

WATE2-4

# STAGE MISDIRECTION

A DUNGEONS & DRAGONS® *LIVING*  
*FORGOTTEN REALMS* ADVENTURE

BY BRAD GARDNER

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The performing arts have always been popular in Waterdeep, but the competition for best actor has become cutthroat. Can you make sense of all the drama and find the true plot? A *Living Forgotten Realms* adventure set in Waterdeep for characters levels 1-4 (H1 level band).

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

## READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

## IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

**Make decisions and adjudications that enhance the fun of the adventure whenever possible.**

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text

word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

## APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1- 4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

**Reading the Numbers:** Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

## FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

## MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives

each PC another action point and affects how some magic item powers are used.

## CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the resurrection daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, resurrection may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

**Regardless of which option is chosen,** any character who dies during an adventure gains 20% less XP from

that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

**Death Penalty:** When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges

cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

**Diseases:** A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

**Other Lasting Effects:** Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

## ADVENTURE BACKGROUND

A rivalry has formed between two great actors in Waterdeep.

**Phyris Wintersteel**, a professor in the drama department of the New Olamn bardic college, was generally acknowledged by the high-brow patrons and nobility as the finest male actor in Waterdeep. He has ruled the stage for twenty years.

Newcomer deva thespian **Tobias Marr**, a bard with a bawdy style and personal goal of making opera fun for the commoners, has rocked the stages of Waterdeep for the last six months.

Besides the public's acclaim, these two actors are also competing for the affections of **Arienne Whitedove**, a fickle leading lady and notorious flirt of Waterdeep's theater.

Each rival has launched campaigns to discredit the other in numerous broadsheets, the most caustic of which has been the *Mocking Minstrel*. The conflict is reaching a fevered pitch and to the surprise of many, both have been cast (as has Whitedove) in *The Ballad of Jain and Elloe* (a tragic romance between a paladin of Torm and a Sunite troubadour he loves). The on-stage swordplay is highly anticipated.

A growing number of cults to Asmodeus are appearing in Waterdeep. In this adventure, one such cult crosses paths with the production of *The Ballad of Jain and Elloe* and causes conflict.

## ADVENTURE SUMMARY

At the beginning of the adventure, a prominent actor is poisoned while performing an opera. The PCs' goal is to uncover who committed the poisoning and bring the guilty to justice.

The PCs observe the audience break into a riot and they may intervene, earning a reward. The director and a patron of the production offer further rewards if the PCs find out who poisoned the actor (and why) and who hired the thugs (and why) and see that they are apprehended. The director and patron are not hiring the PCs to kill anyone.

Likely the PCs question the thugs and members of cast, crew, and audience. Following the resulting leads, the PCs may go to the Knight 'n Shadow tavern and/or an alchemist to analyze the poisoned wine. Both paths lead to a tiefling contact in Downshadow, who can be very informative... for the right price.

The PCs seek to question Fayne, a troublemaker of some renown but she attempts to lead them on a merry chase. Eventually her information leads to a confrontation with a cult of Asmodeus in a nightclub.

Questioning the cultists provides two confessions of guilt but also leaves unanswered questions about the full extent of the worship of Asmodeus in Waterdeep. The PCs are richly rewarded by the patrons of the opera.

Those players and DMs who are interested in reading more about the character Fayne are encouraged to check out the novel *Downshadow* by Erik Scott de Bie.

## DM'S INTRODUCTION

This adventure can start with different hooks based on the personalities and personal history of the PCs. A number of possible adventure hooks are presented as part of the Player's Introduction. Take a few minutes to find out something about each character's background and motivations to help determine which hook or combination of hooks you should use for that character.

If you are playing this adventure in a tight time-limited environment (such as in a convention setting), simply establish that the PCs know each other and get things going. Starting the adventure with different plot hooks for each of the PCs leads to many roleplaying opportunities as the PCs decide if they trust each other; however, it also extends the length of the adventure.

You are encouraged to convey the feeling that Waterdeep is a very large and cosmopolitan city that welcomes adventurers but is wary of the havoc they may cause. Waterdhavians are generally friendly and consider themselves to be sophisticated, displaying a "we've seen it all" attitude. The City Watch should be portrayed as neither adversarial nor incompetent.

The adventure design assumes all encounters occur the same day with the play in the afternoon and the confrontation with the cult in the late hours of the evening. The DM may alter this to an evening performance followed by investigation and then an extended rest. However that leaves considerable unaccounted for time or else the confrontation with the cult occurs in daylight which is less desirable.

The DM is encouraged to give small bonuses to Waterdeep natives or residents regarding local knowledge checks.

Handout One may be given to the players at this time. Be sure to remind the players of the core rule about knocking creatures unconscious upon reducing them to 0 hit points, as killing people indiscriminately in the city may lead to problems with the law.

Damage expressions for some older monsters have been adjusted upward to match the newer MM3/Essentials standards.

## PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

*A cool autumn breeze caresses your skin as you make your way through the streets of the Castle Ward section of Waterdeep, the Crown of the North. The most recent issue of the broadsheet known as the Mocking Minstrel has the Ward all abuzz about The Ballad of Jain and Elloe, a new opera debuting today featuring several of Waterdeep's finest actors. You and your companions are headed to the afternoon performance of the play as well.*

Give Handout Two to the players at this time. Choose from among the following hooks to explain why each PC is heading to the opera, or allow the players to invent their own (within reason).

### HOOK: JOIN THE CAST AND CREW

*They are staging a new show at the Lightsinger Theater. You have musical talent; perhaps you can get a job. Even a job in the chorus or helping out backstage would help your finances.*

This option is appropriate if one or more PCs are theatrically inclined (a bard, perhaps). The PCs have landed a small role in the opera *The Ballad of Jain and Elloe*. Non-acting PCs can get a job as stage hands or else can attend opening night as guests of the actor in the opera.

*The Ballad of Jain and Elloe* is a major production and an important step in a young actor's career. If the opera were to fail for some reason, the PC could get a bad reputation in the acting community. Keeping the opera going is important for the PCs future prospects.

If the PCs ask about how much they are paid it is not much. Payment is 1 silver a performance.

### HOOK: FREE TICKETS

*Your last employer came up a bit short when it came time to pay you. Part of your payment ended up being tickets for the debut performance of a new play at the Lightsinger Theater.*

The PCs just finished a job for a client, and the client reneged on paying the PCs in coinage. Instead, he offered the PCs box seats at the debut performance of a new play, *The Ballad of Jain and Elloe*. The tickets include a post-performance mixer with the cast and some of the high society of Waterdeep. Perhaps the PCs could use

the mixer to develop some contacts with wealthy and important Waterdhavians?

### HOOK: WORKING SECURITY

*A flamboyantly dressed dwarf has hired you to act as extra security for the opera.*

The PCs are approached by Cyrus Stonearm (male (shield) dwarf), the director of the newly opening opera *The Ballad of Jain and Elloe*. He asks the PCs to provide some added protection for the actors in the opera. The broadsheets have been going crazy over the actors' accusations and innuendo about each other and Cyrus is afraid of crazed fans causing trouble. The PCs just need to attend the first week's worth of performances and make sure nothing happens. Cyrus does not want anyone dead, just stopped.

If the PCs ask about how much they are paid, it is not much. All he can afford is 2 silvers and a meal at a local tavern for each PC.

### HOOK: DOOR PRIZE

*You were merely seeking a drink when the bartender at the Felzoun's Folly Tavern announced you won the door prize: free tickets to an opera at the Lightsinger Theater.*

The PCs went to Felzoun's Folly Tavern on River's Square in the Trade Ward. The staff is a mix of humans and dwarves. Patrons are a mix of merchants and shoppers with a smattering of mercenaries. The food and drink here is of good quality and modest prices. The tavern is generally crowded and the patrons are lively.

### LET'S START THE SHOW!

When everybody is ready, proceed to **Encounter 1**.

# ENCOUNTER 1: OPENING ACT

## ENCOUNTER LEVEL 3/5 (750/1000 XP)

### SETUP

This encounter includes the following creatures at the low tier:

**Bairwin, cult leader (B)**

**Dragonborn sniper (S)**

**2 Waterdeep street thugs (W1 and W2)**

**Angry crowd**

This encounter includes the following creatures at the high tier:

**Bairwin, cult leader (Level 5) (B)**

**Dragonborn sniper (Level 5) (S)**

**2 Waterdeep street thugs (Level 5) (W1 and W2)**

**Angry crowd (Level 5)**

The following noncombatants are present at both tiers:

**The main cast (C1 through C4, Wintersteel is C3)**

**The chorus (C5-C7)**

The PCs are attending *The Ballad of Jain and Elloe*, a new opera about a tragic romance between a paladin of Torm and the Sunite troubadour he loves.

The PCs can take whatever pre-show actions they wish. Audience members are expected to dress nicely. Shabbily dressed or heavily armed and armored adventurers are looked at with disdain. Theater-goers are allowed to wear weapons, but heavily-armed PCs (a PC obviously carrying three or more weapons) are refused entry unless they can find a way around the guards at the theater entrance. A Stealth check (DC 9/10) allows the PCs to sneak their extra weapons past the guards. With a successful Bluff, Diplomacy, or Intimidate check (DC 9/10), well-armed PCs can talk their way past the guards.

PCs who are acting as guards for the actors can be positioned either in the backstage area or along the walls of the seating area.

Shortly before the opera starts, the PCs can each make a single skill check (DC 13/14). A success allows them to learn the following information. Multiple successes with the same skill do not garner additional information:

**Insight:** The crowd seems to be especially eager and on edge today. At least one fistfight has broken out over the seating arrangements.

**Perception:** The PC spots a moon elf (eladrin) with a staff (Bairwin) who seems intent on talking to as many people in the crowd as possible.

**Streetwise:** A rumor is passing through the crowd that today may be the only night to see the two popular lead actors duel on stage. If the crowd misses this performance, they'll miss the chance of a lifetime! (If a PC is in the cast, they know this rumor is false.)

When any pre-show actions are complete, read the following:

*The lights fade and the opera begins. The actors are doing a superb job of displaying the blossoming romance of Jain and Elloe as well as the disapproval of Elloe's father, Renn.*

*The crowd collectively holds its breath as Renn challenges Jain to a duel. Everyone has heard that the onstage swordplay is going to be phenomenal, and the crowd is clearly riveted. Renn passes Jain a glass of wine, offering to share one last drink before their duel to the death. Jain accepts the glass, and drinks deeply, then brandishes his sword. Then suddenly, Jain collapses to floor, gasping and clutching his heart.*

*Thinking that the actors are copping out of their highly-anticipated fight seen, the disappointed crowd goes into a wild rage at Jain's collapse, shouting and hurling angry insults at Renn and the other actors on stage.*

**Insight:** (DC 9/10) This is not part of the play; something has gone wrong.

**Heal:** Confirming that Wintersteel is alive is difficult due to the sophistication of the poison. A DC 16/17 Heal check indicates that he is still alive; any lesser result suggests Wintersteel is dead. The PC must be adjacent to Wintersteel to make this check.

The crowd has been eagerly anticipating the onstage swordplay between the lead actors Phyris Wintersteel and Tobias Marr, and when Wintersteel collapses; their anticipation curdles into anger and outrage. The eager crowd has transformed into a raging mob, encouraged by Bairwin and his crew.

## FEATURES OF THE AREA

**Stage:** The stage is raised 1 square above the floor of the audience seating area. Getting onto or off the stage is part of normal movement, but requires 1 extra square in either direction (treat as difficult terrain).

**Backstage & Curtains:** Part of the stage area is hidden from the audience by curtains. The curtains

block line of sight and can give concealment. A PC can move in front of or behind the curtains (and remain on stage) as part of a move action.

**Black Areas:** These represent the orchestra pit which is 10 feet deep. Anyone falling into the pit takes 1d10 falling damage and an additional 1d4 damage unless they make a DC13/14 Acrobatics check to avoid the people and instruments.

**Box Seats:** Three sets of box seats run along each side of the theatre. The box seats are 2 squares wide by 2 squares deep and are 15 feet above the floor of the theatre. Creatures in the box seats have cover against creatures on the floor or stage. Decorative curtains and banners hang off each box seat and can be climbed with an Athletics check (DC 9/10). A hallway behind the box seats leads to a doorway next to main entrance of the theatre. Curtains at the back stop light from the hallway spilling into the theater.

**Main Seating:** The rows of seats in the front of the theatre (AC/Reflex: 5, Fortitude: 10, HP: 15, Break DC 12) are simple wooden chairs. Moving through a row of chairs is considered difficult terrain.

**Raised Booths:** Two luxury booths are located in the back of the theatre (AC/Reflex: 5, Fortitude: 12, HP: 25, Break DC 14). Each booth is raised 5 feet off the floor and there is a short (2-foot) wall around the front and side edges. These are depicted on the map by the two throne tiles.

**Blue Lines:** The blue lines on the map are to give the DM the dimensions of the public areas of the theater that might be needed if the NPCs attempt to escape, or other issues that might occur. They outline the hallway behind the box seats and the lobby of the theater.

**Angry Crowd:** The red lines denote the starting size and position of the angry crowd.

## TACTICS

Bairwin starts the combat by staying near or in the crowd and using his Bluff skill to try and keep them infuriated and rioting. He attempts to cancel out any successes the PCs gain in calming the crowd. When approached by a PC, he first uses *darkness unleashed* and then tries to move to avoid the PCs.

The Waterdeep street thugs try to blend in with the crowd (Dex vs. the PCs' passive Perception). They stay near Bairwin and only reveal themselves when a PC tries to approach and attack him. The thugs start by throwing a *poisoned dagger* and then moving next to the PC. The thugs then use *morningstar* to mark someone before using *rattling smash*.

The dragonborn sniper starts in a box seat and starts the combat hidden (Stealth vs. the PCs passive

Perception). The dragonborn sniper readies an action and shoots at anyone trying to calm the crowd, or attack Bairwin.

If a thug is dropped to 15 hit points or less, they attempt to flee. If Bairwin is dropped below 0 hit points, all of the remaining thugs flee as soon as possible.

During the combat, the cast of actors nervously try to continue on with the opera, despite Wintersteel's collapse and the rioting audience. (The show must go on.) One actress bends down to try and revive Wintersteel (unsuccessfully) while the rest improvise a scene about how Wintersteel (playing a paladin of Torm) is dreaming about a quest through Hell and the creatures he has to fight. They use the actual combat swirling around them as inspiration. Consider rolling initiative for the cast and, on their turn, incorporate the combat as they see it unfolding in their improvisation. If at any time combatants climb on the stage or if an actor is hurt, all of the cast abandon the play and flee.

## SKILL CHALLENGE: ANGRY CROWD

**Goal:** Calm the angry crowd.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Bluff, Diplomacy, Intimidate

**Other Skills:** Athletics, Acrobatics

**Victory:** The crowd is calmed. Remove the Angry Crowd hazard from the battle.

**Defeat:** (3 failures before 4 successes) the crowd is even more riled up. The crowd now attacks twice per round until defeated. PCs may continue trying until 4 successes are achieved at which point, the crowd is calmed.

**Athletics or Acrobatics DC 13/14:** (1 success, no maximum)

The PC provides alternate entertainment for the crowd, distracting them from their anger. Failure at this causes the crowd to move toward the stage in anger 1 square. If the crowd is already at the edge of the stage, then use number 14 in the effect section of the stat block.

### Attack Powers:

The PCs might attempt to quell the crowd by attacking them. Individual members of the crowd should be considered to be minions if attacked (see stat block for defenses). Forced movement effect may (DM discretion) move the entire crowd.

Use of powers that inflict actual damage increases the DCs of all skill checks except Intimidate by 2 per damaging attack.

Attacks that do more than 8 points of damage to the crowd as a whole (such as area and close blast attacks) give the PCs 1 success (as if Intimidate skill was used).

**Bluff, Diplomacy, or Intimidate DC 13/14:** (1 success, no maximum)

The PC uses their social skill to try and calm the crowd. If Intimidate is used and the PC makes a DC13/14 check, the crowd moves 1 square away from the PC.

If any of the PCs skill checks occur on stage and involve using the opera or performance to try and soothe the crowd, the cast tries to help out, granting the PC a +2 bonus to their attempt.

In addition, any of the thugs can take a standard action to attempt to erase one of the PCs successes. On a successful Charisma check (DC 13/14) the thug is able to whip up the crowds anger again and one of the PCs' successes is removed. They can only attempt this once each.

## SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove one Waterdeep street thug.

**Six PCs:** Add one Waterdeep street thug.

## TROUBLESHOOTING THE ENCOUNTER

This encounter is meant to be somewhat tougher than average due to the complexity added by the crowd and the embedded hostiles. None of the thugs are trying to kill, just stir up trouble and not get caught. The DM may bring the encounter to an end before all of the opponents are incapacitated.

While some players may prefer their PC to kill rather than incapacitate opponents, Waterdeep is a lawful, civilized place with a reasonably competent police force. The DM should consult the Appendix and Handout One, but may use some discretion as to amount of fines and stern warnings. Do not feel you have to take a PC out of the adventure due to excessive force but the player should understand to avoid that within the city limits in the future.

