



ADVENTURERS LEAGUE

DEAD MEN FEEL NO COLD

Waterdeep's master griffon rider has been murdered and no one knows why. Who would dare such a crime in a city where even the smallest transgressions face harsh penalties? The party is brought in to answer this question, which sends them on a trail that will take them through the most dangerous areas of the City of Splendors. Can they discover the truth before the villains escape, or will they instead accuse an innocent of the crime?



A Four-Hour Adventure for 5th-10th Level Characters

Fenway Jones
Author

Adventure Code: DDAL-Ziege-03

Optimized For: APL 8

Version: 1.0



Development and Editing: Claire Hoffman, Travis Woodall

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2017 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

INTRODUCTION

Welcome to *Dead Men Feel No Cold*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Dragon Heist*™ Season 8.

The players will explore just the tip of the iceberg when it comes to the City of Splendor's secrets. However, they will see a few of the most well known wards, and even discover the dangers of the sewers.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

“As far as I'm concerned, you can't beat a good whodunnit: the twists and turns, the clues and the red herrings and then, finally, the satisfaction of having everything explained to you in a way that makes you kick yourself because you hadn't seen it from the start.”

— Anthony Horowitz

ADVENTURE BACKGROUND

Deep in the abyss of Faerun's oceans dwells the Kraken, undisputed master of the seas. Accustomed to being in control, it becomes agitated if it doesn't get its way. Occasionally, the Kraken will strike a bargain with unfortunate sea goers, trading their lives in exchange for servitude. Those who accept its offer often find themselves transformed into deep scions - emotionless creatures enthralled to the will of the Kraken.

Otihand Droverson, captain of Waterdeep's vaunted griffon riders, once made a deal with the Kraken, avoiding transformation into a deep scion by promising to protect sailors under the Kraken's protection. When Otihand failed to keep up his end of the bargain, the Kraken had him killed, sending two deep scion agents in Waterdeep - Krisga and Urador Hawklight - to deal with the matter.

When Otihand turns up dead, suspicion falls on those who may have cause to kill him. The adventurer Lily Nailo, whose griffon Otihand has recently impounded, as well as his second-in-command Oswald. The dead man's own hand also implicates Krisga when he leaves a note with her name.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Lilly Nailo (LIL-ly NAI-lo). A bright-eyed gnome with platinum blond hair. Suspicion falls on Lilly because of her past as an adventurer and her well-known dislike of Otihand.

Oswald Nygma (OZ-Wold NY-gma). Otihand's second-in-command, Oswald comes under suspicion due to the access he has to Otihand's poisons.

Krisga Hawklight (CHRIS-ga HAWK-light) Otihand's secret lover, and the daughter of Urador Hawklight. Krisga is one of the murderers, and suspicion falls on her when a note with her name turns up at the scene of the crime.

Nerisys Mistletoe (Ner-E-sis Mistle - toe) Otihand's childhood best friend. She was the one who was called when the guard found him, and she is the adventurers employer.

Waterdeep Waterdeep, also known as the City of Splendors or the Crown of the North, is the most important and influential city in the North and perhaps in all Faerûn

The City of the Dead The graveyard of Waterdeep. It is surrounded by a large wall. It is where Otihand's body was found.

The Sea Ward The wealthiest of the wards. Many of the newer nobles and old adventurers who can afford the odd villa live there. It contains most of the city's temples. The Hawklights just recently moved there and now own a house on the water.

The North ward Tucked in the northeastern portion of the city, North Ward is the home of the nobility and their villas. The moneyed classes made their homes here, far removed from the hustle and bustle of the lower classes

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. The City of the Dead: The adventurers are hired by Nerisys Mistletoe to solve the murder of her best friend. They have the opportunity to investigate the crime scene and gain information about the suspects.

Part 2. Investigations: The players have the ability to talk to all of the suggested NPCs. They may develop their own ideas and gain evidence towards the correct (or incorrect) accusation. A few of the scions' henchmen attack in between.

Part 3. Accusation: The characters are asked to accuse who they think or know murdered Otihand Droverson. The final battle is with the deep scions and their pets.

ADVENTURE HOOKS

Story Hook. The party looked to be highly experienced, drawing the attention of Nerisys, who sends a messenger informing them that their presence and skills are needed to help ensure the future of Waterdeep's griffon riders.

Alternately, the characters are in Waterdeep, looking for work, when Nerisys' messenger finds them, and informs them his mistress needs help. The messenger then invites them to join Nerisys in the City of the Dead.

Emerald Enclave (Faction Assignment). After the players obtain their mission, a faction representative arrives, asking them to recover whatever kill

PART 1. THE CITY OF THE DEAD

Estimated Duration: 30 minutes

As the adventure begins, the characters are contacted by a messenger and brought to Waterdeep's City of the Dead, where they, are assured they will be filled in on the night's events.

GENERAL FEATURES

The City of the Dead has the following general features:

Terrain. Muddy, dew covering the ground, surrounded by graves.

Weather. A light drizzle falls from dour-looking clouds that hide the sun. The combination creates a dreary atmosphere.

Light. It is early morning, however rain and clouds cast the city in a dim light.

Smells and Sounds. The smell of water and mud, mixed with death fills the air. The drizzle drowns out any of the "usual" morning sounds.

1A. THE BODY

You have been summoned to the City of the Dead early in the morning. The smell of rain, mixed with death, hits your nostrils, taking you aback. The messenger leads you to a small gnome with an unusual streak of red in her otherwise pitch black hair. As she turns her eyes to you, you notice immediately that her eyes are not the same color, one is dark brown, while the other is a piercing blue. She stands with the confidence of a battlefield commander, certain that her commands will be obeyed.

