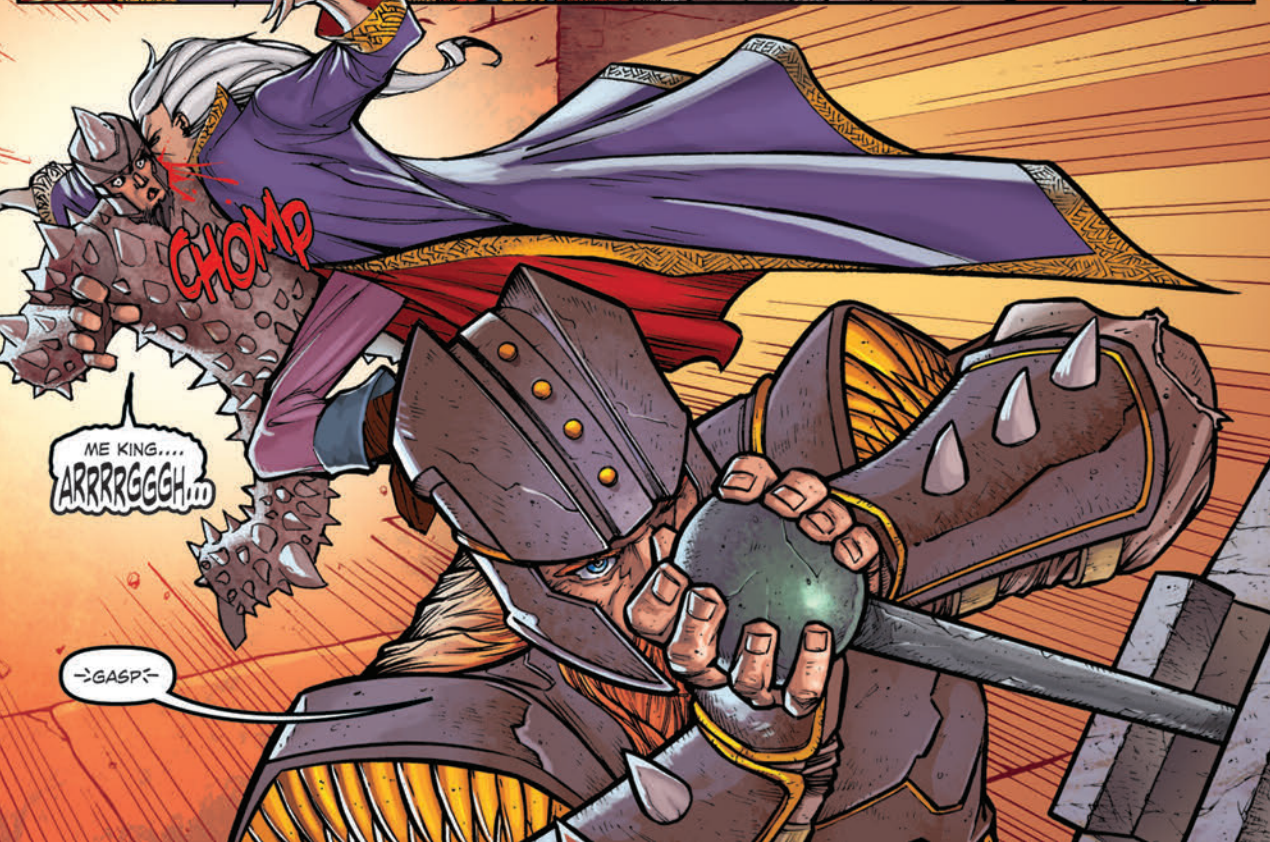
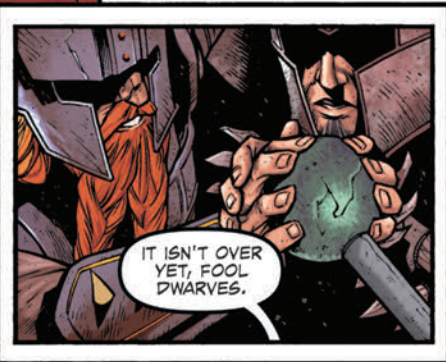
AAAAARRR!

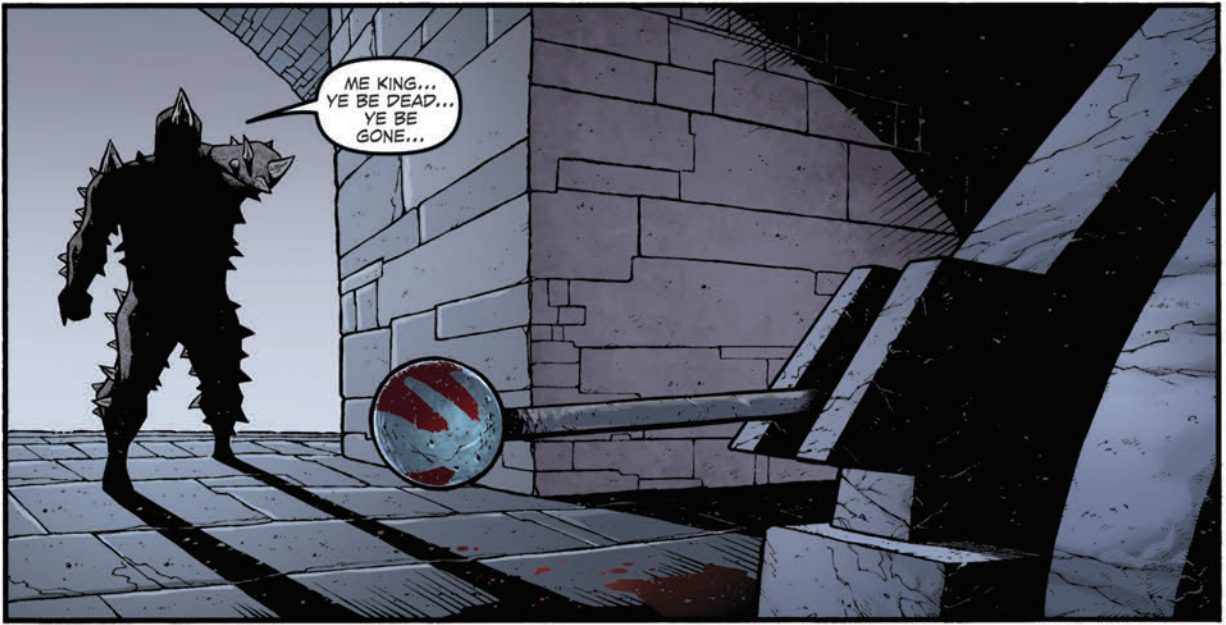


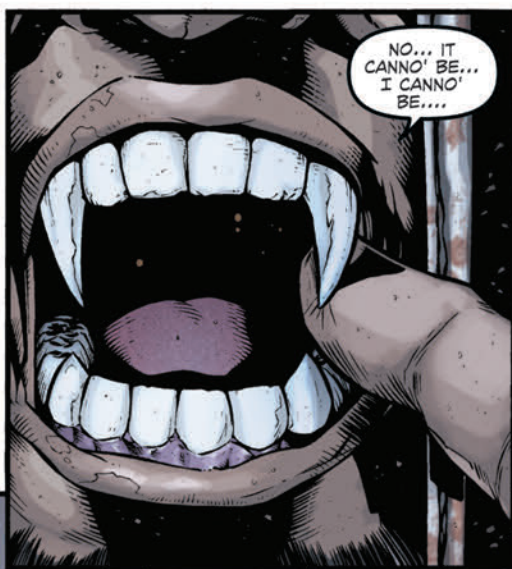
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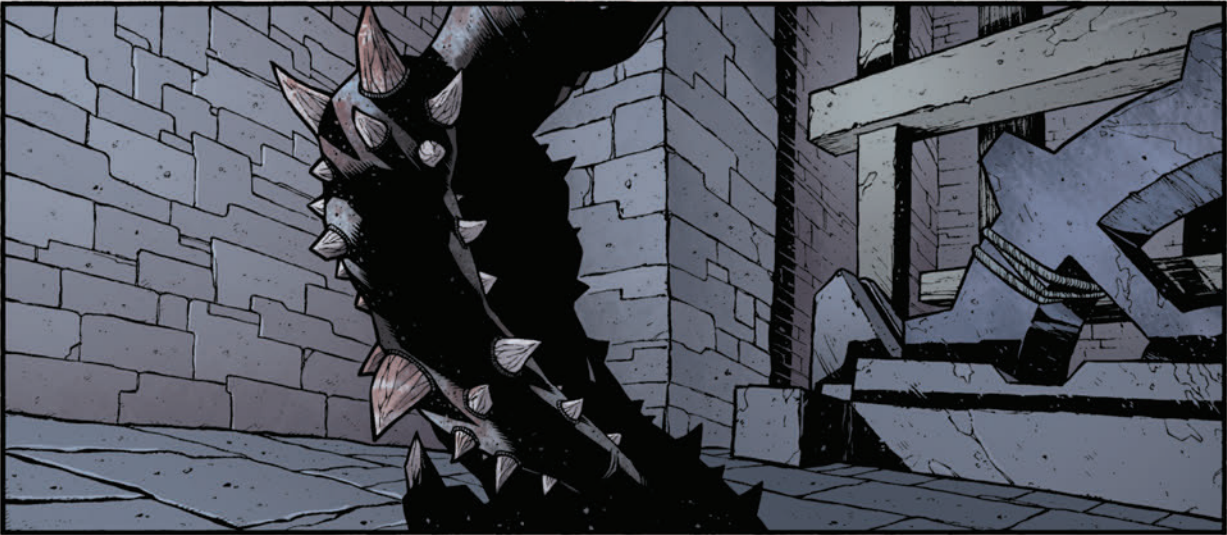










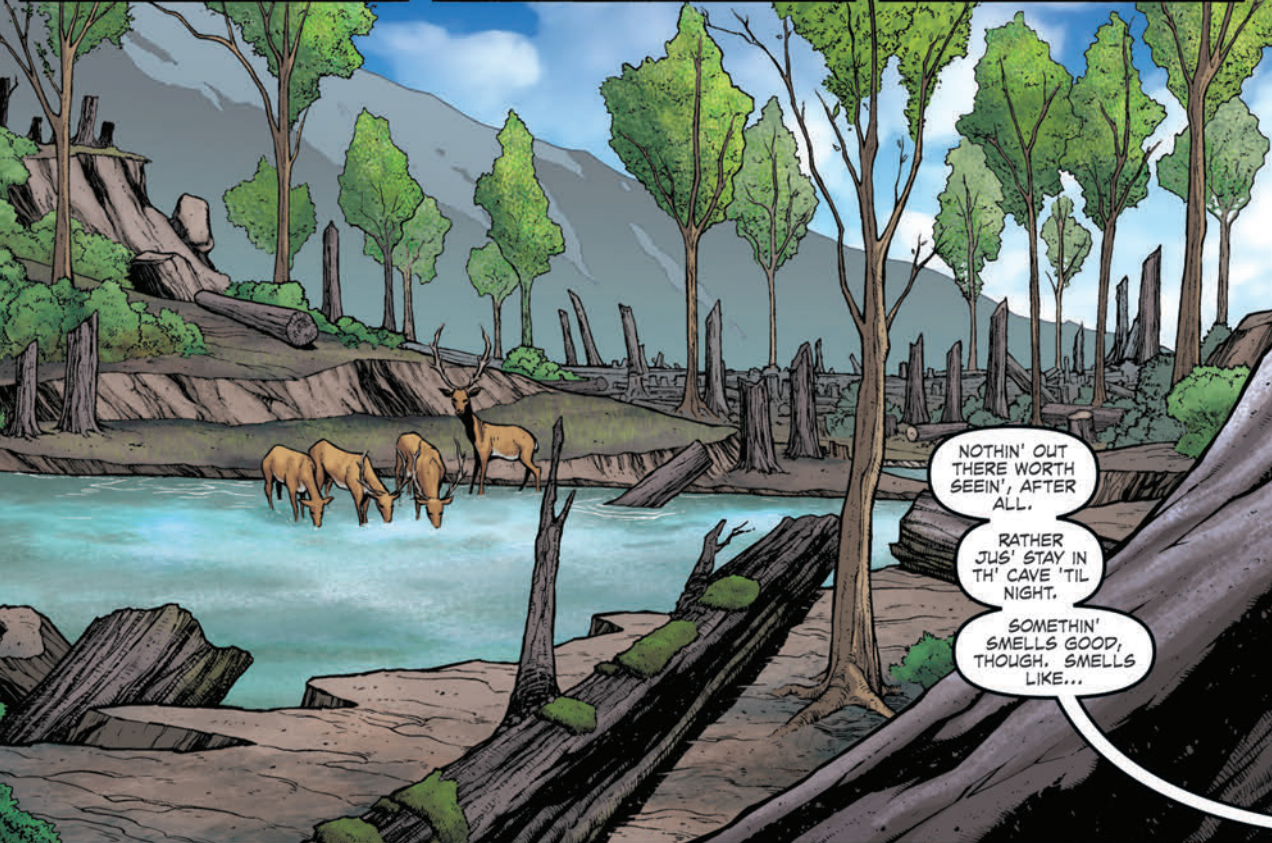




SUNLIGHT...
NEVER CARED
MUCH FOR IT
BEFORE...
...WHEN I
WAS JUST A
DWARF...



...HRRK...
YEP, BETTER T'
STAY IN THE
DARK, I ALWAYS
THOUGHT.



NOTHIN' OUT
THERE WORTH
SEEN', AFTER
ALL.

RATHER
JUS' STAY IN
TH' CAVE 'TIL
NIGHT.

SOMETHIN'
SMELLS GOOD,
THOUGH, SMELLS
LIKE...

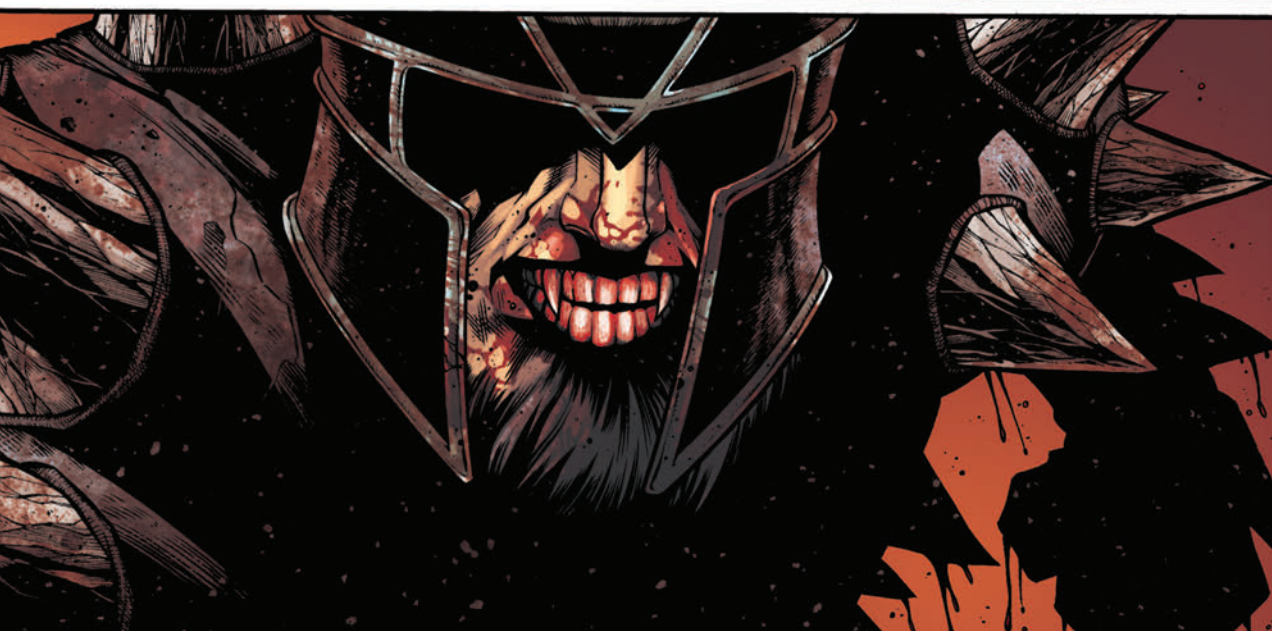


...BLOOD.











WELL, LOOKS LIKE SOMEONE GOT HERE BEFORE US.

IT APPEARS SO.



SAVED US THE TROUBLE, REALLY.

STOLE OUR FUN, YOU MEAN.



I GUESS WE SHOULD TAKE SOME EARS AND GO BACK TO THE TOWN.

THEY WON'T MUCH CARE WHO KILLED THE GOBLINS. THEY'LL PAY US EITHER WAY.



PERHAPS. BUT THEY ALSO MIGHT LIKE TO KNOW WHAT DID THIS.



I ALREADY KNOW WHO DID THIS.

VAMPIRE.



NO, DAHLIA.
I'VE SEEN THESE
WOUNDS BEFORE.
I KNOW WHAT
DID THIS.

THIS IS A
BATTLERAGER.





Art by Gonzalo Flores






KIND OF
DISAPPOINTING,
ISN'T IT?



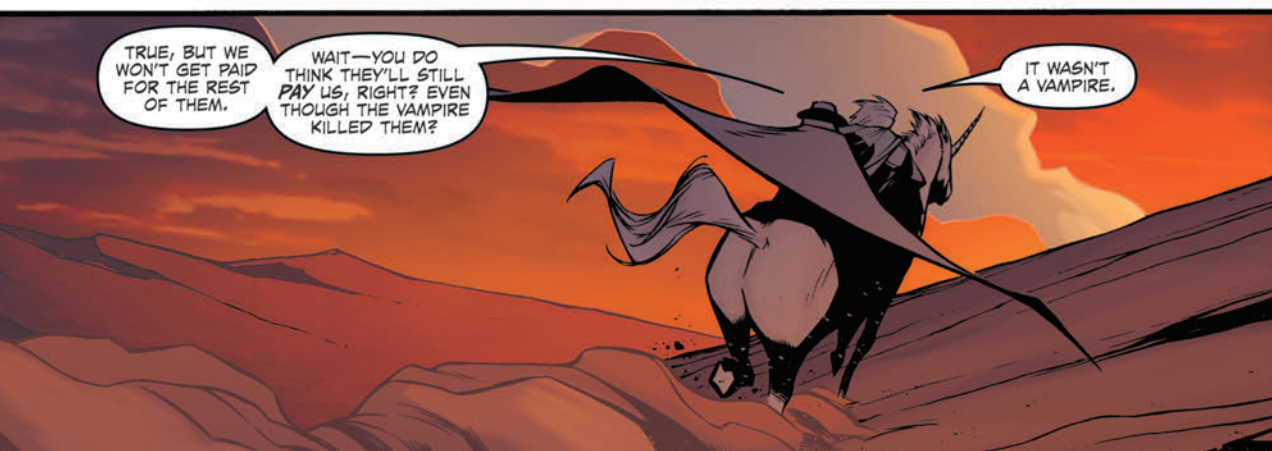
DISAPPOINTING?
NOT HAVING TO KILL
GOBLINS IS
DISAPPOINTING?



THAT'S
WHAT I
SAID!



DON'T WORRY.
THERE WILL ALWAYS
BE MORE GOBLINS
FOR US TO KILL.



TRUE, BUT WE
WON'T GET PAID
FOR THE REST
OF THEM.

WAIT—YOU DO
THINK THEY'LL STILL
PAY US, RIGHT? EVEN
THOUGH THE VAMPIRE
KILLED THEM?

IT WASN'T
A VAMPIRE.



I KNOW WHAT
I SAW. IT WAS A
VAMPIRE.

IT WAS A
BATTLERAGER.
ONE OF THE
GUTBUSTERS.

YOU JUST
WANT TO
CONTRADICT
ME!

ONLY
WHEN YOU'RE
WRONG.





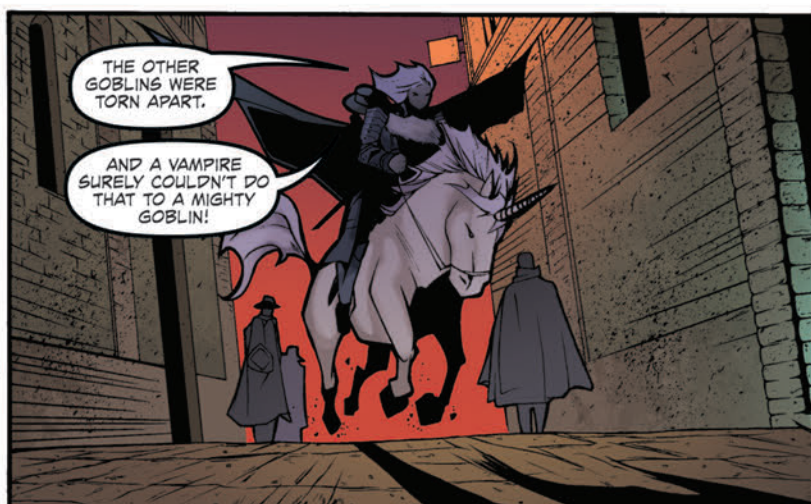
THAT GOBLIN
HAD ITS THROAT
TORN OUT.

AND YOU'VE
NEVER SEEN A
BATTLE-CRAZED
DWARF GO FOR
THE THROAT?

CREAK



"NOT WITH FANGS."



THE OTHER
GOBLINS WERE
TORN APART.

AND A VAMPIRE
SURELY COULDN'T DO
THAT TO A MIGHTY
GOBLIN!



"NOT LIKE THAT. THOSE GOBLINS WERE CUT
AND TORN, NOT RIPPED AND CLAWED."



WELL,
LET'S FIND
OUT, SHALL
WE?

I'LL MEET
YOU AT THE
INN.



HAIL THERE,
MASTER
DO'URDEN!

NO NEED TO
BE SO FORMAL,
SERGEANT.



OH. AHM,
WELL...

...DID YOU
FIND THOSE
TROUBLESOME
GOBLINS?

WE DID
INDEED. THEY ARE
DESTROYED.



NEVER HAD
ANY DOUBT. YOUR
PAYMENT AS
PROMISED.

HOLD YOUR
REWARD. WE
DIDN'T DESTROY
THEM.



BUT
YOU JUST
SAID...

THE
GOBLINS ARE
DESTROYED.

BUT WE DIDN'T
DESTROY THEM.
THEY WERE DEAD
WHEN WE FOUND
THEM.

TELL ME,
SERGEANT, HAS
THERE BEEN ANY
WORD FROM
MITHRAL HALL
RECENTLY?



MITHRAL HALL?
THE DWARVES?

NAY, WE'VE
NOT HEARD FROM
THEM IN MANY
MONTHS.



WELL, KEEP
YOUR EARS
OPEN.

WE SUSPECT
THEY MAY HAVE
A BRIGADE
OPERATING IN
THE AREA.



THE
DWARVES
KILLED THE
GOBLINS?

SO IT WOULD
APPEAR.



HAH! WELL,
FINE ALLIES
THEY'LL MAKE,
WHEN THEY
CONTACT US.

BUT THEY
NE'ER ASKED
ABOUT A REWARD.
AND IF THEY COME,
WE WON'T TELL
'EM, EH?

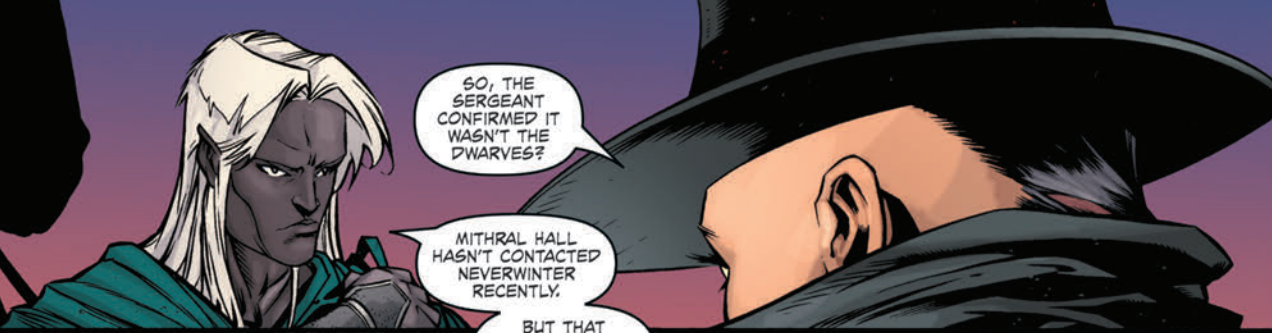


I TOLD
YOU SO.

YOU WERE
LISTENING?

