

WATE4-2

RIVALS

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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When a rising member of the Guard begins to act strangely, her friends need your help to find out why. Can you unravel the truth before Aumarr Belbrundel ruins her career? *A Living Forgotten Realms* adventure set in Waterdeep for characters of the Heroic tier (levels 1-10).

This adventure is the second part of the *Infernal Ambitions* Major Quest, which began in WATE4-1 and concludes in WATE4-3. 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 had been blackmailed into accepting a bargain with Asmodeus. The adventurers discovered and defeated many 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). Some PCs may have accepted a bargain with Asmodeus in the previous adventure.

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

Aumarr Howarth Astartes is a City Guardsman with personal flaws, greed for power and admiration and jealousy of peers who advance on their own merits. Howarth started his career in the guard out of loyalty to Waterdeep, and initially he rose in rank on his own merits. Then his career seemed to stall while others shined.

A year ago Howarth saw an unusual theatre performance about the desire for power and a seed was sown. Howarth sought out Ruavin Dare, the play's author, and began to meet with him. During these meetings Howarth was persuaded it wasn't disloyal to Waterdeep to worship Asmodeus; it wasn't even against the law. Howarth was not sure he believed in the afterlife so what did it matter that he made a pact with Asmodeus at the cost of his soul. So it was that Howarth rose again in the Guard to the rank of Aumarr, made greater by his own pact.

In the same time a young member of House Belbrundel, Judice Belbrundel, became a rising star in the City Guard. Judice possessed great skills and abilities and she was promoted to Aumarr, the same rank as Howarth.

Their superior officer, Valabrar Araezra Hondyl, received direction from the Watch Warden of Waterdeep (Daerovus Tallmantle) to set up an uncover investigation into rumoured spread of the worship of Asmodeus into the City Guard. Tallmantle was worried about the consequences if the Guardsmen became corrupted in large numbers. Hondyl picked Judice to pretend she was dissatisfied with current career and to

seek entry into the cult of Asmodeus amongst fellow Guardsmen. She was warned this assignment could be very dangerous.

Howarth was already jealous of Judice for gaining the rank for which he had sold his soul, but her apparent appeal to fellow cultists, even the devils sent by Asmodeus, was too much for Howarth. He also hated his superior and decided to remove both rivals by arranging for Judice to attack, perhaps kill, the Valabrar. With the help of a succubus, Judice has been possessed by a devil who, in control of her body, sends her off to Castle Waterdeep. However, unbeknownst to Howarth, Rauvin Dare, the man who summoned the devils, suspected the Guard investigation and does not want Valabrar Hondyl slain. Regent Dare's instructions were to allay the suspicions of the Guard and then for Judice to die by suicide. Dare sends one of his many Imp devils to kill Howarth as a petty nuisance. (Regent Dare uses Imp spies at specific locations to keep informed about activities of cult members and threats to him.)

Judice's roleplaying is so convincing that one of her close friends, Ariadne Aporos, a priestess of Siamorphe and a member of the Ladies of the Divine, has become alarmed. Together with another friend, Swordcaptain Zane Wyndael of the City Watch, they seek adventurers to help their friend and foil the suspected cult.

DM'S INTRODUCTION

Several possible adventure hooks are presented as part of the Player's Introduction. Take a few minutes to find out something about each character's background, motivations and any applicable Story Awards to help determine which hook or combination of hooks you should use for that character.

If you are playing this adventure in a time limited environment (such as in a convention setting), simply establish that the PCs know each other and start play.

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

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

The adventure design assumes all encounters occur in one day starting with the meeting at Gounar's Tavern

at midday and the confrontation with the cult in the early evening.

The DM is empowered to award bonuses (typically +2) on skill checks and additional information to PCs with Waterdeep backgrounds, relevant Meta-Orgs or themes, and appropriate Story Awards.

DM Note: Players with an infernal pact warlock PC may see an exciting roleplaying opportunity. Their pact is not necessarily to Asmodeus nor for their soul, but it is similar. PCs with the Devil's Pawn theme may find these adventures personally uncomfortable, yet not all who seek power from Asmodeus have the same goals or are unified in action. The DM may add spice to roleplaying by having one of the cultist NPCs recognize the PC and be confused as to his actions. Be careful doing this at a con with players you do not know.

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

The two combats in this adventure are tougher than average; hence, they can be expected to take an hour and 75 minutes, respectively. The inclusion of a significant skill challenge and resolution after the second combat may seem unusual in LFR adventures, but 20-30 minutes should be allowed for it. In contrast, the investigation of Encounter 2 may go quickly as it is less complex, and if the PCs notice the Imp spy in Scene 2 of Encounter 2, it might be cut short. PCs who discovered an Imp spy in WATE4-1 are much more likely to actively search for one in this adventure.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Sea Ward is the wealthiest district in the City of Splendors. Most of the noble families have lavish estates in this ward and several elaborate temples are found here. A call for aid and an offer of a fine lunch leads you to Gounar's Tavern.

Handout One may be given to the players at this time. Choose from among the following hooks to explain why each PC is heading to Gounar's Tavern.

HOOK ONE: A NOBLE REQUEST

Last night you received a letter in a delicate hand on perfumed paper of high quality inviting you to lunch at Gounar's Tavern to discuss an important matter.

This hook is appropriate to characters who have played WATE4-1 or WATE2-4 or those PCs with a Noble theme or Divine class.

The letter explains that Ariadne Aporos has heard of the character's deeds and believes they have the nobility, discretion and skills needed to complete a delicate task on her behalf.

HOOK TWO: A LETTER FROM THE WATCH

Last night you received a letter from Swordcaptain Zane Wyndael of the City Watch. He invited you to lunch at Gounar's Tavern for a business opportunity.

This hook is appropriate to characters with a Defender role, a focus on Martial powers, or themes such as Cavalier and Guardian. The hook also works well for characters who played WATE2-4 but did not meet or make nice with the Ladies of the Divine.

The letter explains that Swordcaptain Zane Wyndael has come into possession of information that his role in the Watch does not allow him to investigate, but he feels is of concern to Waterdeep. He wishes to keep the investigation private so he needs the aid of adventurers.

HOOK THREE: ADVENTURERS WANTED NOTICE

A posted notice at Dagger's Rest indicated that adventurers are needed for an investigation and some danger is involved. Join Aporos and Wyndael at Gounar's Tavern in Sea Ward for lunch to discuss the job.

This hook is appropriate for any character, particularly those new to Waterdeep.

HOOK FOUR: A SINISTER HAND

The smooth words and silken tongue of the man who spoke to you did nothing to set you at ease. All you need to do is meet with Aporos and Wyndael at Gounar's Tavern and do the job and you will be helping Waterdeep, he assured you.

This hook is suitable for characters with the Devil's Pawn theme, Infernal Pact Warlocks, and other individuals that might have a nefarious past to include a connection to Regent Dare from WATE2-4 (Story Award WATE27, Debt to Regent Dare).

Waterdeep has many brokers of power and intrigue, hidden in shadows or behind masks. Their motives are their own and they are often ruthless.

TIME FOR LUNCH!

Once all the PCs have a reason to be at Gounar's Tavern, proceed to Encounter 1.

ENCOUNTER 1: A FRIEND IN NEED

IMPORTANT NPCs

Ariadne Aporos, female human, priestess of Siamorphe;

Zane Wyndael, male half Sun-Elf, Swordcaptain in the City Watch

Ariadne Aporos, a member of the Ladies of the Divine social club, and Zane Wyndael are friends of Judice Belbrundel, an officer (Aumarr) in the City Guard. They are suspicious of changes in her behavior. Rumors of a cult of Asmodeus are circulating in Waterdeep and they fear she is in grave danger. They seek adventurers to help in this matter.

- Zane does not want to launch a formal investigation into Judice and ruin her excellent career.
- Ariadne lacks the skills needed, but has the wealth to hire adventurers.

Gounar's Tavern stands on the corner of Diamond Street and Seawatch Street. The tavern is brilliantly lit! Gems and cut glass glitter everywhere, catching the light thrown by glowing globes leaving not a shadow in the tavern.

You easily spot a young lady dressed in the latest fashion and a young half-sun-elf male wearing the tabard of the City Watch, sitting together at a large, otherwise empty table.

Ariadne Aporos is a human woman with delicate features and raven hair piled in loose ringlets above her brow. Her dress is silk with petticoats covered in delicate embroidery. Ariadne is a daughter of the Waterdeep nobility, bright, flirtatious, and quick witted. PCs that have completed WATE4-1 (or possibly WATE2-4) have previously met Ariadne.

Swordcaptain Zane Wyndael has golden hair and the bronzed skin that reflects his Sun Elf heritage. Zane is easy going but efficient, his smile is ready but his answers and questions are to the point. His patrol area is the South Ward and his authority does not extend beyond that Ward. PCs who have completed WATE2-4 met Zane at the end of that adventure.

The two bid the PCs to take seats and to order food and drink, before they explain the job. (She has paid for the lunch as the tavern caterers to those wanting a fine dining experience and is expensive.). They want the PCs

to discreetly investigate Judice's recent activities, and if necessary aid the young noble woman.

A friend of ours, Judice Belbrundel, an Aumarr in the City Guard and a member of House Belbrundel, is acting oddly and we fear for her safety. Her service in the City Guard has been admirable up to recently, but over the last several tendays, she has drifted away from her usual friends, been meeting with those suspected of shady activities, and even disappeared on her days off duty. She told us not to worry but Judice is not that skilled at intrigue. Rumors about a cult of Asmodeus are circulating in the city and they play rough. Even a skilled Guardsman might be in danger when alone.

Ariadne says, "In a dream, Siamorphe spoke to me, warning of evil, not just to Judice but to others. Zane and I want you to discreetly but quickly investigate what she is doing; if she needs help, provide it."

Zane continues, "Also, please identify if there is a threat to the City, the nature of the threat, and preferably capture any miscreants to face justice."

They suggest that the PCs may wish to talk to the following people:

- Judice's superior in the City Guard, Valabrar Araezra Hondyl. She may be found in Castle Waterdeep.
- Other members of the Guard who she works with routinely, these men and women can often be found at the Red Eyed Owl Tavern when off duty.
- Her mother, Lady Belbrundel, to learn if Judice has any enemies from her family. Lord Belbrundel is not in Waterdeep at this time.
- Servants of House Belbrundel, particularly her lady's maid may be able to shed more light on Judice's activities.

Additional background that can be shared with the PCs:

- Judice is a third child and does not stand to inherit much wealth.
- Judice has always been very dedicated to Waterdeep and felt that joining the Guard was an ideal way to contribute to her city. Judice's father was not pleased with this choice, but as she had an older sister, he relented in the end.
- Judice is currently assigned to duty in the Lords' Palace.
- She has been frequenting the Dock Ward during the last 2 tendays, often returning drunk, and sometimes not returning. This is unusual as she

rarely used to leave Sea or Castle Wards, and rarely drinks to excess.

- She has been regularly late for her duties. This is unusual as she has always placed her duty first.

Zane and Ariadne provide the PCs with a portrait of Judice. In the picture, she is dressed an elaborate style suitable to a Waterdeep ball. If asked, Zane provides a letter of introduction to the Watch and Guard, and Ariadne provides one to the Belbrundel family.

Ariadne offers 75/125/225/450/675 gold pieces per PC in payment. Bonuses might be offered if the job is performed well and discreetly. (Zane appears to wince at the amount of gold Ariadne so easily offers.) Ariadne advances 20% of the payment up front if the PCs request it.

If the adventurers are not experienced (new characters, playing at AL 2), Ariadne offers them each a *potion of cure light wounds*. The intent of this offer is to lessen the risk to tables of all or mostly 1st level PCs. Any unused potions either disappear or 20 gp is deduced from the respective PC's cash payment at the end of the adventure. You may choose to provide a potion to 1st level PCs playing at AL 4, but playing up is highly risky.

ENDING THE ENCOUNTER

Once the players are satisfied they can learn no more from Zane and Ariadne, the PCs can proceed to investigate Judice in Encounter 2.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

Payment of 75/125/225/450/675 GP (the base gold) is promised for assignment.

ENCOUNTER 2: JUDICE'S TALE

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

During this encounter the PCs can make enquiries into Judice's behaviour and learn that she has been going to Downshadow, and perhaps learn exactly where in Downshadow she has been going.

The encounter is broken into five scenes. Each scene deals with a different part of the investigation that the PCs can undertake. These scenes can happen in any order according to the players' desire. The PCs do not have to complete all the scenes. The Belbrundel estate is in Sea Ward whereas the Red-Eyed Owl Tavern and Castle Waterdeep are located in Castle Ward.

Scene 1: A visit to the Belbrundel family villa.

Scene 1A: A Mother's Words happens if the PCs decide to talk to Judice's mother. However, her mother is not very well informed.

Scene 1B: A Servant's Words happens if the PCs decide to talk to the servants of House Belbrundel. The maid is more helpful.

Scene 2: Of Command happens when the PCs decide to talk to Judice's superior, Valabrar Araezra Hondyl. This requires that they enter Castle Waterdeep, the fortress of Waterdeep.

Scene 3: Of the Guard happens when the PCs decide to talk to members of the guard that are friends with Judice. Four of her friends have gathered to relax at the Red-Eyed Owl after a day of duty.

Once the PCs have completed Scene 2 or Scene 3, run Encounter 3. You can also use this to add some action to the game if the players seem to be struggling with the investigation. If cultists are captured and interrogated, count those successes as part of the skill challenge. Encounter 3 is best set towards the southern end of Waterdeep where smaller streets are the norm.

Scene 4: Friends in High Places and **Scene 5: Friends in Low Places** happen in the early evening, in South Ward and Dock Ward, respectively. An Easy DC Diplomacy or an Easy DC Streetwise check reveals that Judice and her friends are supposed to meet at the Jade Dancer (in South Ward) in the evening. This places these encounters after the other 4 most likely, and probably after Encounter 3.

The one person the PCs cannot find to talk to is Judice; her family believe she is on duty and her fellow guards believe she is off duty. This information is easily gained from either group simply by asking. Her friends

are likewise easy to ask of her location and give conflicting reports; at home, on duty, preparing for tonight, and so on.

If the PCs insist on pursuing Judice directly feel free to have them run from one side of the city to the other until eventually they start arriving at the relevant locations such as her family home, Castle Waterdeep, and the Red Owl Inn.

SKILL CHALLENGE: TO FIND JUDICE

Goal: To confirm Judice's strange behavior and find her.

Complexity: Special (Needed information with less than 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Streetwise

Other Skills: History, Insight, Religion

Victory: The PCs learn that Judice has been going to a specific location in Downshadow, a door marked by the word for truth in draconic. Go straight to Encounter 5. If the PCs suffered no failures, they gain a +1 to all skill checks in Encounter 6.

Lesser Victory: The PCs learn that Judice has gone to Downshadow. They have to find a contact in Downshadow (Encounter 4) to direct them further.

Defeat: The PCs were able to learn that Judice has been going to Downshadow but they are penalized in Encounter Six a -1 for each failure beyond two.

Each scene has a list of primary skills (mostly social skills), but the DM may allow other skills if he deems them plausible. A blend of roleplaying and skill checks is preferred, but adapt to the preferences of your players and the time available. Check for Story Awards which might provide bonuses or outright successes in individual scenes. Although the PCs have not been told there is a timeline, the fear of danger should inspire them to keep moving.

Any Group checks are resolved by all PCs making the check and, if half or more of the PCs succeed, the check counts as a success.

Notionally in this skill challenge, the PCs continue until they obtain enough information to advance to the next encounter (whether 4 or 5). The number of accumulated failures represents wasted time, which means the actions in Encounter 6, another skill challenge, are under even more time pressure.

SCENE 1: A VISIT TO BELBRUNDEL VILLA (0 SUCCESS)

The PCs travel to Sea Ward to the Belbrundel villa in an effort to learn more from Judice's mother and/or maid. As with most noble families, the Belbrundels are reluctant to discuss the failings of one of their scions with anyone who walks in off the street. The PCs need to use Bluff or Diplomacy to gain entry into the villa, whether to speak to the Lady or the Maid. The entry in effect unlocks the opportunity to learn information from either the Lady or the Maid.