"My name is Nerisys Mistletoe," the gnome says in a voice filled with the same assurance as her stance, "and this," she motions over a shoulder at a corpse, "is my friend Otihand Droverson. I have called you to this wretched place so that you might solve his murder and bring justice to the criminal."

ROLEPLAYING NERISYS

Nerisys is a proud gnome, possessed of immense self-assurance. She has a commanding presence, despite her short stature, somehow always seeming at the center of every scene. She is unaccustomed to being turned down, and will not take no for an answer, though she quickly grows weary of anyone who seems overly eager, given the grisly nature of the task she presents. Her manners are a bit sketchy, and she's quick to talk over others and give her blunt opinion on anything they bring to her.

Quote: "I don't much like you adventurers, but I knew you'd come, and quickly at that. Plus, you'll likely find the culprit just a quick, so despite my better judgement, I called. Now don't get me wrong, I'm thankful you came."

Nerisys quickly fills the characters in on Otihand, his position as captain of Waterdeep's griffon riders, and the state in which he was found. She asks the characters to solve his murder.

INVESTIGATING THE SCENE

The characters are encouraged to complete their own investigation of the murder scene.

- A cursory examination of the body reveals a long gash to the neck, but a character who makes a successful DC 10 Wisdom (Medicine) check discerns that it wasn't the wound that killed Otihand, but rather poison.
- A separate successful DC 17 Intelligence (Nature) check is required to identify the poison as purple worm poison.

A search of the corpse also turns up:

- Clutched in one hand is a feather, half of its plumes white, the other half silver.
- Tucked away in a pocket is a letter. If the characters locate this letter, distribute **Player Handout 1**.

If they don't notice on their own, a successful DC 14 Intelligence (Investigate) check turns up the fact that Otihand's money pouch has not been taken, likely ruling out robbery as a motive.

INFO FOR THE PLAYERS

- Otihand was recently elected the head of the griffon riders. He beat his second in command, Oswald for it.
- He was loved by most people, but could have a temper if he was upset.
- Single as far as Mistletoe knows
- The guards of the City of the Dead found his body

THE NOTE

The letter is written in code. Some letters are missing, and others are misspelled. The errors spell the name of one of his killers. It reads:

I kneed tr si you, I have mised you. Please meet me in the City of the Dead at midniht of the second day of Mirtul, in three days. I love you

The errors spell the name, "Krisga."

- "Need" misspelled with an extra "K"
- "To" misspelled with an "R"
- "See" misspelled with an "I"
- "Missed" misspelled with a missing "S"
- "Midnight" missing the "G"
- "Second" misspelled with an "A"

At a glance, it may appear to have been written by someone with a poor command of the written word, but a successful DC 15 Intelligence (History) check suggests that it is instead a code. If the PCs are stumped by the letter, Nerisys can help decode it.

THE FEATHER

The feather is magical, a scrying device planted at the scene by Urador and Krisga. If the characters make a successful DC 20 Intelligence (Investigate) check, they suspect the feather was planted after the murder. A successful DC 21 Intelligence (Arcana) check is necessary to identify it as a scrying focus, although magic such as *detect magic*, reveals its magical nature.

THE POISON

If the characters ask Nerisys about the poison, read or paraphrase:

As you reveal the fact that Otihand was poisoned, a scowl crosses Nerisys' face as she growls, "Those uncivilized, uncultured swine! There are only two people that I can think of that would have the means and motive to use purple worm poison to kill him."

She lifts one finger and says, "Lilly Nailo. A gnome adventurer who has been pestering Otihand about her gryffon Moo, impounded by Otihand as Lilly didn't have her licence. She might've picked up the poison while out doing some lowly job." For a moment, she looks off, lost in thought, and then adds, "She's oddly attached to that griffon."

She then holds up her second finger, "Then there's Otihand's econd-in-command Oswald. What second wouldn't like a shot at the big seat? And Oswald has access to the stock of poisons Otihand keeps locked in his office. I don't know Oswald well, he's a quiet man who keeps to himself."

Assuming the characters have discovered Krisga's name hidden in the letter, add:

Nerisys pauses for a moment before lifting a third finger, "It's probably best you speak with Krisga Hawklight too. Figure out what she has to do with all of this?"

After they gain this information, Nerisys tells the characters the likely location of their suspects.

- Lilly can usually be found at her room in the Yawning Portal.
- Oswald is typically at his post in the North Ward. They must take the sewers to get there.
- Krisga will likely be found at her home in the Sea Ward.

A FINAL REQUEST

Before they depart, Nerisys asks the characters to keep the investigation quiet, at least until the killer is brought to justice. She also provides admonition that, in Waterdeep, the penalty for killing is to be killed. She recommends the characters apprehend their suspect without kill them, or if they choose the more violent path, don't get caught.

1B. ATTACKED!

Nerisys remains at the graveyard, to take care of Otihand's body when the characters leave. When they are just out of the cemetery, they are ambushed by a pair of **kraken priests**. One of them has a suckered tentacle for a tongue and two tentacles coming out of its jaw, and the other is covered with eyes and mouths that are constantly dripping with green ooze.

They find two kraken statues. They don't, however, find any evidence as to how the priests knew that the characters were coming.

PART 2. INVESTIGATIONS

Estimated Duration: 120 minutes

The characters can visit the NPCs in any order they wish, however, they must visit all of them.

GENERAL FEATURES

Waterdeep has the following general features:

Terrain. The leftover water from the storm makes small puddles on the paved roads.

Weather. A light drizzle falls from an overcast sky creating an all-around dreary atmosphere.

