

# PAYING THE PIPER

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

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Stirrings of an evil cult have come to light in the Dock Ward of Waterdeep. Can you discover the source of this evil and put a stop to it before more souls are lost forever? A *Living Forgotten Realms* adventure set in Waterdeep for characters of the Heroic tier (levels 1-10).

This adventure starts the *Infernal Ambitions* Major Quest, which continues in WATE4-2 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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## 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

The following table is included for speed play. Should you need to improvise on the DC for a skill check, the table below should be used as a reference.

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, becoming more than just 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.

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

A young priestess of Sharess, Sihvet Dyernina, a member of the Ladies of the Divine social club, met a dashing, rogue sea captain, Nicos Bersk, three years ago. A romance briefly blossomed but they parted as friends. Recently, Sihvet received a desperate plea from Captain Bersk, imploring her to call on her resources to help extricate him from a dangerous situation.

The captain has become involved with the cult of Asmodeus which has been recruiting amongst the Guilds of Watermen and Master Mariners. Captain Bersk has smuggled some items for the cult, but has not yet promised his soul in exchange for power. The reason the cult is targeting the sea captain is not known.

In addition to using Captain Bersk's affection for Sihvet to coerce the captain, the cultists also captured Nicos Bersk's First Mate, Loran Brant and tortured him to try to compel Nicos Bersk to comply with their demands.

## DM's INTRODUCTION

Sihvet Dyernina received a letter from Captain Nicos Bersk, a successful local sea captain with trade interests in Waterdeep and Neverwinter, indicating that he is in trouble and needs some discreet help. He asks Sihvet to call upon her resources to help him.

Sihvet asks the adventurers to do whatever it takes to aid (or rescue) Captain Bersk in his plight without drawing the attentions of the City Watch or other prominent citizens. She suspects a cult is involved and the PCs can identify and defeat the cult, so much the better, but Capt Bersk is her primary interest.

The PCs have choices as to where they begin their investigation and not all people need to be interviewed. The PCs talk to people who had recent contact with Captain Bersk or his First Mate, and eventually arrive at the Three Pearls Nightclub.

Slipping out of the nightclub, the PCs are attacked by cultist thugs. The PCs connect a leader of the cultists to the Guild of Watermen.

At the Guild of Watermen, the PCs discover clues to the location of the cult, but they have to complete the so-called Test of Worthiness, devised by the cult for those who aspire to leadership in the cult.

The trail leads to a secret chamber where a portal is activated by the completion of the Test. The PCs follow the trail to a warehouse and discovered the badly broken body of Loran Brant. They fight the cultists, and rescue Captain Bersk who has already bargained his soul to Asmodeus in exchange for a promise to protect

Sihvet, who he still deeply cared for even after their relationship ended.

Finally, the PCs need to decide what to do with the captain and the information they have found.

Regent Dare uses Imp spies at specific locations to keep informed about activities of cult members and threats to him. The local cult has mundane observers to report on any people (like adventurers) spying on them and snooping around. The latter is the reason for the thug attack.

DM Note: Players with an infernal pact warlock PC may see an exciting roleplaying opportunity to question or showcase the similarities to the pact they have already made. Such PCs are allowed to accept or reject the Temptation of Asmodeus without consequence to their existing infernal pact, but you should feel free to add a special twist of roleplaying spice.

When playing in a time-limited game session of only 4 hours, be careful to keep the pace of the adventure moving as roleplaying the investigation can extend the play time. Both combats are tough challenges.

## PLAYER'S INTRODUCTION

Residents and visitors to Waterdeep are made aware of its laws. Provide the players with a copy of Appendix 1, Laws of Waterdeep. You should familiarize yourself with Appendix 2 so that you know how to apply those laws to the PCs.

DM Note: Please ask now if any of the PCs are trained in Arcana. This skill matters in Encounter 5. We also recommend that you make a slight adjustment to Scene 3 of Encounter 5 depending upon the PCs' skills.

Multiple ways exist for the PCs to get involved in this adventure. See below for the most appropriate hook and give that player the correct handout. If they respond to the call for help, they end up at Dagger's Rest that evening to meet with Sihvet Dyernina.

If any PCs have Story Award **WATE28 Ars Gratia Artis** from **WATE2-4**, or they have played **WATE4-2**, or have other contact with the Ladies of the Divine, they are contacted directly by Sihvet Dyernina for assistance. Give the PC Handout 1.

If any PCs are members of the Heirs of Mirt, they spot a notice in the guild hall. Give the PC Handout 2.

If the PCs don't meet either condition above, they spot a notice posted at Dagger's Rest. Give the PC Handout 3.

No matter which handout the PCs receive they all have an unusual feature in common. Instead of a signature, a pair of lips painted with an unusual shade of lip color, a ruby red with a hint of violet creating a dark magenta blend has been pressed to the bottom of each page.

With a DC 15 Religion or DC 20 Streetwise check, PCs can recognize that the pressing of lips onto a page is a common method that priestesses of Sharess use to sign their documents, as the female lips are a symbol of the sensual goddess. The "signature" uses a custom shade to tie the lip-print to its creator. To find the priestess who wrote the letters, the PCs need simply to find a woman wearing the same color on her lips. This practice originated from a system where discreet "encounters" were arranged so that the parties never needed to share their names.

Sihvet plans to hang out at Dagger's Rest the entire evening in the hopes of attracting at least four worthy adventurers to undertake her mission to help Captain Nicos Bersk. Regardless of how they learn of the job, all paths lead to Dagger's Rest as the opening encounter.

In addition, before proceeding to Dagger's Rest, the PCs obtain a copy of the latest *Thaeler's Coinwatch* broadsheet. The broadsheet contains interesting news and events that relate to the entire Infernal Ambitions Quest as well as some unrelated news. **Give them Handout 4.**

Proceed to Encounter 1.

# ENCOUNTER 1: A FRIEND IN NEED

## IMPORTANT NPCs

**Sihvet Dyernina**, priestess of Sharess, female human

**Tessele Swiftwater**, retired rogue adventurer and innkeeper, female human

The PCs arrive at Dagger's Rest in response to a direct summons by Sihvet Dyernina, a posting in the Heirs of Mirt Hall, or after reading a job posting in the taproom of the Dagger's Rest itself.

*This old inn stands on the east side of High Road. The walls of the inn are fieldstone at street level and timber for three upper floors.*

*As you enter the Dagger's Rest Inn, an armed minotaur snorts and inspects you carefully. Waitresses bustle about the nearby taproom serving the large crowd and a middle-aged woman stands behind the bar.*

- The owner of the inn, a former adventurer named Tessele Swiftwater, employs an extensive waitstaff, kitchen staff, chambermaids, hostlers, and a minotaur bouncer named Thoat.
- The food is tasty and plentiful. Notable are pan-fried lout (a local small brown fish) and baked shalass (a local trout-like fish). Notable drinks include Moonshae almond brandy, elverquisst (the exotic drink of many elves), and a famed Waterdeep wine, zzar, which is fiery orange with a distinctive almond scent.
- Tessele is fond of young adventurers and is amenable to helping PCs.

If the PCs ask about Sihvet, Tessele knows her well and points her out to them. Sihvet is seated by herself at a large table in a corner of the taproom.

If the PCs simply peruse the patrons looking for the priestess, they have no trouble spotting Sihvet at a large table in a corner of the taproom, sipping zzar wine.

Sihvet has chestnut brown hair and is wearing a beautiful white dress. A golden chain on her wrist carries the symbol of Sharess: the image of feminine lips carved from dark amber. The way she moves and the way she talks, whether she is conscious of it or not, is flirtatious. She is less nervous when making casual conversation than when describing her friend's plight.

Sihvet is a member of the Ladies of The Divine social club. The PCs may have encountered her in other Waterdeep adventures such as WATE2-4. Background

on the Ladies of the Divine is provided in Appendix 5. Sihvet has discussed her concern about the sea captain with her friends and was encouraged to seek help from adventurers. She is not wealthy and unused to paying adventurers.

When the PCs make contact with Sihvet, she offers them a seat and asks if anyone would like a glass of zzar wine or other beverage. After refreshments are served, she gets down to business.

*The young woman seems hesitant at first, but after a moment, she introduces herself as Sihvet Dyernina. She explains, "I have a very delicate situation that requires the help of discreet adventurers.*

*"A friend of mine, Nicos Bersk, a prominent sea captain, sent me a letter expressing concern over a situation that he's fallen into. I wish to aid Nicos and, if possible, to leave any shady involvement by him unexposed to the public and the City Watch."*

*She places a letter upon the table for you to read.*

Give the PCs Handout 5.

The PCs can learn some or all of the following information:

- While Sihvet is beautiful and somewhat flirty, she manages to remain focused on the task she's hiring the PCs for and does not get too distracted by any advances she may receive as a result of her flirtatious actions.
- Sihvet suggests checking spots the captain frequents, such as the captain's ship, the Esquire, and the Master Mariners' Guild.
- If asked, Sihvet says she has already checked his apartment and found no clues as to his whereabouts. (If the PCs insist on going to the apartment, simply say they find nothing of interest there.)
- If the PCs ask Sihvet about the captain's fondness for her, she admits they had a brief romantic relationship about three years ago.
- If asked about previous favorite spots, she believes Nicos stopped going to their favorite places.
- She describes Captain Bersk's appearance.
- If the PCs ask how the letter was delivered to her, she tells the PCs that it was handed to her by a friend of his named Dolan three days ago.
- If the PCs ask about where to find Dolan, she does not know but she suspects he is very wealthy. She had only met him a few times while she and Nicos were seeing each other. She just knew him as a friend of Nicos.

- She's heard rumors that Nicos may be involved in smuggling. She figures it is a rumor started by this cult to defame him.

An Easy DC Streetwise check reveals that smuggling by Waterdeep sea captains is rumored to be common. The primary purpose of the cargo inspections is for illegal goods (such as slaves or exotic drugs) or stolen items.

Sihvet has heard that some adventurers demand cash payment, but she is somewhat naïve, romantic, not wealthy and used to talking men into doing favors for her. She reluctantly agrees to pay, even if she has to borrow the money from her friends. She is shocked at any suggestion that friends would not lend her money.

If the adventurers are not very experienced (new characters playing at AL 2), Sihvet offers them each a *potion of cure light wounds*. Note: the intent of this offer is to lessen the risk to tables of all or mostly 1<sup>st</sup> level PCs. Any unused potions either disappear or 20 gp is deduced from the respective PC's gold payment at the end of the adventure. At your discretion, a potion may be provided to 1<sup>st</sup> level PCs playing at AL 4, but playing up is highly risky.

Sihvet and her fellow members of the Ladies of the Divine are working tonight at a soup kitchen in Dock Ward, known as Ilmater's Safe Harbor. The PCs are welcome to stop by and report what they have learned.

## ENDING THE ENCOUNTER

Sihvet makes clear the primary (major) objective for the adventurers is to find, help and rescue Nicos Bersk. Secondary (minor) objectives are to identify and stop the cult while keeping Nicos' involvement secret.

The encounter ends when the PCs have finished speaking with Sihvet and likely proceed to the ship (2A) or the Master Mariners' Guild (2B) to look for Captain Bersk.

If the PCs are unsure of how to proceed because they didn't ask sufficient questions, Sihvet offers the relevant information they need to move things forward.

## MILESTONE

This encounter does not count toward a milestone.

## TREASURE

The PCs are offered 75/125/225/450/675 gold each, based upon AL.



## ENCOUNTER 2A: THE ESQUIRE

### IMPORTANT NPCs

**Treg Tiller and Rykor Redman**, crewmen of the Esquire, male humans

**Aldron Haskin**, Second Mate of the Esquire, male human

**Colmarr Whitehorn**, male gnome

The PCs arrive at the docks in search of Captain Nicos Bersk and check his ship, the *Esquire*. Some of the crew is present. The PCs have the opportunity to confirm that the Captain is not here; the First Mate may know where the Captain can be found, but he was arrested and has not returned to the ship; and the Captain has engaged in some smuggling.

The ship is guarded by Treg and Rykor, two muscular, not all that bright but loyal crewmen. If you have the game time, feel free to ham up the conversation with Treg and Rykor, but if you have limited gaming time, keep the conversation more to the point.

The ship is being observed by a mundane watcher, a male gnome by the name of Colmarr Whitehorn. Whitehorn is not a member of the cult but was hired for 2 gp per day for 5 days to watch the Esquire. He is to report a description of anyone asking questions of the ship's crew.

#### TREG AND RYKOR

*Approaching the dock where Captain Bersk's ship, the Esquire, is located, you spy a pair of tanned, muscular, bare-chested men standing guard at the end of the gangplank leading to the deck. They greet your approach with a cautious hand on their scimitars.*

If the PCs turn this encounter into a fight, the guards, Treg and Rykor, call for the City Watch who arrive quickly. The guards are wary of adventurers and do not provoke the PCs but defend themselves and the ship.

Talking with the guards yields the following information:

- Nicos Bersk is not here. He has not been here for several days. We do not know where he is. The First Mate may know where Captain Bersk went.
- The First Mate is Loran Brant. He is not here either. He was hauled off by the City Watch for being in a dock fight. Ask the Second Mate.
- The Second Mate is Aldron Haskin. He is on the ship. Do you want to talk to him? (Calls out for the Second Mate.)

- No, we do not know this Dolan. The Captain does not really pal around with us that much.
- You have to have the Second Mate's approval to board the ship, as the Captain and the First Mate are not present.

The guards do not normally let the PCs board the ship without the Second Mate's approval. However, a generous bribe of 10/20/30/40/50 gp results in the guards looking the other way. Also, an Intimidate check at a Hard DC also changes the minds of the guards.

#### ALDRON HASKIN (SECOND MATE)

Aldron is a handsome, brown haired young man with a large mustache. He is a bit full of himself and has been daydreaming about becoming the captain of the Esquire. He is quite the ladies man and is easily distracted by attention from a pretty woman. He is not all that loyal to Captain Bersk or First Mate Brant.

- Captain Bersk was supposed to meet with the crew three mornings ago, but he never showed. Aldron does not inquire into the Captain's business. The Captain did share much more with the First Mate so it is possible Loran knows where the Captain might be. <Aldron scowls when he says the latter.>
- Aldron recalls Sihvet as an ex-girlfriend of the Captain's. He does not know why they broke up.
- Aldron has never heard of Dolan.
- If asked about the First Mate, Aldron tells the PCs that Loran was arrested as a result of a fight two days ago with some thugs from the Guild of Watermen. The thugs claimed the Esquire was offloading cargo without using Watermen, which was not true.
- The Guild of Watermen load and unload all the ships as well as some small boat services around the harbor. (Aldron provides the location of the Watermen's Guild if asked.)
- If asked where to find the First Mate, Aldron doesn't know. Loran was taken to a magister to pay a fine. He should have been free to go but has not returned. You might check with the magister in Dock Ward. The magister's office is in the East Torch Tower. He knows because he's been hauled in front of her several times. Aldron refers to the magister as an old shrew of a woman.
  - Insight (Moderate): Aldron seems to be pleased at the trouble the First Mate had and does not particularly care about his return.

- The Esquire has carried cargo to and from several destinations recently: Neverwinter, an adventuring company in the Whalebone Islands, Mitran, and Alaron in the Moonshaes.
- The Esquire has been in port 5 days. The plan was to set sail tomorrow with a cargo of silks, wine, and crystal to Alaron. The Captain hopes to secure a load of timber and pearls for the return voyage. However, if the Captain does not turn up today, they lose the cargo to another ship.
- Aldron denies involvement in smuggling unless shown evidence.
  - Insight (Moderate): It's clear he knows more about what's going on, but is confident that without proof nothing can be pinned on him.

Aldron refuses to allow the PCs to board the ship to look for clues. However, an Intimidate check at a Hard DC, or a bribe of 20/40/60/80/100 gp, changes his mind.

The PCs may also sneak aboard the ship with a Moderate DC Stealth check.

Once on board the ship, the PCs can search for clues. The ship's log lists recent voyages to Neverwinter, to the Whalebones Islands, to Mitran, and to Alaron in the Moonshaes. (The Whalebones Islands are the closest islands (unoccupied) to Waterdeep in the Sea of Swords. Mitran is also an island in the Sea of Swords, almost due south of Waterdeep.) Various cargos are described. The cargo shipped to Neverwinter was fine quality goods as well as general goods ordered by Lord Neverember. Payments from Lord Neverember and Waterdeep were carried to Mitran. Routine supplies were delivered to an adventuring company in the Whalebones and assorted treasures being sold by the adventurers were brought to Waterdeep. The largest amount of trade is with Alaron in the Moonshaes. Nothing on the ship's log indicates illegal activity. The ship's log is stamped with inspection mark of the office of the City Watch Harbormaster.

With a Moderate History check, the PCs recall that Dagult Neverember, Open Lord of Waterdeep, is heavily invested in Neverwinter and serves as the Lord Protector of that city. Neverember has hired mercenaries of Mitran to serve as a guard force in Neverwinter and their navy to provide naval protection for Waterdeep. Payments and communications are reasonable. A similar check reveals the Moonshaes conducts trade with both Waterdeep and Baldurs' Gate.

If the PCs search the Captain's cabin (Perception (Moderate)), they find behind a painting on a wall, a permanent portable hole is fastened to the wall. A 5-foot wide, 5-foot deep extra-dimensional space provides a convenient smugglers hidey hole. Inside the space is a

journal written in a code, but suggestive of illegal goods associated with specific journeys and payments. An iron cash box is also present. The cash box contains 30 gp, 25 sp, and 10 cp.

The PCs may break the code by either making a Hard DC with Insight or Thievery, or by hiring a sage at the Font of Knowledge for 20/40/60/80/100 gp.

If the PCs present the evidence of smuggling, then they can gain more information from Aldron.

- Yes, Captain Bersk does some smuggling; mostly valuable or exotic items which the shipper does not want any City official to see.
- Most ship captains engage in a bit of smuggling.
- I do not really like Loran and was happy at the thought he was in trouble.

### COLMARR WHITEHORN

A PC who makes a Passive Perception check at a Hard DC after the conversation with the crew has taken place notices that a male gnome in the area is watching the ship, crew and the PCs.

- If questioned, the gnome (Colmarr Whitehorn) protests he has done nothing wrong, but admits he was paid 10 gp to watch the Esquire and its crew from sunrise to sunset for five days, starting 3 days ago. He was told to describe and report in writing any strangers or City Watch asking questions.
- Colmarr writes his report twice a day on a small scroll which he places in a belt pouch. He goes a tavern called The Sleeping Snake for his highsun and evening meals. Somewhere along the way, his pouch is picked, the scroll removed and a gold piece is placed. He does not know who lifted the scroll and the streets and tavern are busy with dockworkers.
- For a bribe of 5 gp, or an Intimidate check, Easy DC, the gnome agrees to not report the PCs.

Colmarr is telling the truth and does not know any details which lead to the cultists or identify them. The point to this possible conversation is someone is taking an interest in people searching for Captain Bersk or the First Mate.

If the PC decide to wait in order to detect the transfer and follow the "messenger," a Perception check with a Hard DC is needed to detect the Thievery check. The PCs lose time but eventually find the messages make their way to the Guild of Watermen. The Guild declines to comment other than it pays to be informed in Waterdeep.

## ENDING THE ENCOUNTER

The Encounter ends when the PCs decide they have learned enough. Likely destinations are: the Master Mariners' Guild (2B), the Magister (2D), or the Watermen's Guild (2F). Less likely, the PCs follow up the inspection records with the Harbormaster (2C).

## MILESTONE

This encounter does not count toward a milestone.

## TREASURE

The PCs may steal the cash in the cash box. However, the total available treasure is not increased.

## ENCOUNTER 2B: MASTER MARINERS' GUILD

### IMPORTANT NPCs

**Master First Mariner Brendan**, guild master of the Master Mariners' Guild, male human

**Cork Dardragon**, male halfling

At the Master Mariners' Guild, the PCs may gain some information about Captain Nicos Bersk, his trade arrangements with the Open Lord, and where they might look for him.

The Mariners' Hall is located in Dock Ward.

*Mariners' Hall is the location of the Master Mariners' Guild, the professional association to which the captains of all the ships who operate out of Waterdeep's harbor belong.*

Guild members are busy with their tasks, but are generally friendly and willing to answer questions if the PCs ask. Asking about Nicos Bersk yields the following general information:

- Captain Nicos Bersk has been operating in the region for a very long time and has been very successful in various trade ventures. He is well known for his trade with the Moonshaes.
- Captain Bersk's newest trade route in recent years has been to Neverwinter for Lord Neverember. They say that winning that contract was quite remarkable since the Open Lord owns a large shipping fleet himself.
- Captain Bersk is well-respected and highly thought of.

#### Master Brendan

After making general inquiries about Captain Bersk, the PCs are taken to see Master Brendan, the guildmaster. Master Brendan is a muscular, old man with a tired look about him.

- Captain Bersk checked in with the Guild 5 days ago after his last voyage. He returned from supplying some adventuring company in the Whalebones and had cargo for their factor. I heard rumors that Bersk was being pressured to join some cult of devil worshippers, so I asked but Bersk laughed it off. I have not seen Bersk since that day.

- Bersk frequented various taverns, clubs and festhalls. I do not recall him mentioning a favorite.
- The Guild of Watermen load and unload cargo from ships in Deep Water harbor. They also provide small boat services and keep the harbor clear of debris. They become very upset with any shipping master or captain who avoids using their services.
- I heard about the dock fight and the arrest of First Mate Brant from the Esquire. He should have paid a small fine and returned to the ship by now. Perhaps either the magister or the Guild of Watermen might know more. The magister can be found in East Torch Tower.
- Brant is very loyal to Bersk. They have served together for many years. The Second Mate, Haskin, is a troublemaker. I have urged Nicos to fire him.
- Dolan is Dolan Dezlentyr, a noble in Waterdeep and a friend of Nicos. I believe he has a villa in Sea Ward. Be careful when crossing swords with the nobles; they have power to ruin people. An Insight check (Easy DC) suggests Brendan may have a grudge or bias towards the nobles of Waterdeep. History check (Moderate DC) reveals there is a long history of friction between the guilds and the nobles of Waterdeep.
- Sihvet? Is that Nicos' ex-girlfriend who is the priestess of Sharess? As I recall, she was very attractive. I have not seen her recently.