## ENDING THE ENCOUNTER

Shortly (3 rounds) after the riot has been resolved, a patrol of the City Watch arrives. The patrol is led by Civilar Kosef Marsk. (Civilar is a rank, like a Lieutenant.) They take control of the situation and begin questioning everyone, including the PCs. Civilar Marsk is polite but

efficient. As long as there are no extenuating circumstances (the PCs killed someone, for example), the PCs are cleared by the City Watch and released. Bairwin and his thugs are fined for assault and unlawful hindrance of a business.

Before the PCs leave the area, the director of the opera, Cyrus Stonearm, a colorfully attired, male dwarf, approaches the PCs and thanks them for their help. He gives each PC 20/25 gp. (Cyrus also pays the 2 silvers and a meal to any PC hired as a guard.) He offers the PCs 40 gp each more if they can find out who poisoned Wintersteel and have the guilty brought to justice. He also wants to introduce the adventurers to his patrons (in Encounter Two) to reassure his patrons.

Cyrus Stonearm is not the stereotype gruff dwarf but a hearty, friendly fellow with a neat, short red beard, a red handlebar mustache, and ruby stud earrings. He wears red and gold clothing. Currently he is worried about his balance sheet if the play should fail but he cannot imagine working in something other than the arts.

## EXPERIENCE POINTS

The characters receive 150 / 200 XP for successfully completing the combat challenge. Award half experience if they failed the combat challenge. This encounter counts towards a milestone.

## TREASURE

Cyrus Stonearm rewards the PCs with 20/25 gp each for stopping the riot. The City Watch rewards the PC 5 gp each if the thugs were apprehended alive.

# ENCOUNTER 1: OPENING ACT (LOW LEVEL)

Dragonborn Sniper	Level 3 Artillery
Medium natural humanoid (dragonborn)	XP 150
<b>HP 38; Bloodied 19</b>	<b>Initiative +5</b>
<b>AC 17, Fortitude 13, Reflex 16, Will 14</b>	<b>Perception +9</b>
<b>Speed 6</b>	
STANDARD ACTIONS	
<b>m Longsword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC (+7 while bloodied)	
Hit: 1d8 + 6 damage	
<b>r Longbow (weapon) • At-Will</b>	
Attack: Ranged 20/40 (one creature); 9 vs. AC; (+10 while bloodied)	
Hit: 1d10 + 6 damage. Bloodstinger poison: if this is the weapon's first hit; +6 vs. Fortitude; ongoing 5 poison damage (save ends).	
<b>R Disruptive Shot (weapon) • At-Will</b>	
Requirement: longbow	
Attack: Ranged 20/40(one creature); +8 vs. AC; (+9 while bloodied)	
Hit: 1d10 + 6 damage, and the dragonborn sniper grants allies adjacent to the target combat advantage until the end of their next turn.	
MINOR ACTIONS	
<b>R Versatile Breath (poison) • Encounter</b>	
Attack: Area burst 2 within 10 squares or close blast 3; +7 vs. Reflex; (+8 while bloodied)	
Hit: 1d6 + 5 poison damage.	
Skills History +4, Intimidate +6, Stealth +9	
<b>Str 14 (+3)</b>	<b>Dex 18 (+5) Wis 16 (+4)</b>
<b>Con 14 (+3)</b>	<b>Int 12 (+2) Cha 10 (+1)</b>
<b>Alignment evil</b>	<b>Languages Common, Draconic</b>
<b>Equipment</b> bloodstinger poison, arrows (30), hide armor, longbow, longsword	

Waterdeep Street Thug (level 3)	Level 3 Soldier
Medium natural humanoid (human)	XP 150
<b>HP 50; Bloodied 25.</b>	<b>Initiative +7</b>
<b>AC 17, Fortitude 15, Reflex 16, Will 13</b>	<b>Perception +3</b>
<b>Speed 6</b>	
STANDARD ACTIONS	
<b>m Morningstar (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 5 damage, and the target is marked until the end of the thug's next turn.	
<b>R Poisoned Dagger (weapon, poison) • Encounter</b>	
Attack: Ranged 5/10 (one creature); +10 vs. AC	
Hit: d4 + 6 damage, ongoing 5 poison damage, and the target grants combat advantage (save ends both).	
<b>M Rattling Smash (weapon, fear) • Encounter</b>	
Attack: Melee 1 (one creature); +8 vs. Will	
Hit: 2d10 + 6 damage, and the target takes a -2 penalty to attack rolls until the end of its next turn. If the target was marked by the thug, the target is also dazed until the end of the thug's next turn.	
<b>Str 16 (+4)</b>	<b>Dex 18 (+5) Wis 14 (+3)</b>
<b>Con 18 (+5)</b>	<b>Int 13 (+2) Cha 15 (+3)</b>
<b>Alignment evil</b>	<b>Languages Common</b>
<b>Equipment</b> dagger, hide armor, morningstar	

Barwin, Cult Leader	Level 3 Controller
Medium natural fey (eladrin)	XP 150
<b>HP 47; Bloodied 23.</b>	<b>Initiative +2</b>
<b>AC 16, Fortitude 14, Reflex 14, Will 18</b>	<b>Perception +3</b>
<b>Speed 6</b>	Low light vision
<b>Saving Throws</b> +5 against charm effects	
STANDARD ACTIONS	
<b>m Quarterstaff (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 1 damage..	
<b>R Night's Veil (necrotic) • Encounter</b>	
Attack: Ranged 10/20 (one creature); +7 vs. Fortitude	
Hit: 1d8 + 6 necrotic damage, and the target is blinded (save ends).	
<b>C Darkness Unleashed (necrotic) • Encounter</b>	
Attack: Close burst 2 (enemies in burst); +7 vs. Fortitude	
Hit: 1d4 + 6 necrotic damage, and the target is pushed 2 squares and blinded until the end of Bairwin's next turn.	
MOVE ACTIONS	
<b>Fey Step (teleportation) • Encounter</b>	
Effect: teleport up to 5 squares	
Skills Bluff +9, Diplomacy +6	
<b>Str 13 (+2)</b>	<b>Dex 12 (+2) Wis 14 (+3)</b>
<b>Con 15 (+3)</b>	<b>Int 12 (+2) Cha 18 (+5)</b>
<b>Alignment evil</b>	<b>Languages Common</b>
<b>Equipment</b> leather armor, quarterstaff	
Reskinned from human to eladrin and additional skills	

Angry Crowd	Level 3 Obstacle
Hazard	XP 150
<b>Hazard:</b> Each square occupied by the crowd becomes difficult terrain.	
<b>Perception</b>	
<ul style="list-style-type: none"> <li>◆ No check is needed to see the crowd.</li> </ul>	
Initiative +3	
<b>Trigger</b>	
When Wintersteel collapses from the poison wine, the crowd turns hostile.	
<b>Attack</b>	
Standard Action	
Targets any PC not actively helping Wintersteel continue the play.	
<b>Effect</b>	
Roll 1d20 to see what the crowd does on its turn.	
1: An angry fan jumps out of their seat and attacks a random target that is within the crowd or no more than 3 squares away from the edge of the crowd. +4 vs. AC; 3 damage. The fan occupies the space adjacent to the target and is slain when it takes 1 point of damage.	
2-3: The crowd grabs a target whenever one enters an adjacent space: +4 vs. Fortitude; the target is immobilized (save ends).	
4-5: Any time the target enters a square adjacent to the crowd, the crowd makes an attack: +4 vs. Fortitude; the target is pushed 1d4 squares.	
6-7: All squares adjacent to the crowd become difficult terrain until the start of the crowd's next turn.	
8-9: Someone hurls a vicious insult at the target: +4 vs. Will; the target takes a -2 penalty to attacks until the end of its next turn.	
10-11: The crowd's noise imposes a -5 penalty to Perception checks.	
12-13: The crowd expands, reducing the size of the battlefield by 1 square on each side.	
14-15: Someone from the crowd hurls objects such as hard fruit or broken chair legs, at the target; +4 vs. Reflex; the target loses one healing surge.	
16-17: When a target enters a space adjacent to the crowd, the crowd attacks: +4 vs. Fortitude; slide the target 1d4 squares.	
18-19: When a target enters a space adjacent to the crowd, the crowd attacks: +4 vs. Fortitude; 5 damage.	
20: The mob attacks, bent on killing the target. 2 Attacks (one creature); +4 vs. AC; 3 damage per hit.	
<b>Countermeasures</b>	
<ul style="list-style-type: none"> <li>◆ A character can engage in a skill challenge (described in the encounter text) to improve the crowd's disposition. Improving the crowd's disposition ends the hazard.</li> <li>◆ If attack powers used: AC 17, Fort 15, Ref 13 Will 12</li> </ul>	

The above Hazard from *Dragon Magazine Annual 2009* has been reskinned to better fit the adventure.

# ENCOUNTER 1: OPENING ACT (HIGH LEVEL)

Dragonborn Sniper (level 5)	Level 5 Artillery
Medium natural humanoid (dragonborn)	XP 200
<b>HP 50; Bloodied 25</b>	<b>Initiative +6</b>
<b>AC 19, Fortitude 15, Reflex 18, Will 16</b>	<b>Perception +10</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Longsword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC (+9 while bloodied)	
Hit: 2d6 + 6 damage	
<b>r Longbow (weapon) • At-Will</b>	
Attack: Ranged 20/40 (one creature); 11 vs. AC; (+12 while bloodied)	
Hit: 1d10 + 7 damage. Bloodstinger poison: if this is the weapon's first hit; +8 vs. Fortitude; ongoing 5 poison damage (save ends).	
<b>R Disruptive Shot (weapon) • At-Will</b>	
Requirement: longbow	
Attack: Ranged 20/40 (one creature); +10 vs. AC; (+11 while bloodied)	
Hit: 1d10 + 7 damage, and the dragonborn sniper grants allies adjacent to the target combat advantage until the end of their next turn.	
<b>MINOR ACTIONS</b>	
<b>R Versatile Breath (poison) • Encounter</b>	
Attack: Area burst 2 within 10 squares or close blast 3; +8 vs. Reflex; (+9 while bloodied)	
Hit: 1d8 + 6 poison damage.	
Skills History +5, Intimidate +7, Stealth +10	
<b>Str 14 (+4)</b>	<b>Dex 18 (+6) Wis 16 (+5)</b>
<b>Con 14 (+4)</b>	<b>Int 12 (+3) Cha 10 (+2)</b>
<b>Alignment evil</b>	<b>Languages Common, Draconic</b>
<b>Equipment</b> bloodstinger poison, arrows (30), hide armor, longbow, longsword	

Waterdeep Street Thug (level 5)	Level 5 Soldier
Medium natural humanoid (human)	XP 200
<b>HP 66; Bloodied 33</b>	<b>Initiative +8</b>
<b>AC 19, Fortitude 17, Reflex 18, Will 15</b>	<b>Perception +4</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Morningstar (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d10 +6 damage, and the target is marked until the end of the thug's next turn.	
<b>R Poisoned Dagger (weapon, poison) • Encounter</b>	
Attack: Ranged 5/10 (one creature); +12 vs. AC	
Hit: 1d4 + 7 damage, ongoing 5 poison damage, and the target grants combat advantage (save ends both).	
<b>M Rattling Smash (weapon, fear) • Encounter</b>	
Attack: Melee 1 (one creature); +10 vs. Will	
Hit: 2d10 + 7 damage, and the target takes a -2 penalty to attack rolls until the end of its next turn. If the target was marked by the thug, the target is also dazed until the end of the thug's next turn.	
<b>Str 16 (+5)</b>	<b>Dex 18 (+6) Wis 14 (+4)</b>
<b>Con 18 (+6)</b>	<b>Int 13 (+3) Cha 15 (+4)</b>
<b>Alignment evil</b>	<b>Languages Common</b>
<b>Equipment</b> dagger, hide armor, morningstar	

Barwin, Cult Leader (level 5)	Level 5 Controller
Medium natural fey (eladrin)	XP 200
<b>HP 63; Bloodied 31.</b>	<b>Initiative +3</b>
<b>AC 18, Fortitude 16, Reflex 16, Will 20</b>	<b>Perception +4</b>
<b>Speed 6</b>	Low light vision
<b>Saving Throws +5 against charm effects</b>	
<b>STANDARD ACTIONS</b>	
<b>m Quarterstaff (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 2 damage.	
<b>R Night's Veil (necrotic) • Encounter</b>	
Attack: Ranged 10/20 (one creature); +9 vs. Fortitude	
Hit: 1d8 + 7 necrotic damage, and the target is blinded (save ends).	
<b>C Darkness Unleashed (necrotic) • Encounter</b>	
Attack: Close burst 2 (enemies in burst); +9 vs. Fortitude	
Hit: 1d4 + 6 necrotic damage, and the target is pushed 2 squares and blinded until the end of Bairwin's next turn.	
<b>MOVE ACTIONS</b>	
<b>Fey Step (teleportation) • Encounter</b>	
Effect: teleport up to 5 squares	
Skills Bluff +10, Diplomacy +7	
<b>Str 13 (+3)</b>	<b>Dex 12 (+3) Wis 14 (+4)</b>
<b>Con 15 (+4)</b>	<b>Int 12 (+3) Cha 18 (+6)</b>
<b>Alignment evil</b>	<b>Languages Common</b>
<b>Equipment</b> leather armor, quarterstaff	
Reskinned from human to eladrin and skills added	

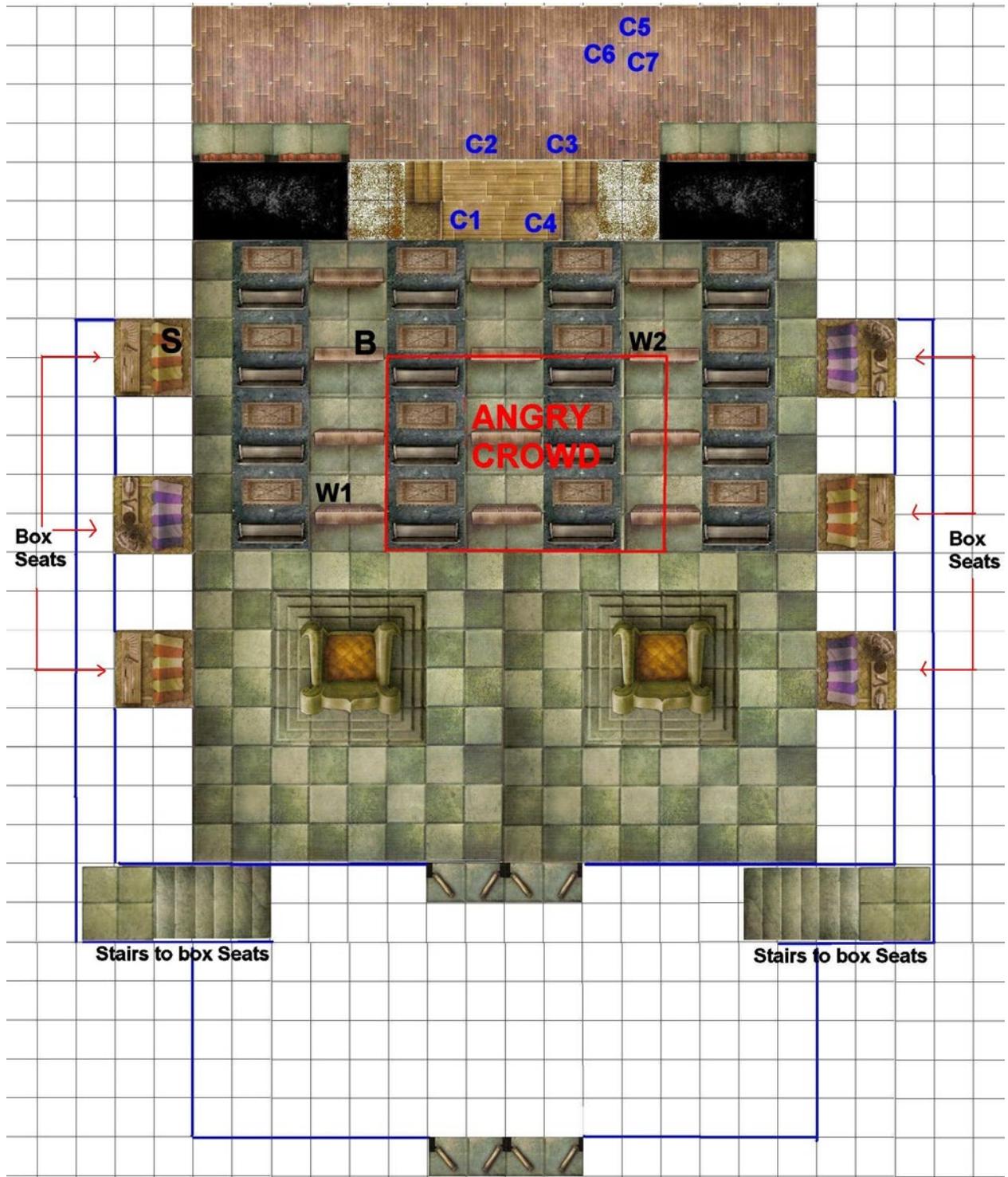
Angry Crowd (level 5)	Level 5 Obstacle
Hazard	XP 200
<b>Hazard:</b> Each square occupied by the crowd becomes difficult terrain.	
<b>Perception</b>	
<ul style="list-style-type: none"> <li>◆ No check is needed to see the crowd.</li> </ul>	
Initiative +4	
<b>Trigger</b>	
When Wintersteel collapses from the poison wine, the crowd turns hostile.	
<b>Attack</b>	
Standard Action	
Targets anyone not actively helping Wintersteel continue the play.	
<b>Effect</b>	
Roll 1d20 to see what the crowd does on its turn.	
1: An angry fan jumps out of their seat and attacks a random target that is within the crowd or no more than 3 squares away from the edge of the crowd. +6 vs. AC; 3 damage. The fan occupies the space adjacent to the target and is slain when it takes 1 point of damage.	
2-3: The crowd grabs a target whenever one enters an adjacent space: +6 vs. Fortitude; the target is immobilized (save ends).	
4-5: Any time the target enters a square adjacent to the crowd, the crowd makes an attack: +6 vs. Fortitude; the target is pushed 1d4 squares.	
6-7: All squares adjacent to the crowd become difficult terrain until the start of the crowd's next turn.	
8-9: Someone hurls a vicious insult at the target: +6 vs. Will; the target takes a -2 penalty to attacks until the end of its next turn.	
10-11: The crowd's noise imposes a -5 penalty to Perception checks.	
12-13: The crowd expands, reducing the size of the battlefield by 1 square on each side.	
14-15: Someone from the crowd hurls objects such as hard fruit or broken chair legs, at the target; +6 vs. Reflex; the target loses one healing surge.	
16-17: When a target enters a space adjacent to the crowd, the crowd attacks: +6 vs. Fortitude; slide the target 1d4 squares.	
18-19: When a target enters a space adjacent to the crowd, the crowd attacks: +6 vs. Fortitude; 5 damage.	
20: The mob attacks, bent on killing the target. 2 Attacks +6 vs. AC; 5 damage per hit.	
<b>Countermeasures</b>	
<ul style="list-style-type: none"> <li>◆ A character can engage in a skill challenge (described in the encounter text) to improve the crowd's disposition. Improving the crowd's disposition ends the hazard.</li> <li>◆ If attack powers used: AC 19, Fort 17, Ref 15 Will 14</li> </ul>	

The above Hazard from *Dragon Magazine Annual 2009* has been reskinned to better fit the adventure.

