

# THE DEVIL'S DENOUEMENT

A DUNGEONS & DRAGONS® *LIVING  
FORGOTTEN REALMS* ADVENTURE

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The Temple of Beauty has always been a place where the powerful revel in ideals of love. When a cult plans to use those ideals as a weapon, what can be done to stop them? A *Living Forgotten Realms* adventure set in Waterdeep for characters of the Heroic tier (levels 1-10). This adventure is the conclusion of the *Infernal Ambitions* Major Quest, which began in WATE4-1 and continued in WATE4-2. Playing the trilogy in order with the same character is recommended, but not required.

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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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

## 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 written to support the entire Heroic tier of play (levels 1-10).

Any character of the appropriate tier may play the adventure, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

*Living Forgotten Realms* defines five adventure levels within each tier. The choice of adventure level affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which adventure level they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an adventure level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the level 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either level 2 or level 4, but they will probably choose level 4 because that's the best fit for the group (the average character level is  $25/6 =$  approximately 4).

If (and only if) the group can't agree on an adventure level, the DM may cast a tiebreaking vote.

## FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

## 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.

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

## 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 his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

## DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

## GENERAL BACKGROUND

When Asmodeus became a greater god, more than the archdevil who controlled the 9th Hell (Nessus), he sought to increase his mortal worshippers in the Realms, shifting from members of scattered cults into a more functional, cohesive religion. He thinks that the Sword Coast, particularly Waterdeep, may be open to his allure because of their reputed greed for wealth and success in business. However, he still wants more than mere worship and obedience; he seeks the souls of mortals. Asmodeus presents a charismatic, generous face to mortals and is quick to reward anyone willing to sign away his soul. Known as the damned, these people are enslaved for eternity after death for their bargain with the devil.

Rauvin Dare, a Regent of New Olamn, the bardic college in Waterdeep, long ago made such a bargain with Asmodeus for skill and acclaim as a performer and play writer. His goal is to become a Lord, perhaps the Open Lord, of Waterdeep. He parlayed that initial deal into orchestrating the spread of the cult of Asmodeus into multiple facets of Waterdhavian society, including the City Guard, all the while trying to maintain plausible deniability in case of legal trouble.

In WATE2-4, the adventurers may have encountered Regent Dare at the Drunken Bard Theater and Nightclub where an apparent attempted murderer was found. Dare was not implicated of any crime. The adventurers may have also met seven young, attractive, single women who collectively form a social club called the Ladies of the Divine. All priestesses of different

female deities, these women not only socialize and party together; they do works of charity together.

In WATE4-1, Sihvet Dyernina, a priestess of Sharess, hired the adventurers to find and aid a former boyfriend, Captain Nicos Bersk, a successful local sea captain. Captain Bersk was first solicited, and then blackmailed into accepting a bargain with Asmodeus. The adventurers discovered and defeated cultists, but a problem remains, what to do about those who have bargained away their souls. The Ladies of the Divine asked the heroes to continue to seek a way to offer redemption to the damned and to expose and counter the spread of the worship of Asmodeus in Waterdeep (the Infernal Ambitions Quest). Note that some PCs might have also sold their souls to Asmodeus.

In WATE4-2, the adventurers discovered the spread of the worship of Asmodeus to the City Guard. An internal Guard investigation was in trouble and a corrupted Guard officer attempted to manipulate the situation to his advantage. The possibility arose that people might be possessed against their will by devils. Again, the Ladies of the Divine championed the heroes.

The worship of Asmodeus is not illegal (currently) in Waterdeep, but worshippers are often tempted to conduct numerous illegal acts. The Lords of Waterdeep have refused to allow a temple to Asmodeus to be built.

## ADVENTURE BACKGROUND

Not long ago, two young nobles, Esmeralda Phulbrinter and Anton Cassalanter, met and fell in love during a Grand Revel at the Temple of Beauty. Their love blossomed, and the two were close to betrothal, but the promising relationship ended when the would-be bride, Esmeralda, abruptly left her fiancé, Anton, for the dashing Vestyn Riverwind.

Vestyn Riverwind is a successful merchant and alumnus of New Olamn College. Regent Dare was his mentor at the college, and has provided introductions into high society for Vestyn. Secretly, Vestyn is a member of Dare's cult to Asmodeus. He bargained his soul to the god, with Dare's encouragement, during his days at the college. His pact with Asmodeus has brought him great wealth and success as a merchant, but his ambitions are not sated. Vestyn genuinely loves Esmeralda and has since he first saw her. A marriage to her is part of his plan to gain a noble title and great acclaim within Waterdeep. It is part of the deal with Asmodeus to gain the heart of the woman he loves forever through a powerful ritual and a vile curse by Asmodeus.

With the recent efforts of the PCs, suspicions about Dare's connection to the cult of Asmodeus have been

raised. Several members of the Ladies of the Divine have concerns about Vestyn Riverwind and the hasty engagement, and to that end, they hire the PCs.

## DM's INTRODUCTION

The DM is encouraged to convey the feeling that Waterdeep is a very large and cosmopolitan city that welcomes adventurers but is wary of havoc they may cause. Waterdhavians are generally friendly and consider themselves to be sophisticated, displaying a "we've seen it all" attitude. Also, the City Watch should not be portrayed as an adversary to be avoided or as incompetent; they are neither.

Remind the players of the "Knocking Creatures Unconscious" rule (PH 295), which works with any form of attack. The DM should also note the passive Perception of the PCs in advance. Also note the Spellplague rendered detection and location magic non-functional within the city. Usage of the Arcana skill to Detect Magic is possible, but harder than it would be outside the city of Waterdeep. Identifying the specific magic (ritual or power or item) must meet a DC +5 as compared to normal.

There are several ways that the PCs can become involved in the adventure. PCs on the *Infernal Ambitions* quest, or if the PCs played in WATE2-4 *Stage Misdirection*, receive a letter from the Ladies of the Divine, asking for a meeting. If the PCs are members of the Heirs of Mirt, they see the notice at the guild hall. If nothing else fits, then they saw a notice at the Dagger's Rest.

Once they become involved, the PCs may investigate the courtship and relationship between Esmeralda and Vestyn. They won't have much time, as the official presentation of the couple is that night. This is an open-ended investigation based on a skill challenge. During their investigation they are met by a man who wants free of the cult. He shares information about a cult safe house that is being suddenly cleared because of the PCs' investigation.

When the PCs have completed their investigation, they report their findings to the Ladies of the Divine at the Phulbrinter Estate. It is during what is supposed to be a ball and dinner that begins a week of celebration before the couple's wedding.

Regent Dare has taken notice of the PCs activities in this and earlier adventures. He has infiltrated devils and cultists into the dinner ball, mostly as servants, as a backup plan in case Vestyn Riverwind is exposed. He signals the attack on the PCs and crowd of innocents, intending to flee the scene and blame the attack on Riverwind. If the PCs fail to convince the priestesses

with sufficient evidence (and Riverwind is not exposed), Dare arranges a similar group of creatures to attack the PCs after they are dismissed from the party, hoping to eliminate the troublesome adventurers.

## PLAYER'S INTRODUCTION

If the PCs have played WATE4-2 *Rivals*, WATE4-1 *Paying the Piper*, or WATE2-4 *Stage Misdirection*, read or paraphrase the following:

***As you are going about your day in the City of Splendors, a messenger approaches you. He presents you with a finely decorated and formal letter from Miri Buckman, a priestess of Sune. She claims to know of previous tasks you accomplished similar to a current problem and asks for a meeting in the morning at The Pampered Traveler, an inn in Castle Ward.***

If the PCs are members of the Heirs of Mirt meta-organization, read or paraphrase the following to the players:

***An interesting notice catches your eye at the Heirs of Mirt hall. Miri Buckman, priestess of Sune, is looking for discreet and skilled adventurers to handle a very delicate situation. She asks for a meeting in the morning at The Pampered Traveler, an inn in Castle Ward.***

If the neither of the other hooks is appropriate for the PCs, read or paraphrase the following to the players:

***As you are relaxing in the Dagger's Rest, a decent tavern that caters to adventurers both successful and otherwise, a messenger enters the Inn. She walks to the owner, Tessele Swiftwater, and has a brief conversation. Tessele gestures to your group and the messenger steps over to your table.***

***"You are adventurers, yes? I am looking for adventurers on behalf of Miri Buckman. She would like to hire you for a delicate task. It pays well, but requires intelligence and discretion. Go to The Pampered Traveler, an inn in Castle Ward, in the morning."***

The woman mentioned in the adventure hooks is a member of the Ladies of the Divine (see Appendix).

Once the PCs accept the invitation, continue to Encounter 1.

# ENCOUNTER 1: THE WEDDING PLANNERS

## IMPORTANT NPCs

**Miri Buckman**, female human, Priestess of Sune

**Lynneth Dulsær**, female human, Priestess of Waukeen

**Ariadne Aporos**, female human, Priestess of Siamorphe

The PCs meet at The Pampered Traveler, an inn in Castle Ward. The inn is quite old but very luxurious and expensive. The staff is not inquisitive about the business of their guests.

If they give their names or say they are meeting Miri Buckman, the PCs are shown to a private meeting room. Three women are waiting in the private room.

Miri Buckman is a beautiful redheaded woman. Lynneth Dulsær is a tall woman with light-brown hair. Ariadne Aporos has long, raven tresses. These three ladies are members of a social club known as the Ladies of the Divine. These ladies are all friends of Esmeralda Phulbrinter and bridesmaids in her upcoming wedding - the topic of concern they wish to discuss with the PCs.

*The women rise when you enter and offer you a seat at the table. They introduce themselves.*

*"I'm glad you've come," Miri Buckman says. "Perhaps you've heard of about the whirlwind romance between Lady Esmeralda Phulbrinter and Vestyn Riverwind? It's been in all the broadsheets.*

*"The couple are about to declare a betrothal tonight, and the wedding in a mere tenday. We are concerned that Esmeralda has been unduly influenced but we have been unable to convince Esmeralda to slow down the rush to marriage. We need a quick but discreet investigation."*

The priestesses share with the PCs a summary of the events.

*"Originally, Esmeralda Phulbrinter met and fell in love with Anton Cassalanter. The two were close to betrothal, but the relationship ended when Esmeralda abruptly left her fiancé, Anton, for Vestyn Riverwind.*

*"Asking questions of Esmeralda or Vestyn has been futile in our attempts to discover if something is wrong in this relationship and you would need a cover story as to why you talking to them. But we have decided on two aspects that merit investigation.*

*"First, both Esmeralda and Vestyn wear matching bracelets, made by a jeweler known as Dalkon Gemfist. The jewelry was a gift from Vestyn. Both claim the bracelets are magical, protecting them from charms and allegedly a curse.*

*"Second, the cause of the breakup of Esmeralda and Anton is reputed to be a thug attack in Heroes' Garden which tainted Esmeralda's opinion of Anton. We suggest you start with Anton who can probably be found drowning his sorrows at the Ship's Wheel tavern in Sea Ward. He has become a drunk but perhaps you can find a lead to solving this mystery.*

*"Any questions?"*

The following bullets are provided as details to help answer questions. Do not read the following bullets word by word. The suggestion for a cover story if they are thinking of talking to Riverwind is intended to provide an idea which works and keep the adventure from being bogged down by a long brainstorming session.

- Lady Esmeralda Phulbrinter is the eldest daughter of House Phulbrinter, a wealthy and influential noble family.
- Vestyn Riverwind is an up-and-coming, very successful merchant - but not nobility.
- They met very recently, and rapidly fell in love. The two have been seeing each other for only a month, and Ariadne is certain they are rushing things. The two are set to announce their betrothal tonight at a formal function hosted by the Phulbrinter family. The hasty courtship raised eyebrows among the nobility and concerns among the priestesses.
- The betrothal sets off a tenday of festivities described in the broadsheets. It is to be announced at the ball tonight.
- Before Vestyn Riverwind came along, Esmeralda was seeing Anton Cassalanter.
- Anton is one of the younger sons of House Cassalanter, a noble family of good name but modest wealth.
- Esmeralda and Anton met at the Temple of Sune's Grand Revel, a monthly celebration of beauty, love, and romance. Miri Buckman is certain, given her experience, that Esmeralda and Anton were headed towards betrothal.
- Esmeralda talks about Vestyn's bravery in the Heroes' Garden. Apparently some thugs accosted Esmeralda and Anton, and Anton fled. Vestyn defended her honor and the thugs were driven away. Esmeralda quickly broke off her relationship with Anton.



- If the engagement is ended before the betrothal ball, then the social embarrassment amongst Waterdhavian society is much less for House Phulbrinter. If unseemly details are uncovered after the betrothal or worse, the wedding, then Esmeralda might be considered tainted and any hope of a relationship with Anton is gone.
- The PCs need a cover story to talk with Vestyn Riverwind or Esmeralda as they could hardly be expected to confide in strangers. Perhaps you could bluff that you are in the employ of one of the Lords of Waterdeep and were asked to determine Riverwind's worthiness as a protégé, perhaps even a successor, of this particular Lord. Since the identities of all the Lords (other than the Open Lord) are secret, they would not expect you to describe a particular individual. Vestyn's ego should be stroked by such a tale.

The ladies also share if asked the following information.

- Regent Rauvin Dare was a mentor to Vestyn during the younger man's time at New Olamn, the bardic college in Waterdeep.
- Recent gossip suggests Regent Dare sponsored some controversial plays. There are also rumors that Dare is involved with a cult of Asmodeus, but no proof of illegal actions on his part.
- Rauvin Dare helped find some of the entertainment for the festivities this coming tenday using his connections with New Olamn College, various theatres and nightclubs and the Temple of Good Cheer (worshippers of Lirra and Milil).
- We have hired adventurers previously who discovered cults of Asmodeus were spreading into some of the Guilds of Waterdeep as well as the City Guard. (This is a reference to WATE4-1 and 4-2.)
- We fear that Vestyn might have used magical, even infernal, powers to influence Esmeralda. But without some testimony or proof, little can be done.

***"To be clear," Lynneth says, "we wish you to investigate discreetly the courtship and upcoming betrothal of Esmeralda Phulbrinter and Vestyn Riverwind."***

***"If you discover any sign of unpleasantness, you should deal with the matter quietly, quickly and legally. Obviously we want no harm to come to Esmeralda, members of the family or any innocents. Once you've done that, share what you have learned with us. We need solid evidence as to the actions of guilty parties and their identity - circumstantial evidence and ungrounded***

***accusations are not enough given the reputations involved.***

***"Additionally, we are interested in any evidence of Rauvin Dare's involvement with a cult and information on how to redeem those poor individuals who have sold their soul to a devil. In return, you will be paid a considerable sum of gold.***

***"We will be at House Phulbrinter tonight."***

Lynneth is happy to negotiate with the PCs. She offers the PCs 75 / 125 / 225 / 450 / 675 gp each. While the amount of gold is firm the following concessions can be made:

- A reasonable amount for expenses (25% of the payment - although receipts are mandatory).
- Half the gold up front.
- Beauty treatments at the Temple of Beauty.
- Arbitration and negotiation assistance from Lynneth.
- Etiquette lessons - Ariadne volunteers these for PCs that have been abrasive or rude.
- Bonuses for exceptional results are possible.

Lynneth insists on a contract - she has one already written, covering the major issue but with room for adjustments. The rest of the priestesses are amused but not surprised by this event. Any adjustments agreed to in the negotiations are written in, and the three priestesses sign for their end of the bargain.

If the adventurers are not experienced (playing in AL 2), Ariadne offers them each a *potion of cure light wounds*. Note to the DM: the intent of this offer is to lessen the risk to tables of all or mostly 1<sup>st</sup> level PCs which may happen frequently when this adventure premiers at GenCon 2012. Any unused potions either disappear or 20 gp is deducted from the respective PC's gp payment at the end of the adventure. At DM's discretion, a potion may be provided to 1<sup>st</sup> level PCs playing in AL 4, but playing up is highly risky.

#### TROUBLESHOOTING THE ENCOUNTER

As Waukeen is the exarch of trade and merchants, Lynneth is merely exercising good business sense. If the PCs refuse, the other two priestesses intercede, saying a verbal bond should be sufficient. Obviously Lynneth is unhappy in that case. If game time is short, do not extend roleplaying the bargaining.

The Phulbrinter family is more than ready for Esmeralda to marry although they preferred Anton over Vestyn. However, few noble families in Waterdeep tell their daughters who to marry unless the survival of the House is in question. Also Vestyn would bring more income to the family.



The cover story of being investigators for a Lord of Waterdeep is actually very plausible for Waterdeep, even if the players have doubts. However, any plausible cover story is acceptable.

## ENDING THE ENCOUNTER

Keep the pace of Encounter 1 moving; do not spend more than 15-20 minutes on this encounter if you are playing in a four-hour game session.

When the PCs understand and accept the job, continue with Encounter 2.

## ENCOUNTER 2: YOU DIDN'T HEAR IT FROM ME

### SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY SPECIAL

The PCs have to investigate the relationship of Esmeralda and Vestyn. This encounter is a somewhat free-form investigation, and has been divided into scenes. The PCs may wander from scene to scene. **Do not require the PCs to engage in every scene to complete the investigation.**

*Waterdeep is a city that holds a wealth of information, but that information is also not easily given up in a city of this size. Time is of the essence as you search for answers to the priestesses' questions. Is the match between Esmeralda and Vestyn true love or is there much more to it as the women fear?*

### SKILL CHALLENGE: YOU DIDN'T HEAR IT FROM ME

**Goal:** The PCs are attempting to discover the truth behind the relationship between Esmeralda and Vestyn.

**Complexity:** Special

**Primary Skills:** See each scene

**Victory:** The PCs gather enough information and statements to convince the priestesses of Vestyn's machinations in the city. This requires finding at least five pieces of key evidence.

**Defeat:** The PCs do not gather enough information to prove the crimes that Vestyn had committed. The priestesses do not have enough information to present to the City Watch or the Phulbrinter family.

Because the PCs are attempting to prove their case to the Ladies of the Divine, they have to acquire clues, and interpret them properly. This investigative skill

challenge is the heart of the Major Objective of the adventure. Most scenes may be role played or simply treated as skill checks, depending upon the players' preferred style of play.

Appendix 1 contains a brief summary of the various scenes. The scenes provided are based on an assumption of likely PC behavior - should the PCs engage in unanticipated activities, improvise a scene that covers the appropriate information.

#### INDEX TO SCENES

- Scene 1: Word on the Street
- Scene 2: The Bride
- Scene 3: Esmeralda's Maid
- Scene 4: The Groom
- Scene 5: Vestyn's Mansion
- Scene 6: Vestyn's Best Friend
- Scene 7: The Jilted Love
- Scene 8: Amateur Hour
- Scene 9: Jeweler
- Scene 10: Charming Wizard
- Scene 11: Cult Safe house
- Scene 12: Downshadow Contact

Scenes 2-6 do not provide any direct evidence of wrongdoing (just hints) whereas Scenes 7-11 provide direct evidence the priestesses seek. Encounter 3 also provides some of the desired evidence. The skill challenge is a time-based challenge where at least 5 of the 6 key pieces of evidence must be found.

Each PC can attempt the checks in each scene only once, but multiple PCs could attempt the same skill check, at the DM's discretion. Also at the DM's discretion, failed checks might make other checks harder in the same scene.

The skill challenge starts at 10 AM. The priestesses want a result by 10 PM, so the PCs have about 12 hours for their investigation. From an in-game perspective, an efficient strategy or plan is needed. For real world play time, try to keep each scene to 10 minutes if the game session is limited to 4 hours, particularly if the PCs are engaged in a scene which is less helpful. If the adventure is being played in home play with more game time available, feel free to make the investigation more convoluted and roleplaying centric.

After a few scenes, word starts to get around that the PCs are investigating Vestyn. Scene 11 and Encounter 3 are the reactions to the investigation - use this scene and combat to break up the investigation, particularly if players are becoming bored with social interactions.

While scenes are numbered, they can happen in almost any order. It is also not necessary to dutifully go through each and every scene for information. Unless otherwise mentioned, PCs can only visit each scene once. The PCs may contact other sources of information but if game time is limited, try to keep these short.

**Success:** In order to succeed on the skill challenge, the PCs need to prove that Vestyn has magically manipulated Anton and Esmeralda. They also need to find information that exposes Dare and his control over the Cult of Asmodeus in Waterdeep.

In order to convince the priestesses, the PCs need to learn five of the following:

- Dare and Vestyn arranged the pretend mugging. (S8)
- Vestyn manipulated Anton into fleeing. (S7)
- Vestyn used magic to manipulate Esmeralda. (S10)
- Dare owns the cult safe house. (S11)
- The ritual involved a pact and curse has bound Esmeralda to the bracelet and Vestyn. (The ritual is similar to the Pact of the Iron Ring Ritual, FRCG, pg 59, but includes a vile curse by Asmodeus.) (E3)
- Vestyn made a pact with Dare to get wealth, power and Esmeralda. (S11)

**Failure:** The PCs fail to find sufficient evidence. The wedding is not stopped.

## SCENE 1: WORD ON THE STREET

The PCs may ask around the city about the members of the love triangle. (PCs might also gain this information by seeking out Morthos, a tiefling crime lord in Downshadow, as provided in Story Awards WATE04, WATE29 or WATE46. For such cases, go to Scene 12.) Keep the game time for Scene 1 short.

### VESTYN RIVERWIND

#### Streetwise (Moderate DC)

Vestyn is an up-and-coming merchant. He's had very successful investments in mining and shipping. He's charming but has a reputation as a shark when it comes to business, or anything else he desires.

Vestyn's best friend is a man named Elgeon Milner. (See Scene 7). He can be found at Mrayvern's Bountiful Rest in North Ward. He imports fine wines and liquors.

#### Streetwise (Hard DC)

At one point, Vestyn was virtually destitute. A scholarship to the New Olamn Bardic College helped him get started towards prosperity.

### ANTON CASSALANTER

#### Streetwise (Easy DC)

Anton is one of the young bravos in Waterdeep - a noble with too much time on his hands, who goes around pretending to be tough, dueling with his peers, and causing trouble for those caught in the middle.

#### Streetwise (Moderate DC)

Anton is an easy going guy, and likes to take a drink at the *Ship's Wheel* in Sea Ward. People who talk with him like him, and while he does cause difficulties with his dueling, his family always compensates people for the damages.

### ESMERALDA PHULBRINTER

#### Streetwise (Easy DC)

A beautiful daughter of high society, she's been in the broadsheets frequently. At first, it was because of her status, beauty, and tendency to aid charitable causes and artistic productions. Recently, she's been a gods-send for the tabloid broadsheets with her hasty nuptials - broadsheets have made many salacious accusations as to why the romance moved so quickly to marriage.