If the PCs ask Master Brendan about smuggling, he says:

- I am not aware that Captain Bersk smuggles goods and as his friend and mentor, I urge you to not spread malicious rumors.
- When a ship approaches Deep Water Harbor, a small boat (manned by Watermen) carries a City Watch inspector from the Harbormaster Office and 4 City Guardsmen to inspect the ship. The log and manifest are examined and the ship's hold is inspected. Copies of the manifests and inspection reports would be on file at the Harbormaster's Office, located on Sail Street. The primary purpose of the inspection is to ensure illegal goods (or slaves or spies) are not being smuggled into or out of Waterdeep. Most cargoes are not taxed although there are fees.
- If pressed (with a Hard Intimidate check), Brendan admits that many of the sea captains have been suspected of some smuggling, but since most cargos are not taxed by Waterdeep,

they do not have as much motive or reason to smuggle here.

Although very helpful with what information he can provide, Master Brendan does eventually excuse himself due to pressing guild matters.

#### **CORK DARDRAGON**

A PC who makes a Passive Perception check at a Hard DC notices that a male halfling in the area is watching the guild and people entering and leaving.

- If questioned, the halfling (Cork Dardragon) protests he has done nothing wrong, but admits he was paid 10 gp to watch the guild for five days from sunrise to sunset. He was told to report in writing any group who look like adventurers or City Watch visiting the guild. Dardragon said the Guild of Watermen is spying on the Master Mariners' Guild.
- Cork writes his report twice a day on a small scroll which he places in a belt pouch. He goes a tavern called The Sleeping Snake for his highsun and evening meals. Somewhere along the way, his pouch is picked, the scroll removed and a gold piece is placed. He does not know who lifted the scroll and the streets and tavern are busy with dockworkers. He does know the Watermen's Guild is nearby.
- For a bribe of 5 gp, or an Intimidate check, Easy DC, the halfling agrees to not report the PCs.

Cork is telling the truth and does not know any details which lead to the cultists or identify them. The point to this possible conversation is someone is taking an interest in people visiting the Master Mariners' Guild.

If the PC decide to wait in order to detect the transfer and follow the "messenger," a Perception check with a Hard DC is needed to detect the Thievery check. The PCs lose time but eventually find the messages make their way to the Guild of Watermen. The Guild declines to comment other than it pays to be informed in Waterdeep.

#### **ENDING THE ENCOUNTER**

The encounter ends when the PCs have finished speaking with Master Brendan and decide to move on. Likely destinations (depending upon where the PCs have already been) are: the ship (2A), the Magister (2D), the Harbormaster's Office (2C), Dezlentyr Villa (2E), or the Guild of Watermen (2F). The order does not matter much.

#### **MILESTONE**

This encounter does not count toward a milestone.

#### **TREASURE**

There is no treasure in this encounter.

## ENCOUNTER 2C: THE HARBORMASTER'S OFFICE

### IMPORTANT NPC

**Stanos Waldamere**, Harbormaster; male human

The PCs speak with Harbormaster Stanos Waldamere about the Esquire's manifests, hoping to find a clue to lead the PCs to Captain Bersk. This encounter does not provide a clue to where Bersk is, but if the PCs decide to hold the sea captain accountable for smuggling, it is the most logical place to do that.

*You approach a worn wooden structure, twenty feet to a side. The door to the harbormaster's office is open and it is occupied by an old man wearing an oilcloth coat. Nearly bald, his face is wrinkled with age and exposure to the sun and the sea. Five younger men are bustling about, making notations in large books from scrolls.*

The old man is Harbormaster Stanos Waldamere. Stanos mostly sits in his office all day keeping warm while he sends his younger, more able assistants to do the bulk of the actual work. His seniority has given him a sense of entitlement. He doesn't owe anyone else a thing and only shows as much respect as he is shown by others.

Once the PCs introduce themselves, he answers any questions.

- Stanos is not aware of any smuggling going on by the Esquire. If there were any evidence of wrongdoing brought to his attention, he would have made sure the authorities dealt with them.
- Stanos has never had any issue with Captain Bersk. Their relationship was cordial, but professional.
- Stanos heard about the fight between the crew of the Esquire and the Guild of Watermen, but wasn't around to witness it personally.
- Stanos keeps a copy of all the records from the ships in the Harbor. The records include reports that list what his inspectors find when searching each ship that arrives.
- The PCs are welcome to inspect the records and take notes, but taking the originals is not allowed. (Note: with a Hard Thievery check, a PC may steal the original records.)

Looking over the records, the PCs notice that the most recent inspection report for The Esquire was signed off

by Aldron Haskin. It's not unusual for the second mate of a ship to sign these papers, but it does indicate that he might know something about recent shipments.

If the PCs have the coded journal from the hidden smugglers' hole on the Esquire and show it to Stanos, he confirms it is a manifest of smuggled items, evidence that Captain Bersk is guilty of smuggling and demands it be given to him.

### ENDING THE ENCOUNTER

The encounter ends when the PCs have finished asking questions and wish to go somewhere else. Likely destinations include: the Magister (2D), Dezlentyr Villa (2E), or the Guild of Watermen (2F). The order does not matter much.

### MILESTONE

This encounter does not count toward a milestone.

### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 2D: DOCK WARD MAGISTER

### IMPORTANT NPC

**Ellia Cassiter**, Magister, half-elf female, History +15, Insight +18, Perception +14

The PCs have learned that Loran Brant, First Mate of the Esquire was one of those arrested after the brawl with the Watermen. The PCs seek out the local magister to find out what happened to him as they would like to talk to the First Mate, in order to find the Captain.

The magister's office is located in the East Torch Tower at the southern end of Smugglers' Run in Dock Ward.

*The East Torch Tower is a five-story, stone edifice set into Waterdeep's South Wall. The guards direct you to the office of the magister, which is situated on the first floor, for quick access.*

*When you open the door, you see a woman seated at a desk with several stacks of papers to either side of her. Her hair is kept short, mostly gray with streaks of its original auburn. Her face shows a blend of human and elven features. She gazes sternly over her reading glasses as you enter. A uniformed City Guardsman stands at attention next to her desk.*

Ellia Cassiter is a strict, but fair magister. She does not suffer fools or those who seek to disturb carefully preserved order in the dock wards.

Trying to intimidate or bribe the magister is a lesser offense against the City, punishable by a 100 gp fine. A Diplomacy or Bluff check (Moderate DC) assures the magister the offender was not serious so they are let off with a stern warning.

- Ellia remembers Loran because he was truly remorseful and apologetic for the incident. Loran was brought in on charges of assault for which he was fined 50 gp. The fine was paid by Regent Rauvin Dare of New Olamn. The Regent stated he had been in the ward on business, not that reason why mattered.
- Loran was bruised but healthy when he left talking with Regent Dare. Regent Dare did have a few guards with him.
- If the PCs ask about smuggling, Cassiter says it is considered a lesser offense of hindrance of a city official but more serious charges are possible depending upon what is being smuggled.

- If the PCs reveal Captain Bersk involvement in smuggling, the magister issues a warrant for his arrest by the City Watch on the charge of smuggling.
- Dolan could be Dolan Dezlentyr, a noble in Waterdeep. I believe he has a villa in Sea Ward.

### ENDING THE ENCOUNTER

The encounter ends when the PCs have finished asking questions of the magister and wish to go somewhere else. If the PCs go to New Olamn bardic college (or anywhere in Waterdeep), they do not find Regent Dare nor his residence. A Streetwise check, Moderate DC, reveals that Regent Dare bought a nightclub called the Three Pearls Nightclub last year as part of his campaign to bring more entertainment to Waterdeep. Likely destinations from this encounter include: the Dezlentyr Villa (2E), or the Guild of Watermen (2F). The order does not matter much.

### MILESTONE

This encounter does not count toward a milestone.

### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 2E: DEZLENTYR VILLA

### IMPORTANT NPC

**Sabrina Lantin**, housekeeper, female human, Insight +6, Perception +5

Once the PCs determine that Dolan is a noble, they might seek him out at his residence, Dolan, is not here, however, as he has already gone to the Three Pearls Nightclub. Dezlentyr Villa is located in the Sea Ward.

*A far cry from the dilapidated structures that line the streets of the Dock Ward, the villas of the Waterdhavian nobility are displays of opulence. The City Watch patrols the streets in greater numbers and each house often has its own guard on site.*

*A woman in a simple cloth dress, her straw-colored hair tied back in a braid, answers your knock.*

The housekeeper is Sabrina Lantin. She happily engages adventurers in pleasant conversation. She imparts the following information during the course of their conversation. She does not disclose any personal details about Lord Dezlentyr, his business or his wealth. Sabrina does not invite the adventurers into the villa and house guards delay the adventurers long enough for the City Watch to arrive if they attempt to force their way in.

- Lord Dezlentyr is not home. He has already left and isn't expected back until late into the evening.
- Infrequently after dinner, he meets an old friend, a sea captain by the name of Nicos Bersk. They have been acquainted since childhood. Bersk recently bought a Neverwinter clock for Lord Dezlentyr; such clocks are considered fine possessions. He last met his friend 5 days ago.
- Three days ago Lord Dezlentyr came home concerned that his friend did not show that evening. Lord Dezlentyr visits the Three Pearls Nightclub to see if his friend has returned.
- If asked nicely (Hard DC Diplomacy) she shows the PCs the clock from Neverwinter. It is very ornate with complicated and finely made gears.

### ENDING THE ENCOUNTER

The encounter ends when the PCs have finished speaking with Sabrina Lantin. Likely destinations are the Three Pearls Nightclub (Encounter 3) or perhaps the Guild of Watermen (2F).

### MILESTONE

This encounter does not count toward a milestone.

### TREASURE

There is no treasure in this encounter.



## ENCOUNTER 2F: THE GUILD OF WATERMEN

### IMPORTANT NPCs

**Aromus Light**, Longshoreman supervisor, member of the Guild of Watermen, cultist leader; male human  
**An Imp**, spying on Aromus Light in the Guild

The PCs want to investigate if the Guild of Watermen was involved in the disappearance of Captain Bersk and his First Mate. As the Watermen recently fought with the crew of the Esquire, this suspicion is reasonable.

Watermen's Hall is located on Dock Street between Wharf Street and Cedar Street.

*The large wooden structure that is Watermen's Hall looks more like a warehouse than a guild house. Huge sliding doors, large enough to accommodate a wagon pulled by a team of horses, line the side that faces the dock. Crates lie scattered about the rear of the guildhall.*

The Watermen's Hall is bustling with activity. People are happy to engage in small talk, but business inquiries are directed to the supervisor on duty, a balding man standing with his hips pressed up to the rail of the balcony that overlooks the floor, observing everything that happens on the floor from his lofty perch. The foreman is Aromus Light.

#### Aromus Light

Aromus Light is not only a supervisor of the Watermen, but he is also a member of the cult of Asmodeus. He is very interested in conversations regarding cultists, smugglers, Nicos Bersk, the Three Pearls Nightclub, the crew of the Esquire and the altercation with the Watermen.

Once he realizes the PCs are interested in any of these topics, he opens up to them and pour on the charm, trying to get them to talk as much as possible about the investigation.

Aromus insists on having the conversation out in the open. He needs to keep his eyes on the floor.

- **Insight (Easy):** He becomes nervous if his office is mentioned.

Aromus is willing to impart the following information:

- The Guild of Watermen had been informed that the crew of the Esquire was unloading goods from their ship under cover of darkness. The

charter of the Guild of Watermen gives them exclusive rights to perform ALL longshoreman operations in Waterdeep.

- The guild members voted to take action against the crew of the Esquire, which resulted in a violent confrontation at the docks. Aromus had voted against guild retribution, because he feels such violence only escalates and leads to open guild warfare, which is never good for business.
- He's supervised several jobs on the Esquire and always had a cordial relationship with Captain Bersk, so he found it surprising that Bersk would try to sneak something under the Guild's noses like that.
- He does not know where to find Captain Bersk.
- The guild has no motive to make someone disappear. We already handed out our punishment.

A PC with a Passive Insight check of Moderate DC or better suspects Aromus of not telling all he knows.

The PCs may ask about the Guild of Watermen spying on the Master Mariners' Guild. Aromus shrugs and admits they do. After all, the interests of the master mariners do not always align with the watermen.

If the PCs ask if Captain Bersk was smuggling or accuse him of smuggling, Aromus appears to be wary.

- I am not saying Bersk was smuggling or not. Sometimes smugglers get in trouble with their customers so maybe that is what happened to Bersk, if anything did happen to him.

If the PCs try to lean on Aromus with Bluff or Intimidate (Easy), he responds with:

*Look for a longshoreman named Darren at the Three Pearls Nightclub. He knows something about that particular shipment. Tell him his ship has come in and he will offer you a job. Accept his offer and he can hook you with folks in the "import/export" business.*

Once Aromus is aware the evidence has been uncovered, he starts taking action to erase his own trail which makes the skill challenge in Encounter 5 more difficult.

If the PCs continue to pressure Aromus, he concludes the conversation:

*I don't care for your tone, if you don't leave now, I will summon guards and the Watch!*

## IMP

An invisible imp is spying on the Watermen Guild and particularly on Aromus Light, unbeknownst to Aromus or anyone in the Guild. The imp is a servant of Rauvin Dare and sent by him to keep an eye on the cult. 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 beings are within the city of Waterdeep.

The imp is commanded not to interfere, merely to spy and report if Aromus betrays Dare or is questioned by the City Watch or adventurers. 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 Perception check of Hard-2 DC, perhaps noticing a sound or smelling an odor. Normal game rules about attacking invisible creatures apply. The stat block for the imp is in the Appendix 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 will rule Waterdeep. Aromus was not aware of the imp and only admits to much intrigue in Waterdeep.

## ENDING THE ENCOUNTER

The encounter ends when the PCs have finished asking questions and wish to go somewhere else. Likely the PCs go to the Three Pearls Nightclub (E3), or one of the other destinations they have not yet visited.

## MILESTONE

This encounter does not count toward a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 3: THREE PEARLS NIGHTCLUB

### IMPORTANT NPCs

**Telthanos**, nightclub host, male tiefling

**Lord Dolan Dezlentyr**, noble, friend of Nicos Bersk, male human

**Gorkin**, Waterman, male halfling

**Darren Whitehill**, Waterman, cult assassin, male human

**An Imp**, spying on the Three Pearls Nightclub

The PCs arrive at the Three Pearls Nightclub seeking a contact who may have been the last person to see Captain Nicos Bersk. They are just in time for the evening's main entertainment, a new comedy troupe known as *The Goodmen*, in their debut performance. While at the nightclub, the PCs may learn how Captain Bersk was kidnapped, that Regent Dare is the new owner of the nightclub, and other information related to the cult of Asmodeus.

*As soon as you enter the dimly lit nightclub, a handsome tiefling gentleman in resplendent finery appears from behind a thick curtain to greet you. Talking in a low voice he welcomes you on behalf of Rauvin Dare, the new proprietor of the Three Pearls and proceeds to direct you to a table just one row back from an empty stage. About half of the tables in the room are already occupied and some of the patrons are sipping drinks and eating appetizers.*

The large, open-ceiling chamber with somewhat lavish décor is filled with rows of round dinner tables and chairs.

Telthanos is quite obviously a person of interest and can be questioned if the PCs want. Though he is a tiefling, he is not a cultist. He's simply a charming host who has a way with putting people at ease despite any bias against his race.

Telthanos can provide the following information if the PCs are diplomatic:

- Telthanos is the host for the nightclub. He doesn't own it and is not responsible for the renovations.
- Nicos Bersk is good friends with Lord Dolan Dezlentyr; they often meet for supper.
- Telthanos has not seen Bersk since 4 days ago and he believes Lord Dezlentyr is worried about his friend.

- Telthanos points out Lord Dolan Dezlentyr if asked and offers to introduce them.

The person the PCs really need to talk to is Captain Bersk's longtime friend, Lord Dolan Dezlentyr. He is sitting alone at a table, slowly nursing a snifter of plum brandy.

Dolan and Nicos grew up as childhood friends. Dolan is of noble blood and it was Dolan's father, who commissioned the Esquire for Nicos' father.

Dolan was never comfortable with the lifestyle of most nobles. He would have much rather been sailing the ships his father had commissioned rather than running the family business, so he left most of that to his brothers. He doesn't attend a lot of the same functions as the other nobility, instead preferring to spend his time with the common folk, especially men of the sea.

As you approach the graying, middle-aged man wearing a dapper coat studded with gold buttons, he motions for you to be seated and then calls for a serving girl to bring you a drink.

*"I think I know why you are here. Come sit and talk for a while."*

- Dolan is happy that the message he delivered to Sihvet made it to capable hands.
- He did not look at the letter as he promised Nicos that he would not. If shown the letter or told about its contents he is not surprised.
- Five days ago, Nicos had mentioned that he may have gotten himself into trouble. Dolan offered to help, but Nicos refused. He didn't want his friend to get involved in something that could damage his family's standing in Waterdhavian politics. Dolan was instructed to deliver a letter to Sihvet Dyernina if Bersk failed to appear at the Three Pearls two days later. Nicos did not show so Dolan delivered the letter to Sihvet.
- If asked about his noble blood, Dolan simply shrugs and states, "One cannot control the unfortunate circumstances of his birth."
- Dolan confirms that Nicos and Sihvet had a relationship about three years ago until Sihvet broke it off. Nicos did not stop desiring her or trying to win her affections, but Sihvet wanted to move on from this phase of her life, to start anew.
- If told about the smuggling, Dolan tells the PCs that he isn't surprised. Nicos would do anything to increase his wealth and standing because he thought it would win him Sihvet's favor.

- If asked about why another group would take interested in Nicos Dolan responds: “A ship is a very powerful instrument to many ends.”
- Insight (Moderate): It is clear that something is being left unsaid. If pressed, he responds, “Influence in the City of Splendors takes many forms, but perhaps most notably in the way it is ruled. Though the noble class is afforded some of the luxuries of status, power is shared by many.”
- If asked, Dolan admits to knowing Rauvin Dare and considers him to be someone engaged in intrigue and is interested in power.
- Recently Dolan had won a wager with Nicos. Nicos obtained an old Neverwinter clock on his most recent voyage to Neverwinter. Neverwinter has not made clocks such as these in decades, but Nicos prevailed upon Lord Neverember to locate one.

When asked about the disappearance he imparts some very useful information:

***“Three nights ago I came to the Three Pearls at the appointed hour, but Nicos was not here. Nicos had always arrived before me. It was unusual for him to be late but he could have had a good cause. Still I decided to deliver that letter.”***

- Dolan did his own investigation. He learned that Nicos had been there four nights ago, but he left with a couple of Watermen.
- He asked around but none of the dockworkers admitted to seeing anything.

Dolan’s eyes quickly glance over to the table where Darren and Gorkin are seated:

***“I’ve seen those two here three nights and they leave precisely at the same hour. Perhaps it would be wise to see where they are going.”***

#### **GORKIN AND DARREN**

Two dockworkers are seated together at a corner table. They seem to be constantly surveying the room.

Gorkin is a Waterman and a probationary member of the cult of Asmodeus that is operating in the dock ward. Darren is an assassin for the cult. Both report about snoopers to the cult and, if relevant, Gorkin to the Guild of Watermen.

If questioned, they calmly answer any and all questions, but deny any connection with Captain Bersk, his disappearance, or cult activities. If pestered, they call for the manager and ask for the PCs to be removed for harassment. Telthanos threatens to call the City Watch if the PCs don’t leave his customers alone.

If the PCs tell Darren that his ship has come in, he responds:

***I need help unloading it. Are you looking for work?***

If the PCs respond affirmatively, Darren adds:

***Meet me by the fountain near the pier at the end of Sail Street in one hour.***

#### **IMP**

An invisible imp is spying on the Three Pearls Nightclub. The imp is a servant of Rauvin Dare who owns the nightclub and was sent by him to keep an eye on the club. 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 Watch 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 Perception check of Hard-2 DC, perhaps noticing a sound or smelling an odor. Normal game rules about attacking invisible creatures apply. The stat block for the imp is in the Appendix 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. Telthanos was unaware of the presence of the imp but speculates someone made an infernal bargain.

## **ENDING THE ENCOUNTER**

If the PCs have not already left by then, Gorkin and Darren get up from their table and leave the nightclub about half an hour later. If the PCs notice the Imp and start attacking or chasing it, then Gorkin and Darren slip away in the turmoil.

The encounter ends when the PCs leave the nightclub and head to the pier.

Proceed directly to Encounter 4.

#### **MILESTONE**

This encounter does not count toward a milestone.

#### **TREASURE**

There is no treasure in this encounter.

## ENCOUNTER 4: CULTIST GANG

ENCOUNTER LEVEL 3/5/7/9/11  
(750/1000/1500/2000/3000 XP)

### SETUP

This encounter includes the following creatures at all ALs

**3 cultist thugs** (one of the thugs is Gorkin) (T)

**Darren, cultist assassin** (A)

**1 cultist brute** (B)

**Aromus, cultist leader** (L)

Likely hiding places for the cultists are indicated on the map. Adjust as needed. Darren is the cultist assassin.

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove the cultist brute.

**Six PCs:** Add a cultist brute.

The PCs are attacked by a gang of cultists led by Aromus Light.

As the adventurers are walking the streets after departing the Three Pearls Nightclub, read:

*You leave behind the Three Pearls and head for Sail Street, where you hope that you will find another clue that will bring you closer to the missing captain.*

*As you approach the pier, dogs howl at your passing. A cool sea breeze blows as the late day sun hangs in the sky, nearly touching the horizon.*

If the PCs have made their way to the fountain according to Darren Whitehill's directions, then they might be ambushed by the cultists. Any PC that does not succeed on a Moderate Perception or Insight check is surprised (PCs choice, but they only roll one or the other). However, if Aromus has had an opportunity to study the PCs by encountering them in person in Encounter 2F, the DC becomes Hard.

Alternatively, if the PCs decided to try to tail Darren and Gorkin because Dolan suggested it or because they thought of it themselves, then the PCs might surprise the cultists instead. The cultists are surprised by each PC that succeeds on a Moderate Bluff or Stealth check. However, as before, if the PCs have been observed by Aromus Light, the DC becomes Hard instead.