# ENCOUNTER 1: OPENING ACT

## TILE SETS NEEDED

Hall of the Giant King x2, Streets of Shadow x2, Arcane Corridors x2, Hallowed Halls x1,  
Dungeon Tiles Master Set: The Dungeon x2



## ENCOUNTER 2: EXPOSITION

Having been hired to find out who poisoned Wintersteel, the PCs may want to gather some information about the events surrounding the opera and the attack itself. You should provide this information if the PCs speak to someone who knows the answer. If the PCs come up with someone to ask that is not listed here, such as a reporter at the Mocking Minstrel broadsheet, give them the information.

### THE OPERA: THE BALLAD OF JAIN AND ELLOE

PCs asking about the opera can learn the following information.

- The Ballad of Jain and Elloe is an opera about a tragic romance between a paladin of Torm and the Sunite troubadour he loves.
- Jain (the paladin of Torm) is played by Phyris Wintersteel.
- Elloe (the Sunite troubadour) is played by human named Aerie Whitedove.
- Jain's nemesis in the opera is Renn, Elloe's father and captain of guard. Renn is played by Tobias Marr.
- Each of the three leads has been trying to discredit each other in numerous broadsheets such as *The Mocking Minstrel*. This rivalry has led to rumors that the onstage swordplay is going to be intense.

### PHYRIS WINTERSTEEL

Phyris is a male, moon elf (Eladrin) professor in the drama department of New Olamn bardic college. When not in costume, Phyris prefers bold primary colors in his wardrobe that accent his fair skin and long silver hair. He is passionate about flawless performances and has an outstanding vocal range and marvelous diction. His 20-year career has had numerous successes, and the wealthy of Waterdeep regards Wintersteel as the finest male actor in the city.

Phyris is rushed to his room after his collapse and a healer is called for. He cannot be woken up until one hour after his collapse. If the PCs check him out while he is unconscious, a Heal check (DC 13) reveals that Phyris was poisoned. If a PC with the Alchemist feat does a successful Heal check (DC 20), they determine a variant of Drow Poison was used.

After Phyris wakes up, he refuses to speak to anyone, including the PCs. He's too embarrassed by what happened and is masking that with misplaced anger at everyone.

### TOBIAS MARR

Tobias Marr is a tall deva, skin that is predominately snow white with a healthy mixture of royal purple, and golden eyes. He has an engaging and bawdy personality and quick wit; he has a way of making opera fun for the commoners. Renn's last opera, *The Daleland Chronicles* has had sold out crowds for the last six months. If questioned, he reveals the following.

- I didn't poison Wintersteel. This opera was an excellent opportunity to show the world how his fading acting skills were no longer fit for the Waterdeep stage.
- Aerie Whitedove is a nice enough young lass, but how she got her role in this opera is beyond me. An Insight check (DC 12) reveals that Tobias is being snide, probably because he's jealous of her.

### AERIE WHITEDOVE

Aerie Whitedove is an attractive young human female and the lead actress of this opera. She is known to be temperamental and flirtatious. If the PCs talk to her, she aggressively flirts with one of the male PCs. She puts down any female PCs, referring to them as dowdy or frumpy looking. If questioned, she reveals the following. Her lies can be detected with an Insight check (DC 15).

- I didn't poison Wintersteel (true). He is a hack and was probably going to get fired anyway (false).
- Tobias wouldn't poison Wintersteel. He thought he was going to outperform Wintersteel on stage (true). Tobias also had romantic feelings towards Wintersteel (false).
- I got the part in the play based on my work in a small play in *The Human Monologues*, which is an episodic play about the human condition in a multi-racial world (true).

### THE THUGS

If at least one thug survived, the PCs can question them. They refuse to say anything at first, but can be convinced to talk with a Bluff, Diplomacy, or Intimidate check (DC 10/11). If talking to Bairwin, raise the DC by +2. Failure means the thug refuses to talk and imposes a cumulative +1 increase DC to the check.

If the PCs get the thugs to talk, they reveal the following

- We were hired by a woman we never met before to start a riot during the opera for 10 gp each.
- Bairwin: My job was to spread a rumor that this was the only chance to see the opera; one of the actors was going to leave the cast.
- The plan was in the middle of the third act we would jump on stage and beat down Tobias Marr

(Renn) and then escape. Being a crowd favorite, it was sure way to whip the crowd into a frenzy.

- Once that Wintersteel guy fell, we ran with the opportunity and used it to get the crowd to riot.
- We met the woman who hired us in Knight 'n Shadow. It is a bar in Dock Ward where the above ground folks may meet with those from Downshadow.
- The woman who hired us was a nondescript human, about 5 ½ feet tall, with short blond hair. She wore an oversized purple cloak. The thugs had the sense her features were disguised by an illusion. (One of the thugs succeeded in an Insight check to determine this.)
- We have no idea what the purpose behind the riot is and didn't really care.
- We had no idea one of the actors was going to be poisoned.
- If anyone could tell you buying poisons, it would be Morthos. He can be found in Downshadow. Just ask around, he'll find you (Streetwise check DC 13/15; automatic success for a character with Story Award WATE04).

If they search the thugs, other than what is listed under Treasure in Encounter 1, the PCs find five worn wooden coins. On one side of each coin is engraved "One Free Drink" and on the other side is "Knight 'n Shadow".

#### AUDIENCE MEMBERS

If an audience member is questioned, the PCs can learn the following:

- We were very excited to see the opera. We heard the dueling scenes were supposed to be phenomenal, especially since the two male leads hated each other.
- While we were waiting, we heard a rumor that this was the one and only night to see the duel. Supposedly one of the male actors was going to drop out or get fired.
- We heard the rumor from an old elf in robes, carrying a staff (Bairwin).

#### LADIES OF THE DIVINE (SOCIAL CLUB)

A group of seven young, fun-loving women have formed an informal social club for entertainment and a meal. They are interested in hunks so attractive male adventurers may get favorable reactions. The unique aspect of this group is they are all (low level) priestesses, each of a different female deity.

- Miri Buckman, redhead, worships Sune
- Kara Shemov, golden blonde, worships Tymora
- Hist Tiliputakas, dark brown hair, worships Lirra

- Mara Lackman, pale blonde, worships Selune
- Lynneth Dulsauer, light brown hair, worships Waukeen
- Ariadne Aporos, raven tresses, worships Siamorphe
- Sihvet Dyernina, chestnut brown hair, worships Sharess

These young ladies only know the same rumors as the general audience, but make much of any bold, dramatic actions any PC took during the combat. The women are not airheads. They dress stylishly but not expensively. (Note to the DM: yes, there is a good chance these ladies may reappear in future Waterdeep adventures.)

#### QUESTIONING THE STAGEHANDS/MANGER

The PCs may question the stage hands, stage manager or director.

- The props are kept on a table back stage. To keep things organized, the table is covered in paper and an outline of each prop is traced on it.
- The props are set up an hour or two before the performances and checked 15 minutes before hand to make sure nothing has gone missing.
- There was a lot of competition for the roles in the opera.
- Only if the director is asked who was the runner-up for the role of Jain (who Wintersteel plays), the PCs are told the following: Talbot Restell, originally from Neverwinter, had the next best audition. (The director does not know where Talbot is performing or staying).

#### REPORTER FOR THE MOCKING MINSTREL

Roxanne "Roxy" Rimstone (female halfling), a reporter for the broadsheet, The Mocking Minstrel, was present for the performance and is gathering stories from the crowd. This brash gal is interested in getting the PCs spin on what happened. Roxy tends to be very critical and pointed in her comments, much like the broadsheet. Roxy dresses in red and purple with a feathered hat. The DM may use Roxy as a way to point the PCs in a useful direction if the players seem to be uncertain.

#### PATRONS

Lord Torlyn Wands of House Wands, Saer Larr Stormont, Saer Taerult Naerhand, and Saer Sardron Thandarn are present in the audience. Although not in age, senior in rank, Torlyn Wands expresses his appreciation to the PCs for quelling the riot and urges them to find out who is ultimately responsible. Lord Wands is young, with a full beard and long, mahogany locks, and dresses in blues and grays. Normally cheerful,

Torlyn is a bit more serious now. Stormont, Naerhand and Thandam are all wealthy merchants who are also patrons backing the opera.

### THE POISONED WINE

- PCs searching backstage can make a Perception check (DC 12) to notice that an air vent cover, near the opera's prop storage area, has been removed. The vent is small; a Tiny creature could climb through it easily, or a Small creature if it squeezed.
- The props are kept on a table backstage. To keep things organized, the table is covered in paper and an outline of each prop is traced on it.
- If a cast member or stage hand is asked to look closely at the bottle, they notice it's a different bottle. The year on the original bottle is two years earlier than what this bottle says. Also, the poisoned bottle is filled with real wine; the prop bottle is filled with water dyed to look like wine.
- If a PC has the Alchemist feat, they can examine the wine to detect and identify the poison. A successful Nature skill check (DC 9/10) reveals the presence of poison while a higher success (DC 18) reveals the poison is a variant of Drow Poison. It is nonlethal; the drinker goes unconscious. Additional components were added to the mixture to slow down the victims breathing and pulse, making it look as if they died, and to extend the period of unconscious. (Note: the PCs may seek an alchemy shop in Waterdeep to conduct these tests for them.)
- Streetwise (DC 13/14): Drow Poison is expensive (about 6,500 gp) but available from Underdark contacts.
- Streetwise (DC 13/14): No one has heard of any of the actors looking to purchase Drow Poison in recent months, but it is not clear if any of those you have talked to would have known if they did. (The DC for Waterdeep natives/residents is 9/10.)

### ENDING THE ENCOUNTER

By the end of the encounter, the PCs should know that they have several questions which may or may not lead to the same culprit. Who poisoned Wintersteel and why? Who hired the thugs to start the riot? The thugs should have provided a clue, either by talking or by a search of their bodies to visit the Knight 'n Shadow tavern, which is in Encounter 3.

### EXPERIENCE POINTS AND TREASURE

The PCs do not earn XP or treasure in this encounter and the encounter does not count towards a milestone.

## ENCOUNTER 3: INVESTIGATION

### SETUP

Having been hired to find out who poisoned Wintersteel, the PCs may want to gather some information about the events surrounding the opera and the attack itself.

#### THE KNIGHT 'N SHADOW

The Knight 'n Shadow is a two-story tavern located in the Dock Ward that is frequented by some of the dodgier citizens of Waterdeep. The main level (the Knight) is located in Waterdeep while the lower level (the Shadow) is located in Downshadow. The upstairs Knight is clean and upstanding enough, but shady deals are done in the lower reaches (the Shadow), where folk escape to have a decent drink without being hassled by “prettier-than-thou” surface dwellers. A rickety set of steps down through a long tunnel connects the two floors. A rope lift operated by a spellscarred half-orc connects the Shadow part of the bar to a large cavern in Downshadow (where many of the residents of Downshadow live). Two extremely burly half-orc brothers (bouncers) guard the entrance to the lift in the cavern. Spellscarred are known to frequent the lower level of the tavern.

If the PCs show the coin to the barkeep (a one legged dwarf named Galt) on the Knight level and ask about the thugs, he says he remembers them. A couple of days ago they were talking to a woman wearing an oversized cloak. The woman eventually left and the thugs started spending gold coins left and right on alcohol. The thugs are semi-regular at the bar and usually don't have a lot of money. The barkeep doesn't like to make change and gave the thugs the wooden tokens instead. If the PCs give the barkeep at least 1 gp or if they succeed in a Diplomacy, Bluff, or Intimidate check (DC 13), they also learn that the woman was wearing an illusionary disguise. The barkeep noticed it flicker once, although he didn't get a look at the woman's actual face.

PCs giving a Knight 'n Shadow wooden coin to the bartender are served a single, small, watered down ale.

Strangers are blocked from going down the stairs unless they bring a great deal of coin for a bribe (20 gp a head) or demonstrate that they are scarred (spellscars) or disfigured in some way, thus winning empathy. Basically, they have to impress the two bouncers at the door: a pair of extremely burly half-orcs who are brothers to the one who operates the lift in Downshadow below.

#### SEARCHING FOR THE WOMAN IN PURPLE

If the PCs decide to immediately search for the woman in purple, they are unsuccessful. No one has heard of her if the PCs try Streetwise. However, one of the people they talk to suggests they head to Downshadow and ask for Morthos. Morthos knows a lot about the underworld and can answer questions for the right price.

#### DESSARIN ALCHEMY

Located in Trade Ward a few blocks from the Lightsinger Theater, the owner of this quaint shop both makes and sells alchemical powders, elixirs, oils, curatives, and other formulations. They do not sell poisons. They also identify most substances for a 10 gp fee.

The sales clerk is a young female half-elf named Jastra Redspring who is learning the trade. The master alchemist is an elderly gnome named Renstal Greyhorn. Renstal is very knowledgeable on alchemy but sensitive about short jokes.

They identify the poison as Drow Poison with two additives, very good quality work, totally harmless. It is nonlethal; the drinker goes unconscious. Additional components were added to the mixture to slow down the victim's breathing and pulse, making it look as if he died and extending the period of unconsciousness. This poison would be quite expensive. Perhaps a contact in Downshadow might be found to obtain such a poison. Renstal suggests looking up some fellow by the name of Morthos.

#### ENDING THE ENCOUNTER

By the end of the encounter, the PCs should know that their best lead on finding out who poisoned Wintersteel is to talk to an informant named Morthos who can be found in Downshadow.

#### EXPERIENCE POINTS AND TREASURE

The PCs do not earn XP or treasure in this encounter and the encounter does not count towards a milestone.

## ENCOUNTER 4: MORTHOS, THE DOWNSHADOW INFORMANT

### SETUP

**Morthos**, tiefling crime lord, fixer, fence

In order to talk to Morthos the PCs must enter Downshadow and locate him. Downshadow is a neighborhood located underneath Waterdeep and leads to an infamous dungeon known as Undermountain. The PCs can enter the Downshadow by one of the following methods:

- Using the entrance in the Knight ‘n Shadow.
- Using the entrance in The Yawning Portal inn at the south end of Castle Ward. Adventurers may ride a lift down (or up) the 140’ shaft for a 2 gp fee. Many people are observing.
- Paying the Cellarers and Plumbers Guild 10 gp to be shown a nearby open entrance to the sewers.
- A Streetwise check (DC 16) turns up the location to a nearby open entrance to the sewers.
- A Thievery check (DC 20) lets the PC unlock a nearby locked entrance to the sewers.

Once in the sewers, the PCs can descend into Downshadow without incident. The air in the sewers is putrid and the PCs have to wade through knee deep filth to get there however. As the PCs descend, the stench and filth lessens from vile to mildly nauseating.

The Downshadow area was originally carved out of rock by dwarves, but many changes have occurred in since the dwarves left.

- The floors are granite; some also have inlays of other material such as quartz.
- In places, the floors and walls are so finely carved that the eye sees irregular flagstones and fitted stone blocks.
- There is graffiti in many places and in many languages.
  - “Sure Death this way”
  - “The eye watches”
  - “Kal died here” (written in blood)
  - “Here perished the last of the Starsword Adventuring Company”.
- Most of the hallways are 1-square wide and ceilings are generally 14-feet high except in the larger rooms where they range from 20-to-30-feet high.