NO, BUT I
SEE YOUR FACE
NOW, AND THAT
SAYS PLENTY.





SO, THE SERGEANT CONFIRMED IT WASN'T THE DWARVES?

MITHRAL HALL HASN'T CONTACTED NEVERWINTER RECENTLY.

BUT THAT DOESN'T MEAN THE GUTBUSTERS AREN'T IN THE AREA.



DID YOU FIND ANYTHING OUT?

OH, YES, I FOUND THIS.

AND IT DOES WHAT, EXACTLY?



IT POINTS TO THE NEAREST VAMPIRE.

OH, IS THAT ALL?

WELL, TO THE STRONGEST UNDEAD CREATURE AROUND, ACTUALLY.

BUT THAT HAD BEST BE OUR VAMPIRE.



UNLESS THERE IS NO VAMPIRE.

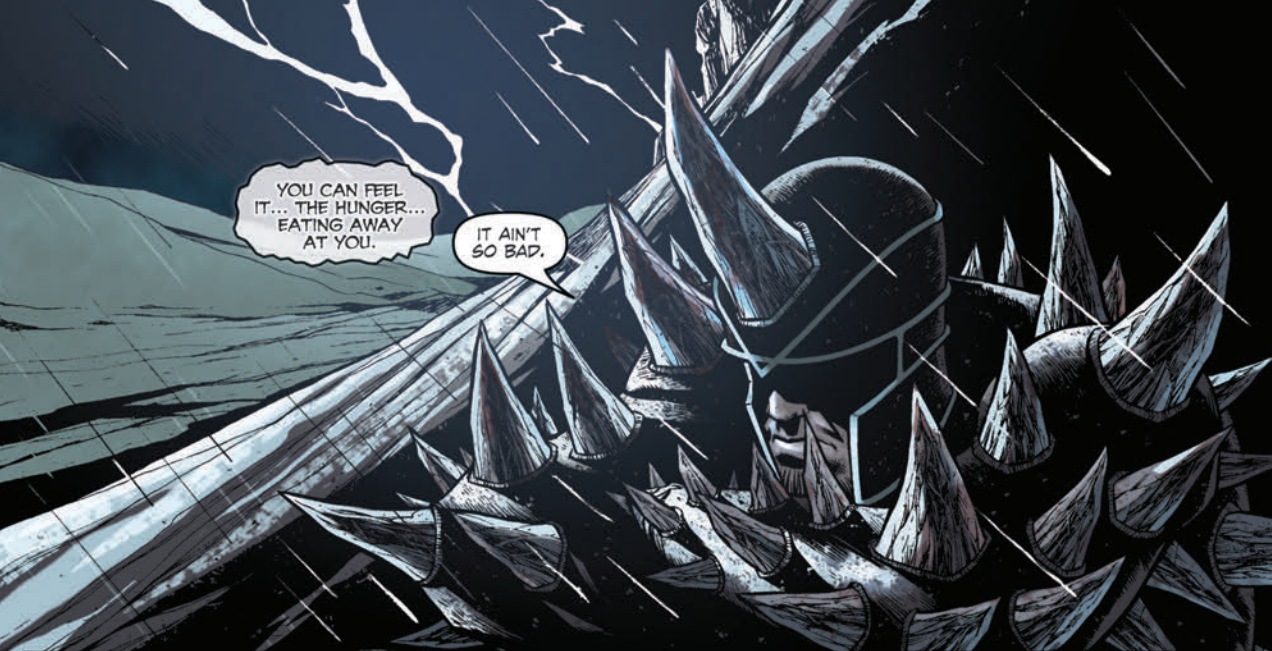
OR THERE'S A LICH AROUND.



LET'S HOPE THAT ISN'T THE CASE.

EITHER WAY, WE SHOULD HEAD OUT IN THE MORNING.

FIND WHATEVER IT IS THAT STOLE OUR GOBLIN-HUNTING FUN.



YOU CAN FEEL
IT... THE HUNGER...
EATING AWAY
AT YOU.

IT AIN'T
SO BAD.



IT ISN'T
SO BAD...
YET.

BUT WHEN
IT GETS
WORSE...

THEN I
HUNT ME
SOME MORE
GOBLINS T'
EAT.



GOBLINS? NO,
THEIR BLOOD IS
TOO THIN TO
SATISFY A BEAST
LIKE YOU.

AND
YOU KNOW
IT.

WHAT,
THEN?



THAT,
THEN.

TRAVELERS.

HUMANS.






I WON'T
BE EATIN'
PEOPLE.

NOT HUMANS,
OR DWARVES,
OR EVEN SKINNY
ELVES.

ELF BLOOD...
YECH, THAT'D
BE TASTIN' JUS'
AWFUL!



IF YOU WON'T
EAT PEOPLE,
WHERE ARE YOU
GOING?

THIS WAY
LEADS TO THAT
CAMPFIRE.

AND YOU'RE
RIGHT—ELVES
DO TASTE
TERRIBLE.



SNIFF
SNORT

DURNED
ELVES EAT TOO
MUCH GREEN,
NOT ENOUGH
MEAT.


AND THEY
DRINK ALL THAT
WINE, BUT NEVER
A GOOD ALE.



SO WE'RE
AGREED THEN,
IF THE CAMP IS
FULL OF ELVES,
WE JUST PASS
THEM BY?

WE AIN'T GOIN'
ANYWHERE NEAR
THAT CAMP.

THIS HERE BE
WHAT WE'RE HUNTIN'
TONIGHT.



DO YOU EVEN
KNOW WHAT DID
THAT?

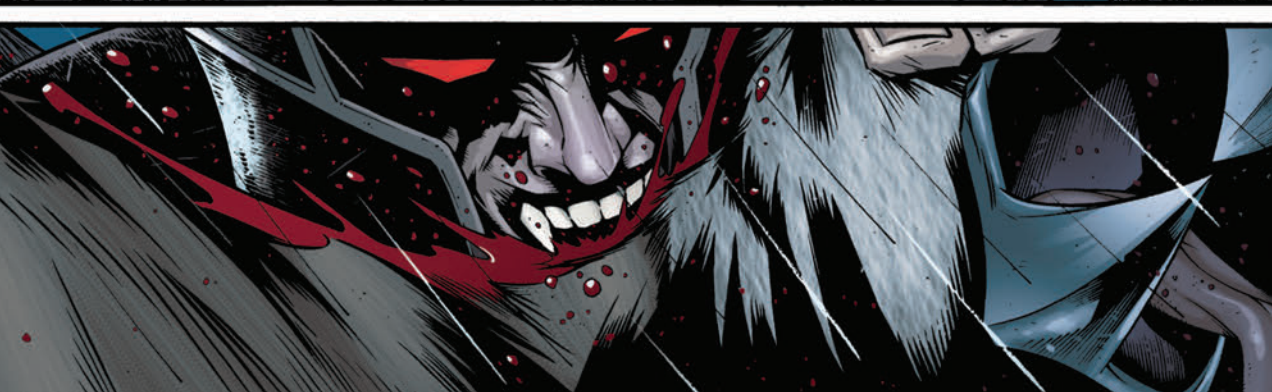
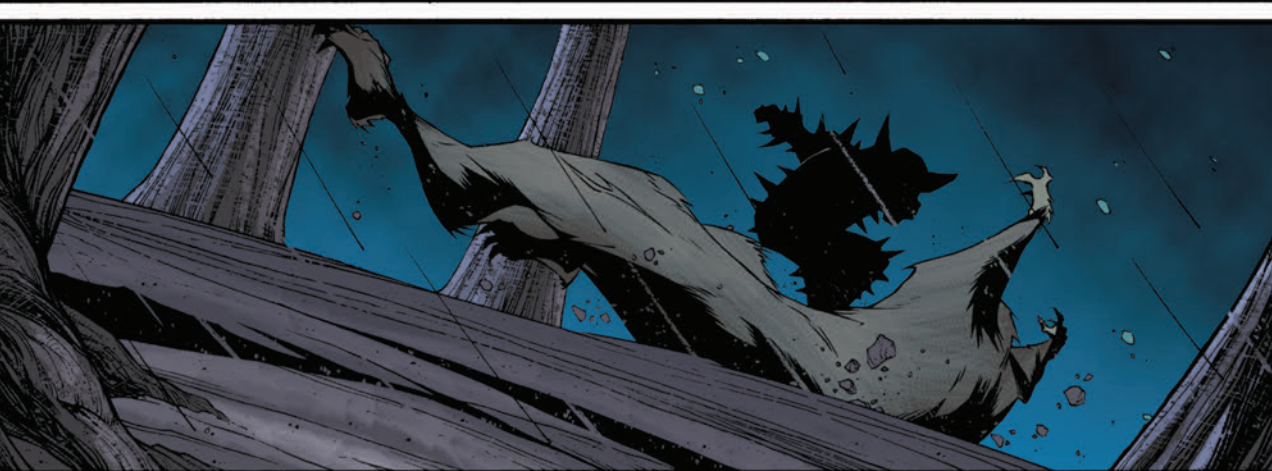
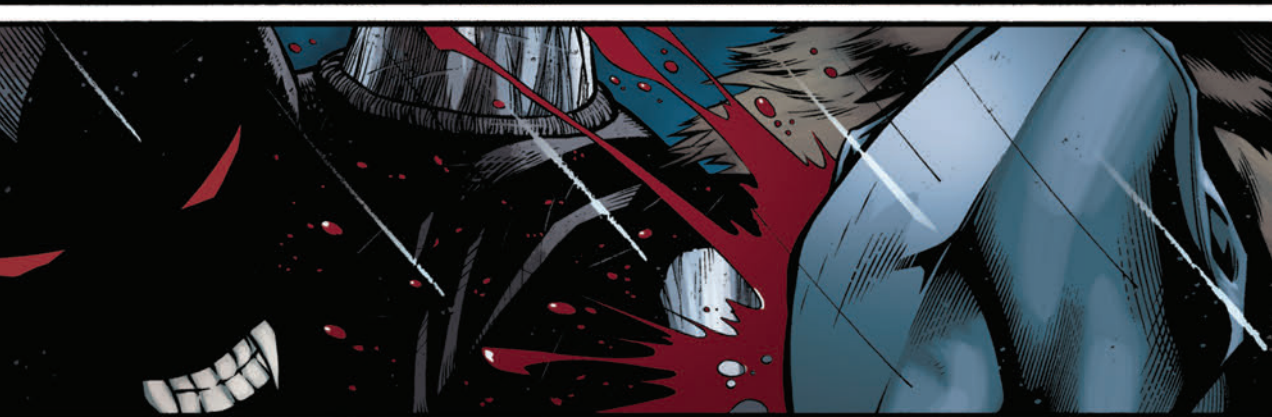
CRASH

YEAH, I DO.

IT WAS AN—



—OWLBEAR.
DINNER.





YECH!
WORSE THAN
AN ELF!

YOU DON'T
KNOW WHAT AN
ELF... NEVER
MIND.

I COULD
HAVE TOLD YOU
THIS WOULD
TASTE BAD.



SO WHY
DIDN'T
YE?!



SOME
LESSONS
YOU NEED TO
LEARN FOR
YOURSELF.

THANKS,
MOTHER.



A VAMPIRE
CANNOT LIVE OFF
THE BLOOD OF
BEASTS.

YOU NEED
SUSTENANCE.
THE BLOOD OF
THINKING
BEINGS.



YOU NEED
TO EAT
PEOPLE.

OR GOBLINS.
OR ORCS.

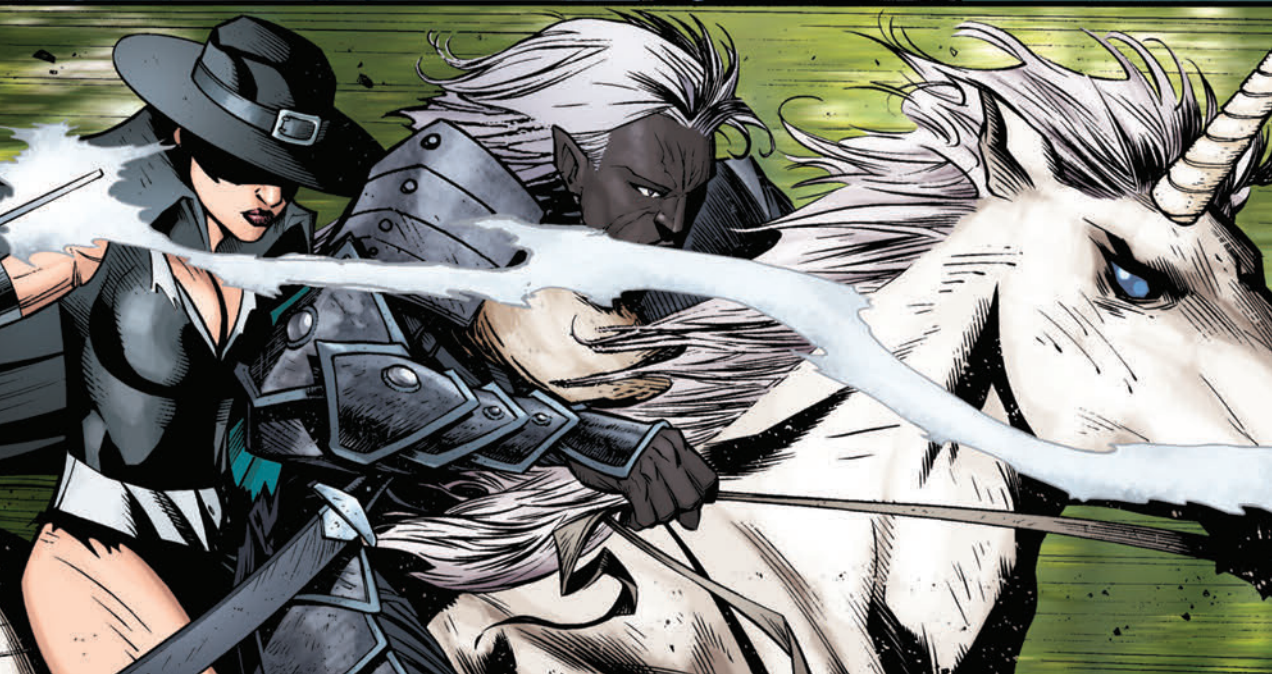
KEEP FIGHTING
IT, *VAMPIRE*, AND
YOU'LL ONLY BE
THE MORE
MISERABLE WHEN
YOU GIVE IN.

NOW, THE SUN
WILL BE RISING
SOON. WE MUST
RETURN TO
SHELTER.



TAKE
SOME REST.
WHEN NIGHT
FALLS...

... WE SHALL
HUNT AGAIN.





WELL
NOW...

INDEED.



I'D SAY
WE FOUND OUR
VAMPIRE'S MOST
RECENT KILL.

LET'S HOPE
IT'S THE MOST
RECENT.

SO, YOU
ADMIT IT *IS* A
VAMPIRE?



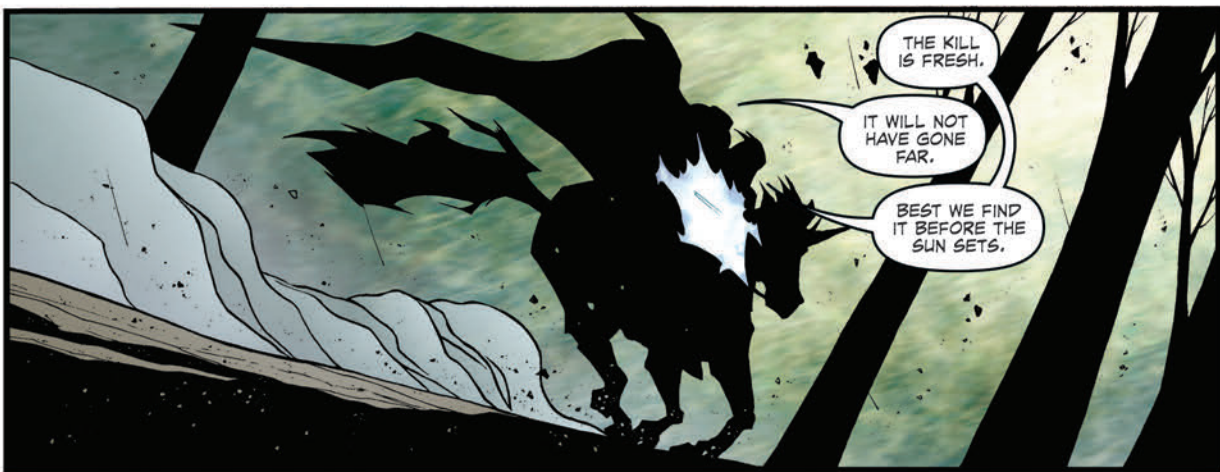
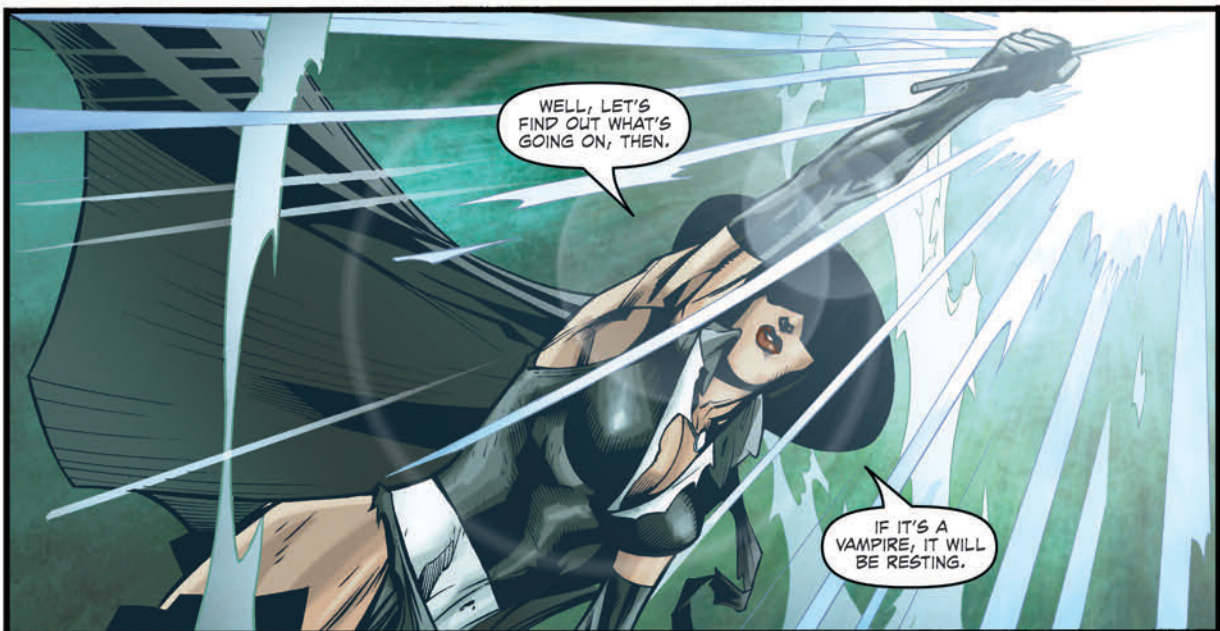
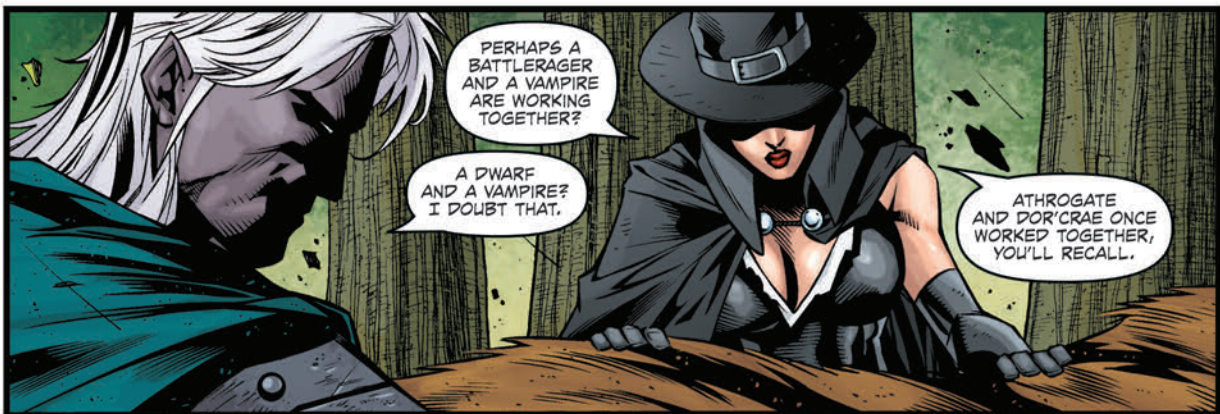
IT WOULD
SEEM SO.

AND YET...



...I KNOW
THIS WOUND
AS WELL.

THIS WAS
CAUSED BY A
BATTLEAGER'S
HELMET-SPIKE.





IT DID NOT
COME, AS
YOU SAID IT
WOULD.

NO, MY
DEAR ARIANE,
IT DID NOT.

IT IS A
STUBBORN
THING.



YOU SAID IT
WOULD BE DONE
THIS NIGHT. YOU
PROMISED—

I SAID NO
SUCH THING.



I SAID ONLY TO BE **PREPARED** FOR HIM THIS NIGHT.

HE NEEDS TIME TO ACCEPT WHAT HE IS.

DID YOU NEED TIME WHEN YOU WERE TURNED?

THAT WAS DIFFERENT.

I **CHOSE** MY FATE.

AND I WONDER, WHAT FATE WILL YOU **CHOOSE** WHEN VALINDRA HEARS OF THIS DELAY?

YOU DARE THREATEN ME?!

OH, I **DARE**.



VALINDRA
PUT **ME** IN
CHARGE OF THIS
OPERATION.

DO YOU THINK
SHE WILL ACCEPT
INSUBORDINATION
FROM THE LIKES
OF YOU?



WELL THEN,
OH MIGHTY LEADER,
WHAT IS THE PLAN? OR
SHALL WE SIMPLY BE
PREPARED FOR THE
VAMPIRE TO ARRIVE
THIS NIGHT?



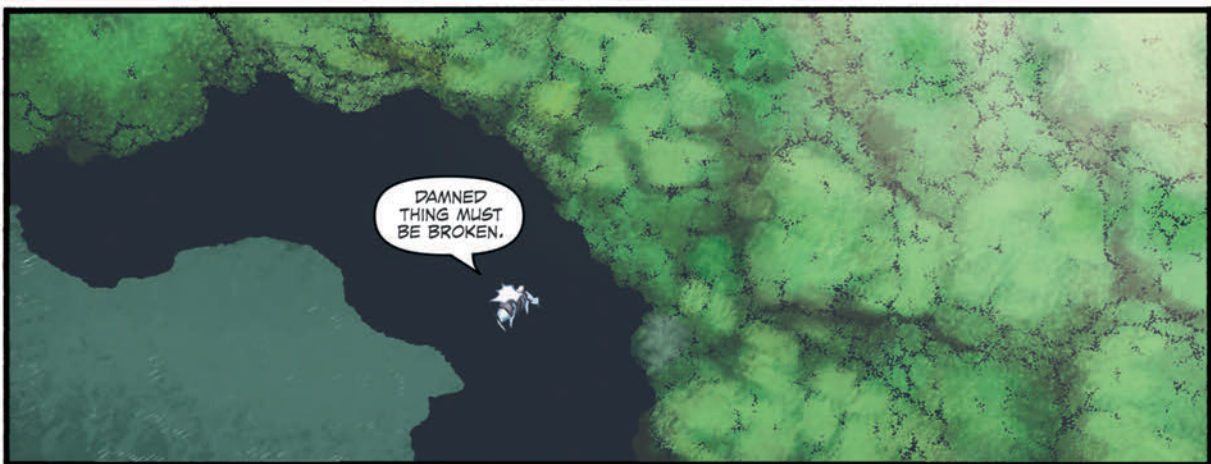
NO, YOU
SHALL NOT
WAIT.