If the PCs are stuck with the investigation, use this encounter to trigger progress. With reports from mundane watchers (at the ship, the Master Mariners' Guild, and the nightclub), multiple reports can trigger the thug attack.

### FEATURES OF THE AREA

**Illumination:** The area is brightly lit.

**Business Buildings:** The walls of the buildings block line of sight and effect. The buildings are 5 squares high.

**Doors:** The doors are closed but unlocked, and can be opened with a minor action. They open to businesses.

**Grey, 6-sided structure (gazebo):** The gazebo provides no concealment or cover, but the railing makes for difficult terrain (costs one square of additional movement to move through).

**Ox and Cart:** The cart provides concealment and cover. The brake is set on the cart.

**Shrubby:** The bushes only provide concealment for a small or tiny sized creature.

**The Boat:** is tied to the dock by 2 sets of ropes, one near the bow of the ship and one at the stern. Each can be untied with a standard action or cut with an attack. The ropes have AC 12, Fortitude and Reflex 6 and 10 hit points. Raising the sails requires another standard action, after which the boat can be sailed at speed 6 as a move action.

**Shore:** Creatures may be forced into the water of the harbor. (There is no railing, only posts to secure boats.) The harbor is rather calm, so it is only a DC 10 Athletics check to swim. The wall has numerous ladders so climbing from the water to the land is automatic with 4 squares of movement.

### TACTICS

The thugs use their *cloak of filth* every turn it is practical to do so in order to attack with combat advantage and increase their own defenses. They use their *river rat's gambit* the first turn after becoming bloodied. They use *second chance* the first time they take a critical hit or any hit while bloodied.

If left at range, the assassin uses *devil's flame*. When engaged in melee, he alternates between *infernal strike* and *veil of shadow*.

The brutes use *crippling strike* when it is available and use *river rat's gambit* the first turn after becoming bloodied.

Aromus uses *fiery tendrils* whenever he can. He prefers to use *dark imperative* on the assassin followed by a brute and then a thug if no other target is available.

Whenever a cultist thug dies, he calls out, cursing the responsible person in the name of Asmodeus. (This is roleplaying drama, not a game mechanic effect.)

## TROUBLESHOOTING THE ENCOUNTER

For a typical mix of PCs, this encounter takes about an hour. The Writing Director highly recommends allotting time, but the DM should be willing to call the combat if the PCs are winning to keep the adventure moving. Don't insist it be a grind. Killing the PCs is not the intent of this combat.

## ENDING THE ENCOUNTER

At the end of the encounter or if the battle is going badly for the PCs or the combat is simply taking too long, a City Watch patrol shows up and the thugs flee.

If the PCs have not yet met Aromus Light in Encounter 2H, then the City Watch identifies him and his connection to the Guild of Watermen.

The PCs have the chance to interrogate any prisoners, assuming they are alive. All the cultists can be persuaded to finger Aromus as the one who gives the orders with a Moderate DC Bluff or Intimidate check. The thugs believe that Captain Bersk is a prisoner of the cult at a secret location known by Aromus. They believe this location is related to a test of a cultist's worthiness and a puzzle to find the location is hidden in Aromus's office.

Aromus knows that his life and soul are forfeit through his failure, and he merely responds to questioning by mocking the PCs

***"Fools! You are too late to stop what has already begun. After tonight, your captain's soul will belong to the Supreme Master!"***

***Suddenly, Aromus' ranting becomes a deliberant chant in an obscure tongue (Supernal). His cadence becomes deliberate like the beat of a march and soon his whole form spontaneously erupts into flames.***

**Religion (Easy):** Asmodeus is known as "The Supreme Master of the Nine Hells."

The PCs may interrupt or prevent Aromus' parting words and either knock him unconscious or gag and bind him. In either case, then he does not die.

The City Watch patrol discusses their plan to take the bodies and report to Rorden Aeron Seawind (who commands the local Watch post). Swordcaptain Maeve Amblerwood who heads this patrol plans to ask Rorden Seawind if he or another superior officer is needed for a search of Light's office in the Guild of Watermen of evidence of illegal cult activity. In other words, the PCs

probably have an hour or two lead time on the City Watch if they want to search Light's office in the guild. Unless the PCs have a favor of the City Watch, they are not allowed to accompany the City Watch on its search.

The only lead the PCs have at this point is Aromus Light. The PCs can find his residence, but no clues are to be found there. Once the PCs think to check out his office at Watermen's Hall, proceed to Encounter 5.

### MINOR OBJECTIVE

This encounter satisfies the minor objective of identifying the cult's involvement.

### MILESTONE

This encounter counts toward a milestone.

### TREASURE

The assassin was wearing *boots of elvenkind* which are awarded to the PCs. Among the thugs, *cat paws* (at all ALs), *gloves of venom* (at AL 4 and up), and *gauntlets of swimming and climbing* (at AL 6 and up).

## ENCOUNTER 4: CULTIST GANG STATISTICS (AL 2)

3 Cultist Thug	Level 1 Skirmisher
Small natural humanoid, halfling	XP 100
HP 28; Bloodied 14	Initiative +5
AC 15, Fortitude 12, Reflex 14, Will 12	Perception +4
Speed 6	
Saving Throws +5 against fear effects	
TRAITS	
<b>River Rat Tactics</b>	
The thug has combat advantage against any enemy that is adjacent to at least one of the thug's allies.	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d4 + 4 damage	
M <b>River Rat's Gambit</b> • <b>Encounter</b>	
Requirement: The thug must be bloodied.	
Effect: The thug uses dagger. If the attack hits, the target takes 2d6 extra damage. If the attack misses, the thug takes 1d6 damage.	
MOVE ACTIONS	
Cloak of Filth • <b>At-Will</b> 1/round	
Effect: The thug shifts up to 3 squares and gains partial concealment until the end of its next turn.	
TRIGGERED ACTIONS	
<b>Second Chance</b> • <b>Encounter</b>	
Trigger: An enemy hits the thug with an attack.	
Effect (Immediate Interrupt): The triggering enemy must reroll the attack roll and use the new result.	
Skills Acrobatics +8, Bluff +6, Streetwise +6, Thievery +8	
Str 9 (-1)      Dex 16 (+3)      Wis 8 (-1)	
Con 12 (+1)      Int 12 (+1)      Cha 13 (+1)	
Alignment Evil      Languages Common	
Equipment cloak, dagger	
Notes: Modified lowtown urchin. Alignment changed to evil.	

Darren, Cultist Assassin	Level 2 Lurker
Medium natural humanoid, human	XP 125
HP 32; Bloodied 16	Initiative +9
AC 16, Fortitude 14, Reflex 16, Will 14	Perception +8
Speed 6	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage	
r <b>Devil's Flame</b> (fire) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +5 vs. Reflex	
Hit: 2d4 + 5 fire damage	
M <b>Infernal Strike</b> (fire, weapon) • <b>Recharge</b> when the assassin uses veil of shadows	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 4d6 + 8 fire damage.	
Miss: Half damage.	
<b>Veil of Shadows</b> (zone) • <b>Recharge</b> when the assassin uses infernal strike	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the assassin's next turn. The zone blocks line of sight for all creatures except the assassin. While entirely within the zone, creatures other than the assassin are blinded.	
TRIGGERED ACTIONS	
M R <b>Diabolical Dodge</b> • <b>At-Will</b>	
Trigger: An enemy uses a power that pulls, pushes, or slides the assassin while the assassin is in the zone created by its veil of shadows.	
Effect (Immediate Interrupt): The assassin makes a basic attack against the triggering enemy and then can shift up to 2 squares to another square in the zone.	
Skills Bluff +8, Diplomacy +8, Stealth +10, Thievery +10	
Str 12 (+2)      Dex 18 (+5)      Wis 15 (+3)	
Con 14 (+3)      Int 13 (+2)      Cha 14 (+3)	
Alignment Evil      Languages Common, Elven	
Equipment leather armor, short sword, boots of elvenkind	
Notes: was Iron Circle spy.	

## ENCOUNTER 4: CULTIST GANG STATISTICS (AL 2)

1-2 Cultist Brute	Level 3 Brute
Medium natural humanoid, human	XP 150
<b>HP</b> 56; <b>Bloodied</b> 28	<b>Initiative</b> +1
<b>AC</b> 15, <b>Fortitude</b> 16, <b>Reflex</b> 14, <b>Will</b> 15	<b>Perception</b> +2
<b>Speed</b> 6	
TRAITS	
<b>River Rat Tactics</b>	
The brute has combat advantage against any enemy that is adjacent to at least one of the brute's allies.	
STANDARD ACTIONS	
<b>m Club</b> (weapon) • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +8 vs. AC	
<b>Hit:</b> 2d6 + 7 damage	
<b>M Crippling Strike</b> • <b>Recharge</b> 6	
<b>Attack:</b> Melee 1 (one creature); +8 vs. AC	
<b>Hit:</b> 3d6 + 10 damage, and the target is slowed (save ends).	
<b>Miss:</b> Half damage.	
<b>M River Rat's Gambit</b> • <b>Encounter</b>	
<b>Requirement:</b> The cultist brute must be bloodied.	
<b>Effect:</b> The brute uses club. If the attacks hits the target takes 2d6 extra damage. If the attack misses, the cultist brute takes 1d6 damage.	
<b>Skills</b> Athletics +9, Intimidate +6, Streetwise +6	
<b>Str</b> 17 (+4) <b>Dex</b> 10 (+1) <b>Wis</b> 12 (+2)	
<b>Con</b> 16 (+4) <b>Int</b> 9 (+0) <b>Cha</b> 11 (+1)	
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Equipment</b> club	
Notes: Modified lowtown kneebreaker. Alignment changed to evil.	

Aromus, Cultist Leader	Level 4 Controller (Leader)
Medium natural humanoid, human	XP 175
<b>HP</b> 54; <b>Bloodied</b> 27	<b>Initiative</b> +3
<b>AC</b> 18, <b>Fortitude</b> 15, <b>Reflex</b> 15, <b>Will</b> 17	<b>Perception</b> +6
<b>Speed</b> 6	
STANDARD ACTIONS	
<b>m Dark Dagger</b> (fire, weapon) • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +7 vs. Reflex	
<b>Hit:</b> 2d4 + 5 fire damage, and Aromus slides the target up to 3 squares.	
<b>A Fiery Tendrils</b> (fire, implement) • <b>At-Will</b>	
<b>Attack:</b> Area burst 1 within 10 (creatures in the burst); +7 vs. Reflex	
<b>Hit:</b> 1d6 + 7 fire damage, and the target is slowed and grants combat advantage until the end of Aromus' next turn.	
MINOR ACTIONS	
<b>Dark Imperative</b> • <b>Recharge</b> when first bloodied	
<b>Effect:</b> Close burst 5 (one ally in the burst). Aromus slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 3 extra damage.	
<b>Skills</b> Arcana + 9, Bluff +8, Religion + 9	
<b>Str</b> 13 (+3) <b>Dex</b> 12 (+3) <b>Wis</b> 18 (+6)	
<b>Con</b> 14 (+4) <b>Int</b> 15 (+4) <b>Cha</b> 13 (+3)	
<b>Alignment</b> Evil	<b>Languages</b> Common, Supernal
<b>Equipment</b> chainmail, dagger	
Notes: Modified Iron Circle dark adept, added Bluff.	



## ENCOUNTER 4: CULTIST GANG STATISTICS (AL 4)

3 Cultist Thug	Level 3 Skirmisher
Small natural humanoid, halfling	XP 150
HP 44; Bloodied 22	Initiative +6
AC 17, Fortitude 14, Reflex 16, Will 14	Perception +5
Speed 6	
Saving Throws +5 against fear effects	
TRAITS	
<b>River Rat Tactics</b>	
The thug has combat advantage against any enemy that is adjacent to at least one of the thug's allies.	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d4 + 6 damage	
M <b>River Rat's Gambit</b> • <b>Encounter</b>	
Requirement: The thug must be bloodied.	
Effect: The thug uses dagger. If the attack hits, the target takes 2d6 extra damage. If the attack misses, the thug takes 1d6 damage.	
MOVE ACTIONS	
Cloak of Filth • <b>At-Will</b> 1/round	
Effect: The thug shifts up to 3 squares and gains partial concealment until the end of its next turn.	
TRIGGERED ACTIONS	
<b>Second Chance</b> • <b>Encounter</b>	
Trigger: An enemy hits the thug with an attack.	
Effect (Immediate Interrupt): The triggering enemy must reroll the attack roll and use the new result.	
Skills Acrobatics +9, Bluff +7, Streetwise +7, Thievery +9	
Str 9 (+0)      Dex 16 (+4)      Wis 8 (+0)	
Con 12 (+2)      Int 12 (+2)      Cha 13 (+2)	
Alignment Evil      Languages Common	
Equipment cloak, dagger	
Notes: Modified lowtown urchin. Alignment changed to evil.	

Darren, Cultist Assassin	Level 4 Lurker
Medium natural humanoid, human	XP 175
HP 44; Bloodied 22	Initiative +10
AC 18, Fortitude 16, Reflex 18, Will 16	Perception +9
Speed 6	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage	
r <b>Devil's Flame</b> (fire) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: 2d4 + 7 fire damage	
M <b>Infernal Strike</b> (fire, weapon) • <b>Recharge</b> when the assassin uses veil of shadows	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 4d6 + 10 fire damage.	
Miss: Half damage.	
<b>Veil of Shadows</b> (zone) • <b>Recharge</b> when the assassin uses infernal strike	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the assassin's next turn. The zone blocks line of sight for all creatures except the assassin. While entirely within the zone, creatures other than the assassin are blinded.	
TRIGGERED ACTIONS	
M R <b>Diabolical Dodge</b> • <b>At-Will</b>	
Trigger: An enemy uses a power that pulls, pushes, or slides the assassin while the assassin is in the zone created by its veil of shadows.	
Effect (Immediate Interrupt): The assassin makes a basic attack against the triggering enemy and then can shift up to 2 squares to another square in the zone.	
Skills Bluff +9, Diplomacy +9, Stealth +11, Thievery +11	
Str 12 (+3)      Dex 18 (+6)      Wis 15 (+4)	
Con 14 (+4)      Int 13 (+3)      Cha 14 (+4)	
Alignment Evil      Languages Common, Elven	
Equipment leather armor, short sword, boots of elvenkind	
Notes: was Iron Circle spy.	

## ENCOUNTER 4: CULTIST GANG STATISTICS (AL 4)

1-2 Cultist Brute	Level 5 Brute
Medium natural humanoid, human	XP 200
<b>HP 76; Bloodied 38</b>	<b>Initiative +2</b>
<b>AC 17, Fortitude 18, Reflex 16, Will 17</b>	<b>Perception +3</b>
<b>Speed 6</b>	
TRAITS	
<b>River Rat Tactics</b>	
The brute has combat advantage against any enemy that is adjacent to at least one of the brute's allies.	
STANDARD ACTIONS	
<b>m Club (weapon) • At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +10 vs. AC	
<b>Hit:</b> 2d6 + 9 damage	
<b>M Crippling Strike • Recharge 6</b>	
<b>Attack:</b> Melee 1 (one creature); +10 vs. AC	
<b>Hit:</b> 3d6 + 12 damage, and the target is slowed (save ends).	
<b>Miss:</b> Half damage.	
<b>M River Rat's Gambit • Encounter</b>	
<b>Requirement:</b> The cultist brute must be bloodied.	
<b>Effect:</b> The brute uses club. If the attacks hits the target takes 2d6 extra damage. If the attack misses, the cultist brute takes 1d6 damage.	
<b>Skills</b> Athletics +10, Intimidate +7, Streetwise +7	
<b>Str</b> 17 (+5)	<b>Dex</b> 10 (+2) <b>Wis</b> 12 (+3)
<b>Con</b> 16 (+5)	<b>Int</b> 9 (+1) <b>Cha</b> 11 (+2)
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Equipment</b> club	

Notes: Modified lowtown kneebreaker. Alignment changed to evil.

Aromus, Cultist Leader	Level 6 Controller (Leader)
Medium natural humanoid, human	XP 250
<b>HP 70; Bloodied 35</b>	<b>Initiative +4</b>
<b>AC 20, Fortitude 17, Reflex 17, Will 19</b>	<b>Perception +7</b>
<b>Speed 6</b>	
STANDARD ACTIONS	
<b>m Dark Dagger (fire, weapon) • At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +9 vs. Reflex	
<b>Hit:</b> 2d4 + 7 fire damage, and Aromus slides the target up to 3 squares.	
<b>A Fiery Tendrils (fire, implement) • At-Will</b>	
<b>Attack:</b> Area burst 1 within 10 (creatures in the burst); +9 vs. Reflex	
<b>Hit:</b> 1d8 + 8 fire damage, and the target is slowed and grants combat advantage until the end of Aromus' next turn.	
MINOR ACTIONS	
<b>Dark Imperative • Recharge</b> when first bloodied	
<b>Effect:</b> Close burst 5 (one ally in the burst). Aromus slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 3 extra damage.	
<b>Skills</b> Arcana + 10, Bluff +9, Religion + 10	
<b>Str</b> 13 (+4)	<b>Dex</b> 12 (+4) <b>Wis</b> 18 (+7)
<b>Con</b> 14 (+5)	<b>Int</b> 15 (+5) <b>Cha</b> 13 (+4)
<b>Alignment</b> Evil	<b>Languages</b> Common, Supernal
<b>Equipment</b> chainmail, dagger	
Notes: Modified Iron Circle dark adept, added Bluff.	

## ENCOUNTER 4: CULTIST GANG STATISTICS (AL 6)

3 Cultist Thug	Level 5 Skirmisher
Small natural humanoid, halfling	XP 200
HP 60; Bloodied 30	Initiative +7
AC 19, Fortitude 16, Reflex 18, Will 16	Perception +6
Speed 6	
Saving Throws +5 against fear effects	
TRAITS	
<b>River Rat Tactics</b>	
The thug has combat advantage against any enemy that is adjacent to at least one of the thug's allies.	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 3d4 + 6 damage	
M <b>River Rat's Gambit</b> • <b>Encounter</b>	
Requirement: The thug must be bloodied.	
Effect: The thug uses dagger. If the attacks hits, the target takes 2d6 extra damage. If the attack misses, the thug takes 1d6 damage.	
MOVE ACTIONS	
Cloak of Filth • <b>At-Will</b> 1/round	
Effect: The thug shifts up to 3 squares and gains partial concealment until the end of its next turn.	
TRIGGERED ACTIONS	
<b>Second Chance</b> • <b>Encounter</b>	
Trigger: An enemy hits the thug with an attack.	
Effect (Immediate Interrupt): The triggering enemy must reroll the attack roll and use the new result.	
Skills Acrobatics +10, Bluff +8, Streetwise +8, Thievery +10	
Str 9 (+1)      Dex 16 (+5)      Wis 8 (+1)	
Con 12 (+3)      Int 12 (+3)      Cha 13 (+3)	
Alignment Evil      Languages Common	
Equipment cloak, dagger	
Notes: Modified lowtown urchin. Alignment changed to evil.	

Darren, Cultist Assassin	Level 6 Lurker
Medium natural humanoid, human	XP 250
HP 56; Bloodied 28	Initiative +11
AC 20, Fortitude 18, Reflex 20, Will 18	Perception +10
Speed 6	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage	
r <b>Devil's Flame</b> (fire) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +9 vs. Reflex	
Hit: 2d4 + 9 fire damage	
M <b>Infernal Strike</b> (fire, weapon) • <b>Recharge</b> when the assassin uses veil of shadows	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 4d6 + 12 fire damage.	
Miss: Half damage.	
<b>Veil of Shadows</b> (zone) • <b>Recharge</b> when the assassin uses infernal strike	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the assassin's next turn. The zone blocks line of sight for all creatures except the assassin. While entirely within the zone, creatures other than the assassin are blinded.	
TRIGGERED ACTIONS	
M R <b>Diabolical Dodge</b> • <b>At-Will</b>	
Trigger: An enemy uses a power that pulls, pushes, or slides the assassin while the assassin is in the zone created by its veil of shadows.	
Effect (Immediate Interrupt): The assassin makes a basic attack against the triggering enemy and then can shift up to 2 squares to another square in the zone.	
Skills Bluff +10, Diplomacy +10, Stealth +12, Thievery +12	
Str 12 (+4)      Dex 18 (+7)      Wis 15 (+5)	
Con 14 (+5)      Int 13 (+4)      Cha 14 (+5)	
Alignment Evil      Languages Common, Elven	
Equipment leather armor, short sword, boots of elvenkind	
Notes: was Iron Circle spy.	

## ENCOUNTER 4: CULTIST GANG STATISTICS (AL 6)

1-2 Cultist Brute	Level 7 Brute
Medium natural humanoid, human	XP 300
HP 96; Bloodied 48	Initiative +3
AC 19, Fortitude 20, Reflex 18, Will 19	Perception +4
Speed 6	
TRAITS	
<b>River Rat Tactics</b>	
The brute has combat advantage against any enemy that is adjacent to at least one of the brute's allies.	
STANDARD ACTIONS	
<b>m Club (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d6 + 9 damage	
<b>M Crippling Strike • Recharge 6</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d6 + 15 damage, and the target is slowed (save ends).	
Miss: Half damage.	
<b>M River Rat's Gambit • Encounter</b>	
Requirement: The cultist brute must be bloodied.	
Effect: The brute uses club. If the attacks hits the target takes 2d6 extra damage. If the attack misses, the cultist brute takes 1d6 damage.	
<b>Skills</b> Athletics +11, Intimidate +8, Streetwise +8	
<b>Str</b> 17 (+6)	<b>Dex</b> 10 (+3) <b>Wis</b> 12 (+4)
<b>Con</b> 16 (+6)	<b>Int</b> 9 (+2) <b>Cha</b> 11 (+3)
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Equipment</b> club	

Notes: Modified lowtown kneebreaker. Alignment changed to evil.