- Makeshift walls and doors are made of scraps of wood and bones (from various sources) have been added to some chambers.
- There are signs of past combat in the hallways and rooms, including bits of armor, scorched walls and sprung traps—such as a descending blade stuck in an armored skeleton or an open

Once in Downshadow, the PCs can get a message to Morthos with a Streetwise check (DC 13/14) or if the PCs spend 5 gp or more in bribes to the residents of Downshadow. PCs with the Story Award *WATE04 Contacts in Downshadow* or any other story award involving underworld contacts in Downshadow can arrange a meeting with Morthos (no check or gold required).

When talking to the residents of Downshadow, keep in mind the following:

- Most of the residents of Downshadow are either nomads wandering the halls or members of large gangs (for safety).
- Downshadow nomads try to run at the sight of the PCs. It takes a Bluff, Diplomacy, or Intimidate check (DC 10) to get the nomad to not try and run. PCs can also corner nomads with an Acrobatics or Athletics check (DC 10).
- Downshadow gangs are only found in fortified rooms. The fortifications are rudimentary and made out of discarded materials. It takes a Bluff, Diplomacy, or Intimidate check (DC 18) to get a representative of the gang to talk. The gangs fear outsiders because outsiders usually want to take what the gang has accumulated.
- All Downshadow residents open up a conversation with questions about the air quality and stability of the hallways the PCs have travelled. Just like a farmer’s concern about the weather, the residents of Downshadow discuss and monitor these changes constantly.

Once Morthos hears that the PCs wish to speak to him, he waits until the PCs are in an area with lots of escape routes and then approaches the PCs. Read the following:

*From around a corner strolls a 6-foot-tall tiefling with dark red skin and purple dyed dragon skin leather armor. His golden eyes stare at you as he says “My name is Morthos. What business do you have with me?”*

Morthos is distrustful of adventurers but also sees them as an opportunity to earn a lot of money from them. He is suspicious, aloof, and quite intelligent. He treats the PCs and their questions with disdain.

Morthos only answers questions for a price. For questions about Downshadow, he charges 5 gp per answer.

If asked if any of the three lead actors have bought Drow poison, he answers (for a price of 5 gp) that none of them have bought it.

When the PCs ask about the woman who hired the thugs to stir up trouble at the theatre, Morthos says that information costs extra. The person involved has powerful allies and Morthos is taking a risk by revealing the information.

His prices for the information are:

- 50 gp
- 75 gp worth of magic items (scrolls, potions, etc.) Morthos normally deals in cash, not magic items.
- A day of service. Morthos has a task or two that he needs to have accomplished that a group of adventurer could accomplish easily. The service can be provided after their investigation is complete.

PCs can lower the cost of the information by 15 gp if they succeed in a Bluff, Diplomacy, or Intimidate skill check (DC 20/21). Failing the check raises the cost by 15 gp or two days of service.

If the PCs reach a deal with Morthos, he reveals the following information:

- I heard that the theater riot was arranged by Fayne the Trickster, a professional con artist and freelancer for hire. She is known for always maintaining an illusionary disguise.
- Morthos doesn't know if Fayne was hired by someone or if she just wanted to cause trouble.
- Fayne is a trickster, not an assassin. It's highly unlikely that she would poison someone.
- Fayne always serves her own interests. As a disciple of Beshaba, goddess of misfortune, sometimes those interests are simply causing ruin.
- Fayne is almost impossible to find unless she wants to be found. For a fee Morthos can arrange a trap for Fayne if the PCs want. Morthos can send out a contact of his who meets Fayne under the pretense of hiring her. Morthos tells the PCs the time and location of the meeting; the PCs can try to capture her when she arrives. They only have one shot at it though.
- The fee would be an additional 50 gp or an additional day of service. PCs can lower the cost of the information by 15 gp if they succeed in a Bluff, or Diplomacy skill check (DC 20/21). (if necessary) He offers to wait until the PCs get paid by their employer.

- At the end of conversation, Morthos says that if the PCs can discover what Fayne really looks like under her disguise and shares that information with him, he'll consider that fair payment for the arrangements and information in lieu of what was agreed to.
- I sold Drow Poison to a halfling, Pavel Aumble. He wanted a special blend which would make the victim appear as dead for at least an hour, yet do them no harm. I can obtain a flask of this poison for 6,500 gp. I do not have many customers for it.
- I am unaware of any working relationship between him and Fayne. I do not know where Aumble is. (Morthos does know how to get a message to Aumble, but he does not betray a customer.)

Morthos brought some backup in the event he is attacked by the PCs. Six Waterdeep street thugs (see Encounter 1 for statistics) wait nearby. They only attack if Morthos calls for them or is being attacked. Their goal is to get Morthos to safety.

#### TROUBLESHOOTING:

You may adjust the informant's fees down if the PCs are low level and the price is simply beyond their ability to pay, or if their negotiating skills are particularly good. Also emphasize that Morthos is willing to take "payment" in the form of the PCs doing odd jobs for him after the adventure.

## ENDING THE ENCOUNTER

Once the PCs are done speaking with Morthos, he turns and walks away from the PCs without another word.

If the PCs were disrespectful to Morthos, or attacked him, Morthos sends a messenger to alert Pavel Aumble, the halfling assassin in Encounter 7, that the PCs are looking for him.

About an hour later, an errand boy for Morthos delivers a note stating that Fayne is expected at a tea shop in South Ward called *The Chipped Cup* in 15 minutes. Morthos arranged for his contact to wear a bright orange coat and blue headband.

The PCs may want to take an extended rest at this point. If they do, adjust the meeting that Morthos sets up to occur first thing in the morning; do not allow more time for the PCs to get to *The Chipped Cup*.

#### EXPERIENCE POINTS AND TREASURE

The PCs do not earn XP or treasure in this encounter and the encounter does not count towards a milestone.

## ENCOUNTER 5: THE CHASE SCENE

### SKILL CHALLENGE LEVEL 2/4, COMPLEXITY 2 (250/350 XP)

#### SETUP

Fayne, the Trickster of Waterdeep

The PCs have received word that Fayne is going to make an appearance at *The Chipped Cup*, a tea shop. Unfortunately the timing requires that the PCs need to make their way through the streets of Waterdeep quickly, or they may miss the meeting.

*The Chipped Cup* is at the corner of a busy intersection in South Ward. It is a 2-story building and the restaurant includes a seating area on a second floor balcony. The businesses that flank it are a bakery on one side and a candle shop on the other. Other shops in the immediate area are a bookstore, a curio shop, and a tailor.

#### TIME OF DAY

If the PCs have taken an extended rest, then it is late morning and the shops are all open.

If the PCs have been working straight through, then the shops are closed but nearby taverns are open and there are still many people on the street.

#### FAYNE

She does not want to fight. Her preference is to use her abilities and charm to get out of any situation. Until the end of the skill challenge, she should be no closer to the PCs than 20 squares. Her stat block is supplied to assist the DM but should not be considered an invitation for combat.

If Fayne does attack, then her real self is revealed momentarily (she knows to save a minor action to return to her disguise). Fayne's true appearance is that of a fiendish elf with garish pink-red hair, a forked tail, and glowing red eyes.

PCs that do see her true appearance can make the following check:

**Arcana or History (DC 25):** Fayne is a fey'ri, one of the last descendents of the ancient House Dlardrageth, a family of sun elves (eladrin) who intermingled their blood with demons.

## SKILL CHALLENGE: GETTING THERE AND CHASING FAYNE

**Goal:** The PCs have to hurry to make it to the meeting on time. The first scene of the Skill Challenge deals with the PCs getting there. The second part deals with chasing Fayne as she is making a run for it. The PCs must catch up to her and stop her before she gets away.

**Complexity:** 2 (6 successes before 3 failures)

**Primary Skills:** Acrobatics, Athletics, Perception, Streetwise

**Other Skills:** Bluff, Diplomacy, Endurance, Intimidate

**Victory:** The PCs manage to corner Fayne before she gets away.

**Defeat:** The PCs manage to catch up to Fayne, but not before she reaches a local gang lord who owes her a favor.

The actual chase is broken up into a set of individual scenes. Feel free to run the scenes in any order, or create your own scene. Both the Over the Roof Tops scene and the Lost in the Crowd scene can be run twice if needed to ensure the PCs have enough opportunities to succeed.

This skill challenge is run slightly different than a typical skill challenge. Each PC makes checks and collects successes or failures individually. When one PC earns six successes, the challenge ends. If a PC earns three failures, they can no longer participate in the skill challenge - they have fallen too far behind and are unable to catch up to Fayne.

A PC may opt to aid another person in a particular check.

PCs utilizing a short range teleport or other special movement gain a +2 bonus to any one Acrobatics or Athletics check.

#### GETTING THERE QUICKLY ~ 1 SUCCESS

***There is not much time to get to the meeting place, and, of course, it is practically across town!***

**Athletics DC 13/14** (1 success, 1 maximum)

The PC's ability to run through the crowded streets allows her to get to their destination quickly.

**Diplomacy DC 20/21** (0 success, no maximum)

You convince an ally to keep running. Success gives a +2 bonus to a reroll of an ally's failed check (erasing their previous failure). Failure on diplomacy has no effect.

**Endurance DC 13/14** (1 success, 1 maximum)

Your stamina keeps you running without a breather.

**Intimidate DC 20/21** (not a success or failure)

You convince an ally to keep running. Success gives a +2 bonus to a reroll of an ally's failed check (erasing their previous failure). Failure on Intimidate has no effect.

The individual PC gains an automatic success if they have readily available and ride a mount which can (and does) move faster than a person can run. The PCs may readily hire one 2-passenger carriage at a cost of 2 gp.

Reward the PCs for coming up with creative ways to get to the meeting quickly.

If the PCs succeeded in the above then:

*A warm, earthy aroma emanates from The Chipped Cup, a tea shop located at a busy Waterdeep intersection.*

*On the balcony of the restaurant you see a blonde sun elf (eladrin) woman in a forest green dress sits down at a table. Across from her is the contact, a tiefling in a bright orange coat and blue headband, daintily sipping her cup of tea.*

If the PCs succeed they can opt to observe the meeting for a while before moving in. There are several places from which the PCs can observe the meeting. However, Fayne is highly paranoid and if the PCs move too close (15 squares or less), she spots them and makes a break for it.

If the PCs do not act right away, she speaks to the man about arranging a job: sabotaging a shipment of rare live eels set to be delivered in two days to Prestige, a high end eatery. After 2 to 5 minutes, they agree to terms and part company.

When PCs move to approach Fayne, she spots them and makes a break for it, assuming that this meeting was actually a trap (which it is). Her first choice is to go up on the roofs. You need to adjust which scene is first based on the PCs actions.

If the PCs failed at the first skill check then:

*A warm, earthy aroma emanates from The Chipped Cup, a tea shop located at a busy Waterdeep intersection.*

*On the balcony of the restaurant you see a blonde sun elf (Eladrin) woman in a forest green dress sitting across from a tiefling in a bright orange coat and blue headband. They shake hands and she gets up to leave. She turns and notices your hasty entrance to the area.*

In this instance the PCs do not have a chance to observe the meeting and make plans. Fayne spots them

immediately and chooses to take the high road to escape. There are 30 squares between her and the closest PC at the start.

**SCENE: TO THE ROOFTOPS ~ 2 SUCCESSES**

Fayne teleports to the rooftop of a building and begins to jump from rooftop to rooftop, over the streets of Waterdeep.

**Acrobatics DC 13/14:** (1 success, 1 maximum)

The PC carefully maneuvers across the roofs of Waterdeep. PCs failing by 5 or more fall, losing one healing surge.

**Athletics DC 9/10:** (1 success, 1 maximum)

The PC jumps from roof to roof with ease. PCs failing by 5 or more fall, losing one healing surge.

**Perception DC 15/17:** (1 success, 1 maximum)

The PC stays on the ground and manages to keep sight of Fayne as she travels over the rooftops.

**SCENE: BLOCKING THE STREET ~ 1 SUCCESS**

Fayne places some obstacles in front of the PCs path to slow them down. For example, Fayne throws a dagger, freeing a wagon full of barrels which start rolling towards the PCs. Fayne could also knock over a fruit stand or knock down an awning onto the PCs.

**Acrobatics DC 9/10:** (1 success, 1 maximum)

The PCs tumble around the obstacle without any significant delays. If the PCs fail this check, they may choose to push through the pain (see Endurance check).

**Athletics DC 13/14:** (1 success, 1 maximum)

The PCs jump over or muscle their way through the obstacle. If the PCs fail this check, they may choose to push through the pain (see Endurance check).

**Endurance DC 13/14:** (not a success or failure)

If the PCs fail an Acrobatics or Athletics check, they may choose to push through the pain. If the PCs succeed in this Endurance check they choose to lose 1 healing surge instead of receiving a failure from their last skill check.

**SCENE: LOST IN THE CROWD ~ 1 SUCCESS**

In this scene, Fayne runs into a local marketplace and hides in the bustling crowd. The marketplace is full of vendors. Waterdeep natives have a +2 bonus to these checks.

If it is night, you can adjust this to having her run into a neighborhood square where the neighbors are celebrating a local couples wedding, or minor festival.

**Perception DC 13/14:** (1 success, 1 maximum)

The PCs search the crowd for Fayne determining her direction by ripples of movement among the shoppers and vendors.

**Streetwise DC 13/14:** (1 success, 1 maximum)

The PCs ask people in the crowd if they saw anyone acting strange recently, or use their familiarity with similar marketplaces to determine Fayne's most likely path.

**Thievery DC 20/21:** (not a success or failure)

The PCs experience of trying to escape through crowds aid them in finding Fayne. A successful check grants a +2 bonus to either Perception or Streetwise. A max of +4 to a check can be gained in this manner.

#### CONDITIONAL SCENE: THE CITY WATCH

This scene can be triggered (DM discretion) if a PC uses an attack power, or fails a physical skill check. The PC in question only needs one success, but it does not count toward the overall skill challenge (failures still count toward causing that PC to fall out of the chase, however).

*During the chase, a passing member of the City Watch calls out for you to halt! He clearly believes that you are doing something suspicious. He orders you explain your actions.*

The Watchman is off duty, headed to a local tavern to meet his family for dinner. He is not foolish enough to challenge a group of adventurers, but he uses his whistle to summon a full patrol if he feels threatened or is attacked.

**Diplomacy/Bluff DC 13/14:** (1 success, 1 maximum)

The PCs reason (or trick) the city watch that there actions are justified and are on their way quickly

**Intimidate DC 20/21:** (1 success, 1 maximum)

Intimidating the City watch is a difficult thing to do, but it can be done when pressed for time as there is only one of the watch there.

**Stealth DC 15/17:** (1 success, 1 maximum)

The PC is able to hide from the city watch.

#### Attack! (Total Failure)

The PCs attack the city watch which is a violation of the law. The watchmen call for reinforcements and the PC's are quickly apprehended. Note that this only affects those who actively participate in attacking the watch (if some of the characters stay out of the fracas, they are not arrested). An arrested character may pay a minor fine (20 gp) and is given a stern warning. The PC is obviously done for this encounter, but can meet up again with the rest of the party afterwards.

#### SCENE: CONCERNED CITIZENS ~ 1 SUCCESS

Fayne comes upon comes across a large group of friends walking home from a festhall. and bluffs them into thinking the PCs are trying to rob her. She makes a break for it while the crew moves to stop the PCs.

If it is during the day then Fayne comes upon a construction crew, and bluffs them into thinking the PCs are trying to rob her. She makes a break for it while the crew moves to stop the PCs.

**Attack!:** (1 failure)

The PCs can easily defeat the lightly armed group, but it slows the PCs down.

**Intimidate DC 10/11:** (1 success, 1 maximum)

The PCs scare the group into letting them past.

**Bluff or Diplomacy DC 20/21:** (1 success, 1 maximum)

The PCs can try to trick or reason with the group, but doing so quickly isn't easy.

**Acrobatics or Athletics DC 13/14:** (1 success, 1 maximum)

The dodge and weave their way through the crowd of construction workers without being slowed down.

#### SCENE: FOUL STENCH ~ 1 SUCCESS

Fayne passes through a tannery. The stench from the chemicals in the factory threatens to overwhelm the PCs. (If it is night time then they are working at night because it is cooler.)

**Endurance DC 10/11:** (1 success, 1 maximum)

The PC holds their breath and makes it through the building without vomiting or having to stop. If the PC fails, they can try to erase the failure by running faster (requires a DC 20/21 Athletics check).

**Athletics DC 13/14:** (1 success, 1 maximum)

The PC runs around the building rather than through it, avoiding the smell.

## ENDING THE ENCOUNTER

**Success:** The PCs manage to corner Fayne in a dead end alley. Rather than fight the PCs, she surrenders. Fayne is going to try and talk her way out of the situation.

**Failure:** As the PCs round a corner, they find themselves on a residential street filled with men sporting blue manticores tattoos and insignias on their clothes. Fayne is quietly speaking to Umbrage, the leader of the Blue Manticores street gang and someone who owes Fayne a favor. The Manticores move to surround the PCs, and Fayne steps forward to ask the PCs what they want. The PCs are at a disadvantage in the skill challenge in the next encounter.

### TROUBLE SHOOTING

If not all of the PCs succeed in getting to the meeting at the same time, then the arrival of the PCs that failed triggers the chase. In that instance the PCs that failed are 30 squares away from Fayne and the PCs that did not fail are 20 squares away

If the PCs use ranged attacks to hit her (see stat block), her first reaction is to use her *vanish* power. This increases all Perception DCs by 2. Eventually she tries to throw something in the PCs' path (ending her invisibility).