The Belbrundel villa is a collection of buildings and towers, none smaller than 3 stories, which lies on Mendever Street. As the largest villa on the street it is impossible to miss. As with all such villas it is walled, with a large gatehouse that is well sheltered from the regular rains that Waterdeep enjoys.

The first hurdle the characters face is getting into the villa past the house guards. Attacking the guards is not a good option as City Watch patrols respond quickly to their alarm. The approach may vary whether the PCs say they wish to speak to the Lady of the house, or to the Servants. The DM is encouraged to adjust DCs based upon plausibility of the approach.

Characters with a letter of introduction from Ariadne, the Noble Theme and a Waterdeep background, or who have a Theme that allows them to claim shelter from nobles (such as Knight Hospitaller) can automatically enter the house to speak with Lady Belbrundel.

Insight (Moderate DC) (not a success or failure)

The PCs can study the guards and determine the relative difficulty of Bluff, Diplomacy, and Intimidate. A group of 4-6 adventurers asking specifically to talk to a Ladies Maid is denied.

Bluff (one Individual check is needed) If the PCs enter as a group, having conflicting stories should hurt their chances for success. A good plan, perhaps with props, works best.

- **Hard DC** (1 success, 1 maximum) The PCs attempt to deceive the guards into letting them through the front gate such as claiming to have a message or present that they can only deliver to the Lord or Lady of the house.
- **Moderate DC** (1 success, 1 maximum) The PCs create a simple disguise and story of a delivery to gain entry to servant entrance.

Diplomacy

- **Easy DC** (1 success, 1 maximum) The PCs attempt to convince the guards that they are on the business of the temple of Siamorphe or the City Watch and are required to speak to the Lord or Lady of the house to resolve the matter.
- **Moderate DC** (1 success, 1 maximum) The PCs claim they need to talk to the servants on behalf of the City Watch. (A faith for nobility has little reason to converse with servants.)

Intimidate (Hard DC) (1 success, 1 maximum)

The guards let the PCs pass, but flag down the next City Watch patrol. So long as the PCs did no damage, the City Watch only harasses them but no fines are levied.

Normally once out of sight of the house guards, the PCs may change direction or visit both the Lady and the Maid. However, 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 DM may allow a combination of Athletics (to climb the wall) and Stealth (to sneak to the manor doors) if the PCs prefer a less social method of entry.

SCENE 1A: THE LADY OF THE HOUSE (1 SUCCESS)

Lady Belbrundel is suspicious of the adventurers (any adventurers) and they must gain her trust for her to reveal what she knows of her daughter, beyond that she is not at home. Characters that have a portrait of Judice see a strong resemblance in her mother.

A guard leads you to a welcoming hall, whose most notable feature is a shrine to Siamorphe. Shortly a regal woman, dressed conservatively by Waterdeep standards, enters and nods briefly to you. "Well met, adventurers," she says after a quick glance.

Bluff (Hard DC) (1 success, 1 maximum)

The PCs attempt to misdirect Lady Belbrundel and trick her into giving them knowledge of her daughter's activities.

Diplomacy (Moderate DC) (1 success, 1 maximum)

The PCs are honest with Lady Belbrundel, indicating their ties to Ariadne and Zane and their desire to help Judice, while preserving the honor of the family and Judice.

History (Moderate DC) (0 success, 1 maximum)

The PCs seek to impress Lady Belbrundel with their knowledge of the history of Waterdeep, and the proud

traditions of the Belbrundel family. Characters from the Waterdeep region gain a +2 to this check. Character's that successfully impress Lady Belbrundel grant a +2 bonus to the next Diplomacy or Bluff check.

Religion (Moderate DC) (0 success, 1 maximum)

The PCs are able to impress Lady Belbrundel with their knowledge of the faith of Siamorphe and their connection to Ariadne. The PC can negate a failure generated by a Diplomacy or Bluff roll.

Once the PCs have gained Lady Belbrundel's trust, she relaxes a little in their presence. She is able to tell the PCs the following:

- This was Judice's favourite room, and she used to pray regularly at the shrine. But for the last two tendays she has not visited the Chapel.
- Judice is popular with the other young nobles, but of late she has spurned them, sinking deeply into her work. Judice has been invited to a dance at the Jade Dancer tonight.
- Lady Belbrundel does not know the nature of Judice's work, it is not something she discussed with her daughter. PCs get the impression that her mother is conflicted about Judice's role in the Guard.
- Judice left at her normal time this morning.

The PCs may wish to get permission to search Judice's room. This requires an **Easy** DC Diplomacy check. Searching the room reveals only that the weapons and armor Judice requires to perform her duties in the Guard are missing, along with minor personal effects that might be carried on duty. There is nothing else out of place about her room, which is clean and well kept.

SCENE 1B: A SERVANT'S WORDS (2 SUCCESSES)

As with most such noble houses, the Belbrundels have servants that live in their villa, and such servants are an excellent source of information, particularly the personal maid of a lady.

It takes a few moments to get someone's attention, and but a few more to be introduced to an attractive maid, Darella, and gain a quiet space in which to talk. Darella nervously asks what this is about and states she does not have much time.

Though Darella is the best source of information in the villa, she is not willing to just reveal her mistress' secrets as doing so could cost her not just her job but her home.

The PCs may sweeten a Bluff or Diplomacy check with a 1/2/3/4/5 gp bribe (gaining a +2 bonus).

Bluff (Moderate DC) (1 success, 2 maximum)

The PCs seek to convince Darella that they are friends of Judice's from the Guard or similar and are worried about her.

Diplomacy (Moderate DC) (1 success, 2 maximum)

The PCs attempt to persuade Darella with kind words and assurances that she is helping her mistress, not harming her.

Intimidate (Hard DC) (1 success, 2 maximum)

While Darella is simple to intimidate, doing so without her running screaming for the guards is what makes it a difficult task.

Streetwise (Moderate DC) (0 success, 1 maximum)

The PCs can take a sympathetic approach through their knowledge of events of interest to servants. A success gains a +2 bonus on a Diplomacy or Bluff check.

Darella knows the following which she reveals once the PCs have convinced her:

After 1 Success:

- Judice left this morning at her normal time and took her armor and weapons.
- Judice has been returning home drunk without having been to a party with her noble friends.

After 2 Successes:

- In the last two tendays Judice has begun talking about a fellow guard officer named Howarth Astartes. Oddly, she seemed to spend a lot of time with him but she didn't really like him.
- Judice confided in Darella three tendays ago that she was given a special assignment. She was very excited and confident in her new assignment.
- When Darella had mentioned gossip about a new cult in Waterdeep, that of the devil god, Judice seemed alarmed and said not to ever discuss that.

Darella confirms any information the PCs have from other sources without the need for a success.

SCENE 2: OF COMMAND (2 SUCCESSES)

The PCs may decide to visit Judice's superior, Valabrar Araezra Hondyl, to see what they can learn from her. The Valabrar is quite aware of Judice's actions but reluctant to tell a band of adventurers just what is going on. However, she is not aware that someone in the cult is aware of the secret investigation or even interest by the Guard.

When the PCs approach the Castle Waterdeep, read the following:

The walls of Castle Waterdeep tower above you and looking through the open gate you can see at least 50 feet of stone wall before you see the open air of the courtyard beyond. The courtyard is full of the bustle of soldiers training, but before you can enter there you must first gain permission of the City Guard who stand waiting for you to approach.

Due to magical enchantments and the sheer size of the walls themselves, along with the presence of many vigilant guards, the only way to quickly enter the Castle is through the main gate which is well guarded.

PCs can make Moderate DC Diplomacy or Bluff check to persuade the guards to allow them through to see the Valabrar.

Characters with a letter of introduction from Swordcaptain Zane, the Noble Theme and a Waterdeep background, or who have a Theme that allows them to claim shelter from nobles (example Knight Hospitalier) can automatically gain entry to the castle. Characters with the theme of Blackstaff Apprentice are automatically given entry to Castle Waterdeep and they provide a +4 to a Diplomacy or Bluff check for the other PCs to enter.

Once the PCs have succeeded on gaining entry to the castle, read the following:

"Very well," the guard says, "but adventurous souls like you cannot enter the castle bearing arms, you must leave them here while you are within."

Once the PCs agree to leave their weapons, including implements, behind (either with the guards or with a PC), then they are allowed to enter the keep and show to the Valabrar's office.

Valabrar Araezra Hondyl is a beautiful woman with a long tail of dark hair dressed neatly in her Guard uniform. The only thing out of place is the thin chain around her neck on which hangs a gold locket. Her office is neat and ordered, with no clutter in evidence

and few decorations. "Well met," she says, rising from behind her desk. "What brings you to my office?"

The character Araezra Hondyl was developed by Erik Scott de Bie for his novel *Downshadow*, in which she plays a significant role. Hondyl is also mentioned in a later book, *Shadowbane*, although not as extensively. The LFR staff thank Erik for his contributions to Waterdeep and the Forgotten Realms.

Araezra is cautious in dealing with the PCs; she cannot be certain as to their motives or purpose. Moreover, her officer might be placed in great danger if her secret mission is exposed. They can assuage her concerns using a Moderate DC Diplomacy or Bluff check, or presenting a letter of introduction from Swordcaptain Zane. Because of who Araezra is, her rank and the location in Castle Waterdeep, it is extremely difficult normally to persuade her through Intimidate (Hard DC + 10).

Araezra shares the following without any persuasion:

- Judice is an exceptional officer and a candidate for promotion. However, she seems a bit distracted lately.
- Judice has not been given any special duty by her that would require Judice to enter the Dock Ward or Downshadow. (This is a flat lie.)

A Moderate DC Passive **Insight** check suggests Araezra is hiding something, perhaps even trying to deceive. A Hard DC **Insight** check suggests that Araezra knows or suspects that Judice was in fact ordered to enter Dock Ward or Downshadow.

If asked at this point about Howarth Astartes, she shares:

- Howarth is an ambitious man but has unsavoury friends. She finds him distasteful, believing him more interested in the authority of his position than the noble duty of it.

If the PCs suspect that the Valabrar is not being completely forthcoming, they may attempt to persuade or pressure her to reveal more information. Without evidence that the mission is compromised (the cultists know about it), Hondyl does not want to share the secret information. A **Bluff** or **Diplomacy** check against the **Hard DC + 5** is required for her to reveal more. If the PCs try to guilt Hondyl with the fear that Judice's life is in grave danger, this is the one approach where **Intimidate** may work (**Hard DC + 5**).

If the PCs reveal (or **Bluff**) that they know about the secret mission already, reduce the **Hard DC + 5** to a **Moderate DC + 5**.

If any PC has any 3 or more Favors (Story Awards) from City Watch, Nobles, Temples, or the Benevolent Order of Magists and Protectors, they are considered more trusted. In that case, the DC is lowered to a straight **Moderate** DC.

A discovery of the Imp spy watching the City Guard leadership, spying on this very conversation, automatically reveals the cultists probably know about the secret mission in which case Hondyl reveals all.

- Hondyl assigned Aumarr Judice Belbrundel to a secret assignment to act as a lure to the cult of Asmodeus who allegedly was recruiting members of the City Guard.
- Her assignment is to discover what the recruited Guardsmen were asked to do or swear, do they really bargain away their soul and for what, how extensive is the recruitment of the Guard and who are the ringleaders of the cult.
- Watch Warden, Daerovus Tallmantle, decided on the need for this assignment.
- Judice had discovered the cultists have an altar in Downshadow, but so far she has been blindfolded when taken there.
- Hondyl is aware of a contact in Downshadow by the name of Morthos (Encounter 4) who is very well informed.

If Hondyl becomes convinced Judice's assignment has been compromised, she urges the PCs to go to Judice's aid.

IMP SPY

An invisible imp is spying on the leadership of the City Guard, particularly the Watch Warden and this Valabrar. The imp is a servant of Rauvin Dare. Rauvin gained the service of several imps due to infernal bargains made with Asmodeus by himself. The imps can converse with Dare telepathically so long as both are within the city of Waterdeep.

The imp is commanded not to interfere, merely spy and report if the City Guard or adventurers are asking questions. The imp uses its *vanish* power to stay invisible while in close proximity. However, since the imp cannot stay invisible and follow normal human walking speed for much distance, its capability as a spy is limited. Remaining hidden is a priority for the imp.

The imp may be noticed, however, by a PC with a Passive (or active) Perception check of Hard-2 DC, perhaps noticing a sound or smelling an odor. Normal game rules about attacking invisible creatures apply. The imp has a Stealth skill modifier of +9. The stat block for the imp is in the Appendix 5 if needed. The imp tries

to escape rather than fight. If captured, the imp refuses to reveal any information other than it was sent by Asmodeus who is destined to rule Waterdeep.

History check (**Moderate** DC) reveals three years ago a former aide to Araezra by name of Kalen Dren disappeared after many deaths in the streets of Waterdeep and a mysterious figure called Shadowbane. (From the novel, *Downshadow*, by Erik Scott de Bie) This former aide is a sore point, but also a possible pressure point.

Troubleshooting: The PCs may try and bribe the Guardsmen. If they consider this, you may wish to remind the players that bribing the City Guards (or any City Official) is a lesser offence (i.e., a crime) and perhaps at Castle Waterdeep is not the place to do so.

Encounter 3 can be run after the PCs leave this Scene.

SCENE 3: OF THE GUARD (0 SUCCESSES)

While it is possible to speak with members of the guard at the Castle, few are willing to do so while they are on duty. An easier approach is to make enquiries (**Easy** DC **Streetwise**) and learn that Judice and her Guard friends usually relax at the Red-Eyed Owl tavern in Castle Ward. The tavern, renown for a spicy seafood stew known as coast chowder, is located on Belnumbra Street and Rainrun Street.

The Red-Eyed Owl is a rambling ancient wooden building that looks as if it is about to fall into the street. It is a friendly and welcoming place with a good reputation. Many of the patrons are obvious members of the City Guard based upon build and demeanor.

A few enquiries with the staff quickly has the characters pointed towards four people at a table on one side of the room. Three women and a man, all with the hard faces of trained soldiers, are seated there and watch the characters warily as they approach. The women are Calathiel, Evethal, and Jhandril, and the man is Myrmith.

Looking around makes it clear that these are not the only off-duty members of the Guard here; however these 4 are friends of Judice's and thus best able to help the PCs. Initially all they say about Judice is she is not on duty today.

PCs need only make 1 Diplomacy or Bluff check to gain the following information from the Guards, and multiple checks give no penalty. The PCs gain all the information up to their highest result according to the questions they ask.

Easy DC

- Judice was supposed to meet them here an hour ago.
- Judice has been spending less time here, and more time in Dock Ward at the Knight n' Shadow. A disreputable tavern if there ever was one.
- Judice also liked to socialize with friends among the nobility. The Jade Dancer is a popular tavern and festhall they frequent.

Moderate DC

- Judice has also been spending time in Downshadow. It is usually after such a visit that she is late for duty the next day.

Hard DC

- Judice has told them she is working on an investigation into corruption in the Guard.

A poster on the wall near the door advertises the Three Pearls Nightclub. Give **Handout Two** to the players.

DM Note: The Three Pearls Nightclub is not involved in this specific adventure, but it is connected to *WATE4-1 Paying the Piper*. The poster is a reminder that this plot has larger implications for the city of Waterdeep than the fate of one guardsman.

Troubleshooting: The Guardsmen are not easily intimidated as they count on their fellow guardsmen coming to their aid. If a PC does so, it requires a **Hard DC Diplomacy** check to get the Guardsmen to listen to the PCs again. Continued threats result in the characters being asked to leave by the staff and the Guardsmen refuse to answer any questions.

If a PC continues to push the point, remind them that attacking a Guardsman is a serious crime; this place is full of members of the Guard at this time; and they were asked to be discreet.

If the PCs come here investigating Howarth, the same rolls can be made but only reveal that Howarth is not on duty at this time, and that the Guardsmen do not know where he is provoking responses like: "it's his free time and he is a big boy".