Aromus, Cultist Leader	Level 8 Controller (Leader)
Medium natural humanoid, human	XP 350
HP 86; Bloodied 43	Initiative +5
AC 22, Fortitude 19, Reflex 19, Will 21	Perception +8
Speed 6	
STANDARD ACTIONS	
<b>m Dark Dagger (fire, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 2d4 + 9 fire damage, and Aromus slides the target up to 3 squares.	
<b>A Fiery Tendrils (fire, implement) • At-Will</b>	
Attack: Area burst 1 within 10 (creatures in the burst); +11 vs. Reflex	
Hit: 1d8 + 10 fire damage, and the target is slowed and grants combat advantage until the end of Aromus' next turn.	
MINOR ACTIONS	
<b>Dark Imperative • Recharge</b> when first bloodied	
Effect: Close burst 5 (one ally in the burst). Aromus slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 3 extra damage.	
<b>Skills</b> Arcana + 11, Bluff +10, Religion + 11	
<b>Str</b> 13 (+5)	<b>Dex</b> 12 (+5) <b>Wis</b> 18 (+8)
<b>Con</b> 14 (+6)	<b>Int</b> 15 (+6) <b>Cha</b> 13 (+5)
<b>Alignment</b> Evil	<b>Languages</b> Common, Supernal
<b>Equipment</b> chainmail, dagger	
Notes: Modified Iron Circle dark adept, added Bluff.	

## ENCOUNTER 4: CULTIST GANG STATISTICS (AL 8)

3 Cultist Thug	Level 7 Skirmisher
Small natural humanoid, halfling	XP 300
HP 76; Bloodied 38	Initiative +8
AC 21, Fortitude 18, Reflex 20, Will 18	Perception +7
Speed 6	
Saving Throws +5 against fear effects	
TRAITS	
<b>River Rat Tactics</b>	
The thug has combat advantage against any enemy that is adjacent to at least one of the thug's allies.	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d4 + 8 damage	
M <b>River Rat's Gambit</b> • <b>Encounter</b>	
Requirement: The thug must be bloodied.	
Effect: The thug uses dagger. If the attack hits, the target takes 2d6 extra damage. If the attack misses, the thug takes 1d6 damage.	
MOVE ACTIONS	
Cloak of Filth • <b>At-Will</b> 1/round	
Effect: The thug shifts up to 3 squares and gains partial concealment until the end of its next turn.	
TRIGGERED ACTIONS	
<b>Second Chance</b> • <b>Encounter</b>	
Trigger: An enemy hits the thug with an attack.	
Effect (Immediate Interrupt): The triggering enemy must reroll the attack roll and use the new result.	
<b>Skills</b> Acrobatics +11, Bluff +9, Streetwise +9, Thievery +10	
<b>Str</b> 9 (+2) <b>Dex</b> 16 (+6) <b>Wis</b> 8 (+2)	
<b>Con</b> 12 (+4) <b>Int</b> 12 (+4) <b>Cha</b> 13 (+4)	
<b>Alignment</b> Evil <b>Languages</b> Common	
<b>Equipment</b> cloak, dagger	
Notes: Modified lowtown urchin. Alignment changed to evil.	

Darren, Cultist Assassin	Level 8 Lurker
Medium natural humanoid, human	XP 350
HP 68; Bloodied 34	Initiative +12
AC 22, Fortitude 20, Reflex 22, Will 20	Perception +11
Speed 6	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 9 damage	
r <b>Devil's Flame</b> (fire) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 4d4 + 6 fire damage	
M <b>Infernal Strike</b> (fire, weapon) • <b>Recharge</b> when the assassin uses veil of shadows	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 4d6 + 14 fire damage.	
Miss: Half damage.	
<b>Veil of Shadows</b> (zone) • <b>Recharge</b> when the assassin uses infernal strike	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the assassin's next turn. The zone blocks line of sight for all creatures except the assassin. While entirely within the zone, creatures other than the assassin are blinded.	
TRIGGERED ACTIONS	
M R <b>Diabolical Dodge</b> • <b>At-Will</b>	
Trigger: An enemy uses a power that pulls, pushes, or slides the assassin while the assassin is in the zone created by its veil of shadows.	
Effect (Immediate Interrupt): The assassin makes a basic attack against the triggering enemy and then can shift up to 2 squares to another square in the zone.	
<b>Skills</b> Bluff +11, Diplomacy +11, Stealth +13, Thievery +13	
<b>Str</b> 12 (+5) <b>Dex</b> 18 (+8) <b>Wis</b> 15 (+6)	
<b>Con</b> 14 (+6) <b>Int</b> 13 (+5) <b>Cha</b> 14 (+6)	
<b>Alignment</b> Evil <b>Languages</b> Common, Elven	
<b>Equipment</b> leather armor, short sword, boots of elvenkind	
Notes: was Iron Circle spy.	

## ENCOUNTER 4: CULTIST GANG STATISTICS (AL 8)

1-2 Cultist Brute	Level 9 Brute
Medium natural humanoid, human	XP 400
HP 116; Bloodied 58	Initiative +4
AC 21, Fortitude 22, Reflex 20, Will 21	Perception +5
Speed 6	
TRAITS	
<b>River Rat Tactics</b>	
The brute has combat advantage against any enemy that is adjacent to at least one of the brute's allies.	
STANDARD ACTIONS	
<b>m Club (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d6 + 11 damage	
<b>M Crippling Strike • Recharge 6</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d8 + 16 damage, and the target is slowed (save ends).	
Miss: Half damage.	
<b>M River Rat's Gambit • Encounter</b>	
Requirement: The cultist brute must be bloodied.	
Effect: The brute uses club. If the attacks hits the target takes 2d6 extra damage. If the attack misses, the cultist brute takes 1d6 damage.	
<b>Skills</b> Athletics +12, Intimidate +9, Streetwise +9	
<b>Str</b> 17 (+7)	<b>Dex</b> 10 (+4)
<b>Con</b> 16 (+7)	<b>Int</b> 9 (+3)
	<b>Wis</b> 12 (+5)
	<b>Cha</b> 11 (+4)
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Equipment</b> club	

Notes: Modified lowtown kneebreaker. Alignment changed to evil.

Aromus, Cultist Leader	Level 10 Controller (Leader)
Medium natural humanoid, human	XP 500
HP 102; Bloodied 51	Initiative +6
AC 24, Fortitude 21, Reflex 21, Will 23	Perception +9
Speed 6	
STANDARD ACTIONS	
<b>m Dark Dagger (fire, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 4d4 + 6 fire damage, and Aromus slides the target up to 3 squares.	
<b>A Fiery Tendrils (fire, implement) • At-Will</b>	
Attack: Area burst 1 within 10 (creatures in the burst); +13 vs. Reflex	
Hit: 2d8 + 7 fire damage, and the target is slowed and grants combat advantage until the end of Aromus' next turn.	
MINOR ACTIONS	
<b>Dark Imperative • Recharge</b> when first bloodied	
Effect: Close burst 5 (one ally in the burst). Aromus slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 3 extra damage.	
<b>Skills</b> Arcana + 12, Bluff +11, Religion + 12	
<b>Str</b> 13 (+6)	<b>Dex</b> 12 (+6)
<b>Con</b> 14 (+7)	<b>Int</b> 15 (+7)
	<b>Wis</b> 18 (+9)
	<b>Cha</b> 13 (+6)
<b>Alignment</b> Evil	<b>Languages</b> Common, Supernal
<b>Equipment</b> chainmail, dagger	
Notes: Modified Iron Circle dark adept, added Bluff.	

## ENCOUNTER 4: CULTIST GANG STATISTICS (AL 10)

3 Cultist Thug	Level 9 Skirmisher
Small natural humanoid, halfling	XP 400
HP 92; Bloodied 46	Initiative +9
AC 23, Fortitude 20, Reflex 22, Will 20	Perception +8
Speed 6	
Saving Throws +5 against fear effects	
TRAITS	
<b>River Rat Tactics</b>	
The thug has combat advantage against any enemy that is adjacent to at least one of the thug's allies.	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 4d4 + 7 damage	
M <b>River Rat's Gambit</b> • <b>Encounter</b>	
Requirement: The thug must be bloodied.	
Effect: The thug uses dagger. If the attack hits, the target takes 2d6 extra damage. If the attack misses, the thug takes 1d6 damage.	
MOVE ACTIONS	
Cloak of Filth • <b>At-Will</b> 1/round	
Effect: The thug shifts up to 3 squares and gains partial concealment until the end of its next turn.	
TRIGGERED ACTIONS	
<b>Second Chance</b> • <b>Encounter</b>	
Trigger: An enemy hits the thug with an attack.	
Effect (Immediate Interrupt): The triggering enemy must reroll the attack roll and use the new result.	
<b>Skills</b> Acrobatics +12, Bluff +10, Streetwise +10, Thievery +12	
Str 9 (+3)      Dex 16 (+7)      Wis 8 (+3)	
Con 12 (+5)      Int 12 (+5)      Cha 13 (+5)	
Alignment Evil      Languages Common	
Equipment cloak, dagger	
Notes: Modified lowtown urchin. Alignment changed to evil.	

Darren, Cultist Assassin	Level 10 Lurker
Medium natural humanoid, human	XP 500
HP 80; Bloodied 40	Initiative +13
AC 24, Fortitude 22, Reflex 24, Will 22	Perception +12
Speed 6	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage	
r <b>Devil's Flame</b> (fire) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +13 vs. Reflex	
Hit: 4d4 + 8 fire damage	
M <b>Infernal Strike</b> (fire, weapon) • <b>Recharge</b> when the assassin uses veil of shadows	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 4d6 + 16 fire damage.	
Miss: Half damage.	
<b>Veil of Shadows</b> (zone) • <b>Recharge</b> when the assassin uses infernal strike	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the assassin's next turn. The zone blocks line of sight for all creatures except the assassin. While entirely within the zone, creatures other than the assassin are blinded.	
TRIGGERED ACTIONS	
M R <b>Diabolical Dodge</b> • <b>At-Will</b>	
Trigger: An enemy uses a power that pulls, pushes, or slides the assassin while the assassin is in the zone created by its veil of shadows.	
Effect (Immediate Interrupt): The assassin makes a basic attack against the triggering enemy and then can shift up to 2 squares to another square in the zone.	
<b>Skills</b> Bluff +12, Diplomacy +12, Stealth +14, Thievery +14	
Str 12 (+6)      Dex 18 (+9)      Wis 15 (+7)	
Con 14 (+7)      Int 13 (+6)      Cha 14 (+7)	
Alignment Evil      Languages Common, Elven	
Equipment leather armor, short sword, boots of elvenkind	
Notes: was Iron Circle spy.	

## ENCOUNTER 4: CULTIST GANG STATISTICS (AL 10)

1-2 Cultist Brute	Level 11 Brute
Medium natural humanoid, human	XP 600
HP 136; Bloodied 68	Initiative +6
AC 23, Fortitude 24, Reflex 22, Will 23	Perception +7
Speed 6	
TRAITS	
<b>River Rat Tactics</b>	
The brute has combat advantage against any enemy that is adjacent to at least one of the brute's allies.	
STANDARD ACTIONS	
<b>m Club (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d8 + 11 damage	
<b>M Crippling Strike • Recharge 6</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d8 + 18 damage, and the target is slowed (save ends).	
Miss: Half damage.	
<b>M River Rat's Gambit • Encounter</b>	
Requirement: The cultist brute must be bloodied.	
Effect: The brute uses club. If the attacks hits the target takes 2d6 extra damage. If the attack misses, the cultist brute takes 1d6 damage.	
<b>Skills</b> Athletics +13, Intimidate +10, Streetwise +10	
<b>Str</b> 17 (+8)	<b>Dex</b> 10 (+5)
<b>Con</b> 16 (+8)	<b>Int</b> 9 (+4)
	<b>Wis</b> 12 (+6)
	<b>Cha</b> 11 (+5)
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Equipment</b> club	

Notes: Modified lowtown kneebreaker. Alignment changed to evil.

Aromus, Cultist Leader	Level 12 Controller (Leader)
Medium natural humanoid, human	XP 700
HP 118; Bloodied 59	Initiative +7
AC 26, Fortitude 23, Reflex 23, Will 25	Perception +10
Speed 6	
STANDARD ACTIONS	
<b>m Dark Dagger (fire, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 4d4 + 8 fire damage, and Aromus slides the target up to 3 squares.	
<b>A Fiery Tendrils (fire, implement) • At-Will</b>	
Attack: Area burst 1 within 10 (creatures in the burst); +15 vs. Reflex	
Hit: 2d8 + 10 fire damage, and the target is slowed and grants combat advantage until the end of Aromus' next turn.	
MINOR ACTIONS	
<b>Dark Imperative • Recharge</b> when first bloodied	
Effect: Close burst 5 (one ally in the burst). Aromus slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 3 extra damage.	
<b>Skills</b> Arcana + 13, Bluff +12, Religion + 13	
<b>Str</b> 13 (+7)	<b>Dex</b> 12 (+7)
<b>Con</b> 14 (+8)	<b>Int</b> 15 (+8)
	<b>Wis</b> 18 (+10)
	<b>Cha</b> 13 (+7)
<b>Alignment</b> Evil	<b>Languages</b> Common, Supernal
<b>Equipment</b> chainmail, dagger	
Notes: Modified Iron Circle dark adept. Bluff added.	



## ENCOUNTER 4: CULTIST GANG MAP

## TILE SETS NEEDED

*Dungeon Tiles Master Set: The City x1*

RPGA Ship Tiles x1



**Aromus, cultist leader (L), cultist thugs (T), Darren, cultist assassin (A), cultist brute (B)**

## ENCOUNTER 5: GUILD OF WATERMEN

**SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 1 (125/175/250/350/500 XP)**

### SETUP

At this point the PCs should have a connection between the Guild of Watermen and the Cult of Asmodeus through Aromus Light. Now they need to find the cult's base of operations. A logical step is to search his office. If the PCs questioned prisoners at the end of Encounter 4, then they know a puzzle may be found in his office which provides directions to the secret place of the cult.

*Having discovered that Aromus Light, a supervisor in the Guild of Watermen, was also a cultist of Asmodeus, a search of his office in the Guild might provide clues to the cult and the location of Captain Bersk.*

The PCs might think to ask someone in charge at the Guild to gain access to Aromus Light's office. However, word of Aromus' involvement with the cult has not yet traveled back to the guild, so the Guild does not comply with such requests.

The adventurers could convince the City Watch to search Light's office faster, but that risks exposure of Bersk's smuggling and loss of information. The City Watch does not quickly proceed to the Guild to conduct a search so the PCs are able to be there first.

The DM is recommended to adjust Scene 3 based upon whether or not any of the PCs are trained in Arcana skill.

### SKILL CHALLENGE: UNCOVER CULTIST HIDEOUT

**Goal:** The PCs need to get access to Aromus Light's office and search it for evidence without getting caught.

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

**Primary Skills:** By Scene

**Other Skills:** By Scene

**Victory:** The PCs find the test of worthiness puzzle without being caught by the Guild or the City Watch

**Defeat:** The PCs get caught by the City Watch and must pay a fine.

**SCENE 1 - LOCATING THE OFFICE OF AROMUS LIGHT [1 SUCCESS]**

*The guildhall is an immense structure. The office of Aromus Light could be anywhere in the building. Whether you discreetly seek the office out on your own or ask for assistance, you'll have to be quick about it.*

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

**Other Skills:** Insight, Streetwise

**Bluff [Moderate DC] (1 success)**

A PC makes up a plausible lie about why they need to get to Aromus' office and she is provided directions. If a PC has the Story Award, WATE09 Gratitude of the Guilds, this DC is Easy. However, the PC is told that Aromus Light may be out of the building at the moment.

**Diplomacy [Moderate DC] (1 success)**

With kind words or a promise of compensation, a PC convinces a Waterman to provide directions to Aromus' office. If a PC has the Story Award, WATE09 Gratitude of the Guilds, this DC is Easy. However, the PC is told that Aromus Light may be out of the building at the moment.

**Intimidate [Hard DC] (1 success)**

Through threats a PC is able to coerce a Waterman into directing you to Aromus' Office. This approach is harder to pull off because the Waterman can call on the City Watch to deal with PCs that threaten them overtly, so the trick becomes formulating a threat that cannot land the PCs in trouble with the City Watch.

**Stealth (group check) [Easy DC] (1 success)**

The group can just sneak around Watermen's' Hall and find the office without assistance. If the check is failed, the PCs are discovered. After being scolded they gain an escort, making further attempts with Stealth impossible.

**Insight [Moderate DC] (not a success or failure)**

By observing individuals, you can locate people who would be most likely to help you locate Aromus' office. Success provides a +2 to any primary skill check except Stealth. Failure results in a -1 to those same checks. This check can only be attempted once.

This scene ends when the PCs have gained a single success at which point they have located the locked office of Aromus Light.

## SCENE 2 – ENTERING THE OFFICE OF AROMUS LIGHT [1 SUCCESS]

*You are outside the locked door of the office of Aromus Light. You need to find a way in, either breaking in without alerting prying eyes and ears or convincing someone to grant you access.*

*A janitor with a wheeled cart full of waste walks down the hall. He stops at the door of another office, and takes a key from his belt that opens the office door. After he is finished cleaning the office, he locks the door again before continuing down the hall to the next office.*

**Primary Skills:** Athletics, Bluff, Diplomacy, Intimidate, Perception, Thievery, Stealth

**Other Skills:** Insight

**Complication:** If the PCs have gained an escort because they failed a Stealth check during the previous scene, they need to succeed on a Moderate DC Bluff or Diplomacy check in order to get rid of their shadow. Otherwise, Athletics, Stealth, and Thievery are not available to the PCs during this scene. Each skill can only be attempted once.

### **Athletics [Moderate or Hard DC] (1 success)**

You can simply break down the door (Moderate DC). This option is guaranteed to raise suspicion, making encounter 4 more difficult as though a Stealth check was failed in this scene.

Alternatively you can try to knock out the janitor with a forceful blow to the head before he can shout out a warning (Hard DC). Failure in this option certainly result in the City Watch being called. The PCs can try to plead their case with a Bluff check (Hard DC) or they are fined for assault. In any case, if this check fails suspicions are raised as though a Stealth check failed.

### **Bluff [Moderate DC] (1 success)**

Convince the janitor that you have a reason to let you into Aromus' office.

### **Diplomacy [Moderate DC] (1 success)**

With kind words or a promise of compensation you convince the janitor to let you into Aromus' office.

### **Intimidate [Hard DC] (1 success)**

Through threats you are able to coerce the janitor into giving you access to Aromus' Office. This approach is harder to pull off because the janitor can call on the City Watch to deal with PCs that threaten them overtly, so the trick becomes formulating a threat that cannot land the PCs in trouble with the City Watch.

### **Thievery [Moderate or Hard DC] (1 success)**

You can either try to pick the lock (Moderate DC) or steal the key from the janitor (Easy DC) but also requires a Bluff or Stealth check (Moderate DC) to distract or sneak up on the janitor followed by a Bluff or Thievery check (Moderate DC) to return the key in order to pull it off. If any check in the series fails, then the entire attempt is a failure. One PC can distract the janitor (Bluff) while the other can steal and return the key (the 2 Thievery checks) or one PC can try to do it all.

### **Stealth (group check) [Moderate DC] (1 success)**

The group can hide until the janitor has entered Aromus' office and then get the jump on him. If the check is failed, the PCs are discovered. This check cannot be attempted a second time.

### **Insight [Moderate DC] (not a success or failure)**

By observing the janitor, you can figure out ways that would be most likely to help you gain entry into the office. Success provides a +2 to any primary skill check. Failure results in a -1 to those same checks. This check can only be attempted once.

This scene ends when the PCs have gained a single success at which point they have unlocked the door to Aromus Light's office.

## SCENE 3 – FINDING THE EVIDENCE [1 SUCCESS]

*Once inside the office it's just a matter of finding a clue as to the cult's location. But you'll have to find it before you are spotted or the City Watch arrives.*

DM Note: If the PCs have previously visited the Watermen Guild (Scene 3B) and none of the PCs are trained in Arcana, then the Test of Worthiness is stored in the wall safe and the list of cultists be protected by Secret Page Ritual. Of course if there are PCs trained in Arcana then you can opt to reverse the locations. Remember that the PCs need the Test of Worthiness to go forward in the adventure; gaining the list of cultists is useful but not critical.

Scene 3A - The PCs did not do Encounter 2F with Aromus Light and the document is hidden mundanely.

**Primary Skills:** Perception

**Other Skills:** Insight, Thievery

### **Insight [Hard DC] (no success)**

Having briefly encountered Aromus Light previously (in Encounter 4), you have a bit of insight into how he

operates. Success yields a +4 bonus to the Perception check.

**Perception [Moderate DC] (1 success)**

You search for mundanely hidden documents.

**Thievery [Moderate DC] (1 success)**

A PC skilled in Thievery is aware of typical hiding spots in an office.

Scene 3B - The PCs did do Encounter 2F with Aromus Light

If the PCs have spoke with Aromus Light in Encounter 2H, then Aromus realized the need to cover his tracks more thoroughly while still needing to retain the documents for future use. He enacted a Secret Page ritual, which makes finding the documents harder.

**Arcana (trained only) [Hard DC] (not a success or failure)**

A PC with the Ritual Caster feat gains a bonus of +4 on this check. Success with Arcana points to the presence of magic on a particular document. The evidence is concealed by a Secret Page ritual, which can be detected by looking for the magical signature of the ritual. This skill unlocks a Perception check on the specific document.

**Insight [Easy DC] (no success or failure)**

Having encountered Aromus Light previously (in Encounters 2F and 4), you have some insight into how he operates. (Passive Insight is acceptable on this check.) Success yields the idea that Aromus may have hidden any critical evidence or clues with magic. The use of Arcana to search for magic is advisable.

**Perception [Hard DC] (1 success)**

You read the magically hidden writing on the document.

Scene 3C—One of the documents is hidden in a wall safe.

**Thievery [Hard DC] (1 success)**

The PC successfully unlocks the wall safe. Inside the safe is one of the documents.

This scene ends when the PCs have gained a single success. They have located the Test of Worthiness (a puzzle) and a list of cult members. Provide the players with Handout 6A. Option as to which paper is hidden how is left to the DM to determine. The intent here is to

show that the NPC has taken some care to hide evidence.

**SCENE 4 - ESCAPE [1 success]**

*With the evidence in hand you have the clues you need to find the cult's hideout, but now you must leave before the City Watch arrives.*

If Scene 1 was achieved through Bluff or Diplomacy, departure is automatically a success.

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

**Other Skills:** Insight, Streetwise

**Bluff [Moderate DC] (1 success)**

A PC makes up a plausible lie about why they were in the Guild.