### EXPERIENCE POINTS

The characters receive 50 / 70 experience points for catching Fayne. Award half experience points if they all failed the skill challenge. Due to the low complexity of Encounters 5 and 6, they count together as one encounter towards a milestone.

## ENCOUNTER 5: THE CHASE SCENE (ALL LEVELS)

Fayne	Level 7 Elite Lurker
medium fey, eladrin	XP 600
<b>HP 104; Bloodied 52</b>	<b>Initiative +13</b>
<b>AC 21, Fortitude 18, Reflex 20, Will 21</b>	<b>Perception +13</b>
<b>Speed 6</b>	
<b>Resist 10/variable (2/encounter);</b>	
<b>Saving Throws +2; Action Points 1</b>	
STANDARD ACTIONS	
<b>m Dagger (weapon) • At-Will</b>	
Attack: melee 1 (one creature); +12 vs. AC	
Hit: 1d4 + 6 damage (+1d10 damage if invisible before attack)	
Secondary attack: +10 vs. Fort	
Hit: ongoing 10 poison damage (save ends)	
<b>r Eyebite (arcane, charm, implement, psychic) • At-Will</b>	
Attack: range 20 (one or two creatures); +10 vs. Will	
Hit: 2d10 + 6 psychic damage and Fayne is invisible to the target until the end of her next turn.	
<b>A Beguiling Shadows (necrotic) • Encounter</b>	
Attack: Burst 2 within 10 (enemies in burst); +10 vs. Will	
Hit: 2d10 + 6 necrotic damage and the target is stunned until the end of its next turn.	
Effect: Fayne becomes invisible until she next attacks	
<b>Vanish (keywords) • Recharge 5, 6</b>	
Fayne becomes invisible until she next attacks	
MOVE ACTIONS	
<b>Fey'ri Step (teleport) • Encounter</b>	
Fayne teleports 5 squares and gains combat advantage on the next attack she makes before the end of her next turn.	
MINOR ACTIONS	
<b>Change Shape (polymorph) • At-Will</b>	
Fayne assumes the appearance of any humanoid creature of medium or small size. If Fayne attacks, she shifts back to her natural form.	
TRIGGERED ACTIONS	
<b>R Unholy Word (psychic) • Encounter</b>	
Trigger: When first bloodied.	
Attack (immediate reaction): Attack: range 10 (one creature); +10 vs. Will	
Hit: 2d10 + 6 psychic damage and the target is stunned (save ends)	
<b>Variable Resistance • 2/Encounter</b>	
Trigger: Fayne takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Fayne gains resist 10 to the triggering damage type until the end of the encounter [or until she uses <i>variable resistance</i> again].	
Skills Bluff +14, Insight +10.	
<b>Str 15 (+5)</b>	<b>Dex 22 (+9)</b>
<b>Con 20 (+8)</b>	<b>Wis 14(+5)</b>
<b>Int 20 (+8)</b>	<b>Cha 22(+9)</b>
<b>Alignment</b> .chaotic evil <b>Languages</b> Common, Elven	
<b>Equipment</b> dagger, wand, amulet	

Note that her “illusionary magic” is actually a polymorph. If she attacks or get very angry, the polymorph falters and her true visage is momentarily revealed. Her true appearance is that of a fiendish elf with garish pink-red hair, a forked tail, and glowing red eyes.

## ENCOUNTER 6: QUESTIONING FAYNE

### SKILL CHALLENGE LEVEL 2/4, COMPLEXITY 1 (125/175 XP)

#### SETUP

Fayne, the Trickster of Waterdeep

The PCs are face to face with Fayne, and they need to get her to talk. Fayne would normally never reveal anything about her clients but she is secretly feeling resentful about being used to facilitate a poisoning, and that resentment gives the PCs an opening to get her to talk.

Fayne acts sly and mysterious to the PCs. She implies that she knows quite a bit, but refuses to provide any details. She does not bluster or threaten the PCs.

Fayne reveals the following information:

- **1<sup>st</sup> success:** (Laughs) I'm a full time trouble maker and a part time trouble shooter for those in need.
- I was hired to disrupt the opera. It seemed sufficiently chaotic for my tastes and it paid well.
- I did not have anything to do with the poisoning and did not know that was going to happen.
- **2<sup>nd</sup> success:** The person who hired me was Talbot Restall, an actor.
- **3<sup>rd</sup> success:** He's a member of a cult of Asmodeus. All the members of this cult are actors or performers.
- **4<sup>th</sup> success:** The cult is gathering for what I believe is a meeting and performance in a private room at the Drunken Bard Theater and Nightclub. (NOTE: PCs who played WATE1-2 *Dark Secrets of Downshadow* visited the Drunken Bard in that adventure). The performance is for a possible patron whom they hope will sponsor their play.

If the PCs failed the prior skill challenge, then Fayne has the upper hand in the discussion. Increase the DC for all social skills by +2. PCs should not be able to use certain lines of argument, such as threatening physical violence. Finally, the cost of failure in this challenge is higher. The PCs are surrounded by a gang known as the Blue Manticores. On their fourth failure and for each subsequent failure, each conscious PC loses one healing surge; Fayne orders the Blue Manticore street gang to beat the PCs.

If the PCs turn Fayne over to the City Watch, she goes quietly. Fayne is a well connected individual and knows the legal system well; she'll end up being released quickly with the charges being dropped or dismissed.

### SKILL CHALLENGE: INTERROGATE FAYNE

**Goal:** Get Fayne to tell the PCs where the assassin is.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Bluff, Diplomacy, Intimidate

**Other Skills:** Perception, Religion, Sense Motive

**Victory:** The PCs learn where to find the assassin, and Fayne decides not to tip off the assassin.

**Defeat:** The PCs learn the location of the assassin but she decides to tip off the City Watch that the PCs are going to kill or kidnap Talbot Restall at the Drunken Bard Theater and Nightclub this evening. See Encounter 6 for details. Also, if the PCs failed the skill challenge in Encounter 4, they lose one healing surge on their fourth failure as well as every failure after that.

**Bluff, Diplomacy or Intimidate DC 13/14** (1 success, no maximum)

The PCs can try to talk, lie, or scare the information out of Fayne. Normally this would be a much more difficult task, but Fayne is conflicted about being used and is secretly amenable to being convinced to talk. PCs trying the same argument repeatedly take a cumulative +1 increase to the DC for this skill check.

**Bluff, Diplomacy or Intimidate DC 20/21** (2 successes or 1 failure, 2 successes maximum)

The PCs can try to make Fayne angry. This is a risky strategy because if they succeed, her illusionary magic falters momentarily revealing her true face: a fiendish elf with garish pink-red hair, a forked tail, and glowing red eyes. The disguise quickly reasserts itself, and, flustered by her magic's failure, she reveals 2 successes worth of information.

Failing this attempt earns the PCs one failure. In addition, the PCs are at a -2 to all skill checks associated with this skill challenge.

**Insight DC 13/14** (not a success or failure)

The PC determines that Fayne feels guilty about something involving the PCs. If the PCs beat the DC by 3 or more, they deduce that Fayne feels guilty about her actions being used as a cover for a poisoning. PCs playing off this guilt gain a +2 bonus to two Bluff, Diplomacy, or Intimidate check. In addition, if the PCs beat the DC by 5 or more they deduce that she has developed coping mechanisms to avoid getting enraged or angry. It is very important to Fayne not to get angry.

**Insight DC 21/22** (not a success or failure)

The PC determines that Fayne is disguised by an illusion of some sort. They are unable to pierce the illusion, however.

**Perception DC 9/10** (not a success or failure)

The PC notices that the hilt of Fayne's dagger is a set of stag's horns set on a triangle of red. PCs making a Religion check (DC 10) determine it is the symbol of Beshaba, goddess of misfortune (accidents, bad luck, and mischief). This opens up the use of the Religion skill. Alternately, if PCs offer her a drink, she orders a brandy and burns it rather than drinks it. PCs making a Religion check (DC 10) recognize the gesture as a common sacrifice performed by priestesses of Beshaba.

**Religion DC 10/11** (only if PCs know she worships Beshaba; 1 success, 2 maximum; increase the DC by 2 for the 2nd success attempted with this skill)

The PCs can suggest the planned poisoning goes against the will of Beshaba, who guided Fayne towards causing simple mischief at the theater. The assassin subverted Beshaba's will. Other religious arguments could be used by the PCs as well to try and sway Fayne.

**Religion DC 20/21** (the PCs don't know she worships Beshaba; 1 success, 2 maximum; increase the DC by 2 for the 2nd success attempted with this skill)

See the prior Religion check for details. Feel free to disallow this check if the PCs don't have a good reason to use this skill.

## ENDING THE ENCOUNTER

**Success:** The PCs learn the location of the assassin and Fayne decides not to tip the assassin off.

**Failure:** The PCs learn the location of the assassin but she decides to tip off the City Watch that the PCs are going to kill or kidnap Talbot Restall at the Drunken Bard Theater and Nightclub this evening. See Encounter 6 for details.

## THE CULT OF ASMODEUS

The PCs might know the following information regarding the worship of Asmodeus in Waterdeep:

**Religion DC 15:** Priests who serve Asmodeus are known as the mordai and his followers are generally referred to as the Ashmadri. Those who are impatient and greedy are most easily converted to his worship. Asmodeus is quick to reward anyone willing to sign away their soul.

**History DC 15 or Streetwise DC 10:** It is not illegal to be a member of such a cult in Waterdeep; however, the activities the members pursue may be illegal.

## EXPERIENCE POINTS

The characters receive 25 / 35 experience points for persuading Fayne to divulge the cult's location. Award half experience points if they failed the skill challenge. Due to the low complexity of Encounters 5 and 6, they count together as one encounter towards a milestone.

# ENCOUNTER 7: ... AND NOW FOR THE BIG FINISH

## ENCOUNTER LEVEL 4/6 (875/1275 XP)

### SETUP

This encounter includes the following creatures at the low tier:

**Talbot Restell (human noble) (N)**

**Pavel Aumble (halfling prowler) (A)**

**2 human street entertainers (E)**

**12 legion devil grunts (L)**

**The figure in the darkness (F)**

This encounter includes the following creatures at the high tier:

**Talbot Restell (human noble) (N)**

**Pavel Aumble (halfling prowler) (A)**

**2 human street entertainers (E)**

**12 legion devil grunts (L)**

**The figure in the darkness (F)**

The PCs have arrived at the Drunken Bard Theater and Nightclub (in South Ward) where the assassin is meeting with his fellow cultists in a large party room on the second floor. The Drunken Bard Theater and Nightclub was once a warehouse that now offers quality musical and acting performances in each of its three large performance halls. The three main performance halls are the Minstrel's Hall, Jester's Room, and the Bard's Theater. There are also several private rooms upstairs for that provide dinner and entertainment.

The cult is gathered together in one of the private rooms upstairs for one last performance before they scatter across the city and into the countryside. The PCs must first explore the Drunken Bard Theater and gain access to the private rooms upstairs

### SCENE: EXPLORING THE DRUNKEN BARD

Entry into the Drunken Bard Theater and Night Club is 1sp per person. Once the PCs gain entrance to the Drunken Bard, they find themselves in a 2 story entry area. The PCs can explore the following places:

- The Minstrel's Hall is large, opulent room with a large sunken dance floor in the middle and elegant cloth covered tables lining the edges of the room. Elegant, classical music drifts down from a balcony on the far side of the room.
- The Jester's Room is colorfully adorned streamers and banners and furnished with simple tables

and chairs. At one end of the room is a stage, where a farcical comedy called the *Four Farmers and a Mule*, is in progress. The play is about a simple group of farmers who wander the countryside with their hoes and rakes fighting monsters they refer to as "varmints".

- The Bard's Theater is a large hall with a pair of stages and numerous, large tables for guest to sit at. The larger stage (suitable for plays) is currently empty. The smaller stage has a quarter of drummers playing orc war songs. PCs looking around the area notice a young dwarven woman looking distractedly towards the main hallway. If the PCs speak to her, she says she is waiting for her boyfriend who was supposed to get off work an hour ago. Her name is Lyra Rockshaper and her boyfriend is Auger, the guard to the stairs to the second floor.
- An "employee's only" entrance leads to a kitchen and office area.
- An unmarked stairs in the back of the entry area leads to the second floor, where the private rooms are. The stairway is guarded by a genasi named Auger.

In order to gain access to the upper levels, they have to get past Auger, who guards the stairs to the second floor. Auger is an earth genasi with light grey skin flexed with mica and a stonelike Mohawk. Auger takes his job seriously and talks to patron in a cool, businesslike tone of voice. Auger is distracted because his shift was supposed to be over an hour ago but his replacement hasn't shown. His date, a young female dwarf named Lyra Rockshaper, is waiting impatiently for him at the bar and he's hoping someone comes soon to replace him.

The PCs can use the following skills to try and get past Auger. Other skills can be used if the PCs come up with a creative way of using them. If combat breaks out, use the Waterdeep street thug statistics from Encounter 1. Auger calls for help if attacked, in which case an additional 1d4 Waterdeep street thugs shows up each round, until a total of 12 thugs have arrived. Auger only attacks if PCs try to force their way past him. If the PCs ask for or are having a hard time figuring out how to get upstairs, allow them a Streetwise or Insight check (DC 13/14) to come up with any of the options presented below.

- A PC may try to pretend to be Auger's replacement with a Bluff check (DC 13/14). They could also pretend to be a waiter or house entertainer who's needed upstairs.

- The PCs may try to talk their way past with a Diplomacy or Intimidate check (DC 13/14).
- The PCs may try to sneak past him with a Stealth check (DC 13/14).
- Climbing the outside of the building into an open window with an Athletics or Acrobatics check (DC 20/21).
- The PCs may bribe him with a 10 gp bribe. This is an enormous bribe for a simple guard, but the job is a really good one and he is very reluctant to risk losing it. The offered bribe can be considered as a +6 Bonus to the Diplomacy check.
- The PCs could rent one of the upstairs rooms. Smaller rooms (groups of 2-8 customers) cost 5 gp per two hours plus refreshments (2 gp min. for a total of 7 gp). One hour of music provided by one of the house bards is optional.
- If they reserve a private room, a waiter escorts the PCs. Once the PCs are settled in the room with desired food and refreshments, the waiter only returns if a bell cord is pulled.

#### SCENE: THE PRIVATE ROOMS

When the PCs gain access to the second floor of the Drunken Bard, they notice that most of the private rooms are empty. Only the room at the far end of the second floor has been rented currently.

If the PCs dealt fairly and respectfully with Morthos in Encounter 3

If the PCs dealt fairly with Morthos (and did not attack him), then Morthos did not alert Pavel Aumble that adventurers were hunting for him. Read the following:

***The right side of this oblong room is bathed in light and dominated by a stage. A man dressed as a paladin is singing dramatically about his long journey through a hostile land. Several humans wearing devil costumes lurk on the far side of stage with menacing stares.***

The cultists are performing a play for their leader, the figure in darkness sitting at a table on the far side of the room. The cultists become aware of the PCs as soon as they enter the area unless the PCs try to sneak in, which requires a Stealth check vs. the cultists passive Perception. The play is called *A Paladin in the Nine Hells*. If the PCs watch the play for a few minutes, then a PC may make a History check (DC 10; trained only) to recognize that the play has been altered to make the paladin foolish and comical while the devils are wise. The play implies the paladin was wrong to invade the hells and the devils are only defending themselves.

Otherwise, the PCs may discover this alteration by reading a copy of the script sitting on a side table.

If the PCs screwed with Morthos or attacked him in Encounter 3

If the PCs made Morthos mad, then Morthos alerted Pavel Aumble that some adventurers were hunting him. Aumble tells the cult that some vigilantes are coming for them and they have taken the opportunity to prepare. Read the following:

***The right side of this oblong room is bathed in light and dominated by a stage. On the stage are four robed individuals muttering and gesticulating around a large, horned skull.***

The cult grabbed a handful of street urchins off the street and forced them to don robes and stand around chanting, threatening them with death. PCs making a passive Insight check (DC 18) realize the robed figures are scared and uncomfortable. A passive Perception check (DC 21/23) alerts the PC that the figures on stage are bit small to be adults. The urchins (Defenses: 10; 1 hit point) continue what they are doing until combat breaks out, after which they cower and hide in the corner.

The actual cult is hiding behind tables in the darkness. They have total concealment.

#### FEATURES OF THE AREA

**Illumination:** There is light focused on the stage area, but the rest of the room is dark. The 2 squares surrounding the stage are considered to have dim illumination. When the door to the hallway is open, the six squares immediately in front of the doors are brightly lit.

**Stage:** The stage is a raised stone platform at the north end of the room and is surrounded by magical lights that illuminate the stage. Climbing onto or off of the stage takes one extra square of movement.

**Fireplace:** Currently no fire is going in the fireplace, but the fire was just recently put out so the audience could sit in the darkness and watch the performance. The coals still have a dull red glow. Anyone starting their turn in the unlit fireplace takes 1d6 points of fire damage from the heat. It takes a move action to rekindle the fire granting bright illumination.

**Bear Rug:** A fine quality bear rug sits in front of the fireplace. If the cultists are expecting the PCs, then they have imbued the rug with a minor demon which can make a single attack once during the encounter when

stepped on. If the cultists are not expecting the PCs, then the demon is summoned into the rug one round after the legion devil grunts are summoned.