### THUGS

#### Streetwise

If the PCs learned what the thugs looked like from Anton or Esmeralda, they can seek them out in Waterdeep. Waterdeep is a big city, and it takes some time to find them through asking questions in taverns, but eventually the PCs are directed to a run-down amateur theater in Dock Ward (See Scene 9). The amount of time it takes to find the thugs depends on the DC beat by the PC:

- Hard DC - one hour
- Moderate DC - two hours
- Easy DC - three hours
- None - four hours

## SCENE 2: THE BRIDE

**Esmeralda Phulbrinter**, Bride

**Kala**, Personal Maid

**Fionna**, Wedding Planner

The Phulbrinter villa is in Sea Ward. A massive mansion is the focal point of the estate. Visitors are escorted by the butler to see Esmeralda. House Phulbrinter was formed after Houses Phul and Ulbrinter merged to avoid loss of status.

If any of the PCs are particularly distasteful (like gnolls, drow, revenants, vampires, or other normally

hostile races), the guards escort the PCs to the correct manor door.

***You are shown to a parlor. A maid introduces the Lady Esmeralda Phulbrinter. Lady Phulbrinter is a beautiful, focused woman with her red hair pinned up in loose ringlets. Her dress is the latest fashion, although conservatively cut. Her jewelry is understated, except for an ornate bracelet on her left arm.***

Esmeralda is a beautiful young lady, and an exemplar of nobility - refined, cultured, and educated. She would be a model for other young ladies, if not for her hasty engagement.

Lady Phulbrinter is in the middle of preparing for a rather hastily planned engagement party. While she can share some time with the PCs, she still has to do the planning. As such, the conversation is frequently interrupted by an obnoxious wedding planner named Fionna. Esmeralda apologizes for the rudeness, but doesn't stop the interruptions.

Her maid, Kala, remains in the room unless sent to fetch something.

Lady Phulbrinter has the following items of interest:

- Her ornate bracelet on her arm.
- Her meeting with Vestyn Riverwind, and her break-up with Anton Cassalanter.

#### **HER BRACELET:**

- The bracelet was a gift from Vestyn after he saved her in the Heroes' Garden. Vestyn wears a matching one. They are tokens of love.
- Esmeralda does not recall the specifics, but she thinks a ceremony was held when pledged their love to each other. She believes that Rauvin Dare was present; he sung and gave a great speech about love.
- The bracelet protects her from a vile curse levied on her and any other attacks on her will. No one has determined how to lift or remove a curse before it is inflicted, and she does not know who inflicted the curse.
- The Benevolent Order of Magists and Protectors confirmed an inactive curse (one not yet triggered) is on her. They could only determine the bracelet was magical as she is unwilling to take the bracelet off.
- She wears the bracelet all the time. If she removes it, she is immediately subject to the curse.

She allows the PCs to examine the bracelet while it is still on her wrist. She refuses to remove the bracelet -

even a charm or domination effect cannot force her to do either. If a PC complements her bracelet and asks where it was crafted, she shows them the bracelet's maker's mark (same as if they made the Perception check).

#### **Arcana Hard DC (trained only)**

The bracelet is magical.

#### **Insight Moderate DC**

Lady Phulbrinter is very attached to the bracelet - even beyond the affection for a token given from her betrothed.

#### **Perception Moderate DC**

The PC can make out the maker's mark on the bracelet - a talented, expensive goldsmith in Waterdeep.

If the PCs try to forcibly remove the bracelet, she screams for the servants. With the removal of the bracelet, a vile curse known as Accumulated Years (Book of Vile Darkness, pg 30) befalls her.

Esmeralda has been told by the Benevolent Order of Magists and Protectors that a ritual, Remove Affliction, might end the curse, once inflicted, but that is not certain and the strain of the ritual might also kill her. She currently declines to take that risk.

PCs who do an Arcana, Heal, or Religion skill check, Easy DC, also know that removing a curse is not always straightforward and could potentially involve a quest by the victim. A better solution is the lifting of the curse by the one who inflicted it, or possibly their death before it is inflicted.

If the PCs ignore her protests and remove the bracelet anyway, read the following:

***Esmeralda's hair visibly whitens as you watch; wrinkles and dark spots appear on her skin; and she stoops in pain. She screams in horror.***

This event terminates this scene and put the evening party in jeopardy. If the bracelet is restored to her wrist, the curse stops advancing and magical healing would lessen the effects of the curse thus far. The DM may need to decide whether to cancel the party and have the PCs meet the priestesses elsewhere, and do the final combat as an attack at an alternate location.

#### **HER MEETING WITH VESTYN RIVERWIND, AND HER BREAKUP WITH ANTON CASSALANTER:**

Anton is a hot-headed, boastful young man - he's had sword training, and talked about his adventures. She and Anton were walking in the Heroes' Garden when some thugs set upon them, intent on mugging and

killing them. The thugs were all awful and dirty and in very cheap looking clothes. They all had wild, dark hair and very unkempt beards. Anton ran away like a coward.

Fortunately, Vestyn was nearby, and heard her screaming. He fought bravely, even though outnumbered, and sent the bandits fleeing. She fell in love with Vestyn and decided that she didn't want to wait any longer before getting married. She proposed to him.

#### **Diplomacy Moderate DC**

Esmeralda doesn't like to talk about it in detail, but can be persuaded to describe her attackers in detail. This opens using Streetwise to trace the Thugs (see Scene 1) or other options as suggested at the end of Scene 7.

#### **Insight Moderate DC**

Esmeralda is aware that she is causing a minor scandal in marrying Vestyn so hastily, but doesn't care. She is telling the truth when she denies any special circumstances that is causing her to get married so quickly.

#### **Insight Moderate DC**

Esmeralda is furious with Anton over his cowardice, but it doesn't fit well with the way she talks about him in other situations. It certainly seems anomalous.

The maid, Kala, attempts to gain the attention of the PCs (Passive Perception, Easy DC) to talk privately.

#### **Insight Easy DC**

Lady Phulbrinter's maid seems to have an opinion on things. She might share things if the PCs can find her at a later time (Go to Scene 3).

### **SCENE 3: ESMERALDA'S MAID**

**Kala**, Personal Maid of Esmeralda

Kala is a tall human woman with brown hair and exceptionally pale skin. Her dress is modestly made but of good material, and she fusses with the edges of her sleeves nervously.

*Kala leads you to a small room on the way to the front door of the mansion. "I fear Lady Esmeralda would be quite shocked and embarrassed if Milord Riverwind proved to be false, but even rumors may be harmful to a lady's reputation."*

Kala may be persuaded to share more information if the PCs relieve her concerns and gain her trust.

#### **Bluff Easy DC**

The PCs promise Kala to be discreet with all information they receive from her. Kala doesn't want to get a bad reputation.

#### **Diplomacy Easy DC**

The PCs can calm Kala and make her less afraid of the group in general.

#### **Insight Moderate DC**

The PC realizes that Kala genuinely cares for Esmeralda, but is apparently troubled by the romance with Riverwind.

#### **Intimidate Easy DC**

Using Intimidate on Kala makes her burst into tears. She answers questions, babbling the whole time. The noise quickly draws the attention of the butler who then escorts the PCs to the door.

She can share the following with PCs:

- Vestyn Riverwind and Esmeralda have been together for only one month or so.
- Kala was very surprised when Esmeralda broke off with Anton Cassalanter. They were very happy together and the families approved of the match.
- Kala heard the tale about Riverwind coming to her rescue when she was accosted in Heroes' Garden. Although she does not doubt that Riverwind is capable with a sword, he does not normally wear one around the City and she has doubts he would personally challenge a gang of thugs instead of calling for the City Watch. That is not what she would expect from a wealthy merchant.
- Esmeralda is a devout follower of Sune and very much believes in true love. She enjoys the romantic stories where love happens at first sight.
- Esmeralda always wears the bracelet; even when she is going to bed or bathing.
- Yes, Esmeralda told her about the curse. She was confused if she meant the bracelet would protect her from a future curse, or one already invoked, but protection from curses is probably something nobles have to worry about.
- Lord and Lady Phulbrinter insisted on calling in the Benevolent Order of Magists and Protectors when they heard about a curse. The wizards confirmed there was a curse but not yet

activated. Esmeralda declined to part with the bracelet and the wizards agreed that forcibly removing it might result in great harm to her. The Order's wizards thought that the pledge of love might have been tied to arcane or divine power but discerning the specifics was impossible due to the detection wards in Waterdeep.

- The Lady Esmeralda and Milord Riverwind have shared meals with Regent Dare twice. She knows because she helped Esmeralda dress to attend the meals. Rauvin Dare is well respected amongst the nobility.
- Lord Anton can be usually found at a tavern called the Ship's Wheel.

## SCENE 4: THE GROOM

**Vestyn Riverwind**, human male, Groom (Insight +14)

Vestyn Riverwind is a handsome man in his late twenties. He is over six feet tall. He is charming and refined. He made his money through a series of insightful investments in various mining companies and merchant ships.

The meeting takes place at Riverwind's business in Trade Ward. Riverwind serves as an investment broker for nobles with spare wealth.

This scene assumes the PCs come up with a reasonable cover story to talk with Vestyn. If they are unable to come up with one that passes muster, they are not able to talk with Vestyn. Consider improvising a scene where the PCs tail Vestyn or spy on him in some fashion.

***You are escorted into a meeting room at Vestyn's business. Vestyn stands from his chair and greets you: "Well met, [goodsir/fairlady]. How may I be of service?" He wears a pair of finely made silver spectacles and has an ornate bracelet on his arm.***

Vestyn Riverwind is a charming flirt - if there are attractive female PCs, he flirts with them reflexively. If PCs call him on his flirting (especially on the eve of his official engagement announcement), he apologizes and promises to behave himself. If PCs are rude or accusatory with him, he ends the interview, and if necessary, threatens to call the City Watch.

Female PCs that go along with the flirting get a +2 bonus to checks this scene.

Riverwind has invested in various shipping and mining projects which have been wildly successful and made him quite wealthy.

If the PCs are using the Masked Lord's investigators cover story, Riverwind has motive to be helpful but he

does not want to reveal any wrongdoing or incriminating information. Repeated questions on a given topic may result in increasing reluctance to answer questions represented by increased DCs on a skill check.

### **Bluff** (Easy DC)

A PC offers a plausible cover story as to why they need to ask Riverwind a few questions. So long as the cover story strokes Riverwind's ego, the DC is Easy.

### **Diplomacy** (Hard DC)

A PC offers reasons why the interview is to Riverwind's benefit.

### **Intimidate** (Hard DC)

A PC offers reasons why declining to answer questions is going to lead to trouble for Riverwind.

Vestyn Riverwind has the following relevant information he is willing to discuss to a limited extent:

- His friendship with Regent Rauvin Dare.
- His spectacles
- His bracelet
- His romance with Esmeralda

### **REGENT RAUVIN DARE**

***"Rauvin has been a friend and mentor to me. I trust him completely. He helped me afford my education at New Olamn and gave me tips on business partnerships."***

### **Additional information includes:**

- Dare invested in some of the projects which Riverwind has been involved. He declines to identify any specific projects.
- Dare also gave him tips on romance and finding a suitable woman to marry. Status is very important in Waterdeep.
- Rauvin is well educated and does know some magical rituals and obscure lore.
- Rauvin has many powerful friends.
- Of course, Regent Dare seeks power and admiration; who does not? It is the way of Waterdeep.

**Insight** (Moderate DC): The PC infers Riverwind is on good terms with Dare and is very impressed by him, but there is some element of jealousy, caution or even fear in the relationship. The PC senses Riverwind sees Dare as a superior. Clearly Riverwind is not being completely open.

A PC with an infernal theme or power source gets a +2 bonus to this Insight check. A PC who met Regent Dare in WATE2-4 also gets a +2 bonus to this check.

#### **HIS SPECTACLES:**

*“My spectacles? What an odd question. Surely a Lord of Waterdeep expects a gentle sir such as myself to own fine and magical items.”*

- Yes, my spectacles are enchanted to help me recognize when someone is trying to trick me. I think that was a fair and wise investment for a merchant. Many people want your money. <he smirks>
- He refuses to allow the PCs to examine his spectacles, and refuses to remove them.
- He doesn't like to talk about them, and if he feels the PCs are too interested in it, he cuts the interview short.

#### **Arcana Hard DC (trained only)**

The spectacles are magical.

#### **Insight Moderate DC**

Vestyn is very attached to the spectacles - he views them as important and precious. However, he seems to be bluffing as their real purpose. Any further interest in the spectacles is likely to make him mad.

#### **Perception Hard DC**

The PC can make out the Maker's Mark on the spectacles - a talented, expensive jewelry smith in Waterdeep. (This is the same smith who made the two bracelets.)

#### **THE BRACELET:**

*“My bracelet? Is it usual to ask such questions?”*

- Vestyn had a pair of bracelets made as a pledge of their love. They also provide a more practical value of magical protection against attacks against ones will.
- Esmeralda's bracelet also protects her from a vile curse levied on her. If she removes it, she is immediately subject to the curse. No one has determined how to lift or remove a curse before it is inflicted, and she does not know who inflicted the curse. The curse is not a matter for public revelation.
- The ceremony was a simple pledge of their devotion to each other.

- Rauvin Dare was present for the pledge ceremony. He sang a few songs about love and made an inspiration speech.
- Dare respects all deities, but Riverwind does not know who his patron deity is.

#### **Insight Easy DC**

Vestyn is nervous if asked questions about the bracelet and may end the interview if more is asked.

#### **Insight Moderate DC**

Riverwind is not telling the whole truth about the bracelet and the pledge ceremony. However, he refuses to go into more detail, and ends the interview if pressed.

#### **HIS ROMANCE WITH ESMERALDA:**

- He met Esmeralda in the Heroes' Garden about a month ago when she screamed for help.
- He was there to possibly find some guards for an important shipment that would leave the city soon. I was wearing a rapier.
- He can't remember what the muggers looked like - they were low-class trash, and unimportant in the long run.
- He loves Esmeralda and wants to marry her.

#### **Insight Moderate DC**

Riverwind is not telling the complete truth about the meeting in Heroes' Garden. Vestyn's affection for Esmeralda is genuine. Yet there is nervous about the relationship beyond the jitters of getting officially engaged.

#### **Bluff or Diplomacy Moderate DC**

Vestyn admits that he was hoping to run into Esmeralda there. She is beautiful, intelligent, and wealthy - what hot-blooded man wouldn't want to be with her? Anton would be no problem - the man is an impetuous fool, and as soon as Esmeralda talked with Vestyn, she would leave Anton behind. Saving her was a bonus, but hardly necessary.

Note that Vestyn is largely telling the truth here - he is convinced that he wouldn't have needed the attempted mugging to win over Esmeralda, but it certainly helped.

#### **THE TRUTH ABOUT VESTYN AND ESMERALDA:**

Vestyn in no way admits to the truth - that Dare arranged for the attempted mugging and Vestyn caused Anton to flee (using his magical spectacles) and that Dare bound Esmeralda to him through a ritual ceremony involving the bracelets that they wear as foci.

He does not know that Dare inflicted the vile curse from Asmodeus upon Esmeralda.

#### TROUBLESHOOTING THE SCENE:

While he possesses Eyes of Charming, Vestyn does not use them on the PCs right now. The circumstances do not favor him (several PCs to his one person), and could give belligerent adventurers grounds to claim self-defense.

If the PCs are rude, or if they are not discreet in their inquiries, Vestyn cuts the meeting short – his time is valuable, and he doesn't have time for riff-raff. He calls for the City Watch if the PCs become physical or are rude and refuse to leave. Treat as a Minor Offense with a fine of 10 gp each.

In the event the PCs decide to attack or murder Vestyn, remind the players of Waterdeep's laws. The consequences for the murder of a citizen of Waterdeep, even if later proven to be justified, is serious or severe. (See Appendix.) Even assault without evidence carries a stiff fine.

The PCs also fail their investigation, as the word of murderers do not suffice for the Ladies of the Divine's investigation.

### SCENE 5: VESTYN'S MANSION

**Zanven**, male gnome (disguised devil), Vestyn's Butler/Valet

**Randal**, male human, footman

Vestyn Riverwind owns a mansion in North Ward. The PCs may want to speak with his servants or perhaps snoop around his dwelling.

#### Arcana Hard DC

The PC can tell the mansion is strongly warded. Any attempt to break in is likely to be noticed.

*The Riverwind mansion in North Ward is a large, impressive building. It is covered in expensive, but tacky gold-leaf and other designs – clearly as an advertisement of the owner's success. A suitably attired footman is standing outside the door.*

Randal is the name of the footman. Like most footmen, he runs errands, helps carry heavy objects in or out of the house, sweeps the front walk and steps, helps people in and out of carriages and provides a basic screening of visitors.

Randal is a recent hire and a bit sensitive about working for a wealthy merchant. He is not aware of the cult but he can provide some insights to the PCs. He

addresses adventurers as “goodsir” or “fairlady” unless of a notorious race when he used “goodfaer.”

**“Goodsir, my master is not at home. May I tell him who called?”**

Randal summons the butler if the PCs insist on meeting with someone in charge of the staff. Randal can be persuaded to share some information.

#### Bluff, Diplomacy or Intimidate (Easy DC)

- Randal was hired 3 months ago after Milord Riverwind purchased the mansion. Randal does not know Riverwind well.
- Although wealthy, Riverwind is frugal with his money.
- He entertains frequently and mingles with the upper crust of Waterdeep society.
- Lady Esmeralda has visited the mansion on numerous occasions.
- Regent Dare is a friend and business partner of Milord Riverwind. He frequently visits the mansion.
- The staff? The Butler is Zanven. He also serves as the master's valet. Currently the staff also consists of a housekeeper, a cook and a scullery maid. The butler serves the master at mealtimes. The housekeeper has been complaining that the staff is too small for a mansion this size; the master should hire a maid or two.
- The adventurers may speak with the Butler but without permission of Milord Riverwind, they cannot enter the mansion or speak to the other servants.

The PCs are greeted inside by Zanven, Vestyn Riverwind's butler and valet. Zanven is a tall, thin and exceptionally gaunt gnome of indeterminate age. He dresses very somberly in all black and conveys any information in as few words as possible.

Zanven is a shapechanged devil, but since he is not impersonating a specific individual (much less one whom the PCs previously met); the PCs cannot use Insight versus Bluff to recognize the impersonation. Because of the difficulty of detection magic in Waterdeep, only a specific power designed to recognize a shapechanged creature would be helpful.

Zanven talks with the PCs for a short time, but won't tell them anything useful. He confirms general knowledge, but pleads confidentiality with regards to anything useful. He is not to be swayed from this position



(as he is directly concealing criminal behavior by his master), even by the most silver tongue.

Zanven may say:

- Lord Riverwind is a rising gem in the Crown of the North. Surely greater glories await him.
- Regent Dare is a great man, very insightful and resourceful.
- Lady Esmeralda Phulbrinter is beautiful and a fine match for my master.

Zanven might be tricked into revealing:

- Nobles of Waterdeep are easily fooled by their illusions of heroes and romance. Lady Esmeralda is no different.
- Waterdeep needs an Open Lord solely focused on the City. A strong lord to lead the City.
- Asmodeus is an excellent deity for those who seek power.

### **Bluff Moderate DC**

The PC is able to trick Zanven into revealing indiscretions. Unfortunately, Zanven realizes his mistake and works to correct it later.

This gives the PCs some important clue that they have yet to find, or have not fully understood (DM's discretion).

### **Insight Moderate DC**

Zanven is extremely tight-lipped about his master, and won't tell you anything willingly. He has too much resolve to be intimidated, but he could be tricked.

### **Stealth Hard DC**

The PC skulks around the house after the rest of the party leaves, and keeps an eye on Zanven. After an hour of waiting, the butler leaves the house to report to Regent Dare at New Olamn College.

### **Troubleshooting**

The PCs may try to attack to subdue or kill Zanven during their conversation. If this happens he disappears and cannot be found (or attacked further). A whiff of sulfur lingers in the air. Religion check (Moderate DC) yields the awareness of infernal nature of Zanven.

## **SCENE 6: VESTYN'S BEST FRIEND**

**Elgeon Milner**, half elf, Friend of Vestyn's

Elgeon is a half-elf merchant though his human blood dominates in his features. He is short, with curly brown hair. His round cheeks are perpetually rosy and make

him look younger than his actual years. He is found in the suite he is renting at Mrayvren's Bountiful Rest, an inn that is found in North Ward.

Elgeon is an importer of fine wines and liquors. His business is located in Trade Ward.

*You have caught Elgeon during his final, rather last minute fitting for the outfit he will wear to the engagement party. He stands, arms held out at his sides, as the grey-haired tailor works putting a few pins in place.*

### **Bluff or Diplomacy Moderate DC**

Elgeon is not above the effects of some good, old fashioned flattery. He is more willing to share information if a PC compliments his business or fashion sense or has a plausible cover story.

### **Intimidate Moderate DC**

If the party has found out some information about the jewelry, then they can use that to scare Elgeon. He doesn't want to be associated with anything that would hurt his business among the nobility.

### **Insight Moderate DC**

Elgeon is in a hurry to be done with the fitting. It opens up Perception as a skill to be used to help the tailor.

### **Perception Moderate DC**

A PC could help the tailor work more quickly by pointing out places that need to be pinned. Elgeon wants the fitting over quickly so he can attend pre wedding celebrations. So he is pleased if it is helped along

Elgeon can share the following with the PCs if asked:

- Elgeon and Vestyn attended New Olamn Bardic College at the same time. Vestyn had some moderate talent but didn't stand out in his performances or academically.
- Vestyn never wore spectacles until recently. Elgeon suspects magical properties which give him an edge in business.
- Elgeon is somewhat surprised that Vestyn has risen so quickly economically and socially. He hopes the PCs keep that statement to themselves.
- Vestyn and Esmeralda have been together for only one month or so.
- He knew that Esmeralda was already taken and didn't think Vestyn actually had a chance with her.

- Vestyn uses a jeweler in Field Ward to commission new pieces. His name is Dalkon Gemfist.
- Elgeon has received some assistance from Riverwind on a few business deals but mostly not; Elgeon does not like involving friends in business.
- Elgeon has worked with the Guild of Watermen, of course, when importing cargo via ship. No help for that.
- Rauvin Dare? I do not agree with some of his notions about power and religion, but he does seem to be a skilled actor, playwright and director. Making some shrewd investments as well. He and Vestyn are as thick as thieves ... ah, just an expression.

## SCENE 7: THE JILTED LOVE

**Anton Cassalanter**, Former Suitor to Esmeralda

Anton is a modestly handsome man in his early twenties. He wears a sword at his waist, and his palms have calluses from training with a sword. Normally, he is boastful about his skill with the sword, and his bravery.

*You find Anton Cassalanter drinking at the Ship's Wheel, an expensive tavern in Sea Ward. He appears to be on his way to a quality drunken stupor, but he's not there yet.*

Anton is an earnest, direct man. He's nobility, but generally gives everyone a fair shake. He's currently very morose, and talks to anyone about his troubles - all related to the woman he loves getting married in a tenday to someone else.

During the conversation, Anton complains about himself, Vestyn, (a cad and certainly not deserving of a lovely woman like Esmeralda) and about failing Esmeralda. He is still thoroughly besotted with her, and has nothing bad to say about her - he challenges any PC that makes an unkind statement about her. Anton is too drunk to put up an actual fight to the offending PC.