**Diplomacy [Moderate DC] (1 success)**

With kind words or a promise of compensation, a PC convinces a Waterman to escort the PCs to an exit.

**Intimidate [Hard DC] (1 success)**

Through threats a PC is able to coerce a Waterman into escorting them to the front door.

**Stealth (group check) [Easy DC] (1 success)**

The group can just sneak around Watermen's Hall and find the exit without assistance.

The scene is over when the PCs escape the guildhall.

## ENDING THE ENCOUNTER

**Success:** The PCs have the puzzle known as the Test of Worthiness and were not caught and fined by the City Watch. Proceed to Encounter 6.

**Failure:** The PCs have the puzzle known as the Test of Worthiness but were caught and fined 10/20/30/40/50 gp by the City Watch. They were also noticed by Watermen who are members of the cult.

Proceed to Encounter 6.

## MILESTONE

The two skill challenges, Encounters 5 and 6, collectively count as one towards a milestone, meaning after both are completed, the PCs have passed a milestone.

## TREASURE

There is no treasure in this encounter.



## ENCOUNTER 6: FOLLOWING THE TEST OF WORTHINESS

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

#### SETUP

The PCs need to solve the puzzle (Handouts 6A and 6B) to follow the directions and find the secret lair of this cult of Asmodeus.

***Quench your thirst at a spot favored by thieves, assassins and other blackguards.***

Answer: The Thirsty Throat (which appeared in WATE1-1). Located just west of Way of the Dragon, in Dock Ward. Streetwise (Easy DC), or Diplomacy (Moderate DC) with City Watch

#### SCENE 1 – THE THIRSTY THROAT

Found on the corner of Candle Lane and Slut Street, this ramshackle assembly of wood amazes all by not fallen down. Behind a large faded tapestry on the main floor is a secret pivoting door that leads to a neighboring building.

***The tavern is crowded and dimly lit. The tables and chairs are bolted down.***

***Ask for the fiendish special, put a gold coin on the table, and do as you are told.***

Assuming the PCs follow the instructions to ask for the fiendish special and they put a gold coin on the table, the barkeep sets a glass of cheap ale for each PC on the table and one key, then mutters:

***“Step behind the tapestry and push the wall. The door you seek is on the left.”***

When the PCs follow that instruction,

***A secret door in the wall pivots and you see a 15’ by 15’ room with two locked doors.***

The key unlocks the door on the left. (The door on the right just leads into a warehouse with no other relevance to this adventure.) Beyond the left door is a 20’ by 20’ room. On the left and right walls are murals of a pit fiend flanked by hordes of legion devils and hell hounds.

On the far wall is a large mural of a red-skinned humanoid with small black horns, dressed in jewel encrusted black robe, his head slight tilted with a quizzical smile on his face. A Religion check (Easy DC) suggests this mural is of Asmodeus.

An iron pedestal stands in front of the latter mural and holds an iron box with a hole in the front and 8 clear crystals on the top of the box. The words “The River Styx” and the outline of a hand are engraved on the front of the box. The room air is warm, humid and smells of sulfur.

***Be bold, reach into the river and grab the challenge.***

The hole is sized such that a person may stick their hand into the dark box, in which a spiked ball is located and can be grasped. That action activates the puzzle test. Each squeeze of the spiked ball causes a question to be vocalized, in order until answered correctly.

Each correct answer makes a different crystal light red. When all eight crystals have turned red, a portal activates behind the adventures (blocking the normal door through which they entered the room), and the PCs may pass through the portal to the location of the secret lair.

Each wrong answer causes damage which varies in type (fire, fire, poison, fire, cold, psychic, acid, cold). The number of failures does not count against the PCs, other than the individual taking damage. Repeated attempts may be made and the person accepting the test (grasping the spiked ball) may be changed between attempts, i.e., all the damage need not be taken by one PC. If the PC being tested happens to have that type of damage resistance, then they take less damage. Limit the number of failures for a specific question to three to avoid players being stuck indefinitely with a specific question due to insufficient skills. Levy the penalty, then turn the crystal red, and move on. Note: the act of squeezing the spiked ball is painful, but unless they fail the specific challenge, the PC takes no damage.

The players may elect to simply roll the appropriate skill, or answer the question if they believe they personally know the answer, or a combination. The appropriate skills should be made known to the players; this skill challenge is not a “gotcha” game. Other PCs may assist but take no damage for wrong answers.

All of the PCs hear a voice of a devil in their head before they advance to the next encounter. The themes being conveyed are: they may receive infernal powers for the bargain of their soul or all of their wounds and vitality (healing surges) be restored one-time for the price of their soul.

This is known as the Temptation of Asmodeus; the voice of Asmodeus is trying to corrupt the PCs by appealing to their greed and desire for power. Acceptance does not mean the PC worships Asmodeus (which is not allowed in LFR) but it does mean they have bargained away their soul for some reward. Trading away one's soul to a devil means the character cannot come back from the dead, whether through a Raise Dead ritual or other means. No PC has to accept the bargain and accepting the bargain is not required to solve the puzzle (nor does it help solve the puzzle) and succeed at the adventure, although it may make survival of the final combat more likely. (In some ways, this temptation mirrors the flavor of the infernal pact made by some warlocks except that there is an explicit price to be paid.)

## SKILL CHALLENGE: SOLVING THE PUZZLE

**Goal:** The PCs must solve the puzzle and activate the portal to the location of the secret lair of the cult of Asmodeus.

**Complexity:** Special (8 successes)

**Primary Skills:** Arcana, Athletics, Dungeoneering, History, Religion, Thievery

**Other Skills:**

**Victory:** The PCs activate the portal.

**Defeat:** The PCs activate the portal. As there is a limit of 3 failures per question, conceivably the PCs could be in bad shape in terms of healing surges.

Hand the players Handout 6B. Be clear to the players that they may use their skills as indicated on the handout (the primary is the PC who sticks his/her hand in the box and risks damage), use player knowledge to guess the answers (which PC is risking damage is the only answer who counts), or switch between the two approaches as they think best.

## SCENE 2 – THE TEST OF WORTHINESS

### The Eight Questions:

- Over which hell does our Lord Asmodeus personally rule? Answer: Nessus or the Ninth Hell. Religion, Easy DC.
- What is the name of Asmodeus's palace? Answer: Malsheem or the Citadel of Hell, Religion, Hard DC.
- Which deity did Asmodeus last slay? Answer: Azuth. Religion, Moderate DC, or History, Hard DC.

- What is the name of Asmodeus's archdevil daughter? Answer: Glasya. Religion: Easy DC, or History: Easy DC.
- When was Lord Asmodeus elevated to Supreme Master of the Nine Hells? Answer: when he killed Azuth, during the time of the Spellplague, when Mystra was slain, 1385 DR or The Year of Blue Fire (or similar answer). History, Easy DC, or Religion, Easy DC.
- With which ritual may you open a portal to another location, given the portal sequence? Answer: Linked Portal. Arcana, Easy DC.
- Are you strong enough to lead a band of Lord Asmodeus's cultists? Answer: <Physically squeezing the spiked ball as hard as possible> Athletics check, Moderate DC.
- Defeat that which traps you to find your way to Asmodeus. Response: The PC disables the trap inside the hole with Thievery, Moderate DC.

**Damage for incorrect answers:**

1d8+5 / 2d6+5 / 2d6+7 / 2d8+7 / 2d8+9

**Damage type (sequentially):** fire, fire, poison, fire, cold, psychic, acid, cold.

*Step through the doorway, follow the mark of Asmodeus and seek your destiny.*

### THE TEMPTATION OF ASMDEUS

As the Test is completed and the portal activates, each of the PCs "hears" in his or her mind a voice, the voice of Asmodeus offering them a bargain, trying to tempt them into selling their soul.

*Would you like more power? I can grant you a divine boon of my Dread Authority, giving you the power to slide an adversary about the field of combat, or perhaps you would prefer a one time call upon my power to heal all of your wounds and restore your health. The price? Not much, merely your soul, payable upon your death. Surely power now is worth it.*

Option 1 is the PC gains the Divine Boon of Asmodeus's Dread Authority from the Book of Vile Darkness, page 75. Heroic PCs have the level 3 power. If and when the PC advances to Paragon tier, the Divine Boon is upgraded automatically to the level 13, and likewise, when the PC advances to Epic tier, the Divine Boon is upgraded automatically to level 23. This Divine Boon complies with LFR rules regarding one active Divine Boon. (See **Handout 8** for details.)

Option 2 is the PC gets a one-time, free action which restores all of the PC's hit points and healing

surges. This option is available indefinitely until used, and basically represents Asmodeus “saving your bacon” one-time. The player decides when it is used.

The acceptance of the deal with either option means the PC has sold his or her soul to Asmodeus. The consequence is the soul cannot return to the body after death, meaning rituals such as Raise Dead does not work—the PC is permanently dead. The players must decide whether or not to accept the bargain before they leave the game table as the Story Award (WATE41 A Bargain with Asmodeus) is the official documentation of the bargain and effects.

The PCs may discover in the future a method to redeem such characters who have bargained away their soul, nullifying the agreement, benefits and consequences, but that is not guaranteed. Redemption may come at a cost.

## TROUBLESHOOTING THE ENCOUNTER

The crystals cannot be removed (whether to be sold or other purpose) but may be broken. A broken crystal no longer shows the red light but otherwise has no effect on the function of the test and the portal.

## ENDING THE ENCOUNTER

**Success:** The PCs activate the portal.

**Failure:** Eventually the PCs activate the portal.

The portal takes the PCs to a different city. The PCs follow marks (the sigil) of Asmodeus to a nearby warehouse. A Group skill check of Stealth is appropriate if the PCs hope to surprise the inhabitants of the warehouse. Otherwise, assume no surprise as likely the cultists knew the PCs were coming. The PCs may explore the outside of the warehouse and choose their entrance—a trap door in the roof, a barred window, or a sewer grate. The DM should encourage a quick decision to avoid loss of game time.

***Only a locked trap door, barred window, or sewer grate stands between you and the lair of the cult.***

The PCs may take a short rest.

Proceed to Encounter 7.

## MILESTONE

The two skill challenges, Encounters 5 and 6, in aggregate count as one towards a milestone, meaning at the conclusion of this encounter, the PCs have passed a milestone.

## TREASURE

There is no treasure in this encounter other than the Story Award WATE41 A Bargain with Asmodeus.

## ENCOUNTER 7: BLOOD AND SOULS

ENCOUNTER LEVEL 4/6/8/10/12  
900/1300/1800/2600/3600 XP

### SETUP

**Captain Nicos Bersk**, Captain of the Esquire, Member of the Master Mariners' Guild, human male (N)

**Loran Brant**, First Mate of the Esquire, human male, deceased

This encounter includes the following creatures at AL 2 or 4

**1 cultist leader** (L)

**1 cultist hellmage** (H)

**2 gargoyle rakes**

**Thalagar**, phantom punisher

This encounter includes the following creatures at AL 6, 8, or 10.

**1 cultist leader** (L)

**1 cultist hellmage** (H)

**2 gargoyles**

**Thalagar**, phantom punisher

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one gargoyle.

**Six PCs:** Add one gargoyle.

Locations of the tiefling cultists and the Nicos Bersk are shown on the map. Thalagar begins the encounter phased into an object, place him wherever is convenient when he takes his first action. Any gargoyles are posing as one of the 20 statues marked on the map. Choose their location during setup or roll randomly.

The PCs start in Area A if they infiltrated the warehouse through the barred window, Area B if they approached from the roof (trapdoor), or Area C if by sewer. If the PCs entered by some other means, choose the location that seems most appropriate. The door is barred.

### Consequences of Being Stealthy

The PCs surprise the cultists and the magic circle is not active.

Unless the PCs gain surprise, the magic circle is active.

*You reach the main floor of the warehouse. Crates are stacked up from floor to ceiling around the perimeter of the room. Inside statues of marble, limestone, and alabaster dot the area, except for a circle engraved on the floor. Bound to a stone bench in the center of the circle is a bloodied Nicos Bersk, he looks up at you briefly before slipping into unconsciousness from the wounds inflicted by his tormentors.*

*Shackled to the north wall, is another man who resembles descriptions you've heard of First Mate Loran Brant. Like his captain, superficial wounds all along his body indicate that he too has been tortured. However, his suffering was ended.*

### FEATURES OF THE AREA

**Illumination:** The warehouse is only dimly illuminated.

**Crates, barrels & boxes:** The crates, barrels and boxes are difficult terrain.

**Statues:** The statues, including gargoyles in stone form, are blocking terrain.

Statue	
HP 30	Initiative --
AC 15, Fortitude 15, Reflex 5, Will --	Perception --
Immune disease, fear, necrotic, poison, psychic, all conditions;	
Resist 15 all except thunder	

A destroyed statue crumbles and the square becomes difficult terrain instead of blocking terrain.

**Magic Circle:** If active, the magic circle on the ground bolsters the cultists with the power of Asmodeus and the souls of the damned. The power of the circle affects the entire warehouse. When active, the two tieflings gain a +2 to saving throws and score a critical hit on a roll of 19-20 when attacking a bloodied enemy.

**Ceiling:** The ceiling is 20 feet (4 squares) high.

**Stone Bench:** Captain Bersk is shackled to a stone bench in the middle of the magic circle. The bench is difficult to move or break. It has 30 hit points and resist 20 to all damage. The bench can be moved at half speed with a successful Athletics check at a Hard DC. There are two sets of shackles restraining him. They have 10 hit points each and resist 20 to all damage, but each can be unlocked with a Thievery check at a Hard DC.

Captain Nicos Bersk		Level 7 Skirmisher (Leader)	
Medium natural humanoid (human)		XP --	
HP 80 (currently 20); Bloodied 40		Initiative --	
AC 21, Fortitude 19, Reflex 20, Will 18		Perception +4	
Speed 6 (currently restrained)			



Since he's considered a valuable asset to both sides, the NPCs do not indiscriminately target him with area attacks unless the cultists are starting to lose the battle, but the PCs do not know this unless they succeed at an Insight check against a Moderate DC.

If Captain Bersk is reduced to 0 hit points, Asmodeus claims the captain's soul, returning him to life is impossible.

**Loran Brant:** Loran Brant is dead. He can be returned to life with a Raise Dead ritual or similar ability after the encounter. If Captain Bersk is alive, he pays for the expense. Otherwise the PCs must foot the bill if he is to be raised.

## TACTICS

The gargoyles are in *stone form* until they use a minor action on their first turn. They fly in with *swoop attack* if needed and use their *claw* with their damage bonus from *stone form*. On their next turn they assume *stone form* again, alternating between attack and defense throughout the encounter. The DM may skip the use of stone form until the creature is bloodied if that scenario creates a more balanced or quicker combat.

The ghost of Thalagar attempts to attack with combat advantage whenever he can, especially if he can be within the leader's inspire belligerence aura while attacking.

Both tieflings use *infernal wrath* when possible unless it is obvious or it is known, that the potential target is fire resistant.

The hellmage uses *infernal bolt* as often as he can, while keeping the skirmishers within his Quickshadow Aura. He takes cover behind the statues when possible.

The cult leader prefers to attack more injured targets over less injured, placing bloodied enemies into his Bloodthirsty aura, while keeping his allies within his Inspire Belligerence aura.

## TROUBLESHOOTING THE ENCOUNTER

For a typical mix of PCs, this encounter takes 1 hour, 15 minutes. The Writing Director highly recommends allowing time, but the DM should be willing to call the combat if the PCs are winning and time is short. Don't insist it be a grind. Leave 10-15 minutes for the conclusion and treasure distribution.

## ENDING THE ENCOUNTER

The PCs easily reverse course, returning to Waterdeep via the portal.

Assuming he does not die during the fight, the PCs have adequate time to rescue Nicos and they can

recover the body of Loran Brant if they wish, and Captain Bersk is just lucid enough to talk as he is being rescued.

- Nicos admits to smuggling rare artifacts from the Whalebones Expedition for the cult of Asmodeus.
- He has already sold his soul to Asmodeus.
- He was only working with the cult for the money and never intended to sell his soul, but the cult was persistent.
- First, they tried to persuade him with promises of power but he did not relent so they resorted to abduction and torture, but they could not break him.
- Then they brought in Loran and began to torture him, but Loran begged Nicos not to give in, so they killed Loran while they forced Nicos to watch.
- Then they threatened to do the same to Sihvet. Seeing how they murdered Loran, Nicos could not risk Sihvet, so he agreed to their demands.

## MINOR AND MAJOR OBJECTIVES

The PCs accomplish the minor objective for defeating the cultists and likely the major objective of finding and rescuing Captain Bersk.

## TREASURE

The PCs discover and may claim a *lifestealer weapon* and an *arcane key* (at all ALs) and a *frost brand weapon* (at AL 4 and up).

## ENCOUNTER 7: BLOOD AND SOULS STATISTICS (AL 2)

Gargoyle Rake		Level 4 Lurker
Medium elemental humanoid (earth)		XP 175
<b>HP 46; Bloodied 23</b>		<b>Initiative +8</b>
<b>AC 18, Fortitude 16, Reflex 14, Will 14</b>		<b>Perception +9</b>
<b>Speed 6, fly 8</b>		Darkvision
STANDARD ACTIONS		
<b>m Claw • At-Will</b>		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d10 + 3 damage plus 2 extra damage for each one of the gargoyle's allies adjacent to the target.		
<b>M Swoop Attack • At-Will</b>		
Effect: The gargoyle flies up to its fly speed and uses <i>claw</i> at the end of the move. This movement does not provoke opportunity attacks.		
<b>Stone Form • At-Will</b>		
Effect: The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 20 to all damage, gains 5 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +15 bonus to its next damage roll before the end of its next turn.		
<b>Skills</b> Stealth +9		
<b>Str</b> 19 (+6)	<b>Dex</b> 15 (+4)	<b>Wis</b> 15 (+4)
<b>Con</b> 16 (+5)	<b>Int</b> 5 (-1)	<b>Cha</b> 13 (+3)
<b>Alignment</b> Evil		<b>Languages</b> Primordial

Thalagar, Phantom Punisher		Level 4 Skirmisher
Medium shadow humanoid (undead), human		XP 175
<b>HP 36; Bloodied 18</b>		<b>Initiative +8</b>
<b>AC 18, Fortitude 15, Reflex 17, Will 16</b>		<b>Perception +7</b>
<b>Speed 6; phasing</b>		Darkvision
Immune disease, poison		
TRAITS		
<b>o Blind Justice • Aura 1</b>		
Enemies take a -2 penalty to attack rolls while in the aura.		
<b>Insubstantial</b>		
Thalagar takes only half damage from any damage source, except force damage.		
<b>Combat Advantage</b>		
Thalagar's melee attacks deal 1d6 extra damage to any target granting combat advantage to it.		
STANDARD ACTIONS		
<b>m Soulbound Hammer (psychic, weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 6 psychic damage		
<b>r Hurling Hammer (psychic, weapon) • At-Will</b>		
Attack: Ranged 5 (one creature); +10 vs. AC		
Hit: 2d6 + 6 psychic damage		
<b>M Evade and Strike (psychic, weapon) • At-Will</b>		
Effect: Any marks on Thalagar end, and Thalagar shifts up to 4 squares before making the following attack.		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 6 psychic damage		
<b>Skills</b> Insight +10		
<b>Str</b> 13 (+3)	<b>Dex</b> 18 (+6)	<b>Wis</b> 17 (+7)
<b>Con</b> 14 (+4)	<b>Int</b> 15 (+4)	<b>Cha</b> 16 (+7)
<b>Alignment</b> Evil		<b>Languages</b> Common

Notes: Modified phantom brigade justiciar. Swapped *unrelenting brigade* power for *combat advantage*. Changed alignment to evil.

## ENCOUNTER 7: BLOOD AND SOULS STATISTICS (AL 2)

Cultist Hellmage	Level 3 Artillery (Leader)
Medium natural humanoid, tiefling	XP 150
HP 36; Bloodied 18	Initiative +5
AC 17, Fortitude 13, Reflex 16, Will 16	Perception +11
Speed 6	Low-light vision
Resist 5 fire	
TRAITS	
○ Quickshadow Aura • Aura 5	
Any ally that shifts while in the aura can shift 1 additional square.	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC. The hellmage has a +1 bonus to hit a bloodied target.	
Hit: 2d4 + 7 damage.	
r <b>Infernal Bolt</b> (fire, implement, radiant) • At-Will	
Attack: Ranged 20 (one creature); +8 vs. Reflex. The hellmage has a +1 bonus to hit a bloodied target.	
Hit: 1d8 + 2 fire and radiant damage, and ongoing 5 fire and radiant damage (save ends).	
TRIGGERED ACTIONS	
Infernal Wrath (fire) • Encounter	
Trigger: An enemy within 10 squares of the hellmage hits it with an attack.	
Effect (free action): The triggering enemy takes 1d6 + 4 fire damage.	
r See You in Hell • Encounter	
Trigger: The hellmage drops to 0 hit points.	
Effect (Immediate Interrupt): The hellmage uses infernal bolt, and the attack does not provoke opportunity attacks.	
Skills Arcana +11, Bluff +9, History +11, Stealth +10	
Str 15 (+3)	Dex 19 (+5) Wis 20 (+6)
Con 12 (+2)	Int 21 (+6) Cha 17 (+4)
Alignment Evil	Languages Common, Supernal
Equipment dagger	

Notes: Modified fell court hellmage. Replaced *drake regeneration* with *quickshadow aura*.