Light. The heavy cloud cover and rain cast a gray pallor over the city, although this has no mechanical effects.

Smells and Sounds. The smell of rain mixed with fish from the nearby Sea of Swords fills the air while the shouts of merchants hawking goods competes with the sounds of hundreds of people going about their daily tasks.

URBAN DRYADS

The Elder Dryads refuse to let the land perish beneath stone and structure. To combat this, these stubborn defenders of nature have bound fey spirits to weeds of Waterdeep, creating urban dryads that grow in the cracks between buildings and cobblestone. The dryads do many things to protect Waterdeep.

Each dryad has six sproutlings that travel around their neighborhood, and report to their dryad of events in the city. One such sproutling was watching the scene of the murder, and reported all it saw. However, neither the dryads nor their sproutlings can speak. Instead, they use symbols to communicate their message.

As the characters go about their investigations, they have three chances to interact with the dryads. Details of each encounter are presented below.

2A. LILLY NAILO

One of the suspects that Nerisys mentioned is a gnome adventurer named Lilly Nailo. Lilly keeps a room at the Yawning Portal, a favorite stopping place for adventures in Waterdeep's Castle ward.

CASTLE WARD

Waterdeep's Castle Ward is situated at the center of the city, and includes the famed Mount Waterdeep, as well as most of the government offices. Castle Waterdeep, the Palace of Waterdeep, and Blackstaff Tower are all located in the Castle Ward, as are the homes of many retired adventurers.

DRYADS

On their way to the tavern the characters notice long strands of ivy moving about in one of the adjoining

alleys. If they stop to investigate, they see that it is actually some sort of creature: a humanoid with strangely sharp jawlines, long hair made of thick strands of ivy, and wooden limbs that may be animate roots. The creature is drawing in the dirt.

Distribute Player Handout 2.

The dryads are extremely shy, and as soon as the creature they encounter finishes its drawing, it skitters off, quickly melding into the vines and plant life growing on the nearby buildings.

THE YAWNING PORTAL

The Yawning Portal is a four-story building in Waterdeep's Castle ward. The ground-floor taproom caters predominantly to adventurers heading for the ruins of Undermountain. As the characters reach the Yawning Portal, read or paraphrase:

You arrive at the Yawning Portal, an impressive four-story, stone building with a slate roof. The sounds of laughter and drunken revelry drifting out from its common room. This is where Nerisys said you could find Lilly.

Inside, a crowd of revelers are engaged in drinking and games of contest. The room itself has rich blue wall hangings but is dominated by a 40-foot hole the descends 140 feet into Undermountain. It costs 1gp to be lowered into Undermountain, and another 1gp to be hoisted out again.

If the characters ask about Lilly, the bar keep or any of the patrons, points them towards her room. No one is concerned for her safety. Lilly is an accomplished adventurer, and should things turn ugly, the PCs offer her no real threat. Don't volunteer this fact, but if the players ask, a successful DC 10 Wisdom (Insight) check is enough to confirm it.

The door to Lilly's room isn't locked. If the character knock, she tells them to enter, her voice friendly, but distracted, if they barge in, the door opens easily.

The door opens easily and inside you see a gnome, her back to you, quickly drop something into a drawer. She then turns towards you, her hands outstretched as she says calmly, "State your name and business."

ROLEPLAYING LILLY

Lilly is a quintessential adventurer. She is smaller than most gnomes, but doesn't act as such. While she prefers talking, she isn't afraid to resort to violence when needed and as a powerful cleric she can handle herself in a scrap. From her long years of adventuring, she has forgotten the concept of personal space, and often clammers onto a character if they look interesting, getting right in their face. Her main focus in Waterdeep is getting her griffon Moo back. If things turn ugly, Lilly is a level 20 cleric. She will not kill the characters, but may teach them a lesson in rudeness.

Quote: "He's dead?! Does that mean I get Moo back???"

After someone has answered her demands, Lilly relaxes slightly. During conversation, she volunteers the following information:

- Her relationship with Otihand Droverson was strained. The man impounded her griffon (Moo the Dragon Slayer) upon their arrival in Waterdeep more than a month and a half ago and Lilly has been trying to free her friend ever since.
- She misplaced her licence for Moo a long time ago, and hasn't been able to return to Hawk's Nest for a replacement.
- At present, Lilly is waiting for a replacement license from Hawk's Nest that will provide the proof Otihand requires to release the griffon.
- Lilly doesn't believe "Otihand and his cronies" are treating Moo properly.

If asked about Oswald, Lilly knows only that he is a quiet man who, rumor says, was narrowly beaten out by Otihand for the posting of captain of the griffon riders.

If asked about what she put away in her drawer as the characters entered, Lilly becomes defensive and says only that it was "something private." A successful DC 15 Charisma (Persuasion) check, or a DC 21 Charisma (Intimidate) check, is required to get her to say more. Any attempt to threaten or intimidate Lilly, whether successful or not, results in disadvantage on subsequent social interaction checks during the encounter.

Should the characters convince her to reveal the item, she tears up and withdraws a vial from the drawer, emptying its content into her palm: a green scale and a feather. The scale is from Moo's green dragonscale armor, the feather is a match to the feather recovered from the crime scene (Part 1a).

Lilly rejects any suggestion that she was part of the crime, despite Moo's feather being recovered at the scene, pointing out that Moo has been in the possession of Otihand for over a month.

2B. OSWALD NYGMA

The second suspect the characters are to see is Otihand's second-in-command, Oswald Nygma. Nygma lives in Waterdeep's Northward.