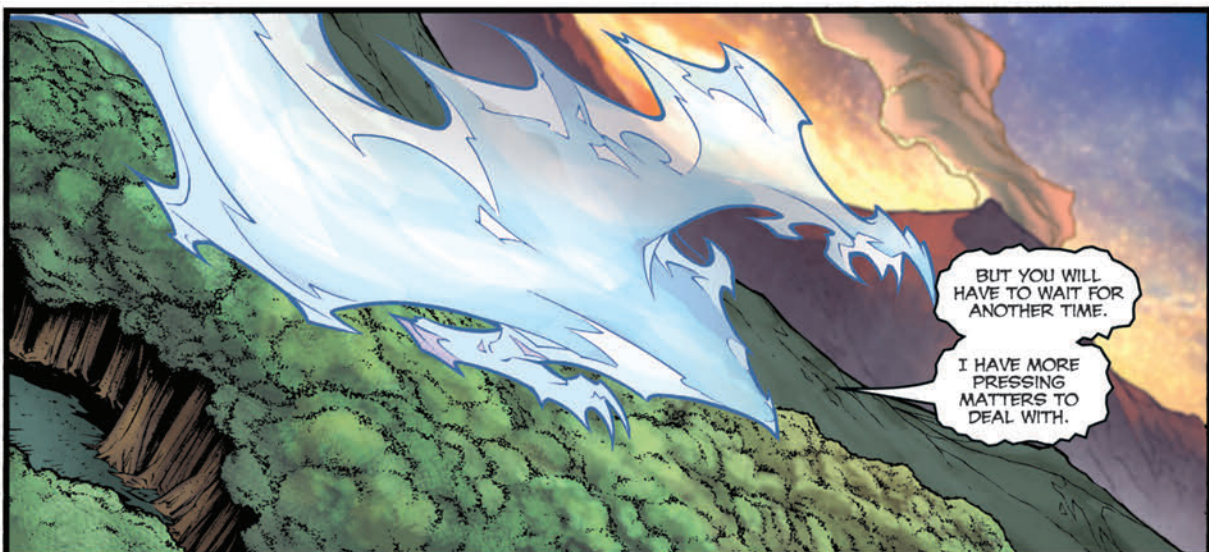
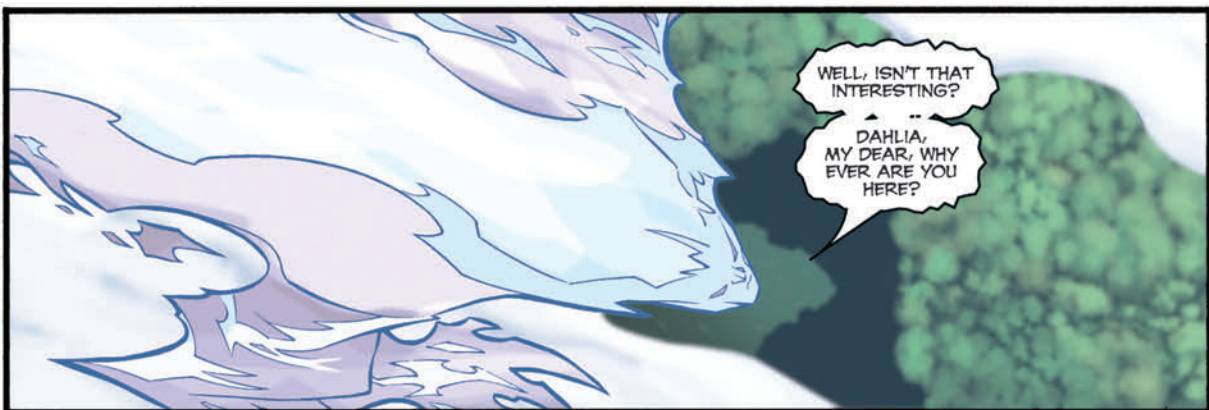
PACK UP THE
CAMP AND HEAD
SOUTH. THERE IS
A HILL WITH A
RIVER RUNNING
DOWN IT.

SET UP
NEAR THE
RIVER.



THIS NIGHT
AT SUNSET, HE
WILL COME TO
YOU.







WEREN'T
NO REST AT
ALL.



EVERY TIME I
CLOSE ME EYES,
THE SUN BURNS
ME HAND.



THAT'S
BECAUSE YOU
KEEP PUTTING
YOUR HAND IN
THE SUN, YOU
FOOL!

AYE, AN'
I'LL KEEP
DOIN' IT,
TOO.



REMINDS ME
WHO I BE.



NO, FOOL,
IT REMINDS
YOU WHO YOU
WERE.

THE SUN
SHALL BE DOWN
SOON.

THEN YOU'LL
SEE WHO YOU
ARE.



Art by Tim Seeley • Colors by Leonard O'Grady

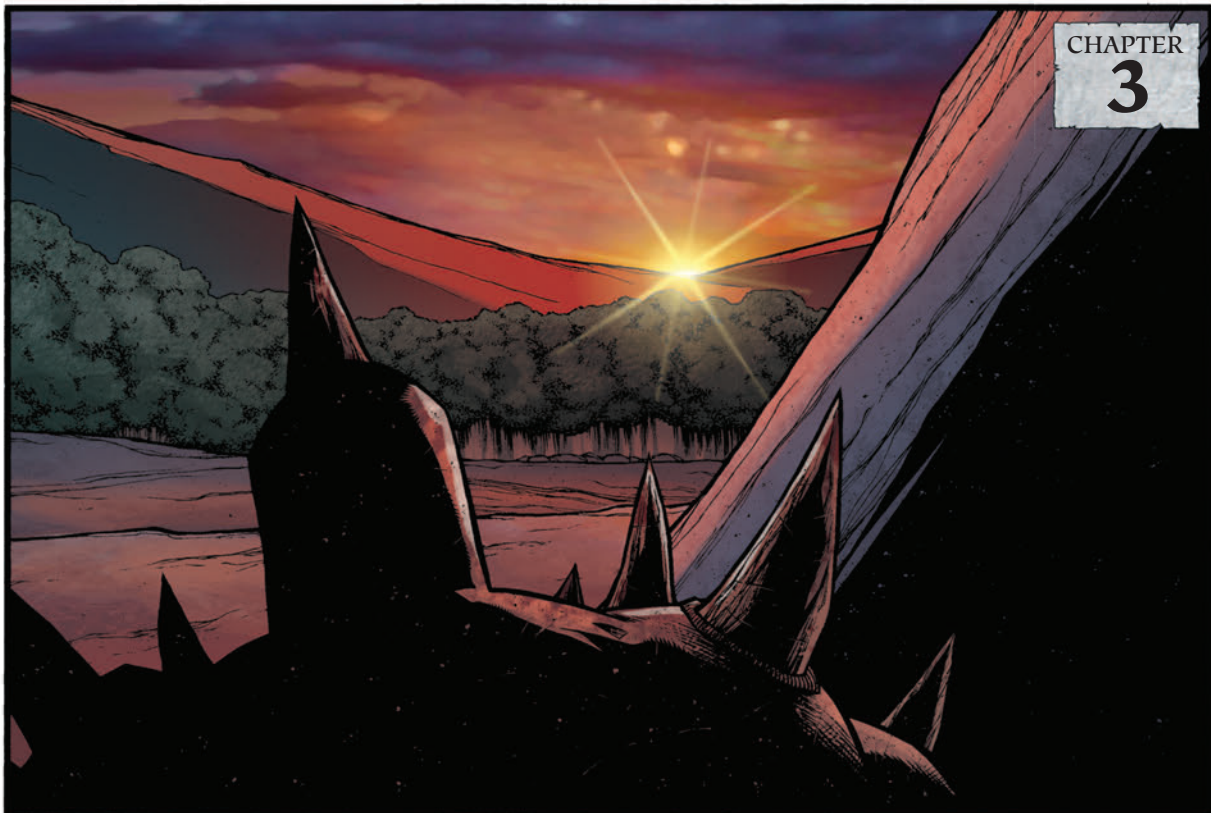




Art by Gonzalo Flores



GONZALO
FLORES





DO YOU
SMELL IT?

I SMELL
IT.

I FEEL
IT.

BLOOD.

FIND IT.





SNIFF
SNIFF

YOU KNOW
WHAT TO
DO.

FOLLOW THE
TRAIL.



FIND THE
PREY.



FIND THE
KILL.

CRUNCH
CRASH

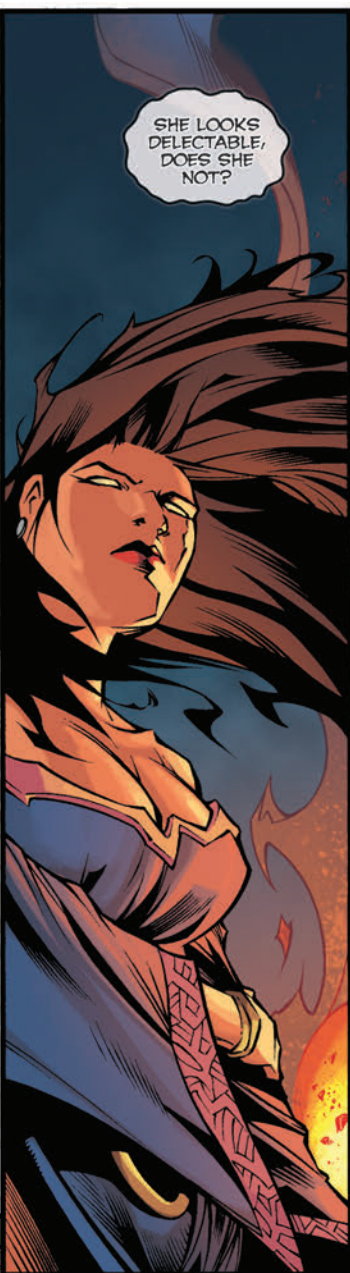


THEN
FEAST.

THERE.
HER.

SHE IS
PERFECT.






SHE LOOKS
DELECTABLE;
DOES SHE
NOT?



NO, SHE
DON'T.

RRUMBLE



YOUR
MOUTH AND
YOUR STOMACH
DISAGREE, MY
FRIEND.



AYE,
THAT BE
TRUE.

BUT ME
STOMACH
AIN'T THE ONE
DECIDIN' WHAT
I EAT.



YOU MEAN
WHO YOU
EAT.



NO, I
DON'T MEAN
WHO.

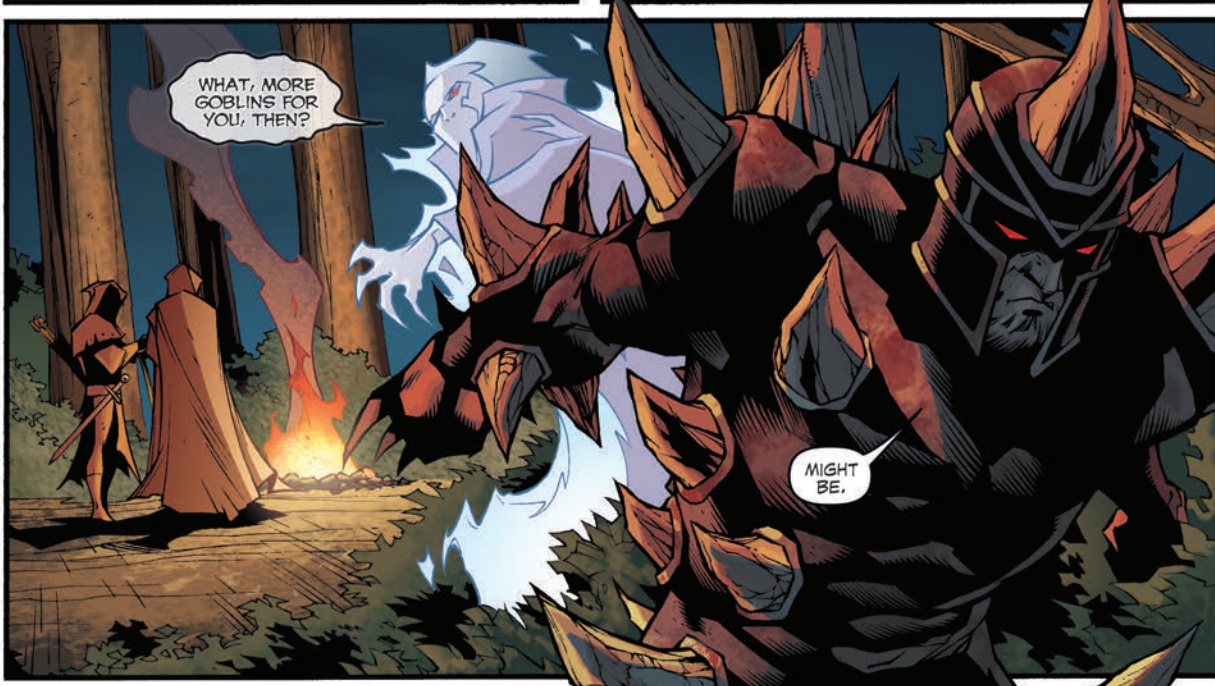


I WON'T
BE EATIN' NO
HUMANS
TONIGHT.

EVENUALLY,
THEN?



NO, NOT
EVER.
I'M
LEAVIN'.
I'LL FIND
SOMETHING
ELSE TO
HUNT.



WHAT, MORE
GOBLINS FOR
YOU, THEN?

MIGHT
BE.



IT'S A
DURNED BIG
FOREST.

I'LL FIND
SOMETHING
TO EAT.





NO, NO, NO.
I TELL YOU, MY
FRIENDS, THE WAND
IS NOT BROKEN.

OH, YOU'D
BETTER HOPE
IT'S BROKEN.

HOW IS
THAT?

IT DIDN'T
WORK. SO, EITHER
IT'S BROKEN OR YOU
SOLD ME A PIECE
OF GARBAGE.

OH, YES, YES,
YES. IT'S BROKEN,
OF COURSE!



AND WHAT
ARE WE GOING
TO DO ABOUT
THAT?



OH, YES, OF
COURSE. WE'LL
PROVIDE YOU A NEW
WAND! ONE THAT IS
NOT BROKEN!



THIS WAND WILL
SERVE YOU
WELL, I'VE NO
DOUBT.

OH, IT HAD
BETTER. RUN
ALONG NOW,
I'M THROUGH
WITH YOU.

BUT...
THIS IS OUR
STALL....

**RUN
ALONG!**

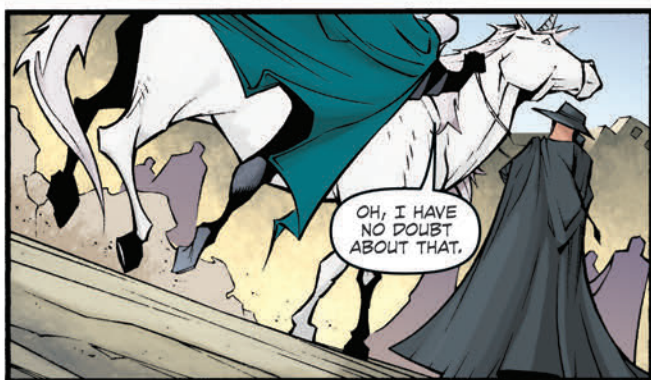
-WHIMPER-



THAT MAY NOT HAVE BEEN WISE.

THEY WILL HESITATE TO DO BUSINESS WITH YOU AGAIN.

MAYBE, BUT IT WAS *FUN*.



OH, I HAVE NO DOUBT ABOUT THAT.



SO DO YOU THINK THEY WERE BEING HONEST? THAT THE WAND WORKED AS INTENDED?



I'M NOT SURE.

IT IS SUPPOSED TO POINT US TO THE MOST POWERFUL UNDEAD IN THE REGION, YET IT POINTED TO THE SKY, IN THE DAY.

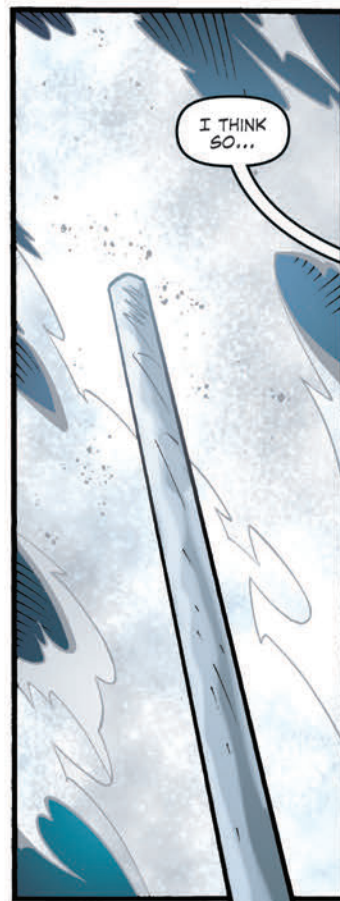
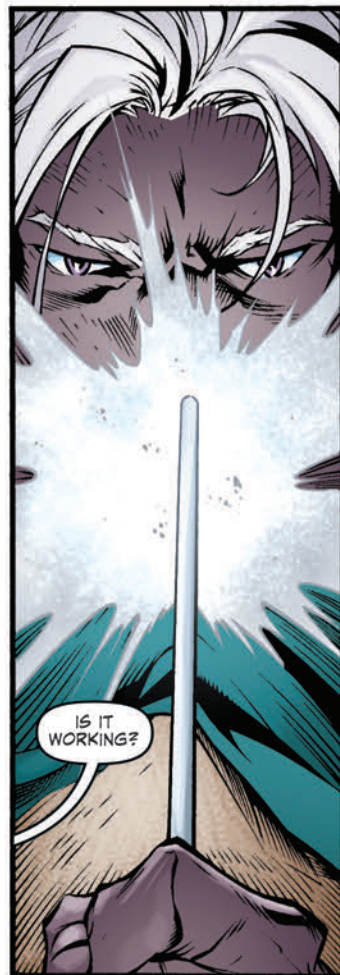
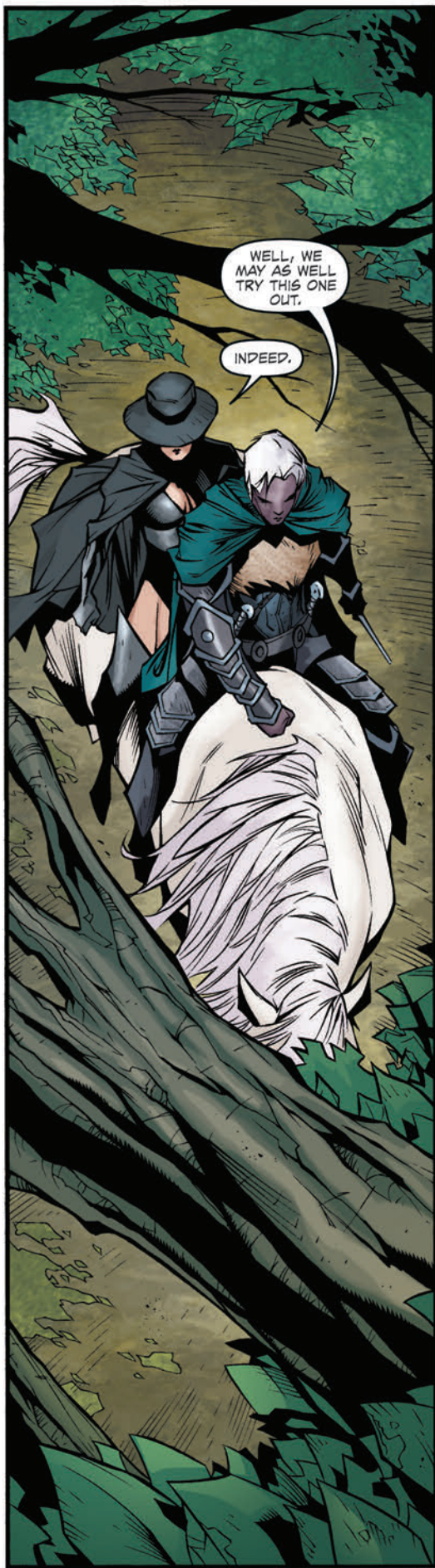


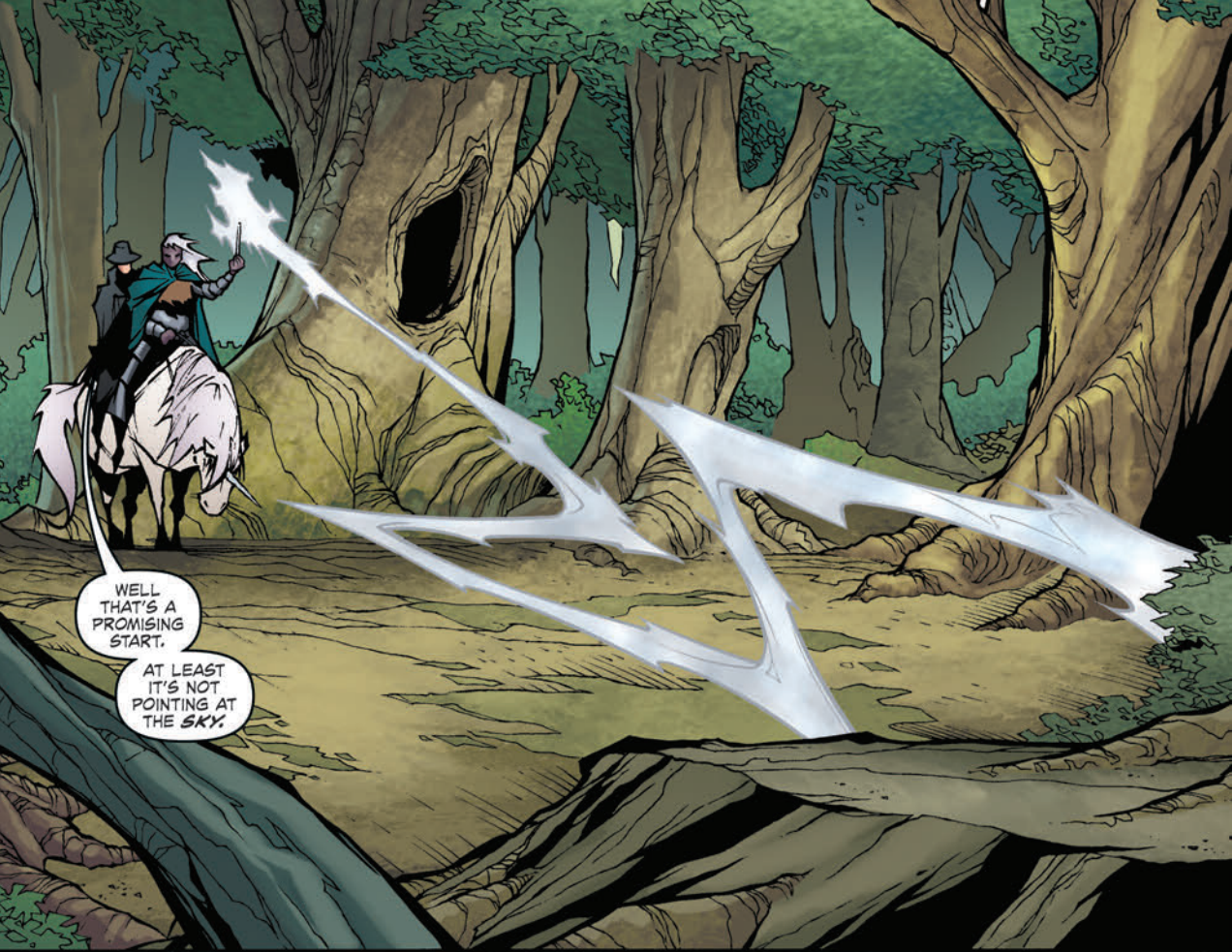
BUT VAMPIRES CANNOT BE OUT IN THE DAYLIGHT.

SO EITHER THE WAND IS BROKEN...



...OR OUR ASSUMPTION THAT WE HUNT A VAMPIRE IS INCORRECT.





WELL
THAT'S A
PROMISING
START.

AT LEAST
IT'S NOT
POINTING AT
THE SKY.



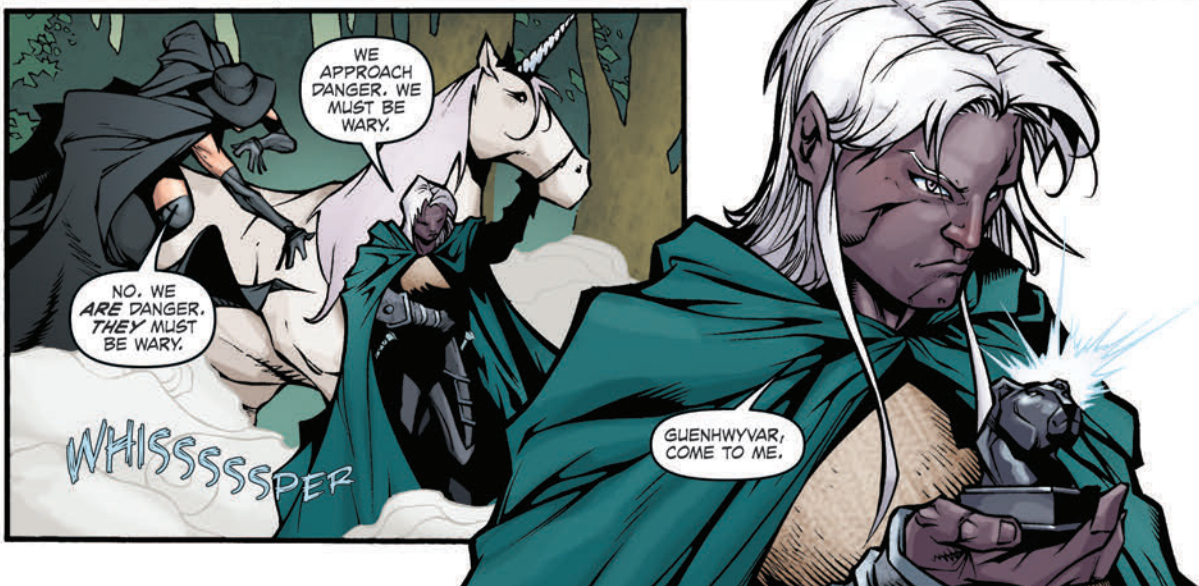
YOU KNOW, IF
WE ARE CORRECT,
WE'RE RIDING
DIRECTLY TOWARD
THE LAIR OF A
VAMPIRE.