### Special

Any PC that buys him a drink for 10 gp - he's drinking top shelf stuff - gets a +2 bonus on all checks in this scene.

### Bluff or Diplomacy Easy DC

The PC easily starts Vestyn discussing what happened.

The first time Anton met Vestyn:

- Anton met Vestyn at a social function about 4 months back.
- He seemed charming, albeit a relentless social climber.
- Anton felt that Vestyn always wanted more, and didn't really trust him.

### Insight Moderate DC

Steering Anton's story, the PC can deduce that Vestyn sought him out for some reason.

- Anton and Esmeralda had been seeing each other for a little over a year. They were a good match, on a personal level as well as a social level. Both families approved.
- During a date when he took Esmeralda through the Heroes' Gardens, a band of marauders set upon them. Anton panicked - a crime for which he still has not forgiven himself. In retrospect, the event seemed fake. The thugs used dramatic gestures and the tall, red-bearded leader actually had a short speech about how the nobility was undeserving of its wealth. When he accused me of cowardice, it was if I heard a command in my head to flee. I think I was influenced magically by someone, but that excuse has been overused by too many nobles.
- The eight thugs were muscular men like laborers or dockworkers, but they wore flashy cloaks, sashes and masks, like theatrical versions of garments of nobility. They waved about ornately decorated swords; not what I would expect a real gang of thugs to use. In retrospect, it was like a badly written play.
- Anton tried, on several occasions, to meet with Esmeralda to explain what happened. She refuses to speak to him and gets incredibly upset if Anton is near. Esmeralda was never one for such hysterics.
- Anton heard rumors about the pledging ceremony, but he knows nothing as to what really happened. As devout a worshipper of Sune that Esmeralda is, he would expect any such ceremony would be held at the temple of Sune.
- He is not aware of any past/previous curses on Esmeralda or her family and he thinks she would have told him.

### Insight Moderate DC

The PC can tell his story is genuine.

**TROUBLESHOOTING FOLLOWING THE CLUES TO SCENE 8**  
Hopefully the PCs gain the understanding the thugs seemed more like dockworkers who were playing a part, much like actors in a play. The combination should point towards an unusual combination, particularly combined with the tall, red-bearded leader.

The PCs may find the amateur actors in Dock Ward with the help of many possible contacts: the Guild of Watermen (from WATE4-1), New Olamn college, the City Watch in Dock Ward, Lord Dolan Dezlentyr (from 4-1), broadsheet staff (such as Thaeler's Coinwatch or Mocking Minstrel), Sea Captain Nicos Bersk (4-1), Lord Torlyn Wands (from WATE2-4), Temple of Good Cheer (mentioned by Hist Tiliputakas, one of the Ladies of the Divine met at the end of 4-1 and 4-2), contacts via Story Award WATE28 Ars Gratia Artis, or a Streetwise check per Scene 1.

## **SCENE 8: AMATEUR HOUR**

**Milil's Players**, Dock-workers

**Elben Fiedlerson**, Founder of the Players

The thugs who attempted to mug Esmeralda and Anton were hired to do so by Vestyn. They are actually actors, and the mugging was staged to make Vestyn look like a good guy. Elben is the leader of this group of actors. He is tall, middle aged human with a bushy, red beard, and muscled arms from years of work on the docks.

*What stands before you is a run down and abandoned warehouse. What is inside is still worn but holds a different story. Several window frames hold the sad corpses of fallen windows, and birds nest in the rafters. It seems you've intruded on a group of men and women practicing amateur drama. Several of the men are wearing poorly made wigs and false beards. They turn towards you with a look of irritation - "Can we help you? We have only a limited amount of time to rehearse."*

The dock-workers are part of an amateur theater group, and practice here on days when they can. In general, they have understanding bosses and have arranged for synchronized breaks and days off.

The particular play they are practicing concerns the trials and tribulations of *The Ffolk Rover*, a merchant ship of legendary and ridiculous proportions that is broken by the cruel Umberlee (Bitch Queen of the Sea).

They start off as surly towards the PCs, resenting the interruption. However, they are not foolish enough to fight armed adventurers. They don't provide any

information to the PCs until the PCs earn some goodwill by succeeding on one of the checks below.

### **Bribe (Special)**

If the PCs offer a suitable donation (2/4/6/8/10 gp) then they get a +2 bonus to all skill checks while interacting with the troop. They are always seeking new funding for their production.

### **Athletics Moderate DC**

The PCs could help move around set pieces or brace ones that are falling over.

### **Bluff Moderate DC**

The PC provides some assistance to the dockworkers with their acting ability, or something else. If the PC has some renown for acting ability or theater experience, the DC is Easy. The workers feel that they should repay the kindness of the PCs, and answer their questions.

If the PC fails on this check, the fact that they made the effort at all is rewarded by a +5 on the Diplomacy or Intimidate during this scene.

### **Diplomacy Hard DC**

The dock-workers were paid well by Vestyn for their performance and for their discretion. They are hoping that he uses his influence to get them into New Olamn, so they can rise above their current station. As such, they are very reluctant to break confidentiality.

### **Dungeoneering Moderate DC**

The props are not in the best of shape. A PC could help the group repair them. This gives any PC a +2 bonus to any further Diplomacy or Bluff checks with the group.

### **History Moderate DC**

The PCs can offer bits of history that make the play more historically accurate. The dockworkers are appreciative of this help.

### **Insight Easy DC**

The actors seem honest. They may have been magically influenced, if they went along with such a dangerous and illegal plan.

### **Intimidate Moderate DC**

The PCs point out that what they did was a very serious crime, and that they could be in deep trouble. But, if they share their information, the PCs could forget just who they talked to about it....

## Religion Moderate DC

The actors are impressed that the PC recognizes Milil as the god of song and poetry. Elben found a discarded, slightly water damaged book that described the deity and was inspired to form the group

The dockworkers can share the following:

- They are known as Milil's Players.
- Regent Rauvin Dare hired them to fake a mugging - it was part of a meeting he was trying to arrange for his protégée, Vestyn Riverwind, to meet a beautiful, young lady.
- No one was going to get hurt - look, these are the swords we were using (shows theater swords).
- The other gentleman was in on it - supposedly, he wanted out of the relationship, but was too cowardly to do it directly. He played his role well - if we didn't know better, we would have thought he was terrified!
- Normally, we wouldn't do such a thing. But Dare was so convincing and Vestyn promised to help fund our plays!
- Vestyn was introduced to them by Regent Dare.
- We met Dare at the Three Pearls Nightclub.
- Dare is a fine man that has sponsored their company and even suggested plays for them to perform. He gave them costumes and props no longer used by the college. The members of the troupe still have the costumes and props (which are recognizable by Anton and Esmeralda).
- Dare convinced the Guild of Watermen to give them the time they need to practice. They don't believe any rumors about Dare.

The Watermen would-be actors protest their innocence but they tell the story to the City Watch if asked.

## SCENE 9: DALKON THE JEWELER

**Dalkon Gemfist**, male dwarf, Jeweler and Goldsmith

Dalkon Gemfist sold the jewelry to Vestyn two months back. Dalkon is a member of the Jewelers' Guild.

*Dalkon's Fine Jewelry is a small store in Field Ward. The shop displays only a few pieces of jewelry, but they are beautiful, exceedingly well crafted.*

*The young dwarf looks at you, and says, "You look like adventurers. I don't often sell to adventurers, because they seem more interested in function than form."*

The dwarf is an artisan at heart. He doesn't talk about his clients, unless they want him to. He is something of a

prodigy and feels people don't take his work seriously because of his age. He is willing to work with wealthy clients and be very discreet, hoping it improves his standing. Still, he's proud of what he can do with metal and gems, and PCs might be able to use that.

## Insight Moderate DC

The PC learns that Dalkon is very discreet, and won't talk about the jewelry easily. This reveals the difficulty of getting information from him by different ways.

## Special

Any PC with a metalworking background (say, smithing, mining, or jewelry work itself) gets a +4 to the checks below.

## Arcana Moderate DC

The PC discusses the features of Dalkon's work, specifically how the subtle craftsmanship encourages magical enchantments on the pieces. Grant a +2 bonus to the Bluff or Diplomacy check.

## Bluff Moderate DC

The PC offers a plausible reason for their inquiry.

## Diplomacy Moderate DC

The PC explains why answering a few questions is important.

## History Moderate DC

The PC discusses the features of Dalkon's work, establishing himself as knowledgeable about gems and metal working. Grant a +2 bonus to the Bluff or Diplomacy check.

## Intimidate Moderate DC

Dalkon has done nothing wrong (well, other than tax issues, but adventurers wouldn't know about that), but he can be scared by adventurers into talking.

Dalkon shares the following:

- Vestyn commissioned the two bracelets two months ago. (The PCs would know this was before he started courting Esmeralda.)
- The two bracelets are identical in design although sizes are different.
- Vestyn arrived with written specifications for the bracelets. They were very detailed, but he appeared uncertain about some parts. He begged off answering about one or two specifications, and came back the next day with the answers.

- He insisted on having the designs returned to him with the bracelets to insure that copies would not be made.
- Dalkon also created the spectacles that Vestyn is seen wearing at all times.
- Yes. The bracelets and the spectacles were well enough made to accept powerful magical enchantments and that was the intent. He was in contact with a wizard by the name Metoth Thrul, as to the requirements.
- More recently he crafted the engagement ring and wedding ring for the bride. While ornate, the work was not as high a quality.
- He had worked for Dare before on previous commissions. He provides records of sale if coerced.
- Dalkon is trying his best to build a strong reputation in Waterdeep to attract the wealthy and powerful to his work. If his name is associated with some trouble, then that reputation is ruined.

## SCENE 10: CHARMING WIZARD

**Metoth Thrul**, male human, Wizard and Magewright  
**Frostbite**, male Dragonborn. Journeyman Swordmage and Bodyguard

Metoth's store is in the Trade Ward. Metoth enchanted the jewelry for Vestyn.

*Metoth is a short man with a dusky complexion and three dots on his forehead. He has dark, curly hair and a square cut beard. The workshop behind him is guarded by a white-scaled dragonborn. The dragonborn has an unusually large bastard sword strapped across his back. He keeps a constant eye on the PCs and all of their movements.*

Metoth is concerned with magical theory and does commissions to fund his research. The wizard doesn't particularly care who hires him; he is only concerned if their coin is good. Metoth is non judgmental and discreet about his work which makes him popular with those looking to commission magic items. He is descended from exiled Red Wizards, but that is only reflected in his magical aptitude. The wizard's appearance reflects more heritage of his Turmish mother. Metoth is a member of the Watchful Order of Magists and Protectors.

Any PC that has a Turmish background or appreciates the meaning of the dots on Metoth's forehead gets a +2 bonus to social checks with him.

### Bluff or Diplomacy Moderate DC

The PCs persuade Metoth to share information about a previous transaction.

### Insight Easy DC

Metoth is impressed by intelligence and those that have a working knowledge of spellcraft. He is more likely to share knowledge with those he sees as intellectual equals.

### History Moderate DC

Turmish is a country that was devastated by the Spellplague and the receding of the Sea of Stars. The three dots on the forehead are a local custom there. The first dot represents the ability to read, the second, the ability to write, and the third, the practice of magic. Gain a +2 bonus to Bluff, Diplomacy or Intimidate check.

### Intimidate Hard DC

The PCs can remind Metoth that any trouble connected back to him could interrupt his research. He is more willing to talk after this, but clearly has distaste for the PCs afterward.

Metoth can share the following if properly convinced:

- Vestyn first came to his workshop about four months ago to enchant a set of spectacles. He had a referral from one of his other clients.
- The client that referred Vestyn was Rauvin Dare. Dare was the one that specified the enchantments and how they should work.
- The enchantment of the spectacles was unusual. The spectacles are *eyes of charming*. They cause short duration domination and as well as provide some protection. Metoth understands that the item would be used to get the upper hand in trade negotiations but that happens in Waterdeep.
- He returned two months ago for matching bracelets, for his and her.
- The enchantments on the bracelets were more complex and slightly different. Both offered protections against charm or persuasion attacks. The woman's bracelet also had a charm to interpret Vestyn's words in the best possible light.
- Metoth did not add any enchantments to protect against curses specifically, current or future.
- A pact willingly accepted by the wearer, with a curse as a consequence, would not be stopped by the enchantments he added to the bracelets.

- Riverwind was concerned about an option to add additional enchantments, but that was all which Metoth performed.
- Vestyn paid for all of the work.
- Metoth admits that the jewelry was exquisitely made and perfect for enchantments. The work is dwarven; made by Dalkon Gemfist, Jeweler and Goldsmith.
- Metoth did not place any enchantments on an engagement or wedding ring.

### Insight Moderate DC

The PC noticed that the dragonborn is listening to the conversation. His expression takes on a subtle look of disapproval anytime Metoth shades the truth (even in a self-aggrandizing fashion). He shares any information he knows, but not in front of the wizard.

### Perception Easy DC

The PC notices that the dragonborn is trying to catch their attention. He seems to be gesturing for a meeting out back. Unlocks an Insight check on the dragonborn.

Frostbite does not talk to the PCs within earshot of Metoth. He would prefer to talk in the alley behind the shop, but as long as Metoth can't hear him, he's happy. He can share the following information:

- When Vestyn visits he often smells of unusual and exotic ritual components. He suspects Vestyn is involved with an infernal powers. Rauvin Dare smells of the same odors.
- Vestyn had mentioned that he used the *eyes of charming* for more than business; he influenced a rival and his future bride.
- Vestyn was interested in a second opinion about binding rituals; if accepted by a person under influence of a charm, would the binding still work? Binding rituals are often used to seal membership of a cult and inflict a curse if an oath is broken.

## SCENE 11: CULT MEMBER

**Reginald**, human male, disaffected cultist

As the PCs are going about their investigation, they are approached by Reginald, a disaffected member of the cult.

*“Adventurers! A moment of your time, please.” A human man with graying hair approaches you. “I’ve heard you are the ones investigating Mr. Riverwind. I have some information you might find useful.”*

Reginald can convey the following information. He doesn't reveal his background or motivation unless directly queried about it, and downplays his involvement in the cult when it comes up.

- Reginald is porter for a merchant in Trade Ward.
- Reginald joined Dare's cult of Asmodeus about a year ago, because the connections forged there would get his children into New Olamn College.
- Dare's behavior over the last few months has unsettled Reginald.
- Dare owns a building in Castle Ward used as a safe house by the cult.
- Reginald doesn't know what's in it, but urgent orders came down recently. It's supposed to be cleaned out immediately.
- Reginald is supposed to be on his way there to help move stuff.
- If the PCs have played WATE4-1 or WATE4-2, a description of the PCs has been circulated among the cultists.
- Otherwise, a rough description of the PCs has been circulated.
- Information on the PCs' location and objectives is supposed to be reported up the chain and an attempt to kidnap or kill them is likely.
- This information helped Reginald find the PCs.
- If asked, “why betray the cult?” Murder and torture is beyond what I can stomach.
- Vestyn Riverwind? Yes, he is a member of the cult and made a deal with Dare for a ritual to bind Esmeralda to him. He does not know how the ritual worked but there may be evidence at the safe house unless it has been already destroyed.
- Is the safe house guarded? I do not know, but probably.

### Insight Moderate DC

Reginald is nervous and scared but appears to be truthful.

If the PCs head to the safe house immediately, go to Encounter 3. If the PCs wait more than an hour to go to the safe house, it is empty.

Return to Encounter 2 once the PCs have dealt with the guards.

## SCENE 12: DOWNSHADOW CONTACT

**Morthos**, Tiefling crime lord

In their adventures in Waterdeep, PCs might have encountered Morthos, a tiefling crime lord and information broker. Morthos keeps his ear to the ground, and can help the PCs, albeit for a price.

Each PC with *WATE29 Contact in Downshadow* or similar story award for Morthos may buy information from the crime lord. He charges 50 gp for this service. For this price, Morthos provides the purchasing PC with one of the key pieces of information the PCs have yet to uncover, or where they may find the thugs, or suggestion where they may find more information. However his testimony needs collaboration as he refuses to testify before a magister.

- The mugging was faked. Actors were hired to play the part of thugs. Rauvin Dare paid for it.
- Vestyn Riverwind is a worshipper of Asmodeus. He sold his soul for success in business.
- Riverwind uses magical spectacles to charm people both in business and in social affairs. Find the wizard, Metoth Thrul. He did the enchantments.
- Regent Dare sees himself as the next Open Lord of Waterdeep and spins plots to gain more control and power.
- The cult uses a safe house in Castle Ward. You should find evidence there. Morthos provides directions. (Go to Encounter 3.)

If the PCs have already learned all the available information, Morthos informs them that they know as much as he does, and doesn't take their money.

The visit to Downshadow takes an hour.

## TROUBLESHOOTING THE ENCOUNTER

The PCs may seek information from sources not represented by these scenes, such as the City Watch, a Broadsheet reporter, or the Benevolent Order of Magists and Protectors. The DM is encouraged to permit this, but to handle it quickly to avoid bogging down play. Secondary sources normally do have the same direct insights, but you could certainly either insert a pointer back to an informative source (scene) or provide some clue to put the PCs back on track. Just realize that if everyone knows what is going on, then there really was no secret.

The authors and the editors cannot predict every question the PCs might ask so the DM is encouraged to be flexible.

## ENDING THE ENCOUNTER

The skill challenge ends when the PCs have sufficient evidence, they are out of time, or game time is limited (you need at least an hour for the last combat plus time for the PCs to report to the Ladies of Divine regarding their findings).

**Success:** The PCs can prove that Vestyn Riverwind has been magically manipulating Esmeralda Phulbrinter towards marriage. They can take this evidence to the priestesses at the betrothal party for further action.

**Failure:** The PCs did not acquire sufficient evidence. They go report their failure to the priestesses at the party.

### MILESTONE

The encounter counts towards a milestone.

### MAJOR OBJECTIVE

If successful, the PCs complete the Major Objective **Uncovering the Evidence**.

### TREASURE

There is no treasure in this encounter.



## ENCOUNTER 3: SAFE HOUSE

ENCOUNTER LEVEL 3/5/7/9/11  
(750/1050/1500/2100/3000 XP)

### SETUP

This encounter includes the following creatures at all ALs:

- 1 Ashmadai enforcer (E)
- 3 Ashmadai swiftblade (S)
- 2 Ashmadai thugs (T)

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the Ashmadai swiftblade

**Six PCs:** Add an extra Ashmadai swiftblade.

When the PCs approach the safe house, they can see porters emptying the house.

*In a small cul-de-sac, several porters are moving boxes out of a house. They look to be in a hurry and are trying to load the boxes into a wagon as quickly as possible.*

Guards are watching from roofs to make sure no-one interrupts the porters. They are hidden very well, and want to take the PCs in an advantageous position (red lined area on map). If the PCs decide to sneak up, before they spot the hidden guards, allow a group Stealth check. Half or more PCs must succeed for the group to succeed.

#### Passive Perception [Hard DC]

The PCs are in the blue lined area when one (or more) of them notices the Ashmadai lurking on the roofs before the bad guys notice them.

#### Stealth [Moderate DC] (group check)

If the PCs succeed, they can position themselves on the edges of the map (including on the buildings) and get a surprise round.

On a failure, the PCs get in position, but there is no surprise round.

Assuming the PCs don't detect the ambush ahead of time, the guards wait for the PCs to get in the center plaza before launching their ambush (area lined in red).

When combat begins, read or paraphrase the following:

*A group of humans rise from concealed positions. They are wearing heavy armor but move with an unnatural grace. They carry short swords and spears, and move to attack!*

#### Passive Perception [Moderate DC]

The PC notices the ambush, just in time to avoid being surprised. The PC may alert the other PCs for all to avoid a surprise round when combat begins.

### FEATURES OF THE AREA

**Illumination:** Bright light.

**Buildings:** The buildings are 4 squares high. A DC 20 Athletics check is needed to climb the buildings. Doors and windows into the buildings are shut but not locked when combat breaks out.

**Crates and Barrels:** These are crates of supplies the porters have already taken out of the safe house. They are 1 square high blocking terrain. It costs an extra square of movement to climb on the boxes, but a DC 15 Athletics check lets a PC jump on the boxes without spending the extra movement (allowing a PC to shift onto the box).

**Horse-drawn Two-Axle Cart:** The horse is docile until combat begins. Once combat begins, the horse panics. The cart's brake is currently pulled, so the horse can't move the cart - a PC can change that with a minor action when adjacent to front of the cart. If the brake is released, the horse flees directly away from combat dragging the two-axle cart. The PCs can also cut the harness with a standard action if so desired.

**One-Axle Cart:** Three barrels sit on the bed of the cart. A DC 15 Athletics check lets a PC jump on the cart without spending the extra movement (allowing a PC to shift onto the cart). The cart can provide cover against enemies on the ground. A Small or Tiny creature can hide under the cart and gain superior cover from enemies on the roof.

**Porters:** The eight porters are non-combatant minions who are affiliated with the cult. They flee (going out a back entrance) unless intimidated into staying.

### TACTICS

The first action of the Ashmadai thugs is to use their *infernal flight* to get down. On the surprise round and first round, they can combine *infernal flight* with a charge action. In contrast, the Ashmadai swiftblades prefer to throw their javelins until the 4 javelins are used. The first action of the Ashmadai enforcer is conditional on whether the PCs had advanced to just in front of the safehouse or not. If he has targets within range, he can

use the *imperious command* or *infernal thrust*. Otherwise, he flies down to an advantageous position.

The Ashmadai attempt to spread out their attacks – each one attacks a different PC if possible. The Ashmadai are a trained, coordinated team. They work to give each other combat advantage. They fight to the death, convinced that a glorious death will be rewarded in the Nine Hells.

The enforcer maneuvers to get as many enemies as possible into his *deceptive whispers* aura. Beyond that, he maneuvers to target a group with *imperious command*.

The swiftblades try to stay mobile. They use melee attacks if pressed, but prefer to fight at a distance. They use *infernal flight* to get to higher ground.

The thugs wade into battle. Their main concern is hurting people.

## ENDING THE ENCOUNTER

The encounter ends when the PCs defeat the last member of the guards, or when the PCs flee.

An Intimidate check (Hard DC) during the first round of combat stops the porters from fleeing. If questioned, they admit to being worshippers of Asmodeus, but they have never been to this location previously. They were ordered to come and move the crates and barrels here to a warehouse. (The warehouse is owned by Vestyn Riverwind.)

The house is owned by Regent Rauvin Dare. The cultists may be turned over to the City Watch.

A Bluff, Diplomacy, or Intimidate check (Moderate DC) gets any captured Ashmadai to admit the following:

- They are part of a cult to Asmodeus based in Neverwinter.
- They were loaned out to a follower in Waterdeep recently.
- They don't know the true identity of the follower – he wore a mask and robe, and identified himself by code words and phrases.

If the PCs search the safehouse, they discover the following things useful for rituals:

- Arcane ritual components such as gem dust
- Incense and consecrated oils
- Implements (athames, rods, chalk)
- A ritual book
- A silver pin. A quick examination of the pin shows it be an emblem of a New Olamn master bard.