Cultist Leader	Level 4 Skirmisher (Leader)
Medium natural humanoid, tiefling	XP 175
HP 60; Bloodied 30	Initiative +6
AC 18, Fortitude 16, Reflex 15, Will 17	Perception +10
Speed 5	Low-light vision
Resist 5 fire	
TRAITS	
○ Bloodthirsty • Aura 1	
Bloodied enemies grant combat advantage while in the aura.	
○ Inspire Belligerence • Aura 3	
While in the aura, allies deal 1d6 extra damage to creatures granting combat advantage to them.	
Insufferable Antagonist	
If the leader starts his turn subjected to one or more immobilizing, restraining, or slowing effects, he makes a saving throw. If he saves, those effects on him end.	
STANDARD ACTIONS	
m <b>Scimitar</b> (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC. The leader has a +1 bonus to hit a bloodied target.	
Hit: 2d6 + 6 damage.	
M <b>Fiendish Strike</b> (weapon) • At-Will	
Effect: The leader shifts up to 2 squares before the attack.	
Attack: Melee 1 (one creature); +8 vs. Reflex. The leader has a +1 bonus to hit a bloodied target.	
Hit: 2d6 + 6 damage. If the leader has combat advantage against the target, the target is also dazed until the end of the leader's next turn.	
R <b>Hurl Flame</b> (fire) • At-Will	
Attack: Ranged 5 (one creature) +8 vs. Reflex. The leader has a +1 bonus to hit a bloodied target.	
Hit: 2d6 + 6 fire damage.	
TRIGGERED ACTIONS	
Infernal Wrath (fire) • Encounter	
Trigger: An enemy within 10 squares of the leader hits him with an attack.	
Effect (free action): The triggering enemy takes 1d6 + 6 fire damage.	
Skills Bluff +13, Diplomacy +13, History +11, Stealth +9, Streetwise +13	
Str 17 (+5)	Dex 15 (+4) Wis 16 (+5)
Con 20 (+7)	Int 18 (+6) Cha 22 (+8)
Alignment Evil	Languages Common, Supernal
Equipment chainmail, light shield, scimitar	

Notes: Modified Melech Ambrose; *drake fervor* has been replaced by *inspire belligerence*.

## ENCOUNTER 7: BLOOD AND SOULS STATISTICS (AL 4)

<b>Gargoyle Rake</b>	<b>Level 6 Lurker</b>
Medium elemental humanoid (earth)	XP 250
<b>HP 58; Bloodied 29</b>	<b>Initiative +9</b>
<b>AC 20, Fortitude 18, Reflex 16, Will 16</b>	<b>Perception +10</b>
<b>Speed 6, fly 8</b>	<b>Darkvision</b>
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 1d10 + 5 damage plus 2 extra damage for each one of the gargoyle's allies adjacent to the target.	
<b>M Swoop Attack • At-Will</b>	
<i>Effect:</i> The gargoyle flies up to its fly speed and uses <i>claw</i> at the end of the move. This movement does not provoke opportunity attacks.	
<b>Stone Form • At-Will</b>	
<i>Effect:</i> The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 20 to all damage, gains 5 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +15 bonus to its next damage roll before the end of its next turn.	
<b>Skills</b> Stealth +10	
<b>Str</b> 19 (+7)	<b>Dex</b> 15 (+5) <b>Wis</b> 15 (+5)
<b>Con</b> 16 (+6)	<b>Int</b> 5 (+0) <b>Cha</b> 13 (+4)
<b>Alignment</b> Evil	<b>Languages</b> Primordial

<b>Thalagar, Phantom Punisher</b>	<b>Level 7 Skirmisher</b>
Medium shadow humanoid (undead), human	XP 300
<b>HP 54; Bloodied 27</b>	<b>Initiative +9</b>
<b>AC 21, Fortitude 18, Reflex 20, Will 19</b>	<b>Perception +6</b>
<b>Speed 6; phasing</b>	<b>Darkvision</b>
<b>Immune</b> disease, poison	
<b>TRAITS</b>	
<b>O Blind Justice • Aura 1</b>	
Enemies take a -2 penalty to attack rolls while in the aura.	
<b>Insubstantial</b>	
Thalagar takes only half damage from any damage source, except force damage.	
<b>Combat Advantage</b>	
Thalagar's melee attacks deal 1d6 extra damage to any target granting combat advantage to it.	
<b>STANDARD ACTIONS</b>	
<b>m Soulbound Hammer (psychic, weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC	
<i>Hit:</i> 2d8 + 6 psychic damage	
<b>r Hurlled Hammer (psychic, weapon) • At-Will</b>	
<i>Attack:</i> Ranged 5 (one creature); +12 vs. AC	
<i>Hit:</i> 2d8 + 6 psychic damage	
<b>M Evade and Strike (psychic, weapon) • At-Will</b>	
<i>Effect:</i> Any marks on Thalagar end, and Thalagar shifts up to 4 squares before making the following attack.	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC	
<i>Hit:</i> 2d8 + 6 psychic damage	
<b>Skills</b> Insight +11	
<b>Str</b> 13 (+4)	<b>Dex</b> 18 (+7) <b>Wis</b> 17 (+6)
<b>Con</b> 14 (+5)	<b>Int</b> 15 (+5) <b>Cha</b> 16 (+6)
<b>Alignment</b> Evil	<b>Languages</b> Common

Notes: Modified phantom brigade justiciar. Swapped *unrelenting brigade* power for *combat advantage*. Changed alignment to evil.

## ENCOUNTER 7: BLOOD AND SOULS STATISTICS (AL 4)

Cultist Hellmage	Level 5 Artillery (Leader)
Medium natural humanoid, tiefling	XP 200
HP 48; Bloodied 24	Initiative +6
AC 19, Fortitude 15, Reflex 18, Will 18	Perception +12
Speed 6	Low-light vision
Resist 5 fire	
TRAITS	
○ Quickshadow Aura • Aura 5	
Any ally that shifts while in the aura can shift 1 additional square.	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC. The hellmage has a +1 bonus to hit a bloodied target.	
Hit: 2d4 + 9 damage.	
r <b>Infernal Bolt</b> (fire, implement, radiant) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +10 vs. Reflex. The hellmage has a +1 bonus to hit a bloodied target.	
Hit: 1d8 + 4 fire and radiant damage, and ongoing 5 fire and radiant damage (save ends).	
TRIGGERED ACTIONS	
<b>Infernal Wrath</b> (fire) • <b>Encounter</b>	
Trigger: An enemy within 10 squares of the hellmage hits it with an attack.	
Effect (free action): The triggering enemy takes 1d6 + 6 fire damage.	
r <b>See You in Hell</b> • <b>Encounter</b>	
Trigger: The hellmage drops to 0 hit points.	
Effect (Immediate Interrupt): The hellmage uses infernal bolt, and the attack does not provoke opportunity attacks.	
Skills Arcana +12, Bluff +10, History +12, Stealth +11	
Str 15 (+4)	Dex 19 (+6) Wis 20 (+7)
Con 12 (+3)	Int 21 (+7) Cha 17 (+5)
Alignment Evil	Languages Primordial
Equipment dagger	

Notes: Modified fell court hellmage. Replaced *drake regeneration* with *quickshadow aura*.

Cultist Leader	Level 7 Skirmisher (Leader)
Medium natural humanoid, tiefling	XP 300
HP 84; Bloodied 42	Initiative +7
AC 21, Fortitude 19, Reflex 18, Will 20	Perception +11
Speed 5	Low-light vision
Resist 5 fire	
TRAITS	
○ Bloodthirsty • Aura 1	
Bloodied enemies grant combat advantage while in the aura.	
○ Inspire Belligerence • Aura 3	
While in the aura, allies deal 1d6 extra damage to creatures granting combat advantage to them.	
Insufferable Antagonist	
If the leader starts his turn subjected to one or more immobilizing, restraining, or slowing effects, he makes a saving throw. If he saves, those effects on him end.	
STANDARD ACTIONS	
m <b>Scimitar</b> (fire, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC. The leader has a +1 bonus to hit a bloodied target.	
Hit: 2d8 + 6 damage.	
M <b>Fiendish Strike</b> (weapon) • <b>At-Will</b>	
Effect: The leader shifts up to 2 squares before the attack.	
Attack: Melee 1 (one creature); +10 vs. Reflex. The leader has a +1 bonus to hit a bloodied target.	
Hit: 2d8 + 6 damage. If the leader has combat advantage against the target, the target is also dazed until the end of the leader's next turn.	
R <b>Hurl Flame</b> (fire) • <b>At-Will</b>	
Attack: Ranged 5 (one creature) +10 vs. Reflex. The leader has a +1 bonus to hit a bloodied target.	
Hit: 2d6 + 8 fire damage.	
TRIGGERED ACTIONS	
<b>Infernal Wrath</b> (fire) • <b>Encounter</b>	
Trigger: An enemy within 10 squares of the leader hits it with an attack.	
Effect (free action): The triggering enemy takes 1d6 + 8 fire damage.	
Skills Bluff +14, Diplomacy +14, History +12, Stealth +10, Streetwise +14	
Str 17 (+6)	Dex 15 (+5) Wis 16 (+6)
Con 20 (+8)	Int 18 (+7) Cha 22 (+9)
Alignment Evil	Languages Common, Supernal
Equipment chainmail, light shield, scimitar	

Notes: Modified Melech Ambrose; *drake fervor* has been replaced by *inspire belligerence*.

## ENCOUNTER 7: BLOOD AND SOULS STATISTICS (AL 6)

Gargoyle		Level 8 Lurker
Medium elemental humanoid (earth)		XP 350
HP 71; Bloodied 35		Initiative +11
AC 22, Fortitude 20, Reflex 18, Will 18		Perception +12
Speed 6, fly 8		Darkvision
STANDARD ACTIONS		
m <b>Claw • At-Will</b>		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d6 + 4 damage.		
M <b>Swoop Attack • At-Will</b>		
Effect: The gargoyle flies up to its fly speed and uses <i>claw</i> at the end of the move. This movement does not provoke opportunity attacks.		
<b>Stone Form • At-Will</b>		
Effect: The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 25 to all damage, gains 5 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +20 bonus to its next damage roll before the end of its next turn.		
Skills Stealth +12		
Str 21 (+9)	Dex 17 (+7)	Wis 17 (+7)
Con 17 (+7)	Int 5 (+1)	Cha 17 (+7)
Alignment Evil		Languages Primordial

Thalagar, Phantom Punisher		Level 9 Skirmisher
Medium shadow humanoid (undead), human		XP 400
HP 66; Bloodied 33		Initiative +10
AC 23, Fortitude 20, Reflex 22, Will 21		Perception +7
Speed 6; phasing		Darkvision
Immune disease, poison		
TRAITS		
o <b>Blind Justice • Aura 1</b>		
Enemies take a -2 penalty to attack rolls while in the aura.		
<b>Insubstantial</b>		
Thalagar takes only half damage from any damage source, except force damage.		
<b>Combat Advantage</b>		
Thalagar's melee attacks deal 1d6 extra damage to any target granting combat advantage to it.		
STANDARD ACTIONS		
m <b>Soulbound Hammer (psychic, weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d8 + 8 psychic damage		
r <b>Hurled Hammer (psychic, weapon) • At-Will</b>		
Attack: Ranged 5 (one creature); +14 vs. AC		
Hit: 2d8 + 8 psychic damage		
M <b>Evade and Strike (psychic, weapon) • At-Will</b>		
Effect: Any marks on Thalagar end, and Thalagar shifts up to 4 squares before making the following attack.		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d8 + 8 psychic damage		
Skills Insight +12		
Str 13 (+5)	Dex 18 (+8)	Wis 17 (+7)
Con 14 (+6)	Int 15 (+6)	Cha 16 (+7)
Alignment Evil		Languages Common

Notes: Modified phantom brigade justiciar. Swapped *unrelenting brigade* power for *combat advantage*. Changed alignment to evil.

## ENCOUNTER 7: BLOOD AND SOULS STATISTICS (AL 6)

Cultist Hellmage	Level 7 Artillery (Leader)
Medium natural humanoid, tiefling	XP 300
HP 60; Bloodied 30	Initiative +7
AC 21, Fortitude 17, Reflex 20, Will 20	Perception +13
Speed 6	Low-light vision
Resist 5 fire	
TRAITS	
○ <b>Quickshadow Aura</b> • <b>Aura 5</b>	
Any ally that shifts while in the aura can shift 1 additional square.	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC. The hellmage has a +1 bonus to hit a bloodied target.	
Hit: 2d6 + 9 damage.	
r <b>Infernal Bolt</b> (fire, implement, radiant) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +12 vs. Reflex. The hellmage has a +1 bonus to hit a bloodied target.	
Hit: 1d8 + 6 fire and radiant damage, and ongoing 5 fire and radiant damage (save ends).	
TRIGGERED ACTIONS	
<b>Infernal Wrath</b> (fire) • <b>Encounter</b>	
Trigger: An enemy within 10 squares of the hellmage hits it with an attack.	
Effect (free action): The triggering enemy takes 1d6 + 8 fire damage.	
r <b>See You in Hell</b> • <b>Encounter</b>	
Trigger: The hellmage drops to 0 hit points.	
Effect (Immediate Interrupt): The hellmage uses infernal bolt, and the attack does not provoke opportunity attacks.	
Skills Arcana +13, Bluff +11, History +13, Stealth +12	
Str 15 (+5)	Dex 19 (+7) Wis 20 (+8)
Con 12 (+4)	Int 21 (+8) Cha 17 (+6)
Alignment Evil	Languages Common, Supernal
Equipment dagger	

Notes: Modified fell court hellmage. Replaced *drake regeneration* with *quickshadow aura*.

Cultist Leader	Level 9 Skirmisher (Leader)
Medium natural humanoid, tiefling	XP 200
HP 100; Bloodied 50	Initiative +8
AC 23, Fortitude 21, Reflex 20, Will 22	Perception +12
Speed 5	Low-light vision
Resist 5 fire	
TRAITS	
○ <b>Bloodthirsty</b> • <b>Aura 1</b>	
Bloodied enemies grant combat advantage while in the aura.	
○ <b>Inspire Belligerence</b> • <b>Aura 3</b>	
While in the aura, allies deal 1d6 extra damage to creatures granting combat advantage to them.	
<b>Insufferable Antagonist</b>	
If the leader starts his turn subjected to one or more immobilizing, restraining, or slowing effects, he makes a saving throw. If he saves, those effects on him end.	
STANDARD ACTIONS	
m <b>Scimitar</b> (fire, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC. The leader has a +1 bonus to hit a bloodied target.	
Hit: 2d8 + 8 damage.	
M <b>Fiendish Strike</b> (weapon) • <b>At-Will</b>	
Effect: The leader shifts up to 2 squares before the attack.	
Attack: Melee 1 (one creature); +12 vs. Reflex. The leader has a +1 bonus to hit a bloodied target.	
Hit: 2d8 + 8 damage. If the leader has combat advantage against the target, the target is also dazed until the end of the leader's next turn.	
R <b>Hurl Flame</b> (fire) • <b>At-Will</b>	
Attack: Ranged 5 (one creature) +12 vs. Reflex. The leader has a +1 bonus to hit a bloodied target.	
Hit: 2d6 + 10 fire damage.	
TRIGGERED ACTIONS	
<b>Infernal Wrath</b> (fire) • <b>Encounter</b>	
Trigger: An enemy within 10 squares of the leader hits it with an attack.	
Effect (free action): The triggering enemy takes 1d6 + 10 fire damage.	
Skills Bluff +15, Diplomacy +15, History +13, Stealth +11, Streetwise +15	
Str 17 (+7)	Dex 15 (+6) Wis 16 (+7)
Con 20 (+9)	Int 18 (+8) Cha 22 (+10)
Alignment Evil	Languages Common, Supernal
Equipment chainmail, light shield, scimitar	

Notes: Modified Melech Ambrose; *drake fervor* has been replaced by *inspire belligerence*.

## ENCOUNTER 7: BLOOD AND SOULS STATISTICS (AL 8)

Gargoyle		Level 10 Lurker
Medium elemental humanoid (earth)		XP 500
<b>HP</b> 83; <b>Bloodied</b> 41		<b>Initiative</b> +12
<b>AC</b> 24, <b>Fortitude</b> 22, <b>Reflex</b> 20, <b>Will</b> 20		<b>Perception</b> +13
<b>Speed</b> 6, fly 8		Darkvision
STANDARD ACTIONS		
m <b>Claw • At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 6 damage.		
M <b>Swoop Attack • At-Will</b>		
Effect: The gargoyle flies up to its fly speed and uses <i>claw</i> at the end of the move. This movement does not provoke opportunity attacks.		
Stone Form • At-Will		
Effect: The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 25 to all damage, gains 5 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +20 bonus to its next damage roll before the end of its next turn.		
Skills Stealth +13		
<b>Str</b> 21 (+10)	<b>Dex</b> 17 (+8)	<b>Wis</b> 17 (+8)
<b>Con</b> 17 (+8)	<b>Int</b> 5 (+2)	<b>Cha</b> 17 (+8)
Alignment Evil		Languages Primordial

Thalagar, Phantom Punisher		Level 11 Skirmisher
Medium shadow humanoid (undead), human		XP 600
<b>HP</b> 78; <b>Bloodied</b> 39		<b>Initiative</b> +11
<b>AC</b> 25, <b>Fortitude</b> 22, <b>Reflex</b> 24, <b>Will</b> 23		<b>Perception</b> +8
<b>Speed</b> 6; phasing		Darkvision
Immune disease, poison		
TRAITS		
O <b>Blind Justice • Aura 1</b>		
Enemies take a -2 penalty to attack rolls while in the aura.		
Insubstantial		
Thalagar takes only half damage from any damage source, except force damage.		
Combat Advantage		
Thalagar's melee attacks deal 1d6 extra damage to any target granting combat advantage to it.		
STANDARD ACTIONS		
m <b>Soulbound Hammer</b> (psychic, weapon) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 2d8 + 10 psychic damage		
r <b>Hurled Hammer</b> (psychic, weapon) • At-Will		
Attack: Ranged 5 (one creature); +16 vs. AC		
Hit: 2d8 + 10 psychic damage		
M <b>Evade and Strike</b> (psychic, weapon) • At-Will		
Effect: Any marks on Thalagar end, and Thalagar shifts up to 4 squares before making the following attack.		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 2d8 + 10 psychic damage		
Skills Insight +13		
<b>Str</b> 13 (+6)	<b>Dex</b> 18 (+9)	<b>Wis</b> 17 (+8)
<b>Con</b> 14 (+7)	<b>Int</b> 15 (+7)	<b>Cha</b> 16 (+8)
Alignment Evil		Languages Common

Notes: Modified phantom brigade justiciar. Swapped *unrelenting brigade* power for *combat advantage*. Changed alignment to evil.



## ENCOUNTER 7: BLOOD AND SOULS STATISTICS (AL 8)

Cultist Hellmage	Level 9 Artillery (Leader)
Medium natural humanoid, tiefling	XP 400
HP 72; Bloodied 36	Initiative +8
AC 23, Fortitude 19, Reflex 22, Will 22	Perception +14
Speed 6	Low-light vision
Resist 5 fire	
TRAITS	
○ <b>Quickshadow Aura</b> • Aura 5	
Any ally that shifts while in the aura can shift 1 additional square.	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC. The hellmage has a +1 bonus to hit a bloodied target.	
Hit: 2d6 + 11 damage.	
r <b>Infernal Bolt</b> (fire, implement, radiant) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +14 vs. Reflex. The hellmage has a +1 bonus to hit a bloodied target.	
Hit: 1d8 + 8 fire and radiant damage, and ongoing 5 fire and radiant damage (save ends).	
TRIGGERED ACTIONS	
<b>Infernal Wrath</b> (fire) • <b>Encounter</b>	
Trigger: An enemy within 10 squares of the hellmage hits it with an attack.	
Effect (free action): The triggering enemy takes 1d6 + 10 fire damage.	
r <b>See You in Hell</b> • <b>Encounter</b>	
Trigger: The hellmage drops to 0 hit points.	
Effect (Immediate Interrupt): The hellmage uses infernal bolt, and the attack does not provoke opportunity attacks.	
Skills Arcana +14, Bluff +12, History +14, Stealth +13	
Str 15 (+6)	Dex 19 (+8) Wis 20 (+9)
Con 12 (+5)	Int 21 (+9) Cha 17 (+7)
Alignment Evil	Languages Common, Supernal
Equipment dagger	

Notes: Modified fell court hellmage. Replaced *drake regeneration* with *quickshadow aura*.

Cultist Leader	Level 11 Skirmisher (Leader)
Medium natural humanoid, tiefling	XP 600
HP 116; Bloodied 58	Initiative +9
AC 25, Fortitude 23, Reflex 22, Will 24	Perception +13
Speed 5	Low-light vision
Resist 10 fire	
TRAITS	
○ <b>Bloodthirsty</b> • Aura 1	
Bloodied enemies grant combat advantage while in the aura.	
○ <b>Inspire Belligerence</b> • Aura 3	
While in the aura, allies deal 1d6 extra damage to creatures granting combat advantage to them.	
<b>Insufferable Antagonist</b>	
If the leader starts his turn subjected to one or more immobilizing, restraining, or slowing effects, he makes a saving throw. If he saves, those effects on him end.	
STANDARD ACTIONS	
m <b>Scimitar</b> (fire, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC. The leader has a +1 bonus to hit a bloodied target.	
Hit: 3d6 + 9 damage.	
M <b>Fiendish Strike</b> (weapon) • <b>At-Will</b>	
Effect: The leader shifts up to 2 squares before the attack.	
Attack: Melee 1 (one creature); +14 vs. Reflex. The leader has a +1 bonus to hit a bloodied target.	
Hit: 3d6 + 9 damage. If the leader has combat advantage against the target, the target is also dazed until the end of the leader's next turn.	
R <b>Hurl Flame</b> (fire) • <b>At-Will</b>	
Attack: Ranged 5 (one creature) +14 vs. Reflex. The leader has a +1 bonus to hit a bloodied target.	
Hit: 3d6 + 9 fire damage.	
TRIGGERED ACTIONS	
<b>Infernal Wrath</b> (fire) • <b>Encounter</b>	
Trigger: An enemy within 10 squares of the leader hits it with an attack.	
Effect (free action): The triggering enemy takes 1d6 + 12 fire damage.	
Skills Bluff +16, Diplomacy +16, History +14, Stealth +13, Streetwise +16	
Str 17 (+8)	Dex 15 (+7) Wis 16 (+8)
Con 20 (+10)	Int 18 (+9) Cha 22 (+11)
Alignment Evil	Languages Common, Supernal
Equipment chainmail, light shield, scimitar	

Notes: Modified Melech Ambrose; *drake fervor* has been replaced by *inspire belligerence*.