A VAMPIRE
WE KNOW
SLAUGHTERED A
SIZABLE GROUP
OF GOBLINS.

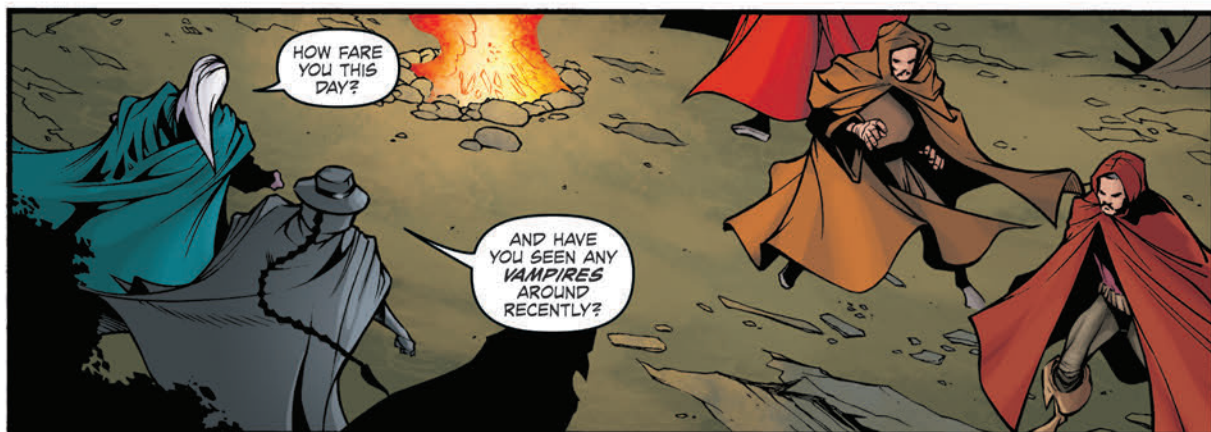
TORE
THEM APART,
EVEN.



I KNOW.
SOUNDS
LIKE FUN.









VAM...
VAMPIRES?
WHAT DO YOU
MEAN?

WE... WE
KNOW NOTHING
OF WHAT YOU
SPEAK. NOW
BE GONE.

FANGS,
BLOODSUCKERS,
UNDEAD.
YOU KNOW,
VAMPIRES.



WELL, THAT'S
AWFULLY RUDE.

SAY
AGAIN?

OH, I
SUPPOSE YOU'RE
USED TO IT. I
MEAN, CLEARLY
THEY'RE JUST
SCARED OF A
DARK ELF.

MAYBE...



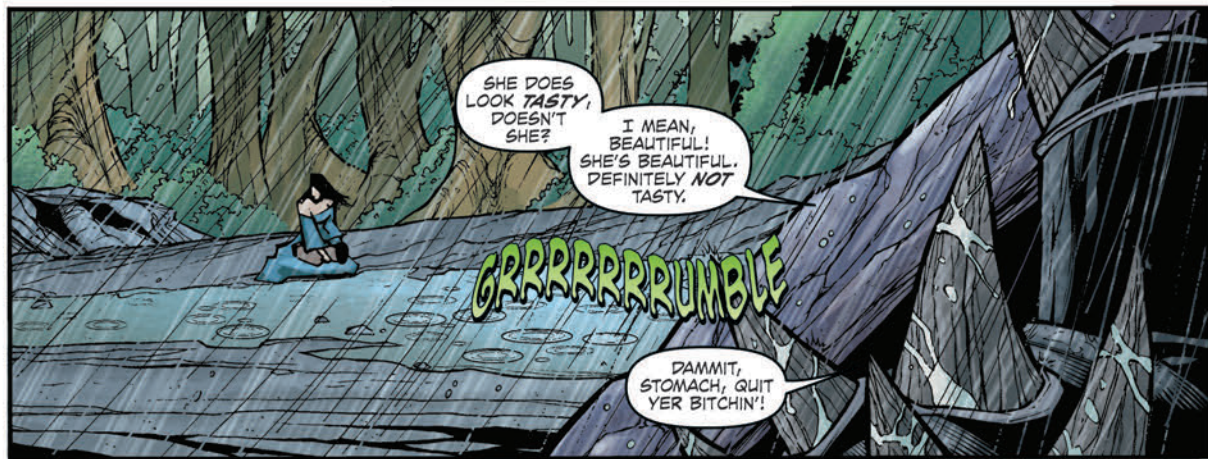
...OR MAYBE
NOT.

MAYBE
THEY'RE NOT
SCARED, THEY'RE
JUST—



—MAYBE
WE'VE *FOUND*
WHAT WE *SEEK*,
AFTER ALL.

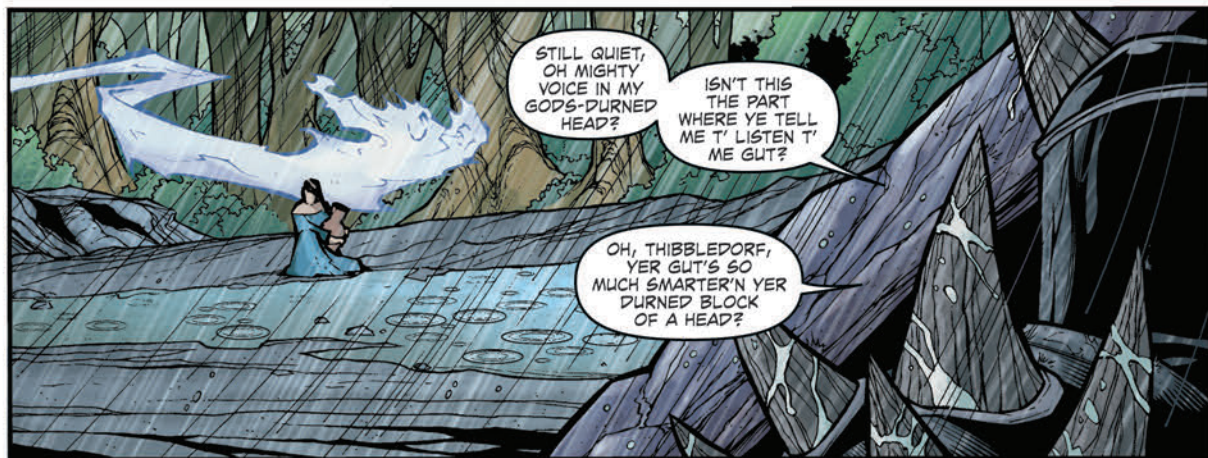




SHE DOES
LOOK TASTY,
DOESN'T
SHE?

I MEAN,
BEAUTIFUL!
SHE'S BEAUTIFUL.
DEFINITELY NOT
TASTY.

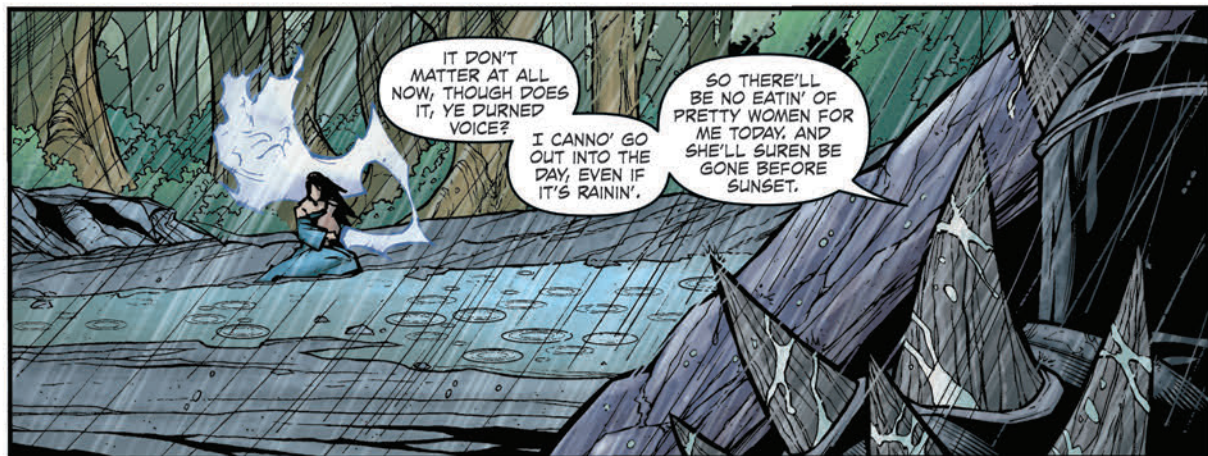
DAMMIT,
STOMACH, QUIT
YER BITCHIN'!



STILL QUIET,
OH MIGHTY
VOICE IN MY
GODS-DURNED
HEAD?

ISN'T THIS
THE PART
WHERE YE TELL
ME T' LISTEN T'
ME GUT?

OH, THIBBLEPORN,
YER GUT'S SO
MUCH SMARTER'N YER
DURNED BLOCK
OF A HEAD?



IT DON'T
MATTER AT ALL
NOW, THOUGH DOES
IT, YE DURNED
VOICE?

I CANNO' GO
OUT INTO THE
DAY, EVEN IF
IT'S RAININ'.

SO THERE'LL
BE NO EATIN' OF
PRETTY WOMEN FOR
ME TODAY. AND
SHE'LL SUREN BE
GONE BEFORE
SUNSET.



OH... NO,
NO. WOMAN,
DON'T YE BE
COMIN' THIS
WAY.

THIS CAVE
AIN'T GONNA
PROTECT YER,
NOT FROM THIS
STORM.



ASHIMADAI.
WORSHIPPERS OF
THE ASMODEUS,
THE KING OF HELL.
I SHOULD HAVE
KNOWN AS
MUCH.

PROBABLY
HERE HUNTING
US.

AND
THAT MEANS
THOSE DAMNED
MERCHANTS
ARE IN ON
IT, TOO.

DAHLIA...

THEY SOLD
US THAT WAND
TO LEAD US
INTO A TRAP.

DAHLIA...

OH, I'M GOING
TO PAY THEM
BACK IN KIND! I'M
GOING TO...

DAHLIA!



I DON'T THINK THE WAND LED US HERE AS A TRAP.

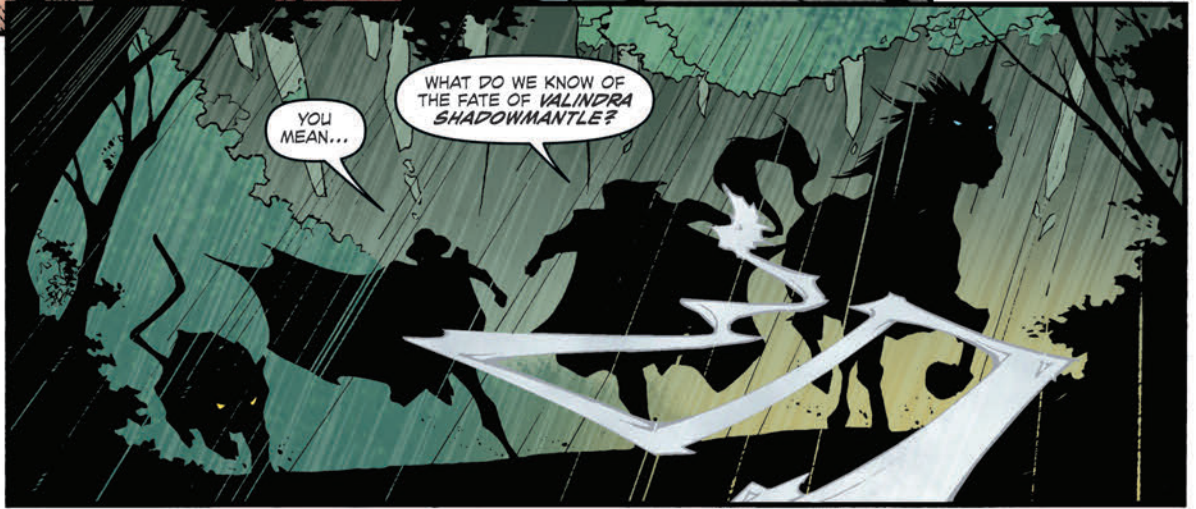
I THINK IT LED US HERE BECAUSE THERE WAS SOMETHING HERE.

SOMETHING POWERFUL.

YOU THINK THE ASHMADAI ARE WORKING WITH THE VAMPIRE?

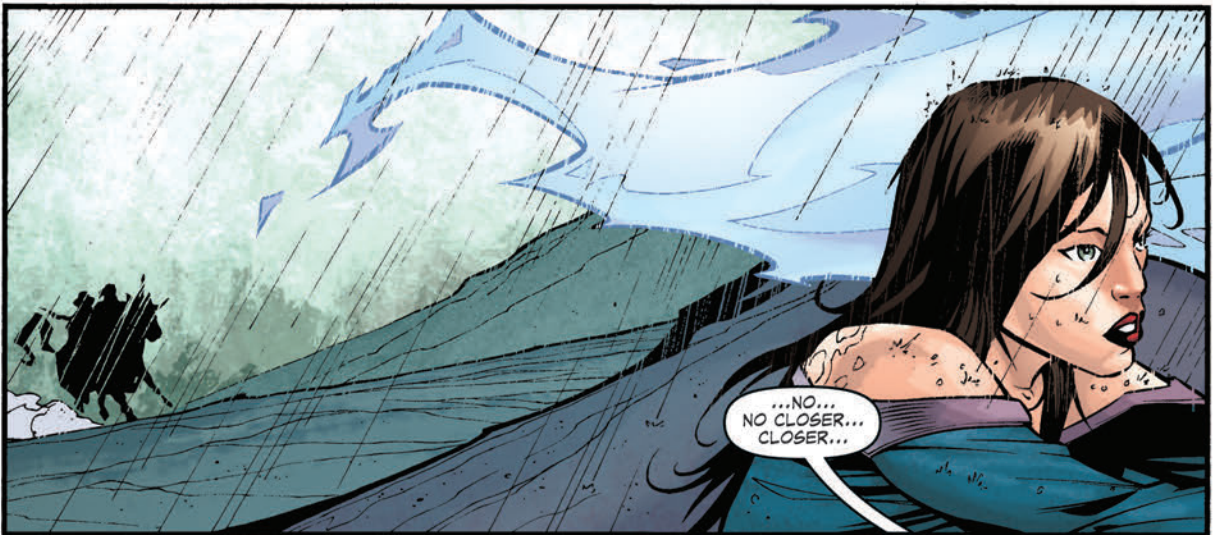
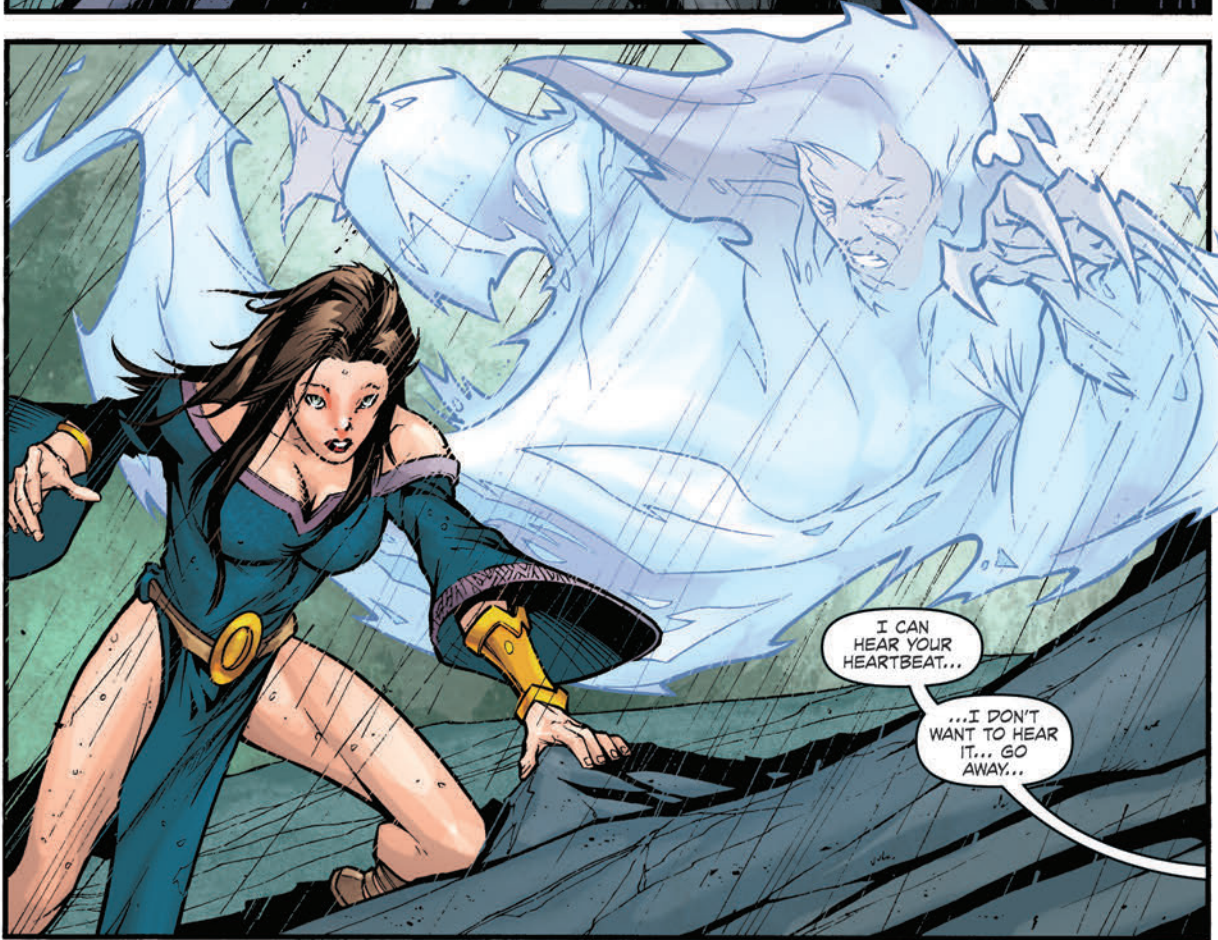
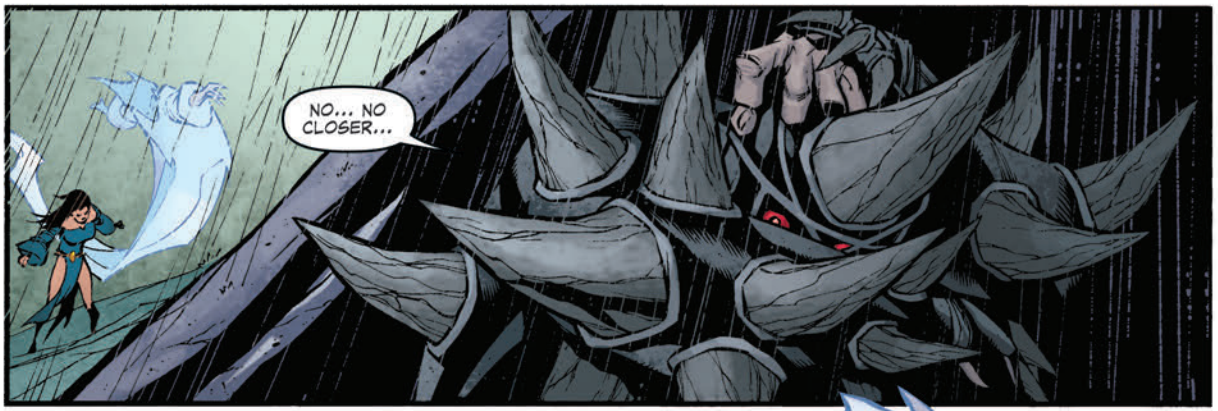


IF IT IS A VAMPIRE, BUT I FEAR IT'S MUCH WORSE THAN THAT.



YOU MEAN...

WHAT DO WE KNOW OF THE FATE OF VALINDRA SHADOWMANTLE?



YESSSS...
CLOSER...



Art by Tim Seeley • Colors by Leonard O'Grady





Art by Gonzalo Flores



GONZALO
FLORES

END OF
THE LINE.

A CAVE LIKE
THAT MAY GO DEEP,
THIS MAY BE JUST
THE BEGINNING.

COME, LET
US CONTINUE
ON FOOT.

WHAT, AFRAID
THE UNICORN WILL
GET TIRED?

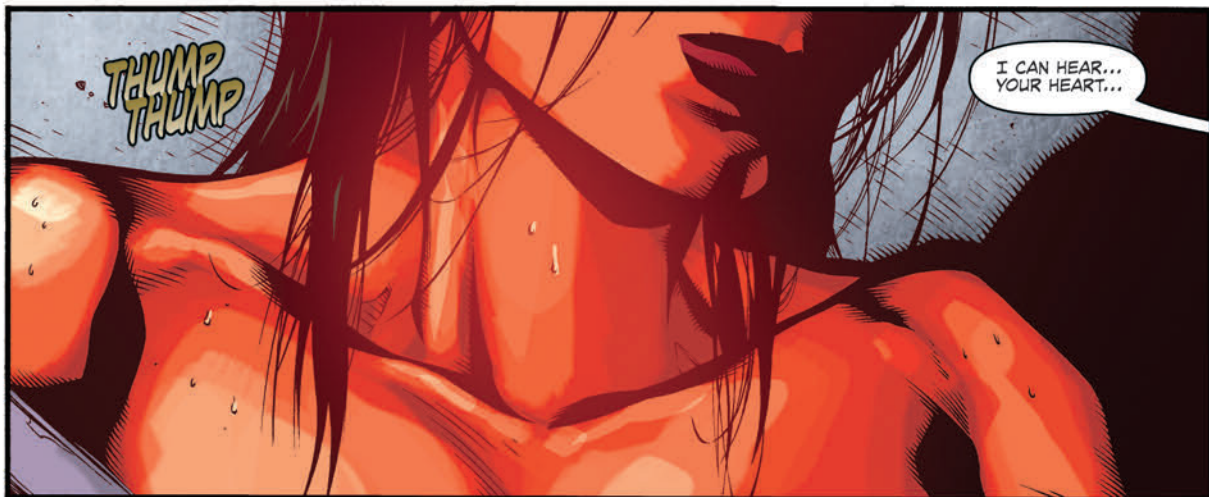
HE IS
ALREADY TIRED.
AS IS GUEN.
AS AM I.

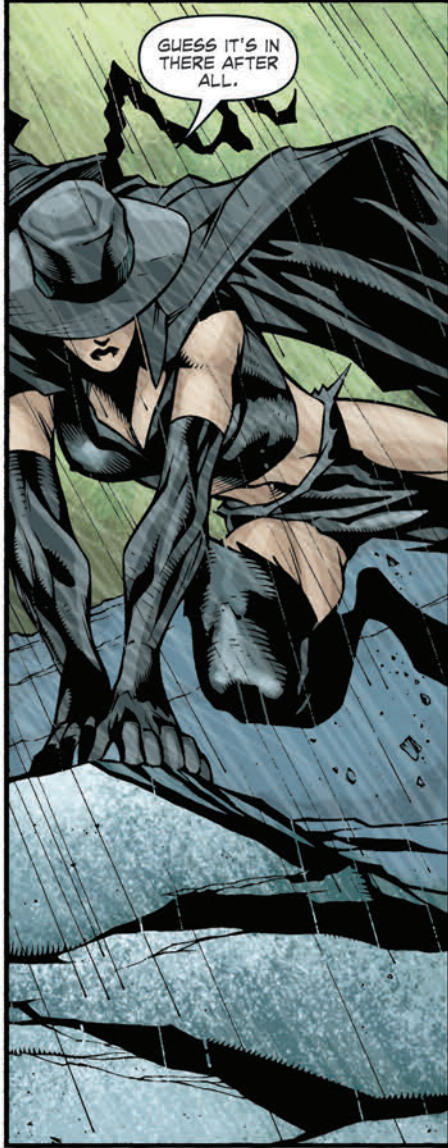
OH, VERY
WELL.