The book contains only a single ritual, although it's a fairly long one.

## Language - Supernal

The ritual is written in Supernal. Unlike the speech of immortal creatures, the ritual does not automatically make itself known to the reader, although the reader can puzzle out some of the intent. Anyone who can read Supernal gains a +4 bonus on checks to understand the ritual. Note: some of the priestesses (of the Ladies of the Divine) know Supernal.

Even if none of the characters can decipher the text, a Moderate DC Religion check is sufficient to discern that the ritual involves an appeal to Asmodeus.

## Special

If a PC has an infernal theme (such as Devil's Pawn) or power source (such as an infernal pact warlock), then the DCs below are one step easier for that character (with the Easy DC becoming an automatic success).

## Arcana

**Easy DC:** The ritual has an enchantment bent to it.

**Moderate DC:** The ritual is a pact between the participants and Asmodeus. A curse is invoked if the focus item is removed or the pact is otherwise broken.

**Hard DC:** The foci are two items designed for sympathetic behavior. One must be some sort of binding focus – a chain, a collar, a bracelet, or a belt – worn by the target. Another must be a charm focus – circlets, typically – worn by the caster. Not all wearers must accept the pact. However, even if due to magical domination, an acceptance still counts.

The ritual involved a pact and the curse has bound Esmeralda to the bracelet and Vestyn. (The ritual is similar to the Pact of the Iron Ring Ritual, FRCG, pg 59, but includes a vile curse by Asmodeus.)

## History [Moderate DC] or Intelligence [Hard DC]

There is a chart written in code attached to the ritual book. On a success, the PC deciphers the code. This is a schedule of dates for important steps in the attunement of the ritual. These dates match up roughly with the start of Vestyn and Esmeralda's relationship, and with the announcement of their betrothal.

## MILESTONE

This encounter counts towards a milestone.

## TREASURE

The Ashmadai have a pair of *boots of bounding*. One of the ashmadai thugs is wielding a *shock spear*, but didn't realize it was magical.

## ENCOUNTER 3: SAFEHOUSE STATISTICS (AL 2)

Ashmadai Enforcer		Level 2 Controller
Medium natural humanoid		XP 125
HP 38; Bloodied 19		Initiative +1
AC 16, Fortitude 14, Reflex 10, Will 11		Perception +2
Speed 6		
TRAITS		
<b>Deceptive Whispers • Aura 3</b>		
Enemies within the aura take a -1 penalty to all defenses		
STANDARD ACTIONS		
m <b>Short Sword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 2d6 + 1 damage.		
r <b>Infernal Thrust</b> (fire, force) • <b>At-Will</b>		
Attack: Ranged 5 (one creature); +6 vs. Fortitude		
Hit: 2d6 + 2 fire and force damage.		
A <b>Imperious Command</b> (psychic) • <b>Recharge 5 6</b>		
Attack: Area 1 within 5 (enemies in burst); +5 vs. Reflex		
Hit: 4d6 + 1 damage, and the target takes 5 psychic damage whenever it uses a daily or an encounter power (save ends). If the target is bloodied, it also takes ongoing 5 psychic damage (save ends both).		
MOVE ACTIONS		
<b>Infernal Flight • Encounter</b>		
Effect: The Ashmadai flies 5 squares.		
Skills Acrobatics +6		
Str 16 (+4)	Dex 10 (+1)	Wis 12 (+2)
Con 14 (+3)	Int 10 (+1)	Cha 8 (+0)
Alignment evil		
Languages Common		
Equipment scale armor, short sword		

2 Ashmadai Thugs		Level 2 Brute
Medium natural humanoid		XP 125
HP 46; Bloodied 23		Initiative +4
AC 15, Fortitude 14, Reflex 12, Will 11		Perception +3
Speed 6		
STANDARD ACTIONS		
m <b>Vicious Spear</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d8 + 4 damage.		
M <b>Focused Stab</b> (weapon) • <b>Recharge 4 5 6</b>		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d12 + 4 damage, and the target falls prone. If the target is bloodied, it takes 1d12 extra damage and is also dazed (save ends).		
MOVE ACTIONS		
<b>Infernal Flight • Encounter</b>		
Effect: The Ashmadai flies 5 squares.		
TRIGGERED ACTIONS		
<b>Infernal Rage</b> (fire) • <b>Encounter</b>		
Trigger: The thug drops to 0 hit points.		
Attack (Immediate Interrupt): Close burst 1 (enemies in burst); +2 vs. Fortitude		
Hit: 2d6 fire damage. The target takes ongoing 5 fire damage, and whenever it uses a daily or encounter power, it takes 5 fire damage (save ends both).		
Skills Acrobatics +9, Athletics +11, Intimidate +6		
Str 20 (+6)	Dex 16 (+4)	Wis 14 (+3)
Con 16 (+4)	Int 10 (+1)	Cha 10 (+1)
Alignment evil		
Languages Common		
Equipment scale armor, spear		

2-4 Ashmadai Swiftblades		Level 2 Skirmisher
Medium natural humanoid		XP 125
HP 40; Bloodied 20		Initiative +7
AC 16, Fortitude 13, Reflex 14, Will 14		Perception +7
Speed 8		
TRAITS		
<b>Rush into Battle</b>		
Whenever the swiftblade hits a creature with a charge attack, the target automatically grants combat advantage until the end of the swiftblade's next turn.		
STANDARD ACTIONS		
m <b>Short Sword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +4 vs. AC		
Hit: 2d6 + 3 damage, and the swiftblade can shift 1 square.		
r <b>Javelin</b> (weapon) • <b>At-Will</b>		
Effect: Before the attack, the swiftblade can shift 1 square.		
Attack: Ranged 20 (one creature); +7 vs. AC		
Hit: 2d6 + 3 damage.		
MOVE ACTIONS		
<b>Infernal Flight • Recharge 4 5 6</b>		
Effect: The Ashmadai flies 5 squares.		
TRIGGERED ACTIONS		
<b>Infernal Augmentation</b> (fire) • <b>Recharge</b> when the swiftblade takes fire damage		
Trigger: The swiftblade hits with short sword.		
Effect (Free Action): The triggering attack deals 2d6 extra fire damage.		
Skills Acrobatics +10, Stealth +10		
Str 12 (+2)	Dex 18 (+5)	Wis 12 (+2)
Con 16 (+4)	Int 10 (+1)	Cha 18 (+5)
Alignment evil		
Languages Common		
Equipment scale armor, short sword, 4 javelins		

## ENCOUNTER 3: SAFEHOUSE STATISTICS (AL 4)

Ashmadai Enforcer	Level 4 Controller
Medium natural humanoid	XP 175
HP 54; Bloodied 27	Initiative +2
AC 18, Fortitude 16, Reflex 12, Will 13	Perception +3
Speed 6	
TRAITS	
<b>Deceptive Whispers • Aura 3</b>	
Enemies within the aura take a -1 penalty to all defenses	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 3 damage.	
r <b>Infernal Thrust</b> (fire, force) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); +8 vs. Fortitude	
Hit: 2d6 + 4 fire and force damage.	
A <b>Imperious Command</b> (psychic) • <b>Recharge 5 6</b>	
Attack: Area 1 within 5 (enemies in burst); +7 vs. Reflex	
Hit: 4d6 + 3 damage, and the target takes 5 psychic damage whenever it uses a daily or an encounter power (save ends). If the target is bloodied, it also takes ongoing 5 psychic damage (save ends both).	
MOVE ACTIONS	
<b>Infernal Flight • Encounter</b>	
Effect: The Ashmadai flies 5 squares.	
Skills Acrobatics +7	
Str 16 (+5)	Dex 10 (+2)
Con 14 (+4)	Int 10 (+2)
	Wis 12 (+3)
	Cha 8 (+1)
Alignment evil	Languages Common
Equipment scale armor, short sword	

Reskinned gith drone, Int raised to 10; damage type changed to fire & force; Deep Speech replaced with Common.

2 Ashmadai Thugs	Level 4 Brute
Medium natural humanoid	XP 175
HP 66; Bloodied 33	Initiative +5
AC 17, Fortitude 16, Reflex 14, Will 13	Perception +4
Speed 6	
STANDARD ACTIONS	
m <b>Vicious Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d8 + 6 damage.	
M <b>Focused Stab</b> (weapon) • <b>Recharge 4 5 6</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d12 + 6 damage, and the target falls prone. If the target is bloodied, it takes 1d12 extra damage and is also dazed (save ends).	
MOVE ACTIONS	
<b>Infernal Flight • Encounter</b>	
Effect: The Ashmadai flies 5 squares.	
TRIGGERED ACTIONS	
<b>Infernal Rage</b> (fire) • <b>Encounter</b>	
Trigger: The thug drops to 0 hit points.	
Attack (Immediate Interrupt): Close burst 1 (enemies in burst); +4 vs. Fortitude	
Hit: 2d6 + 2 fire damage. The target takes ongoing 5 fire damage, and whenever it uses a daily or encounter power, it takes 5 fire damage (save ends both).	
Skills Acrobatics +10, Athletics +12, Intimidate +7	
Str 20 (+7)	Dex 16 (+5)
Con 16 (+5)	Int 10 (+2)
	Wis 14 (+4)
	Cha 10 (+2)
Alignment evil	Languages Common
Equipment scale armor, spear	

2-4 Ashmadai Swiftblades	Level 4 Skirmisher
Medium natural humanoid	XP 175
HP 56; Bloodied 28	Initiative +8
AC 18, Fortitude 15, Reflex 16, Will 16	Perception +8
Speed 8	
TRAITS	
<b>Rush into Battle</b>	
Whenever the swiftblade hits a creature with a charge attack, the target automatically grants combat advantage until the end of the swiftblade's next turn.	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the swiftblade can shift 1 square.	
r <b>Javelin</b> (weapon) • <b>At-Will</b>	
Effect: Before the attack, the swiftblade can shift 1 square.	
Attack: Ranged 20 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
MOVE ACTIONS	
<b>Infernal Flight • Recharge 4 5 6</b>	
Effect: The Ashmadai flies 5 squares.	
TRIGGERED ACTIONS	
<b>Infernal Augmentation</b> (fire) • <b>Recharge</b> when the swiftblade takes fire damage	
Trigger: The swiftblade hits with short sword.	
Effect (Free Action): The triggering attack deals 2d6 extra fire damage.	
Skills Acrobatics +11, Stealth +11	
Str 12 (+3)	Dex 18 (+6)
Con 16 (+3)	Int 10 (+2)
	Wis 12 (+3)
	Cha 18 (+6)
Alignment evil	Languages Common
Equipment scale armor, short sword, 4 javelins	

## ENCOUNTER 3: SAFEHOUSE STATISTICS (AL 6)

Ashmadai Enforcer	Level 6 Controller
Medium natural humanoid	XP 250
HP 70; Bloodied 35	Initiative +3
AC 20, Fortitude 18, Reflex 14, Will 15	Perception +4
Speed 6	
TRAITS	
<b>Deceptive Whispers • Aura 3</b>	
Enemies within the aura take a -1 penalty to all defenses	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 5 damage.	
r <b>Infernal Thrust</b> (fire, force) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); +10 vs. Fortitude	
Hit: 2d6 + 6 fire and force damage.	
A <b>Imperious Command</b> (psychic) • <b>Recharge 5 6</b>	
Attack: Area 1 within 5 (enemies in burst); +9 vs. Reflex	
Hit: 4d6 + 5 damage, and the target takes 5 psychic damage whenever it uses a daily or an encounter power (save ends). If the target is bloodied, it also takes ongoing 5 psychic damage (save ends both).	
MOVE ACTIONS	
<b>Infernal Flight • Encounter</b>	
Effect: The Ashmadai flies 5 squares.	
Skills Acrobatics +8	
Str 16 (+6)	Dex 10 (+3) Wis 12 (+4)
Con 14 (+5)	Int 10 (+3) Cha 8 (+2)
Alignment evil	Languages Common
Equipment scale armor, short sword	

2 Ashmadai Thugs	Level 6 Brute
Medium natural humanoid	XP 250
HP 86; Bloodied 43	Initiative +6
AC 19, Fortitude 18, Reflex 16, Will 15	Perception +5
Speed 6	
STANDARD ACTIONS	
m <b>Vicious Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 8 damage.	
M <b>Focused Stab</b> (weapon) • <b>Recharge 4 5 6</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d12 + 8 damage, and the target falls prone. If the target is bloodied, it takes 1d12 extra damage and is also dazed (save ends).	
MOVE ACTIONS	
<b>Infernal Flight • Encounter</b>	
Effect: The Ashmadai flies 5 squares.	
TRIGGERED ACTIONS	
<b>Infernal Rage</b> (fire) • <b>Encounter</b>	
Trigger: The thug drops to 0 hit points.	
Attack (Immediate Interrupt): Close burst 1 (enemies in burst); +6 vs. Fortitude	
Hit: 2d6 + 4 fire damage. The target takes ongoing 5 fire damage, and whenever it uses a daily or encounter power, it takes 5 fire damage (save ends both).	
Skills Acrobatics +11, Athletics +13, Intimidate +8	
Str 20 (+8)	Dex 16 (+6) Wis 14 (+5)
Con 16 (+6)	Int 10 (+3) Cha 10 (+3)
Alignment evil	Languages Common
Equipment scale armor, spear	

Reskinned Gith Spearhead (Dark Sun CC)

3 Ashmadai Swiftblades	Level 6 Skirmisher
Medium natural humanoid	XP 250
HP 72; Bloodied 36	Initiative +9
AC 20, Fortitude 17, Reflex 18, Will 18	Perception +9
Speed 8	
TRAITS	
<b>Rush into Battle</b>	
Whenever the swiftblade hits a creature with a charge attack, the target automatically grants combat advantage until the end of the swiftblade's next turn.	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and the swiftblade can shift 1 square.	
r <b>Javelin</b> (weapon) • <b>At-Will</b>	
Effect: Before the attack, the swiftblade can shift 1 square.	
Attack: Ranged 20 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
MOVE ACTIONS	
<b>Infernal Flight • Recharge 4 5 6</b>	
Effect: The Ashmadai flies 5 squares.	
TRIGGERED ACTIONS	
<b>Infernal Augmentation</b> (fire) • <b>Recharge</b> when the swiftblade takes fire damage	
Trigger: The swiftblade hits with short sword.	
Effect (Free Action): The triggering attack deals 2d6 extra fire damage.	
Skills Acrobatics +12, Stealth +12	
Str 12 (+4)	Dex 18 (+7) Wis 12 (+4)
Con 16 (+6)	Int 10 (+3) Cha 18 (+7)
Alignment evil	Languages Common
Equipment scale armor, short sword, 4 javelins	

Reskinned gith dust racer, replaced trait with *rush into battle*; reduced # of javelins; reset damage to MM3 expression

## ENCOUNTER 3: SAFEHOUSE STATISTICS (AL 8)

Ashmadai Enforcer		Level 8 Controller
Medium natural humanoid		XP 350
HP 86; Bloodied 43		Initiative +4
AC 22, Fortitude 20, Reflex 16, Will 17		Perception +5
Speed 6		
TRAITS		
<b>Deceptive Whispers • Aura 3</b>		
Enemies within the aura take a -1 penalty to all defenses		
STANDARD ACTIONS		
m <b>Short Sword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d6 + 7 damage.		
r <b>Infernal Thrust</b> (fire, force) • <b>At-Will</b>		
Attack: Ranged 5 (one creature); +12 vs. Fortitude		
Hit: 2d6 + 8 fire and force damage.		
A <b>Imperious Command • Recharge 5 6</b>		
Attack: Area 1 within 5 (enemies in burst); +11 vs. Reflex		
Hit: 4d6 + 7 damage, and the target takes 5 psychic damage whenever it uses a daily or an encounter power (save ends). If the target is bloodied, it also takes ongoing 5 psychic damage (save ends both).		
MOVE ACTIONS		
<b>Infernal Flight • Encounter</b>		
Effect: The Ashmadai flies 5 squares.		
Skills Acrobatics +9		
Str 16 (+7)	Dex 10 (+4)	Wis 12 (+5)
Con 14 (+6)	Int 10 (+4)	Cha 8 (+3)
Alignment evil		
Languages Common		
Equipment scale armor, short sword		

2 Ashmadai Thugs		Level 8 Brute
Medium natural humanoid		XP 350
HP 106; Bloodied 53		Initiative +7
AC 21, Fortitude 20, Reflex 18, Will 17		Perception +6
Speed 6		
STANDARD ACTIONS		
m <b>Vicious Spear</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 10 damage.		
M <b>Focused Stab</b> (weapon) • <b>Recharge 4 5 6</b>		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d12 + 10 damage, and the target falls prone. If the target is bloodied, it takes 1d12 extra damage and is also dazed (save ends).		
MOVE ACTIONS		
<b>Infernal Flight • Encounter</b>		
Effect: The Ashmadai flies 5 squares.		
TRIGGERED ACTIONS		
<b>Infernal Rage</b> (fire) • <b>Encounter</b>		
Trigger: The thug drops to 0 hit points.		
Attack (Immediate Interrupt): Close burst 1 (enemies in burst); +8 vs. Fortitude		
Hit: 2d6 + 6 fire damage. The target takes ongoing 5 fire damage, and whenever it uses a daily or encounter power, it takes 5 fire damage (save ends both).		
Skills Acrobatics +12, Athletics +14, Intimidate +9		
Str 20 (+9)	Dex 16 (+7)	Wis 14 (+6)
Con 16 (+7)	Int 10 (+4)	Cha 10 (+4)
Alignment evil		
Languages Common		
Equipment scale armor, spear		

3 Ashmadai Swiftblades		Level 8 Skirmisher
Medium natural humanoid		XP 350
HP 88; Bloodied 44		Initiative +10
AC 22, Fortitude 19, Reflex 20, Will 20		Perception +10
Speed 8		
TRAITS		
<b>Rush into Battle</b>		
Whenever the swiftblade hits a creature with a charge attack, the target automatically grants combat advantage until the end of the swiftblade's next turn.		
STANDARD ACTIONS		
m <b>Short Sword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d6 + 9 damage, and the swiftblade can shift 1 square.		
r <b>Javelin</b> (weapon) • <b>At-Will</b>		
Effect: Before the attack, the swiftblade can shift 1 square.		
Attack: Ranged 20 (one creature); +13 vs. AC		
Hit: 2d6 + 9 damage.		
MOVE ACTIONS		
<b>Infernal Flight • Recharge 4 5 6</b>		
Effect: The Ashmadai flies 5 squares.		
TRIGGERED ACTIONS		
<b>Infernal Augmentation</b> (fire) • <b>Recharge</b> when the swiftblade takes fire damage		
Trigger: The swiftblade hits with short sword.		
Effect (Free Action): The triggering attack deals 2d6 extra fire damage.		
Skills Acrobatics +13, Stealth +13		
Str 12 (+5)	Dex 18 (+8)	Wis 12 (+5)
Con 16 (+7)	Int 10 (+4)	Cha 18 (+8)
Alignment evil		
Languages Common		
Equipment scale armor, short sword, 4 javelins		



## ENCOUNTER 3: SAFEHOUSE STATISTICS (AL 10)

Ashmadai Enforcer		Level 10 Controller
Medium natural humanoid		XP 500
HP 102; Bloodied 51		Initiative +5
AC 24, Fortitude 22, Reflex 18, Will 19		Perception +6
Speed 6		
TRAITS		
<b>Deceptive Whispers • Aura 3</b>		
Enemies within the aura take a -1 penalty to all defenses		
STANDARD ACTIONS		
m <b>Short Sword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d6 + 9 damage.		
r <b>Infernal Thrust</b> (fire, force) • <b>At-Will</b>		
Attack: Ranged 5 (one creature); +14 vs. Fortitude		
Hit: 2d6 + 10 fire and force damage.		
A <b>Imperious Command</b> (psychic) • <b>Recharge 5 6</b>		
Attack: Area 1 within 5 (enemies in burst); +13 vs. Reflex		
Hit: 4d6 + 9 damage, and the target takes 5 psychic damage whenever it uses a daily or an encounter power (save ends). If the target is bloodied, it also takes ongoing 5 psychic damage (save ends both).		
MOVE ACTIONS		
<b>Infernal Flight • Encounter</b>		
Effect: The Ashmadai flies 5 squares.		
<b>Skills</b> Acrobatics +10		
<b>Str</b> 16 (+8)	<b>Dex</b> 10 (+5)	<b>Wis</b> 12 (+6)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5)	<b>Cha</b> 8 (+4)
<b>Alignment</b> evil		
<b>Languages</b> Common		
<b>Equipment</b> scale armor, short sword		

2 Ashmadai Thugs		Level 10 Brute
Medium natural humanoid		XP 500
HP 126; Bloodied 63		Initiative +8
AC 23, Fortitude 22, Reflex 20, Will 19		Perception +7
Speed 6		
STANDARD ACTIONS		
m <b>Vicious Spear</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 12 damage.		
M <b>Focused Stab</b> (weapon) • <b>Recharge 4 5 6</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d12 + 12 damage, and the target falls prone. If the target is bloodied, it takes 1d12 extra damage and is also dazed (save ends).		
MOVE ACTIONS		
<b>Infernal Flight • Encounter</b>		
Effect: The Ashmadai flies 5 squares.		
TRIGGERED ACTIONS		
<b>Infernal Rage</b> (fire) • <b>Encounter</b>		
Trigger: The thug drops to 0 hit points.		
Attack ( <i>Immediate Interrupt</i> ): Close burst 1 (enemies in burst); +10 vs. Fortitude		
Hit: 2d6 + 8 fire damage. The target takes ongoing 5 fire damage, and whenever it uses a daily or encounter power, it takes 5 fire damage (save ends both).		
<b>Skills</b> Acrobatics +13, Athletics +15, Intimidate +10		
<b>Str</b> 20 (+10)	<b>Dex</b> 16 (+8)	<b>Wis</b> 14 (+7)
<b>Con</b> 16 (+8)	<b>Int</b> 10 (+5)	<b>Cha</b> 10 (+5)
<b>Alignment</b> evil		
<b>Languages</b> Common		
<b>Equipment</b> scale armor, spear		