**m Bear Rug Attack** (immediate interrupt, when a creature steps on the rug; encounter)  
+7 vs. AC; 5 damage.

**Entry Rug:** The entryway to the room has a long, fine quality rug. If the cultists are not expecting the PCs, then nothing unusual happens when the PCs cross the rug. If the cultists are expecting the PCs, then they have coated the underside of the rug with slippery substance. The first person to cross the rug must make an Acrobatics check (DC 13/14) to avoid falling prone.

**Feasting Hall Table:** The table provides cover. Climbing onto or off of the takes one extra square of movement. Crawling underneath the table is considered difficult terrain. The top of table is covered with fine china, food, and wine. Moving across the top of the table takes an Acrobatics check (DC 10/11) to avoid falling prone.

**Small tables and chairs** The tables provide cover. If flipped on their side, they grant superior cover to crouching or prone PCs. All tables actually have 4 chairs around them. The chairs can be used as improvised clubs.

## TACTICS

Talbot Restall stays next to a legion devil grunt or street entertainer whenever possible for his protected bonus. He charges and attacks with his *longsword*, but uses his *urge hesitation* as soon as he has 2 or more PCs within 5 squares of him. If the assassin (halfling prowler) is engaged in melee combat, he uses his *appoint champion* ability to let the prowler attack again.

Talbot Restall triggers the summoning of the legion devil grunts as part of his first action (a minor action). Only six appear, the rest of grunts are held in reserve. At the beginning of the legion devil grunts turn if there are less than six grunts alive, new grunts appear from the reserve to bring the number of active grunts to six. This continues until the reserve is depleted. The only exception is if Talbot Restall is killed, in which case all of the rest of the reserve immediately appears. Active legion devil grunts attempt to swarm the nearest and always stick together to gain their *squad defense*. They attempt also to flank the PC when possible, teleporting into position if necessary.

The street entertainers use their *surprising shout* as soon as possible in hopes of dazing the PCs. They try to stay out of melee range, using their acrobatics to tumble and flip away. They attack with *blunder* to maneuver PCs

into flanks with the legion devil grunts or *vicious mockery* on PCs who seem to be hitting cultists.

Pavel Aumble (halfling prowler) tries also attack from range whenever possible. PCs that are standing in the light are his targets of choice, since he does not have Darkvision. The assassin uses his *hand crossbow* while hiding behind cover. If engaged in melee, he attacks with his shortsword and attempts to maneuver next to allies for his *crowd shield* bonus. The assassin is quite skilled at Acrobatics and uses flips and jumps to maneuver around the battlefield.

The figure in the darkness does not participate in the battle. If the fight comes near him, he picks up his drink and his walking cane, and moves to the back wall or other “safe” area. See the Spectator if he is approached.

## SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove one human street entertainer.

**Six PCs:** Add one human street entertainer.

## THE SPECTATOR

During the battle, the figure in the darkness does not participate nor offer a fight. The human is Rauvin Dare, one of the six Regents of New Olamn. See Encounter 8 for details on him.

If, during the battle, PCs are not taking care to ensure cultists don't die, Rauvin speaks up that murder is still a crime in this city.

If attacked by the PCs, he does not resist, but protests their lack of care towards bystanders.

If not approached during the battle, he gives the PCs a slow, mocking clap and a big smile as he steps forward into the light at the completion of the fight.

**You see an aging, bald human carrying a silver walking cane and dressed impeccably.**

## ENDING THE ENCOUNTER

The cultists do not fight to the death although the legion devil grunts do.

When the PCs see Talbot Restall, they may make a Streetwise check (DC 10) to recognize him from a story in the *Mocking Minstrel*. Talbot is actor who was on the short list to play Jain in *The Ballad of Jain and Elloe*. He ultimately lost the part to Phyris Wintersteel.

Shortly after combat is concluded, a City Watch patrol arrives and takes control of the scene. See Encounter 8 for details. If alerted by Fayne (from end of

Encounter 6), they arrive before the PCs can possibly flee (catching them in the act), have a second patrol along as backup, and are highly suspicious of the PCs motives. If Fayne did not alert the City Watch, then they are called by the nightclub management and a single patrol will arrive roughly 5 minutes after the combat ends. The PCs have more options in that case.

#### **EXPERIENCE POINTS**

The characters receive 175 / 255 XP for successfully completing the combat challenge. Award half experience if they failed the combat challenge.

#### **TREASURE**

There is no treasure in this encounter.

## ENCOUNTER 7: ... AND NOW FOR THE BIG FINISH (LOW LEVEL)

Halfling Prowler (level 3)	Level 3 Lurker
Small natural humanoid, halfling	XP 150
<b>HP</b> 34; <b>Bloodied</b> 17	<b>Initiative</b> +9
<b>AC</b> 15, <b>Fortitude</b> 11, <b>Reflex</b> 14, <b>Will</b> 12	<b>Perception</b> +6
<b>Speed</b> 6	
<b>Saving Throw</b> +5 against fear effects	
<b>TRAITS</b>	
<b>Catfall</b>	
If the halfling prowler falls, reduce the distance it falls by 20 feet when determining how much damage it takes.	
<b>STANDARD ACTIONS</b>	
m <b>Short Sword</b> (poison, weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d6 + 6 damage and the halfling prowler makes a secondary attack.	
<i>Secondary Attack:</i> +6 vs. Fortitude	
<i>Hit:</i> the target takes ongoing 3 poison damage and is slowed (save ends)	
R <b>Hand Crossbow</b> (poison, weapon) • <b>At-Will</b>	
<i>Attack:</i> Ranged 10/20 (one creature); +9 vs. AC. and the halfling prowler makes a secondary attack.	
<i>Hit:</i> 1d6 + 6 damage.	
<i>Secondary Attack:</i> +6 vs. Fortitude	
<i>Hit:</i> the target takes ongoing 3 poison damage and is slowed (save ends)	
<b>TRIGGERED ACTIONS ACTIONS</b>	
<b>Crowd Shield</b> • <b>At-Will</b>	
<i>Trigger:</i> one creature is adjacent to the halfling prowler	
<i>Effect:</i> the halfling prowler gains a +2 bonus to AC	
<i>Special:</i> if 2 creatures are adjacent the bonus is +4 to AC	
<b>Nimble Reaction</b> • <b>At-Will</b>	
<i>Trigger:</i> the halfling prowler is the target of an opportunity attack	
<i>Effect:</i> the halfling prowler gains a +2 bonus to AC	
<b>Second Chance</b> • <b>Encounter</b>	
<i>Trigger:</i> The halfling prowler is hit by an attack	
<i>Effect (Immediate Reaction):</i> the halfling prowler forces the attacker to reroll the attack and take the new result	
<b>Skills</b> Acrobatics +12, Athletics +7, Stealth +10, Streetwise +8, Thievery +12	
<b>Str</b> 12 (+2)	<b>Dex</b> 18 (+5) <b>Wis</b> 12 (+1)
<b>Con</b> 10(+1)	<b>Int</b> 10 (+1) <b>Cha</b> 15 (+3)
<b>Alignment</b> unaligned <b>Languages</b> common, elven	
<b>Equipment</b> poisoned short sword, crossbow, poisoned crossbow bolts x10, leather armor, thieves' tools	

Legion Devil Grunt (level 2)	Level 2 Minion
Medium immortal humanoid (devil)	XP 31
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +2
<b>AC</b> 18, <b>Fortitude</b> 14, <b>Reflex</b> 13, <b>Will</b> 13	<b>Perception</b> +2
<b>Speed</b> 6, teleport 3	Darkvision
<b>Resist</b> 5 fire	
<b>STANDARD ACTIONS</b>	
m <b>Long Sword</b> (weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 3 damage.	
<b>TRIGGERED ACTIONS</b>	
<b>Squad Defense</b> • <b>At-Will</b>	
<i>Trigger:</i> The legion devil grunt is adjacent to one other legion devil.	
<i>Effect:</i> The legion devil grunt gains a +2 bonus to all defenses.	
<b>Str</b> 14 (+3)	<b>Dex</b> 12 (+2) <b>Wis</b> 12 (+2)
<b>Con</b> 14 (+3)	<b>Int</b> 10 (+1) <b>Cha</b> 12 (+2)
<b>Alignment</b> evil <b>Languages</b> Supernal	
<b>Equipment</b> heavy shield, plate armor, longsword	

Human Noble (level 3)	Level 3 Controller (Leader)
Medium natural humanoid, human	XP 150
<b>HP</b> 44; <b>Bloodied</b> 22	<b>Initiative</b> +2
<b>AC</b> 17, <b>Fortitude</b> 15, <b>Reflex</b> 15, <b>Will</b> 16	<b>Perception</b> +2
<b>Speed</b> 5	
<b>STANDARD ACTIONS</b>	
m <b>Longsword</b> (weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 1d8 + 6 damage.	
C <b>Appoint Champion</b> • <b>At-Will</b>	
<i>Attack:</i> Close burst 10 (one ally)	
<i>Effect:</i> The target makes a basic attack as a free action and shifts one square before or after the attack.	
C <b>Inspirational Authority</b> • <b>Encounter</b>	
<i>Attack:</i> Close burst 10 (one ally)	
<i>Effect:</i> The target uses an at-will, encounter or recharge attack power as a free action.	
C <b>Urge Hesitation</b> • <b>Encounter</b>	
<i>Attack:</i> Close burst 5 (enemies in burst); +7 vs. Will	
<i>Hit:</i> The target cannot use a standard action during its next turn.	
<b>MINOR ACTIONS</b>	
<b>Summon Legion Devil Grunts</b> • <b>Encounter</b>	
<i>Effect:</i> 6 legion devil grunts appear within 10 squares and a reserve of six legion devil grunts is created	
<i>After effect:</i> At the beginning of the legion devil grunts turn if there are less than six grunts alive, new grunts appear from the reserve to bring the number of active grunts to six until the reserve is depleted.	
<b>TRIGGERED ACTIONS</b>	
<b>Protected</b>	
<i>Trigger:</i> An ally is adjacent.	
<i>Effect (No Action):</i> the human noble gains a +2 bonus to all defenses	
<b>Skills</b> Diplomacy +9, Insight +7, Intimidate +9	
<b>Str</b> 15 (+3)	<b>Dex</b> 12 (+2) <b>Wis</b> 12 (+3)
<b>Con</b> 12 (+2)	<b>Int</b> 14 (+3) <b>Cha</b> 16 (+4)
<b>Alignment</b> evil <b>Languages</b> Common, Supernal	
Reskinned to better fit the adventure (added minor action and 2 <sup>nd</sup> language, adjusted alignment)	

Human Street Entertainer		Level 1 Skirmisher
Medium natural humanoid, human		XP 100
<b>HP</b> 29 <b>Bloodied</b> 14		<b>Initiative</b> +3
<b>AC</b> 15, <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 13		<b>Perception</b> +0
<b>Speed</b> 6		
STANDARD ACTIONS		
m <b>Quarterstaff</b> (weapon) • <b>At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC		
<i>Hit:</i> 1d8 + 4 damage		
R <b>Blunder</b> (arcane, charm, implement) • <b>At-Will</b>		
<i>Attack:</i> Range 5 (one creature); +4 vs. Will		
<i>Hit:</i> 1d8 + 5 psychic damage and the target slides 2 squares.		
R <b>Vicious Mockery</b> (arcane, charm, implement, psychic) • <b>At-Will</b>		
<i>Attack:</i> Range 10 (one creature); +4 vs. Will		
<i>Hit:</i> 1d6 + 5 psychic damage and the target takes a -2 penalty to attack rolls until the end of the entertainer's next turn.		
R <b>Surprising Shout</b> (arcane, implement, psychic) • <b>Encounter</b>		
<i>Attack:</i> Ranged 10 (one creature); +4 vs. Will		
<i>Hit:</i> 2d8 + 5 psychic damage, and the target is dazed until the end of the entertainer's next turn.		
<b>Skills</b> Acrobatics +6, Arcana +7, Athletics +6		
<b>Str</b> 10 (+0)	<b>Dex</b> 12 (+1)	<b>Wis</b> 11 (+0)
<b>Con</b> 13 (+1)	<b>Int</b> 14 (+2)	<b>Cha</b> 18 (+4)
<b>Alignment</b> evil		<b>Languages</b> Common, Elven

Adjusted alignment

## ENCOUNTER 7: ... AND NOW FOR THE BIG FINISH (HIGH LEVEL)

Halfling Prowler (level 5)	Level 5 Lurker
Small natural humanoid, halfling	XP 200
<b>HP</b> 46; <b>Bloodied</b> 23	<b>Initiative</b> +10
<b>AC</b> 15, <b>Fortitude</b> 11, <b>Reflex</b> 14, <b>Will</b> 12	<b>Perception</b> +7
<b>Speed</b> 6	
<b>Saving Throw</b> +5 against fear effects	
<b>TRAITS</b>	
<b>Catfall</b>	
If the halfling prowler falls, reduce the distance it falls by 20 feet when determining how much damage it takes.	
<b>STANDARD ACTIONS</b>	
m <b>Short Sword</b> (poison, weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 1d6 + 7 damage and the halfling prowler makes a secondary attack.	
<i>Secondary Attack:</i> +7 vs. Fortitude	
<i>Hit:</i> the target takes ongoing 3 poison damage and is slowed (save ends)	
R <b>Hand Crossbow</b> (poison, weapon) • <b>At-Will</b>	
<i>Attack:</i> Ranged 10/20 (one creature); +10 vs. AC. and the halfling prowler makes a secondary attack.	
<i>Hit:</i> 1d6 + 7 damage.	
<i>Secondary Attack:</i> +7 vs. Fortitude	
<i>Hit:</i> the target takes ongoing 3 poison damage and is slowed (save ends)	
<b>TRIGGERED ACTIONS ACTIONS</b>	
<b>Crowd Shield</b> • <b>At-Will</b>	
<i>Trigger:</i> one creature is adjacent to the halfling prowler	
<i>Effect:</i> the halfling prowler gains a +2 bonus to AC	
<i>Special:</i> if 2 creatures are adjacent the bonus is +4 to AC	
<b>Nimble Reaction</b> • <b>At-Will</b>	
<i>Trigger:</i> the halfling prowler is the target of an opportunity attack	
<i>Effect:</i> the halfling prowler gains a +2 bonus to AC	
<b>Second Chance</b> • <b>Encounter</b>	
<i>Trigger:</i> The halfling prowler is hit by an attack	
<i>Effect (Immediate Reaction):</i> the halfling prowler forces the attacker to reroll the attack and take the new result	
<b>Skills</b> Acrobatics +13, Athletics +8, Stealth +11, Streetwise +9, Thievery +13	
<b>Str</b> 12 (+3)	<b>Dex</b> 18 (+6) <b>Wis</b> 12 (+2)
<b>Con</b> 10(+2)	<b>Int</b> 10 (+2) <b>Cha</b> 15 (+4)
<b>Alignment</b> unaligned <b>Languages</b> common, elven	
<b>Equipment</b> poisoned short sword, crossbow, poisoned crossbow bolts x10, leather armor, thieves tools	

Legion Devil Grunt (level 4)	Level 4 Minion
Medium immortal humanoid (devil)	XP 44
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +3
<b>AC</b> 20, <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 16	<b>Perception</b> +3
<b>Speed</b> 6, teleport 3	Darkvision
<b>Resist</b> 5 fire	
<b>STANDARD ACTIONS</b>	
m <b>Long Sword</b> (weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 4 damage.	
<b>TRIGGERED ACTIONS</b>	
<b>Squad Defense</b> • <b>At-Will</b>	
<i>Trigger:</i> The legion devil grunt is adjacent to one other legion devil.	
<i>Effect:</i> The legion devil grunt gains a +2 bonus to all defenses.	
<b>Str</b> 14 (+4)	<b>Dex</b> 12 (+3) <b>Wis</b> 12 (+3)
<b>Con</b> 14 (+4)	<b>Int</b> 10 (+2) <b>Cha</b> 12 (+3)
<b>Alignment</b> evil <b>Languages</b> Supernal	
<b>Equipment</b> heavy shield, plate armor, longsword sword	

Human Noble (level 5)	Level 3 Controller (Leader)
Medium natural humanoid, human	XP 200
<b>HP</b> 60 <b>Bloodied</b> 30	<b>Initiative</b> +3
<b>AC</b> 19, <b>Fortitude</b> 17, <b>Reflex</b> 17, <b>Will</b> 18	<b>Perception</b> +3
<b>Speed</b> 5	
<b>STANDARD ACTIONS</b>	
m <b>Longsword</b> (weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 1d8+7 damage.	
C <b>Appoint Champion</b> • <b>At-Will</b>	
<i>Attack:</i> Close burst 10 (one ally)	
<i>Effect:</i> The target makes a basic attack as a free action and shifts one square before or after the attack.	
C <b>Inspirational Authority</b> • <b>Encounter</b>	
<i>Attack:</i> Close burst 10 (one ally)	
<i>Effect:</i> The target uses an at-will, encounter or recharge attack power as a free action.	
C <b>Urge Hesitation</b> • <b>Encounter</b>	
<i>Attack:</i> Close burst 5 (enemies in burst); +7 vs. Will	
<i>Hit:</i> The target cannot use a standard action during its next turn.	
<b>MINOR ACTIONS</b>	
<b>Summon Legion Devil Grunts</b> • <b>Encounter</b>	
<i>Effect:</i> 6 legion devil grunts appear within 10 squares and a reserve of six legion devil grunts is created	
<i>After effect:</i> At the beginning of the legion devil grunts turn if there are less than six grunts alive, new grunts appear from the reserve to bring the number of active grunts to six until the reserve is depleted.	
<b>TRIGGERED ACTIONS</b>	
<b>Protected</b>	
<i>Trigger:</i> An ally is adjacent.	
<i>Effect (No Action):</i> the human noble gains a +2 bonus to all defenses	
<b>Skills</b> Diplomacy +10, Insight +8, Intimidate +10	
<b>Str</b> 15 (+4)	<b>Dex</b> 12 (+3) <b>Wis</b> 12 (+4)
<b>Con</b> 12 (+3)	<b>Int</b> 14 (+4) <b>Cha</b> 16 (+5)
<b>Alignment</b> evil <b>Languages</b> Common, Supernal	
Reskinned to better fit the adventure (added minor action and 2 <sup>nd</sup> language, adjusted alignment)	