LET'S HOPE
WHATEVER IT IS, IS
IN *THERE*. I'M NOT
LOOKING FOR A LONG
WALK INTO A DEEP
CAVE.







GUESS IT'S IN
THERE AFTER
ALL.



IT'S NOT THE
ONLY THING,
THOUGH.

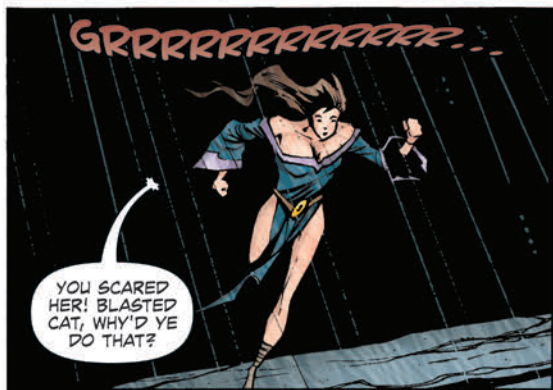


LET'S HOPE
WE GET THERE
IN TIME.

LET'S HOPE
GUEN GETS
THERE IN
TIME.

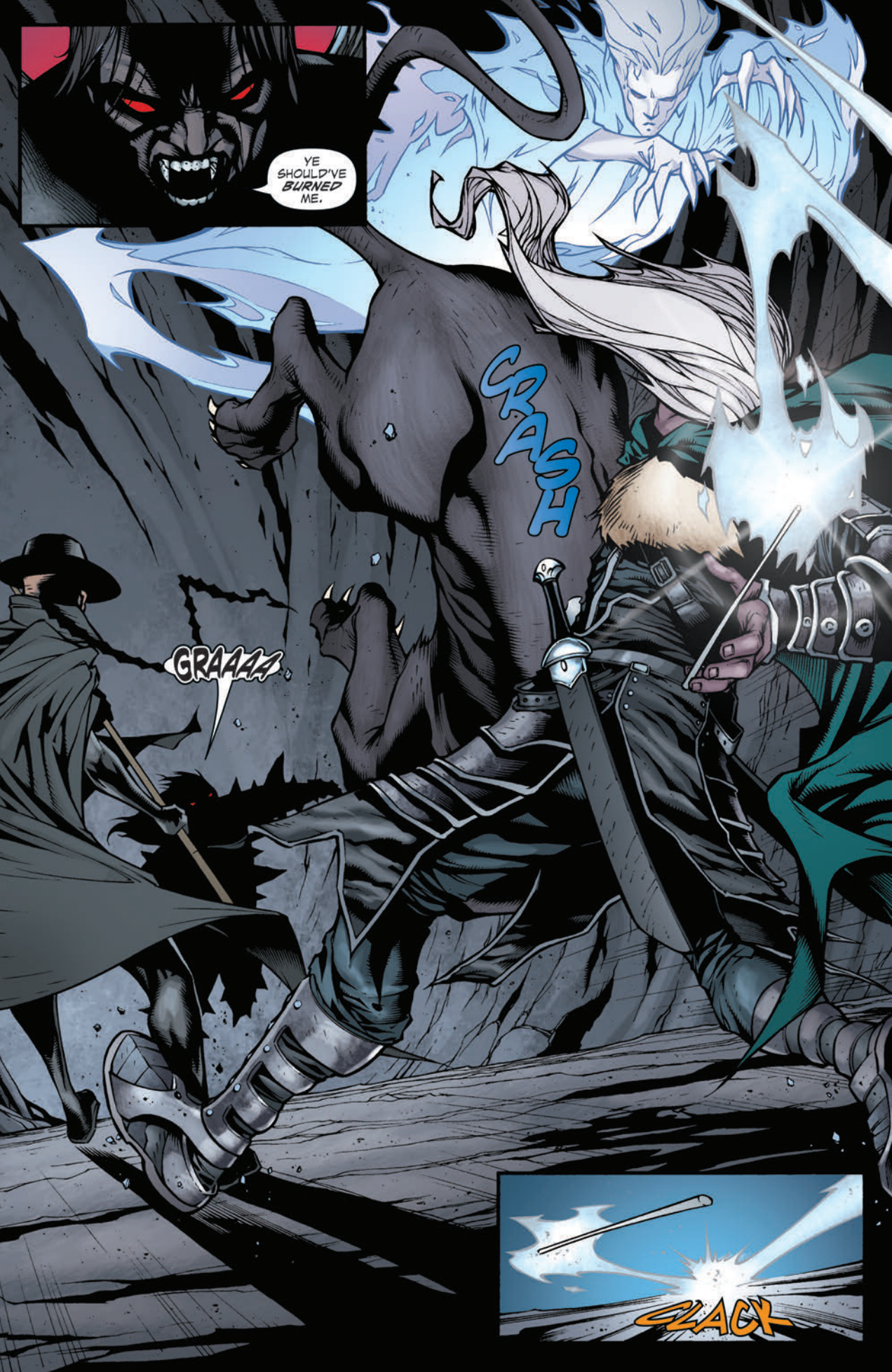


ROAR





YE
SHOULD'VE
BURNED
ME.

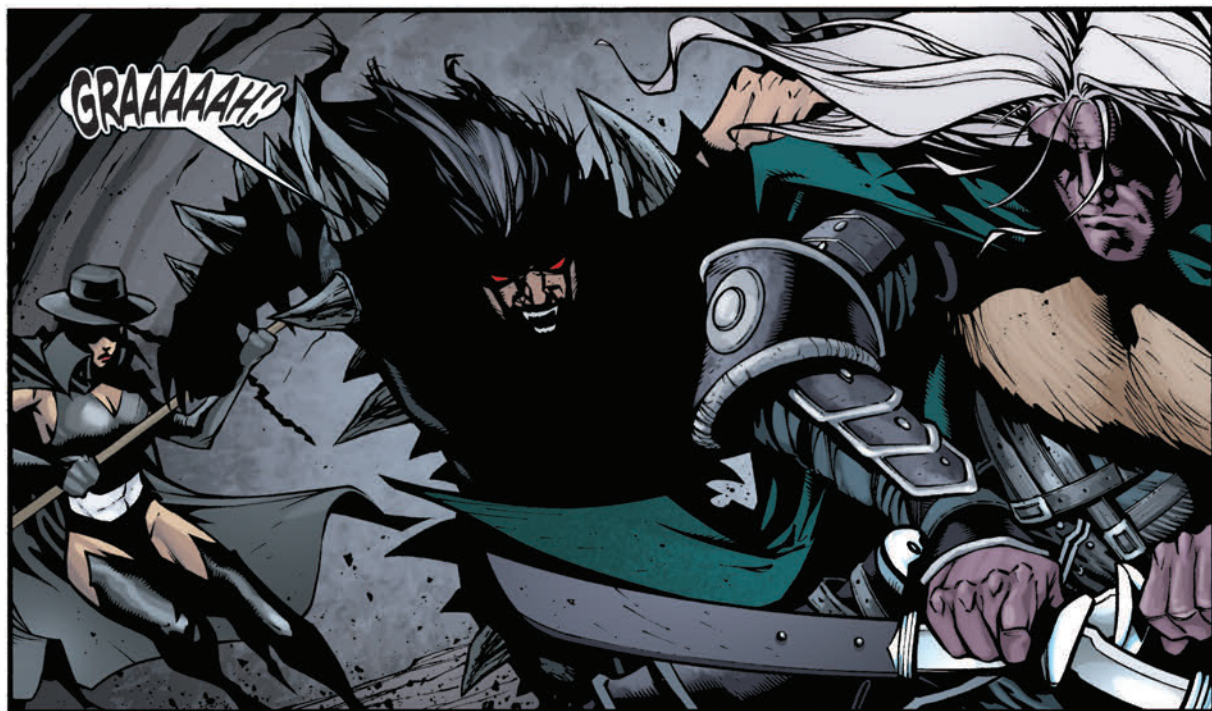


CRASH

GRAAAA

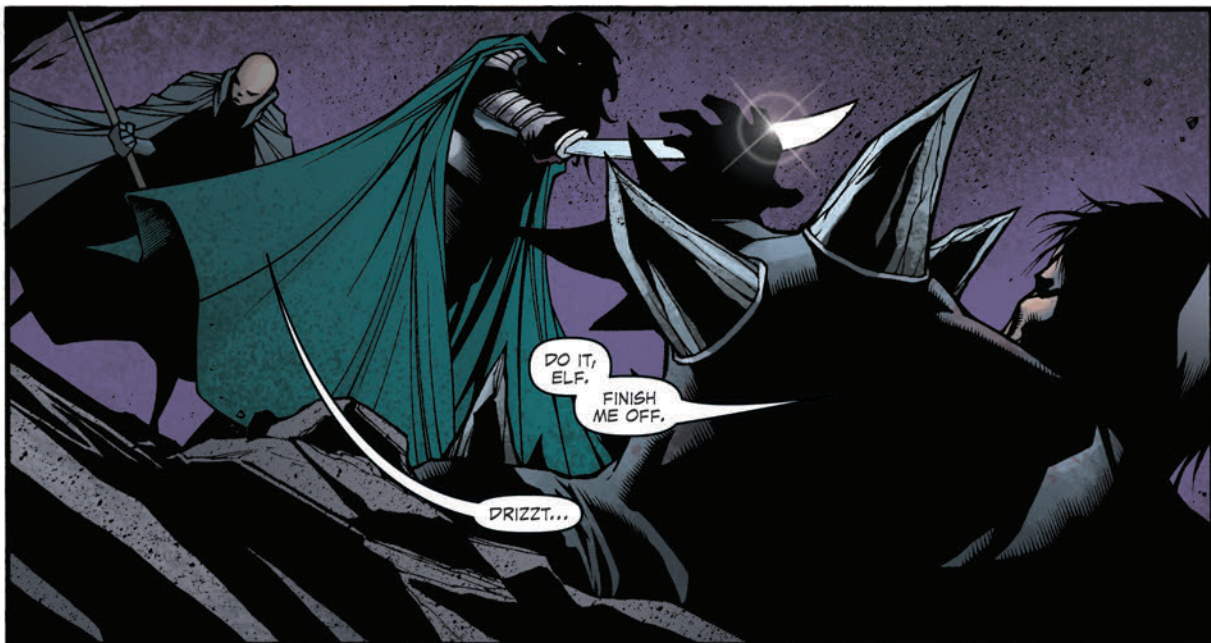


CLACK







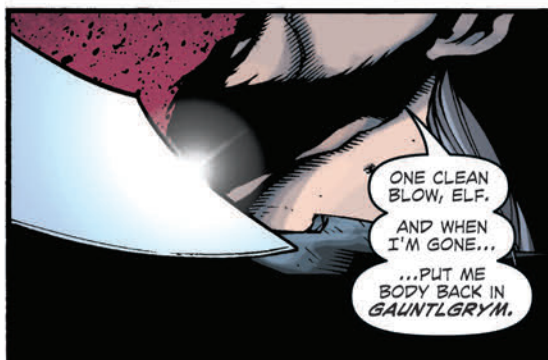


DO IT,
ELF,
FINISH
ME OFF.

DRIZZT...



I AM SORRY,
PWENT, MY
FRIEND.



ONE CLEAN
BLOW, ELF.
AND WHEN
I'M GONE...
...PUT ME
BODY BACK IN
GAUNTLGRYM.



WITH ME
KING.

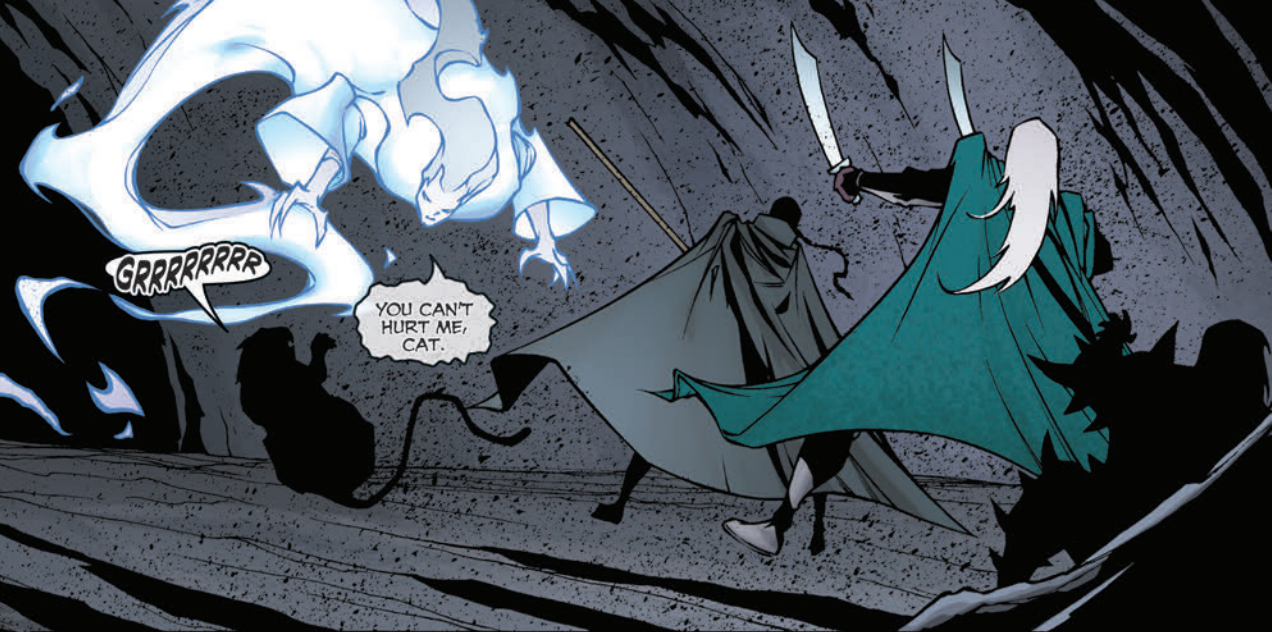
I SO
PROMISE...

DRIZZT!



LOOK!

WHAT?



GRRRRRRRR

YOU CAN'T
HURT ME,
CAT.



JUST ENJOY
THE SHOW, AS
IT WERE.

IT WILL
ALL BE
OVER...



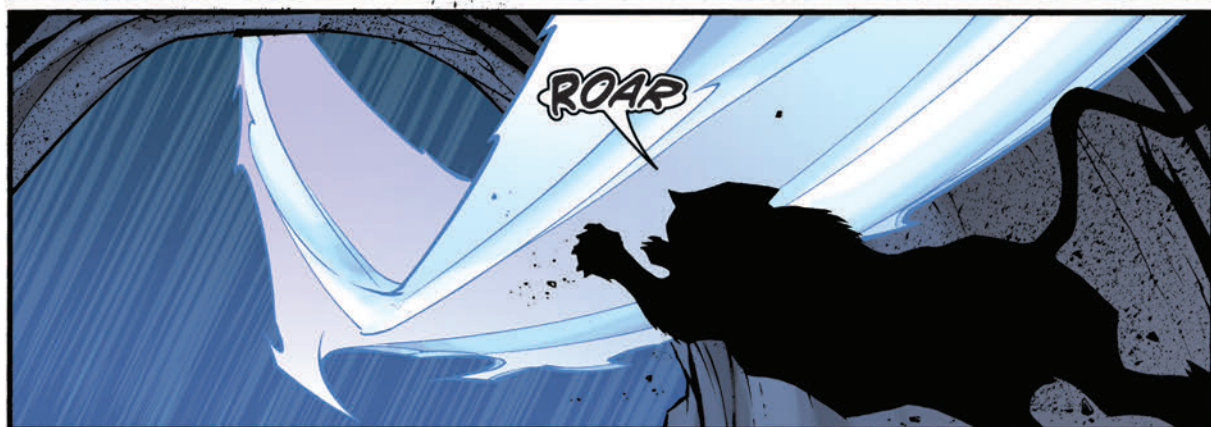
...SOO—
YEEAAAARGH



DOR'CRAE!

THE VOICE... IN
ME GODS-DURNED
HEAD!



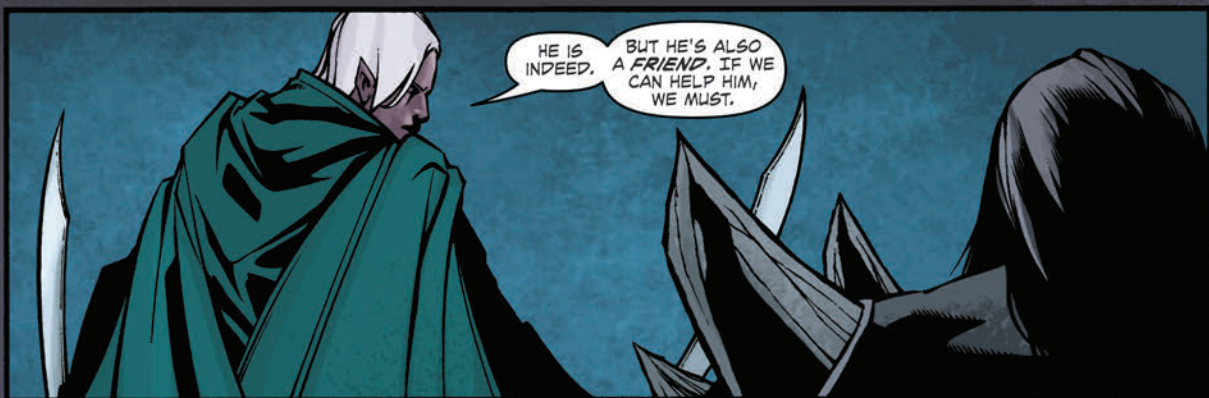




VOICE...
IN ME HEAD...
...BUT IT
WEREN'T IN
ME HEAD!



THIS CHANGES
NOTHING, YOU
REALIZE.
HE'S STILL
A VAMPIRE.



HE IS
INDEED.

BUT HE'S ALSO
A *FRIEND*. IF WE
CAN HELP HIM,
WE MUST.



HOLD,
WOMAN.

I AIN'T
KILLED
ANYONE
YET.

BUT I'M
GONNA KILL
ONE THING
BEFORE I LET
YOU PUT ME
DOWN...



...DOR'CRAE.



DOR' CRAE
IS ALREADY
DEAD...

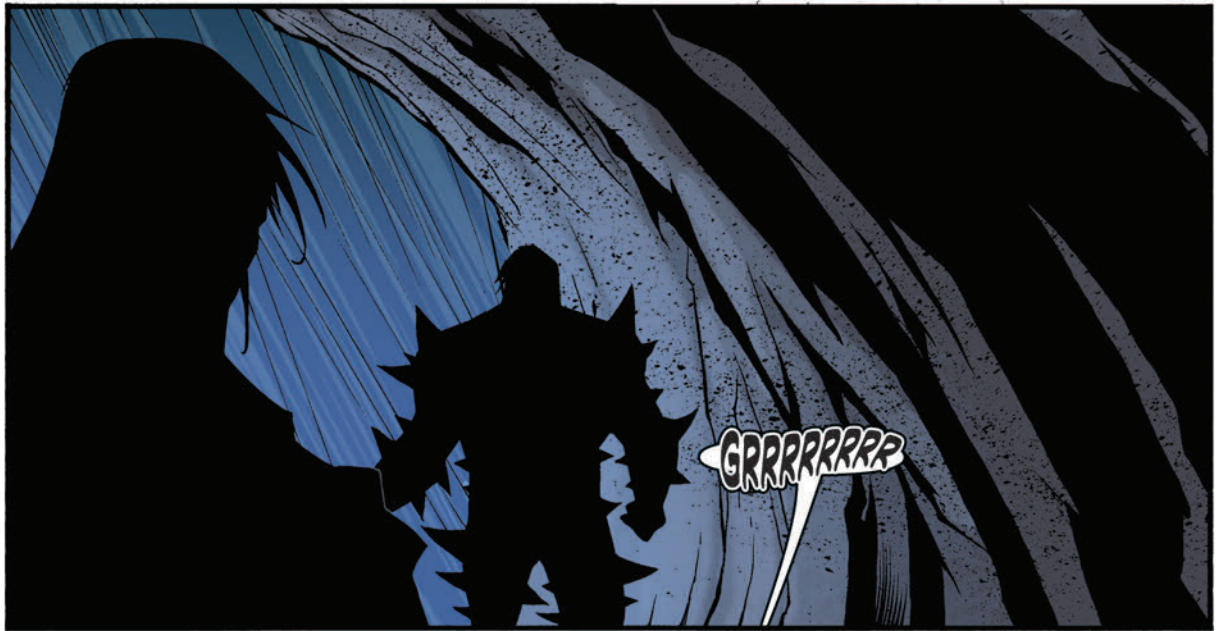
SHH.

COME ON,
ELF.
LET'S HUNT
A GHOST.

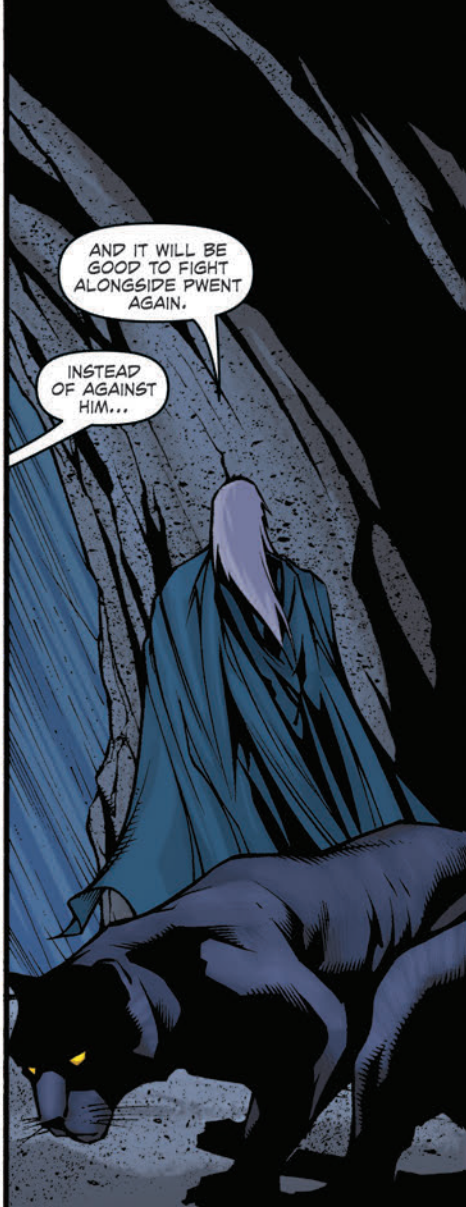


I'LL GO
ALONE IF I
HAVE TO.

BUT I THINK
YE WANT T' BE
COMING.



GRRRRRRRR





WELL, I THOUGHT
YOU WERE A RANGER.
A TRACKER. BUT
MAYBE I WAS
MISTAKEN.

YOU TWO DONE
BICKERING? HURRY
YERSELVES UP!

GRRRRRRRRR





THE GIRL
YOU BIT?

THAT'S
THE ONE.



WE'RE
HUNTING
DOR'CRAE.

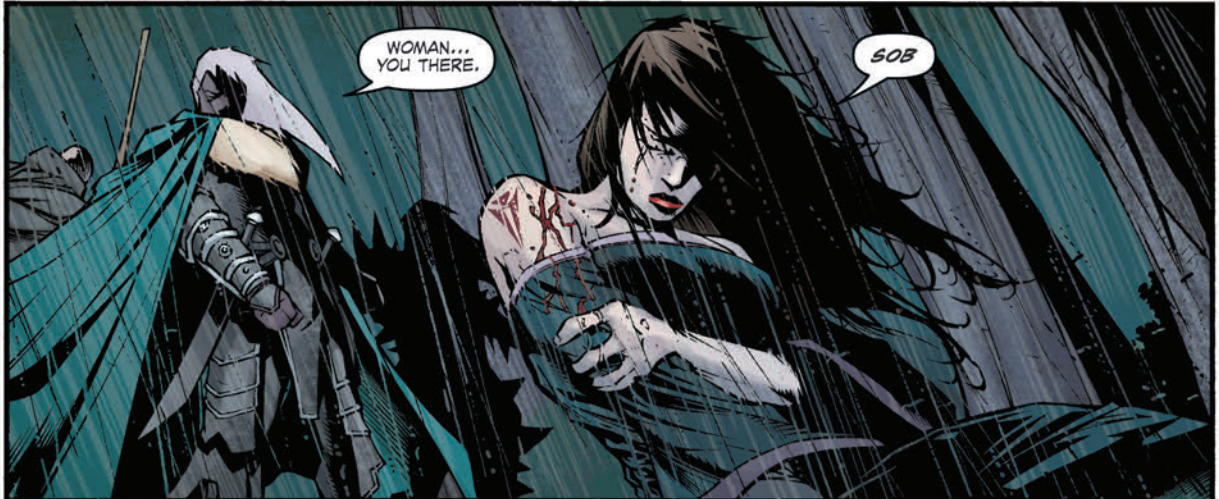
IF YOU'RE
PURSUING A
MEAL, STOP
NOW...
...AND
TRY ME.