NORTH WARD

Located in the northeastern part of the city, the North Ward is home to many of the city's elite. Sprawling villas are common here, where the moneyed citizens make their home. Access to the ward is controlled, and only those with legitimate business are allowed entry.

DRYADS

As they make their way to Nygma's home, the characters encounter a group of all-female urban dryads grooming themselves: braiding one another's hair, trimming roots, and the like. The dryads slip away as soon as the characters notice them, once again melding into the vines and plant life before vanishing entirely.

If the characters go investigate, they notice a drawing in the dirt, an arrow.

Distribute Player Handout 3.

ACCESSING THE NORTH WARD

The PCs can enter the North Ward by talking their way past a guard post, sneaking over the walls, or slinking through the city's sewers.

Entering through the gates requires the characters present a legitimate need. They can do this by explaining the situation, and making a successful DC 20 Charisma (Persuasion) check, or spinning a lie and making a successful DC 20 Charisma (Deception) check. Intimidation automatically fails. If a character with the noble background does the talking, they gain advantage on the roll. A party that includes a character with the criminal background, or that looks like they don't belong in the North Ward, instead has disadvantage on the roll.

Characters who attempt to climb the walls for entry must make a successful DC 10 Dexterity (Stealth) check. A failure by even one character

means they are noticed by guards, and arrested. They will be given a 15gp fine and sent on their way, but not before their names go on a list of persons not allowed in the North Ward.

The easiest way in, and the one suggested by Nerisys, is to slip in through the city sewers. The trip takes about 30 minutes and there is no danger of being caught. However, each character must make a successful DC 13 Constitution saving throw for every 15 minutes in the sewers with failure resulting in the character becoming poisoned until they take a short or a long rest.

NYGMA'S HOME

Once they have made their way into the North Ward, locating Nygma's home is an easy task.

Oswald Nygma's home is more of a shack than a house, surprising for a resident of North Ward. Furthermore, it presents a few oddities, including that the only door has no handle, or other means apparent to open it. Sitting on a small shelf next to the door is a black box, roughly six inches to a side made of some sort of metal. As you approach, a voice issues from the box, "What can I do for you?"

The voice belongs to Oswald Nygma, although he doesn't identify himself, instead leading them to believe he is a servant of Oswald's. Oswald is an intensely private person, and doesn't get many visitors, and those few he does must pass his test. Demonstrating to him that they are "worthy" of entering him.

The voice explains that to enter, they must first answer a riddle, and then solve a "challenge" of Oswald's design. When they are ready, Oswald poses three riddles. Once they provide a correct answer to at least one, a clicking sound issues from the door, which then opens slightly. Before they enter, the voice offers to provide them a "hint" to their next challenge, but only if they answer the other two riddles correctly (see N2. Water Challenge below for the hint).

Pick three riddles from DM Handout #2.

N1. UPPER FLOOR

Once the characters enter Nygma's home, read or paraphrase:

The room home beyond the door consists of a small room, empty save for a stone stairwell that descends into darkness.

The characters are free to look around but the place is empty. When they are ready, proceed to **Area N2**.

N2. PUZZLE ROOM

Waiting at the bottom of the stairwell is Nygma's "water challenge."

As you descend, you smell the strong scent of something sweet, mingling with the scents of fruit further down, and then the distinct smell of cleaners. When you reach the end of the staircase, you enter a stone room filled containing seventeen small dias'. The largest is set in the center of the chamber, topped by a large stone bowl while the sixteen smaller ones surround it in a circular pattern. A small pedestal stands atop each of the smaller dias, with two vials of colored water set into slots on their surface. There are no signs of an exit beyond the way you entered.

Distribute **Player Handout #4**.

To solve the puzzle the players must either:

1. Collect the vials of water that correspond with the colors of the rainbow (red, orange, yellow, green, blue, indigo, violet, and clear) and dump them into the central bowl.
2. Collect all the vials that correspond with a fruit smell (red, chartreuse, green, orange, blue, apricot, yellow, and purple) and dump them into the central bowl.

Set high on the wall in each corner of the room is a small metal box, allowing Oswald to communicate with the characters. If they answered all three of his riddles correctly, as they enter the room his voice issues from one of these boxes, declaring that to proceed, they must solve his puzzle, and doing so will require that they make use of "half" of the objects contained on the dias.

The vials must be emptied into the bowl in the order listed above, or all at the same time. If the vials are emptied in the wrong order, or the wrong combination, all creatures in the room take damage, as noted in the color descriptions below.

A vial magically refills with liquid once it is placed back on its pedestal.

Every vial has a certain smell, that is almost overwhelming for the person opening it as noted below.

Color	Smell	Damage
Red	Strawberries	Fire
Teal	Ocean	Thunder
Chartreuse	Pomelo (a citrus fruit)	Poison
Maroon	Blood	Slashing
Black	Grave	Necrotic
Brown	Coffee	Piercing
Clear	No smell	Cold
Green	Lime	Acid
Orange	Orange	Fire
Pink	Sugary burned dessert	Force
Blue	Blueberries	Bludgeoning
White	Laundry	Cold
Apricot	Apricot	Radiant
Yellow	Lemon	Radiant
Indigo	Lilacs	Psychic
Purple	Blackberries	Psychic

When the wrong liquid is dumped into the bowl, a cloud of color fills the room and each character in the room must succeed a DC 15 Dexterity saving throw, taking 2d6 damage of the type noted above on a failure, or half as much on a successful save.

If a character instead ingests the liquid, that character must succeed on a DC 20 Constitution saving throw, taking 2d6 damage of the type noted above on a failure, or half as much on a successful save.