Encounter 3 can be run after the PCs leave this Scene.

SCENE 4: FRIENDS IN HIGH PLACES (2 SUCCESSES)

Judice's noble friends are one of the best sources of information on her activities; however, finding anything out from them while being discreet is particularly difficult. Fortunately early in the evening they are gathering at the Jade Dancer and this gives the PCs an opportunity to meet them.

From your enquiries you have learnt that some of Judice's noble friends are gathering at the Jade Dancer in South Ward, an expensive festhall popular with Waterdhavian nobles. Perhaps they know more about her activities?

The Jade Dancer is a raucous haunt of the young, free, and ardently romantic. It looks like what it is, a warehouse with a grand front tacked on. It is popular with young nobles not because of its features so much as the neighborhoods, specifically the Moon Sphere a glowing ball of light which patrons can access from the Jade Dancer and float or dance in.

During this scene the PCs must impress the young dandies enough that they answer questions. The DM is encouraged to allow whatever impressive display of skill the PCs can offer.

Acrobatics (Hard DC) (trained only; 1 success, 1 maximum)

PCs can impress the young nobles by engaging them in a dance and showing that they are up to the standards of the nobles and get the answer to a question.

Bluff (Hard DC) (1 success, 2 maximum)

While easily amused by stories and such, the young dandies are all too familiar with the arts of deception, their stock in trade. However a clever enough story impresses them into answering a question or two.

Diplomacy (Moderate DC) (1 success, 2 maximum)

The young nobles respect manners, and those that show they can behave appropriate to their circumstances. Being diplomatic is the easiest way to gain their trust.

What the nobles reveal:

No Successes:

- Judice was invited to attend the party tonight.
- She has missed all the parties in the last two tendays.
- She has been in Downshadow a lot as part of her job, maybe she is there now.

1 Success:

- Judice has been spending a lot of time in the Knight n' Shadow recently. (Which they all think is very exciting, and they learnt because a few of the young men followed her one night.)

2 Successes:

- Judice told them she was "on special assignment" in Downshadow and that her behavior changes are part of that assignment. (Which she explained after they followed her to the Knight n' Shadow.)
- They believe that Judice goes to the Knight n' Shadow and then leaves it for Downshadow. (But none of them have followed her there into Downshadow, they don't want to interfere with her job.)

Troubleshooting: If the PCs fail to impress the nobles they do not learn that Judice has been using the Knight n' Shadow to get into Downshadow. However there are few places that allow entrance to Downshadow, and a **Moderate Streetwise** check reveals that you can get into it via some sewers, the Yawning Portal (the most famous entry which goes via Undermountain) or the Knight n' Shadow is supposed to have an entrance. The PCs can inquire after Judice at the Portal and learn that she has not been there recently, and if they ask at the Knight n' Shadow, proceed to Scene 5.

SCENE 5: FRIENDS IN LOW PLACES (2 SUCCESSSES)

The PCs can arrive at the Knight n' Shadow at any time after they have learnt that Judice has entered Downshadow as part of her activities. However unless they arrive in the evening, no one present can provide more help than how to enter Downshadow from the tavern. The tavern is located on the corner of Fish and Snail Streets in Dock Ward.

The Knight n' Shadow is easy enough to find in Dock Ward and it is a dim and disreputable tavern.

This is an adventurers' and sailors' tavern of the most disreputable type. Fortunately the ale is bearable and reasonably priced. The patrons here would normally not reveal the activities of another patron easily, but they do not count Judice as one of their own and so they reveal information about her with greater ease.

The Knight n' Shadow is a dual-level tavern that exists partly in Waterdeep above (the Knight), partly in Downshadow below (the Shadow). A rickety set of steps down through a long tunnel (about a 50 foot drop) connects to "the Shadow," which is on a ledge near the ceiling of the cavern in which most of Downshadow is

located. "The Shadow" tavern can also be accessed from the large cavern of Downshadow via a rope lift operated by a spellscarred half-orc (who you'd better tip well).

The upstairs Knight is clean and upstanding enough, but shady deals are done in the lower reaches (the Shadow), where folk escape to have a decent drink without being hassled by "prettier-than-thou" surface folk. Strangers are blocked from going down the stairs unless they bring a great deal of coin for a bribe (10 gp a head) or demonstrate that they are scarred (spellscars) or disfigured in some way, thus winning empathy. Basically, they have to impress the two bouncers at the door: a pair of extremely burly half-orcs who are brothers to the one who operates the lift in Downshadow below. Either a Moderate DC Intimidate check or a Hard DC Bluff or Diplomacy check works to lower the bribe to 5 gp each. A Hard DC Intimidate check convinces the half-orcs to let the adventurers pass without a bribe.

Athletics (Moderate DC) (1 success, 1 maximum)

The PC can find someone to arm wrestle. On a success they impress someone who talks to them about Judice.

Bluff (Moderate DC) (1 success, 1 maximum)

Any reasonable deception gets the patrons to start talking about the strange activities of Judice.

Intimidate (Hard DC) (1 success, 1 maximum)

The patrons are hard bitten men and women not easily intimidated, but they have no love for Judice and talk about her if pressed hard enough.

Streetwise (Moderate DC) (1 success, 2 maximum)

In this place a few rounds purchased and the right turn of phrase get you a long way. Characters that respect the nature of the place are able to quickly find the truth of Judice's activities.

0 Successes:

- The entry to Downshadow is through the Shadow part of the tavern. Go down the stairs, then take the rope lift down to the cavern where Downshadow is.

1 Success:

- Judice left through the sewers heading into Downshadow, sometimes she returned that way but not often.
- She started coming here just over two tenday's ago, following a man.
- Judice went through to Downshadow a short time ago.

2 Successes:

- In response to questions about where Judice is going, OR where the cult is located, the PCs are introduced to Jistrath, a thin boned man with a pointed nose that twitches as he speaks. Jistrath is able, for the price of a few ales at the Knight n' Shadow, to give accurate directions to where Judice has been going in Downshadow. A draconic rune for truth is scribed above the door.

Even if the PCs fail to gain any successes here they can still proceed into Downshadow, but they need to invest more into finding Judice in Encounter 4.

The PCs may decide to investigate Aumarr Howarth Astartes instead of focusing on Judice. The DM needs to avoid roleplaying such extended investigation unless game time is available.

Some key background on Howarth includes:

- He moved to Waterdeep from a family farm south of Daggerford. He has no family within the City.
- He accepted a job with the City Guard and worked hard. He seemed like one of the guys in the barracks but with ambition.
- He continued to live in the barracks, even when as a more senior officer he could have moved out.
- He was promoted to the rank of Shieldlar about four years ago but the perception was he had reached his limit.
- About a year ago, he seemed a different man, more confident, more skilled, better informed, and was promoted 9 months ago to Aumarr.
- He did not socialize with other guardsmen as routinely, but he did encourage groups to visit the Three Pearls Nightclub to take advantage of the discounts offered to the Guard and the Watch.
- Talks a lot about power comes to the strong and determined people—greatness comes at a price.
- Talks a lot about what a great man Rauvin Dare is; he is one of the Regents of the New Olamn bardic college.
- He seem rather unhappy 6 months ago, about the time that Judice was promoted to Aumarr. Rumors of jealousy circulated.

Fashion a plausible scene such as fellow guardsmen in the barracks or other taverns in the area from where the information might be obtained.

ENDING THE ENCOUNTER

Total Success: The PCs learn that Judice has been going to a specific location in Downshadow, a door marked by the word for truth in draconic. Go straight to Encounter 5. If the PCs suffered no failures, they gain a +1 bonus to all skill checks in Encounter 6.

Partial Success: The PCs learn that Judice has gone to Downshadow. They have to find a contact in Downshadow to direct them further. Go to Encounter 4.

Failure: The PCs were able to learn that Judice has been going to Downshadow. In Encounter 6, the PCs suffer a -1 cumulative penalty on all skill checks for each failure beyond two in this encounter (to a maximum of -5). Proceed to Encounter 4.

MILESTONE AND MINOR OBJECTIVE

This encounter counts towards a milestone. During Encounter 2, the PCs likely have discovered what Judice is doing, meeting the Minor Objective and qualifying them for that added XP.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: THUGS! THUGS!

ENCOUNTER LEVEL 3/5/7/9/11

SETUP

This encounter includes the following creatures

3 Iron Circle centurion (C)

2 human ambusher (A)

1 human slaver (S)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 human ambusher.

Six PCs: Add 1 human ambusher.

The PCs' activities have drawn the attention of the cult and Rauvin Dare (the Master) has sent some of his fellow cultists from among the Guard to dissuade the PCs from continuing their investigation. These agents organize an ambush for the PCs.

This encounter can occur any time after the PCs have spoken to members of the Guard and then left the Castle or the Red Owl Inn. The street layout is typical of much of the southern half of Waterdeep.

As the adventurers enter the area, read:

As you enter an intersection of two small streets, four men step in front of you. The largest of the four says, "You should mind your own business and stay away from the cult," as they draw weapons.

In addition to the above PCs can learn the following things:

- The windows of the houses all have closed shutters.
- The three smaller men have falchions, and under their plain cloaks can be seen well maintained scale armor.
- The man who spoke readies a mace and scourge, and wears leather armor.
- All the men move with coordinated precision, like they have trained together.

FEATURES OF THE AREA

Illumination: Due to the tall buildings and late afternoon sun, portions of the area are in shadow and considered dim illumination. Adjust the amount of light if the PCs end up here earlier.

Shrubs: These small stunted shrubs do not hinder movement, however small and tiny creatures can gain cover while adjacent to them, or gain partial concealment and cover while in their square.

Barrels and Crates: Barrels and crates are stacked in several places and they hinder the movement of those that might try and move through them. All squares with a barrel or crate in them are difficult terrain.

Shuttered Windows: When the window shutters are closed, creatures inside the building have total concealment. When the shutters are open, creatures inside the building have cover and partial concealment from creatures outside the building. Forcing a set of shutters open requires an **Athletics** or **Thievery** check (**Moderate DC**). The glass in the windows can be easily shattered.

Locked Doors: The doors of all the buildings are locked. If opened they swing inwards. The doors can be forced open with **Athletics** or unlocked with **Thievery** checks (a standard action and a **DC 15** in either case).

TACTICS

These men are well trained and choose their opponents with appropriate consideration. The human slaver and iron circle centurions move to engage the PCs directly. The centurions looking to engage heavily armored PCs, while the slaver seeks out PCs with lighter armor.

During the first round of the encounter the human ambushers remain concealed and hidden in their respective building. On the second round they open their doors and move in to flank any PCs that are lurking at the back of the party.

ENDING THE ENCOUNTER

The encounter ends when all the enemies are defeated or after 5 rounds of combat, the cultists flee. At the start of the 5th round, the sounds of City Watch signal horns and whistles indicate that a City Watch patrol has been alerted to the street fight and is headed this way.

Investigating the enemies reveals they are all clean shaven men with neat haircuts, and that their weapons all bear the one makers mark. Characters with Waterdeep as their home region or with the Neverwinter Noble theme recognize these details as belonging to members of the Waterdeep Guard. Characters from other regions may recognize these details with a **Moderate DC Streetwise** check.

Characters with the Devil's Pawn theme also recognize the Human Slaver as a man named Gerthan, who they saw once at a gathering of their cult.

A thorough search of the thugs reveals each bears a brand over their heart of the symbol of Asmodeus (automatically recognized by any PC trained in Religion, or with the Devil's Pawn theme.)

Should the PCs lose this fight, their enemies dump them in the sewers, and take their gold. (This gold can be recovered in Encounter 5.)

PCs may take captives and wish to interrogate them. Doing so requires a **Moderate DC Bluff** or **Intimidate** check. Success reveals the following:

- Their shrine to Asmodeus is in Downshadow. The door has the draconic rune for truth above it.
- The shrine is easily found from the entry to Downshadow under the Knight n' Shadow.
- The attack was ordered by the Master, who is their leader. None know the proper name of the Master.
- Howarth is part of the cult, but he is not the Master.
- Judice thinks she is joining the cult today. In reality, we know she is a phony, sent to spy on us. Today she becomes enslaved by a devil at the command of the Master and Asmodeus.

Once the PCs have failed the check three times, the cultists only reveal misinformation (feel free to make up the wildest claims you can).

In addition to this useful information they also make claims about having devils at their command, and the cult controlling a Masked Lord and so on.

A City Watch patrol arrives a few rounds later and takes control of any captives. They take names and a promise for a full report later if the PCs plead they are on a mission to rescue someone.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs are permitted to take *voran's eternal chalk* and a *bag of holding* found on the NPCs by the City Watch.

ENCOUNTER 3: THUGS! THUGS! STATISTICS (AL 2)

1-3 Human Ambusher	Level 2 Skirmisher
Medium natural humanoid (human)	XP 125
HP 37; Bloodied 18	Initiative +6
AC 16, Fortitude 14, Reflex 15, Will 14	Perception +1
Speed 6	
TRAITS	
Combat Advantage	
The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Mace (Weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage and the human ambusher shifts 1 square.	
r Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage.	
M Dazing Strike (Weapon) • Encounter	
Requirement: The ambusher must use this power with a mace.	
Attack: Melee 1 (one creature); +5 vs AC	
Hit: 3d6 + 6 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square.	
Skills: Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2) Dex 17 (+4) Wis 11 (+1)	
Con 13 (+2) Int 10 (+1) Cha 12 (+2)	
Alignment Evil Languages Common	
Equipment dagger x4, mace, leather armor	

Updated for MM3 damage expression

3 Iron Circle Centurion	Level 1 Soldier
Medium natural humanoid (human)	XP 100
HP 32; Bloodied 16	Initiative +5
AC 17, Fortitude 15, Reflex 13, Will 12	Perception +1
Speed 6	
TRAITS	
Bushwhack	
The centurion gains a +4 bonus to attack rolls against a creature that has no allies adjacent to it.	
STANDARD ACTIONS	
m Falchion (Weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d6 + 2 damage and the centurion can slide the target 1 square.	
Effect: The centurion marks the target until the end of the centurion's next turn.	
TRIGGERED ACTIONS	
M Centurion Challenge (weapon) • At-Will	
Trigger: An adjacent creature marked by the centurion shifts or uses an attack power that does not include the centurion as a target.	
Attack (immediate reaction): Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 1 damage and the target is immobilized until the end of the centurion's next turn.	
Skills: Intimidate +7, Stealth +8	
Str 19 (+4) Dex 16 (+3) Wis 13 (+1)	
Con 16 (+3) Int 11 (+0) Cha 15 (+2)	
Alignment Evil Languages Common	
Equipment falchion, scale armor	

Reskinned to human

Human Slaver	Level 4 Brute
Medium natural humanoid (human)	XP 175
HP 62; Bloodied 31	Initiative +5
AC 16, Fortitude 16, Reflex 16, Will 15	Perception +2
Speed 6	
STANDARD ACTIONS	
m Thump and Lash (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 3d8 + 2 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (weapon) • Recharge 4, 5, 6	
Requirement: The slaver must use this power with a scourge.	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 4d8 + 2 damage and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Skills Intimidate +9	
Str 17 (+5) Dex 16 (+5) Wis 10 (+2)	
Con 12 (+3) Int 10 (+2) Cha 14 (+4)	
Alignment Evil Languages Common	
Equipment mace, scourge, leather armor	

ENCOUNTER 3: THUGS! THUGS! STATISTICS (AL 4)

1-3 Human Ambusher	Level 4 Skirmisher
Medium natural humanoid (human)	XP 175
HP 53; Bloodied 26	Initiative +7
AC 18, Fortitude 16, Reflex 17, Will 16	Perception +2
Speed 6	
TRAITS	
Combat Advantage	
The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Mace (Weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage and the human ambusher shifts 1 square.	
r Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
M Dazing Strike (Weapon) • Encounter	
Requirement: The ambusher must use this power with a mace.	
Attack: Melee 1 (one creature); +7 vs AC	
Hit: 3d6 + 8 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square.	
Skills: Stealth +10, Streetwise +8, Thievery +10	
Str 12 (+3) Dex 17 (+5) Wis 11 (+2)	
Con 13 (+3) Int 10 (+2) Cha 12 (+3)	
Alignment Evil Languages Common	
Equipment dagger x4, mace, leather armor	