## ENCOUNTER 7: BLOOD AND SOULS STATISTICS (AL 10)

Gargoyle		Level 12 Lurker
Medium elemental humanoid (earth)		XP 700
HP 95; Bloodied 47		Initiative +13
AC 26, Fortitude 24, Reflex 22, Will 22		Perception +14
Speed 6, fly 8		Darkvision
STANDARD ACTIONS		
m <b>Claw • At-Will</b>		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d6 + 8 damage.		
M <b>Swoop Attack • At-Will</b>		
Effect: The gargoyle flies up to its fly speed and uses <i>claw</i> at the end of the move. This movement does not provoke opportunity attacks.		
Stone Form • At-Will		
Effect: The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 25 to all damage, gains 5 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +20 bonus to its next damage roll before the end of its next turn.		
Skills Stealth +14		
Str 21 (+11)	Dex 17 (+9)	Wis 17 (+9)
Con 17 (+9)	Int 5 (+3)	Cha 17 (+9)
Alignment Evil	Languages Primordial	

Thalagar, Phantom Punisher		Level 13 Skirmisher
Medium shadow humanoid (undead), human		XP 800
HP 90; Bloodied 45		Initiative +12
AC 27, Fortitude 24, Reflex 26, Will 25		Perception +9
Speed 6; phasing		Darkvision
Immune disease, poison		
TRAITS		
O <b>Blind Justice • Aura 1</b>		
Enemies take a -2 penalty to attack rolls while in the aura.		
Insubstantial		
Thalagar takes only half damage from any damage source, except force damage.		
Combat Advantage		
Thalagar's melee attacks deal 2d6 extra damage to any target granting combat advantage to it.		
STANDARD ACTIONS		
m <b>Soulbound Hammer (psychic, weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 11 psychic damage		
r <b>Hurled Hammer (psychic, weapon) • At-Will</b>		
Attack: Ranged 5 (one creature); +18 vs. AC		
Hit: 3d6 + 11 psychic damage		
M <b>Evade and Strike (psychic, weapon) • At-Will</b>		
Effect: Any marks on Thalagar end, and Thalagar shifts up to 4 squares before making the following attack.		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 11 psychic damage		
Skills Insight +14		
Str 13 (+7)	Dex 18 (+10)	Wis 17 (+9)
Con 14 (+8)	Int 15 (+8)	Cha 16 (+9)
Alignment Evil	Languages Common	

Notes: Modified phantom brigade justiciar. Swapped *unrelenting brigade* power for *combat advantage*. Changed alignment to evil.

## ENCOUNTER 7: BLOOD AND SOULS STATISTICS (AL 10)

Cultist Hellmage	Level 11 Artillery (Leader)
Medium natural humanoid, tiefling	XP 600
HP 84; Bloodied 42	Initiative +9
AC 25, Fortitude 21, Reflex 23, Will 23	Perception +15
Speed 6	Low-light vision
Resist 10 fire	
TRAITS	
○ Quickshadow Aura • Aura 5	
Any ally that shifts while in the aura can shift 1 additional square.	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC. The hellmage has a +1 bonus to hit a bloodied target.	
Hit: 4d4 + 10 damage.	
r <b>Infernal Bolt</b> (fire, implement, radiant) • At-Will	
Attack: Ranged 20 (one creature); +16 vs. Reflex. The hellmage has a +1 bonus to hit a bloodied target.	
Hit: 2d8 + 6 fire and radiant damage, and ongoing 10 fire and radiant damage (save ends).	
TRIGGERED ACTIONS	
Infernal Wrath (fire) • Encounter	
Trigger: An enemy within 10 squares of the hellmage hits it with an attack.	
Effect (free action): The triggering enemy takes 2d6 + 10 fire damage.	
r See You in Hell • Encounter	
Trigger: The hellmage drops to 0 hit points.	
Effect (Immediate Interrupt): The hellmage uses infernal bolt, and the attack does not provoke opportunity attacks.	
Skills Arcana +15, Bluff +13, History +15, Stealth +14	
Str 15 (+7)	Dex 19 (+9)
Con 12 (+6)	Int 21 (+10)
	Wis 20 (+10)
	Cha 17 (+8)
Alignment Evil	Languages Common, Supernal
Equipment dagger	
Notes: Modified fell court hellmage. Replaced drake regeneration with quickshadow aura.	

Cultist Leader	Level 13 Skirmisher (Leader)
Medium natural humanoid, tiefling	XP 800
HP 132; Bloodied 66	Initiative +10
AC 27, Fortitude 25, Reflex 24, Will 26	Perception +14
Speed 5	Low-light vision
Resist 10 fire	
TRAITS	
○ Bloodthirsty • Aura 1	
Bloodied enemies grant combat advantage while in the aura.	
○ Inspire Belligerence • Aura 3	
While in the aura, allies deal 2d6 extra damage to creatures granting combat advantage to them.	
Insufferable Antagonist	
If the leader starts his turn subjected to one or more immobilizing, restraining, or slowing effects, he makes a saving throw. If he saves, those effects on him end.	
STANDARD ACTIONS	
m <b>Scimitar</b> (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC. The leader has a +1 bonus to hit a bloodied target.	
Hit: 3d6 + 11 damage.	
M <b>Fiendish Strike</b> (weapon) • At-Will	
Effect: The leader shifts up to 2 squares before the attack.	
Attack: Melee 1 (one creature); +16 vs. Reflex. The leader has a +1 bonus to hit a bloodied target.	
Hit: 3d6 + 11 damage. If the leader has combat advantage against the target, the target is also dazed until the end of the leader's next turn.	
R <b>Hurl Flame</b> (fire) • At-Will	
Attack: Ranged 5 (one creature) +16 vs. Reflex. The leader has a +1 bonus to hit a bloodied target.	
Hit: 3d6 + 11 fire damage.	
TRIGGERED ACTIONS	
Infernal Wrath (fire) • Encounter	
Trigger: An enemy within 10 squares of the leader hits it with an attack.	
Effect (free action): The triggering enemy takes 2d6 + 11 fire damage.	
Skills Bluff +17, Diplomacy +17, History +15, Stealth +14, Streetwise +17	
Str 17 (+9)	Dex 15 (+8)
Con 20 (+11)	Int 18 (+10)
	Wis 16 (+9)
	Cha 22 (+12)
Alignment Evil	Languages Common, Supernal
Equipment chainmail, light shield, scimitar	
Notes: Modified Melech Ambrose; drake fervor has been replaced by inspire belligerence.	

## ENCOUNTER 7: BLOOD AND SOULS MAP

### TILE SETS NEEDED

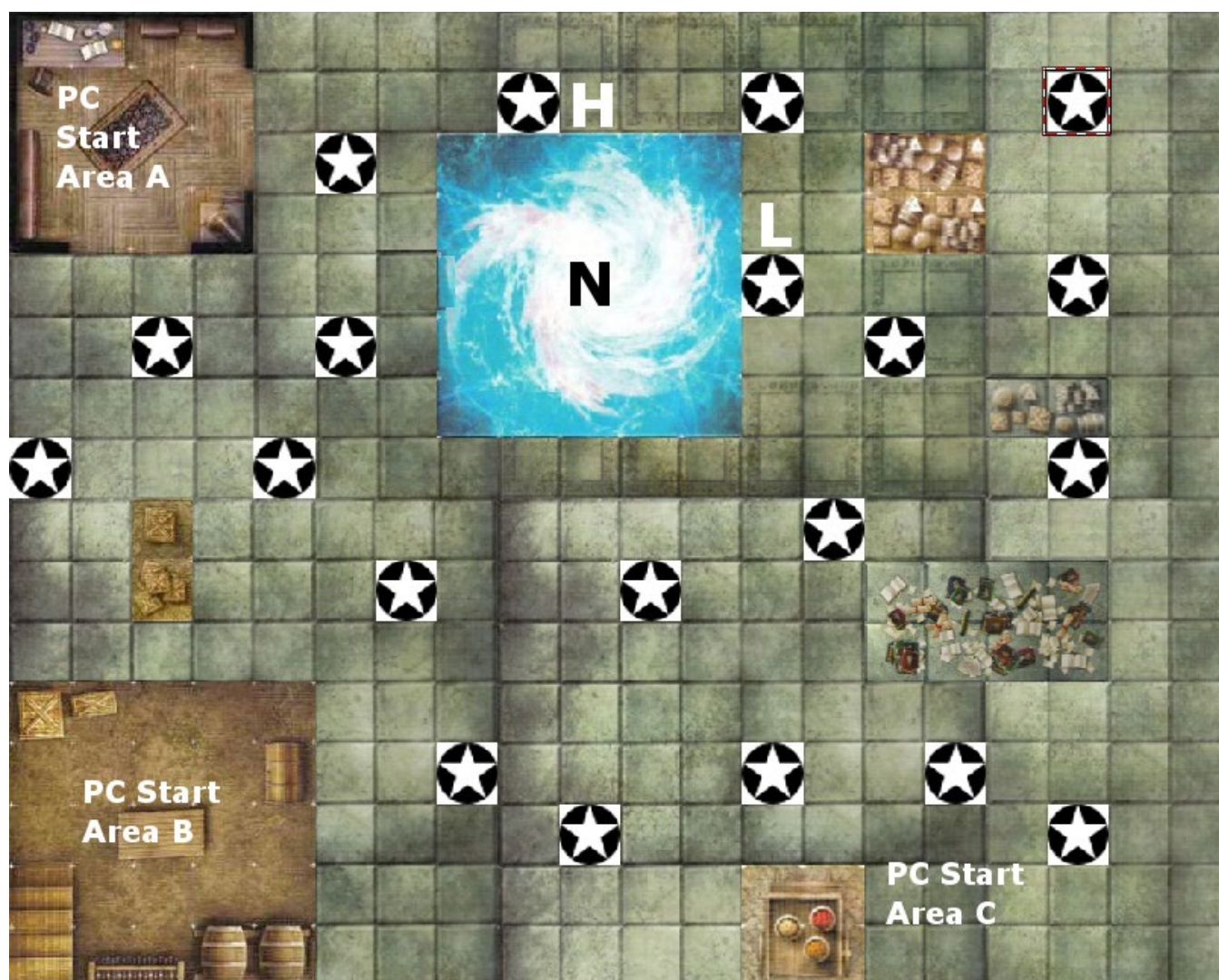
*Streets of Shadow* x1

*Dungeon Tiles Master Set: The Dungeon* x1

*Dungeon Tiles Master Set: The City* x1

*Arcane Corridors* x1

*Harrowing Halls* x1



## CONCLUDING THE ADVENTURE

The PCs are expected to report to Sihvet as she hired them for this adventure but they may want to share information with others. Also, what do they do with Captain Nicos Bersk?

### IMPORTANT NPCs

**Captain Nicos Bersk**, Captain of the Esquire, Member of the Master Mariners' Guild, human male

**Sihvet Dyernina** priestess of Shares, female human

**Lord Dolan Dezlentyr**, friend of Nicos Bersk, male human.

**Master First Mariner Brendan**, guild master of the Master Mariners' Guild; male human

**Aeron Seawind**, Rorden of the City Watch Dock Ward Post & Barracks; male human

Sihvet and her fellow members of the Ladies of the Divine are working tonight at a soup kitchen in Dock Ward, known as Ilmater's Safe Harbor. The PCs were told this at the start of the adventure.

If alive, Captain Nicos Bersk is ashamed and wondering what future he has. He reluctantly agrees to see Sihvet. He does not resist being turned over to the City Watch if that is what the PCs decide to do. Otherwise, he ensures the PCs are rewarded for their efforts and resumes his life as a sea captain. Bersk personally worships Valkur and goes to the small temple to Valkur in Sea Ward to pray for guidance.

If Loran Brant is raised from the dead, he testifies against the cultists. He says Regent Rauvin Dare did pay his fine from the dock fight, then said goodbye to him. However, immediately after Dare left, Brant was taken prisoner by the cultists. He cannot testify that Dare was involved although he is suspicious about the timing.

Sihvet Dyernina and the other Ladies of the Divine (see Appendix) are at the soup kitchen, helping serve a meal to the destitute. She is glad to see Bersk and tends to his wounds. She is saddened by the tale and asks the PCs to take up a Quest to redeem those poor folk who have made an infernal bargain with Asmodeus or been possessed by a devil, and to expose the evil effects of the worship of Asmodeus to the city of Waterdeep. (Give the players Story Award WATE40 Infernal Ambitions.) Her sisters are excited by the idea of the Quest and pledge their support. Sihvet does ask that the adventurers not reveal any evidence that Captain Bersk engaged in smuggling. With the help of her friends (if Bersk was not saved), the adventurers are paid.

The PCs may choose to meet with any, all, or none of the following NPCs:

#### Dolan Dezlentyr

- Dolan has returned to his villa. He is glad that the PCs did what they could for Nicos and lauds them for their heroism.
- Dolan supports the idea of a Quest to end the worship of Asmodeus in Waterdeep, if that is possible.

#### Master First Mariner, Brendan

- Brendan is troubled by the activities of the cult of Asmodeus but he is uncertain what a mere guildmaster can do about this.
- Brendan is glad to hear that the connection between the Guild of Watermen and the cult of Asmodeus has been severed. His gratitude is reflected in Story Award WATE42, Favor of the Master Mariners' Guild. (Note that even if the PCs do not directly go to Brenden and report, he soon finds out what they did and the PCs gain the Story award.)
- He is unhappy to be told that Captain Bersk was engaged in smuggling and indicates that is a dark stain on the captain's reputation.

#### Magister Ellia Cassiter

- Ellia is troubled by the activities of the cult of Asmodeus; clearly they resort to evil and illegal means. She is grateful that the PCs were able to root out some of the villains, but she feels that they have just scratched the surface so far. Sadly the worship of Asmodeus is not illegal in Waterdeep, only when illegal activities are undertaken. She cautions the PCs to be careful not to overstep what is allowed by law.
- Ellia promises the PCs a reward once she can requisition the funds.
- Ellia is happy to take any evidence of wrongdoing the PCs offer her.

#### Rorden Aeron Seawind

- The Rorden is interested in what the PCs discovered about the cult to include who was involved and what illegal activities did they engage in. He accepts any captives the PCs may have taken.
- Seawind notes that bargaining one's soul with a devil is very unwise in his opinion, but it is not currently illegal in Waterdeep.
- The Rorden accepts any information about smuggling. Unless charges involve illegal drugs,



slaves, assassins, or other sinister items or people, any fines are relatively minor.

The PCs may want to talk to Regent Rauvin Dare. He admits to owning the Three Pearls Nightclub; that is a matter of public record and certainly legal. He also admits to paying the fine of the First Mate of the Esquire but denies any involvement with or knowledge of whatever happened to the man afterwards. The PCs do not have any evidence against Dare which the City Watch would think has merit.

If any of the PCs accepted the bargain with Asmodeus (as discussed in Encounter 6, The Temptation of Asmodeus), those players get Story Award WATE41, A Bargain with Asmodeus. Strike out the option not taken.

DM Note: if a PC accepted the Infernal Bargain with Asmodeus, they are also eligible, not required, to take or make a change in theme to the Devil's Pawn, from Neverwinter Campaign Setting, pages 40-41. This theme does not require you to worship Asmodeus (which is illegal in LFR for PCs), but you are being tempted to use more of his dark powers albeit for good purposes.

At several times during the adventure, the PCs may have revealed Nicos was involved with smuggling. If they avoid telling the City Watch or the Magister, they have kept his shady activities secret. Those PCs accomplished the minor objective of keeping Nicos shady involvement secret, and they get the respective xp.

## TREASURE

The PCs are paid with 75/125/225/450/675 gold per PC by Sihvet as promised, regardless of degree of success in the adventure. A mysterious benefactor offers a (common or uncommon) permanent magic item or more gold for their public service.

If the PCs succeeded at the major objective, they are also offered a magic amulet, broach or cloak (any uncommon neck slot magic item Level +2) by Lord Dezlentyr.

## 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.

### EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the 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**

**Find, help and rescue Nicos Bersk + 125 XP**

**Identify the cult involvement + 25 XP**

**Defeat the cult + 25 XP**

**Keep Nicos' involvement secret + 25 XP**

**Maximum Possible XP: 425**

**Base Gold per PC: 75 gp**

(Conclusion: 75 gp)

#### ADVENTURE LEVEL 4

**Minimum Possible XP: 320**

**Find, help and rescue Nicos Bersk + 175 XP**

**Identify the cult involvement + 35 XP**

**Defeat the cult + 35 XP**

**Keep Nicos' involvement secret + 35 XP**

**Maximum Possible XP: 600**

**Base Gold per PC: 125 gp**

(Conclusion: 125 gp)

#### ADVENTURE LEVEL 6

**Minimum Possible XP: 450**

**Find, help and rescue Nicos Bersk + 250 XP**

**Identify the cult involvement + 50 XP**

**Defeat the cult + 50 XP**

**Keep Nicos' involvement secret + 50 XP**

**Maximum Possible XP: 850**

**Base Gold per PC: 225 gp**

(Conclusion: 225 gp)

#### ADVENTURE LEVEL 8

**Minimum Possible XP: 640**

**Find, help and rescue Nicos Bersk + 350 XP**

**Identify the cult involvement + 70 XP**

**Defeat the cult + 70 XP**

**Keep Nicos' involvement secret + 70 XP**

**Maximum Possible XP: 1200**

**Base Gold per PC: 450 gp**

(Conclusion: 450 gp)

#### ADVENTURE LEVEL 10

**Minimum Possible XP: 900**

**Find, help and rescue Nicos Bersk + 500 XP**

**Identify the cult involvement + 100 XP**

**Defeat the cult + 100 XP**

**Keep Nicos' involvement secret + 100 XP**

**Maximum Possible XP: 1700**

**Base Gold per PC: 675 gp**

(Conclusion: 675 gp)

## TREASURE

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

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

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist’s weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist’s dagger*, the player writes that information down on the PC’s adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

### EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

All ALs:

**Treasure A:** Any Uncommon neck slot Item of the character’s level + 2 or less from a player resource (maximum item level 10)

Found in Conclusion

**Treasure B:** *lifestealer weapon +1* at AL 2 and up, *+2* at AL 6 and up (level 4 or 9; *Mordenkainen’s Magnificent Emporium*)

Found in Encounter 7

**Treasure C:** *boots of elvenkind* (level 7; *Mordenkainen’s Magnificent Emporium*)

Found in Encounter 4

**Treasure D:** *arcane key* (level 6; *Dragon 387*)

Found in Encounter 7

**Treasure E:** *cat paws* (level 5; *Mordenkainen’s Magnificent Emporium*)

Found in Encounter 4

AL 4 and above:

**Treasure F:** *frost brand weapon +2* (level 8; *Mordenkainen’s Magnificent Emporium*)

Found in Encounter 7

**Treasure G:** *gloves of venom* (Level 8; *Dragon 367*)

Found in Encounter 4

AL 6 and above:

**Treasure H:** *gloves of swimming and climbing* (Level 10; *Mordenkainen’s Magnificent Emporium*)

Found in Encounter 4

All ALs:

**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: *vial of darkness* (level 5) plus 0 gp

AL 4: *vial of darkness* (level 5) plus 25 gp

AL 6: *vial of darkness* (level 5) plus 100 gp

AL 8: *vial of darkness* (level 5) plus 250 gp

AL 10: *vial of darkness* (level 5) plus 400 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.

### WATE40 Infernal Ambitions

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 continues in WATE4-2 and concludes in WATE4-3.

### WATE41 A Bargain with Asmodeus

You agreed to sell your soul to Asmodeus. In exchange, you receive either Option 1 or Option 2 listed below (not both; strike through the option you do not choose).

Of course, selling your soul to Asmodeus does not come without consequences. For one, your soul cannot return to the body after death, meaning rituals such as Raise Dead do not work on you – if you die, you are permanently dead. You or other adventurers may discover in the future a method to redeem those who have bargained away their souls, nullifying the agreement, benefits and consequences, but that is not guaranteed. Redemption may come at a cost.

**Option 1:** You are granted the Divine Boon of Asmodeus's Dread Authority. Initially, you receive the level 3 power. If and when you advance to Paragon tier, the boon automatically upgrades to level 13. Likewise, when you reach the Epic tier, the boon is upgraded automatically to level 23. This boon does not cost a found-item slot and never expires, nor does it count against your limit of one Rare magic item per tier. Under the LFR campaign rules, you may only have one active Divine Boon at a time.

**Option 2:** One time and only time only, as a free action, you may draw upon the power of Asmodeus to restore all of your hit points and healing surges. This option does not count as a magic item or divine boon and is available indefinitely until used (it basically represents Asmodeus "saving your bacon" once when you call on him). You cannot be compelled to activate this ability unless you (the player) want to do so. Strike through this paragraph when you have used the benefit.

Asmodeus's Dread Authority	Level 3+ Rare
<i>Asmodeus invests you with the authority he uses to rule the Nine Hells.</i>	
Level 3, Level 13, Level 23 (no market price; cannot be sold)	
<b>Alternative Reward:</b> Divine Boon	
<b>R Attack Power</b> (Charm) ♦ <b>Encounter</b> (Minor Action)	
Attack: Ranged 10 (one creature); the boon's level +5 vs. Will	
Hit: The target is subject to your dread authority (save ends). While the target is subject to your dread authority, you can slide the target 1 square as a free action at the start of each of its turns.	
Level 13: Slide the target up to 2 squares	
Level 23: Slide the target up to 3 squares	
<b>R Attack Power</b> ♦ <b>Daily</b> (Minor Action)	
Attack: Ranged 10 (one creature subject to your dread authority); no attack roll needed	
Effect: The target chooses to either fall prone or take 5 fire damage.	
Level 13: 10 fire damage	
Level 23: 15 fire damage	

**Reference:** *The Book of Vile Darkness*, page 75.

### WATE42 Favor of the Master Mariners' Guild

You earned the gratitude of the Master Mariners' Guild in the City of Splendors. The guild will vouch for you as trustworthy and may assist you in obtaining employment. Requests for sea voyages to/from Waterdeep are welcome. The guild has 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.

## MAGIC AND MOUNTS

### Frost Brand Weapon

Level 8+ Rare

*Frost forms on your hands as you alter your grip on this icy weapon, but the cold doesn't harm you as the weapon devours all the heat around you.*

Lvl 8 +2 3,400 gp

Lvl 13 +3 17,000 gp

Lvl 18 +4 85,000 gp

**Weapon:** Any melee

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

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

**Properties:**

While holding this weapon, you have fire resistance equal to 3+ twice the weapon's enhancement bonus.