When the correct combination is entered into the bowl, the liquids swirl together in a rainbow of colors and the entire central dias rotates, sinking

into the floor and revealing a stairwell leading into darkness from which a faint animal smell issues.

N3. STONE HALL

Below **Area N2**, a long hallway stretches away, with eight stalls at the far end made to house animals. The stalls are empty, except one that holds Moo, Lilly Nailo's griffon.

The feather recovered from the crime scene matches the griffon Moo. At a glance, it is obvious the creature is malnourished and not be treated well. If the characters interact with Moo, they will be surprised to learn he has a limited vocabulary.

Moo knows six words: good, bad, great, dragon, kitty, and Moo. Moo considers all humanoids "kitty" and refers only to Lilly as "great Kitty." If a character feeds Moo, that character will from then on be known as "good Kitty."

At the end of the hall there is an unlocked, ornate door leading to **Area N4**, where Oswald Nygma waits.

N4. OFFICE

Beyond the door Oswald Nygma waits. He looks up at you nervously, absentmindedly sifting items around the desk behind which he sits. Bookshelves line the walls of the office, and the ceiling is painted with a mural depicting a flight of griffons at play.

Oswald's desk looks like it was picked up by a tornado, and set back down. Sheets of paper cover it in a haphazard jumble, mixed in with books, quills, inkwells, and a few scattered pictures. A character with a passive Perception of 15 or higher notices Oswald's shuffling of papers is intended to hide one in the larger mess.

Oswald is unaware of the death of Otihand, and expresses true grief if the characters reveal it.

If accused of the murder, Oswald vehemently denies any involvement. Instead, he explains that it is true, he was angry when Otihand beat him for the position, but he has since come to respect the man's leadership. A successful DC 15 Wisdom (Insight) check suggests there is more that he is not saying.

If the characters press him to reveal everything, he instead offers them this riddle, "I cannot be bought, but I can be stolen with one glance, I am worthless to one, but priceless to two."

He will reveal more only with a successful DC 20 Charisma (Persuasion) check or a DC 15 Charisma

(Intimidation) check. If the characters succeed, he shuffles through the pages on his desk, drawing forth one and handing it over. It is a love letter, dated yesterday, from Oswald to Otihand, in which Oswald confesses his love for the man and how he wishes that things could be different between them.

During the discussion, he attempts to blame Lilly Nailo for the murder. Suggesting that she has been coming around daily, sometimes twice a day. Once she even broke in and tried to steal Moo.

ROLEPLAYING OSWALD NYGMA

Oswald is a cool and collected man, usually polite and formal although he has little use for unintelligent or rude persons. He loves riddles, often weaving them into conversation, providing hints only if someone is in mortal danger. Oswald is a charismatic man, answering questions to the best of his ability until conversation shifts towards his hidden love for Otihand.

Quote: "I would never want to hurt O."

2c. KRISGA HAWKLIGHT

The third suspect the characters are to see is Otihand's secret lover, Krisga Hawkligh. Krisga lives in Waterdeep's Sea Ward with her father. Both Krisga and her father Urador are deep scions, though they will not reveal this fact to the characters.

SEA WARD

Waterdeep's Sea Ward is located on the coast, in the cities northeast quadrant. It is home to the wealthiest residents of the city as well as its largest temples.

DRYADS

As the characters move through the ward, they encounter the urban dryads once again. This time one of the dryads beckons the characters forward, motioning towards a drawing another dryad has made in the dirt.

Distribute **Player Handout #5**.

Most of the key is the pieces that the characters were given earlier. They are intended to figure out that the second piece is that the tic tac toe squares and the X are repeated in that order but the second time with small diamonds in them. The arrow represents

the way that they are supposed to fill in the X aka West, North, East, South.

Each space represents a letter of the alphabet. The final clue says "Bird Betrayal"

HAWKLIGHT MANOR

Krisga's home, Hawkligh Manor, is a sight to be seen. A massive home built in a complicated, asymmetrical form common to those of wealth.

A servant greets them, offering refreshments and excusing himself to let the "lord of the manor" know he has visitors. The man returns quickly, inviting them to follow him to the great hall. Fish tanks of all sizes, with a collection of exotic fish, including sharks, decorate the manor. The great hall itself overlooks the Sword Coast and one wall is all glass, revealing a stunning vista of the water. In the center of the hall is a pool of water, and the characters catch sight of several sharks swimming within it.

Urador Hawkligh and his daughter Krisga wait for the characters in the great hall. Urador is a gruff, rotund man who evokes the image of a penguin as he moves with a sort of waddle. He drinks a lot of water, and often excuses himself to refill his cup. He decidedly hated Otihand, and is pleased that the man is dead, however, he denies killing him. A successful DC 15 Wisdom (Insight) check verifies he is not lying when he insists he did not kill Otihand.

Krisga refuses to even acknowledge she knew Otihand while her father is in the room. Only after her father leaves, likely to get water, does she open up. Through quiet tears she reveals:

- She loved Otihand and is horrified to learn of his passing. She, of course, had nothing to do with this death.
- Otihand's number two, Oswald, was always oddly jealous of her and "Oti's" relationship.
- "Oti" often complained about a woman, "Lila, Linda,..... Lilly!" She explains that Lilly often came to his station demanding that he give back her griffon.

While speaking with Krisga, a successful DC 15 Wisdom (Insight) check reveals she is lying about her true feelings for Otihand. If the characters confront her about this, or after she grows weary of

the conversation, she asks that they leave, allowing her to “grieve” for Othiand.

At some point during the conversation, any character with a passive Perception of 13 or higher hears a loud thud somewhere deeper in the house. Krisga, or her father, passes it off as nothing, although a successful DC 12 Charisma (Persuasion) or DC 20 Charisma (Intimidation) check gets either to reveal it is just their pet frog Hobbi jumping about.

