



Strikes Ahead

The Waterdeep Dung Sweepers Guild is undergoing contract negotiations with the city, which are currently at an impasse. Rumors are circulating that a strike is inevitable.



Sinkhole Eats Building

A sinkhole opened up in the Field Ward and swallowed an entire building. Eyewitnesses say that the hole that opened is a bottomless pit. Government officials are devising a plan to stop the hole enlarging.



Unsolved Murder

The murder of one of Waterdeep's Masked Lords has created turmoil within the council and the city's citizens are wondering if this signals the end of the current rulership.

Wintermute Times

Issue 2 The broadsheet of **WATERDEEP** Community

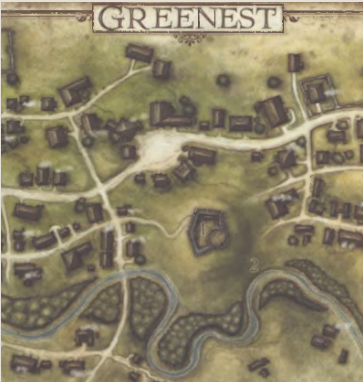
Flash News

Candidates for mayor announced today

- Temar Dreamshard** – Human – Current Waterdeep Mayor
- Hedar** – Dwarf – Berronar's Hearth Orphanage
- Sayra Cloudwoods** – Halfling – Sayra's Artifacts and Relics
- Alok Valroris** – Elf – Valroris Outdoors
- Good Morning** – Kenku – The Grand Opening Bar

No charges filed in Montarthas Manor Case

Local officials decline to press charges against the group of adventures responsible for solving the missing persons case. There was insufficient evidence to charge any member of the group with murder, however suspicions remain as to why one of the bodies had lightning damage.



Artist's rendition of the new and improved town of Greenest

Greenest rebuilds

City planners introduced to the city council blueprints for rebuilding the city after the recent dragon attack. Council members immediately approved the plans without any changes. Construction efforts are currently underway.

Carnath Roadhouse Superintendant involved with cult.

Bog Luck, the superintendant of the Carnath Roadhouse was arrested today for helping transport stolen loot from the towns affected by the recent raids.

The half-orc has been uncooperative with the local authorities. It was thanks to an anonymous tip that lead to his arrest. Charges have been filed, however a court date has not been set.

Exposed: Cult of the Dragon



Hayden Haywoode explores the origins of the Cult of the Dragon. See page 2.

Mystery at the Black Rose Inn

By **Hayden Haywoode**

A night at the Black Rose Inn turned out to be more than the guests were expecting. The adventuring group Feathered Friends were returning to Waterdeep and stopped at the Black Rose Inn for the night. With a story that is typical of this outlandish group, the inn was found to be the site of a vampire worshipping cult.

The Feathered Friends claims that **Ser Yorai** Party Member

*“Are you F**king kidding me? Again? Ghosts seem to gravitate towards this group. Is this the third or fourth one?”*

they saw ghosts and eternal undead scions in the basement of the inn. Local authorities did find old skeletons in the basement but no concrete evidence that they were undead.

This reporter is questioning the sanity of the group since this is the second mystery they have solved using ghosts, evil dolls, or undead. Are they for real or simply a publicity stunt for financial gain?

Ghost Possession

Cecil, the owner of the Black Rose Inn was quick to confirm that these events did indeed happen. “I didn’t see the scions but I was possessed by the ghost. I owe them my life and I’ll be forever grateful to them.”

Local authorities said there was no charges they could file against the group. “There’s no law against killing undead, so they were free to go”.

More Sewers Needed

By **Jeza**

The Waterdeep sewer system is in dire need of expansion. As more and more residents move into the city, the demands on our already overtaxed sewer systems grows. With major sections of the current system under constant repair, flooding in low land areas has become a common occurrence.

The floods impact on trade has been significant and local merchants are complaining.

“Something has to be done soon, we are losing money everyday that the streets are flooded, and the rainy season is on the way.” Says one merchant. Weather forecasts show heavy rain over our area for several weeks.

FINNEGAN'S

Light Temple

JOIN US!

10AM

MONDAY MORNING

Next to The Grand Opening Bar

Special Feature

HAYDEN HAYWOODE EXPOSES THE CULT OF THE DRAGON

By Hayden Haywoode

A look into the history of the cult and what they believe.

The Cult of the Dragon, also known as Keepers of the Secret Hoard or, as of around 1370 DR, Wearers of Purple, was a semi-religious evil organization venerating undead dragons, or dracoliches, founded by Sammaster, a powerful wizard. Sammaster possessed great power, in a manner similar to Elminster and Khelben “Blackstaff” Arunsun. In Sammaster’s case however, the additional power brought delusions of godhood and madness, and he came to believe in time that “dead dragons shall rule the world entirely” and began to work toward that goal, fighting the several Chosen of Mystra and even the god Lathander along the way. While Sammaster has died, risen as a lich, and fallen again, his cult lived on, and continued to threaten the Western Heartlands.

The Cult of the Dragon venerated dragons, evil dragons in particular, and specifically dead evil dragons. They reanimated the gargantuan corpses as powerful and fell dracoliches. The Cult acted as an information network for its draconian “masters”, brought gems and riches as offerings, and encouraged evil dragons to become dracoliches. Their belief was that dracoliches were destined to one day rule Faerûn and beyond. They could become inhabited by objects

which were created in their image especially with the image of the skull.