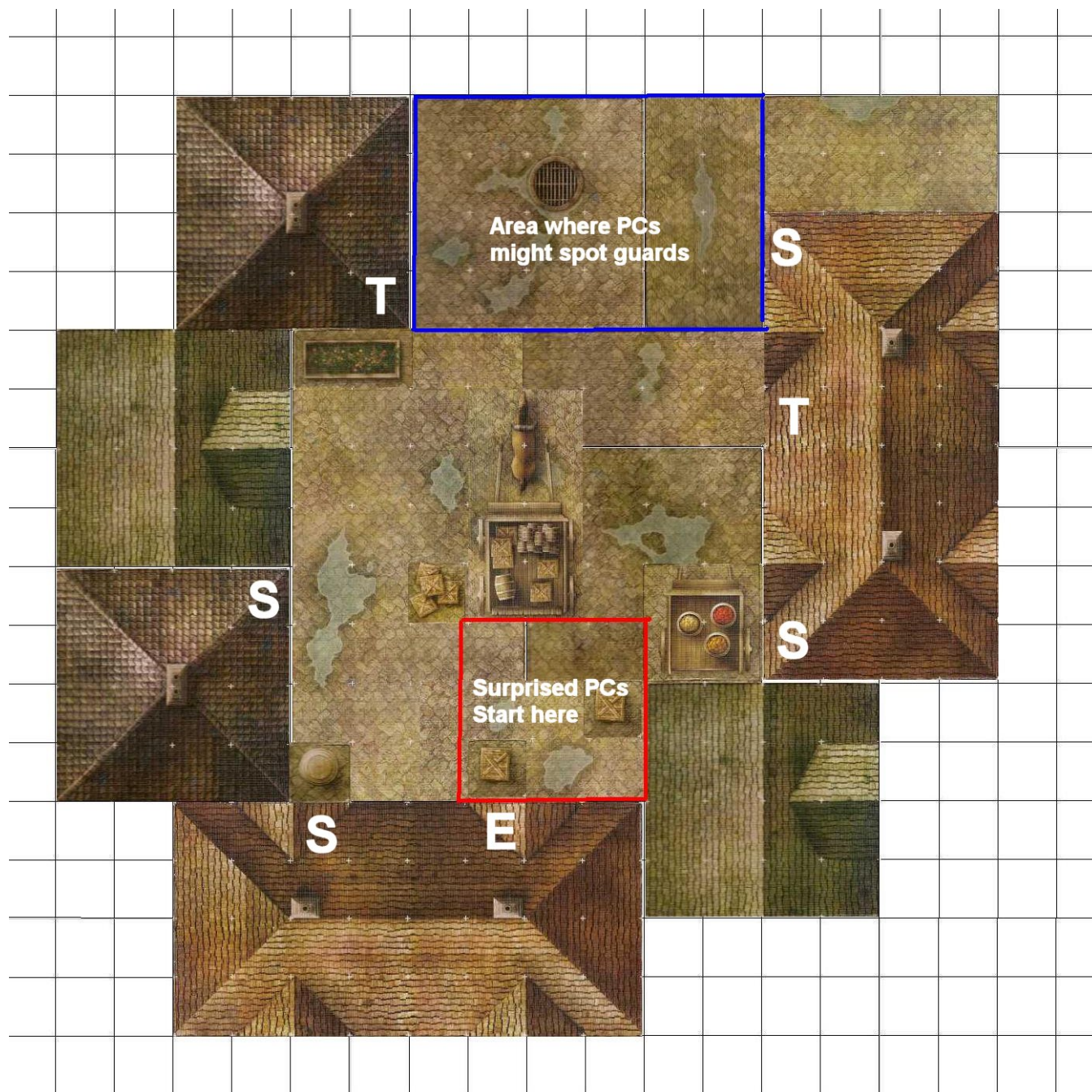
2-4 Ashmadai Swiftblades		Level 10 Skirmisher
Medium natural humanoid		XP 500
HP 104; Bloodied 52		Initiative +11
AC 24, Fortitude 21, Reflex 22, Will 22		Perception +11
Speed 8		
TRAITS		
<b>Rush into Battle</b>		
Whenever the swiftblade hits a creature with a charge attack, the target automatically grants combat advantage until the end of the swiftblade's next turn.		
STANDARD ACTIONS		
m <b>Short Sword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 11 damage, and the swiftblade can shift 1 square.		
r <b>Javelin</b> (weapon) • <b>At-Will</b>		
Effect: Before the attack, the swiftblade can shift 1 square.		
Attack: Ranged 20 (one creature); +15 vs. AC		
Hit: 2d6 + 11 damage.		
MOVE ACTIONS		
<b>Infernal Flight • Recharge 4 5 6</b>		
Effect: The Ashmadai flies 5 squares.		
TRIGGERED ACTIONS		
<b>Infernal Augmentation</b> (fire) • <b>Recharge</b> when the swiftblade takes fire damage		
Trigger: The swiftblade hits with short sword.		
Effect ( <i>Free Action</i> ): The triggering attack deals 2d6 extra fire damage.		
<b>Skills</b> Acrobatics +14, Stealth +14		
<b>Str</b> 12 (+6)	<b>Dex</b> 18 (+9)	<b>Wis</b> 12 (+6)
<b>Con</b> 16 (+8)	<b>Int</b> 10 (+5)	<b>Cha</b> 18 (+9)
<b>Alignment</b> evil		
<b>Languages</b> Common		
<b>Equipment</b> scale armor, short sword, 4 javelins		



## ENCOUNTER 3: SAFEHOUSE MAP

### TILE SETS NEEDED

*Streets of Shadow* x1 and *Dungeon Tiles Master Set: The City* x1



Ashmadai enforcer (E), Ashmadai swiftblade (S), Ashmadai thugs (T)

## ENCOUNTER 4: BETROTHAL DINNER

### IMPORTANT NPCs

**Miri Buckman**, female human, Priestess of Sune  
**Lynneth Dulsær**, female human, Priestess of Waukeen  
**Ariadne Aporos**, female human, Priestess of Siamorphe  
**Esmeralda Phulbrinter**, female human, bride  
**Vestyn Riverwind**, male human, groom  
**Rauvin Dare**, male human, a Regent of New Olamn

The PCs go to the celebratory betrothal to deliver their evidence to the priestesses. The event is being hosted at Phulbrinter Villa in Sea Ward. They enter in a side entrance used by servants of the household. Esmeralda's parents plan to introduce the pair to important visitors from Neverwinter who had traveled to attend the wedding as well as the elite of Waterdeep.

If any of the PCs are particularly distasteful (like gnolls, drow, revenants, vampires, or other normally hostile races), the guards escort the PCs to the correct manor door.

*The guests are milling about in the ballroom of Philbrinter Villa when you arrive to give the report to the priestesses. Lady Esmeralda and Vestyn Riverwind stand near a large statue to Milil, goddess of poetry and eloquence. The three women you have come to see immediately separate themselves from the guests and hurry to a small study to speak in private. Miri speaks once everyone is gathered in the study.*

*"What news do you have for us?"*

#### IF THE PCs WERE SUCCESSFUL IN THEIR INVESTIGATION

The women are appropriately shocked about the information. They ask to be presented with any physical evidence the party has. They had heard some rumors about Dare, but are surprised to see the evidence that reveals his full involvement with the cult. Miri and Lynneth try to persuade Esmeralda to leave the party and come to the study, but they fail. Miri and Lynneth reluctantly ask the PCs to come to the ballroom to protect Esmeralda and friends in the event of unpleasantness when they expose the evidence. Ariadne leaves to summon the City Watch.

Have the players determine the placement of their PCs in the ballroom before reading the following:

*You are led by Miri and Lynneth to the celebrating couple in the midst of the packed ballroom. Lynneth takes the lead to reveal the truth about Vestyn. The red haired young woman pales, looks like she will take off the bracelet, but then slaps her betrothed across the face. She turns to leave the room.*

*"It is Dare's fault," exclaims Vestyn. "He put me up to it. He should be blamed."*

*Rauvin Dare responds with a dismissive gesture and says, "I merely offered the young lad opportunities. I am not to blame if he resorts to foul means." Dare flips something from a pocket onto the floor.*

**Go to Encounter 5a immediately.**

#### IF THE PCs WERE UNSUCCESSFUL IN THEIR INVESTIGATION

The priestesses examine the evidence the PCs provided and listen to their explanation. Unfortunately, they feel it is not enough to provide a convincing case to the City Watch or the Phulbrinter family.

*"This information you have uncovered is, though perhaps troubling, unfortunately not enough," Lynneth says. "We will be sure to keep an eye on Vestyn, but there's nothing we can do for now. Thank you for all that you have done."*

*The priestesses return to the party, and the PCs are shown out.*

If PCs wish to return to the party, they are quickly made aware that they are not welcome. However, the PCs can force their way into the ballroom and initiate the combat.

On their way away from the Villa, they are set upon by Ashmadai cultists sent by Rauvin Dare. **Go to Encounter 5b.**

#### 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. His personal goal is to become the Open Lord of Waterdeep.

## **TROUBLESHOOTING THE ENCOUNTER**

The PCs may stop Regent Dare from leaving the party. He offers no violence, but may slip away during impending combat.

Esmeralda is embarrassed and despondent over what happened. She does not want to talk to the PCs and simply wants to leave the party.

## **ENDING THE ENCOUNTER**

The encounter ends with either the start of combat or the PCs paid and shown out the door. The creatures for 5a and 5b are the same; only the scene for the combat has changed.

### **MILESTONE**

This encounter does not count towards a milestone.

### **TREASURE**

The PCs are paid by the ladies at this point if they did not succeed on the mission.

## ENCOUNTER 5A: SPEAK NOW, OR FOREVER HOLD YOUR PEACE

ENCOUNTER LEVEL 4/6/8/10/12  
(900/1250/1800/2500/3600 XP)

### CREATURES

This encounter includes the following creatures for all ALs:

1 Vestyn Riverwind / vizier devil (R)

4 Ashmadai fanatics (F)

1 tiefling fury (T)

2 Ashmadai warleader (W)

1 Ashmadai berserker (B)

Civilians (crowd tiles)

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the Ashmadai warleaders

**Six PCs:** Add an extra tiefling fury.

### SETUP

Dare brought cultists to the party, disguised as servants and a few as guests. If needed as a “plan B,” he initiates their attack with a small gesture and attempts to quietly leave the function. He intends to blame the attack on Vestyn and bluff his way out of trouble. When Dare initiates the combat, Vestyn Riverwind is replaced by a Vizier Devil. This is not a polymorph or an illusion; a real devil was teleported in as Vestyn was teleported out.

Beyond the cultists disguised at the party, Dare had also prepared an immurement (a powerful consumable that modifies a local area), originally for cult activities, that doubles as a battlefield. He activates this discreetly when invoking an infernal bargain with Vestyn. He calls to any PCs who have the Story Award, Debt to Regent Dare, WATE27, to “defend him.”

In this situation, PC versus PC combat may occur. The indebted PC may interpret the command as to position his body as a shield to intercept blows, keeping attackers away from Dare, or actively attacking those who attempt to attack Dare. The command does not require them to kill another PC. The number of PCs with that Debt is probably few but there could be some. If the PCs with the Debt do not honor it (fully, not just for one round), then the Curse of Asmodeus takes effect with ongoing 5 fire and psychic damage. The effect ends when the PC starts defending Dare or Dare revokes the

command or Debt. If Dare dies, the effected PCs gain a save, but a secondary effect of being dazed upon the save occurs. The daze lasts until the end of the PC’s next turn.

The resounding boom of slamming doors is followed by screams of terror as Vestyn is replaced in an instant by a Vizier Devil.

*Several of the party’s guests and staff shed their disguises, showing weapons. Below, the ground starts to glow softly in a sickly yellow ritual design.*

*Guests frantically try to open the slammed doors but they do not give. On the other side the sounds of the house guard trying to break down the doors can be heard. Several servants draw weapons and move to attack as well. Some of the cultists move to slaughter the trapped civilians while others attack the PCs.*

*The Ladies of the Divine who are present do their best to protect guests and defend themselves, but are not well prepared for combat.*

Make sure you explain how the Drawing Fire challenge works, so the PCs can make informed decisions.

During the skill challenge and combat Miri and Lynne protect Esmeralda and some of the guests while trying to get one of the back doors open. To keep things simple while their starting locations are indicated on the map, their combat is not described. Let the players know that the women are not in need of help/protection.

### SKILL CHALLENGE: DRAWING FIRE

**Goal:** The PCs attempt to distract the devils from killing civilians

**Complexity:** Special

**Success:** If the PCs protect the civilians for 4 rounds while they escape, with less than 3 innocents killed, they achieve the Minor Objective of Protecting the Innocent

**Failure:** If three or more innocents die during the 4 rounds of combat, the PCs do not accomplish the Minor Objective of Protecting the Innocent.

*The fiends look towards the crowd, to slaughter the innocents. You’ll have to draw their attention, or this could be a horrifying bloodbath.*

At the start of combat, there are 4 more monsters than there are PCs. Unless drawn into combat or attacked, the “extra” monsters each attack a civilian each round, killing their victim (most of the civilians are minions). After 4 rounds, any surviving civilians (or innocents) are presumed to have escaped. As the monsters are killed or

rendered unconscious, the number of extra monsters decline, reducing the danger and challenge.

Any attack on a monster causes that monster to attack a PC (likely ganging up on one) that round, but extra monsters revert to attacking innocents in later rounds if they are ignored. Any form of an area or close attack may be used (in addition to melee or ranged), but an attack which includes all in the area is counterproductive to keeping the innocent civilians alive.

Other skills and powers may be employed as below. The civilians are panicked and flee as quickly as they can.

### **Opportunity Attacks (1 per PC per round)**

If a PC provokes an opportunity attack, he distracts that monster for that round. Each PC can do this only once per round.

The following skills can be used. Each PC can make one skill check per turn, and only on their turn. If they make it as a standard action, it is an automatic success. If they make it as a minor action, it they have to make a **Moderate DC**.

### **Special**

Any PC with an infernal theme or power source gains a +4 bonus on any check to distract a cultist.

### **Bluff**

You taunt the infernal creature, causing it to forget its original target and try to salve its pride.

### **Intimidate**

You threaten the cultist - he stutters on its path, and decides to end you first.

### **Religion**

You blaspheme against Asmodeus, and his servitors forget their defenseless target and head towards you.

Added options:

Heal (First Aid), Standard Action, Easy DC, you save the life of a hit innocent. Regain 1 lost civilian.

Any power with a healing effect on an ally: you may target an injured/dying civilian with that healing. Regain 1 lost civilian.

### **Marking**

For each round, if you mark additional cultists (however many you can), each mark automatically vectors a cultist

to you, assuming they can reach you. If not, they accept the effects of the mark and attack a civilian.

## **FEATURES OF THE AREA**

**Illumination:** Bright Light

**Balcony:** The two stairs on the right and left edges of the map lead up 15 feet to the balconies. The balconies have railings, giving creatures on the balconies cover from anyone on the ballroom floor. Further, it gives a +5 bonus to saving throws to avoid falling over the edge.

**Statue:** When Dare invokes the immurement, this statue of Milil is transformed into a statue of the proud tyrant Asmodeus. A zone burst 3 exists around the statue. Any prone creature in the zone that takes damage from any source suffers an extra 1d6 damage.

**Braziers:** These braziers give off bright light. They are difficult terrain, and a creature that starts its turn in the braziers or enters the brazier takes 10 fire damage (only once per turn).

**Ritual Circle:** This ritual circle is dedicated to Asmodeus. Evil creatures get a +2 bonus to attack rolls while standing in the circle.

**Doors:** Exits from the room are barred by heavy wooden latches, but those can be undone with an Athletics check (Moderate DC) or a Thievery check (Easy DC). The surviving civilians flee the house, looking for the City Watch.

**Crowd:** The crowd tiles are difficult terrain and provide cover. On the first round of combat, the crowd does not move because they are stunned at what is happening. On the second round, the crowd moves randomly in panic, acting at the end of the round. On the third and fourth round, the crowd moves towards the exit until it reaches the exit. The crowds may be in different sizes. On the fourth round the crowd succeeds on a group Athletics check and open the doors.

## **TACTICS**

The vizier devil prefers to use *word of command* combined with *hellfire enchantment* whenever possible. It likes to use *hellfire bolt* to set up combat advantage for one of its allies.

The tiefling furies use their allies to flank, and try to knock the targets prone - remember that prone creatures take extra damage within 3 squares of the statue of Asmodeus.

The Asmadai fanatics maneuver to set up flanks when possible. They prefer to use their daggers - but if they are not adjacent to an ally and their target isn't on fire, they try to *ignite* them.

The Ashmadai war-leaders wait until they can catch a bunch of creatures in their *battle-cry*. Until then, they use *longbow* to set up the berserker's attacks.

The Ashmadai berserkers wade into battle. They barely care about their own safety, avoiding only suicidal situations. They use *charging sweep* whenever possible.

Given the chance, both the vizier devil and the berserkers try to put the PCs into the braziers.

Regent Dare tries to mingle in with the other party attendees. He offers no violence, but may slip away during combat.

## ENDING THE ENCOUNTER

The encounter ends when the PCs have wrapped up the Asmodeus cult. Read or paraphrase the following:

*As the last of the cultists falls to the ground, the magic fades. The vizier devil disappears, replaced by Vestyn Riverwind, undamaged, unarmed, with a stunned expression on his face.*

*The City Watch arrives soon enough, taking the villains into custody. The horror of the situation has caused numerous members of high society to faint or feel ill, but they all thank you profusely for saving them from the rampaging cultists.*

Any surviving cultists may be questioned. Their testimony indicts both Rauvin Dare and Vestyn Riverwind.

### MINOR OBJECTIVE

If the PCs saved most of the civilians (less than 3 died), they completed the Minor Objective **Protecting the Innocent**.

### TREASURE

The PCs can loot a *body of fire ki focus*, and an *obsidian wand* +1 or +2.



## ENCOUNTER 5: SPEAK NOW STATISTICS (AL 2)

Vizier Devil	Level 5 Controller (Leader)
Medium immortal humanoid (devil)	XP 200
HP 64; Bloodied 32	Initiative +3
AC 19, Fortitude 17, Reflex 17, Will 19	Perception +5
Speed 6, teleport 4	Darkvision
STANDARD ACTIONS	
M Scepter (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 2 damage, and the devil slides the target 1 square.	
R Hellfire Bolt (fire) • At-Will	
Attack: Ranged 5 (one creature); +8 vs. Reflex	
Hit: 2d10 fire damage, and the target grants combat advantage until the end of the devil's next turn.	
Word of Command (charm) • At-Will	
Effect: Choose one creature within 2 squares of the devil. The devil slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the devil's choice.	
MINOR ACTIONS	
Hellfire Enchantment (fire) • At-Will	
Effect: One ally within 5 squares of the devil deals 5 extra fire damage with melee attacks until the end of the ally's next turn.	
TRIGGERED ACTIONS	
Infernal Advice • Recharge 6	
Trigger: An ally within 10 squares of the devil misses with an attack roll or fails a skill check.	
Effect (Immediate Interrupt): The triggering ally can reroll the attack roll or skill check, gaining a +2 bonus to the reroll.	
Skills Bluff +11, Diplomacy +11, Insight +10	
Str 13 (+3)	Dex 12 (+3) Wis 16 (+5)
Con 16 (+5)	Int 22 (+8) Cha 18 (+6)
Alignment evil	Languages Common, Elven, Supernal
Equipment scepter	

4 Ashmadai Fanatics	Level 3 Minion Brute
Medium natural humanoid, human	XP 37
HP 1; a missed attack never damages a minion	Initiative +2
AC 14, Fortitude 15, Reflex 14, Will 13	Perception +0
Speed 6	
STANDARD ACTIONS	
M Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage, or 8 while the fanatic is adjacent to an ally.	
M Ignite (fire) • Encounter	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: Ongoing 5 fire damage (save ends).	
Str 15 (+3)	Dex 13 (+2) Wis 8 (+0)
Con 10 (+1)	Int 9 (+0) Cha 10 (+1)
Alignment evil	Languages Common
Equipment dagger	

Reskinned fire lord cultists; replaced club with dagger

1-2 Tiedling Fury	Level 3 Soldier
Medium natural humanoid	XP 150
HP 47; Bloodied 23	Initiative +3
AC 19, Fortitude 16, Reflex 15, Will 16	Perception +1
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
M Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage.	
Effect: The tiedling marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
Tail Trip • At-Will	
Trigger: An enemy marked the by tiedling shifts.	
Attack: Melee 1 (the triggering enemy); +8 vs. Reflex	
Hit: The target falls prone, and the tiedling uses longsword against it.	
Defiant Curse • At-Will	
Trigger: An enemy hits the tiedling.	
Effect (Free Action): Close burst 10 (the triggering enemy in burst). The tiedling marks the target until the end of the target's next turn.	
Skills Bluff +9, Stealth +6	
Str 16 (+4)	Dex 11 (+1) Wis 10 (+1)
Con 15 (+3)	Int 14 (+3) Cha 16 (+4)
Alignment evil	Languages Common
Equipment leather armor, longsword	
Alignment changed.	

1-2 Ashmadai Warleaders	Level 2 Artillery (Leader)
Medium natural humanoid, half-elf	XP 125
HP 34; Bloodied 17	Initiative +5
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +3
Speed 6	Low-light vision
STANDARD ACTIONS	
M Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 4 damage.	
M Longbow (weapon) • At-Will	
Attack: Ranged 30 (one creature); +9 vs. AC	
Hit: 1d10 + 5 damage, and the target grants combat advantage until the start of the warleader's next turn.	
C Battle-Cry (charm) • Recharge when first bloodied	
Attack: Area 1 within 10 (enemies in the burst); +7 vs. Will	
Hit: The target makes a basic attack as a free action against a creature of the warleader's choice.	
Effect: Each ally in the burst can charge or make a basic attack as a free action. If an ally hits with the attack granted by this power, that ally gains 5 temporary hit points.	
MOVE ACTIONS	
Phalanx Movement • At-Will	
Effect: The warleader and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the warleader.	
Str 15 (+3)	Dex 19 (+5) Wis 14 (+3)
Con 16 (+4)	Int 11 (+1) Cha 17 (+4)
Alignment evil	Languages Common
Equipment leather, mace, longbow, 20 arrows	
Reskinned hobgoblin warmonger to half-elf	



## ENCOUNTER 5: SPEAK NOW STATISTICS (AL 2 CONTINUED)

<b>Ashmadai Berserker</b>	<b>Level 3 Brute</b>
Medium natural humanoid, goliath	XP 150
<b>HP 58; Bloodied 29</b>	<b>Initiative +2</b>
<b>AC 15, Fortitude 16, Reflex 14, Will 15</b>	<b>Perception +3</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Bastard Sword (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d10 + 3 damage.	
<b>C Charging Sweep (weapon) • Recharge 6</b>	
Effect: The berserker charges and makes the following attack in place of a melee basic attack.	
Attack: Close burst 2 (enemies in burst); +8 vs. AC	
Hit: 2d10 + 3 damage, and the berserker pushes the target 1 square and knocks it prone.	
Miss: Half damage.	
<b>TRIGGERED ACTIONS</b>	
<b>M Frenzied Strike • At-Will 1/round</b>	
Trigger: The berserker bloodies an enemy.	
Effect (free action): The berserker uses <i>bastard sword</i> against the triggering enemy.	
<b>M Charging Demise • Encounter</b>	
Trigger: The berserker drops to 0 hit points.	
Effect (free action): <i>Charging sweep</i> recharges, and the berserker uses it.	
<b>Skills</b> Endurance +10, Intimidate +6	
<b>Str 15 (+3)</b>	<b>Dex 12 (+2)</b>
<b>Con 18 (+5)</b>	<b>Int 13 (+2)</b>
	<b>Wis 15 (+3)</b>
	<b>Cha 11 (+1)</b>
<b>Alignment</b> evil	
<b>Languages</b> Common, Giant	
<b>Equipment</b> leather, bastard sword	
Reskinned bloodspear krull (orc) to goliath; changed weapon	

<b>Crowd Throng</b>
Terrain Feature
<b>Civilians 3 per square</b>
<b>AC 12, Fortitude 12, Reflex 12, Will 12</b>
<b>Speed 4</b>
<b>Immune</b> forced movement from melee or ranged attacks
<b>TRAITS</b>
<b>A Collection of Individuals</b>
A hit from a melee or ranged attack kills one person. From a close or area attack, a hit kills two people. The crowd does not flank or provide flanking, and does not threaten creatures outside its space. An enemy may enter a space occupied by a throng, but the space is considered difficult terrain and doing so provokes a <i>panicked elbow</i> .
<b>Random Flailing</b>
Any creature (other than a crowd throng) that starts in a square of the crowd throng is attacked by a <i>panicked elbow</i> .
<b>MOVE ACTIONS</b>
<b>Mob Movement • At-Will 1/round</b>
Effect: The crowd moves in a random direction. This does not provoke opportunity attacks. Creatures in squares that crowd travels through are attacked by a <i>panicked elbow</i> .
<b>TRIGGERED ACTIONS</b>
<b>m Panicked Elbow • At-Will 1/round</b>
Trigger: A creature starts its turn in the crowd throng, or is an square the crowd travels through.
Attack: Melee 0 (one creature); +7 vs. Reflex
Hit: 1d8 damage and knocked prone.
Summarized terrain feature, not a creature;.