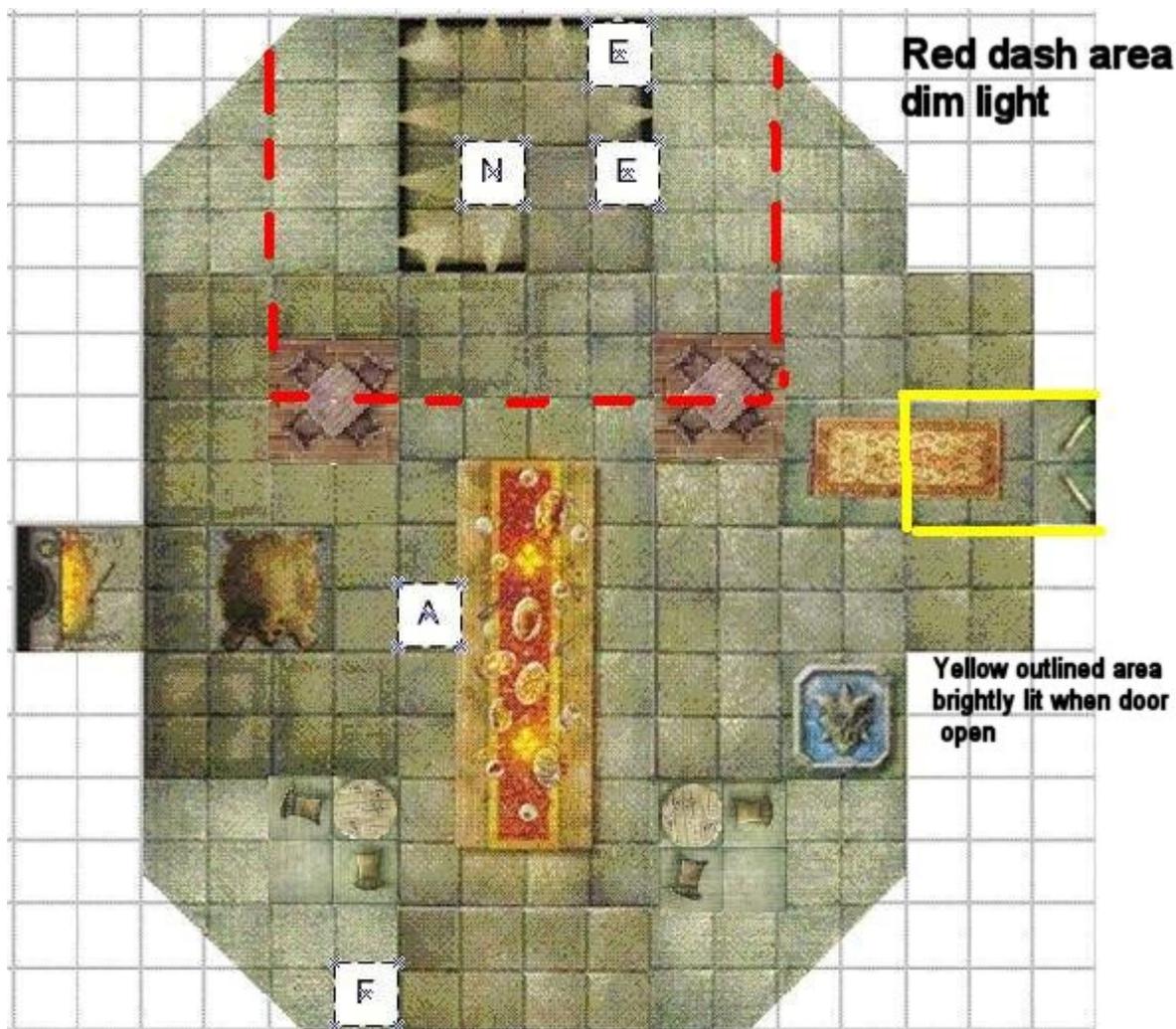
Human Street Entertainer (level 4)		Level 4 Skirmisher
Medium natural humanoid, human		XP 175
<b>HP</b> 53 <b>Bloodied</b> 26		<b>Initiative</b> +4
<b>AC</b> 18, <b>Fortitude</b> 15, <b>Reflex</b> 17, <b>Will</b> 16		<b>Perception</b> + 2
<b>Speed</b> 6		
<b>STANDARD ACTIONS</b>		
m <b>Quarterstaff</b> (weapon) • <b>At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 1d8 + 5 damage		
R <b>Blunder</b> (arcane, charm, implement) • <b>At-Will</b>		
<i>Attack:</i> Range 5 (one creature); +7 vs. Will		
<i>Hit:</i> 1d8 + 6 psychic damage and the target slides 2 squares.		
R <b>Vicious Mockery</b> (arcane, charm, implement, psychic) • <b>At-Will</b>		
<i>Attack:</i> Range 10 (one creature); +7 vs. Will		
<i>Hit:</i> 1d6 + 6 psychic damage and the target takes a -2 penalty to attack rolls until the end of the entertainer's next turn.		
R <b>Surprising Shout</b> (arcane, implement, psychic) • <b>Encounter</b>		
<i>Attack:</i> Ranged 10 (one creature); +7 vs. Will		
<i>Hit:</i> 2d8 +6 psychic damage, and the target is dazed until the end of the entertainer's next turn.		
<b>Skills</b> Acrobatics +8, Arcana +9, Athletics +8		
<b>Str</b> 10 (+2)	<b>Dex</b> 12 (+3)	<b>Wis</b> 11 (+2)
<b>Con</b> 13 (+3)	<b>Int</b> 14 (+4)	<b>Cha</b> 18 (+6)
<b>Alignment</b> evil	<b>Languages</b> Common, Elven	

Adjusted alignment

# ENCOUNTER 7: ... AND NOW FOR THE BIG FINISH

## TILE SETS NEEDED

*Fane of the Forgotten Gods* x1, *Hall of the Giant King* x1, *Master Set: The City* x1, *Master Set: The Dungeon* x1



## ENCOUNTER 8: DENOUEMENT

### SETUP

**Rauvin Dare**, Regent of New Olamn

**Pavel Aumble** (male halfling)

**Talbot Restall** (male human), actor

**Civilar Zane Wyndael** (half elf), Insight +8, Perception +12

### REGENT RAUVIN DARE

Rauvin Dare is a bald, elderly, handsome human male. He wears the finest attire for a gentleman: silk shirt, black brocade overtunic, black breeches, black mantle, orange stole with emblem of New Olamn bardic college, silver pin of a master bard, and silver chain of Office of Regent. He carries a silver walking cane and wears a ruby ring on his right hand. If searched, he carries significant wealth but no incriminating evidence.

Rauvin Dare wears many hats: He is one of the six Regents of New Olamn (the bardic college in Waterdeep, quite renown as a center of learning), an accomplished opera singer and actor, and the secret leader of a cult of Asmodeus. Rauvin's pact with Asmodeus has given him great success in life, but it also demands much. The pact has taken some of his sanity: Rauvin is a megalomaniac, believing he cannot fail and making him prone to grandiose actions. The pact also requires Rauvin to establish a temple dedicated to Asmodeus within the city of Waterdeep. Part of his plan is to influence public perception by skewing public artistic events such as plays or operas into portraying devil worship as an acceptable alternative lifestyle. His personal goal is to become one of the Lords of Waterdeep.

When talking to the PCs, Rauvin admits to none of this. PCs may suspect that Rauvin is part of the cult but have no way of proving it. Rauvin's objective is to ensure the cultists are turned over to the City Watch or released. If the PCs agree to "return the favor" in the future, Rauvin uses his dramatic command voice on the halfling and Talbot, ordering them to confess, appearing to turn on the cultists. For a future favor from the PCs, Rauvin also graciously pays for any fines the PCs have incurred. Rauvin shakes the hand of any PCs who accept this arrangement; they feel a slight tingle during the handshake. These PCs will earn Story Award WATE27 at the end of the adventure.

In short, depending upon the actions of the PCs, Rauvin appears to side with them. (DM Note: the players should not be forced down the path of corrupting their PCs, but the temptation is part of how Asmodeus lures worshippers.)

WATE2-4 Stage Misdirection

Regent Dare can reveal the following information. An Insight check (DC 20) reveals when he is not being entirely truthful. Although the PCs may suspect he is lying, an Insight check is not legal evidence.

- These actors were putting on a play for me, in hopes of getting me to fund it (true).
- I don't know anything about a poisoning (true).
- I've never heard of Fayne the Trickster (false).
- Me? Consorting with a cult? Never! (false).

### UNIMPORTANT CULTISTS

PCs may take the opportunity before the City Watch arrives to interview cultists. The cultists say the following if questioned. An Insight check (DC 13/14) reveals when they are lying.

- We were putting on a play for Regent Dare in hopes of sponsorship. (true)
- We weren't involved in the poisoning (false if the halfling prowler; true otherwise).
- Regent Dare isn't a cultist (false)

It takes an appropriate Bluff or Intimidate check (DC 11/12) per answer. If the cultist knows Rauvin is nearby, increase the DC by 2. If the cultist can see Rauvin, increase the DC by 4. The first cultist the PCs interrogate dies before he can provide the third piece of information, so the PCs will need to talk to at least two cultists to learn the third bullet point.

- Yes, I worship Asmodeus. All hail the great Lord of the Nine Hells! (true).
- Regent Dare isn't a cultist (false). **Note:** When the first cultist is pressed about Regent Dare, his throat closes up and he chokes to death (nothing can save him once this is triggered).
- After tonight, we were going to scatter across the city and join other plays or sing in tavern, subtly (true).

### PAVEL AUMBLE, THE HALFLING POISONER

Pavel has brown hair tied in a braid and wears ordinary brown tunic and breeches. He has a temper and considers much of the world biased against short people.

- Yes, I poisoned Phyris Wintersteel. I did not wish to kill him so I used a concoction which is not lethal and has no lasting effect.
- I did it so Talbot Restall could take his place in the play. No one told me to do this, well, other than my Lord Asmodeus. (partly true).

- If asked where he got that much gold to pay for the expensive poison, he does not respond.

### TALBOT RESTALL, THE ACTOR

While talented, Talbot is only a legend in his mind. He aspires to the greatness and acclaim of a star performer in Waterdeep. He wears fine clothing although less expensive than that of Regent Dare.

- I wanted the lead role in the *Ballad of Jain and Elloe*. I wanted to change the play to make Jain a sympathetic demon worshiper (true).
- Yes, I paid for the thugs to cause a riot. It was simple revenge. I knew nothing about poison. (true)

### CITY WATCH

If the PCs failed the skill challenge in Encounter 6, then Fayne has told the City Watch that the PCs are going to kill or kidnap Talbot Restall. In this case the City Watch is much harder to be convinced that the PCs are not villains (DC 20/21 for any checks. If a PC has Story Award **WATE02 Ally in the City Watch** then the DC is reduced to 13/14 for that PC.

Shortly after combat is concluded, a City Watch patrol (consisting of 8 men) arrives and takes control of the scene. They apply first aid to anyone who is dying and insist everyone, including the PCs, sheathe their weapons.

The lead patrolman is young half elf named Zane Wyndael, a Civilar (a rank like that of Lieutenant). Although he acts sympathetic when questioning the PCs, he cuts the adventurers no breaks when determining whether to charge someone.

Zane questions each group separately (The PCs, Regent Dare, and the actors/cultists) to determine what happened. If the PCs have evidence that the halfling prowler poisoned Phyris Wintersteel (such as a confession), the halfling is taken into custody. Everyone is fined for assault. If the PCs (maybe individually) agree to perform a future favor for Regent Dare, he pays for their fines. (Such characters also earn WATE27.)

If the PCs reveal the actors are cultists of Asmodeus, Zane promises to inform his superiors of this fact but lets the cultist go. Devil worship is not a crime in Waterdeep currently, although many of the cultists' practices (such as, perhaps, committing murder) are obviously illegal.

### TROUBLESHOOTING

While some players may prefer their PC to kill rather than incapacitate opponents, Waterdeep is a lawful, civilized place with a reasonably competent police force.

The DM should consult the Appendix and Handout One, but may use some discretion as to amount of fines and stern warnings. As you are at the end of the adventure and the patrons (and perhaps Regent Dare) are willing to pay reasonable fines, you can make a point here.

### ENDING THE ENCOUNTER

The PCs have likely broken up the cult's activities and must sort out truth from falsehood in order to decide what really happened to Phyris Wintersteel and why. They have no hope of getting Regent Dare in trouble with the law, but they may expect that they have probably not see the last of him in Waterdeep.

The City Watch listens carefully to the PCs' recommendations regarding the cult members, Pavel Aumble, and Talbot Restall, and this determines how you should wrap up the adventure.

### EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

### TREASURE

Cyrus rewards the successful apprehension of the two culprits with the payment of 50/70 gp each. Lord Torlyn Wands and the other patrons reward the adventurers with access to the following magic items: *fochlucan bandore*, *echoing songblade +1*, *mac-fuirmidh cittern*, *harsh songblade +1*, *staff of winter +1*, *tuning songblade +1*, *venomous songblade +1*, any Common magic item of the character's level + 2 or less from a player resource, or any Uncommon magic item of the character's level or less from a player resource.

### CONCLUDING THE ADVENTURE

The PCs can report back to Cyrus Stonearm that the caught the assassin and his ultimate fate. Cyrus insists on hearing everything they learned. If the PCs mention that the cult is trying to infiltrate plays and operas, Cyrus mutters something about the integrity of the artistic process and says he'll keep an eye out for other cultists. He pays the PCs the agreed upon amount (50/70 gp each)

If any PC made a deal with Morthos to do a day's work (or two) instead of paying him money he calls upon them within the next tenday. The work does not tax anyone's morals. The tasks range from simple guard duty to getting rid of some of the monsters that show up occasionally in Downshadow.

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

## EXPERIENCE POINTS AND BASE GOLD

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

### Encounter 1: Opening Act

150 / 200 XP

### Encounter 5: The Chase Scene

50 / 70 XP

### Encounter 6: Questioning Fayne

25 / 35 XP

### Encounter 7: ... And Now For the Big Finish

175 / 255 XP

### Total Possible Experience

400 / 560 XP

### Base Gold per PC

75 / 100 gp

(Encounter 1: 25/30 gp, Encounter 8: 50/70 gp)

## TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed,

they must select the exact item at the time they choose that bundle. For example, if a *duelist’s weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist’s dagger*, the player writes that information down on the PC’s adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

### EACH PC SELECTS ONE OF THE FOLLOWING:

**Treasure A:** *fochlucan bandore* (level 3; PH2)

Found in Encounter 8

**Treasure B:** *echoing songblade +1* (level 4; AV2)

Found in Encounter 8

**Treasure C:** *mac-fuirmidh cittern* (level 5; PH2)

Found in Encounter 8

**Treasure D:** *harsh songblade +1* (level 3; PH2)

Found in Encounter 8

**Treasure E:** *staff of winter +1* (level 4; PH)

Found in Encounter 8

**Treasure F:** *tuning songblade +1* (level 4; Dragon 390)

Found in Encounter 8

**Treasure G:** *venomous songblade +1* (level 3; Dragon 390)

Found in Encounter 8

**Treasure H:** any alchemical formula with a market price of 100 gp or less (this Treasure does not require a found-item slot)

Found in Encounter 8

**Treasure X (Choose an Item):** The character finds a Common or Uncommon permanent magic item of the player’s choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character’s level + 2 or less, or an Uncommon magic item of the character’s level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not

take up found-item slots. There are two choices available (the player must pick either Option 1 or Option 2) when choosing this Treasure.

Option 1: *potion of healing* plus 0/25 gp

Option 2: *alchemical silver* (level 5) plus 0/25 gp

**Treasure Z (More Gold):** The character finds or is given coins, gems, jewelry, art objects, ritual components, or other non-magical valuables worth 50 / 75 gp (in addition to his or her Base Gold).

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Although difficult, it is not impossible for a PC to earn all four Story Awards from this adventure. It is also possible for some but not all of the PCs to earn certain awards. Strike out the Story Awards which do not apply to that PC.

PCs who cooperated with both of the City Watch NPCs encountered in various scenes, were not arrested during the adventure, and helped bring the investigation to a successful conclusion receive WATE26.

### WATE26 Favor of the City Watch

You have gained several contacts in the Waterdeep City Watch: Kosef Marsk, a Civilar in Castle Ward, and Zane Wyndael, a Civilar in South Ward. When you are in the appropriate district, they can provide you with additional information on current investigations or criminal suspects.