Updated for MM3 damage expression

Human Slaver	Level 6 Brute
Medium natural humanoid (human)	XP 250
HP 82; Bloodied 41	Initiative +6
AC 18, Fortitude 18, Reflex 18, Will 17	Perception +3
Speed 6	
STANDARD ACTIONS	
m Thump and Lash (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d8 + 4 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (weapon) • Recharge 4, 5, 6	
Requirement: The slaver must use this power with a scourge.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 4d8 + 4 damage and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Skills Intimidate +10	
Str 17 (+6) Dex 16 (+6) Wis 10 (+3)	
Con 12 (+4) Int 10 (+3) Cha 14 (+5)	
Alignment Evil Languages Common	
Equipment mace, scourge, leather armor	

3 Iron Circle Centurion	Level 3 Soldier
Medium natural humanoid (human)	XP 150
HP 48; Bloodied 24	Initiative +6
AC 19, Fortitude 17, Reflex 15, Will 14	Perception +2
Speed 6	
TRAITS	
Bushwhack	
The centurion gains a +4 bonus to attack rolls against a creature that has no allies adjacent to it.	
STANDARD ACTIONS	
m Falchion (Weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 4d4 + 1 damage and the centurion can slide the target 1 square.	
Effect: The centurion marks the target until the end of the centurion's next turn.	
TRIGGERED ACTIONS	
M Centurion Challenge (weapon) • At-Will	
Trigger: An adjacent creature marked by the centurion shifts or uses an attack power that does not include the centurion as a target.	
Attack (immediate reaction): Melee 1 (one creature); +8 vs. AC	
Hit: 2d4 + 1 damage and the target is immobilized until the end of the centurion's next turn.	
Skills: Intimidate +8, Stealth +9	
Str 19 (+5) Dex 16 (+4) Wis 13 (+2)	
Con 16 (+4) Int 11 (+1) Cha 15 (+3)	
Alignment Evil Languages Common	
Equipment falchion, scale armor	

Reskinned to human

ENCOUNTER 3: THUGS! THUGS! STATISTICS (AL 6)

1-3 Human Ambusher	Level 6 Skirmisher
Medium natural humanoid (human)	XP 250
HP 69; Bloodied 34	Initiative +8
AC 20, Fortitude 18, Reflex 19, Will 18	Perception +3
Speed 6	
TRAITS	
Combat Advantage	
The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Mace (Weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage and the human ambusher shifts 1 square.	
r Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
M Dazing Strike (Weapon) • Encounter	
Requirement: The ambusher must use this power with a mace.	
Attack: Melee 1 (one creature); +9 vs AC	
Hit: 3d6 + 10 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square.	
Skills: Stealth +11, Streetwise +9, Thievery +11	
Str 12 (+4) Dex 17 (+6) Wis 11 (+3)	
Con 13 (+4) Int 10 (+3) Cha 12 (+4)	
Alignment Evil Languages Common	
Equipment dagger x4, mace, leather armor	

Updated for MM3 damage expression

Human Slaver	Level 8 Brute
Medium natural humanoid (human)	XP 350
HP 102; Bloodied 51	Initiative +7
AC 20, Fortitude 20, Reflex 20, Will 19	Perception +4
Speed 6	
STANDARD ACTIONS	
m Thump and Lash (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d8 + 6 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (weapon) • Recharge 4, 5, 6	
Requirement: The slaver must use this power with a scourge.	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 4d8 + 6 damage and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Skills Intimidate +11	
Str 17 (+7) Dex 16 (+7) Wis 10 (+4)	
Con 12 (+5) Int 10 (+4) Cha 14 (+6)	
Alignment Evil Languages Common	
Equipment mace, scourge, leather armor	

3 Iron Circle Centurion	Level 5 Soldier
Medium natural humanoid (human)	XP 200
HP 64; Bloodied 32	Initiative +7
AC 21, Fortitude 19, Reflex 17, Will 16	Perception +3
Speed 6	
TRAITS	
Bushwhack	
The centurion gains a +4 bonus to attack rolls against a creature that has no allies adjacent to it.	
STANDARD ACTIONS	
m Falchion (Weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 4d4 + 3 damage and the centurion can slide the target 1 square.	
Effect: The centurion marks the target until the end of the centurion's next turn.	
TRIGGERED ACTIONS	
M Centurion Challenge (weapon) • At-Will	
Trigger: An adjacent creature marked by the centurion shifts or uses an attack power that does not include the centurion as a target.	
Attack (immediate reaction): Melee 1 (one creature); +10 vs. AC	
Hit: 2d4 + 3 damage and the target is immobilized until the end of the centurion's next turn.	
Skills: Intimidate +9, Stealth +10	
Str 19 (+6) Dex 16 (+5) Wis 13 (+3)	
Con 16 (+5) Int 11 (+2) Cha 15 (+4)	
Alignment Evil Languages Common	
Equipment falchion, scale armor	

Reskinned to human

ENCOUNTER 3: THUGS! THUGS! STATISTICS (AL 8)

1-3 Human Ambusher	Level 8 Skirmisher
Medium natural humanoid (human)	XP 350
HP 85; Bloodied 42	Initiative +9
AC 22, Fortitude 20, Reflex 21, Will 20	Perception +4
Speed 6	
TRAITS	
Combat Advantage	
The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Mace (Weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage and the human ambusher shifts 1 square.	
r Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
M Dazing Strike (Weapon) • Encounter	
Requirement: The ambusher must use this power with a mace.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d8 + 11 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square.	
Skills: Stealth +12, Streetwise +10, Thievery +12	
Str 12 (+5)	Dex 17 (+7)
Con 13 (+5)	Int 10 (+4)
	Wis 11 (+4)
	Cha 12 (+5)
Alignment Evil	Languages Common
Equipment dagger x4, mace, leather armor	

Updated for MM3 damage expression

Human Slaver	Level 10 Brute
Medium natural humanoid (human)	XP 500
HP 122; Bloodied 61	Initiative +8
AC 22, Fortitude 22, Reflex 22, Will 21	Perception +5
Speed 6	
STANDARD ACTIONS	
m Thump and Lash (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d8 + 8 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (weapon) • Recharge 4, 5, 6	
Requirement: The slaver must use this power with a scourge.	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 4d8 + 8 damage and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Skills Intimidate +12	
Str 17 (+8)	Dex 16 (+8)
Con 12 (+6)	Int 10 (+5)
	Wis 10 (+5)
	Cha 14 (+7)
Alignment Evil	Languages Common
Equipment mace, scourge, leather armor	

3 Iron Circle Centurion	Level 7 Soldier
Medium natural humanoid (human)	XP 300
HP 80; Bloodied 40	Initiative +8
AC 23, Fortitude 21, Reflex 19, Will 18	Perception +4
Speed 6	
TRAITS	
Bushwhack	
The centurion gains a +4 bonus to attack rolls against a creature that has no allies adjacent to it.	
STANDARD ACTIONS	
m Falchion (Weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 4d4 + 5 damage and the centurion can slide the target 1 square.	
Effect: The centurion marks the target until the end of the centurion's next turn.	
TRIGGERED ACTIONS	
M Centurion Challenge (weapon) • At-Will	
Trigger: An adjacent creature marked by the centurion shifts or uses an attack power that does not include the centurion as a target.	
Attack (immediate reaction): Melee 1 (one creature); +12 vs. AC	
Hit: 2d4 + 5 damage and the target is immobilized until the end of the centurion's next turn.	
Skills: Intimidate +10, Stealth +11	
Str 19 (+7)	Dex 16 (+6)
Con 16 (+6)	Int 11 (+3)
	Wis 13 (+4)
	Cha 15 (+5)
Alignment Evil	Languages Common
Equipment falchion, scale armor	

Reskinned to human

ENCOUNTER 3: THUGS! THUGS! STATISTICS (AL 10)

1-3 Human Ambusher	Level 10 Skirmisher
Medium natural humanoid (human)	XP 500
HP 101; Bloodied 50	Initiative +10
AC 24, Fortitude 22, Reflex 23, Will 22	Perception +5
Speed 6	
TRAITS	
Combat Advantage	
The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Mace (Weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage and the human ambusher shifts 1 square.	
r Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
M Dazing Strike (Weapon) • Encounter	
Requirement: The ambusher must use this power with a mace.	
Attack: Melee 1 (one creature); +13 vs AC	
Hit: 3d8 + 13 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square.	
Skills: Stealth +13, Streetwise +11, Thievery +13	
Str 12 (+6) Dex 17 (+8) Wis 11 (+5)	
Con 13 (+6) Int 10 (+5) Cha 12 (+6)	
Alignment Evil Languages Common	
Equipment dagger x4, mace, leather armor	

Updated for MM3 damage expression

Human Slaver	Level 12 Brute
Medium natural humanoid (human)	XP 700
HP 142; Bloodied 71	Initiative +9
AC 24, Fortitude 24, Reflex 24, Will 23	Perception +6
Speed 6	
STANDARD ACTIONS	
m Thump and Lash (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d8 + 10 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (weapon) • Recharge 4, 5, 6	
Requirement: The slaver must use this power with a scourge.	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 4d8 + 10 damage and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Skills Intimidate +13	
Str 17 (+9) Dex 16 (+9) Wis 10 (+6)	
Con 12 (+7) Int 10 (+6) Cha 14 (+8)	
Alignment Evil Languages Common	
Equipment mace, scourge, leather armor	

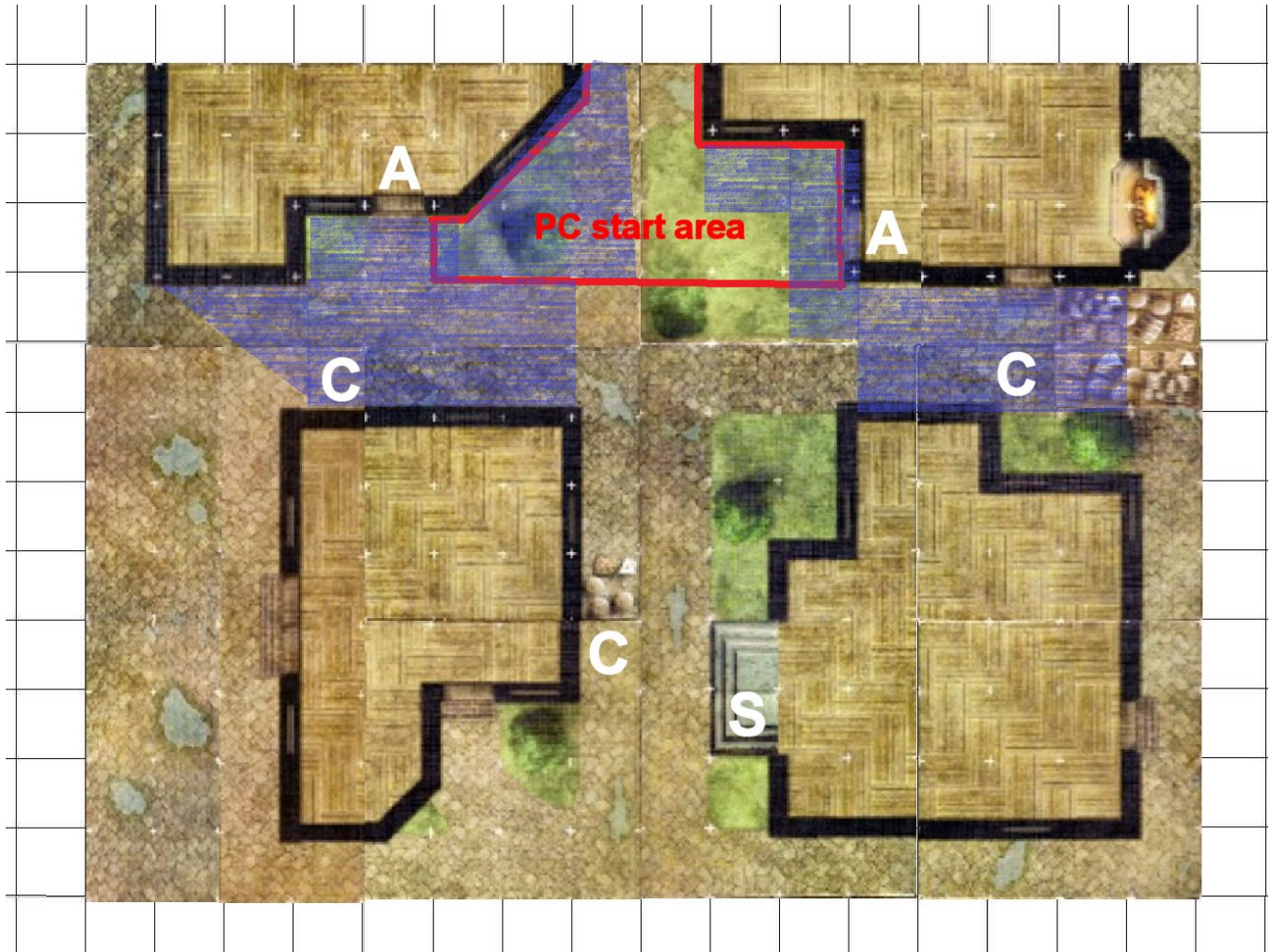
3 Iron Circle Centurion	Level 9 Soldier
Medium natural humanoid (human)	XP 400
HP 96; Bloodied 48	Initiative +9
AC 25, Fortitude 23, Reflex 21, Will 20	Perception +5
Speed 6	
TRAITS	
Bushwhack	
The centurion gains a +4 bonus to attack rolls against a creature that has no allies adjacent to it.	
STANDARD ACTIONS	
m Falchion (Weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 4d4 + 7 damage and the centurion can slide the target 1 square.	
Effect: The centurion marks the target until the end of the centurion's next turn.	
TRIGGERED ACTIONS	
M Centurion Challenge (weapon) • At-Will	
Trigger: An adjacent creature marked by the centurion shifts or uses an attack power that does not include the centurion as a target.	
Attack (immediate reaction): Melee 1 (one creature); +14 vs. AC	
Hit: 2d4 + 7 damage and the target is immobilized until the end of the centurion's next turn.	
Skills: Intimidate +11, Stealth +12	
Str 19 (+8) Dex 16 (+7) Wis 13 (+5)	
Con 16 (+7) Int 11 (+4) Cha 15 (+6)	
Alignment Evil Languages Common	
Equipment falchion, scale armor	

Reskinned to human

ENCOUNTER 3: THUGS! THUGS! MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The City x1



All ALs: Iron Circle centurion (C), human ambusher (A), human slaver (S)
Sections shaded in blue are areas of dim illumination.

ENCOUNTER 4: FOR A PRICE

IMPORTANT NPC

Morthos: tiefling crime lord, fixer, and fence.

In order to talk to Morthos, the PCs must enter Downshadow and find him. Downshadow is a neighborhood underneath Waterdeep which is located in a large cavern in the infamous dungeon known as Undermountain.

The PCs can enter the Downshadow easily by one of the following methods:

- Using the entrance in the Knight 'n Shadow (Encounter 2, Scene 5).
- Using the entrance in The Yawning Portal Inn at the south end of Castle Ward. Adventurers may ride a lift down (or up) the 140' shaft for a 10 gp fee. Many people observe those entering Undermountain via this route.

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

- The floors are granite; some also have inlays of other material such as quartz.
- In places, the floors and walls are so finely carved that the eye sees irregular flagstones and fitted stone blocks.
- There is graffiti in many places and in many languages.
- Most of the hallways are 1-square wide and ceilings are generally 14-feet high except in the larger rooms where they range from 20-to-30-feet high.
- Makeshift walls and doors are made of scraps of wood and bones (from various sources) have been added to some chambers such as in Downshadow.