If the characters employ spells such as *detect magic* within the manor, the entire structure radiates magic. The home was built through magic.

ROLEPLAYING KRISGA HAWKLIGHT

Krisga is a tall human female with fiery red long hair pulled into a side french braid. she is very neat and obsessively nice. She talks to her fish. Her and her father were part of an organization of deep scions that were sent into large cities around Faerun by their master the Kraken. They killed Othiand at the behest of the Kraken.

Krisga was pretending to love Othiand, but she keeps up the act while not in front of her father.

Quote: “Oti’s dead???? when, what, how?!”

BANDERHOBB ATTACK

If you have time, after the characters leave the manor, run this optional combat.

Two **banderhobb** attack the party, ambushing them in the streets of Waterdeep. On the bodies is another kraken symbol. A character who makes a successful **DC15** Intelligence (History) check, recalls seeing a similar statue in the Hawklight manor.

PART 3. THE ACCUSATION

After speaking with all three suspects, the characters should be ready to confront the one they believe to be the killer. There are three possible accusations: Lilly Nailo, Oswald Nygma, or the Hawklights.

ACCUSING LILLY NAILO

An accusation against Lilly is met by a snorted laugh and a bored command that they leave her hotel room immediately. Should they refuse, she suggests they all visit the city guard where “real investigators” can get involved. Lilly, of course, had nothing to do with the murder.

ACCUSING OSWALD NYGMA

An accusation against Oswald results in the man becoming furious, shouting them out of his office and threatening them with action by the guard if they do not leave at once. Like Lilly, Oswald had nothing to do with the murder.

ACCUSING THE HAWKLIGHTS

An accusation against Krisga and Urador results in a battle, likely in the great hall of the manor.

GENERAL FEATURES

The nesting area has the following general features:

Terrain. The floor here is of an odd substance that no one can identify, if they ask about it of course. There is furniture on the floor, so nothing is a straight shot.

Weather. There is no weather because its indoors

Light. The whole of the inside of the house is lit

Smells and Sounds. The smells of the ocean and the sounds of crashing waves fills the Hawklight house.

Krisga and her father (both **deep scions**) begin with denials, as the pair attempt to lure the characters near the middle of the great hall. Once they are in position, Krisga starts laughing, changing shape to her true form as her father follows suit.

Once combat begins, on initiative count 20 of the first round, always losing ties, Urador mutters a few quiet words, and the characters find themselves splashing into the pool at the center of the great hall.

Suddenly, the floor drops out from under you. You feel the salty cool rush of ocean water flow over you, as you fall into a large pool. You are suddenly surrounded by the clearest ocean water you've ever seen, but at first glance the water isn't the main concern, that's the large sharks starting to circle your group, and the largest two legged toad you have ever seen, peering into the water.

Two **hunter sharks** and a **banderhobb** lurking in the pool attack as the characters splash into the water. The sharks leave characters who leave the water alone, but the banderhobb follows them onto shore to continue the attack.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove a **Deep Scion**
- **Weak:** Remove a **hunter shark**
- **Strong:** Add a **deep scion**
- **Very Strong:** Add a **banderhobb**

Aquatic Combat

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, short sword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

TREASURE

The characters find 400 gp worth of kraken statues in the Hawklights house.

CONFUSED?

If the characters are confused, or fail to accuse the correct person, feel free to have Nerisys come running up to them in the streets and tell them, after

catching her breath, that the guards saw a tall, red-haired woman leaving the City of the Dead near the suspected time of death.

CONCLUSION

The fighting will attract the attention of the town guards, but they will see the true forms of the scions and will let the characters off on a warning to let the authorities take care of it next time. Nerisys is very thankful and will tell the characters that they are welcome to stay with her and to come visit Waterdeep any time.

ADVENTURE REWARDS

4 treasure points and 4 check points
Ring of spell storing is unlocked.

APPENDIX 1: MONSTER/NPC STATISTICS

DEEP SCION

Medium humanoid (shapechanger), neutral evil

Armor Class 11

Hit Points 67 (9d8 + 27)

Speed 30 ft. (20 ft. and swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3 Cha +4

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Common, thieves' cant

Challenge 3 (700 XP)

Shape Changer. The deep scion can use its action to polymorph into a humanoid-piscine hybrid form, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

ACTIONS

Multiattack. In Humanoid form, the deep scion makes two melee attacks. In hybrid form, the deep scion makes three attacks: one with its bite and two with its claws.

Battleaxe (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn. In water, the psychic

screech also telepathically transmits the deep scion's memories of the past 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

BANDERHOBB

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	14 (+2)	8 (-1)

Skills Athletics +8, Stealth +7

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 12

Languages understands Common and the languages of its creator but can't speak

Challenge 5 (1800 XP)

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or splinter of wood, it knows where the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Shadow Stealth. While in dim light or darkness the banderhobb can take the Hide action as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its bite attack or tongue on another target.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 10 (3d6) necrotic damage, and the target must make a DC 15 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target.

Swallow. The banderhobb makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb and it takes 10 (3d6) necrotic damage at the start of each of the banderhobb's turns. A creature

reduced to 0 hit points in this way stops taking necrotic damage and becomes stable.

The banderhobb can have only one target swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a bite or tongue attack.