Activities

The Cult of the Dragon’s main activities were to gather intelligence for the evil dragons of Faerûn, contribute treasure for their hoards, and aid them in any way possible, in an attempt to gain the cooperation of these dragons. They were also able to make preparations for these evil dragons to transform into dracoliches, and guard dragon lairs, sometimes containing dragon eggs or hatchlings, while these dragons went to hunt or raid.

In exchange, the members of the Cult of the Dragon would seek permission to use the dragons’ lairs for shelter, and ask for help from the dragons if they were ever called upon using the rings of dragons.

The Cult was active throughout the Realms, but was especially powerful in the Cold Lands and the North, where dragons were particularly abundant. Cult member activities included gathering information on particularly rich caravans to be raided, stealing unique items to be offered to their masters, and leading raids against their enemies (who, in their minds, were all



“Dead dragons shall rule the world entirely” – Cult founder Sammaster

those who might oppose the rulership of the dragons). Senior members of the Cult of the Dragon were given the secret of creation of dracoliches and each was also in possession of a ring of dragons. The keepers used these to protect themselves against assailants.

The cult was not against legitimate commercial activities, and as such it had several merchant members who used their well earned money to fund cult projects.

Marsember

The Cult of the Dragon had a following in the Shou enclave of Xiousing in Marsember in the late 15th century DR. The Shou traditionally venerated dragons and the cult found they could operate more openly among the Shou than among other cultures.

Mourktar

One of the longest-operating cells of the Cult (f.1005 DR), this group acted as pioneers in the field of magical research related to dragons and undeath. They achieved great success in persuading the dragon Alasklerbanbastos to undergo the transformation to dragonlichdom, and the Great Bone Wyrms has since become the cell’s leader. In fact the cell relocated their base of operations from Chessenta to his lair in Mount Thulbane.

This cell has had a dogmatic reputation within the Cult of the Dragon as a whole, due to their devotion to Bane, strong ties to his church and emphasis on the teachings of Algashon Nathaire over those of Sammaster. The cell has however, remained united in its hatred of Tchazzar and his fol-

lowers over the years and saw his return to ascension as an open threat of to Alasklerbanbastos. During the late 14th century, The Great Bone Wyrms hinted at an alliance forming between their cell and the Church of Tiamat, which along with failed attempts at installing draconic leaders in Chessenta and Threskel, had its members weary and marginalized from other Cult branches.

Murghôm

In the late 15th century DR the cult operated openly in the dragon dominated realm of Murghôm. The cult owned a building in the city of Skalnaedyr known as Dragon House and maintained a fortress on the edge of the Plains of Purple Dust known as the Tower of the Talon.

Neverwinter

In 1479 DR a cell of the cult, led by Adimond Kroskas, worked in conjunction with Thayan agents of Valindra Shadowmantle in Neverwinter Wood, searching for a way to restore the dragon Lorrageuth to unlife.

Hierarchy

The structure of a Cult of the Dragon call was comprised of two distinct tiers of cult members, the higher-echelon Keepers of the Secret Hoard, and the more common Followers of the Scaly Way. Each cell was led by one or more members of the Wearers of Purple, whose members commonly overlapped with the Keepers.

Continued on Page 3



VOTE
GOOD MORNING
FOR WATERDEEP MAYOR

“ITS THE LITTLE GUYS
THAT MAKE THE DIFFERENCE
SMALL ACTS OF KINDNESS AND LOVE FROM
ORIDNARY FOLK IS WHAT KEEPS THE DARKNESS
AT BAY. THAT’S WHAT I BELIEVE.

PROVEN LEADERSHIP OF ADVENTURING GROUPS
SOLVED THE MONTARTHAS MANOR CASE
STOPPED THE EVIL DOLL SAVING LIVES

VOTE
ONE OF THE
LITTLE GUYS

Special Feature

Dragon Cult Exposed (Cont)

Keepers of the Secret Hoard

The true believers within the Cult. This group was comprised of wizards, most commonly necromancers, a handful of priests and clerics and the most ruthless and vicious of the Cult warriors. Only the Cult mages have the arcane knowledge required to take active duty in providing dragons with beneficial magical items as well as prepare the esoteric potions and rituals needed for a dragon to become a dracolich. As divine spellcasters members were somewhat rare, the mages also often controlled the lesser undead and supported the cell's leadership.

Followers of the Scaly Way

In addition, the Cult employed many mercenaries and warriors to act as martial security,[18] and outside agents such as merchants to act as spies, smugglers or move their illicit goods or adventuring companies, while unbeknownst to them,[17] rid the world of problems that hamper Cult activities.

Doomkin

The elite warriors of the Cult of the Dragon, armed with doomkin scarabs allowing them to dominate their targets who answered only to the Wearers of Purple.

Restructuring

By the 15th century DR the organization and structure of the Cult of the Dragon had changed somewhat:

Wyrmspeaker: Five members comprised the cult's highest echelon. There was one office for every primary color of chromatic dragon.

Dragonsoul • Dragonfang • Dragonwing • Dragonclaw

Initiate: Entrants into the cult would train for months or years, and have to pass a series of tests before attaining the rank of dragonclaw.

Source: https://forgottenrealms.fandom.com/wiki/Cult_of_the_Dragon



Wintermute's Hit of the Week

This weeks Hit of the Week award goes to GM Wintermute himself for the Ogre attack against Agron. A whopping 26 points of damage was delivered to Agron at the end of a greatclub, knocking the poor bastard out cold.