Furthermore, one time only, the Armar (sergeant) on duty will intervene if you are arrested for a Minor or Lesser Offense. You are released with a stern warning, but without having to pay a fine. This favor will not help you if you are arrested for a Serious or Severe offense. Strike through (only) this paragraph when you use this favor.

This Story Award counts as one of the two favors needed to join The Heirs of Mirt, a Waterdhavian adventurers' society.

PCs who cut a deal with Regent Dare during Encounter 8 receive Story Award WATE27.

### WATE27 Debt to Regent Dare

You made a bargain with Rauvin Dare, Regent of New Olamn. You owe the Regent a future favor. If you refuse to perform this task, or if you renege on your bargain in any other way, you will be cursed by Asmodeus. (Details on Dare's favor and the effects of the Curse will appear in any future adventure where he might show up.)

PCs who resolve the investigation successfully by proving that the crime was not committed by a member of the arts community earn WATE28.

### WATE28 Ars Gratia Artis

You earned the gratitude of various wealthy, influential patrons of the arts in the City of Splendors. These nobles will vouch for you as trustworthy and may assist you in obtaining employment or invitations to social events.

Your powerful friends have many connections. Circle one type of consumable from the following list: alchemical, ammunition, potion, reagent, or whetsone. Once per adventure when you are in Waterdeep, you may draw upon your contacts to purchase up to five Uncommon consumables of your chosen type. (This could be five copies of the same item, one copy of five different items, or any other combination.) The item you buy must come from a player resource and must have an item level no greater than your character level (at the time of the purchase). You pay full market price. Consumable items do not count toward the limit of Uncommon magic items you are allowed to possess.

This Story Award counts as one of the two favors needed to join The Heirs of Mirt, a Waterdhavian adventurers' society.

Finally, PCs who reached a deal with Morthos (either by paying him for information or doing odd jobs for him), and did not attack or betray him, receive WATE29.

### WATE29 Contact in Downshadow

You have a contact in Downshadow: Morthos, a tiefling crime lord, fixer, and fence. Morthos can offer information about criminal activities in Downshadow, and stays abreast of the general news and gossip throughout Waterdeep.

Morthos can arrange for contacts to meet you or provide referrals to criminal organizations. This grants you a +2 circumstance bonus on any Streetwise check you make in Downshadow. (Multiple PCs cannot stack the bonus from this favor with itself.)

Once per adventure, for 50 gp, you can tap into Morthos's network of informants to gain an automatic success on a single Streetwise check made anywhere in Waterdeep.

If you ever betray Morthos's trust, immediately void this Story Award (DM's discretion in general; this possibility may also be specifically referenced in future adventures).

## EVENT SUMMARY (WATE2~ 4)

Your table's outcome may influence the future direction of the Waterdeep Story Area. If you are running the adventure at a convention or other large event, please fill out this form and turn it in to the Senior DM. If you are running the adventure at a smaller gathering or at home, please fill out the online survey at the following link.

<https://www.surveymonkey.com/s/WATE0204LFR>

The deadline to report critical events for this adventure is 01 November 2011. The adventure remains playable after that date, but reported results might not be counted if they are submitted past the deadline.

Table Number:

DM's Name:

**1. What was the fate of Talbot Restall?**

- a. Captured
- b. Escaped
- c. Killed

**2. What was the fate of Pavel Aumble?**

- a. Captured
- b. Escaped
- c. Killed

**3. Did any PC accept the aid of Regent Dare?**

- a. No
- b. Yes

**4. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

- a. one star (worst possible rating)
- b. two stars (below expectations)
- c. three stars (average / met expectations)
- d. four stars (above expectations)
- e. five stars (best possible rating)

**5. How do you, the DM, rate the adventure, using the same scale?**

- a. one star (worst possible rating)
- b. two stars (below expectations)
- c. three stars (average / met expectations)
- d. four stars (above expectations)
- e. five stars (best possible rating)

# NEW RULES

## Echoing Songblade

Level 4 Uncommon

Lvl 4 +1 840 gp

**Weapon:** heavy blade, light blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and if the attack was a bard encounter power, you can use that power one more time on your next turn against a single target with a -2 penalty to the attack roll (you must still use the appropriate action to use the power).

**Property:** Bards can use this blade as an implement for bard powers and bard paragon path powers.

**Reference:** *Adventurer's Vault 2*, page 17.

## Fochlucan Bandore

Level 3 Uncommon

Lvl 3 680 gp

**Wondrous Item**

**Enhancement:** +1 to attack rolls and damage rolls

**Property:** Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.

**Power (Daily):** Standard Action. Use this power during a short rest. At the end of the short rest, one ally who remained within 20 squares of you during the rest gains a +1 power bonus to weapon damage rolls until the end of his or her next short rest or extended rest.

*Song of Rest:* The power bonus equals +2.

**Reference:** *Player's Handbook 2*, page 210.

## Harsh Songblade

Level 3 Uncommon

Lvl 3 +1 680 gp

**Weapon:** heavy blade, light blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Bards can use this blade as an implement for bard powers and bard paragon path powers.

**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a bard thunder power using this blade. *Effect:* each enemy within 2 squares of the triggering enemy is dazed until the end of your next turn.

**Reference:** *Player's Handbook 2*, page 24.

## Mac-Fuirmidh Cittern

Level 5 Uncommon

Lvl 5 1000 gp

**Wondrous Item**

**Property:** Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.

**Power (Daily • Healing):** Standard Action. Use this power during a short rest. At the end of the short rest, choose yourself or an ally who remained within 20 squares of you during the rest. Until the end of that character's next short rest or extended rest, he or she regains an additional 2 hit points when spending a healing surge.

*Song of Rest:* The additional hit points equal 4.

**Reference:** *Player's Handbook 2*, page 211.

## Tuning Songblade

Level 4 Uncommon

Lvl 4 +1 840 gp

**Weapon:** heavy blade, light blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 thunder damage per plus

**Property:** Bards can use this blade as an implement for bard powers and bard paragon path powers.

**Property:** When you hit an enemy with this weapon, that enemy takes a penalty to its next saving throw against ongoing thunder damage. The penalty equals this weapon's enhancement bonus.

**Power (Daily • Thunder):** Free Action. *Trigger:* You hit an enemy using this weapon. *Effect:* The target takes ongoing 5 thunder damage (save ends). While the target is taking this thunder damage, you get a +2 item bonus to attack rolls against that target.

**Reference:** *Dragon Magazine 390*.

## Venomous Songblade

Level 3 Uncommon

Lvl 3 +1 680 gp

**Weapon:** heavy blade, light blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Bards can use this blade as an implement for bard powers and bard paragon path powers.

**Power (Daily • Poison):** Free Action. *Trigger:* You hit an enemy using this weapon. *Effect:* One target you hit is weakened (save ends).

**Reference:** *Dragon Magazine 390*.

# DM'S APPENDIX: LAW AND ORDER IN WATERDEEP

## Applying Waterdeep Law to the PCs

A DM should use discretion as to the application of the laws while trying to convey that Waterdeep is a generally a lawful society. Black-robed Magisters promptly adjudicate each case. Generally, adventurers (PCs) are not to be jailed or imprisoned but fined. The Magisters have the authority to waive fines or add stern lectures as appropriate. Any of the Masked Lords of Waterdeep may direct that all charges be dropped. They are inclined to overlook minor or lesser offenses if in the assistance of the City Watch, protection of the City or enforcement of City laws, a noble house, a guild or a business, and let the culprit off with a stern warning.

Fines can be levied as follows with DM discretion as to PC ability to pay:

- Minor: 10 gp
- Lesser: 100 gp
- Serious: 1000 gp
- Severe: 5000 gp and confiscation of a level-appropriate magic item, and possible eviction from the city.

Self defense is always legal, but excessive use of lethal force can be a problem. Likely offenses by PCs are underlined in Handout One. Lawyers do not exist in the Forgotten Realms.

## Typical Waterdeep City Watch Patrol

A normal Waterdeep City Watch patrol consists of at least 8 watchmen, all armed and carrying watch horns to summon reinforcements. A patrol consists of a civilar (captain or lieutenant), an Armar (sergeant) and watchmen/watchwomen. A typical captain is 7<sup>th</sup> level and the sergeant might be 6<sup>th</sup> level. The remaining patrol members would be 3<sup>rd</sup> level or 4<sup>th</sup> with a mix of martial and arcane abilities. Their uniform colors are green, black and gold. If reinforcements are needed, another similar patrol will arrive in two minutes and a 16-member, heavily armed City Guard patrol arrives in five minutes.

# HANDOUT ONE: LAWS OF WATERDEEP

## The First Plaintiff: Crimes Against The Lords

**Severe Offenses:** Treason, Assault Upon or Impersonation of a Lord, Assault Upon or Impersonation of a Magister, Forgery of an Official Document

**Serious Offenses:** Theft, Vandalism or Arson Against the City, Impersonation of Guardsman or Officer of the Watch, Repetition of Lesser Offenses, Willful Disobedience of any Edict Uttered Against One by a Lord

**Lesser Offenses:** Unlawful Observation or Copying of an Official Document, Assault Upon Any City Officer Who is Acting in the Line of Duty.

**Minor Offenses:** Blasphemy against Lord, Magister or any City Officer

## The Second Plaintiff: Crimes Against the City

**Severe Offenses:** Poisoning of City Wells, Murder, Spying, Sabotage

**Serious Offenses:** Fraud, Fencing Stolen Goods, Unlawful Dueling, Murder with Justification, Repetition of any Lesser Offenses

**Lesser Offenses:** Bribery of a City Officer or Official; Hindrance of City Watch/Guards in their Duty

**Minor Offenses:** Bribery, Unlawful Flight over the City, Blasphemy Against Foreign Ambassadors, Vagrancy, Littering (includes relief of human wastes in public), Brandishing a Weapon Dangerously or Threatening without Due Cause, Dangerous Operation of a Coach, Wagon or other Conveyance.

## The Third Plaintiff: Crimes Against the Gods

**Severe Offenses:** Defiling of a Holy Place

**Serious Offenses:** Theft of Temple Goods or Offerings, Tomb-Robbing, Repetition of any Lesser Offense

**Lesser Offenses:** Assault Upon a Priest or Lay Worshipper

**Minor Offenses:** Public Blasphemy of a God or Priesthood, Drunkenness and Disorderly Conduct at Worship

## The Fourth Plaintiff: Crimes Against Citizens

**Severe Offenses:** Arson, Rape, Assault Resulting in Mutilation or Crippling, Magical Assault, Forgery, Slavery

**Serious Offenses:** Robbery, Burglary, Theft or Killing of Livestock, Repetition of a Lesser Offense, Usury

**Lesser Offenses:** Damage to Property, Assault (Wounding), Assault on Livestock, Unlawful Hindrance of Business

**Minor Offenses:** Assault (without wounding or robbery), Excessive Noise

## HANDOUT TWO: THE *MOCKING MINSTREL* BROADSHEET

### *The Opera*

*If you want to cry over a sappy tragic romance or laugh at the overrated actors, go see *The Ballad of Jain and Elloe*, now playing at the *Lightsinger Theater* in *Castle Ward*. At the corner of *Bazaar Street* and *The Street of Bells*, this old theater should be torn down and replaced with something more entertaining, such as a garbage dump, but it is well suited for the on-stage antics of the actors. *Phyris Wintersteel*, a professor in the drama department of the *New Olamn bardic college*, the toast of high-brow patrons and nobility as the finest male actor in *Waterdeep* plays *Jain*, the paladin of *Torm*. *Wintersteel's* performance is best described as traditional boring. Newcomer deva thespian *Tobias Marr*, a bard with a bawdy style, plays *Jain's* rival, *Renn*, *Captain of the Guard* and the father of *Elloe*, a *Sunite Troubadour*. Predictably, *Jain* is in love with *Elloe* but her father objects. *Marr's* last opera, *The Daleland Chronicles* has had sold out crowds for six months. *Elloe* is played by *Arienne Whitedove*, a fickle leading lady and notorious flirt of *Waterdeep's* theater. Ironically, *Wintersteel* and *Marr* are competing for fame and perhaps for the affections of *Whitedove*. Each has launched a campaign to discredit the other and the on-stage swordplay is highly anticipated. Sit in the front row if you want blood on your clothes. The opera director, *Cyrus Stonearm*, is said to be deeply in debt to various patrons who invested in this farce, including *House Rallyhorn*, *House Wands*, *Saer Larr Stormont*, *Saer Taerult Naerhand*, and *Saer Sardron Thandarn*, and prays to *Tymora* every night for her favor. At least audience participation is welcome, but the *City Watch* requests no torches inside the theater.*

### *Low-brow Comedy*

*If your taste runs to entertainment without pretensions, trot over to the *Drunken Bard Theater and Night Club* in *South Ward* to see *Four Farmers and a Mule*. The play is about a simple group of farmers who wander the countryside armed with farming tools and accompanied by a talking mule who is clearly smarter than any of the farmers. These would-be champions of *Chauntea* fight various monsters, which they refer to as varmints, and make eyes at the ever present farmers' daughters. The unique twist to the tale is the four farmers sing bawdy tunes in amazingly good harmony. You will find the play in the *Jester's Room* of the massive *Drunken Bard* which opened a couple of years ago. The *Drunken Bard* draws a much larger crowd than the rundown *Three Pearls Theater and Night Club*, also in *South Ward*. Without new investment, *Three Pearls* will likely close soon forever.*

### *Coming Next Year*

*The Regents of New Olamn are rumored to be sponsoring three new plays and one opera written by local bards for next year. Thankfully the Regents have opened the pool to authors and composers who are not on the staff of the bardic college. Regent *Rauvin Dare* has been particularly outspoken that *Waterdeep* is starving for more thought provoking and uncomfortable performances. The word on the street is that *Rauvin's* dreams are as big as his ego. *New Olamn* was established in 1366 DR at the northern edge of *Mount Waterdeep* as a center of education and bardcraft. Graduates gain the title of master bard and the high degree of *Magnus Alumna*.*

### *Nameless Bard Theater*

*Another gaudy renovation of the opulent *Nameless Bard Theater* in *Sea Ward* has been completed, doubling the number of private balconies so desired by the nobility and the wealthy (often not the same) in *Waterdeep*. The theater will reopen in one tenday with the drama, *The Reign of the Guildmasters*; a ponderous tale of when the *Guilds* briefly ruled *Waterdeep*. But if you want to hobnob with the social elite of *Waterdeep*, be seen with the rich and famous, the *Nameless Bard Theater* is the place to be.*

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

**WATE2~ 4 STAGE MISDIRECTION**

### **WATE26 Favor of the City Watch**

You have gained several contacts in the Waterdeep City Watch: Kosef Marsk, a Civilar in Castle Ward, and Zane Wyndael, a Civilar in South Ward. When you are in the appropriate district, they can provide you with additional information on current investigations or criminal suspects.

Furthermore, one time only, the Armar (sergeant) on duty will intervene if you are arrested for a Minor or Lesser Offense. You are released with a stern warning, but without having to pay a fine. This favor will not help you if you are arrested for a Serious or Severe offense. Strike through (only) this paragraph when you use this favor.

This Story Award counts as one of the two favors needed to join The Heirs of Mirt, a Waterdhavian adventurers' society.

### **WATE27 Debt to Regent Dare**

You made a bargain with Rauvin Dare, Regent of New Olamn. You owe the Regent a future favor. If you refuse to perform this task, or if you renege on your bargain in any other way, you will be cursed by Asmodeus. (Details on Dare's favor and the effects of the Curse will appear in any future adventure where he might show up.)

### **WATE28 Ars Gratia Artis**

You earned the gratitude of various wealthy, influential patrons of the arts in the City of Splendors. These nobles will vouch for you as trustworthy and may assist you in obtaining employment or invitations to social events.

Your powerful friends have many connections. Circle one type of consumable from the following list: alchemical, ammunition, potion, reagent, or whetsone. Once per adventure when you are in Waterdeep, you may draw upon your contacts to purchase up to five Uncommon consumables of your chosen type. (This could be five copies of the same item, one copy of five different items, or any other combination.) The item you buy must come from a player resource and must have an item level no greater than your character level (at the time of the purchase). You pay full market price. Consumable items do not count toward the limit of Uncommon magic items you are allowed to possess.

This Story Award counts as one of the two favors needed to join The Heirs of Mirt, a Waterdhavian adventurers' society.

### **WATE29 Contact in Downshadow**

You have a contact in Downshadow: Morthos, a tiefling crime lord, fixer, and fence. Morthos can offer information about criminal activities in Downshadow, and stays abreast of the general news and gossip throughout Waterdeep.

Morthos can arrange for contacts to meet you or provide referrals to criminal organizations. This grants you a +2 circumstance bonus on any Streetwise check you make in Downshadow. (Multiple PCs cannot stack the bonus from this favor with itself.)

Once per adventure, for 50 gp, you can tap into Morthos's network of informants to gain an automatic success on a single Streetwise check made anywhere in Waterdeep.

If you ever betray Morthos's trust, immediately void this Story Award (DM's discretion in general; this possibility may also be specifically referenced in future adventures).

# DUNGEONS & DRAGONS

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(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
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5	<input type="text"/>
6	<input type="text"/>

## DUNGEON MASTER

DM Name: \_\_\_\_\_

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Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
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