HUNTER SHARK

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft. swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13(+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30ft., passive Perception 12

Languages-

Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can only breath underwater.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

KRAKEN PRIEST

Medium humanoid (any race), neutral evil

Armor Class 10 (natural armor)

Hit Points 75 (6d10 + 12)

Speed 30 ft. swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10(+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from non-magical items

Senses passive Perception 15

Languages Common and Deep speech

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spell casting ability is Wisdom (spell save DC 13, The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: command, create or destroy water

3/day each: control water, darkness, water breathing, water walk

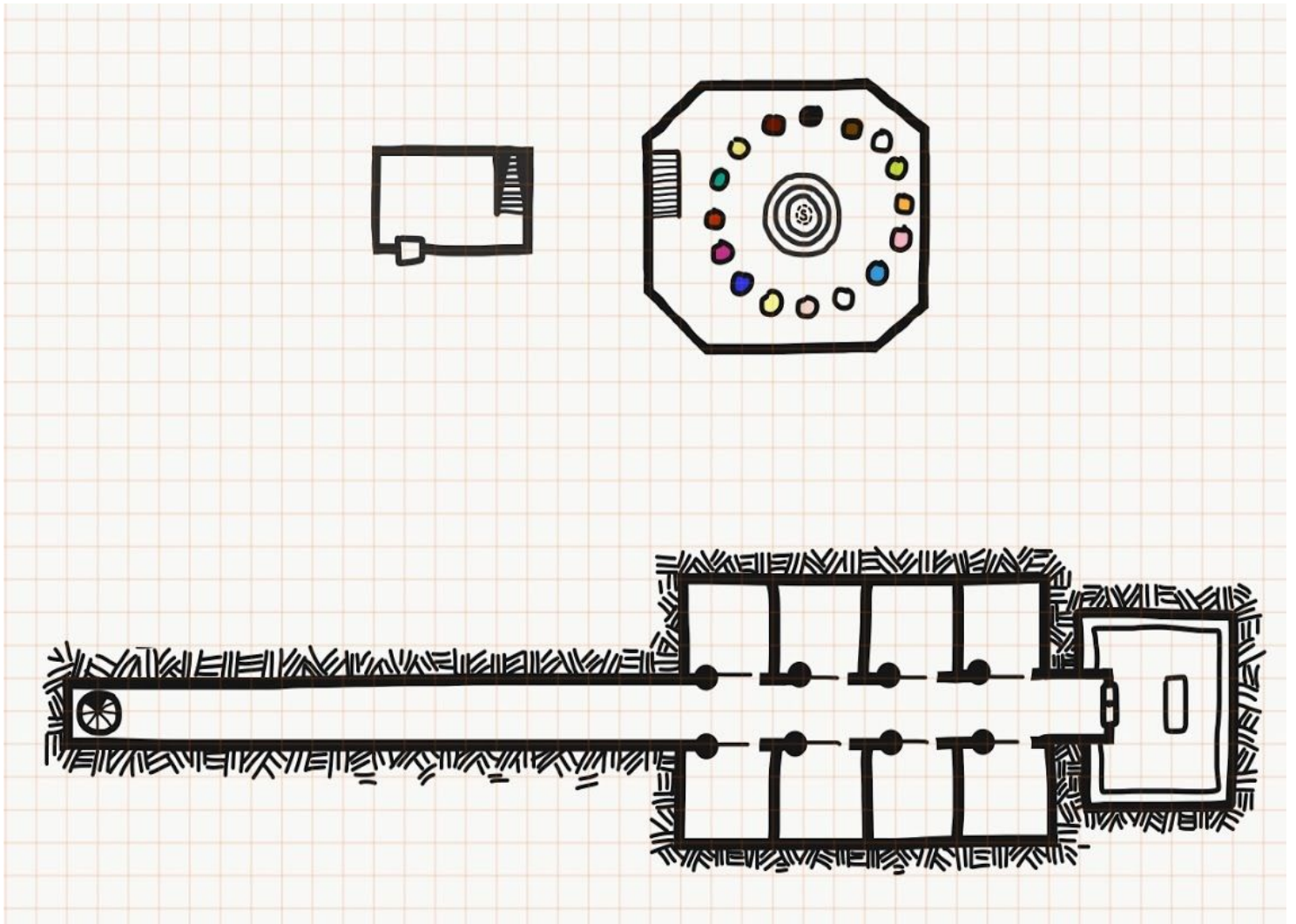
1/day each: call lightning, Evard's black tentacles

ACTIONS

Thunderous Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

APPENDIX 2: MAP



APPENDIX 3: DM HANDOUT

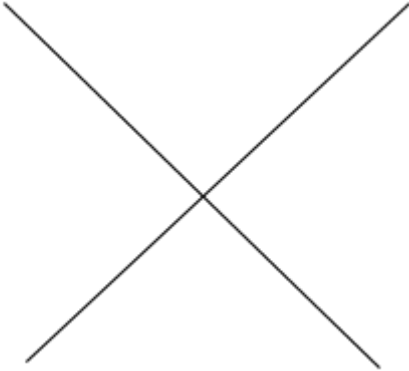
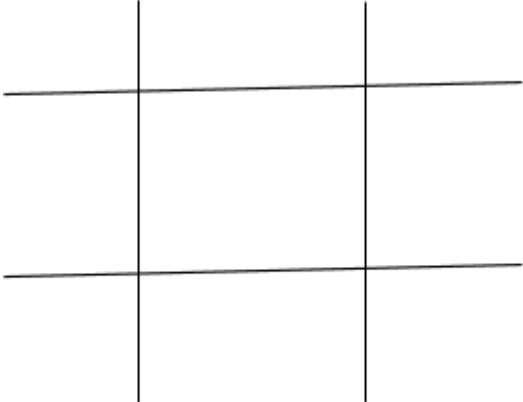
The second half of the key to the Dryad puzzle.
(DM Reference)