NOT
HUNGRY,
THANKS FER
ASKIN'.
THE GIRL
IS WORKIN'
FOR THE
GHOST.

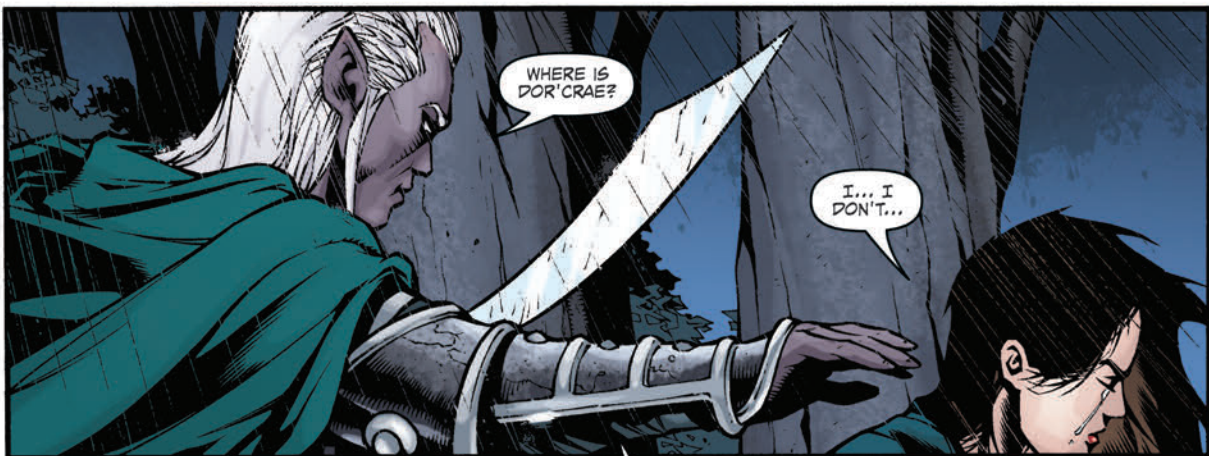


ASK HER
YERSELF.



WOMAN...
YOU THERE.

SOB



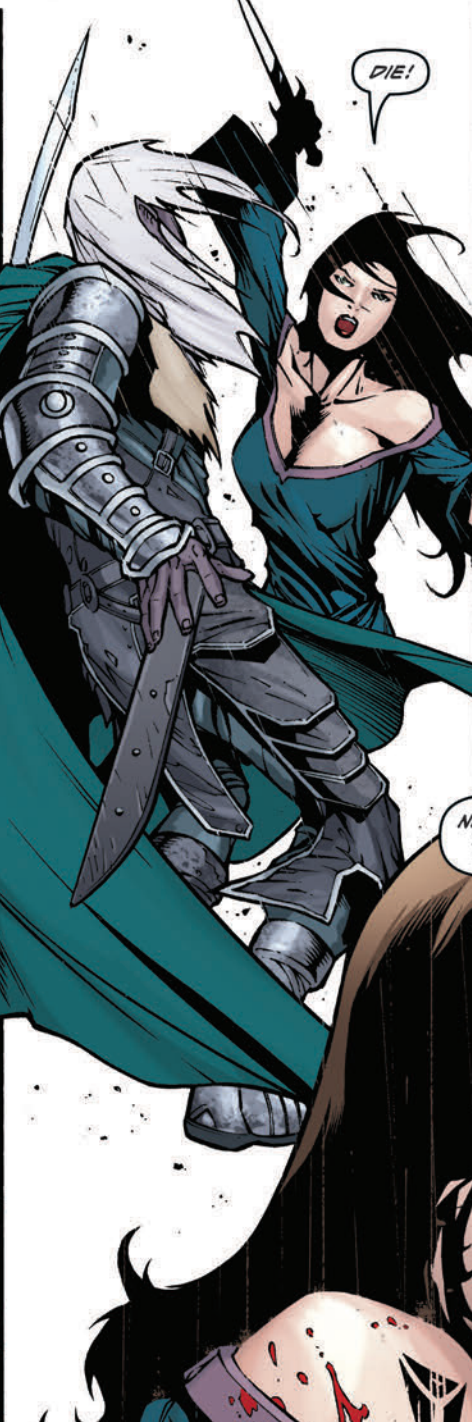
WHERE IS
DOR' CRAE?

I... I
DON'T...



I DON'T...
NO... NO!

LOOK OUT!



DIE!



THUD

NEVER...
I WILL
NOT...



HRRRK...

THAT IS
NOT GOOD.

THERE
GOES OUR
ONLY LEAD.

WE'LL TRACK
THE DAMNED
GHOST DOWN.

I
SWEAR
IT.

BY
MORADIN'S
HAMMER AND
BRIENOR'S AXE,
I *SWEAR* IT.

Art by Agustin Padilla • Colors by Leonard O'Grady





Art by Tim Seeley • Colors by Leonard O'Grady



CHAPTER
5

THIS IS
NO USE.

GRRRRRRR

NO USE?
WHADDYA
MEAN?

WE'RE
CHASING A
LITERAL
GHOST.

BAH!
GUEN'S STILL
GOT THE
SCENT!

DAHLIA'S RIGHT.
GUEN CAN STILL SENSE
DOR' CRAE, BUT WE'RE
NO CLOSER TO CATCHING
HIM. AND GUEN IS
GETTING TIRED.

WE WILL
NOT CATCH
THE GHOST,
NOT LIKE
THIS.
GUEN CAN'T
STAY HERE. SHE
IS TIRED, AND
NEEDS TO
RETURN
HOME.

GO HOME,
GUEN.



BAH!

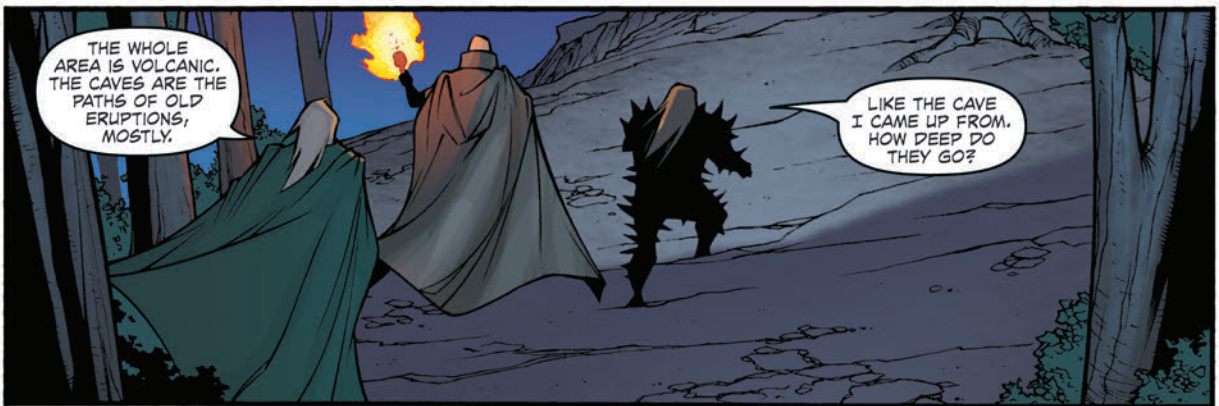
THE SUN WILL
BE RISING SOON.
WE SHOULD FIND
SHELTER.





I SAW A
CAVE NOT
FAR BACK.

THERE
ARE CAVES ALL
THROUGHOUT
THESE HILLS.



THE WHOLE
AREA IS VOLCANIC.
THE CAVES ARE THE
PATHS OF OLD
ERUPTIONS,
MOSTLY.

LIKE THE CAVE
I CAME UP FROM.
HOW DEEP DO
THEY GO?



VERY DEEP.

MANY OF
THEM LEAD ALL
THE WAY TO THE
UNDERDARK.



SHOULD GIVE ME
PLENTY O' SHADOW
TO HIDE IN.



HIDE...
FROM THE
DURNED
SUN...

IT IS
NECESSARY.



IS IT?
WHY? WHAT
GAIN?

WE WON'T
CATCH THE GHOST.
I WON'T GET
REVENGE.



I'M
ALREADY
HUNGRY.

IF I STAY
HERE, I'LL
WANT TO
EAT.

MIGHT BE
THIS TIME, I
WON'T FIND ANY
GOBLINS.



IF YOU DON'T
FIND GOBLINS,
YOU WON'T EAT.
I TRUST YOU,
PWENT.

TRUST?
BAH! YOU
HAVEN'T FELT
THE HUNGER,
ELF.

I CAN
ONLY RESIST
SO LONG.



I DIED,
SHOULD STILL
BE DEAD.

MIGHT BE I'LL
JUST SIT RIGHT
HERE, WAIT FOR
THE SUN.



THAT
MIGHT BE
BEST.

NO WAY
YOU'LL KILL
SOMEONE WHEN
YOU'RE *DUST*.



THAT'S
HOW YOU'D
END IT, MY
FRIEND?

YOU
CHOOSE TO
BURN?



I DIED
WITH ME KING, IN
GAUNTLGRYM.

I'M JUST
LETTIN' MESELF
GO BACK TO
HIM.

ME KING...



SO BE
IT.

DRIZZT! COME,
LET'S GET MOVING.
I WANT TO GET BACK
TO *NEVERWINTER*,
AND SOON!



FARE
WELL, MY
FRIEND.

YOU TOO,
ELF.







CAN'T...
EVEN...
DIE...
DAMN
ME!

DAMN YOU!

SOME TIME AGO...

THIS
FORM IS FAR
REMOVED FROM
MY LAST.
INSUBSTANTIAL,
AS IT WERE.

YOU REAP
WHAT YOU SOW,
VAMPIRE.

YOU GOT
YOURSELF
DESTROYED. A
GHOST IS ALL
YOU DESERVE
TO BE.

AND YOU
ARE MINE.
DO NOT
FORGET
THAT.

AM I? I
COULD FLY FREE,
RIGHT NOW, IF
I CHOSE.

I AM FREE.
I WILL HELP
YOU ONLY IF IT
SERVES ME.

YOU
THINK SO,
TRULY?

YOU THINK I
SUMMONED YOU
BACK, ONLY TO LET
YOU BE FREE?

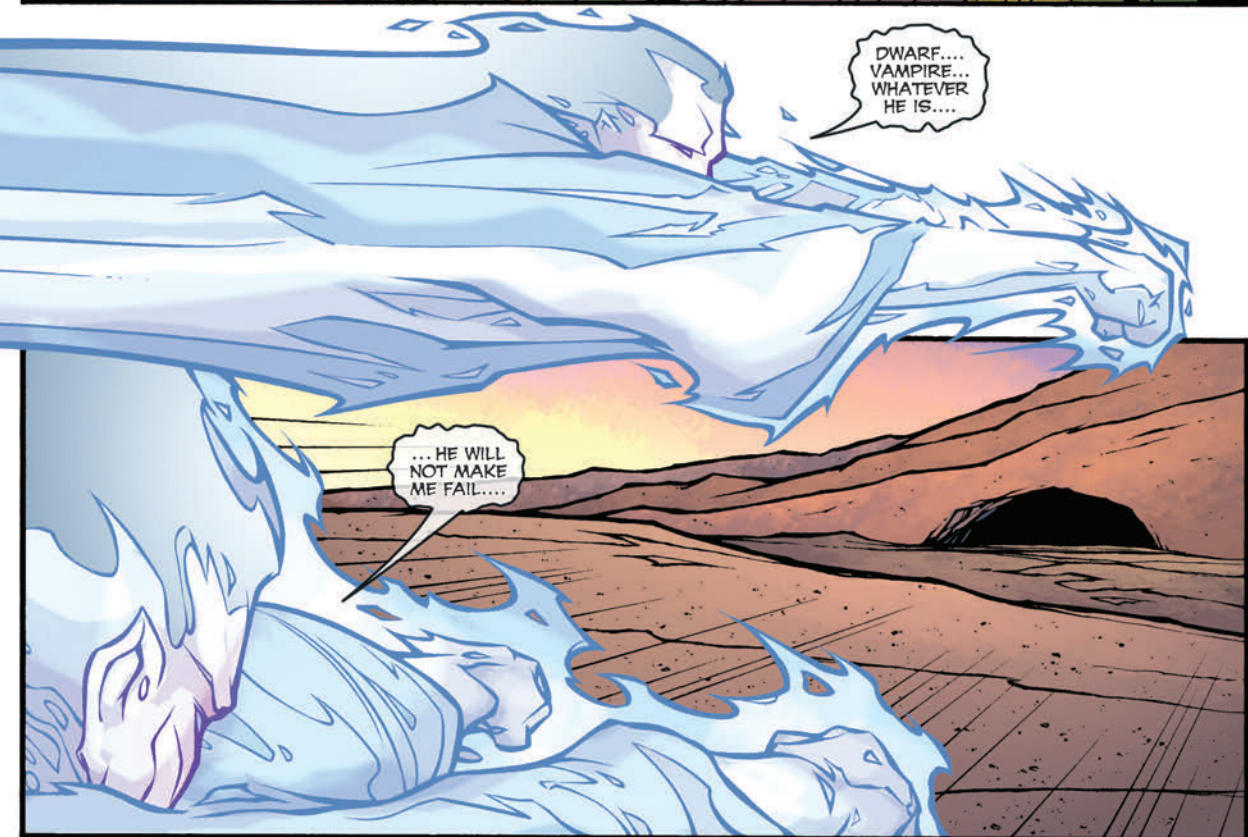
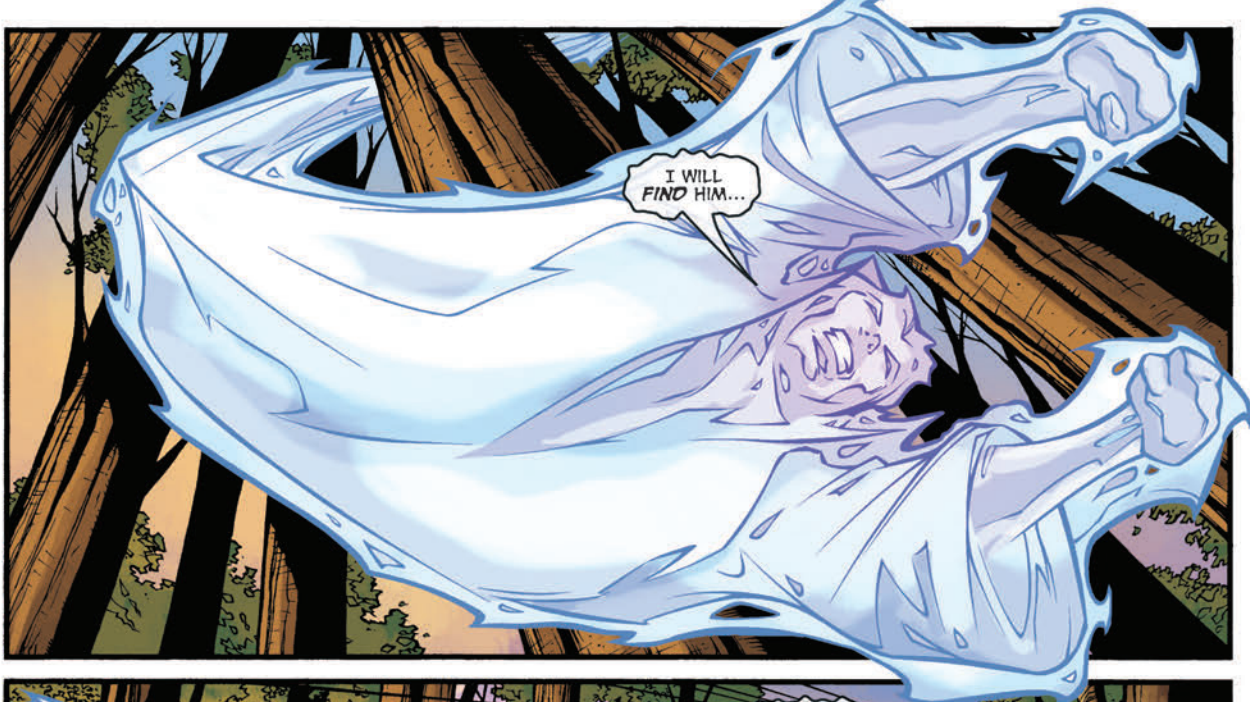


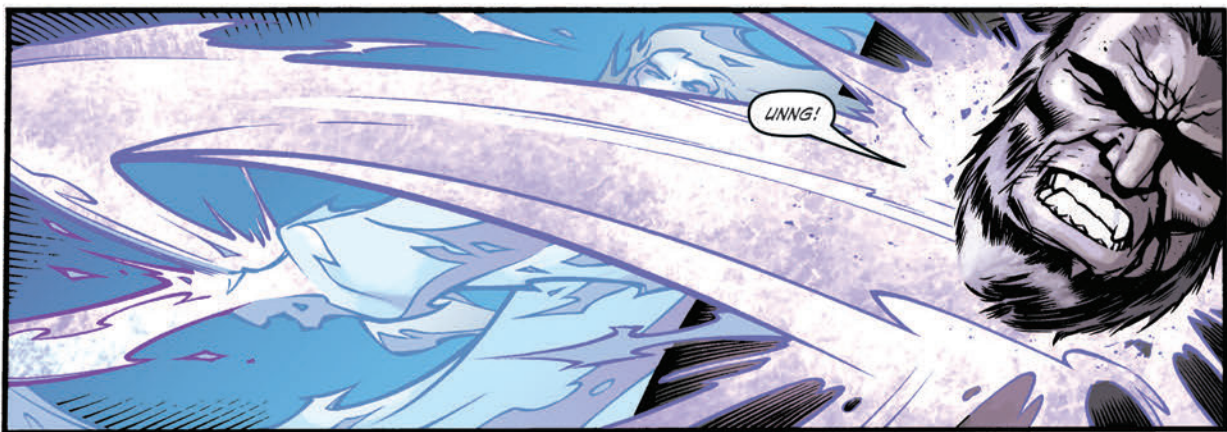
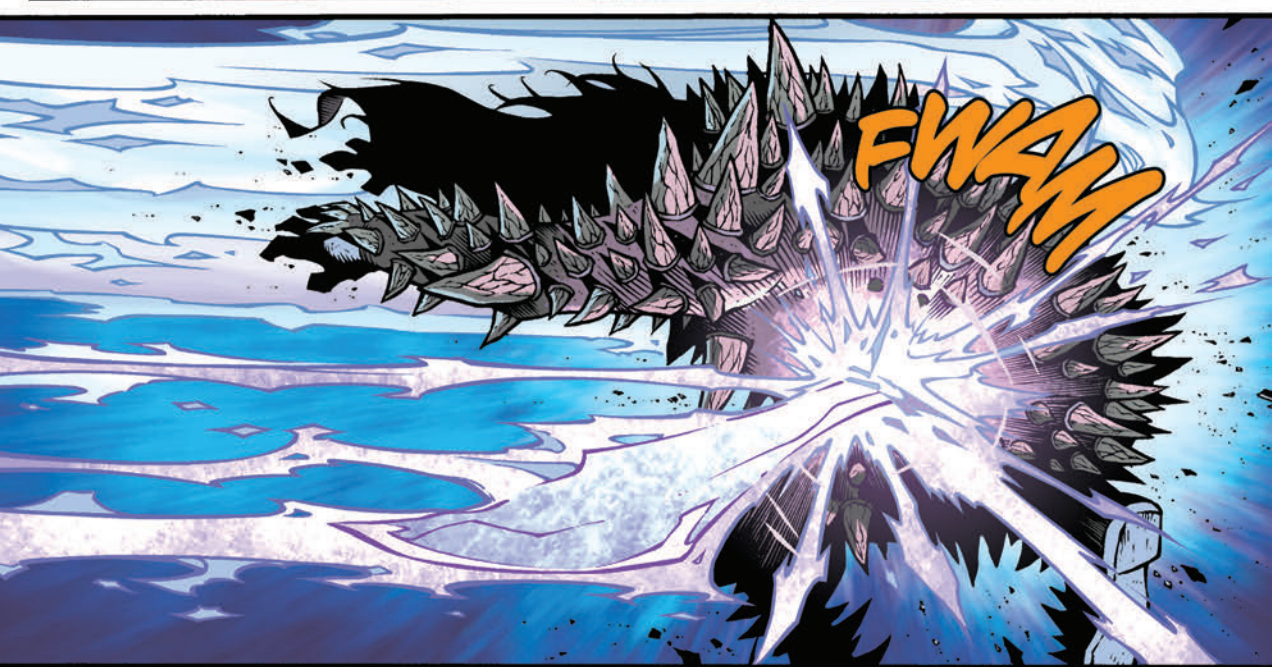


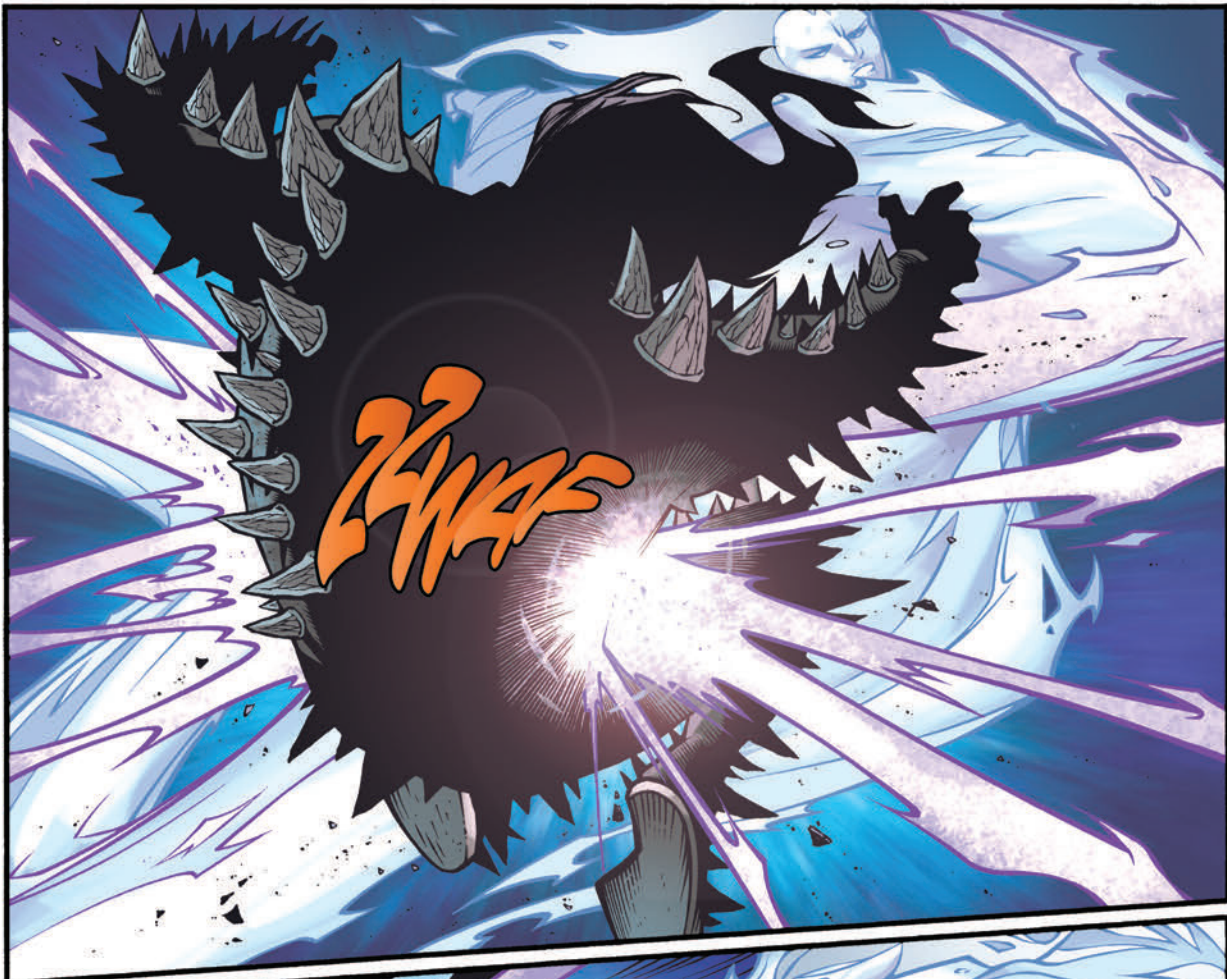
NOW...