### RAUVIN DARE

HP 30; Bloodied 15  
AC 12, Fortitude 12, Reflex 15, Will 16  
Bluff +45, Diplomacy +35, Intimidate +25. Insight +25, Perception +15

## ENCOUNTER 5: SPEAK NOW STATISTICS (AL 4)

Vizier Devil	Level 7 Controller (Leader)
Medium immortal humanoid (devil)	XP 300
<b>HP 80; Bloodied 40</b>	<b>Initiative +4</b>
<b>AC 21, Fortitude 19, Reflex 19, Will 21</b>	<b>Perception +6</b>
<b>Speed 6, teleport 4</b>	<b>Darkvision</b>
<b>Resist 10 fire</b>	
STANDARD ACTIONS	
<b>m Scepter (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC	
<i>Hit:</i> 2d8 + 4 damage and the devil slides the target 1 square.	
<b>R Hellfire Bolt (fire) • At-Will</b>	
<i>Attack:</i> Ranged 5 (one creature); +10 vs. Reflex	
<i>Hit:</i> 2d10 + 2 fire damage, and the target grants combat advantage until the end of the devil's next turn.	
<b>Word of Command (charm) • At-Will</b>	
<i>Effect:</i> Choose one creature within 2 squares of the devil. The devil slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the devil's choice.	
MINOR ACTIONS	
<b>Hellfire Enchantment (fire) • At-Will</b>	
<i>Effect:</i> One ally within 5 squares of the devil deals 5 extra fire damage with melee attacks until the end of the ally's next turn.	
TRIGGERED ACTIONS	
<b>Infernal Advice • Recharge 6</b>	
<i>Trigger:</i> An ally within 10 squares of the devil misses with an attack roll or fails a skill check.	
<i>Effect (Immediate Interrupt):</i> The triggering ally can reroll the attack roll or skill check, gaining a +2 bonus to the reroll.	
<b>Skills Bluff +12, Diplomacy +12, Insight +11</b>	
<b>Str 13 (+4)</b>	<b>Dex 12 (+4)</b>
<b>Con 16 (+6)</b>	<b>Int 22 (+9)</b>
	<b>Cha 18 (+7)</b>
<b>Alignment evil</b>	<b>Languages Common, Elven, Supernal</b>
<b>Equipment scepter</b>	

4 Ashmadai Fanatics	Level 5 Minion Brute
Medium natural humanoid, human	XP 50
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +3</b>
<b>AC 16, Fortitude 17, Reflex 16, Will 15</b>	<b>Perception +1</b>
<b>Speed 6</b>	
STANDARD ACTIONS	
<b>m Dagger (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 6 damage, or 10 while the fanatic is adjacent to an ally.	
<b>M Ignite (fire) • Encounter</b>	
<i>Attack:</i> Melee 1 (one creature); +8 vs. Reflex	
<i>Hit:</i> Ongoing 5 fire damage (save ends).	
<b>Str 15 (+4)</b>	<b>Dex 13 (+3)</b>
<b>Con 10 (+2)</b>	<b>Int 9 (+1)</b>
	<b>Cha 10 (+2)</b>
<b>Alignment evil</b>	<b>Languages Common</b>
<b>Equipment dagger</b>	

Reskinned fire lord cultist replaced club with dagger

1-2 Tiedling Fury	Level 5 Soldier
Medium natural humanoid	XP 200
<b>HP 63; Bloodied 31</b>	<b>Initiative +4</b>
<b>AC 21, Fortitude 18, Reflex 17, Will 18</b>	<b>Perception +2</b>
<b>Speed 6</b>	<b>Low-light vision</b>
<b>Resist 10 fire</b>	
STANDARD ACTIONS	
<b>m Longsword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 1d8 + 8 damage.	
<i>Effect:</i> The tiedling fury marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
<b>Tail Trip • At-Will</b>	
<i>Trigger:</i> An enemy marked by the tiedling shifts.	
<i>Attack (Immediate Interrupt):</i> Melee 1 (the triggering enemy); +10 vs. Reflex	
<i>Hit:</i> The target falls prone, and the tiedling uses <i>longsword</i> against it.	
<b>Defiant Curse • At-Will</b>	
<i>Trigger:</i> An enemy hits the tiedling.	
<i>Effect (Free Action):</i> Close burst 10 (the triggering enemy in burst). The tiedling marks the target until the end of the target's next turn.	
<b>Skills Bluff +10, Stealth +7</b>	
<b>Str 16 (+5)</b>	<b>Dex 11 (+2)</b>
<b>Con 15 (+4)</b>	<b>Int 14 (+4)</b>
	<b>Wis 10 (+2)</b>
	<b>Cha 16 (+5)</b>
<b>Alignment evil</b>	<b>Languages Common</b>
<b>Equipment leather armor, longsword</b>	
<b>Alignment changed.</b>	

1-2 Ashmadai Warleaders	Level 4 Artillery (Leader)
Medium natural humanoid, half-elf	XP 175
<b>HP 46; Bloodied 23</b>	<b>Initiative +6</b>
<b>AC 18, Fortitude 15, Reflex 17, Will 16</b>	<b>Perception +4</b>
<b>Speed 6</b>	<b>Low-light vision</b>
STANDARD ACTIONS	
<b>m Mace (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 1d8 + 6 damage.	
<b>m Longbow (weapon) • At-Will</b>	
<i>Attack:</i> Ranged 30 (one creature); +11 vs. AC	
<i>Hit:</i> 1d10 + 7 damage, and the target grants combat advantage until the start of the warleader's next turn.	
<b>C Battle-Cry (charm) • Recharge when first bloodied</b>	
<i>Attack:</i> Area 1 within 10 (enemies in the burst); +9 vs. Will	
<i>Hit:</i> The target makes a basic attack as a free action against a creature of the warleader's choice.	
<i>Effect:</i> Each ally in the burst can charge or make a basic attack as a free action. If an ally hits with the attack granted by this power, that ally gains 5 temporary hit points.	
MOVE ACTIONS	
<b>Phalanx Movement • At-Will</b>	
<i>Effect:</i> The warleader and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the warleader.	
<b>Str 15 (+4)</b>	<b>Dex 19 (+6)</b>
<b>Con 16 (+5)</b>	<b>Int 11 (+2)</b>
	<b>Wis 14 (+4)</b>
	<b>Cha 17 (+5)</b>
<b>Alignment evil</b>	<b>Languages Common</b>
<b>Equipment leather, mace, longbow, 20 arrows</b>	
<b>Reskinned hobgoblin warmonger to half elf</b>	

## ENCOUNTER 5: SPEAK NOW STATISTICS (AL 4 CONTINUED)

<b>Ashmadai Berserker</b>	<b>Level 5 Brute</b>
Medium natural humanoid, goliath	XP 200
<b>HP 78; Bloodied 39</b>	<b>Initiative +3</b>
<b>AC 17, Fortitude 18, Reflex 16, Will 17</b>	<b>Perception +4</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Bastard Sword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +10 vs. AC	
<i>Hit:</i> 2d10 + 5 damage.	
<b>C Charging Sweep (weapon) • Recharge 6</b>	
<i>Effect:</i> The berserker charges and makes the following attack in place of a melee basic attack.	
<i>Attack:</i> Close burst 2 (enemies in burst); +10 vs. AC	
<i>Hit:</i> 2d10 + 5 damage, and the berserker pushes the target 1 square and knocks it prone.	
<i>Miss:</i> Half damage.	
<b>TRIGGERED ACTIONS</b>	
<b>M Frenzied Strike • At-Will 1/round</b>	
<i>Trigger:</i> The berserker bloodies an enemy.	
<i>Effect (free action):</i> The berserker uses <i>bastard sword</i> against the triggering enemy.	
<b>M Charging Demise • Encounter</b>	
<i>Trigger:</i> The berserker drops to 0 hit points.	
<i>Effect (free action):</i> <i>Charging sweep</i> recharges, and the berserker uses it.	
<b>Skills</b> Endurance +11, Intimidate +7	
<b>Str</b> 15 (+4)	<b>Dex</b> 12 (+3)
<b>Con</b> 18 (+6)	<b>Int</b> 13 (+3)
	<b>Wis</b> 15 (+4)
	<b>Cha</b> 11 (+2)
<b>Alignment</b> evil	<b>Languages</b> Common, Giant
<b>Equipment</b> leather, bastard sword	
Reskinned bloodspear krull (orc) to goliath; changed weapon	

<b>Crowd Throng</b>
Terrain Feature
<b>Civilians</b> 3 per square
<b>AC 12, Fortitude 12, Reflex 12, Will 12</b>
<b>Speed 4</b>
<b>Immune</b> forced movement from melee or ranged attacks
<b>TRAITS</b>
<b>A Collection of Individuals</b>
A hit from a melee or ranged attack kills one person. From a close or area attack, a hit kills two people. The crowd does not flank or provide flanking, and does not threaten creatures outside its space. An enemy may enter a space occupied by a throng, but the space is considered difficult terrain and doing so provokes a <i>panicked elbow</i> .
<b>Random Flailing</b>
Any creature (other than a crowd throng) that starts in a square of the crowd throng is attacked by a <i>panicked elbow</i> .
<b>MOVE ACTIONS</b>
<b>Mob Movement • At-Will 1/round</b>
<i>Effect:</i> The crowd moves in a random direction. This does not provoke opportunity attacks. Creatures in squares that crowd travels through are attacked by a <i>panicked elbow</i> .
<b>TRIGGERED ACTIONS</b>
<b>m Panicked Elbow • At-Will 1/round</b>
<i>Trigger:</i> A creature starts its turn in the crowd throng, or is in a square the crowd travels through.
<i>Attack:</i> Melee 0 (one creature); +7 vs. Reflex
<i>Hit:</i> 1d8 damage and knocked prone.
Summarized terrain feature, not a creature;.

### RAUVIN DARE

HP 34: Bloodied 17  
AC 14, Fortitude 14, Reflex 17, Will 18  
Bluff +45, Diplomacy +35, Intimidate +25. Insight +25, Perception +15

## ENCOUNTER 5: SPEAK NOW STATISTICS (AL 6)

Vizier Devil	Level 9 Controller (Leader)
Medium immortal humanoid (devil)	XP 400
HP 96; Bloodied 48	Initiative +5
AC 23, Fortitude 21, Reflex 21, Will 23	Perception +7
Speed 6, teleport 4	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
m <b>Scepter</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 6 damage, and the devil slides the target 1 square.	
R <b>Hellfire Bolt</b> (fire) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); +12 vs. Reflex	
Hit: 2d10 + 4 fire damage, and the target grants combat advantage until the end of the devil's next turn.	
<b>Word of Command</b> (charm) • <b>At-Will</b>	
Effect: Choose one creature within 2 squares of the devil. The devil slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the devil's choice.	
MINOR ACTIONS	
<b>Hellfire Enchantment</b> (fire) • <b>At-Will</b>	
Effect: One ally within 5 squares of the devil deals 5 extra fire damage with melee attacks until the end of the ally's next turn.	
TRIGGERED ACTIONS	
<b>Infernal Advice</b> • <b>Recharge 6</b>	
Trigger: An ally within 10 squares of the devil misses with an attack roll or fails a skill check.	
Effect (Immediate Interrupt): The triggering ally can reroll the attack roll or skill check, gaining a +2 bonus to the reroll.	
Skills Bluff +13, Diplomacy +13, Insight +12	
Str 13 (+5)	Dex 12 (+5) Wis 16 (+7)
Con 16 (+7)	Int 22 (+10) Cha 18 (+8)
Alignment evil	Languages Common, Elven, Supernal
Equipment scepter	

4 Ashmadai Fanatics	Level 7 Minion Brute
Medium natural humanoid, human	XP 75
HP 1; a missed attack never damages a minion	Initiative +4
AC 18, Fortitude 19, Reflex 18, Will 17	Perception +2
Speed 6	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage, or 11 while the fanatic is adjacent to an ally.	
M <b>Ignite</b> (fire) • <b>Encounter</b>	
Attack: Melee 1 (one creature); +10 vs. Reflex	
Hit: Ongoing 5 fire damage (save ends).	
Str 15 (+5)	Dex 13 (+4) Wis 8 (+2)
Con 10 (+3)	Int 9 (+2) Cha 10 (+3)
Alignment evil	Languages Common
Equipment dagger	

1-2 Tiedling fury	Level 7 Soldier
Medium natural humanoid	XP 300
HP 79; Bloodied 39	Initiative +5
AC 23, Fortitude 20, Reflex 19, Will 20	Perception +3
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
m <b>Longsword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d8 + 10 damage.	
Effect: The tiedling marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
<b>Tail Trip</b> • <b>At-Will</b>	
Trigger: An enemy marked the by tiedling shifts.	
Attack: Melee 1 (the triggering enemy); +12 vs. Reflex	
Hit: The target falls prone, and the tiedling uses <i>longsword</i> against it.	
<b>Defiant Curse</b> • <b>At-Will</b>	
Trigger: An enemy hits the tiedling.	
Effect (Free Action): Close burst 10 (the triggering enemy in burst). The tiedling marks the target until the end of the target's next turn.	
Skills Bluff +12, Stealth +9	
Str 16 (+6)	Dex 11 (+3) Wis 10 (+3)
Con 15 (+5)	Int 14 (+5) Cha 16 (+6)
Alignment evil	Languages Common
Equipment leather armor, longsword	

1-2 Ashmadai Warleaders	Level 6 Artillery (Leader)
Medium natural humanoid, half-elf	XP 250
HP 58; Bloodied 29	Initiative +7
AC 20, Fortitude 17, Reflex 19, Will 18	Perception +5
Speed 6	Low-light vision
STANDARD ACTIONS	
m <b>Mace</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 8 damage.	
m <b>Longbow</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 30 (one creature); +13 vs. AC	
Hit: 1d10 + 9 damage, and the target grants combat advantage until the start of the warleader's next turn.	
C <b>Battle-Cry</b> (charm) • <b>Recharge</b> when first bloodied	
Attack: Area 1 within 10 (enemies in the burst); +11 vs. Will	
Hit: The target makes a basic attack as a free action against a creature of the warleader's choice.	
Effect: Each ally in the burst can charge or make a basic attack as a free action. If an ally hits with the attack granted by this power, that ally gains 5 temporary hit points.	
MOVE ACTIONS	
<b>Phalanx Movement</b> • <b>At-Will</b>	
Effect: The warleader and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the warleader.	
Str 15 (+5)	Dex 19 (+7) Wis 14 (+5)
Con 16 (+6)	Int 11 (+3) Cha 17 (+6)
Alignment evil	Languages Common
Equipment leather, mace, longbow, 20 arrows	

## ENCOUNTER 5: SPEAK NOW STATISTICS (AL 6 CONTINUED)

<b>Ashmadai Berserker</b>	<b>Level 7 Brute</b>
Medium natural humanoid, goliath	XP 300
<b>HP 98; Bloodied 49</b>	<b>Initiative +4</b>
<b>AC 19, Fortitude 20, Reflex 18, Will 19</b>	<b>Perception +5</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Bastard Sword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +12 vs. AC	
<i>Hit:</i> 2d10 + 7 damage.	
<b>C Charging Sweep (weapon) • Recharge 6</b>	
<i>Effect:</i> The berserker charges and makes the following attack in place of a melee basic attack.	
<i>Attack:</i> Close burst 2 (enemies in burst); +12 vs. AC	
<i>Hit:</i> 2d10 + 7 damage, and the berserker pushes the target 1 square and knocks it prone.	
<i>Miss:</i> Half damage.	
<b>TRIGGERED ACTIONS</b>	
<b>M Frenzied Strike • At-Will 1/round</b>	
<i>Trigger:</i> The berserker bloodies an enemy.	
<i>Effect (free action):</i> The berserker uses <i>bastard sword</i> against the triggering enemy.	
<b>M Charging Demise • Encounter</b>	
<i>Trigger:</i> The berserker drops to 0 hit points.	
<i>Effect (free action):</i> <i>Charging sweep</i> recharges, and the berserker uses it.	
<b>Skills</b> Endurance +12, Intimidate +8	
<b>Str</b> 15 (+5)	<b>Dex</b> 12 (+4)
<b>Con</b> 18 (+7)	<b>Int</b> 13 (+4)
	<b>Wis</b> 15 (+5)
	<b>Cha</b> 11 (+3)
<b>Alignment</b> evil	<b>Languages</b> Common, Giant
<b>Equipment</b> leather, bastard sword	

<b>Crowd Throng</b>
Terrain Feature
<b>Civilians</b> 3 per square
<b>AC 12, Fortitude 12, Reflex 12, Will 12</b>
<b>Speed 4</b>
<b>Immune</b> forced movement from melee or ranged attacks
<b>TRAITS</b>
<b>A Collection of Individuals</b>
A hit from a melee or ranged attack kills one person. From a close or area attack, a hit kills two people. The crowd does not flank or provide flanking, and does not threaten creatures outside its space. An enemy may enter a space occupied by a throng, but the space is considered difficult terrain and doing so provokes a <i>panicked elbow</i> .
<b>Random Flailing</b>
Any creature (other than a crowd throng) that starts in a square of the crowd throng is attacked by a <i>panicked elbow</i> .
<b>MOVE ACTIONS</b>
<b>Mob Movement • At-Will 1/round</b>
<i>Effect:</i> The crowd moves in a random direction. This does not provoke opportunity attacks. Creatures in squares that crowd travels through are attacked by a <i>panicked elbow</i> .
<b>TRIGGERED ACTIONS</b>
<b>m Panicked Elbow • At-Will 1/round</b>
<i>Trigger:</i> A creature starts its turn in the crowd throng, or is in a square the crowd travels through.
<i>Attack:</i> Melee 0 (one creature); +7 vs. Reflex
<i>Hit:</i> 1d8 damage and knocked prone.
Summarized terrain feature, not a creature.

### RAUVIN DARE

HP 38; Bloodied 19

AC 16, Fortitude 16, Reflex 19, Will 20

Bluff +46, Diplomacy +36, Intimidate +26, Insight +26,

Perception +16

## ENCOUNTER 5: SPEAK NOW STATISTICS (AL 8)

Vizier Devil	Level 11 Controller (Leader)
Medium immortal humanoid (devil)	XP 600
HP 112; Bloodied 56	Initiative +6
AC 25, Fortitude 23, Reflex 23, Will 25	Perception +8
Speed 6, teleport 4	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
m <b>Scepter</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 8 damage, and the devil slides the target 1 square.	
R <b>Hellfire Bolt</b> (fire) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); +14 vs. Reflex	
Hit: 2d10 + 6 fire damage, and the target grants combat advantage until the end of the devil's next turn.	
<b>Word of Command</b> (charm) • <b>At-Will</b>	
Effect: Choose one creature within 3 squares of the devil. The devil slides that creature 5 squares, and the creature makes a melee basic attack as a free action against a creature of the devil's choice.	
MINOR ACTIONS	
<b>Hellfire Enchantment</b> (fire) • <b>At-Will</b>	
Effect: One ally within 5 squares of the devil deals 10 extra fire damage with melee attacks until the end of the ally's next turn.	
TRIGGERED ACTIONS	
<b>Infernal Advice</b> • <b>Recharge 6</b>	
Trigger: An ally within 10 squares of the devil misses with an attack roll or fails a skill check.	
Effect (Immediate Interrupt): The triggering ally can reroll the attack roll or skill check, gaining a +2 bonus to the reroll.	
Skills Bluff +14, Diplomacy +14, Insight +13	
Str 13 (+6)	Dex 12 (+6) Wis 16 (+8)
Con 16 (+8)	Int 22 (+11) Cha 18 (+9)
Alignment evil	Languages Common, Elven, Supernal
Equipment scepter	

4 Ashmadai Fanatics	Level 9 Minion Brute
Medium natural humanoid, human	XP 100
HP 1; a missed attack never damages a minion	Initiative +5
AC 20, Fortitude 21, Reflex 20, Will 19	Perception +2
Speed 6	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 8 damage, or 12 while the fanatic is adjacent to an ally.	
M <b>Ignite</b> (fire) • <b>Encounter</b>	
Attack: Melee 1 (one creature); +8 vs. Reflex	
Hit: Ongoing 5 fire damage (save ends).	
Str 15 (+6)	Dex 13 (+5) Wis 8 (+3)
Con 10 (+4)	Int 9 (+3) Cha 10 (+4)
Alignment evil	Languages Common
Equipment dagger	

1-2 Tiedling fury	Level 9 Soldier
Medium natural humanoid	XP 400
HP 95; Bloodied 47	Initiative +6
AC 25, Fortitude 22, Reflex 21, Will 22	Perception +3
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
m <b>Longsword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d8 + 12 damage.	
Effect: The tiedling marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
<b>Tail Trip</b> • <b>At-Will</b>	
Trigger: An enemy marked the by tiedling shifts.	
Attack: Melee 1 (the triggering enemy); +14 vs. Reflex	
Hit: The target falls prone, and the tiedling uses <i>longsword</i> against it.	
<b>Defiant Curse</b> • <b>At-Will</b>	
Trigger: An enemy hits the tiedling.	
Effect (Free Action): Close burst 10 (the triggering enemy in burst). The tiedling marks the target until the end of the target's next turn.	
Skills Bluff +12, Stealth +9	
Str 16 (+7)	Dex 11 (+4) Wis 10 (+4)
Con 15 (+6)	Int 14 (+6) Cha 16 (+7)
Alignment evil	Languages Common
Equipment leather armor, longsword	