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

While the PCs are talking to the residents of Downshadow, keep in mind the following:

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

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

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

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

Morthos only answers questions for a price. He asks for a total fee of 10/20/30/40/50 gp in order to answer questions.

If the PCs cannot afford to meet his cash price, Morthos offers to answer their questions in exchange for two days' service (of his choosing, but he promises not to make it anything truly evil) from each of the PCs.

Morthos knows all of the following:

- Judice Belbrundel is a rising star in the Guard.
- She visited Downshadow frequently in the last 2 tendays but blindfolded.
- Rumor has it she was investigating but this was a trap.
- Investigation is usually the role of the Watch, except in Downshadow where it is done by the Guard.
- Morthos provides directions, including that the Draconic word for truth lies above the door, to the location they seek.
- Howarth is a long serving member of the Guard.
- He is a rival of Judice's.

ENDING THE ENCOUNTER

The encounter ends once the PCs have learned what they need and leave. The PCs gain Story Award WATE46 for having made a Contact in Downshadow.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

There is no treasure in this encounter. If the PCs paid Morthos with gold, they may ask their patrons for reimbursement in the conclusion.

ENCOUNTER 5: LIES & TRUTH

ENCOUNTER LEVEL 4/6/8/10/12

SETUP

This encounter includes the following creatures:

1 **Iron Circle commander** (C) - Howarth

1 **succubus** (S)

1 **spined devil (Spinagon)** (D)

3 **human ambusher** (A)

1 **imp spy**

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 human ambusher.

Six PCs: Add 1 human ambusher.

Having learnt the location of the cultist's lair, the PCs have journeyed through Downshadow and Undermountain, following the directions they have gained. Now they stand outside the door, preparing to confront what lies within.

You have followed the directions you were given and now stand before a non-descript door with a Draconic rune for truth carved into the ceiling above the door.

The door is locked and requires a **Moderate DC Athletics** or **Thievery** check to open. Due to the door's size and position, only 1 other PC can aid the primary PC in opening the door.

If the PCs use Thievery to open the door, they gain an advantage over the occupants of the room. Read the following if the PCs successfully use Thievery to open the door, they gain a surprise round. Read the following:

The room beyond the door is brightly lit. A beautiful woman stands nearby. She seems surprised to see you. The other occupants of the room haven't even noticed your arrival yet.

If the PCs use Athletics to open the door, they do not gain the element of surprise. Read the following:

With a crash the door opens. The people within the brightly lit room reach for their weapons with the well drilled co-ordination of professional soldiers, except for the beautiful woman who stands nearest to you.

If the PCs fail either check to open the door, the door opens with greater difficulty than expected, and the succubus and 2 human ambushers gain a surprise

round on the PCs, using their ranged attacks to advantage.

FEATURES OF THE AREA

Illumination: Brightly lit by the two braziers.

Braziers: These burning braziers illuminate the room. Creatures forced into the brazier's square take 1d6 fire damage and knock the brazier over. If both braziers are knocked over, the room becomes dimly lit, and 1 round later becomes dark with only dim illumination in the braziers' squares.

Altar to Asmodeus This altar is decorated with candles and arcane runes and surmounted by a large statue of Asmodeus. The statue is blocking terrain. The altar can be climbed onto with an **Easy Athletics** check at the cost of 1 square of movement. Characters who fight from on top of the altar gain a +1 bonus to hit their allies.

Desk with Notes: This desk is covered with notes, tomes, and arcane reagents. It can be climbed onto automatically at the cost of 1 square of movement. Small and Tiny characters may move under it. While under the table characters have partial cover.

Book Case: This large (2 square tall) bookcase is full of an array of books, mostly on the nobility of Waterdeep and military matters, however some detail various aspects of the hells and Asmodeus' faith along with arcane texts describing (in varying degrees of accuracy) means of summoning devils. One particular book describes possession by devils including various damage to the body and mind and methods of exorcism.

Bookcase	Single Use Terrain
<i>This filled, large bookcase is ready to fall over with just the right application of force.</i>	
Standard Action	
Requirement: You must be adjacent to the bookcase.	
Check: Athletics check (moderate DC) to topple the bookcase	
Success: The bookcase falls over. Make the following attack:	
Target: Each creature in a close blast 2 in the direction the bookcase fell.	
Attack: AL + 2 vs. Reflex	
Hit: 1d8 damage and the target is knocked prone and restrained until the end of its next turn.	
Effect: The blast becomes a zone of difficult terrain until the end of the encounter.	

Barrels and Crates: These barrels and crates are full of mundane supplies and are difficult terrain. If the PCs were defeated in Encounter 3, any gear or gold taken from them in that encounter is found among these crates.

Ceiling: The ceiling is 15 feet (3 squares) above the floor.

Arcane Circle: A detailed arcane circle is scribed on the floor of the chamber. A **Moderate DC Arcana**

check reveals that it is used for the summoning of a devil. It is not a danger at the moment.

TACTICS

Howarth and his allies want the fight to take place in the room. If the PCs seem reluctant to enter the room, the human ambusher's use their ranged attacks, and the succubus attempts to *dominate* a PC and then have them enter the room, especially PCs from behind anyone that is blocking the doorway.

Howarth (Iron Circle commander) works with the spined devil to fight a PC while the human ambushers keep the rest of the party busy.

The Succubus attempts to draw ranged characters into melee, and she attempts to *kiss* a lightly armored character. She then *dominate* other characters and has them attack her so the kissed character jumps in the way, intercepting the damage.

The humans are aware of the possibility to use the bookcase as a weapon. (However they should not automatically use them both, allow the PCs a chance to use such features as well if they wish.)

If the succubus and spined devil are the only enemies remaining, they knock over the braziers (using *dominate* in the succubus' case if possible) to gain an advantage.

IMP SPY

An invisible imp is spying on Howarth and the cult location. The imp is a servant of Rauvin Dare. Rauvin gained the service of several imps due to infernal bargains made with Asmodeus by himself. The imps can converse with Dare telepathically so long as both are within the city of Waterdeep.

The imp is commanded to kill Howarth if he starts to betray the cult or taken captive. The imp uses its *vanish* power to stay invisible while in close proximity. The imp does not fight the PCs.

The imp may be noticed, however, by a PC with a Passive (or active) Perception check of (Hard DC - 2), perhaps noticing a sound or smelling an odor. The imp's Stealth check bonus is +9. Normal game rules about attacking invisible creatures apply. If captured, the imp refuses to reveal any information other than it was sent by Asmodeus, who is destined to rule Waterdeep. The stat block for the imp is in Appendix 5.

ENDING THE ENCOUNTER

The devils are fanatically loyal, and die for the cause. Howarth is not willing to die for the cult as he knows it is permanent. The human ambushers surrender. Any human ambushers that survive are willing to reveal the plan, otherwise PCs must learn it by searching Howarth's notes scattered across the tables.

If the succubus is knocked unconscious, she is willing to deal for the information that the PCs need, seeing this as simply another opportunity to gather influence for herself and Asmodeus. She tells the same story as that found in the notes.

Examining the notes reveals a plan to use possession by a devil to assume control of Judice, rather than induce her into the cult, and to send her to assassinate Valabrar Araezra Hondyl, thereby ridding the cult of two problems. So Judice is already on her way to Castle Waterdeep to murder Hondyl.

In addition to these notes, stuffed in one of the bookcases, the PCs find Howarth's old journal. This journal details his early experiences in the Guard and his desire to rise in the ranks, believing he was better than those already holding senior positions. The diary also contains discussion of meetings with a man by the name of Dare who offered to help Howarth with his problems, as long as Howarth honored the debt. The last entry is "Dare is a fool. I can do so much more."

An additional treasure (helping with the Infernal Ambitions quest) is a tome on possession by devils, related damage to body and mind, and methods of exorcism.

MILESTONE AND MINOR OBJECTIVE

This encounter counts towards a milestone. The PCs may accomplish the minor objective of defeating Howarth in this encounter.

TREASURE

The PCs recover the Tome of Possession, along with the journal and notes. The PCs also find a scourge called *the skinsplitter* and a *voran's floating lantern*.

ENCOUNTER 5: LIES & TRUTH STATISTICS (AL 2)

2-4 Human Ambusher	Level 2 Skirmisher
Medium natural humanoid (human)	XP 125
HP 37; Bloodied 18	Initiative +6
AC 16, Fortitude 14, Reflex 15, Will 14	Perception +1
Speed 6	
TRAITS	
Combat Advantage	
The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
M Mace (Weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage and the human ambusher shifts 1 square.	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage.	
M Dazing Strike (Weapon) • Encounter	
Requirement: The ambusher must use this power with a mace.	
Attack: Melee 1 (one creature); +5 vs AC	
Hit: 3d6 + 6 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square.	
Skills: Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2)	Dex 17 (+4) Wis 11 (+1)
Con 13 (+2)	Int 10 (+1) Cha 12 (+2)
Alignment Evil	Languages Common
Equipment dagger x4, mace, leather armor	
Updated for MM3 damage expression	

Spined Devil (Spinagon)	Level 1 Skirmisher
Medium natural humanoid (devil)	XP 100
HP 30; Bloodied 15	Initiative +4
AC 15, Fortitude 14, Reflex 12, Will 12	Perception +7
Speed 5, fly 7 (hover)	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
M Claws • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d6 + 2 damage, (or 3d6 + 2 if the devil has combat advantage against the target)	
R Fiery Spines (fire, poison) • Recharge 5, 6	
Attack: Close Blast 5 (enemies in the blast); +4 vs. Reflex	
Hit: 1d10 + 1 fire damage and ongoing 5 poison damage (save ends).	
TRIGGERED ACTIONS	
Elusive Prey • At-Will	
Trigger: The devil is marked by an enemy.	
Effect (Immediate Reaction): The devil is no longer marked by the triggering enemy and shifts 3 squares.	
Str 18 (+4)	Dex 15 (+2) Wis 14 (+2)
Con 14 (+2)	Int 10 (+1) Cha 11 (+0)
Alignment Evil	Languages Supernal
Equipment -	

Howarth Iron Circle Commander	Level 2 Elite Soldier (Leader)
Medium natural humanoid (human)	XP 250
HP 78; Bloodied 39	Initiative +3
AC 18, Fortitude 16, Reflex 13, Will 14	Perception +2
Speed 5	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
M Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 5 damage.	
M Devil's Tactics (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 4 damage and the target grants combat advantage until the end of the commander's next turn.	
Effect: One of the commander's allies within 5 squares of the target can make a basic attack against the target as a free action.	
B Infernal Flames (fire) • Encounter	
Attack: Close Blast 5 (enemies in the blast); +5 vs. Reflex	
Hit: 2d6 + 2 fire damage and the target is dazed (save ends).	
Effect: Allies in the blast gain 5 temporary hit points.	
TRIGGERED ACTIONS	
M Tripping Flail (Weapon) • At-Will	
Trigger: An enemy leaves a square adjacent to the commander.	
Attack (Immediate Interrupt): +6 vs Reflex	
Hit: The target falls prone.	
Str 20 (+6)	Dex 10 (+1) Wis 13 (+2)
Con 15 (+3)	Int 15 (+3) Cha 16 (+4)
Alignment Evil	Languages Common
Equipment black surcoat, flail, heavy shield, scale armor	

ENCOUNTER 5: LIES & TRUTH STATISTICS (AL 2 CONTINUED)

Succubus	Level 4 Controller
Medium immortal humanoid (devil, shapechanger)	XP 175
HP 50; Bloodied 25	Initiative +6
AC 18, Fortitude 14, Reflex 16, Will 18	Perception +6
Speed 6, fly 6	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
m Corrupting Touch • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 3d6 + 1 damage.	
M Charming Kiss (Charm) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. Will	
<i>Hit:</i> The target cannot attack the succubus. The effect lasts until the succubus or one of its allies attacks the target, the succubus drops to 0 hit points, or the succubus uses this power again. If the target is affected by charming kiss at the end of the encounter, the effect lasts until the succubus fails to kiss the target during a 24-hour period. See also loyal consort.	
R Dominate (Charm) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +7 vs. Will	
<i>Hit:</i> The target is dominated until the end of the succubus's next turn.	
MINOR ACTIONS	
Change Shape (Polymorph) • At-Will	
<i>Effect:</i> The succubus alters its physical form to appear as a Medium humanoid until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, the succubus must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
Loyal Consort (Charm) • At-Will	
<i>Trigger:</i> A melee or ranged attack targets the succubus while it is adjacent to a creature affected by its charming kiss.	
<i>Effect (Immediate Interrupt):</i> The triggering attack instead targets the creature affected by the succubus's charming kiss.	
Skills Bluff +13, Diplomacy +13, Insight +11	
Str 11 (+2)	Dex 18 (+6)
Con 10 (+2)	Int 15 (+4)
	Cha 22 (+8)
Alignment Evil	Languages Common, Supernal
Equipment -	

ENCOUNTER 5: LIES & TRUTH STATISTICS (AL 4)

2-4 Human Ambusher	Level 4 Skirmisher
Medium natural humanoid (human)	XP 175
HP 53; Bloodied 26	Initiative +7
AC 18, Fortitude 16, Reflex 17, Will 16	Perception +2
Speed 6	
TRAITS	
Combat Advantage	
The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
M Mace (Weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage and the human ambusher shifts 1 square.	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
M Dazing Strike (Weapon) • Encounter	
Requirement: The ambusher must use this power with a mace.	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 3d6 + 8 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square.	
Skills: Stealth +10, Streetwise +8, Thievery +10	
Str 12 (+3)	Dex 17 (+5)
Con 13 (+3)	Int 10 (+2)
	Wis 11 (+2)
	Cha 12 (+3)
Alignment Evil	Languages Common
Equipment dagger x4, mace, leather armor	
Updated for MM3 damage expression	

Spined Devil (Spinagon)	Level 3 Skirmisher
Medium natural humanoid (devil)	XP 150
HP 46; Bloodied 23	Initiative +5
AC 17, Fortitude 16, Reflex 14, Will 14	Perception +8
Speed 5, fly 7 (hover)	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
M Claws • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, (or 3d6 + 4 if the devil has combat advantage against the target)	
R Fiery Spines (fire, poison) • Recharge 5, 6	
Attack: Close Blast 5 (enemies in the blast); +6 vs. Reflex	
Hit: 2d6 + 1 fire damage and ongoing 5 poison damage (save ends).	
TRIGGERED ACTIONS	
Elusive Prey • At-Will	
Trigger: The devil is marked by an enemy.	
Effect (Immediate Reaction): The devil is no longer marked by the triggering enemy and shifts 3 squares.	
Str 18 (+5)	Dex 15 (+3)
Con 14 (+3)	Int 10 (+2)
	Wis 14 (+3)
	Cha 11 (+1)
Alignment Evil	Languages Supernal
Equipment -	

Howarth Iron Circle Commander	Level 4 Elite Soldier (Leader)
Medium natural humanoid (human)	XP 350
HP 110; Bloodied 55	Initiative +4
AC 20, Fortitude 18, Reflex 15, Will 16	Perception +3
Speed 5	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
M Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 7 damage.	
M Devil's Tactics (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 6 damage and the target grants combat advantage until the end of the commander's next turn.	
Effect: One of the commander's allies within 5 squares of the target can make a basic attack against the target as a free action.	
B Infernal Flames (fire) • Encounter	
Attack: Close Blast 5 (enemies in the blast); +7 vs. Reflex	
Hit: 2d6 + 4 fire damage and the target is dazed (save ends).	
Effect: Allies in the blast gain 5 temporary hit points.	
TRIGGERED ACTIONS	
M Tripping Flail (Weapon) • At-Will	
Trigger: An enemy leaves a square adjacent to the commander.	
Attack (Immediate Interrupt): +8 vs. Reflex	
Hit: The target falls prone.	
Str 20 (+7)	Dex 10 (+2)
Con 15 (+4)	Int 15 (+4)
	Wis 13 (+3)
	Cha 16 (+5)
Alignment Evil	Languages Common
Equipment black surcoat, flail, heavy shield, scale armor	

ENCOUNTER 5: LIES & TRUTH STATISTICS (AL 4 CONTINUED)