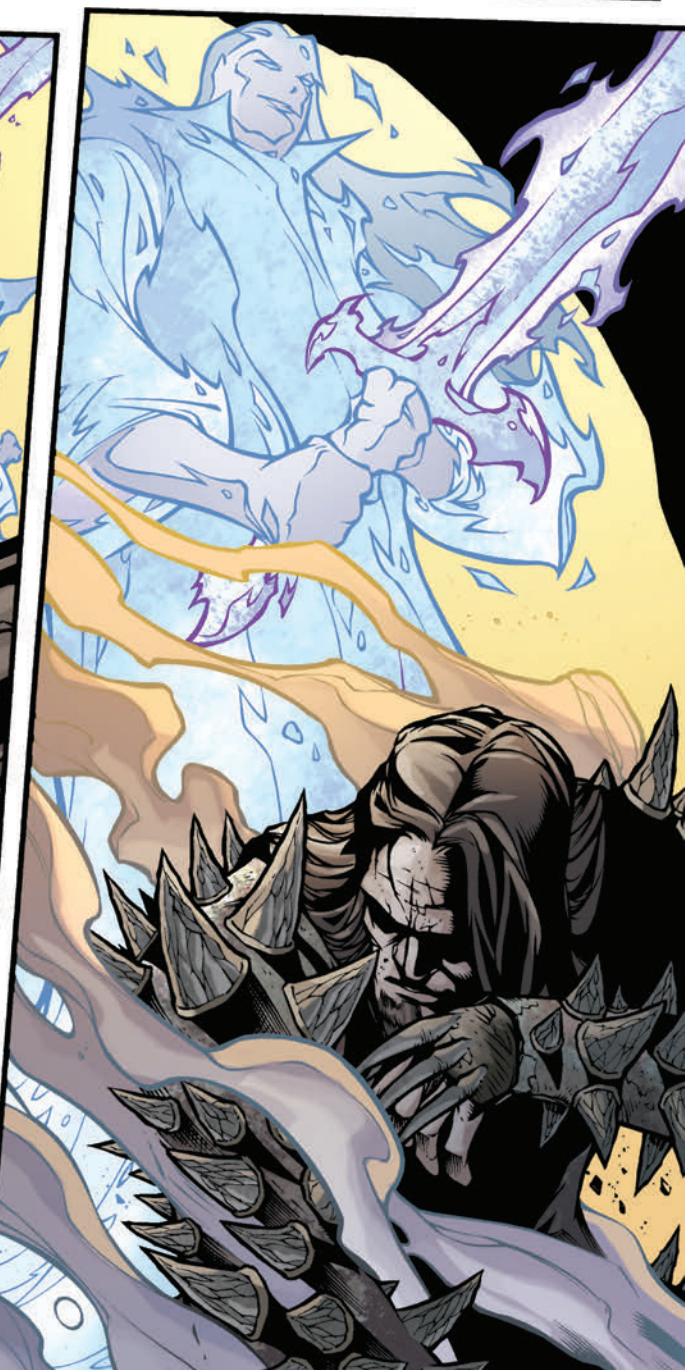
NO...
MISTRESS, I
HAVEN'T...

I HAVEN'T
FAILED
YOU...











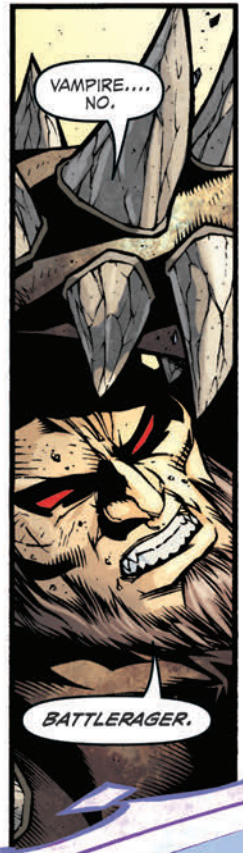
AHH, THE
SUN. MY OLD
NEMESIS.
NOW, *YOUR*
NEMESIS.



YOU
SHOULD HAVE
LISTENED TO
ME, FOOL.
YOU
COULD HAVE
FEASTED.

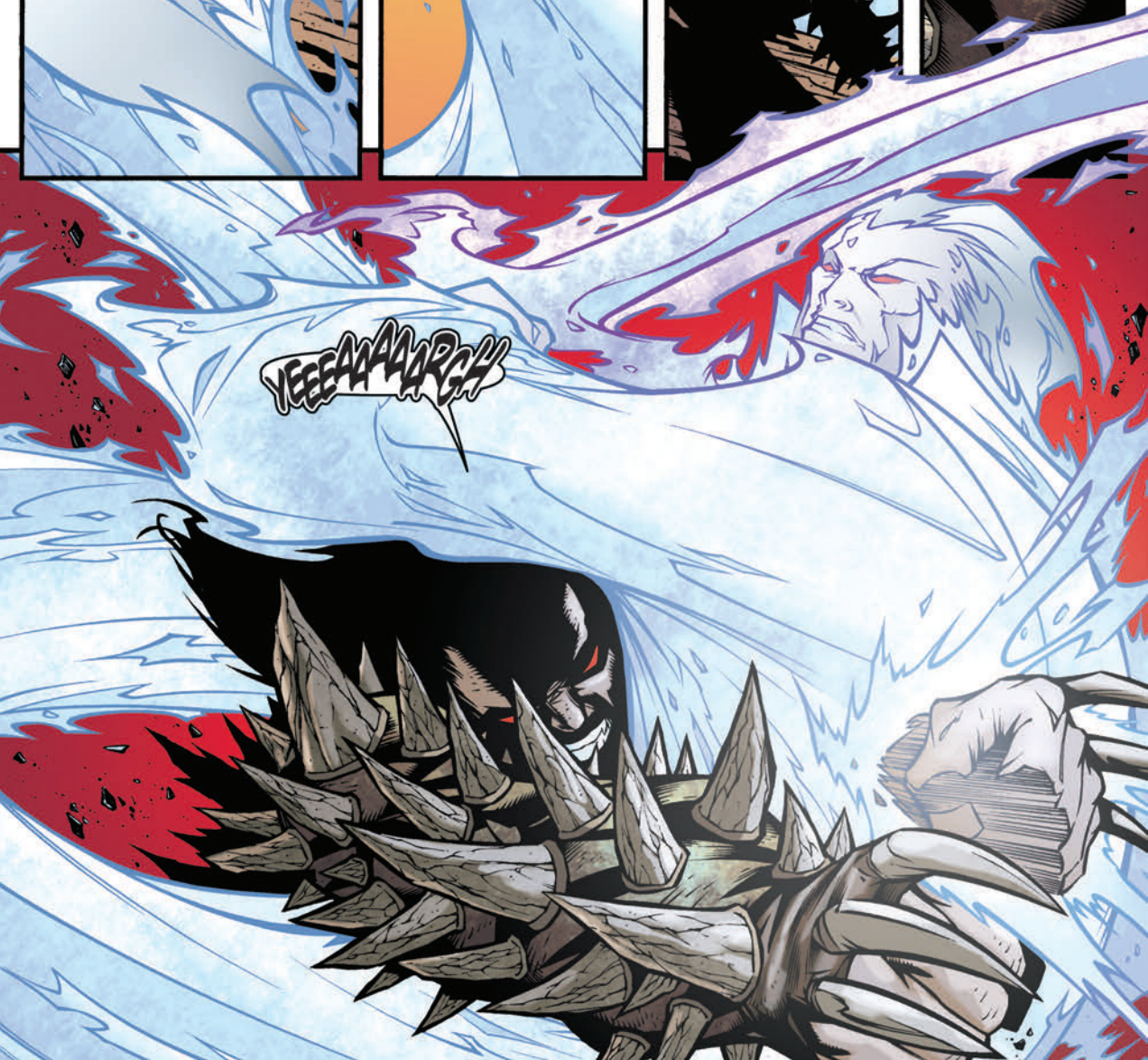


INSTEAD,
YOU'LL BURN,
VAMPIRE.



VAMPIRE....
NO.

BATTLEAGER.



YEEAAAAARGH

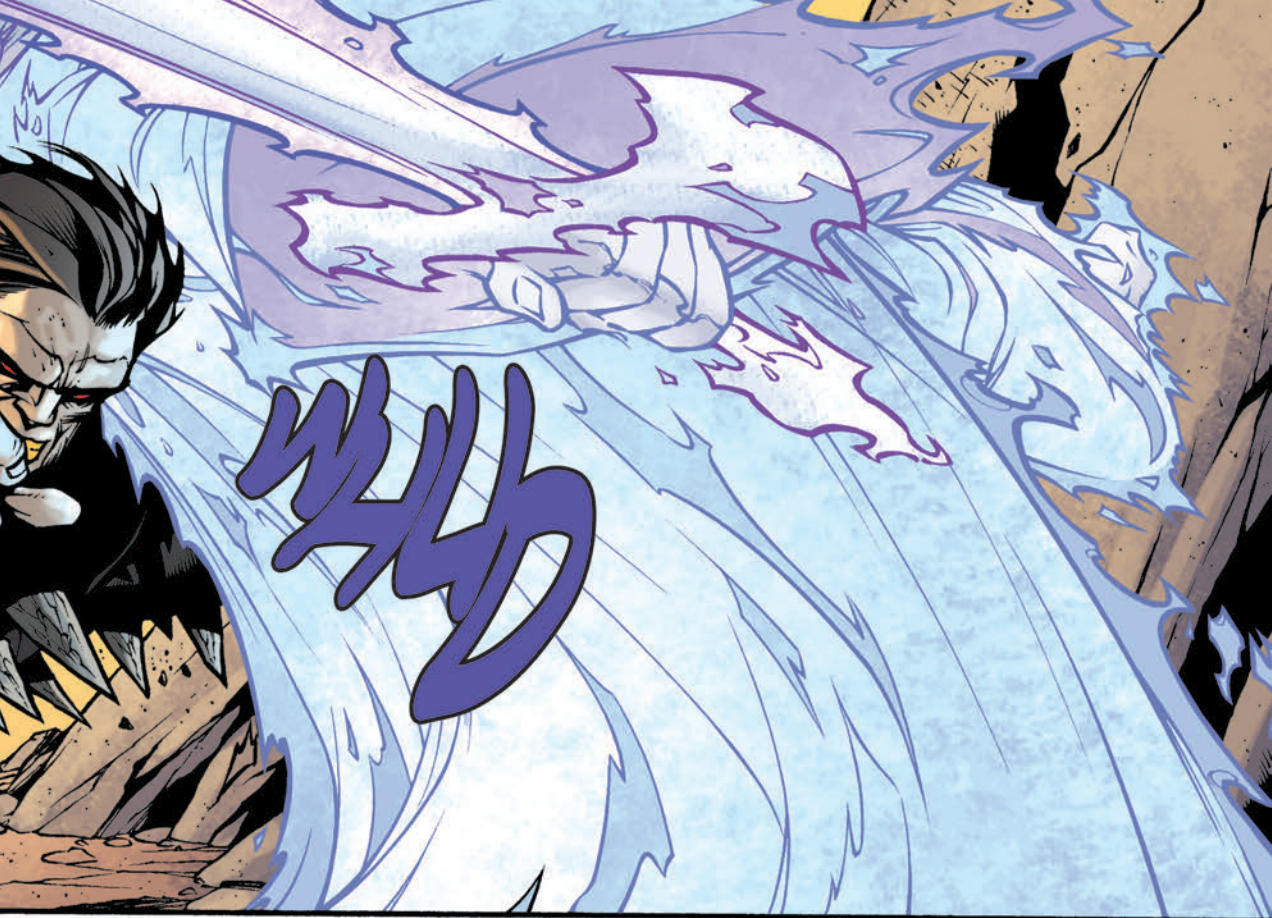


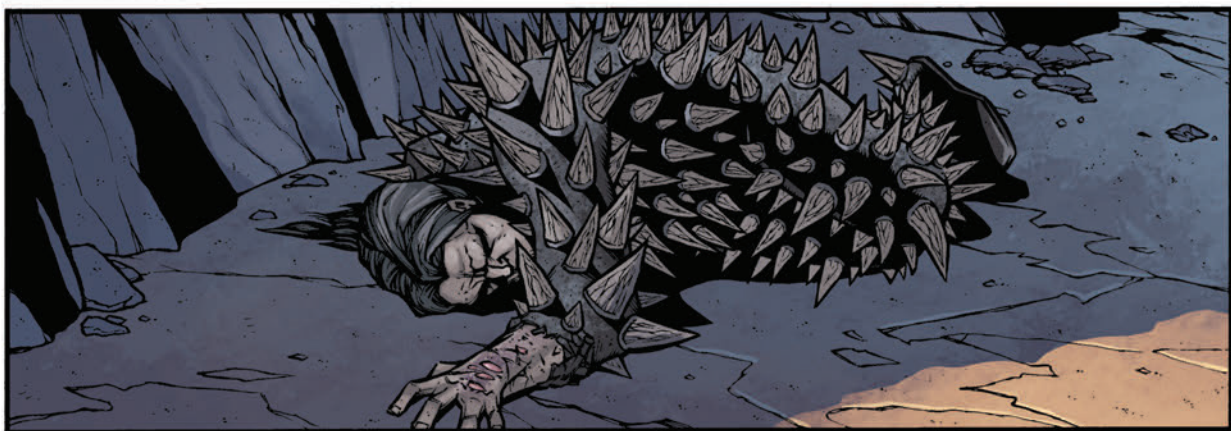
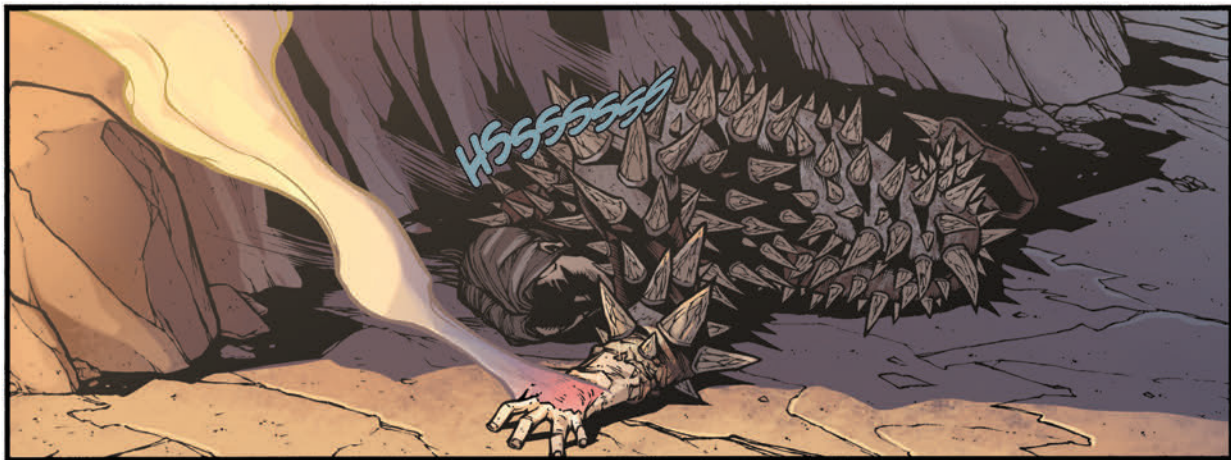
HSSSS



CRASH

AAAAAAAAAAAAAAAAAAAA







GHOST?
YE DEAD,
OR FLED?



HAH. LIKE
YE'D BE
ANSWERING.



AH, I
MISSED THE
SUN. WON'T BE
DYIN' TODAY,
THEN.

UNLESS
I GO OUT
THERE....



GHOST IS
GONE... I'M NOT
CARIN' IF IT'S
DEAD OR JUST
GONE...

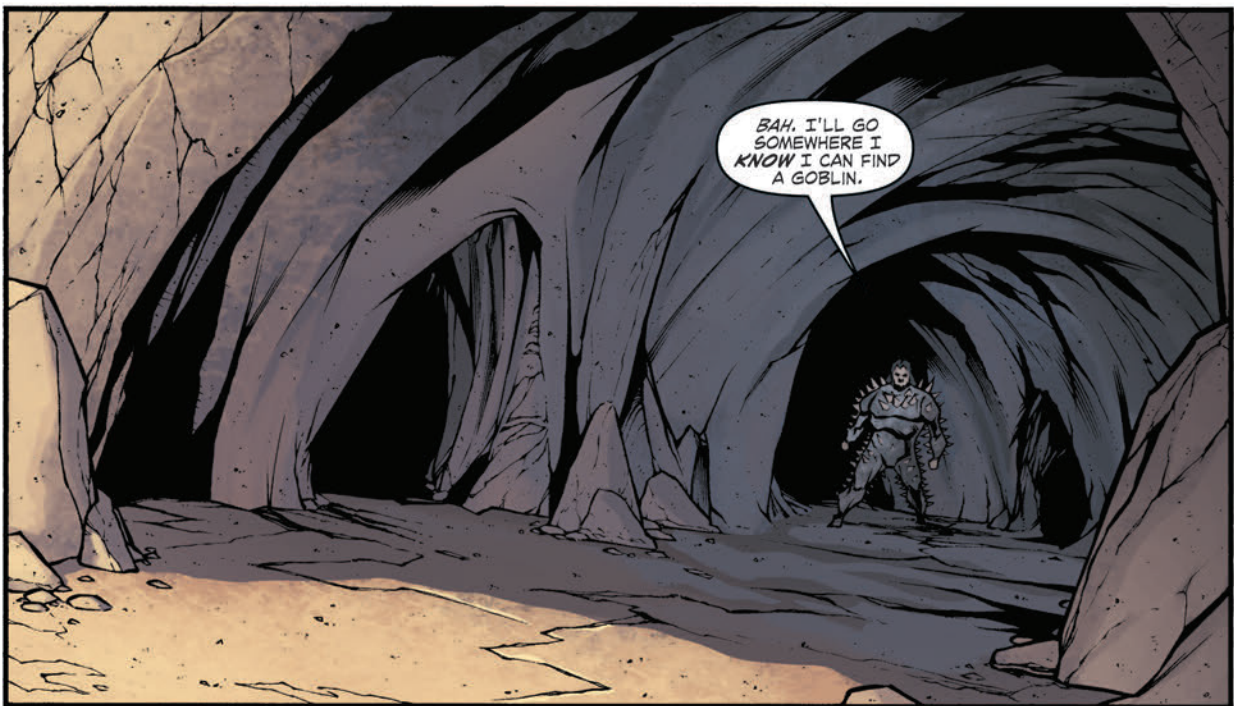
DAY IS
UP... SUN IS
HIGH. BUT
IT'LL SET
SOON.



WHEN IT
SETS, I'LL
HUNGER...

IF I HUNT OUT
THERE, MIGHT BE
I FIND A GOBLIN
T' EAT.

MIGHT BE I FIND
SOMETHING ELSE...
A PERSON...



BAH. I'LL GO
SOMEWHERE I
KNOW I CAN FIND
A GOBLIN.



ALL THE
WAY TO TH'
UNDERDARK, THE
ELF SAYS.

PLENTY O'
GOBLINS IN THE
UNDERDARK.

OTHER THINGS,
TOO. THINGS THAT
DESERVE TO BE
KILLED.

AYE... THE
UNDERDARK...
THAT'S WHERE
I'LL HUNT...

THE END...

D1

An Adventure for 4 to 6 Characters, Level 1 and up

DUNGEONS & DRAGONS

FORGOTTEN REALMS®

Official Game Adventure

THE LEGEND OF
DRIZZT®

IDW



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GONZALO
FLORES



Comic and Game Adventure

NEVERWINTER TALES

By Logan Bonner

Cartography by Jonathan Roberts

Introduction

In **DUNGEONS & DRAGONS: THE LEGEND OF DRIZZT: NEVERWINTER TALES #1**, you've witnessed the unfortunate fate of Thibbledorf Pwent. It's truly a terrifying prospect to find yourself turned into a vampire, so what better torture to inflict on your players? We've adapted the basic storyline of this issue to fit a **DUNGEONS & DRAGONS** group. The characters will see flashes of themselves in a possible future—a dark one they'll want to prevent! This works equally well as an early encounter in an ongoing campaign or a single session with temporary characters. If you're going to use it in an ongoing game, you can repeat the "time flashes" in future sessions and invent a greater phenomenon that causes them.

These encounters are best for 1st- or 2nd-level adventurers. For a higher-level group, you can substitute different monsters or increase their levels.

Adventure Background

The action takes place near the long-lost dwarf city of Gauntlgrym, not far from the city of Neverwinter. The city was destroyed by a great primordial dwelling deep within Gauntlgrym, and is slowly being rebuilt. Jobs for adventurers are plentiful—tasks to tame the wilds nearby and stop the monsters that roam freely.

The dwarves of Delzoun blood still search for the lost capital of their ancient society. Old Toldor searched for every hint to its location. When he heard rumors about the exploits of Bruenor Battlehammer and Thibbledorf Pwent (plus that drow with his kitten, and those other folks), he knew he had a lead. He spent his entire savings to travel to Neverwinter and secure a peculiar item: the Monocle of Ages. The monocle, it is said, can look into the past. In fact, it's more powerful than the rumors, as the adventurers will soon find out. If used incorrectly, it fractures time. When this happens, the adventurers will become conscious of their counterparts in a horrifying possible future. Only if they use the resources and knowledge of both sides can they put things right.

Toldor set out into the wilderness on his own. His granddaughter Tollora, greatly worried, searched for brave adventurers to help her locate him. Out in the wilds, they saw a band of traveling goblins with an old dwarf in tow.

The first encounter begins when the adventurers and Tollora sneak up on the goblins' camp where her grandfather is held prisoner. You can either start right at the cusp of the encounter, or you can run a roleplaying scene with the adventurers meeting Tollora. Choose whichever you think your players will prefer. If you start with the encounter, summarize the previous paragraph to set it up.

Getting Started

Dungeon Masters need a copy of the **DUNGEONS & DRAGONS** game rules, which you can find in either the **DUNGEONS & DRAGONS Fantasy Roleplaying Game Starter Set** or the *Dungeon Master's Kit*. Players need a copy of *Heroes of the Fallen Lands* or *Heroes of the Forgotten Kingdoms* and a character sheet to make characters to use in the adventure.

Once you're ready to begin, flip to Encounter 1 and give your players a glimpse of what terrible things the future might bring!

Encounter 1: A Present for the Goblins

Encounter Level 1 (500 XP)

4 goblin snipers (S)

2 goblin cutthroats (C)

(2 more goblin snipers and a goblin hex hurler are inside the tents. See "Tactics.")

To start the encounter, read or paraphrase:

The sun hangs low on the horizon, and a band of goblins has just finished setting up camp for the night. They cluster around a small campfire, roasting lizards and rats for their dinner. Two sentries with bows stand at the far corners of camp.

The young dwarf Tollora squints her eyes as she looks out through the trees. She whispers, "Grandfather is in that small tent across from the fire. I see him moving. Get him out, please! Surely these goblins can't be that tough."

Have the adventurers place their miniatures in the bottom right corner of the map, behind the cluster of trees. Also place a miniature for Tollora and have one handy to use for Old Toldor. The goblins haven't seen them yet.

When the adventurers attack or the goblins become aware of them, roll for initiative! Even though the hex hurler isn't on the map, roll its initiative check now.

The Two Dwarves

Old Toldor and his granddaughter Tollora are very close, even as the girl reaches adulthood. Toldor came to Neverwinter just this year, spending the last of his savings on the trip. Tollora followed without her parents' permission, planning to keep an eye on her granddad since he was acting so strangely.

Old Toldor can be a bit scattered, and has grown more so since he became obsessed with finding Gauntlgrym. Stories of King Bruenor and faithful Pwent brought this area to his attention. He wants to walk in these heroes' footsteps, and nothing will stop him from finding the ancient city.

Tollora inherited her grandfather's stubbornness, and traveled all this way to find him. As long as she can remember, Old Toldor protected her, and now it's her turn to watch his back. Though she's said she plans to take him back home, she secretly desires to help him find Gauntlgrym.