All untyped damage dealt by weapon attacks using this weapon changes to cold damage.

**Attack Power (Cold) ♦ Encounter (Standard Action)**

**Attack:** Close blast 3 (creatures in the blast); the weapon's level + 3 vs. Reflex

**Hit:** 1d10 cold damage, and the target is immobilized (save ends).

Level 13 or 18: 2d10 cold damage

Level 23 or 28: 3d10 cold damage

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

**Effect:** Close blast 5. You can extinguish any nonmagical fire in the burst, and each ally in the burst makes a saving throw against ongoing fire damage that a save can end.

**Reference:** *Mordenkainen's Magnificent Emporium*, page 26.

### Boots of Elvenkind

Level 7+ Uncommon

*You pass without notice, leaving neither footprint nor echo.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp

Lvl 17 65,000 gp

**Feet Slot**

**Property**

You gain a +2 item bonus to Stealth checks.

Level 17: +4 item bonus.

Level 27: +6 item bonus.

**Utility Power (Illusion) ♦ Daily (Move Action)**

**Effect:** You move up to your speed, and you are hidden (invisible and silent) during the move.

**Reference:** *Mordenkainen's Magnificent Emporium*, page 63.

### Gauntlets of Swimming and Climbing

Level 10 Uncommon

**Hands Slot** 5,000 gp

**Property:**

You gain a climb speed and a swim speed both equal to half your speed..

**Reference:** *Mordenkainen's Magnificent Emporium*, page 65.

### Lifestealer Weapon

Level 4+ Uncommon

*When you strike your enemy, a small measure of your foe's life force is absorbed by this weapon and directed into you.*

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp

Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp

Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

**Weapon:** Any melee

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

**Critical:** +1d12 necrotic damage per plus

**Property:**

Whenever you kill an enemy with this weapon, you gain temporary hit points equal to 5 + the weapon's enhancement bonus.

**Attack Power (Healing, Necrotic) ♦ Daily (No Action)**

**Trigger:** You hit an enemy with an attack using this weapon.

**Effect:** The target takes extra necrotic damage equal to 2 + the weapon's enhancement bonus, and you regain a number of hit points equal to that extra damage.

**Reference:** *Mordenkainen's Magnificent Emporium*, page 29.

### Cat Paws

Level 5+ Uncommon

*Furry on the outside, silky on the inside, these gloves sprout claws that make climbing easier.*

Lvl 5 1,000 gp Lvl 25 625,000 gp

Lvl 15 25,000 gp

**Hands Slot**

**Property:**

Gain a +2 item bonus to Athletics checks to climb.

Level 15: Gain a +4 item bonus to Athletics checks.

Level 25: Gain a +6 item bonus to Athletics checks.

**Power ♦ Daily (Free Action)**

Climb at normal speed and double any climbing movement granted to you by powers until the end of the encounter.

**Reference:** *Adventurers' Vault*, page 132.

### Gloves of Venom

Level 8+ Uncommon

*Constructed of lightweight spidersilk, these gloves fit like a second skin.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp

Lvl 18 85,000 gp

**Hands Slot**

**Power (Poison) ♦ Daily (Minor Action)**

Change the damage type dealt by the next arcane power you use to poison. Add 1d6 to the damage dealt by that power (if any).

Level 18: 2d6 to the damage.

Level 28: 3d6 to the damage.

**Reference:** *Dragon Magazine* 367, page 40.

### Vial of Darkness

Level 5 Uncommon

*This glass vial is filled to the brim with a black liquid and stoppered with a thick glob of dried black wax.*

**Consumable** 50 gp

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

*Effect:* Breaking the vial creates a zone in a close burst 1. The zone is totally obscured, and it lasts until the end of your next turn.

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

### 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

### Arcane Key

Level 6 Uncommon

*Using this silver key when performing Arcane Lock allows you to seal the door from afar.*

**Wondrous Item** 1,800 gp

**Properties**

- You can use this item as an optional focus for the Arcane Lock ritual. When you do, you can seal or unseal the object sealed by the ritual using the at-will power of this item.
- You can use this item as an optional focus for the Knock ritual. When you do, for up to 5 minutes after completing the ritual, you can relock or reseal the object affected by the Knock ritual as though you had never opened it, even to the point of automatically replacing an Arcane Lock at its original strength. Doing so requires a minor action.

**Power ♦ At-Will (Minor Action)**

You deactivate or reactivate an Arcane Lock bound to this item, no matter how far you are from it, even if you are on another plane.

**Reference:** *Dragon Magazine* 387, page 28.

## EVENT SUMMARY WATE4~1

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/WATE0401LFR>

If played at a convention, what slot:

Table Number:

DM's Name:

1. **At the end of play, Captain Bersk is:**
  - a. Alive and free.
  - b. Alive but under arrest.
  - c. Dead.
  - d. Alive but under thumb of cult
2. **At the end of play, Aromus Light is:**
  - a. Dead.
  - b. Alive but under arrest.
  - c. Alive and free.
3. **Number of PCs who seriously considered the Temptation of Asmodeus:**
  - a. None
  - b. Less than half
  - c. Half or more
  - d. All
4. **Number of PCs who accepted the bargain with Asmodeus:**
  - a. None
  - b. One
  - c. More than one but less than half
  - d. More than half.
  - e. All
5. **Which aspect of this adventure did the players like the best?**
  - a. The Investigation
  - b. The Story and Roleplaying
  - c. The Combats
  - d. A mix of all elements
  - e. Nothing
6. **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?**

5   4   3   2   1

7. **How does the DM rate this adventure, using the same five-point scale?**

5   4   3   2   1

## APPENDIX 1: HEIRS OF MIRT

A SOCIETY OF WATERDHAVIAN ADVENTURERS WHOSE MEMBERS VOW TO DEFEND WATERDEEP AGAINST ALL ENEMIES, TO UPHOLD THE VALUES OF WATERDEEP (SUCH AS FIGHTING CORRUPTION), AND TO AID THE HELPLESS.

- There is no membership fee nor salary nor stipend for membership.
- The members are only required to be true to defending Waterdeep. If at anytime, they cannot do that, then they should resign.
- You may be a member of an Adventuring Company in addition to this Society.
- Foreigners are not accepted as members because their loyalties will likely lie with other realms. If they make their residence in Waterdeep in the future, they may join at that time.
- As we prove the worth of the adventurers, it is hoped that the Society is seen as an informal militia or a group that would provide back up for the City Guard for the defense of the City.
- It is possible that the membership might decide to undertake civic projects in the future.

To become a member of this organization a PC must be a citizen of Waterdeep and have either story Award WATE14 or WATE 24 or have a total of 2 favors (which are granted in story awards) from different organizations/personages. Most story wards that grant favors note that in the text. However, the following story awards can also be used for this purpose (they predate the forming of the organization) WATE2, WATE5, and WATE 10.

### Benefits:

Membership benefits will include the usage of the hall which serves as a social club with meals, drinks and private meeting rooms. The members' hall also offers long-term secure storage. Members may bring guests.

Patrons seeking adventurers may post notices here or come in person seeking help. Sometimes the society itself may sponsor an adventure.

Healing (from the local temples) is available at cost (no markup) when arranged through the Society.

The members may use a private permanent teleportation circle within the members' hall of the Heirs of Mirt.

Tickets to current entertainment events in Waterdeep are available at half price.

Additional benefits include:

The table gains one bonus action point if you are at a Society table (a table with 3 or more members of the Heirs of Mirt). These bonus action points follow the same rules as for adventuring companies and do not stack with an adventuring company's action point. A table can only have one bonus action point.

A member gains access to *Courtier's Cape* (uncommon, Adventurer's Vault 2) and *Ring of Retreat* (uncommon, Adventurer's Vault). You can purchase these items or choose them with your found item slots when your level plus four is equal to or greater than that of the item. You may upgrade the items. The default location for the *Ring of Retreat* is Waterdeep, specifically inside the members' hall of the Society of Mirt.

Members gain a +2 bonus to Streetwise checks within Waterdeep and a +1 bonus to Streetwise checks in any urban location.

**Ex-Members:** Should a member leave the Society, they will not be allowed to rejoin later. Rumors circulating within Waterdeep about their departure will result in a -2 penalty to Diplomacy checks within Waterdeep. If the story award favors (originally used to justify admission) had additional benefits, those favors are considered void (and should be marked such) as your patron feels betrayed. The ex-member will not be welcomed as a guest within the members' hall.

## APPENDIX 2: 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. 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 3: INVESTIGATION SUMMARY

### Encounter 1

Location: The Dagger's Rest

NPCs: Sihvet Dyernina

Summary: Sihvet hires the PCs to investigate the disappearance of Nicos Bersk.

Notes: Sihvet suggests checking The Esquire (Encounter 2A) or the Master Mariners' Guild (Encounter 2B).

### Encounter 2A

Location: The Esquire (Waterdeep Harbor Docks)

NPCs: Aldron Haskin, Second Mate

Summary: The PCs can learn about the altercation with the Watermen and the disappearance of the First Mate. They may also discover a clue regarding smuggling activities.

Notes: Aldron can lead the PCs to the magister (Encounter 2D) or the Guild of Watermen (2F).

### Encounter 2B

Location: The Master Mariners' Guild

NPCs: Master First Mariner Brendan

Summary: The PCs can learn the identity of Dolan, the altercation with the Watermen and the disappearance of the First Mate.

Notes: Brendan may lead the PCs to the magister (Encounter 2D) or the Harbormaster (Encounter 2C), the Dezlentyr villa in Sea Ward (2E) or the Guild of Watermen (2F).

### Encounter 2C

Location: The Harbormaster's Office

NPCs: Harbormaster Stanos Waldamere

Summary: The PCs do not get any clues about Bersk, but do have the opportunity to expose the smuggling.

### Encounter 2D

Location: The Magister's Office

NPCs: Magister Ellia Cassiter

Summary: The PCs talk to the magister about the fate of First Mate Loran Brant.

Notes: The PCs can discover Regent Rauvin Dare paid the fine of the First Mate (who subsequently disappeared). The PCs could also expose the smuggling activities of the Esquire. The Magister may send the PCs to the Dezlentyr villa in Sea Ward (2E).

### Encounter 2E

Location: Dezlentyr Villa

NPCs: Sabrina Lantin

Summary: Sabrina tells the PCs where to find Dolan.

Notes: The PCs are directed to Dolan at the Three Pearls Nightclub (Encounter 3).

### Encounter 2F

Location: The Guild of Watermen

NPCs: Longshoreman Supervisor Aromus Light

Summary: The PCs can talk to Aromus Light about the altercation with the crew of the Esquire. If pressed, he leads them to a contact at the Three Pearls.

Notes: The PCs may be directed to Darren at the Three Pearls Nightclub (Encounter 3).

### Encounter 3

Location: The Three Pearls Nightclub

NPCs: Dolan Dezlentyr, Darren Whitehill

Summary: The PCs may talk to Dolan Dezlentyr and two dockworkers who happen to be members of the cult of Asmodeus. This encounter sets up the attack in Encounter 4.

## APPENDIX 4: BACKGROUND ON THE LADIES OF THE DIVINE

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

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



# HANDOUT 1

## ARS GRATIA ARTIS

A letter addressed to you personally is delivered by courier. The boy identifies her only as “a pretty lady.”

*Dear Patron of the Arts,*

*I have special task that requires some delicate attention. As a strident supporter of our most noble arts, your name was highly recommended as someone who had the skill, dedication, and discretion required. I'm sure someone of your outstanding character can find it in your heart to help a woman in her hour of deepest need. I look forward to meeting you at the Daggers' Rest around noon on this day.*



## HANDOUT 2

### HEIRS OF MIRT

The following letter has been posted on the wall of the Heirs Members' Hall

*Followers of The Society,*

*Worthy adventure awaits those who seek to defend the streets of Waterdeep from what may well be its most insidious threat. If you feel capable of undertaking this mission and are capable, dedicated to the cause, and have the ability to exercise discretion when necessary, meet me at the Dagger's Rest at noon today.*



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## HANDOUT 3

### POSTING IN THE DAGGER'S REST

The following letter has been posted on the wall of the Dagger's Rest

*Lady in distress needs your help!*

*A friend in need seeks discreet adventurers to perform a task on his behalf. Please seek me here if interested, I will be here every day for lunch, so noon is the best time to find me.*



## HANDOUT 4

### THAELEER'S COINWATCH BROADSHEET

#### **Flirter's Fickle Favor**

Rumor has it that Sune's Kiss has struck twice when it comes to the matter of noble hearts. The demure darling of the Phulbrinter clan has pledged herself once more to true love. Yet this latest declaration leaves the highborn son of House Casslantar lonely and confused. The hearts of the young are fickle things, but most apparently so among the nobles. What lure does Riverwind hold or more than that what trouble did it bring? It is not for us to know - at least not yet.

#### **Comedy and Cuisine**

Competition between local nightspots has heated up over the past few weeks. Both the Purple Palace and Three Pearls have recently reopened after undergoing extensive renovations.

The Purple Palace had hired chef Anton Mulsibee from Baldur's Gate to bring his eclectic combination of local and exotic cuisine to Waterdhavian palates, forcing the Three Pearls to offer a full dining experience to its patrons rather than the usual tavern fare.

The Three Pearls countered by bringing in the renowned comedy troupe, The Goodmen, who combine illusion, acrobatics, and witty commentary on the standards and morals of our age. Without a doubt, the Purple Palace will have to put the Purple Prestidigitator to pasture if it wants to keep up.

#### **City Watch Report**

Members of the Watch were called to remove drunken patrons from the Full Sails Tavern on the corner of Net and Dock streets. Raff Eddies and Barrick Balthamo, both sail-makers, were booked on charges of damage of property, unlawful hindrance of business, excessive noise, and blasphemy against a God. They were released after paying a fine.

The Watch had to put a stop to a bloody brawl at the docks. Watermen got into a heated argument with the crew of The Esquire that quickly escalated into violence. When we inquired about any arrests made, both the office of the magister presiding over the case and the City Watch refused comment.

#### **A Helping (and Healing) Hand to the Needy**

The Ilmatari Order of the Holy Warriors of Suffering has once again embarked on its noble quest. The paladins from the Hospice of St. Laupsenn are conducting their quarterly charity service week at Cookhouse Hall.

Lynneth Dulsær and Sihvet Dyernina have announced that the Ladies of the Divine social club will be lending their talents to the cause as well. I am sure the presence of these lovely ladies will give spirits a lift.

Anyone who is in need of warm food or the attention of a healer is welcome. Donations are always appreciated and can be made at Cookhouse Hall or the Hospice of St. Laupsenn.

## HANDOUT 5

Letter to Sihvet

Sihvet,

If this letter has reached your eyes, then I am already in peril. An underground cult has begun to fester within the city and it desires my connections, my ship, and even my very soul.

I need to find help that can operate discreetly within the city. It is of the utmost importance that they tell no one what they might learn, save those who are absolutely necessary to help find me. I suspect this infernal conspiracy has infiltrated the City Watch and the City Guard so do not run to them for help. Seek adventurers to help you, especially those allied with the Heirs of Mirt who are resolved to stamp out such corruption wherever it might be found.

You are the only one I feel I can trust with this task, the one to whom I hope I can turn to once again after all those years.

With fondest regards always,  
Nícos

## HANDOUT 6A – TEST OF WORTHINESS

**Quench your thirst at a tavern favored by thieves, assassins and other blackguards.**

**Ask for the fiendish special, put a gold coin on the table, and do as you are told.**

**Be bold, reach into the river and grab the challenge.**

**Answer the Eight Challenges of Asmodeus**

**Step through the doorway, follow the sign of Asmodeus and seek your destiny.**

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## HANDOUT 6B – TEST OF WORTHINESS (PART 2)

The Eight Challenges of Asmodeus

- Over which hell does our Lord Asmodeus personally rule? (Religion)
- What is the name of Asmodeus's palace? (Religion)
- Which deity did Asmodeus last slay? (Religion or History)
- What is the name of Asmodeus's archdevil daughter? (Religion or History)
- When was Lord Asmodeus elevated to Supreme Master of the Nine Hells? (History or Religion)
- With which ritual may you open a portal to another location, given the portal sequence? (Arcana)
- Are you strong enough to lead a band of Lord Asmodeus's cultists? (Athletics)
- Defeat that which traps you to find your way to Asmodeus. (Thievery)

## HANDOUT 7: LAWS OF WATERDEEP

### **The First Plaintiff: Crimes Against The Lords**

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

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

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

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

### **The Second Plaintiff: Crimes Against the City**

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

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

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

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

### **The Third Plaintiff: Crimes Against the Gods**

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

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

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

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

### **The Fourth Plaintiff: Crimes Against Citizens**

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

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

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

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

## HANDOUT 8: ASMODEUS'S DREAD AUTHORITY

Asmodeus's Dread Authority	Level 3+ Rare
<i>Asmodeus invests you with the authority he uses to rule the Nine Hells.</i>	
Level 3, Level 13, Level 23 (no market price; cannot be sold)	
<b>Alternative Reward:</b> Divine Boon	
<b>R Attack Power (Charm) ♦ Encounter (Minor Action)</b>	
<i>Attack:</i> Ranged 10 (one creature); the boon's level +5 vs. Will	
<i>Hit:</i> The target is subject to your dread authority (save ends).	
While the target is subject to your dread authority, you can slide the target 1 square as a free action at the start of each of its turns.	
<i>Level 13:</i> Slide the target up to 2 squares	
<i>Level 23:</i> Slide the target up to 3 squares	
<b>R Attack Power ♦ Daily (Minor Action)</b>	
<i>Attack:</i> Ranged 10 (one creature subject to your dread authority); no attack roll needed	
<i>Effect:</i> The target chooses to either fall prone or take 5 fire damage.	
<i>Level 13:</i> 10 fire damage	
<i>Level 23:</i> 15 fire damage	
<b>Reference:</b> <i>The Book of Vile Darkness</i> , page 75.	

## APPENDIX: IMP SPY

<b>Imp</b>	<b>Level 3 Lurker</b>
Small immortal humanoid (devil)	XP 150
<b>HP 40; Bloodied 20</b>	<b>Initiative +8</b>
<b>AC 17, Fortitude 13, Reflex 17, Will 15</b>	<b>Perception +8</b>
<b>Speed 4, fly 6</b>	<b>Darkvision</b>
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC.	
<i>Hit:</i> 1d6 + 5 damage.	
<b>Vanish (illusion) • At-Will</b>	
<i>Effect:</i> The imp becomes invisible until the end of its next turn or until it hits or misses with an attack.	
<b>M Tail Sting (poison) • Recharge when the imp uses vanish</b>	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC.	
<i>Hit:</i> 2d8 + 3 damage, and the target takes ongoing 10 poison damage and a -2 penalty to Will (save ends both).	
<b>MINOR ACTIONS</b>	
<b>Infernal Conversation • At-Will</b>	
<i>Effect (Free Action):</i> The imp converses telepathically with its master so long both are within the boundaries of Waterdeep.	
<b>Skills</b> Arcana +9, Bluff +9, Stealth +9	
<b>Str</b> 12 (+2)	<b>Dex</b> 17 (+4)
<b>Con</b> 16 (+4)	<b>Int</b> 16 (+4)
	<b>Wis</b> 14 (+3)
	<b>Cha</b> 16 (+4)
<b>Alignment</b> evil	<b>Languages</b> Common, Supernal

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



# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

RECEIVED STORY AWARDS DURING THE ADVENTURE:

### *WATE4~1 PAYING THE PIPER*

#### **WATE40 Infernal Ambitions**

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 continues in WATE4-2 and concludes in WATE4-3.

#### **WATE41 A Bargain with Asmodeus**

You agreed to sell your soul to Asmodeus. In exchange, you receive either Option 1 or Option 2 listed below (not both; strike through the option you do not choose).

Of course, selling your soul to Asmodeus does not come without consequences. For one, your soul cannot return to the body after death, meaning rituals such as Raise Dead do not work on you – if you die, you are permanently dead. You or other adventurers may discover in the future a method to redeem those who have bargained away their souls, nullifying the agreement, benefits and consequences, but that is not guaranteed. Redemption may come at a cost.

**Option 1:** You are granted the Divine Boon of Asmodeus's Dread Authority. Initially, you receive the level 3 power. If and when you advance to Paragon tier, the boon automatically upgrades to level 13. Likewise, when you reach the Epic tier, the boon is upgraded automatically to level 23. This boon does not cost a found-item slot and never expires, nor does it count against your limit of one Rare magic item per tier. Under the LFR campaign rules, you may only have one active Divine Boon at a time.

<b>Asmodeus's Dread Authority</b>	Level 3+ Rare
<i>Asmodeus invests you with the authority he uses to rule the Nine Hells</i>	
Level 3, Level 13, Level 23 (no market price; cannot be sold)	
<b>Alternative Reward:</b> Divine Boon	
<b>R Attack Power</b> (Charm) ♦ <b>Encounter</b> (Minor Action)	
Attack: Ranged 10 (one creature); the boon's level +5 vs. Will	
Hit: The target is subject to your dread authority (save ends). While the target is subject to your dread authority, you can slide the target 1 square as a free action at the start of each of its turns.	
Level 13: Slide the target up to 2 squares	
Level 23: Slide the target up to 3 squares	
<b>R Attack Power</b> ♦ <b>Daily</b> (Minor Action)	
Attack: Ranged 10 (one creature subject to your dread authority); no attack roll needed	
Effect: The target chooses to either fall prone or take 5 fire damage.	
Level 13: 10 fire damage	
Level 23: 15 fire damage	

**Reference:** *The Book of Vile Darkness*, page 75.

**Option 2:** One time and only time only, as a free action, you may draw upon the power of Asmodeus to restore all of your hit points and healing surges. This option does not count as a magic item or divine boon and is available indefinitely until used (it basically represents Asmodeus "saving your bacon" once when you call on him). You cannot be compelled to activate this ability unless you (the player) want to do so. Strike through this paragraph when you have used the benefit.

#### **WATE42 Favor of the Master Mariners' Guild**

You earned the gratitude of the Master Mariners' Guild in the City of Splendors. The guild will vouch for you as trustworthy and may assist you in obtaining employment. Requests for sea voyages to/from Waterdeep are welcome. The guild has 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.

Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

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

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

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# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

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