Succubus	Level 6 Controller
Medium immortal humanoid (devil, shapechanger)	XP 250
HP 66; Bloodied 33	Initiative +7
AC 20, Fortitude 16, Reflex 18, Will 20	Perception +7
Speed 6, fly 6	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
m Corrupting Touch • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 3d6 + 3 damage.	
M Charming Kiss (Charm) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Will	
<i>Hit:</i> The target cannot attack the succubus. The effect lasts until the succubus or one of its allies attacks the target, the succubus drops to 0 hit points, or the succubus uses this power again. If the target is affected by charming kiss at the end of the encounter, the effect lasts until the succubus fails to kiss the target during a 24-hour period. See also loyal consort.	
R Dominate (Charm) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +9 vs. Will	
<i>Hit:</i> The target is dominated until the end of the succubus's next turn.	
MINOR ACTIONS	
Change Shape (Polymorph) • At-Will	
<i>Effect:</i> The succubus alters its physical form to appear as a Medium humanoid until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, the succubus must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
Loyal Consort (Charm) • At-Will	
<i>Trigger:</i> A melee or ranged attack targets the succubus while it is adjacent to a creature affected by its charming kiss.	
<i>Effect (Immediate Interrupt):</i> The triggering attack instead targets the creature affected by the succubus's charming kiss.	
Skills Bluff +14, Diplomacy +14, Insight +12	
Str 11 (+3)	Dex 18 (+7)
Con 10 (+3)	Int 15 (+5)
	Wis 19 (+7)
	Cha 22 (+9)
Alignment Evil	Languages Common, Supernal
Equipment -	

ENCOUNTER 5: LIES & TRUTH STATISTICS (AL 6)

2-4 Human Ambusher	Level 6 Skirmisher
Medium natural humanoid (human)	XP 250
HP 69; Bloodied 34	Initiative +8
AC 20, Fortitude 18, Reflex 19, Will 18	Perception +3
Speed 6	
TRAITS	
Combat Advantage	
The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
M Mace (Weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage and the human ambusher shifts 1 square.	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
M Dazing Strike (Weapon) • Encounter	
Requirement: The ambusher must use this power with a mace.	
Attack: Melee 1 (one creature); +9 vs AC	
Hit: 3d6 + 10 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square.	
Skills: Stealth +11, Streetwise +9, Thievery +11	
Str 12 (+4) Dex 17 (+6) Wis 11 (+3)	
Con 13 (+4) Int 10 (+3) Cha 12 (+4)	
Alignment Evil	Languages Common
Equipment dagger x4, mace, leather armor	
Updated for MM3 damage expression	

Spined Devil (Spinagon)	Level 5 Skirmisher
Medium natural humanoid (devil)	XP 200
HP 62; Bloodied 31	Initiative +6
AC 19, Fortitude 18, Reflex 16, Will 16	Perception +9
Speed 5, fly 7 (hover)	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
M Claws • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, (or 3d6 + 6 if the devil has combat advantage against the target)	
R Fiery Spines (fire, poison) • Recharge 5, 6	
Attack: Close Blast 5 (enemies in the blast); +8 vs. Reflex	
Hit: 2d6 + 3 fire damage and ongoing 5 poison damage (save ends).	
TRIGGERED ACTIONS	
Elusive Prey • At-Will	
Trigger: The devil is marked by an enemy.	
Effect (Immediate Reaction): The devil is no longer marked by the triggering enemy and shifts 3 squares.	
Str 18 (+6) Dex 15 (+4) Wis 14 (+4)	
Con 14 (+4) Int 10 (+3) Cha 11 (+2)	
Alignment Evil	Languages Supernal
Equipment -	

Howarth Iron Circle Commander	Level 6 Elite Soldier (Leader)
Medium natural humanoid (human)	XP 500
HP 142; Bloodied 71	Initiative +5
AC 22, Fortitude 20, Reflex 17, Will 18	Perception +4
Speed 5	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
M Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d10 + 9 damage.	
M Devil's Tactics (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d10 + 8 damage and the target grants combat advantage until the end of the commander's next turn.	
Effect: One of the commander's allies within 5 squares of the target can make a basic attack against the target as a free action.	
B Infernal Flames (fire) • Encounter	
Attack: Close Blast 5 (enemies in the blast); +9 vs. Reflex	
Hit: 2d6 + 6 fire damage and the target is dazed (save ends).	
Effect: Allies in the blast gain 5 temporary hit points.	
TRIGGERED ACTIONS	
M Tripping Flail (Weapon) • At-Will	
Trigger: An enemy leaves a square adjacent to the commander.	
Attack (Immediate Interrupt): +10 vs Reflex	
Hit: The target falls prone.	
Str 20 (+8) Dex 10 (+3) Wis 13 (+4)	
Con 15 (+5) Int 15 (+5) Cha 16 (+6)	
Alignment Evil	Languages Common
Equipment black surcoat, flail, heavy shield, scale armor	

ENCOUNTER 5: LIES & TRUTH STATISTICS (AL 6 CONTINUED)

Succubus	Level 8 Controller
Medium immortal humanoid (devil, shapechanger)	XP 350
HP 82; Bloodied 41	Initiative +8
AC 22, Fortitude 18, Reflex 20, Will 22	Perception +8
Speed 6, fly 6	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
m Corrupting Touch • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 3d6 + 5 damage.	
M Charming Kiss (Charm) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Will	
<i>Hit:</i> The target cannot attack the succubus. The effect lasts until the succubus or one of its allies attacks the target, the succubus drops to 0 hit points, or the succubus uses this power again. If the target is affected by charming kiss at the end of the encounter, the effect lasts until the succubus fails to kiss the target during a 24-hour period. See also loyal consort.	
R Dominate (Charm) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +11 vs. Will	
<i>Hit:</i> The target is dominated until the end of the succubus's next turn.	
MINOR ACTIONS	
Change Shape (Polymorph) • At-Will	
<i>Effect:</i> The succubus alters its physical form to appear as a Medium humanoid until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, the succubus must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
Loyal Consort (Charm) • At-Will	
<i>Trigger:</i> A melee or ranged attack targets the succubus while it is adjacent to a creature affected by its charming kiss.	
<i>Effect (Immediate Interrupt):</i> The triggering attack instead targets the creature affected by the succubus's charming kiss.	
Skills Bluff +15, Diplomacy +15, Insight +13	
Str 11 (+4)	Dex 18 (+8)
Con 10 (+4)	Int 15 (+6)
	Wis 19 (+8)
	Cha 22 (+10)
Alignment Evil	Languages Common, Supernal
Equipment -	

ENCOUNTER 5: LIES & TRUTH STATISTICS (AL 8)

2-4 Human Ambusher	Level 8 Skirmisher
Medium natural humanoid (human)	XP 350
HP 85; Bloodied 42	Initiative +9
AC 22, Fortitude 20, Reflex 21, Will 20	Perception +4
Speed 6	
TRAITS	
Combat Advantage	
The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
M Mace (Weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage and the human ambusher shifts 1 square.	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
M Dazing Strike (Weapon) • Encounter	
Requirement: The ambusher must use this power with a mace.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d8 + 11 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square.	
Skills: Stealth +12, Streetwise +10, Thievery +12	
Str 12 (+5) Dex 17 (+7) Wis 11 (+4)	
Con 13 (+5) Int 10 (+4) Cha 12 (+5)	
Alignment Evil	Languages Common
Equipment dagger x4, mace, leather armor	

Updated for MM3 damage expression

Spined Devil (Spinagon)	Level 7 Skirmisher
Medium natural humanoid (devil)	XP 300
HP 78; Bloodied 39	Initiative +7
AC 21, Fortitude 20, Reflex 18, Will 18	Perception +10
Speed 5, fly 7 (hover)	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
M Claws • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 8 damage, (or 3d6 + 8 if the devil has combat advantage against the target)	
R Fiery Spines (fire, poison) • Recharge 5, 6	
Attack: Close Blast 5 (enemies in the blast); +10 vs. Reflex	
Hit: 2d6 + 5 fire damage and ongoing 5 poison damage (save ends).	
TRIGGERED ACTIONS	
Elusive Prey • At-Will	
Trigger: The devil is marked by an enemy.	
Effect (Immediate Reaction): The devil is no longer marked by the triggering enemy and shifts 3 squares.	
Str 18 (+7) Dex 15 (+5) Wis 14 (+5)	
Con 14 (+5) Int 10 (+4) Cha 11 (+3)	
Alignment Evil	Languages Supernal
Equipment -	

Howarth Iron Circle Commander	Level 8 Elite Soldier (Leader)
Medium natural humanoid (human)	XP 700
HP 174; Bloodied 87	Initiative +6
AC 24, Fortitude 22, Reflex 19, Will 20	Perception +5
Speed 5	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
M Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d10 + 11 damage.	
M Devil's Tactics (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d10 + 10 damage and the target grants combat advantage until the end of the commander's next turn.	
Effect: One of the commander's allies within 5 squares of the target can make a basic attack against the target as a free action.	
B Infernal Flames (fire) • Encounter	
Attack: Close Blast 5 (enemies in the blast); +11 vs. Reflex	
Hit: 2d6 + 8 fire damage and the target is dazed (save ends).	
Effect: Allies in the blast gain 5 temporary hit points.	
TRIGGERED ACTIONS	
M Tripping Flail (Weapon) • At-Will	
Trigger: An enemy leaves a square adjacent to the commander.	
Attack (Immediate Interrupt): +12 vs. Reflex	
Hit: The target falls prone.	
Str 20 (+9) Dex 10 (+4) Wis 13 (+5)	
Con 15 (+6) Int 15 (+6) Cha 16 (+7)	
Alignment Evil	Languages Common
Equipment black surcoat, flail, heavy shield, scale armor	

ENCOUNTER 5: LIES & TRUTH STATISTICS (AL 8 CONTINUED)

Succubus	Level 10 Controller
Medium immortal humanoid (devil, shapechanger)	XP 500
HP 98; Bloodied 49	Initiative +9
AC 24, Fortitude 20, Reflex 22, Will 24	Perception +9
Speed 6, fly 6	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
m Corrupting Touch • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 3d6 + 7 damage.	
M Charming Kiss (Charm) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. Will	
<i>Hit:</i> The target cannot attack the succubus. The effect lasts until the succubus or one of its allies attacks the target, the succubus drops to 0 hit points, or the succubus uses this power again. If the target is affected by charming kiss at the end of the encounter, the effect lasts until the succubus fails to kiss the target during a 24-hour period. See also loyal consort.	
R Dominate (Charm) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +13 vs. Will	
<i>Hit:</i> The target is dominated until the end of the succubus's next turn.	
MINOR ACTIONS	
Change Shape (Polymorph) • At-Will	
<i>Effect:</i> The succubus alters its physical form to appear as a Medium humanoid until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, the succubus must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
Loyal Consort (Charm) • At-Will	
<i>Trigger:</i> A melee or ranged attack targets the succubus while it is adjacent to a creature affected by its charming kiss.	
<i>Effect (Immediate Interrupt):</i> The triggering attack instead targets the creature affected by the succubus's charming kiss.	
Skills Bluff +16, Diplomacy +16, Insight +14	
Str 11 (+5)	Dex 18 (+9)
Con 10 (+5)	Int 15 (+7)
	Cha 22 (+11)
Alignment Evil	Languages Common, Supernal
Equipment -	

ENCOUNTER 5: LIES & TRUTH STATISTICS (AL 10)

2-4 Human Ambusher	Level 10 Skirmisher
Medium natural humanoid (human)	XP 500
HP 101; Bloodied 50	Initiative +10
AC 24, Fortitude 22, Reflex 23, Will 22	Perception +5
Speed 6	
TRAITS	
Combat Advantage	
The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
M Mace (Weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage and the human ambusher shifts 1 square.	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
M Dazing Strike (Weapon) • Encounter	
Requirement: The ambusher must use this power with a mace.	
Attack: Melee 1 (one creature); +13 vs AC	
Hit: 3d8 + 13 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square.	
Skills: Stealth +13, Streetwise +11, Thievery +13	
Str 12 (+6) Dex 17 (+8) Wis 11 (+5)	
Con 13 (+6) Int 10 (+5) Cha 12 (+6)	
Alignment Evil	Languages Common
Equipment dagger x4, mace, leather armor	

Updated for MM3 damage expression

Spined Devil (Spinagon)	Level 9 Skirmisher
Medium natural humanoid (devil)	XP 400
HP 94; Bloodied 47	Initiative +8
AC 23, Fortitude 22, Reflex 20, Will 20	Perception +11
Speed 5, fly 7 (hover)	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
M Claws • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d6 + 10 damage, (or 3d6 + 10 if the devil has combat advantage against the target)	
R Fiery Spines (fire, poison) • Recharge 5, 6	
Attack: Close Blast 5 (enemies in the blast); +12 vs. Reflex	
Hit: 2d6 + 7 fire damage and ongoing 5 poison damage (save ends).	
TRIGGERED ACTIONS	
Elusive Prey • At-Will	
Trigger: The devil is marked by an enemy.	
Effect (Immediate Reaction): The devil is no longer marked by the triggering enemy and shifts 3 squares.	
Str 18 (+8) Dex 15 (+6) Wis 14 (+6)	
Con 14 (+6) Int 10 (+5) Cha 11 (+2)	
Alignment Evil	Languages Supernal
Equipment -	

Howarth Iron Circle Commander	Level 10 Elite Soldier (Leader)
Medium natural humanoid (human)	XP 1000
HP 206; Bloodied 103	Initiative +7
AC 26, Fortitude 24, Reflex 21, Will 22	Perception +6
Speed 5	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
M Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 1d10 + 13 damage.	
M Devil's Tactics (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 1d10 + 12 damage and the target grants combat advantage until the end of the commander's next turn.	
Effect: One of the commander's allies within 5 squares of the target can make a basic attack against the target as a free action.	
B Infernal Flames (fire) • Encounter	
Attack: Close Blast 5 (enemies in the blast); +13 vs. Reflex	
Hit: 2d6 + 10 fire damage and the target is dazed (save ends).	
Effect: Allies in the blast gain 5 temporary hit points.	
TRIGGERED ACTIONS	
M Tripping Flail (Weapon) • At-Will	
Trigger: An enemy leaves a square adjacent to the commander.	
Attack (Immediate Interrupt): +14 vs Reflex	
Hit: The target falls prone.	
Str 20 (+10) Dex 10 (+5) Wis 13 (+6)	
Con 15 (+7) Int 15 (+7) Cha 16 (+8)	
Alignment Evil	Languages Common
Equipment black surcoat, flail, heavy shield, scale armor	