1-2 Ashmadai Warleaders	Level 8 Artillery (Leader)
Medium natural humanoid, half-elf	XP 350
HP 70; Bloodied 35	Initiative +8
AC 22, Fortitude 19, Reflex 21, Will 20	Perception +6
Speed 6	Low-light vision
STANDARD ACTIONS	
m <b>Mace</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d8 + 10 damage.	
m <b>Longbow</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 30 (one creature); +15 vs. AC	
Hit: 1d10 + 11 damage, and the target grants combat advantage until the start of the warleader's next turn.	
C <b>Battle-Cry</b> (charm) • <b>Recharge</b> when first bloodied	
Attack: Area 1 within 10 (enemies in the burst); +13 vs. Will	
Hit: The target makes a basic attack as a free action against a creature of the warleader's choice.	
Effect: Each ally in the burst can charge or make a basic attack as a free action. If an ally hits with the attack granted by this power, that ally gains 5 temporary hit points.	
MOVE ACTIONS	
<b>Phalanx Movement</b> • <b>At-Will</b>	
Effect: The warleader and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the warleader.	
Str 15 (+6)	Dex 19 (+8) Wis 14 (+6)
Con 16 (+7)	Int 11 (+4) Cha 17 (+7)
Alignment evil	Languages Common
Equipment leather, mace, longbow, 20 arrows	



## ENCOUNTER 5: SPEAK NOW STATISTICS (AL 8 CONTINUED)

<b>Ashmadai Berserker</b>	<b>Level 9 Brute</b>
Medium natural humanoid, goliath	XP 400
<b>HP 118; Bloodied 59</b>	<b>Initiative +5</b>
<b>AC 21, Fortitude 22, Reflex 20, Will 21</b>	<b>Perception +6</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Bastard Sword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +14 vs. AC	
<i>Hit:</i> 2d10 + 9 damage.	
<b>C Charging Sweep (weapon) • Recharge 6</b>	
<i>Effect:</i> The berserker charges and makes the following attack in place of a melee basic attack.	
<i>Attack:</i> Close burst 2 (enemies in burst); +14 vs. AC	
<i>Hit:</i> 2d10 + 9 damage, and the berserker pushes the target 1 square and knocks it prone.	
<i>Miss:</i> Half damage.	
<b>TRIGGERED ACTIONS</b>	
<b>M Frenzied Strike • At-Will 1/round</b>	
<i>Trigger:</i> The berserker bloodies an enemy.	
<i>Effect (free action):</i> The berserker uses <i>bastard sword</i> against the triggering enemy.	
<b>M Charging Demise • Encounter</b>	
<i>Trigger:</i> The berserker drops to 0 hit points.	
<i>Effect (free action):</i> <i>Charging sweep</i> recharges, and the berserker uses it.	
<b>Skills</b> Endurance +13, Intimidate +9	
<b>Str</b> 15 (+6)	<b>Dex</b> 12 (+5)
<b>Con</b> 18 (+8)	<b>Int</b> 13 (+5)
	<b>Wis</b> 15 (+6)
	<b>Cha</b> 11 (+4)
<b>Alignment</b> evil	
<b>Languages</b> Common, Giant	
<b>Equipment</b> leather, bastard sword	

<b>Crowd Throng</b>
Terrain Feature
<b>Civilians</b> 3 per square
<b>AC 12, Fortitude 12, Reflex 12, Will 12</b>
<b>Speed 4</b>
<b>Immune</b> forced movement from melee or ranged attacks
<b>TRAITS</b>
<b>A Collection of Individuals</b>
A hit from a melee or ranged attack kills one person. From a close or area attack, a hit kills two people. The crowd does not flank or provide flanking, and does not threaten creatures outside its space. An enemy may enter a space occupied by a throng, but the space is considered difficult terrain and doing so provokes a <i>panicked elbow</i> .
<b>Random Flailing</b>
Any creature (other than a crowd throng) that starts in a square of the crowd throng is attacked by a <i>panicked elbow</i> .
<b>MOVE ACTIONS</b>
<b>Mob Movement • At-Will 1/round</b>
<i>Effect:</i> The crowd moves in a random direction. This does not provoke opportunity attacks. Creatures in squares that crowd travels through are attacked by a <i>panicked elbow</i> .
<b>TRIGGERED ACTIONS</b>
<b>m Panicked Elbow • At-Will 1/round</b>
<i>Trigger:</i> A creature starts its turn in the crowd throng, or is in a square the crowd travels through.
<i>Attack:</i> Melee 0 (one creature); +7 vs. Reflex
<i>Hit:</i> 1d8 damage and knocked prone.
Summarized terrain feature, not a creature.

### RAUVIN DARE

HP 42; Bloodied 21

AC 18, Fortitude 18, Reflex 21, Will 22

Bluff +46, Diplomacy +36, Intimidate +26, Insight +26,

Perception +16

## ENCOUNTER 5: SPEAK NOW STATISTICS (AL 10)

Vizier Devil	Level 13 Controller (Leader)
Medium immortal humanoid (devil)	XP 800
HP 128; Bloodied 64	Initiative +7
AC 27, Fortitude 25, Reflex 25, Will 27	Perception +9
Speed 6, teleport 4	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
m Scepter (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d8 + 10 damage, and the devil slides the target 1 square.	
R Hellfire Bolt (fire) • At-Will	
Attack: Ranged 5 (one creature); +16 vs. Reflex	
Hit: 2d10 + 8 fire damage, and the target grants combat advantage until the end of the devil's next turn.	
Word of Command (charm) • At-Will	
Effect: Choose one creature within 3 squares of the devil. The devil slides that creature 5 squares, and the creature makes a melee basic attack as a free action against a creature of the devil's choice.	
MINOR ACTIONS	
Hellfire Enchantment (fire) • At-Will	
Effect: One ally within 5 squares of the devil deals 5 extra fire damage with melee attacks until the end of the ally's next turn.	
TRIGGERED ACTIONS	
Infernal Advice • Recharge 6	
Trigger: An ally within 10 squares of the devil misses with an attack roll or fails a skill check.	
Effect (Immediate Interrupt): The triggering ally can reroll the attack roll or skill check, gaining a +2 bonus to the reroll.	
Skills Bluff +15, Diplomacy +15, Insight +14	
Str 13 (+7)	Dex 12 (+7) Wis 16 (+9)
Con 16 (+9)	Int 22 (+12) Cha 18 (+10)
Alignment evil	Languages Common, Elven, Supernal
Equipment scepter	

4 Ashmadai Fanatics	Level 11 Minion Brute
Medium natural humanoid, human	XP 150
HP 1; a missed attack never damages a minion	Initiative +6
AC 22, Fortitude 23, Reflex 22, Will 21	Perception +4
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 9 damage, or 13 while the fanatic is adjacent to an ally.	
M Ignite (fire) • Encounter	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Hit: Ongoing 10 fire damage (save ends).	
Str 15 (+7)	Dex 13 (+6) Wis 8 (+4)
Con 10 (+5)	Int 9 (+4) Cha 10 (+5)
Alignment evil	Languages Common
Equipment dagger	

1-2 Tiedling fury	Level 11 Soldier
Medium natural humanoid	XP 600
HP 111; Bloodied 55	Initiative +7
AC 27, Fortitude 24, Reflex 23, Will 24	Perception +5
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d8 + 14 damage.	
Effect: The tiedling marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
Tail Trip • At-Will	
Trigger: An enemy marked the by tiedling shifts.	
Attack: Melee 1 (the triggering enemy); +16 vs. Reflex	
Hit: The target falls prone, and the tiedling uses longsword against it.	
Defiant Curse • At-Will	
Trigger: An enemy hits the tiedling.	
Effect (Free Action): Close burst 10 (the triggering enemy in burst). The tiedling marks the target until the end of the target's next turn.	
Skills Bluff +13, Stealth +10	
Str 16 (+8)	Dex 11 (+5) Wis 10 (+5)
Con 15 (+7)	Int 14 (+7) Cha 16 (+8)
Alignment evil	Languages Common
Equipment leather armor, longsword	

1-2 Ashmadai Warleader	Level 10 Artillery (Leader)
Medium natural humanoid, half-elf	XP 500
HP 82; Bloodied 41	Initiative +9
AC 24, Fortitude 21, Reflex 23, Will 22	Perception +7
Speed 6	Low-light vision
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 1d8 + 12 damage.	
m Longbow (weapon) • At-Will	
Attack: Ranged 30 (one creature); +17 vs. AC	
Hit: 1d10 + 13 damage, and the target grants combat advantage until the start of the warleader's next turn.	
C Battle-Cry (charm) • Recharge when first bloodied	
Attack: Area 1 within 10 (enemies in the burst); +15 vs. Will	
Hit: The target makes a basic attack as a free action against a creature of the warleader's choice.	
Effect: Each ally in the burst can charge or make a basic attack as a free action. If an ally hits with the attack granted by this power, that ally gains 5 temporary hit points.	
MOVE ACTIONS	
Phalanx Movement • At-Will	
Effect: The warleader and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the warleader.	
Str 15 (+7)	Dex 19 (+9) Wis 14 (+7)
Con 16 (+8)	Int 11 (+5) Cha 17 (+8)
Alignment evil	Languages Common
Equipment leather, mace, longbow, 20 arrows	



## ENCOUNTER 5: SPEAK NOW STATISTICS (AL 10 CONTINUED)

<b>Ashmadai Berserker</b>	<b>Level 11 Brute</b>
Medium natural humanoid, goliath	XP 600
<b>HP 138; Bloodied 69</b>	<b>Initiative +6</b>
<b>AC 23, Fortitude 24, Reflex 22, Will 23</b>	<b>Perception +7</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Bastard Sword (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 2d10 + 11 damage.	
<b>C Charging Sweep (weapon) • Recharge 6</b>	
Effect: The berserker charges and makes the following attack in place of a melee basic attack.	
Attack: Close burst 2 (enemies in burst); +16 vs. AC	
Hit: 2d10 + 11 damage, and the berserker pushes the target 2 squares and knocks it prone.	
Miss: Half damage.	
<b>TRIGGERED ACTIONS</b>	
<b>M Frenzied Strike • At-Will 1/round</b>	
Trigger: The berserker bloodies an enemy.	
Effect (free action): The berserker uses <i>bastard sword</i> against the triggering enemy.	
<b>M Charging Demise • Encounter</b>	
Trigger: The berserker drops to 0 hit points.	
Effect (free action): <i>Charging sweep</i> recharges, and the berserker uses it.	
<b>Skills</b> Endurance +14, Intimidate +10	
<b>Str</b> 15 (+8)	<b>Dex</b> 12 (+6)
<b>Con</b> 18 (+9)	<b>Int</b> 13 (+6)
	<b>Wis</b> 15 (+7)
	<b>Cha</b> 11 (+5)
<b>Alignment</b> evil	<b>Languages</b> Common, Giant
<b>Equipment</b> leather, bastard sword	

<b>Crowd Throng</b>
Terrain Feature
<b>Civilians</b> 3 per square
<b>AC 12, Fortitude 12, Reflex 12, Will 12</b>
<b>Speed 4</b>
<b>Immune</b> forced movement from melee or ranged attacks
<b>TRAITS</b>
<b>A Collection of Individuals</b>
A hit from a melee or ranged attack kills one person. From a close or area attack, a hit kills two people. The crowd does not flank or provide flanking, and does not threaten creatures outside its space. An enemy may enter a space occupied by a throng, but the space is considered difficult terrain and doing so provokes a <i>panicked elbow</i> .
<b>Random Flailing</b>
Any creature (other than a crowd throng) that starts in a square of the crowd throng is attacked by a <i>panicked elbow</i> .
<b>MOVE ACTIONS</b>
<b>Mob Movement • At-Will 1/round</b>
Effect: The crowd moves in a random direction. This does not provoke opportunity attacks. Creatures in squares that crowd travels through are attacked by a <i>panicked elbow</i> .
<b>TRIGGERED ACTIONS</b>
<b>m Panicked Elbow • At-Will 1/round</b>
Trigger: A creature starts its turn in the crowd throng, or is in a square the crowd travels through.
Attack: Melee 0 (one creature); +7 vs. Reflex
Hit: 1d8 damage and knocked prone.
Summarized terrain feature, not a creature; based upon Monster Throgs from Open Grave, and WATE1-4.

### RAUVIN DARE

HP 46: Bloodied 23

AC 20, Fortitude 20, Reflex 23, Will 24

Bluff +47, Diplomacy +37, Intimidate +27. Insight +27, Perception +17

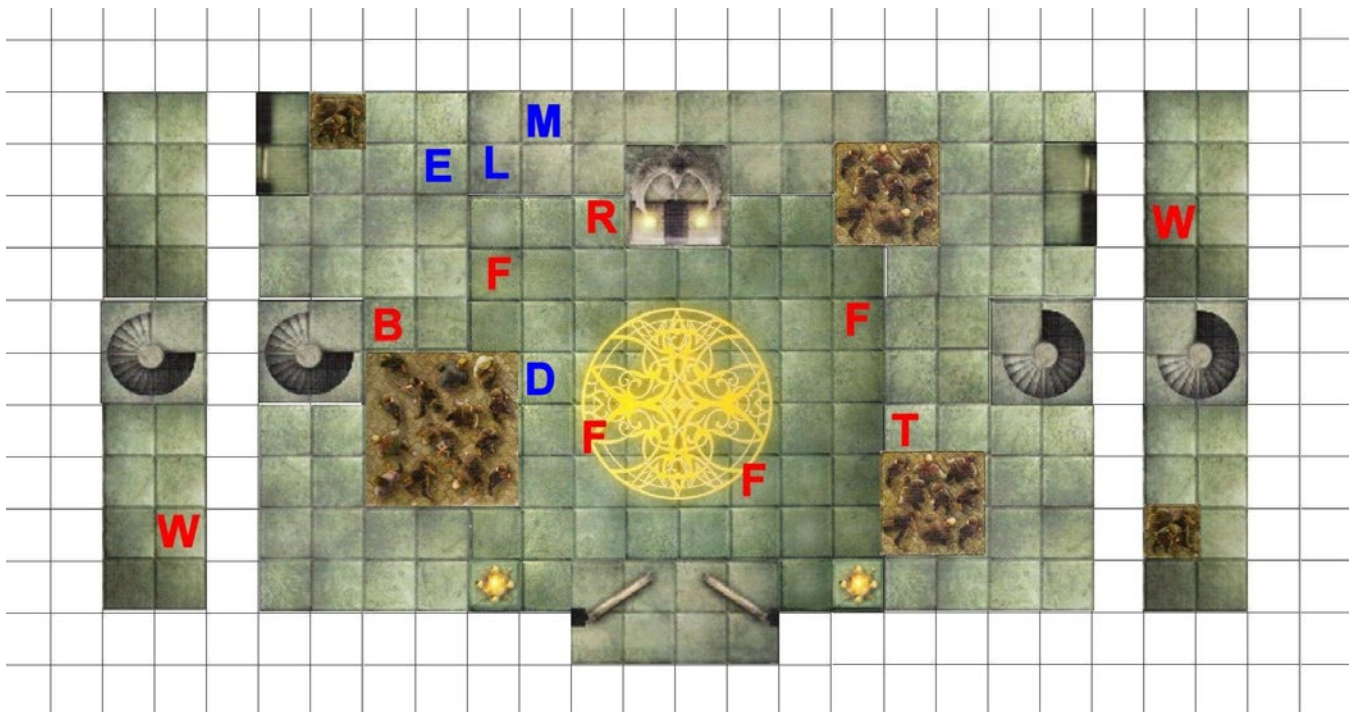
## ENCOUNTER 5A: SPEAK NOW MAP

### TILE SETS NEEDED

*Arcane Towers* x1

*Dungeon Tiles Master Set - The Dungeon* x2 (additional spiral stairs)

*Streets of Shadow* x2 (crowds, which are mobile)



Red letters: Vestyn Riverwind/vizier devil (R), tiefling fury (T), Ashmadai fanatic (F), Ashmadai berserker (B), Ashmadai warlord (W)

Blue letters: Regent Dare (D), Esmeralda (E), Miri (M), Lynneth (L)

## ENCOUNTER 5B: BE SILENT FOREVER

ENCOUNTER LEVEL 4/6/8/10/12  
(900/1250/1800/2500/3600 XP)

### SETUP

This encounter includes the following creatures for all ALs:

- 1 vizier devil (R)
- 4 Ashmadai fanatics (F)
- 1 tiefling fury (T)
- 2 Ashmadai warleader (W)
- 1 Ashmadai berserker (B)

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the Ashmadai warleaders

**Six PCs:** Add an extra tiefling fury.

Having failed to convince the priestesses, the PCs are dismissed from the party. Somewhere along the way, cultists and devils attack them, on the orders of Regent Dare.

Use the same stat blocks from Encounter 5a with the 5b map. Place the creatures as you like and allow the PCs to set their position. The attack is too ad hoc for a well planned ambush.

*An armed, hostile group of cultists led by a devil confronts you, saying “You have meddled for the last time!”*

### FEATURES OF THE AREA

This is a typical street on the edge of the North Ward of Waterdeep. The streets and alleys extend off of the edges of the included map, and all of the streets are lined by buildings. The two small buildings at right are each one story tall (10 feet at the street edge), and the rest are two stories tall. (20 feet at the street edge, and sloping upwards from there)

**Illumination:** Dim Light (streetlights) unless the PCs add illumination.

**Barrels, Crates, Bench, Horse Trough:** These are blocking terrain that provide cover.

**Puddles:** These are shallow puddles formed by the dampness from the fog. They are difficult terrain.

**Buildings:** The two small buildings on the map are one story tall, and the rest are two stories tall, all with brick or stucco walls. (DC 20 Climb)

### TACTICS

The vizier devil sets up his allies for maximum advantage. He combines this with *hellfire enchantment* to try to maximize the fire damage.

The tiefling furies use their allies to flank, and try to knock the targets prone.

The asmadai fanatics maneuver to set up flanks when possible. They prefer to use their daggers - but if they are not adjacent to an ally and their target isn't on fire, they try to *ignite* them.

The ashmadai war-leaders wait until they can catch a bunch of creatures in their *battle-cry*. Until then, they use *longbow* to set up the berserker's attacks.

The ashmadai berserkers wade into battle. They barely care about their own safety, avoiding only suicidal situations. They use *charging sweep* whenever possible.

### ENDING THE ENCOUNTER

The encounter ends when the PCs have wrapped up the Asmodeus cult. Read or paraphrase the following:

*As the last of the cultists falls to the ground, the City Watch arrives and takes charge of the scene.*

Any surviving cultists may be questioned. Their testimony indicts both Rauvin Dare and Vestyn Riverwind.

### MINOR OBJECTIVE

The PCs satisfy the minor objective of protecting innocents in this encounter by not hiding in the buildings.

### TREASURE

A body of fire *ki focus*, and an *obsidian wand* +1 or +2



## ENCOUNTER 5B: SILENCE

### TILE SETS NEEDED

Dungeon Tiles Master Set - The City x1, Streets of Shadow x1,  
Dungeon Tiles Master Set - The Dungeon x3 (Street Lamps only)



The PCs and the villains start at opposite ends of the map.

## CONCLUDING THE ADVENTURE

### IMPORTANT NPCs

**Miri Buckman**, Priestess of Sune

**Lynneth Dulsær**, Priestess of Waukeen

**Ariadne Aporos**, Priestess of Siamorphe

**Daerovus ‘The Wolfhound’ Tallmantle**, male human, Watch Warden of Waterdeep

**Lady Phulbrinter**, female human, House Phulbrinter

**Dagult Neverember**, Open Lord of Waterdeep

### TOTAL SUCCESS

*The cult of Asmodeus, and its cells, has been exposed and the process of eradicating them has begun. The priestesses are quite thrilled with your efforts, and pay the agreed upon fee.*

If the PCs were fully successful in proving Vestyn Riverwind’s ill-intentions and saving Esmeralda, they are paid with bonus of a *healer’s brooch*.

If the PCs recovered the ritual book, the priestesses are able, over a period of a month, to undo the vile curse Dare placed on Esmeralda.

The Phulbrinters offer to purchase an *uncommon* implement of the adventurer’s choice as a reward as well as a promise to help secure consumables in the future. The PCs earn Story Award WATE47, Favor of House Phulbrinter.

### PARTIAL SUCCESS

The PCs defeated the cultists but were unable to marshal enough proof to break up the marriage of Esmeralda and Vestyn.

*You vanquished the physical foes who faced you but were unable to successfully conclude your investigation. You dealt a setback to the cult, but the cult is not unmade. Vestyn Riverwind and his devoted bride begin moving in the most posh circles of Waterdeep.*

### SUCCESS WITH THE MAJOR QUEST

Dagult Neverember, the Open Lord of Waterdeep, and Daerovus Tallmantle, the Watch Warden of Waterdeep, personally thank the adventurers for defeating this threat to the City of Splendors. They indicate such heroes are needed as future leaders of Waterdeep and the PCs are considered candidates for future selection as a Lord of Waterdeep (i.e., a Masked Lord). The PCs are awarded Story Award WATE48

and the City rewards the adventurer’s with a *weapon of speed*.

Also, the Ladies of the Divine examine literature found at Rauvin Dare’s house. Together with books found in WATE4-2, the priestesses in collaboration with their respective temples have identified a couple of options for redemption of those persons who made an infernal bargain (WATE41), selling their soul. Award Story Award WATE50 Redeeming Your Soul.

### FAILURE

If the PCs were totally defeated:

*An infection of greed and corruption is spreading through Waterdeep.*

Even if the PCs were totally defeated, the priestesses pay the contract (base gold).

### TREASURE

The PCs receive their payment (base gold) from the priestesses as promised in Encounter One.

If successful, they also are offered a *healer’s brooch*, or any Uncommon implement of the character’s level + 2 or less. For those characters who successfully completed the Major Quest, the Uncommon implement’s level limit is increased to the character’s level + 4 or less. In either case, the character is limited to items of level 10 and below.

Each individual PC that completed the Major Quest is also offered a *weapon of speed*.

## 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.

### EXPERIENCE POINTS

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

If the PCs were able to uncover the evidence against Vestyn (Encounters 2 and 3) and prove it to the priestesses (Encounter 4), they completed the Major Objective **Convincing Evidence**.

If the PCs protect the civilians for 4 rounds while they escape, with less than 3 innocents killed, they achieve the Minor Objective of Protecting the Innocent.

If the PCs were able to identify the curse, they completed the Minor Objective **Identifying the Curse**.

If the PCs were able to provide evidence linking Rauvin Dare to the cult, they achieved the Minor Objective of Linking Dare to the Cult.

Each PC who already has both Story Awards WATE40 and WATE43, and who earns WATE48 in this adventure, completes the *Infernal Ambitions* Major Quest and earns the additional rewards listed for the Adventure Level played. This Major Quest Bonus is in addition to the listed Maximum XP and the listed Base Gold.

To be clear, the quest bonus is based strictly on the AL played in this adventure, not the ALs at which that PC played WATE4-1 and/or WATE4-2.