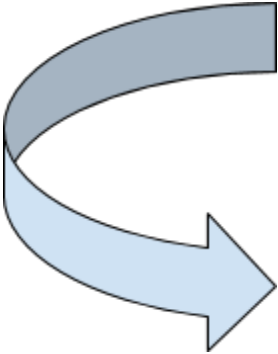
PLAYER HANDOUT: #1

I KNEED TR SI YOU, I HAVE MISED YOU.
PLEASE MEET ME IN THE CITY OF THE
DEAD AT MIDNIHT OF THE SECAND DAY
OF MIRTUL, IN THREE DAYS.
I LOVE YOU

PLAYER HANDOUT: #2



PLAYER HANDOUT: #3

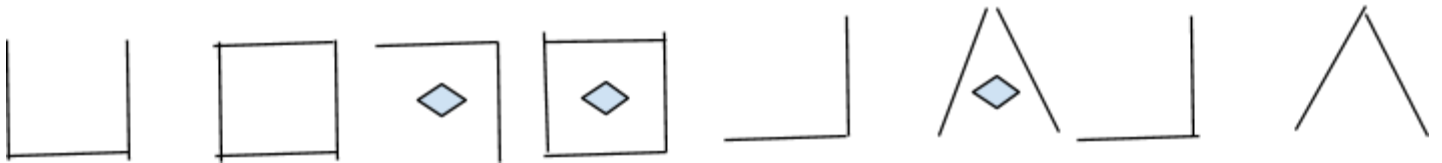
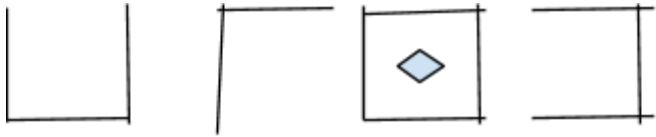


PLAYER HANDOUT: #4

List of colors

- *Red*
- *Teal*
- *Chartreuse*
- *Maroon*
- *Black*
- *Brown*
- *Clear*
- *Green*
- *Orange*
- *Pink*
- *Blue*
- *White*
- *Apricot*
- *Yellow*
- *Indigo*
- *Violet*

PLAYER HANDOUT: #5



PLAYER HANDOUT: #6 MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

RING OF SPELL STORING

Wondrous Item, rare

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 – 1 levels of stored spells chosen by the GM.

Any creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

The ring is in the shape of a kraken head

DM HANDOUT

Riddle #1. Until I am measured I am not known.
Yet how you miss me when I have flown.

Answer: Time

Riddle #2.
If you drop me I'm sure to crack,
but give me a smile and I'll always smile back.

Answer: Mirror

Riddle #3.
What always runs but never walks, often murmurs, never talks, has a bed but never sleeps, has a mouth but never eats?

Answer: River

Riddle #4.
It's red, blue, purple and green.
No one can reach it, not even the queen

Answer: Rainbow

Riddle #5.
I am the beginning of the end, and the end of time and space.
I am essential to creation, and I surround every place.

Answer: The letter "E"

Riddle #6.
The one who makes it always sells it.
The one who buys it never uses it.
The one who uses it never knows he's using it.

Answer: Coffin

Riddle #7.
What's black when you get it, red when you use it, and white when you're done with it?

Answer: Charcoal

Riddle #8.
Each morning I appear to lie at your feet.
All day I will follow no matter how fast you run, yet I nearly perish in the midday sun.

Answer: Shadow

Riddle #9.
My life can be measured in hours.
I serve by being devoured.

Thin, I am quick. Fat, I am slow.
Wind is my foe.

Answer: Candle

Riddle #10.
You've heard me before, yet you hear me again,
Then I die 'til you call me again.

Answer: Echo

Riddle #11.
What does man love more than life,
Fear more than death or mortal strife.
What the poor have, the rich require,
and what contented men desire.
What the miser spends and the spendthrift saves,
And all men carry to their graves?

Answer: Nothing

Riddle #12.
Three lives have I.
Gentle enough to soothe the skin,
Light enough to caress the sky,
Hard enough to crack rocks.

Answer: Water

Riddle #13.
At the sound of me, men may dream or stamp their feet.
At the sound of me, women may laugh or sometimes weep.

Answer: Music

Riddle #14.
I build up castles, I tear down mountains.
I make some men blind, I help others to see.

Answer: Sand

Riddle #15.
Reaching stiffly for the sky, I bare my fingers when it's cold.
In warmth I wear an emerald glove, and in between I dress in gold.

Answer: Tree

Riddle #16.
Whoever makes it, tells it not.
Whoever takes it, knows it not.
Whoever knows it, wants it not.

Answer: Counterfeit money

Riddle #17.

You saw me where I never was and where I could not be. And yet within that very place, my face you often see.

Answer: Reflection

Riddle #18.

Say my name and I disappear.

Answer: Silence

Riddle #19.

I drift forever with the current down these long canals they've made.
Tame, yet wild, I run elusive, multitasking to your aid.
Before I came, the world was darker. Colder, sometimes, rougher, true.
But though I might make living easy, I'm good at killing people too.

Answer: Electricity

Riddle #20.

I am always hungry and will die if not fed, whatever I touch will soon turn red.

Answer: Fire

Riddle #21

What is as light as a feather but even the strongest man can't hold for long?

Answer: His breath

Riddle #22

The rich need it, the poor have it, and if you eat it you'll die?

Answer: Nothing

Riddle #23

I can sneak up on you or be right in front of you without you knowing. But when I reveal myself you will never be the same.

Answer: Betrayal