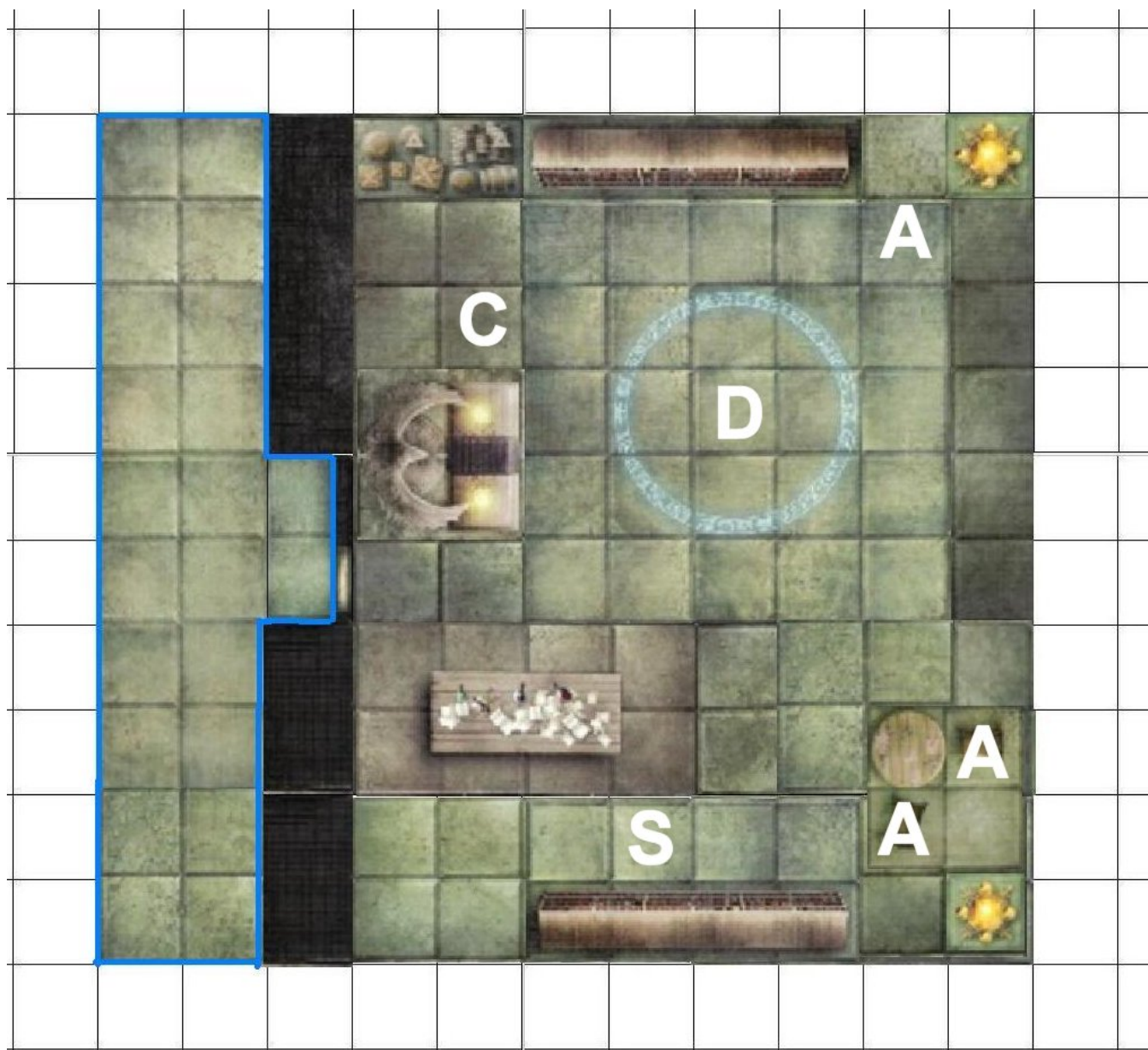
ENCOUNTER 5: LIES & TRUTH STATISTICS (AL 10 CONTINUED)

Succubus	Level 12 Controller
Medium immortal humanoid (devil, shapechanger)	XP 700
HP 114; Bloodied 57	Initiative +10
AC 26, Fortitude 22, Reflex 24, Will 26	Perception +10
Speed 6, fly 6	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
m Corrupting Touch • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 3d6 + 9 damage.	
M Charming Kiss (Charm) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. Will	
<i>Hit:</i> The target cannot attack the succubus. The effect lasts until the succubus or one of its allies attacks the target, the succubus drops to 0 hit points, or the succubus uses this power again. If the target is affected by charming kiss at the end of the encounter, the effect lasts until the succubus fails to kiss the target during a 24-hour period. See also loyal consort.	
R Dominate (Charm) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +15 vs. Will	
<i>Hit:</i> The target is dominated until the end of the succubus's next turn.	
MINOR ACTIONS	
Change Shape (Polymorph) • At-Will	
<i>Effect:</i> The succubus alters its physical form to appear as a Medium humanoid until it uses change shape again or until it drops to 0 hit points. To assume a specific individual's form, the succubus must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
Loyal Consort (Charm) • At-Will	
<i>Trigger:</i> A melee or ranged attack targets the succubus while it is adjacent to a creature affected by its charming kiss.	
<i>Effect (Immediate Interrupt):</i> The triggering attack instead targets the creature affected by the succubus's charming kiss.	
Skills Bluff +17, Diplomacy +17, Insight +15	
Str 11 (+6)	Dex 18 (+10) Wis 19 (+10)
Con 10 (+6)	Int 15 (+8) Cha 22 (+12)
Alignment Evil	Languages Common, Supernal
Equipment -	

ENCOUNTER 5: LIES & TRUTH MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The Dungeon x1



All ALs: Howarth - Iron Circle commander (C), spined devil (Spinagon) (D), succubus (S), human ambusher (A)

ENCOUNTER 6: TO THE CASTLE!

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

IMPORTANT NPCs

Araezra Hondyl, female human, Valabrar of the City Guard

Judice Belbrundel, female human, Aumarr of the City Guard

In possession of the knowledge of the enactment of a plan to use Judice to attempt to assassinate Valabrar Araezra Hondyl, the PCs must race through Waterdeep and reach the Valabrar's office before either Judice or Valabrar Araezra Hondyl come to harm.

However, when the PCs arrive at Hondyl's office, they discover murder was not the real plan, but a deception and apparent suicide is. Time is of the essence as Judice's life hangs in the balance.

The cultists' plans are in motion; you do not have much time if you hope to prevent a tragedy unfolding in Waterdeep Castle. Will you reach Valabrar Hondyl before Judice murders her?

SKILL CHALLENGE: TO SAVE JUDICE

Goal: The PCs must race through Waterdeep to Waterdeep Castle to save both Judice and Araezra.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Athletics, Endurance, Diplomacy, Bluff, Arcana, Religion

Other Skills: History, Insight, Streetwise

Victory: The PCs stop Judice from attacking the Valabrar Araezra Hondyl, stop Judice from killing herself, and free her from the infernal possession.

Defeat: The PCs are too late and Judice is dead.

Some of the scenes are resolved with a Group check. In such cases, all PCs make the check; if half or more of the PCs succeed, the group succeeds on the check for the scene. With three failures, Judice throws herself from the highest tower of Castle Waterdeep before the PCs can stop her.

If the group has already succeed on a scene, subsequent checks for that scene, whether success or failure, are simply ignored. The DM should make the skill challenge perfectly clear so that over eager players do not have their less skillful PC make an individual check on behalf of the group; the group should decide

who is best to be lead for each scene. This is most important in Scene 2.

For Scenes 3, 4 and 6, each PC may make a skill check, i.e., everyone has the opportunity to contribute to success. Only one needs to succeed. If no one succeeds in a round, then that counts as one failure for the scene and the skill challenge, and another round of checks is made. However, this is NOT a Group check; only one individual check need succeed.

SCENE 1: HASTEN TO THE CASTLE (1 SUCCESS)

You must rush through Downshadow and Undermountain, then through the city to Castle Waterdeep. Easy when not in a hurry, alas you are in a hurry...

The PCs may attempt a check with **Athletics** or **Streetwise** to boost their use the Group **Endurance** check.

Athletics (Easy DC) (not a success or failure)

The character uses speed to cover the ground quickly. An individual success gives that individual a bonus of +2 on their **Endurance** check.

Endurance (Easy DC) (1 Group success; 1 maximum)

Speed is essential, but the journey to the castle is a long run through the crowded streets of Waterdeep, it takes endurance to make the journey in time.

Streetwise (Moderate DC) (not a success or failure)

The character knows how the streets of Waterdeep and other big cities work and is able to lead others on faster routes. Characters with the Waterdeep Regional background, the Mirt's Heirs Meta-Org, or a Waterdeep specific theme gain a +2 to this check. Success yields a +2 bonus to the Group **Endurance** check for everyone.

The DM should allow the PCs to flag down a carriage, paying 5 gp to take the group to Castle Waterdeep.

SCENE 2: ENTERING THE CASTLE (1 SUCCESS)

Having reached Waterdeep Castle, now all the stands between you and your goal are the Castle Guards, who you need to quickly persuade to let you through fully armed.

The Guards at the castle gate report having seen Judice pass if the PCs inquire.

If the PCs have a letter of introduction from Swordcaptain Zane, reduce the difficulty of **Bluff** and **Diplomacy** checks to **Moderate**.

If the PCs previously visited Castle Waterdeep on this adventure (Encounter 2, Scene S2), give them a +2 bonus to the Bluff or Diplomacy check.

One individual check covers the entire group. Allow aid another with up to 4 PCs.

Bluff (Hard DC) (1 success, 1 maximum)

The player might use lies or exaggeration to get the group past the guards. Lies might range from pretending to be Waterdehavian nobles, on a secret mission for the Blackstaff or the Lords of Waterdeep, or claiming to be Watch members who were undercover on a mission or similar.

Diplomacy (Hard DC) (1 success, 1 maximum)

The PCs use the truth to get past the guards. Explaining of the imminent danger to the Valabrar, and that they have evidence that can save her and other members of the Guard from harm.

Insight (Moderate DC) (not a success or failure)

The PC is able to determine a specific approach best for the guards in question, lowering the difficulty to Moderate (DC) for the Bluff or Diplomacy check.

The DM may allow an **Intimidate** check (**Hard DC**), but even success yields many Guardsmen chasing the PCs through Castle Waterdeep.

SCENE 3: TALKING WITH HONDYL

You rush to the Valabrar's office, and arrive to see Valabrar Araezra Hondyl alone in the office, without injury and no Judice.

Hondyl says that Judice just left a few minutes ago, both are fine although Judice seemed a bit distracted. Judice told her that the cult was really no threat to the Guard or Waterdeep, just a bunch of men acting out their fantasies, and she would file a report tomorrow. Judice left saying she wanted to reflect on some issues in her personal life and career and was heading to the highest tower in the Castle for some air.

Allow **Insight** checks (Moderate DC) to recognize the real plan was to deceive Hondyl and then kill Judice by jumping from a tower. If any single check succeeds, count that as a success for the scene. Rather than have a second round of **Insight** checks if all failed, Hondyl realizes the truth and sends the PCs after Judice. Thus, only one failure in this scene is possible.

SCENE 4: FINDING THE PATH (1 success)

Now you must quickly determine the quickest route through the Castle.

Every PC gets a check for this scene in each round. Failures in this scene do not count unless every check in a round fails; then it counts as one failure. One success is sufficient. If the PCs favorably impressed Valabrar Hondyl in Encounter 2, Scene 2, she reacts quickly providing a tip as to direction to head. The PCs gain a +2 bonus to their checks.

Dungeoneering (Moderate DC) (1 success, 1 maximum)

Knowledgeable about castle layouts and having studied the outside of Castle Waterdeep, the PC ably steers the way to the highest tower.

History (Hard DC) (1 success, 1 maximum)

Knowledgeable about the history of Castle Waterdeep, the PC knows what signs, hallways and stairwells to pursue.

Intimidate (Easy DC) (1 success, 1 maximum)

Nothing is much easier than finding a worker and intimidating him or her into answering a simple question.

Streetwise (Moderate DC) (1 success, 1 maximum)

Asking various people for directions while your group is hustling is somewhat challenging, but nothing too stressful for you.

SCENE 5: HURRY UP THESE DAMN STEPS (1 success)

Now just run up the endless stairs ...

Athletics (Easy DC) (1 Group success; 1 maximum)

A Group check is needed to hurry up the very long circular stairs.

Endurance (Moderate DC) (not a success or failure)

Each PC may make an **Endurance** check to give a +2 bonus to their individual **Athletics** check in this scene.

SCENE 6: DEFEAT THE DEVIL POSSESSION (1 success)

Every PC gets a check for this scene in each round. Failures in this scene do not count unless every check in a round fails; then it counts as one failure. Any one success yields victory if it was in time.

Athletics (Hard DC) (1 success, 1 maximum)

The PC moves quickly and is able to disarm and restrain Judice.

PCs may use combat powers in place of an Athletics check but those powers must Restrain, Immobilize, Stun or otherwise make Judice helpless to work. Each use only works for 1 check.

Arcana (Hard DC) (1 success, 1 maximum)

The character undoes the possession ritual on Judice and temporarily weakens its control. The effect is to daze the devil-possessed Judice and she is easily overwhelmed and restrained by the PCs.

Religion (Moderate DC) (Trained only; 1 success, 1 maximum)

The character attacks the infernal possession directly, channeling divine energy. The devil is cast out and returns to the 9 Hells.

Special: The *holy cleansing* power can be used in place of Religion to free Judice from the possession.

If Judice is overwhelmed but still possessed, the Guardsmen arrange for priests from the temple of Torm to come and exorcise the devil possessing her.

ENDING THE ENCOUNTER

Success: The PCs are able to stop Judice from killing herself, and ultimately freed her from the infernal possession.

Failure: Judice dies.

MILESTONE AND MAJOR OBJECTIVE

The characters may accomplish the major objective of saving Judice's life. This encounter counts towards a milestone.

CONCLUDING THE ADVENTURE

IMPORTANT NPCs

Ariadne Aporos, female human, priestess of Siamorphe the other six members of the Ladies of the Divine

Zane Wyndael, male half Sun-Elf, Swordcaptain in the City Watch

Araezra Hondyl, female human, Valabrar of City Guard

Daerovus Tallmantle, male human, Watch Warden of Waterdeep (Commands both City Guard and City Watch)

(if alive) **Judice Belbrundel**, female human, Aumarr of City Guard

Lady Belbrundel

Courmar Dunshield, high priest of the temple of Torm

Ariadne has asked the other Ladies of the Divine (see Appendix 2 for names and descriptions) to join Zane and herself in receiving the report from the PCs at the end of the adventure. Ariadne pays the adventurers the agreed upon amount regardless if Judice was saved.

The Ladies of the Divine (again) request the continued support of the adventurers in fighting the spread of the cult of Asmodeus and searching for a way to redeem those who bargained away their soul. Hand out Story Award WATE43 Infernal Ambitions.

Both Araezra and Daerovus request the PCs to describe what they learned about the cult as well as what actions they took. Tallmantle asks if the adventurers have any recommendations about Guardsmen worshipping Asmodeus. (Answer best fit to Adventure Question 4.) If the PCs were successful in defeating the cult, Tallmantle arranges for a suitable reward to include two alchemical formulas. The PCs have earned Story Award WATE45 Favor of the City Guard Patrons.

Regardless of success, for their efforts, Daerovus offers magic items of each individual PC's choosing (Treasure X).

If the PCs defeated the cult and turned captives over to the City Watch/Guard (rather than executing them), Courmar Dunshield, the high priest of the temple of Torm, recognizes their courage, honor and justice. The PCs have earned Story Award WATE44 Justice Served.

Lastly, Judice and her mother thank the adventurers (assuming Judice was saved) and offer suitable reward. The *gloaming armor* and (AL dependent) the *steadfast saddle* are provided as rewards from House Belbrundel.

MINOR OBJECTIVE

The PCs likely learned of the greater Master of the cult (not his name) by questioning captives from Encounter 3 or 5, or inferred by discovering a Imp spy. Dare's name is in Howarth's journal so his worship of Asmodeus is revealed, but not that he is the master. If the PCs report that a greater Master of the cult exists to Zane and Ariadne, they have satisfied the minor objective and gained that additional xp.

TREASURE

Payment of 75/125/225/450/675 gold pieces per PC (the Base Gold amount for the AL) is made as promised regardless of the adventure's outcome.

The additional (outcome-dependent) Treasures described in the Conclusion may also be available as rewards: *gloaming armor*, alchemical formula for *clarity salts*, and at AL 4 and up, alchemical formula for *kinetic oil* and the *steadfast saddle*.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

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.