Tactics

The goblins respond to intruders the same way they respond to most things: stabbing! Snipers cower behind trees and tents for cover as they fire their bows. Cutthroats flank their enemies, even using snipers who get stuck in melee as unwitting co-flankers. If the goblins are reduced to only minions remaining, they run for their lives.

A goblin hex hurler and two more snipers rest inside tents. When their initiative counts come up, they come outside to join the battle. The hex hurler uses *stinging hex* to punish melee characters. It keeps close to its allies so it can protect itself using *lead from the rear*.

Tollora runs toward the tents to rescue her grandfather.

Development

When someone releases Old Toldor and unties his bonds, he makes a mad dash for his magic lens.

When Toldor is rescued, read:

Old Toldor runs out of the tent and starts rummaging through a goblin's knapsack. He quickly finds a five-inch-wide lens with an ornate gold rim. Holding it in front of his face, he chants.

First, he is overjoyed. "That cave! Gauntlgrym be there!"

Then, the lens flies from his hand, and his face fills with dread. He yells, "No! Somethin's gone wrong!"

An invisible wave pulses out from the lens, and it feels like the world has been ripped in two. Toldor seems to flicker in and out of existence. He runs into the cave, taking the lens.

Nothing else changes overtly, but it all feels somehow less real.

When the adventurers complete the encounter,

either give them time to enter the cave, or immediately go to Encounter 2.

Features of the Area

Illumination: Bright light.

Tents: These are filled with beverages, foodstuffs, and other mundane items. Squares containing crates or barrels are difficult terrain.

Campfire: The goblins have already started up their campfire. Any creature that enters or ends its turn in the campfire takes 5 fire damage.

Stones: Moving onto a stone costs 1 extra square of movement.

Trees: Squares with trees in them are difficult terrain. A creature standing in a tree's square gains partial cover.

6 Goblin Snipers (S) Level 1 Minion Artillery

Small natural humanoid XP 25 each
HP 1; a missed attack never damages a minion.

Initiative +3

AC 13, **Fortitude** 12, **Reflex** 14, **Will** 12

Perception +1 **Speed** 6 Low-light vision

TRAITS

Sniper

If the goblin misses with a ranged attack while hidden, it remains hidden.

STANDARD ACTIONS

④ **Short Sword** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 4 damage.

③ **Shortbow** (weapon) ♦ **At-Will**

Attack: Ranged 20 (one creature); +8 vs. AC

Hit: 4 damage.

TRIGGERED ACTIONS

Goblin Tactics ♦ **At-Will**

Trigger: The goblin is missed by a melee attack.

Effect (Immediate Reaction): The goblin shifts 1 square.

Skills Stealth +8, Thievery +8

Str 13 (+1)

Dex 17 (+3)

Wis 12 (+1)

Con 13 (+1)

Int 8 (–1)

Cha 8 (–1)

Alignment evil

Languages Common, Goblin

Equipment leather armor, short sword, shortbow, 20 arrows

2 Goblin Cutthroat (C) Level 1 Skirmisher

Small natural humanoid

XP 100 each

HP 30; Bloodied 15

Initiative +5

AC 15, **Fortitude** 13, **Reflex** 14, **Will** 13

Perception +2

Speed 6

Low-light vision

STANDARD ACTIONS

④ **Short Sword** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d6 + 5 damage, or 2d6 + 5 if the goblin has combat advantage against the target. In addition, the goblin can shift 1 square.

➤ **Dagger** (weapon) ♦ **At-Will**

Attack: Ranged 10 (one creature); +6 vs. AC
MOVE ACTIONS

Deft Scurry ♦ At-Will

Effect: The goblin shifts up to 3 squares.

TRIGGERED ACTIONS

Goblin Tactics ♦ At-Will

Trigger: The goblin is missed by a melee attack.

Effect (Immediate Reaction): The goblin shifts 1 square.

Skills Stealth +8, Thievery +8

Str 13 (+1) **Dex** 17 (+3) **Wis** 14 (+2)

Con 14 (+2) **Int** 8 (–1) **Cha** 8 (–1)

Alignment evil **Languages** Common, Goblin

Equipment leather armor, light shield, short sword, 2 daggers

Goblin Hex Hurler Level 3 Controller (Leader)

Small natural humanoid XP 150

HP 46; **Bloodied** 23 **Initiative** +3

AC 17, **Fortitude** 14, **Reflex** 15, **Will** 16

Perception +2

Speed 6

Low-light vision

STANDARD ACTIONS

⊕ **Staff (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 7 damage, and the goblin can slide the target 1 square.

✂ **Blinding Hex ♦ At-Will**

Attack: Ranged 10 (one creature); +6 vs. Fortitude

Hit: 2d6 + 1 damage, and the target is blinded until the end of the goblin's next turn.

✂ **Stinging Hex ♦ Recharge** ☞ ☞

Attack: Ranged 10 (one creature); +6 vs. Will

Hit: The target takes 3d6 + 1 damage if it moves during its turn (save ends).

✂ **Vexing Cloud (zone) ♦ Encounter**

Effect: Area burst 3 within 10. The burst creates a zone that lasts until the end of the goblin's next turn. Enemies take a –2 penalty to attack rolls while in the zone.

Sustain Minor: The zone persists until the end of the goblin's next turn, and the goblin can move it up to 5 squares.

TRIGGERED ACTIONS

Goblin Tactics ♦ At-Will

Trigger: The goblin is missed by a melee attack.

Effect (Immediate Reaction): The goblin shifts 1 square.

Lead from the Rear ♦ At-Will

Trigger: An enemy hits the goblin with a ranged attack.

Effect (Immediate Interrupt): The goblin can change the attack's target to an adjacent ally of the goblin's level or lower.

Skills Stealth +10, Thievery +10

Str 10 (+1) **Dex** 15 (+3) **Wis** 13 (+2)

Con 14 (+3) **Int** 9 (+0) **Cha** 18 (+5)

Alignment evil **Languages** Common, Goblin

Equipment leather armor, staff

Encounter 2: Troubles of Time

Encounter Level 2 (727 XP)

2 dwarf clan guards (G)

1 duergar scout (S)

(8 duergar thugs appear on round 2. See "Tactics.")

This encounter takes place in the same location as the previous encounter, but with alternate future selves of the adventurers. The Monocle of Ages has split their minds, and they sense that they're in different forms. And these versions of themselves are vampires! Note that dwarves remain unchanged.

Read or paraphrase:

You blink, and the grove goes dark. The sky is dark, but the first rays of sunlight rise over the horizon. Corpses litter the ground, and a blazing pyre piled high with bodies sends smoke and embers into the air. The flames seem to take on a white tinge. The trees in the grove have been chopped down to make the pyre.

You feel like you've been split in two. One half of you is here, another half in the grove as it was. You suddenly realize that your dark half is running.

Two dwarves and a duergar stand near the cave entrance—two groups that would never fight together.



They heft their weapons and shout, "The foul vampires have returned! Keep them out of Gauntlgrym!"

Only now do you notice the coldness of your limbs, the sharp fangs in your mouth, and an overwhelming hunger for blood.

Explain the character modifications listed under "Vampire Additions," then place the miniatures on the map and roll for initiative.

Vampire Additions

Players gain the following traits when they become vampires.

Vampire's Form: You have darkvision, resist 5 necrotic, and vulnerable 5 radiant.

Sunlight Vulnerability: When you end your turn in direct sunlight and lack a protective covering such as a cloak or other heavy clothing, you take 5 radiant damage (plus additional damage from your radiant vulnerability) from the sunlight, and you are weakened (save ends). If you drop below 1 hit point from this damage, you are instantly destroyed.

Blood Feast: You gain the *blood feast* power.

Blood Feast

Utility

You sink your fangs into a fallen foe, sapping their blood to reinvigorate your unnatural life.

Encounter • Shadow

Minor Action Melee touch

Target: One unconscious or dead creature.

Effect: You regain 5 hit points.

Tactics

The enemies try to stop the adventurers from entering the cave. The clan guards use *warhammer* attacks to push back the adventurers.

At the start of the second round, the duergar thugs appear on the bottom edge of the map. They rush in to flank the adventurers.

When the new troops arrive, read:

More duergar run into the clearing. A pitched, running battle rages behind them. Dozens of vampires battle dwarves and duergar. In the middle is a lone drow. He whirls, fighting with two swords, cutting down vampire after vampire. A vicious panther fights alongside him.

The vampires fall quickly. If the battle reaches the grove, the fight will be swift, and your side will fall.

Development

Once the new troops show up, the adventurers have two rounds to get into the cave before Drizzt and the other combatants reach them. If they don't make it there by the end of the third round, it's game over. There's no escape.

Features of the Area

Illumination: Bright light from the pyre.

Corpses: Human, elf, and halfling corpses lie strewn over the ground. Some were killed violently, but others look like they died of old age or sickness. It looks like they were dragged here to be put on the pyre.

Sanctified Pyre: Moving onto the pyre takes 1 extra square of movement. This is a holy fire, sanctified to prevent the bodies from rising as undead. A creature that enters the pyre or a square adjacent to it, or that ends its turn there, takes 5 fire and radiant damage.

Stones: Moving onto a stone costs 1 extra square of movement.

Trees: Squares with trees in them are difficult terrain. A creature standing in a tree's square gains partial cover.

Duergar Scout (D)

Level 4 Lurker

Medium natural humanoid

XP 175

HP 48; **Bloodied** 24

Initiative +8

AC 18, **Fortitude** 18, **Reflex** 16, **Will** 16

Perception +9

Speed 5

Darkvision

Resist 5 fire, 5 poison

TRAITS

Shadow Attack

The duergar scout's attacks deal 4d6 extra damage when the scout hits a target that cannot see it.

STANDARD ACTIONS

① **Warhammer** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d10 + 4 damage.

② **Crossbow** (weapon) ♦ **At-Will**

Attack: Ranged 20 (one creature); +9 vs. AC

Hit: 1d8 + 5 damage.

Underdark Sneak ♦ **At-Will**

Effect: The scout becomes invisible until the end of its next turn or until it hits or misses with an attack.

MINOR ACTIONS

③ **Infernal Quills** (poison) ♦ **Encounter**

Attack: Ranged 3 (one creature); +9 vs. AC

Hit: 1d8 + 4 damage, and the target takes a -2 penalty to attack rolls and ongoing 5 poison damage (save ends both).

Skills Dungeoneering +9, Stealth +9

Str 13 (+3)

Dex 15 (+4)

Wis 14 (+4)

Con 18 (+6)

Int 10 (+2)

Cha 8 (+1)

Alignment evil

Languages Common,

Deep Speech, Dwarven

Equipment chainmail, warhammer, crossbow

2 Dwarf Clan Guards (G)

Level 1 Soldier

Medium natural humanoid

XP 100 each

HP 33; **Bloodied** 16

Initiative +3

AC 17, **Fortitude** 15, **Reflex** 13, **Will** 15

Perception +8

Speed 5

Low-light vision

TRAITS

Stand the Ground

The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.

STANDARD ACTIONS

⚔ Warhammer (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d10 + 3 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.

Effect: The dwarf marks the target until the end of the dwarf's next turn.

✂ Throwing Hammer (weapon) ♦ At-Will

Attack: Ranged 10 (one creature); +6 vs. AC

Hit: 1d6 + 4 damage, and the dwarf marks the target until the end of the dwarf's next turn.

⚔✂ Double Hammer Strike ♦ Recharge ⏏ ⏏ ⏏

Effect: The dwarf uses *warhammer* and then uses *throwing hammer*. The dwarf does not provoke opportunity attacks for this use of *throwing hammer*.

Str 16 (+3) **Dex** 12 (+1)

Wis 17 (+3)

Con 17 (+3) **Int** 10 (+0)

Cha 10 (+0)

Alignment unaligned

Languages Common, Dwarven

Equipment plate armor, heavy shield, warhammer, 4 throwing hammers

8 Duergar Thugs (T) Level 4 Minion Brute

Medium natural humanoid XP 44 each

HP 1; a missed attack never damages a minion

Initiative +4

AC 16, **Fortitude** 17, **Reflex** 15, **Will** 14

Perception +4

Speed 5

Darkvision

Resist 5 fire, 5 poison

STANDARD ACTIONS

⚔ Warhammer (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 8 damage.

MINOR ACTIONS

☠ Infernal Quills (poison) ♦ Encounter

Attack: Ranged 3 (one creature); +9 vs. AC

Hit: 6 damage, and ongoing 2 poison damage (save ends).

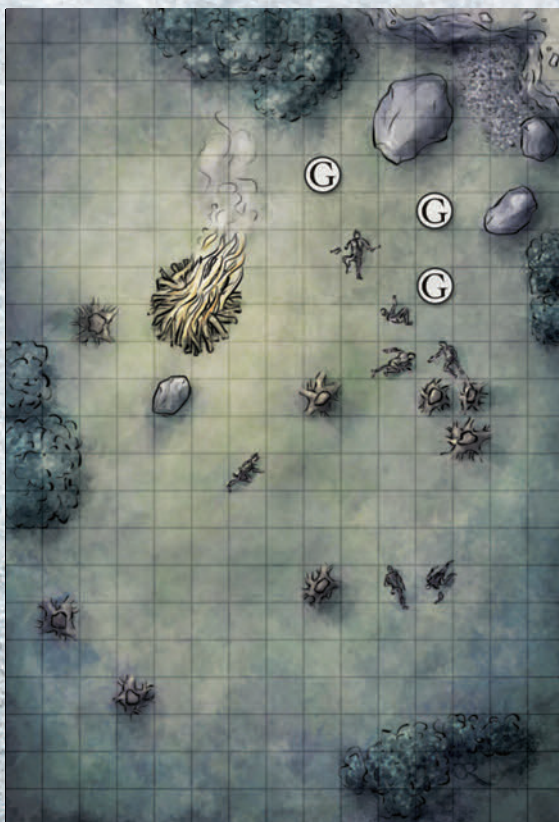
Str 14 (+4) **Dex** 15 (+4) **Wis** 15 (+4)

Con 18 (+6) **Int** 10 (+2) **Cha** 8 (+1)

Alignment evil

Languages Common, Deep Speech, Dwarven

Equipment chainmail, warhammer



Encounter 3: The Once and Future King

Encounter Level 3 (750 XP)

2 flesh-crazed zombies (F)

(Up to 5 grasping zombies appear over the course of the encounter. See "Tactics.")

The adventurers find refuge in the cave, and rush deeper into the halls of Gauntlgrym. They manage to temporarily lose their pursuers, and they can take a short rest.

When they reach the throne room, they find Old Toldor sitting on the throne and reigning over this dark future.

Read:

During the frantic race through Gauntlgrym, memories of this future began flooding back. An undead blight spread out from within Gauntlgrym. It quickly infected most of Neverwinter's populace.

Races that live underground seem immune. Dwarves, duergar, and drow formed a reluctant alliance, but Gauntlgrym became their last refuge.

The mob will soon flood back into Gauntlgrym. Only the throne room is safe, left alone out of respect for the dead dwarven kings.

Jump back to the “present.” Since the two versions of the characters can sense one another, the present characters have traveled to roughly the same place as those in the future.

If the “present” adventurers enter the throne room, read:

At the far end of this room, a throne stands on a dais. Old Toldor sits there, still blinking in and out. The lens floats in the air in front of him. It spins and glows a faint blue. Tollora rushes to her grandfather, but when she tries to touch him, her hands pass through.

Toldor lifts his weary head and begs, “Please. The lens be evil. It smells o’ death. Shatter th’ foul thing!”

Jump back to the future and read:

Toldor sits on the throne, smiling. The lens floats in the air in front of him. Tollora rushes to her grandfather, sobbing. She asks, “What’s happened? What caused all this?”

Toldor speaks. “Don’ worry, sweet. Ye be a dwarf, so ye’ll live. Let those lot die. Gauntlgrym be restored. Dwarves roam these halls. All be well!”

“Can’t be havin’ outsiders. Rise up, fallen ones! Strike down th’ intruders in th’ name o’ Toldor, new King of Gauntlgrym!”

At his bidding, two cairns topple (on the future map) and unleash the zombies of fallen warriors. Place miniatures and roll initiative!

Fighting in Two Eras

On an adventurer’s initiative, the player can take complete turns for both the present and the future form of that character (in either order).

The two halves share one hit point total, and any powers one expends, the other does as well. Keep only location and conditions separate. For example, if a character in the future is bitten by a flesh-crazed zombie, the damage affects both halves, but only the half in the future is dazed.

Destroying the Monocle of Ages

To set things right, the adventurers have to destroy the monocle in the “present” timeline. A DC 8 Arcana or Religion check reveals how: Both versions of one adventurer stand next to the lens and spend a minor action to grab it. When the second version does so, the lens becomes real, appearing in the “present” version’s hand and disappearing entirely from the future. The adventure needs only drop the lens (a free action) to shatter it, fixing time.

The future time frame disappears. Toldor returns to his “present” self, and any zombies in the present remain.

Tactics

Zombies shamble toward the adventurers and try to kill them. They’re just zombies, after all.

When the grasping zombies’ initiative count comes up, two of them appear. On a grasping zombie’s first turn, it uses its standard action to smash out of one of the small cairns, and its move action to stand up.

You can have both zombies appear in the same time frame or one in each. If one rises in the past, that cairn is also destroyed in the future (and no zombie can rise from it). If one rises in the future, a zombie can’t rise from that cairn in the present (because, well, it wouldn’t still be intact in the future if it had risen in the past). However, an adventurer in the present can knock over that cairn to make the zombie in the future disappear. (If you’re not sure which it was, destroy the one closest to death). That does bring a zombie into the present fight at full health, though!

Conclusion

In the comic, Drizzt faces potent adversaries working behind the scenes. Your adventurers might have one of their own. Time has been set right, but somebody must have made that lens and sold it to Old Toldor. Can the adventurers find the culprit? If the villain is too much for them to handle, maybe they can seek the help of that drow ranger. In any case, a dark force is at work around Gauntlgrym.

Features of the Area

Illumination: Dim light.

Cairns: A cairn can be knocked over as a standard action. Doing so releases a grasping zombie. The larger cairns’ inhabitants don’t rise as undead. A cairn knocked over becomes a square of rubble.

Rubble (Future Half): Parts of the ceiling have fallen down. This rubble is difficult terrain.

Old Toldor: The dwarf can talk, but can’t be interacted with until time is set right.

2 Flesh-Crazed Zombies (F) Level 4 Skirmisher

Medium natural animate (undead) XP 175
HP 55; Bloodied 27 Initiative +6
AC 18, Fortitude 17, Reflex 16, Will 14
Perception +3
Speed 6 (8 when charging) Darkvision
Immune disease, poison

TRAITS

Flesh-Crazed Charge

While the zombie is charging, its movement does not provoke opportunity attacks.

Zombie Weakness

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

STANDARD ACTIONS

⬇ **Club** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 + 6 damage, or 2d8 + 6 if the zombie charged the target.

⬇ **Bite** ♦ **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d6 + 5 damage, and the target is dazed until the end of the zombie's next turn.

TRIGGERED ACTIONS

Deathless Hunger ♦ **Encounter**

Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.

Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 18 (+6) **Dex** 15 (+4) **Wis** 13 (+3)

Con 15 (+4) **Int** 1 (–3) **Cha** 3 (–2)

Alignment unaligned **Languages** —

Equipment club

4 Grasping Zombies

Level 1 Brute

Medium natural animate (undead) XP 100

HP 33; **Bloodied** 16 **Initiative** –1

AC 13, **Fortitude** 14, **Reflex** 11, **Will** 11

Perception –1

Speed 4

Darkvision

Immune disease, poison

TRAITS

Zombie Weakness

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

STANDARD ACTIONS

⬇ **Slam** ♦ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d12 + 3 damage, or 1d12 + 8 against a grabbed target.

⬇ **Zombie Grasp** ♦ **At-Will, Recharge** ☐,

Recharge condition, **Encounter**

Attack: Melee 1 (one creature); +4 vs. Reflex

Hit: 1d6 + 3 damage, and the zombie grabs the target (escape DC 12) if it does not have a creature grabbed.

TRIGGERED ACTIONS

Deathless Hunger ♦ **Encounter**

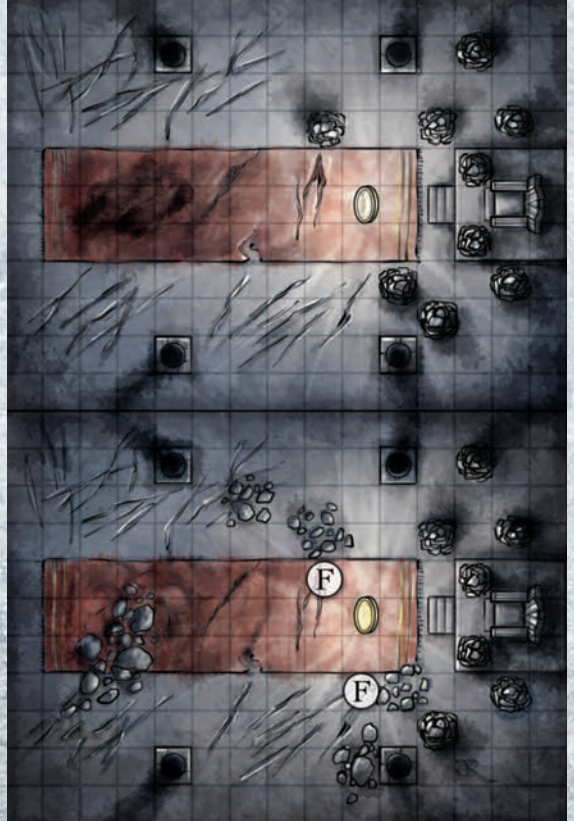
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.

Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 16 (+3) **Dex** 8 (–1) **Wis** 8 (–1)

Con 13 (+1) **Int** 1 (–5) **Cha** 3 (–4)

Alignment unaligned **Languages** —







Art by Todd Lockwood







Art by Eric Deschamps





Glossary

Battlerager: Members of this elite dwarven order, usually covered in scars, runes and tattoos, will scream out battle cries and religious oaths as they charge recklessly forward into battle. Few aspects of life give them the charge that being in the heat of battle does, and they build up a fury when enemies manage to hurt them. Battleragers live on the fringes of Dwarven society.

Gutbuster: The Gutbuster Brigade is a famous battlerager squad lead by Thibbledorf Pwent. They are loyal to Mithral Hall and its former king, Bruenor Battlehammer. They have their own brand of gung-ho tactics and often disregard the order and discipline for which the Mithral Hall army is known, in favor of a more direct approach.

Mithral Hall: The fabled ancestral home of Bruenor Battlehammer, Mithral Hall is a prosperous dwarven mine with tunnels often lined with natural veins of mithral, a precious metal strong as steel, but at half the weight.

Neverwinter: Also known as the Jewel of the North, Neverwinter is a metropolis sitting on the northwestern Sword Coast and is regarded as the most cosmopolitan and civilized city on the continent of Faerûn.

Owlbear: Likely the result of a wizard’s experiment, the owlbear is infamous for its bad temper and attacking anything it thinks it can kill. Also, because it’s a cross between a bear and an owl. See below for this creature’s stat block.

Owlbear	Level 8 Elite Brute
Large fey beast	XP 700
Initiative +6	Senses Perception +12; low-light vision
HP 212; Bloodied 106; see also <i>stunning screech</i>	
AC 22; Fortitude 22, Reflex 19, Will 20	
Saving Throws +2	
Speed 7	
Action Points 1	
⬇ Claw (standard; at-will)	
Reach 2; +12 vs. AC; 2d6 + 5 damage.	
⬇ Double Attack (standard; at-will)	
The owlbear makes two claw attacks. If both claws hit the same target, the target is grabbed (until escape).	
⬇ Bite (standard; at-will)	
Grabbed target only; automatic hit; 4d8 + 5 damage.	
⬅ Stunning Screech (free, when first bloodied; encounter)	
Close burst 1; +10 vs. Fortitude; the target is stunned (save ends).	
Alignment Unaligned	Languages –
Str 20 (+9)	Dex 14 (+6) Wis 16 (+7)
Con 16 (+7)	Int 2 (+0) Cha 10 (+4)





DUNGEONS & DRAGONS
NEVERWINTER TALES

THE LEGEND OF DRIZZT

DRIZZT leads this massive thriller into **R.A. Salvatore's** next blockbuster novel!

The most popular character from the most popular fantasy world of all time comes to life in his **FIRST ORIGINAL** comic book tale. DRIZZT and his companion DAHLIA hunt for something that seems part vampire and part elite dwarven warrior and must find out how the evil lich Valindra Shadowmantle and her minion Korbin Dor'crae factor into the mystery.

