The Waterdeep Post

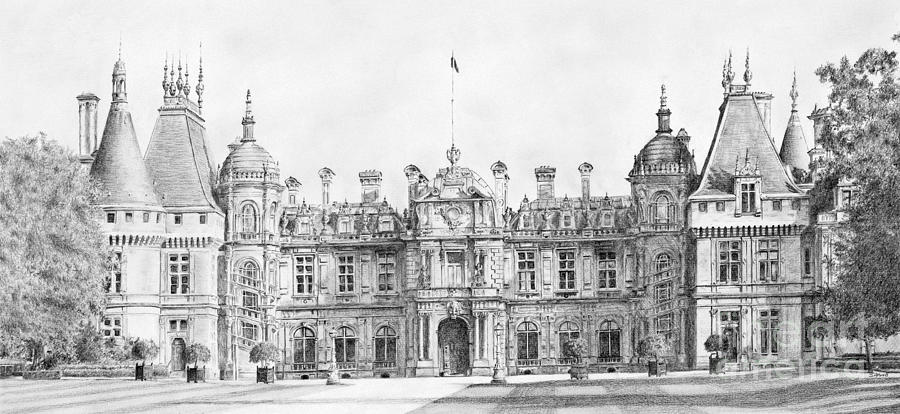
# Image result for snow tent drawing

Lone Survivor Found

*By Leshanna Ilphelkiir*

It has become all but a fact that a scouting party was sent north to determine the origin of the extreme weather conditions and monster sightings. Last night, one of those members is suspected to have been rescued north of Mirabar. According to the group of miners who found her, she was found in her tent under a 5 ft drift, only visible due to the red flag she had attached to a pole on her tent.

The dwarven miners, who were returning from a northern expedition, were inside the mine since the fall and unaware of the weather conditions outside. *(continued on pg. 3)*



CHULT ARTIFACT BURGLED

*By Thimble Smallfoot*

A second robbery has been reported at the manor of Lady Halriel in Baldur's Gate.  This is the second time in recent memory that a priceless artifact has been stolen while under such close guard.  According to the Lady of the Manor, the Ruby Serpent was housed in a magically defended case, inside a windowless room, with a force of six trained guards on the grounds.  Since Lady Halriel has other priceless artifacts that were untouched, she's adding additional guards and beefing up security.

As with the nearly identical museum heist that happened a few months ago, the town watch is interrogating the guards, although the lady ensures their innocence.  “These men and women have been in my employ for years”, she stated, “I’m as sure of their innocence as I am of my own children.” When questioned about the character of her children, she declined to comment.

The ruby serpent that’s gone missing is another artifact uncovered from the jungles of Chult and is also said to originate from the Hidden Shrine of Tamoachan. Mrs. Halriel claims the artifact has magical powers of longevity; which is what prompted her to make the purchase six months ago.

Aside from the similarity between the crimes, the thief also left a calling card at the scene of both crimes, cementing the theory that the crimes are perpetrated by that same criminal.  The reward for information leading to the apprehension of the thief has increased to 500g and people are told to report to the captain of the Baldur’s Gate or Waterdeep watches.

Northern Towns Evacuating

*By Garfield Thornsbury*

Many residents of our most northern townships are abandoning their homes this spring to stay in lodging further south.  The weather is showing no signs of stopping this spring in what many are now calling a “cataclysmic weather event”. The Lord's Alliance has been sending members of the army to assist citizens in their journey south.  Many soldiers are required to free families that are stuck in their houses, occasionally without access to their food supply.  Some deaths are now being reported due to being snowed-in, which is adding a grim aura to the exodus south.

Most travelers we talked to were staying with relatives, but some families are willing to resort to finding shelter in community housing that the larger cities are setting up. A mother with three young children spoke with us about her situation, “We is going to stay in Neverwinter if’n they’ll take us. I aint got nobody since tha good fer nothing, [expletive deleted] husban’ ran off.”  Mirabar is unable to accept more citizens but Neverwinter, Waterdeep, and even Baldur's Gate have setup shelters for families that can accommodate up to 200 persons.

The scene is grim on the road between Mirabar and Neverwinter as, what can only be described as an Exodus is taking place. The Lord’s Alliance is asking anyone with a spare wagon and a strong constitution to make a trip to Mirabar to help this refugee crisis. With the Spring Equinox just over a tenday away, many refugees are going to feel an additional heartache being away from their home towns.

*(continued from front page)*

When they found the woman, she was already suffering from severe exposure. They were three days north of Mirabar and managed to make it back in time to rescue the scout.

Members of the Neverwinter Lord’s Alliance were seen entering the town with a carriage and leaving with the soldier only a day after she arrived, presumably heading back to Neverwinter. While this has been unofficially confirmed from anonymous sources, we are still waiting on the Lord’s Alliance to announce the investigation publicly. We have been unable to reach a member of the Alliance for comment regarding the matter.

The dwarven miners, when asked about their tenday trek back to Mirabar, were quoted saying, “It’s nothing! After spending six months down in a cave, some brisk air will do you good!” Another dwarf commented on the hospitality of the town by saying, “they are treating us like royalty here. Who would have thought saving a lass would bring so much free ale?”

The woman was unable to be reached for comment but the doctor who looked after her noted that she mentioned, between drifting in and out of consciousness, that her party was six persons strong and that they all perished, save her.

More is yet to be known about this party and its purpose, but it seems even more certain that the Lord’s Alliance is concerned about the strange events pouring out of the Spine of the World.