ADVENTURE LEVEL 2

Minimum Possible XP: 225

Save Judice's life: +125 XP

Discovered what Judice was doing: +25 XP

Defeated Howarth: +25 XP

Reported existence of Master of cult: +25 XP

Maximum Possible XP: 425

Base Gold per PC: 75 gp

ADVENTURE LEVEL 4

Minimum Possible XP: 320

Save Judice's life: +175 XP

Discovered what Judice was doing: +35 XP

Defeated Howarth: +35 XP

Reported existence of Master of cult: +35 XP

Maximum Possible XP: 600

Base Gold per PC: 125 gp

ADVENTURE LEVEL 6

Minimum Possible XP: 450

Save Judice's life: +250 XP

Discovered what Judice was doing: +50 XP

Defeated Howarth: +50 XP

Reported existence of Master of cult: +50 XP

Maximum Possible XP: 850

Base Gold per PC: 225 gp

ADVENTURE LEVEL 8

Minimum Possible XP: 640

Save Judice's life: +350 XP

Discovered what Judice was doing: +70 XP

Defeated Howarth: +70 XP

Reported existence of Master of cult: +70 XP

Maximum Possible XP: 1200

Base Gold per PC: 450 gp

ADVENTURE LEVEL 10

Minimum Possible XP: 900

Save Judice's life: +500 XP

Discovered what Judice was doing: +100 XP

Defeated Howarth: +100 XP

Reported existence of Master of cult: +100 XP

Maximum Possible XP: 1700

Base Gold per PC: 675 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: *voran's eternal chalk* (level 1; *Dungeon* 173)
Found in Encounter 3

Treasure B: *bag of holding* (level 5; *Player's Handbook*; *Dungeon Master's Kit*)
Found in Encounter 3

Treasure C: *voran's floating lantern* (level 3; *Dungeon* 173)
Found in Encounter 5

Treasure D: *the skin splitter* (level 5 or 10; *Dragon* 390)
+1 (level 5) at AL 2 and AL 4;
+2 (level 10) at AL 6 and up
Found in Encounter 5

Treasure E: *gloaming armor* (level 5 or 10; *Mordenkainen's Magnificent Emporium*)
+1 (level 5) at AL 2 and AL 4;
+2 (level 10) at AL 6 and up
Found in Conclusion

Treasure F: *clarity salts* alchemical formula (*Dungeon* 186)
Found in Conclusion

At AL 4 and higher, add Treasures G and H.

Treasure G: *kinetic oil* alchemical formula (*Dungeon* 186)
Found in Conclusion

Treasure H: *steadfast saddle* (level 8; *Adventurer's Vault*)
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.

WATE43 Infernal Ambitions (Part 2)

You have embarked on a quest to combat the spread of the worship of Asmodeus in Waterdeep. One of your goals is to discover how to redeem the fallen who have made infernal bargains with Asmodeus or been possessed by devils. Your efforts are championed by the Ladies of the Divine (a social club) and other benefactors. This Major Quest concludes in WATE4-3.

WATE44 Justice Served

You earned the praise of House Belbrundel, the temples of Torm and Siamorphe, and the Benevolent Order of Magists and Protectors in Waterdeep for your courage, honor, and pursuit of justice. The Watch Warden of Waterdeep awards you the decoration of the Griffon Badge. You are granted free lodging at one of the City Guard barracks any time you visit Waterdeep.

WATE45 Favor of the City Guard Patrons

You earned the gratitude of various wealthy, influential patrons of the City Guard 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.

WATE46 Contact in Downshadow

You met with Morthos, a tiefling crime lord, fixer, and fence. He has extensive knowledge of criminal activities in Downshadow, slightly less so in Waterdeep proper. Morthos does nothing for free.

MAGIC AND MOUNTS

Voran's Eternal Chalk

Level 1 Common

Vandals, scholars, and explorers alike appreciate the magical longevity of this short stick of chalk.

Wondrous Item 360 gp

Property: A stick of eternal chalk never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author. Voran's eternal chalk is red.

Reference: *Dungeon Magazine* 173, page 43.

Bag of Holding

Level 5 Uncommon

This item appears to be a simple sack of brown canvas.

Wondrous Item 1,000 gp

Property: This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound. Drawing an item from the bag is a minor action.

Reference: *Dungeon Master's Kit*, page 269.

The Skinsplitter

Level 5+ Uncommon

Used by the disciplinarians of the drow academies, this wicked weapon symbolizes cruelty.

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: Scourge, triple-headed flail or whip

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 ongoing damage per plus

Power ♦ Daily (Free Action)

Trigger: You hit an enemy with this weapon, and the enemy is taking ongoing damage.

Effect: One type of ongoing damage on the target (your choice) increased by 5.

Level 15 or 20: Increases by 10

Level 25 or 30: Increases by 15.

Reference: *Dragoons Magazine* 390, page 6.

Voran's Floating Lantern

Level 3 Uncommon

This silver lantern floats in midair under your control.

Wondrous Item 680 gp

Property: This lantern never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.

Power ♦ (Minor Action)

While you hold the floating lantern or are adjacent to it, you can set its light to be bright (10-square radius), dim (5-square radius), or off.

Power ♦ (Minor Action)

The last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from it.

Reference: *Dungeon Magazine* 173, page 43.

Steadfast Saddle

Level 8 Uncommon

This saddle keeps you mounted when faces with effects that might normally knock you off your mount..

Mount 3,400 gp

Power ♦ Encounter (Immediate Interrupt)

Use this power when the mount you are riding would be pulled, pushed or slid. The mount is not pulled, pushed or slid.

Reference: *Adventurer's Vault*, page 124.

Kinetic Oil

Level 8+ Common

The thick oil sticks to your weapon, marring its surface with rainbow swirls.

Lvl 8 125 gp

Lvl 28 85,000 gp

Lvl 18 3,400 gp

Alchemical Item: Oil

Formula Cost: 500 gp

Key Skill: Arcana

Time: 10 minutes

Power ♦ Consumable (Minor Action)

Effect: You apply the oil to one weapon. Until the end of the encounter, the first time you hit with the weapon, the weapon becomes charged until the end of your next turn. While the weapon is charged, you can make the following attack as a free action against each target you hit with the weapon.

Attack: Item's level + 3 vs. Fortitude.

Hit: You push the target 1 square and shift 1 square into the square the target vacated.

Reference: *Dungeon Magazine* 186, page 3.

Clarity Salts

Level 4+ Common

The odor from these tiny crystals is almost strong enough to wake the dead.

Lvl 4 40 gp

Lvl 19 4,200 gp

Lvl 9 160 gp

Lvl 24 21,000 gp

Lvl 14 800 gp

Lvl 29 105,000 gp

Alchemical Item: Curative

Formula Cost: 125 gp

Key Skill: Heal or Nature

Time: 30 minutes

Power ♦ Consumable (Minor Action)

One ally adjacent to you can make a saving throw against a dazing or stunning effect, even if it does not normally allow a saving throw. If successful, the effect ends. The source of the effect must be less than or equal to 2 + the level of the salts.

Reference: *Dungeon Magazine* 186, page 3.

Gloaming Armor

Level 5+Rare

You fade from view even as the noise of your footfalls recede.

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

Armor: Cloth, leather or hide

Enhancement Bonus: AC

Property: You gain an item bonus to Stealth checks equal to the armor's enhancement bonus.

Utility Power (Illusion) ♦ Encounter (Standard Action)

Effect: You become invisible until you attack or until the end of the encounter. You can end this effect as a minor action.

Level 15, 20, 25 or 30: While you are invisible, allies within 5 squares of you gain an item bonus to Stealth checks equal to the armor's enhancement bonus.

Reference: *Mordenkainen's Magnificent Emporium*, page 15.

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)

Effect: 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.

Potion of Vigor

Level 9+ Common

This vermilion 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)

Effect: 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 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

EVENT SUMMARY WATE4~2

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/WATE0402LFR>

If played at a convention, what slot:

Table Number:

DM's Name:

- 1. At the end of the adventure, Justice Belbrundel is:**
 - a. alive and no longer possessed.
 - b. alive but still possessed.
 - c. dead.
 - d. other (please explain).
- 2. At the end of the adventure, Howarth Astartes is:**
 - a. alive, and he escaped
 - b. alive, and he is in prison
 - c. alive, still in the Guard, and not accused
 - d. dead
- 3. What happened to the imp spies?**
 - a. discovered by the PCs, but they escaped
 - b. discovered by the PCs and killed
 - c. discovered by the PCs and captured
 - d. not discovered by the PCs
- 4. Which of the following actions did the PCs recommend to the Guard leadership? (If the players cannot agree on a response, the majority rules.)**
 - a. ban the worship of Asmodeus among the Guardsmen.
 - b. campaign to make the worship of Asmodeus illegal in Waterdeep.
 - c. take no action with respect to the worship of Asmodeus
 - d. warn the Guardsmen about the temptations of Asmodeus, but impose no rules
 - e. sponsor events with the temple of Torm to counteract the lure of Asmodeus
- 5. 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)
- 6. 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: NPCs

Judice Belbrundel is a moderately attractive woman with brown eyes and auburn hair that falls below her shoulders when worn out, though it is usually worn in a bun of tight braids. She has the athletic build of a professional soldier, and her hands are calloused from her time using a sword. When not dressed in the latest fashion (usually scandalously revealing) or her Guard uniform (carefully polished) she wears good quality but practical clothing.

Howarth Astartes is a man of 30 years, with brown eyes and black hair with traces of grey at the temples and through his neatly trimmed beard. Howarth is a large and strong man who seems to be cursed to always carry a little more weight than he needs. His uniform is always neat and when he is not in uniform he wears practical clothes popular among the tradesmen of Waterdeep.

Swordcaptain Zane Wyndael has golden hair and the bronzed skin to tell that he has Sun Elf heritage. Zane is easy going but efficient, his smile is ready but his answers and questions are to the point. His ward is the South Ward and his authority does not extend beyond that Ward.

Scion Ariadne Aporos is a human woman with delicate features and raven hair piled in loose ringlets above her brow. Her dress is silk and petticoats covered in delicate embroidery. Ariadne is a daughter of the Waterdeep nobility, bright, flirtatious, and quick witted.

Lady Ariane Belbrundel is clearly related to Judice, looking very much like an older version of her daughter, though Lady Belbrundel lacks the muscle of her daughter, having never needed to exert herself more than is required for the vigorous dances popular among Waterdhavian nobles (not that she has engaged in such for years). She dresses in fine dresses and jewellery that befits a wealthy noblewoman, but no longer given to dressing as revealingly as is popular among younger nobles.

Valabrar Araezra Hondyl is one of the most beautiful women in Waterdeep with a long tail of neatly braided black hair. Her uniform is crisp and clean with the 5 tiny gauntlets signifying her rank proud on her shoulders. At twenty odd winters (in 1479), she is the ranking Valabrar of the Waterdeep Guard and beloved of half the Watch (and half the magisters, merchants, and nobility of the City).

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 Lirra**
 - Lirra 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 Lirra 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: CITY WATCH AND CITY GUARD

The City Watch serves as the police force of Waterdeep providing regular patrols in the city while the City Guard defends the city from external threats. In addition to arresting criminals, the City Watchmen provide directions and offer aid for mishaps. In contrast, the City Guard are heavily armored and well trained in combat. They guard the city walls and gates, the Lords Palace and Castle Waterdeep, and patrol outside the city walls (and sometimes in Downshadow). The City Guard also supplies the bodyguards for the Open Lord.

The City Watch

City Watch have a number of Ranks, although to the laymen most use "watchmen" or "officer" for both genders and ranks. Watch members actually hold these ranks, from lowest to highest:

- Blade (basic patrolman)
- Sword or "Armar" (equivalent to a corporal) - a 2nd rank officer
- Swordcaptain (patrol leader)- a 3rd rank officer
- Rorden (in charge of a watchpost or barracks, or either five or six patrols)- a 4th rank officer
- Orsar (envoy to guilds, noble houses; also serves as prisoner escorts and in honor guards) - 5th rank
- Guardsword (duty head for shifts patrolling the city docks and gates)- 6th rank
- Commander ("officer of the shift")- 7th rank
- Watchlord (several administrative positions with special titles personally bestowed by the Open Lord).
- The Watch Warden of Waterdeep (Overall Commander of the Watch and the Guard), currently Daerovus Tallmantle
- "Civilar" is a generic term applied to all ranks from swordcaptains up through orsar.

The City Guard

The Guard have a number of Ranks, although to the laymen most are soldiers or commanders (any officer) for both genders and ranks. Guard members actually hold these ranks, from lowest to highest:

- Trusty - lowest rank (equal to a private)
- Vigilant - 2nd rank (equal to a sergeant)
- Shieldlar – 3rd rank (equal to a lieutenant)
- Aumarr - 4th rank (equal to a Captain)
- Valabrar - 5th rank (equal to a Major)
- Torsin - 6th rank (equal to a Colonel)
- Commander - 7th rank
- Seneschal of Castle Waterdeep, Lord Defender of the Harbor, Lord of the North Towers, Lord of the South Towers, Lord Armorer, Lord Hand, and Lord's Champion - all specific designated positions
- Watchwarden of Waterdeep (as above)

APPENDIX 4: LAW AND ORDER IN WATERDEEP

Applying Waterdeep Law to the PCs

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

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

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

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

Typical Waterdeep City Watch Patrol

A normal Waterdeep City Watch patrol consists of at least 8 watchmen, all armed and carrying watch horns to summon reinforcements. A patrol consists of a civilar (captain or lieutenant), an Armar (sergeant) and watchmen/watchwomen. A typical captain is 7th level and the sergeant might be 6th level. The remaining patrol members would be 3rd level or 4th 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. Patrols report to the Rorden of a specific Ward, who is located at the Watchpost or Barracks for that Ward's City Watch patrols.

APPENDIX 5: THE IMP SPY

Imp	Level 3 Lurker
Small immortal humanoid (devil)	XP 150
HP 40; Bloodied 20	Initiative +8
AC 17, Fortitude 13, Reflex 17, Will 15	Perception +8
Speed 4, fly 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC.	
Hit: 1d6 + 5 damage.	
Vanish (illusion) • At-Will	
Effect: The imp becomes invisible until the end of its next turn or until it hits or misses with an attack.	
M Tail Sting (poison) • Recharge when the imp uses vanish	
Attack: Melee 1 (one creature); +8 vs. AC.	
Hit: 2d8 + 3 damage, and the target takes ongoing 10 poison damage and a -2 penalty to Will (save ends both).	
MINOR ACTIONS	
Infernal Conversation • At-Will	
Effect (free action): The imp converses telepathically with its master so long both are within the boundaries of Waterdeep.	
Skills Arcana +9, Bluff +9, Stealth +9	
Str 12 (+2)	Dex 17 (+4)
Con 16 (+4)	Int 16 (+4)
	Cha 16 (+4)
Alignment evil	Languages Common, Supernal

Notes: From Monster Vault, added power to converse with its master at distance telepathically as a result of infernal pact.

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

HANDOUT TWO - THREE PEARLS NIGHTCLUB POSTER

LOOKING FOR ENTERTAINMENT, EXCITEMENT, AND
GOOD COMPANY?

COME TO THE THREE PEARLS NIGHTCLUB!

FREE ADMISSION TO ALL SHOWS AND 50% DISCOUNT ON
ALL DRINKS FOR CITY GUARDSMEN AND WATCHMEN.

WE HONOR YOUR SERVICE TO THE CROWN OF THE
NORTH! LET US TREAT YOU WITH THE RESPECT YOU
DESERVE.

PERFORMANCES AT 4 BELLS AND 8 BELLS.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

WATE4~2 RIVALS

WATE43 Infernal Ambitions (Part 2)

You have embarked on a quest to combat the spread of the worship of Asmodeus in Waterdeep. One of your goals is to discover how to redeem the fallen who have made infernal bargains with Asmodeus or been possessed by devils. Your efforts are championed by the Ladies of the Divine (a social club) and other benefactors. This Major Quest concludes in WATE4-3.

WATE44 Justice Served

You earned the praise of House Belbrundel, the temples of Torm and Siamorphe, and the Benevolent Order of Magists and Protectors in Waterdeep for your courage, honor, and pursuit of justice. The Watch Warden of Waterdeep awards you the decoration of the Griffon Badge. You are granted free lodging at one of the City Guard barracks any time you visit Waterdeep.

WATE45 Favor of the City Guard Patrons

You earned the gratitude of various wealthy, influential patrons of the City Guard 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.

WATE46 Contact in Downshadow

You met with Morthos, a tiefling crime lord, fixer, and fence. He has extensive knowledge of criminal activities in Downshadow, slightly less so in Waterdeep proper. Morthos does nothing for free.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

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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.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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