#### ADVENTURE LEVEL 2

**Minimum Possible XP:** 225 XP

**Convincing Evidence:** +125 XP

**Protecting the Innocents:** +25 XP

**Identifying the Curse:** +25 XP

**Linking Dare to Cult:** +25 XP

**Maximum Possible XP:** 425 XP

**Base Gold per PC:** 75 gp

**Major Quest Bonus:** +125 XP, +25 gp

#### ADVENTURE LEVEL 4

**Minimum Possible XP:** 320 XP

**Convincing Evidence:** +175 XP

**Protecting the Innocents:** +35 XP

**Identifying the Curse:** +35 XP

**Linking Dare to Cult:** +35 XP

**Maximum Possible XP:** 600 XP

**Base Gold per PC:** 125 gp

**Major Quest Bonus:** +175 XP, +40 gp

#### ADVENTURE LEVEL 6

**Minimum Possible XP:** 450 XP

**Convincing Evidence:** +250 XP

**Protecting the Innocents:** +50 XP

**Identifying the Curse:** +50 XP

**Linking Dare to Cult:** +50 XP

**Maximum Possible XP:** 805 XP

**Base Gold per PC:** 225 gp

**Major Quest Bonus:** 250 XP, +75 gp

**ADVENTURE LEVEL 8****Minimum Possible XP:** 640 XP**Convincing Evidence:** +350 XP**Protecting the Innocents:** +70 XP**Identifying the Curse:** +70 XP**Linking Dare to Cult:** +70 XP**Maximum Possible XP:** 1200 XP**Base Gold per PC:** 450 gp**Major Quest Bonus:** +350 XP, +150 gp**ADVENTURE LEVEL 10****Minimum Possible XP:** 900 XP**Convincing Evidence:** +500 XP**Protecting the Innocents:** +100 XP**Identifying the Curse:** +100 XP**Linking Dare to Cult:** +100 XP**Maximum Possible XP:** 1700 XP**Base Gold per PC:** 675 gp**Major Quest Bonus:** +500 XP, +200 gp

## TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle 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; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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 choice in a bundle, 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:** *shock spear* (Mordenkainen's Magnificent Emporium)

Level 3 / +1 for AL 2;

Level 8 / +2 for AL 4 and up

Found in Encounter 3

**Treasure B:** *boots of bounding* (level 6; Adventurer's Vault 2)

Found in Encounter 3

**Treasure C:** *body of fire ki focus* (Mordenkainen's Magnificent Emporium)

Level 4 / +1 for AL 2 and AL 4;

Level 9 / +2 for AL 6 and up

Found in Encounter 5A or 5B

**Treasure D:** *obsidian wand* (The Book of Vile Darkness)

Level 3 / +1 for AL 2;

Level 8 / +2 for AL 4 and up

Found in Encounter 5A or 5B

**Bundle E:** *healer's brooch* (Adventurer's Vault)

Level 4 / +1 for AL 2 and AL 4;

Level 9 / +2 for AL 6 and up

Found in Conclusion

**Treasure F:** Any Uncommon implement of the character's level + 2 or less [Major Quest completion: character's level + 4 or less] from a player resource (maximum item level 10)

Found in Conclusion

Any individual PC who completed the Major Quest also has access to Treasure G.

**Treasure G:** *weapon of speed* (Mordenkainen's Magnificent Emporium)

Level 5 / +1 for AL 2 and AL 4;

Level 10 / +2 for AL 6 and up

Found in Conclusion

**Treasure X (Choose an Item):** A character may choose to find a Common or Uncommon permanent magic item of the player's choice from any player resource (as defined in the *LFR Campaign Guide*). This may be any Common magic item of the character's level + 2 or less, or any Uncommon magic item of the character's level or less. Only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** A character may choose to find a consumable item plus additional gold instead of another Treasure. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found magic item slots.

AL 2: *potion of healing*

AL 4: *potion of healing* plus 25 gp

AL 6: *elixir of levitation* plus 25 gp

AL 8: *potion of vigor (level 9)* plus 140 gp

AL 10: *potion of vigor (level 9)* plus 290 gp

**Treasure Z (More Gold):** A character may choose to receive more gold (in addition to the Base Gold amount) instead of another Treasure.

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their Story Awards.

### WATE47 Favor of House Phulbrinter

You earned the gratitude of House Phulbrinter in the City of Splendors. These nobles vouch for you as trustworthy and may assist you in obtaining employment or invitations to City functions. Your powerful friends have many connections. Circle one type of consumable from the following options:

Alchemical, Ammunition, Potion/Elixir, Reagent, Whetstone

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 an LFR-legal 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.

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

### WATE48 Infernal Ambitions (Completed Major Quest)

You have managed to survive the intrigues and dangers involved in dealing with the cults of Asmodeus infesting the City of Splendors. Regent Dare's machinations have been brought to a halt. Impressed by your ability to steer through all layers of Waterdhavian society, the Open Lord and the Watch Warden of Waterdeep have told you that you are considered a viable candidate to someday become a Masked Lord of Waterdeep.

Assuming you continue to serve the interests of Waterdeep (you must gain Story Awards that represent favors of major NPCs of the city from at least two different Waterdeep adventures, not counting WATE4-X adventures), when you gain sufficient acclaim (at 11<sup>th</sup> level or higher), you may choose to take the Masked Lord of Waterdeep character theme (see the article *Character Themes: Citizens of Splendor* from *Dragon* issue 409).

### WATE49 Divine Blessings

Miri Buckman, Lynneth Dulsær, Ariadne Aporos, Kara Shemov, Hist Tiliputakas, Mara Lackman, and Shivet Dyernina are thankful for your help. You have done all that they asked and more. You can expect favorable reception at the temples of Sune, Waukeen, Siamorphe, Tymora, Lirra, Selûne, and Sharess in Waterdeep.

### WATE50 Redeeming Your Soul

If you accepted the Infernal Bargain and sold your soul to Asmodeus in the adventure WATE4-1 *Paying the Piper* (thereby gaining Story Award WATE41), the Ladies of the Divine explain they have discovered two ways a soul may be redeemed. If you wish to break your bargain, you may choose one of the following options.

**Option One:** If in a future adventure, you earn a Story Award granting you the favor of a good-aligned deity and would receive a Divine Boon (either as a Treasure selection or printed on the Story Award) for that service, you may instead use the divine energy to redeem your soul from the clutches of Asmodeus. This costs you whatever resources are required by the adventure to receive the Divine Boon (Treasure



selections, found-item slots, etc.) and you do not actually gain the Divine Boon. Void both the Story Award granting the boon and Story Award WATE41.

**Option Two:** You may embark on a personal quest, accompanied by your most trusted comrades, on behalf your patron deity to conduct a dangerous and uncertain task in furtherance of the deity's goals. If successful, your patron deity may revoke the bargain, reclaiming your soul from Asmodeus. Option Two is implemented by a My Realms adventure, specifically written with your situation in mind (you cannot write the adventure since you have to play it with this character). You gain no XP or treasure from the My Realms adventure (but your companions gain both XP and treasure as normal). In the spirit of fair play, we expect the adventure to be a legitimate challenge for you.

Once either option has been exercised, void the original Story Award WATE41. Any unspent benefit from it is lost.

## MAGIC AND MOUNTS

### Body of Fire Ki Focus Level 4+ Uncommon

*This oil fuels a fire within you that might smolder or might blaze forth, but will never be extinguished.*

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp  
Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp  
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

**Implement:** Ki Focus

**Enhancement Bonus:** Attack and damage rolls

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

**Property:** All damage dealt by attacks using this implement is fire, unless the damage already has a type.

**Utility Power (Fire) ♦ Daily (Minor Action)**

**Effect:** Until the end of the encounter, you gain resist 5 fire and vulnerable 5 cold. If a creature is grabbing you or being grabbed by you at the start of its turn, it takes 5 fire damage.

Level 14 or 19: Resist 10 fire, vulnerable 10 cold, and 10 fire damage.

Level 24 or 29: Resist 15 fire, vulnerable 15 cold, and 15 fire damage.

**Reference:** *Mordenainen's Magnificent Emporium.*, page 44.

### Boots of Bounding Level 6 Uncommon

*These lightweight canvas boots are perfect for athletes, greatly increasing the length of leaps.*

**Feet Slot** 1,800 gp

**Property**

You gain a +2 item bonus to Athletics checks to jump

**Power ♦ Encounter (Move Action)**

You make an Athletics check to jump as if you had a running start. You add 3 squares to the distance jumped for a long jump, or 2 squares for a high jump.

**Reference:** *Adventurer's Vault 2*, page 57.

### Shock Spear Level 3+ Uncommon

*You hold the spear aloft and stand fast before your enemies as it throws out bolts of lightning that leave those foes reeling.*

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp  
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp  
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

**Weapon:** Spear

**Enhancement Bonus:** Attack and damage rolls

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

**Property:** All untyped damage dealt by ranged attacks using this weapon changes to lightning damage.

**C Attack Power (Lightning) ♦ Daily (Minor Action)**

**Attack:** Close blast 5 (one, two, or three enemies in the blast); the weapon's level + 3 vs. Reflex

**Hit:** 1d8 lightning damage.

Level 13 or 18: 2d8 lightning damage.

Level 23 or 28: 3d8 lightning damage.

**Reference:** *Mordenainen's Magnificent Emporium*, page 31

### Obsidian Wand Level 3+ Rare

*When you channel magic through the wand, you feel it grow as cold as the grave.*

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp  
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp  
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

**Implement:** Wand

**Enhancement Bonus:** Attack rolls and damage rolls

**Critical:** +1d10 necrotic damage per plus

**R Attack Power ♦ Daily (Standard Action)**

**Effect:** As the wizard's ray of enfeeblement power. If this attack reduces the creature to 5 hit points or fewer, the creature dies..

**Attack Power ♦ Daily (No Action)**

**Trigger:** You reduce a creature to 15 or fewer hit points with an attack power using this wand.

**Effect:** The creature dies.

**Reference:** *The Book of Vile Darkness*, page 78.

### Healer's Brooch Level 4+ Uncommon

*This innocuous adornment boosts your healing powers.*

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp  
Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp  
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

**Reference:** *Adventurer's Vault.*, page 152.

### Weapon of Speed Level 5+ Rare

*Even before your first attack with this weapon hits its mark, you follow it up with another one.*

Lvl 5 +1 1,000 gp Lvl 20 +4 125,000 gp  
Lvl 10 +2 5,000 gp Lvl 25 +5 625,000 gp  
Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp

**Weapon:** Any ranged or any thrown

**Enhancement Bonus:** Attack rolls and damage rolls

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

**Property**

While holding this weapon, you gain an item bonus to initiative checks equal to the weapon's enhancement bonus.

**R Attack Power ♦ Encounter (Minor Action)**

**Effect:** You make a ranged basic attack with this weapon.

**Reference:** *Mordenkainen's Magnificent Emporium*, page 35.

**Potion of Cure Light Wounds** Level 1 Uncommon

*This potion covers your small cuts and minor bruises in dim silver light, causing them to heal over.*

**Consumable** 20 gp

**Utility Power (Healing) ♦ Consumable (Minor Action)**

**Effect:** You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

**Reference:** *Mordenkainen's Magnificent Emporium*, page 101

**Potion of Vigor** Level 9+ Common

*This vermillion liquid invigorates you, at least temporarily.*

Lvl 9 160 gp Lvl 29 105,000 gp

Lvl 19 4,200 gp

**Consumable:** Potion

**Power ♦ Consumable (Minor Action)**

Drink this potion and spend a healing surge. You do not gain any hit points as normal. Instead, gain 15 temporary hit points.

*Level 19:* Gain 25 temporary hit points.

*Level 29:* Gain 35 temporary hit points.

**Reference:** *Adventurer's Vault*, page 189.

**Potion of Healing** Level 5 Common

*This simple potion draws on the body's natural healing ability to cure your wounds.*

**Consumable:** Potion 50 gp

**Utility Power (Healing) ♦ Consumable (Minor Action)**

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points..

**Reference:** *Player's Handbook*, page 255.

**Elixir of Levitation** Level 8 Uncommon

*Drinking this frothy elixir allows you to rise up into the air, in addition to making your feet and hands tingle.*

**Consumable:** Elixir 125 gp

**Utility Power ♦ Consumable (Minor Action)**

**Effect:** You drink the elixir. Until the end of the encounter, you gain the ability to fly into the air as a move action, moving up to 4 squares vertically and 1 square horizontally. You cannot rise more than 10 squares above the ground directly beneath you. If some effect, such as a pit opening below you, causes you to be more than 10 squares above the ground, you drop the entire distance but do not take falling damage. If you are knocked prone while levitating, you do not fall.

When this power's effect ends, you float safely to the group.

**Reference:** *Mordenkainen's Magnificent Emporium*, page 93.

## EVENT SUMMARY: WATE4~3

Your table's outcome may influence the future direction of events in Waterdeep. 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/WATE0403LFR>

If played at a convention, what slot:

Table Number:

DM's Name:

1. **How much evidence did the PCs gather during their investigation?**
  - a. The PCs gathered enough evidence to terminate the engagement (complete success).
  - b. The PCs gathered some evidence, but not enough to terminate the engagement (partial success).
  - c. The PCs did not obtain any evidence (failure).
2. **What was Riverwind's status at the end of the adventure?**
  - a. Dead
  - b. Alive but arrested for Magical Assault
  - c. Alive and free, but no longer engaged to Esmerelda Phulbrinter
  - d. Alive, free, and still engaged to Esmerelda, but under suspicion
  - e. Alive, free, still engaged, and not under suspicion
3. **What was Regent Rauvin Dare's status at the end of the adventure?**
  - a. Dead
  - b. Alive but arrested for Magical Assault
  - c. Alive and free, but publicly disgraced
  - d. Alive, free, and not suspected of anything
4. **Who was generally blamed for the assault at the Phulbrinter Villa?**
  - a. Rauvin Dare
  - b. Vestyn Riverwind
  - c. Both Dare and Riverwind
  - d. Nameless cultists of Asmodeus
  - e. No assault at the Phulbrinter Villa occurred.  
(Encounter 5a was not run.)
5. **Did the Ladies of the Divine devise a way to redeem those with an Infernal Bargain?**
  - a. Yes
  - b. No
6. **How many PCs at the table began this adventure with the Infernal Bargain from WATE4-1?**
  - a. None
  - b. 1
  - c. 2
  - d. 3
  - e. 4 or more
7. **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)
8. **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)

## APPENDIX 1: WATERDEEP LORE

### **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 magical item appropriate to PC level, and possible eviction from the city. Self defense is always legal, but excessive use of lethal force can be a problem. 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 arrives in two minutes and a 16-member, heavily armed City Guard patrol arrives in five minutes.

### **Time and Season**

The hour of the day is noted by a bell in Waterdeep Castle. The current season is late summer; the month is Eleasis (Highsun). Dawn occurs around 7 bells in the morning and sunset occurs around 7 bells in the afternoon.

## APPENDIX 2: BACKGROUND ON THE LADIES OF THE DIVINE

The Ladies of the Divine is an informal social group or club formed by seven young single women who like to meet for lunch, dinner or the theatre, party and share details of the lives with each other. The unique aspect of this club is all seven women are junior priestesses of different female deities, all of whom have temples in Waterdeep. The DM may assume the women are likely to share news and gossip with their “sisters” and are likely to band together to solve causes of mutual interest. They are not a wanton sex club. The group has no dues, officers or any other formal structure.

- **Miri Buckman, redhead, worships Sune**
  - Sune is a greater god (good) of Love, Beauty and Passion. Her priests are known as heartwarders. The Temple of Beauty in Sea Ward is the most magnificent of her temples in the Realms.
- **Kara Shemov, golden blonde, worships Tymora**
  - Tymora is the god (good) of Good Luck and Adventurers. Her priests are known as Luckbringers. The Tower of Luck in Sea Ward is impressive but not of the scale of her temple in Arabel.
- **Hist Tiliputakas, dark brown hair, worships Llirra**
  - Llirra is an exarch (also called demi-god) (good) whose portfolio includes joy, dance, festivals, hospitality and freedom. Her priests are known as Joydancers. Her church is very unorganized. Her priests in Waterdeep share a former row house, known as the Temple of Good Cheer, in South Ward with priests of Milil (the exarch of Song). Hist and the other priestesses of Llirra are content to share the chapel and residence as they typically use taverns, nightclubs and festhalls for parties and festivals.
- **Mara Lackman, pale blonde, worships Selune**
  - Selune is a greater god (good) of the Moon, Stars, Navigation, and Wanderers, and is also called the Moonmaiden or Our Lady of Silver. Her priests are known as Silverstars. The House of the Moon is the greatest and most beautiful temple to Selune in all the Realms. A Waterdeep legend goes that an avatar of Selune used to live in the City of Splendors until an avatar of Shar impersonated her and they fought during the Time of Troubles. With her sister, Shar, Selune created Toril.
- **Lynneth Dulsær, light brown hair, worships Waukeen**
  - Waukeen is the exarch (unaligned) of Merchants, Trade and Wealth. The priests are known as goldeyes and their vestments are extremely lavish, rivaling those of Sune and Milil. The Temple of Trade is a small but lavish house of worship in Trade Ward.
- **Ariadne Aporos, raven tresses, worships Siamorphe.**
  - Siamorphe is a relatively obscure exarch (lawful good) of Nobility, mostly found only in Waterdeep and usually only known by nobles. The priests are known as highborns. The Chapel and Chalice of the Divine Right is small but elegant. The temple is located in Sea Ward.
- **Sihvet Dyernina, chestnut brown hair, worships Sharess**
  - Sharess is the exarch (good) of Cats, Sensual Fulfillment and Festhalls. Note: some aspects of the faith of Sharess may make some players uncomfortable and are best not mentioned if non-adults are present. The priests are known as sensates. A recently built temple to Sharess is the Hall of the Senses found in North Ward. A former abandoned villa was remodeled to resemble an elaborate festhall with a fine dining hall, secluded grottos and nooks

## APPENDIX 3: YOU DIDN'T HEAR IT FROM ME

This handout summarizes the details available in Encounter 2. These scenes are based on what is available. If the PCs deviate, try to improvise a scene that covers the appropriate information.

Scene	NPCs	Evidence	Points to Scene
<b>1: Word On The Street</b>	n/a	Location of bride, groom and jilted boyfriend, Location of “muggers” or thugs who were hired by Rauvin Dare to fake attack	2, 4, 7, 8
<b>2: The Bride</b>	Esmeralda Phulbrinter	The bracelet, the curse, poorly remembered pledge ceremony	3
<b>3: Esmeralda's maid</b>	Kala	Curse, bracelet gift, always worn, Rauvin Dare	
<b>4: The Groom</b>	Vestyn Riverwind	Gift of bracelet, curse, pledge ceremony, best friend, bragging about connections	5, 6
<b>5: Vestyn's Mansion</b>	Zanven Silentall, Vestyn's manservant, Jannys,	Fiendish servant	
<b>6: Vestyn's Best Friend</b>	Elgeon Milner	Spectacles, New Orlamn, name of jeweler	9
<b>7: The Jilted Love</b>	Anton Cassalanter	Fight scene, description of attackers, <b>feeling of something fake and forced fear</b>	8
<b>8: Amateur Hour</b>	“muggers”	<b>Hired by Regent Dare, fake attack</b>	
<b>9: Dalkon the Jeweler</b>	Dalkon	Confirms jewelry made by him, identifies wizard hired to do enchantments	10
<b>10: Charming Wizard</b>	Metoth Thrul, his assistant Frostbite	<b>Identifies enchantments on bracelets and spectacles</b> , no knowledge of a curse	
<b>11: Cult traitor</b>	A reluctant cultist	Cult membership, identifies cultist safehouse, warns of danger to PCs	Enc. 3
<b>12: Downshadow Contact</b>	Morthos, a tiefling crime lord and information broker	<b>Fake mugging, use of magic, cult, pact</b>	
<b>Encounter 3</b>	cultists	<b>Ritual, safehouse ownership, Dare's involvement</b>	



# HANDOUT ONE: LAWS OF WATERDEEP

## THE FIRST PLAINT: 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 PLAINT: 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 PLAINT: 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 PLAINT: 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

## **DUNGEONS & DRAGONS** **LIVING FORGOTTEN REALMS**

RECEIVED STORY AWARDS DURING THE ADVENTURE:

### ***WATE4~3 THE DEVIL'S DENOUEMENT***

#### **WATE47 Favor of House Phulbrinter**

You earned the gratitude of House Phulbrinter in the City of Splendors. These nobles vouch for you as trustworthy and may assist you in obtaining employment or invitations to City functions. Your powerful friends have many connections. Circle one type of consumable from the following options:

Alchemical      Ammunition      Potion/Elixir      Reagent      Whetstone

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 an LFR-legal 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.

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

#### **WATE48 Infernal Ambitions (Completed Major Quest)**

You have managed to survive the intrigues and dangers involved in dealing with the cults of Asmodeus infesting the City of Splendors. Regent Dare's machinations have been brought to a halt. Impressed by your ability to steer through all layers of Waterdhavian society, the Open Lord and the Watch Warden of Waterdeep have told you that you are considered a viable candidate to someday become a Masked Lord of Waterdeep.

Assuming you continue to serve the interests of Waterdeep (you must gain Story Awards that represent favors of major NPCs of the city from at least two different Waterdeep adventures, not counting WATE4-X adventures), when you gain sufficient acclaim (at 11<sup>th</sup> level or higher), you may choose to take the Masked Lord of Waterdeep character theme (see the article *Character Themes: Citizens of Splendor* from *Dragon* issue 409).

#### **WATE49 Divine Blessings**

Miri Buckman, Lynneeth Dulsaer, Ariadne Aporos, Kara Shemov, Hist Tiliputakas, Mara Lackman, and Shivet Dyernina are thankful for your help. You have done all that they asked and more. You can expect favorable reception at the temples of Sune, Waukeen, Siamorphe, Tymora, Lirra, Selûne, and Sharess in Waterdeep.

#### **WATE50 Redeeming Your Soul**

If you accepted the Infernal Bargain and sold your soul to Asmodeus in the adventure WATE4-1 *Paying the Piper* (thereby gaining Story Award WATE41), the Ladies of the Divine explain they have discovered two ways a soul may be redeemed. If you wish to break your bargain, you may choose one of the following options.

**Option One:** If in a future adventure, you earn a Story Award granting you the favor of a good-aligned deity and would receive a Divine Boon (either as a Treasure selection or printed on the Story Award) for that service, you may instead use the divine energy to redeem your soul from the clutches of Asmodeus. This costs you whatever resources are required by the adventure to receive the Divine Boon (Treasure selections, found-item slots, etc.) and you do not actually gain the Divine Boon. Void both the Story Award granting the boon and Story Award WATE41.

**Option Two:** You may embark on a personal quest, accompanied by your most trusted comrades, on behalf your patron deity to conduct a dangerous and uncertain task in furtherance of the deity's goals. If successful, your patron deity may revoke the bargain, reclaiming your soul from Asmodeus. Option Two is implemented by a My Realms adventure, specifically written with your situation in mind (you cannot write the adventure since you have to play it with this character). You gain no XP or treasure from the My Realms adventure (but your companions gain both XP and treasure as normal). In the spirit of fair play, we expect the adventure to be a legitimate challenge for you.

Once either option has been exercised, void the original Story Award WATE41. Any unspent benefit from it is lost.

Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(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.

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# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

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