

# TYCHE'S TORMENT



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# FOREWORD

One deity, split into two. Is the whole greater than the sum of its parts? There are those out there who are trying to discover that first hand. *Tyche's Torment* is an extended one-shot adventure that directly throws the heroes into the matters of gods, love, and a mystery that ties in perfectly with *Waterdeep: Dragon Heist*.

This project has been a joy to work on from start to finish. When I pitched the idea to Ginny, I had no idea if she'd want to participate. Her creativity and willingness to bounce ideas off allowed this adventure to take a shape that I could've never managed alone. And then from there, we somehow managed to bring Sadie on board, which has boosted the quality of this product in leaps and bounds. I cannot thank them both enough for their help here.

My last thanks is to you; in picking up this product, you've helped add value to the hours we've spent lovingly putting this all together. Hopefully there is enough of a mystery to unravel, one that you, and your party, will enjoy.

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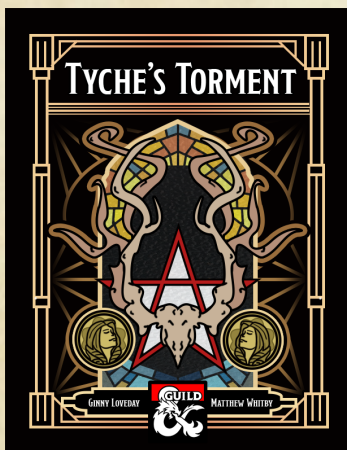
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### ON THE COVER

A depiction of the religious symbols of the deities Beshaba, Tymora and Tyche, created by Matthew Whitby. Very much inspired by the fantastic work of Hydro74.

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# INTRODUCTION

**L**ATHANDER—THE GOD OF THE DAWN, renewal, birth, light, and love—has had a complicated relationship with the Forgotten Realms, from wishing to reshape Faerûn in his own image to disappearing during the rise of Amaunator. Yet very few tales have been told of his first romance, one with the now-deceased goddess known as Tyche, Lady Fate. These events happened centuries ago, shifting from legends to myths over time—how do they echo into today?

The events of this adventure unfold during Waterdeep's buildup to seasonal festivities, where the twins Inorez and Zahron, and their split-faction of Lathander followers known as the Reclaimers of Dawn, seek to restore Tyche. However, carrying out each stage of the ritual sparks sudden outbreaks of luck and misfortune across Waterdeep. Will the adventures manage to follow the string of weal and woe to stop them in time? If luck is on their side, perhaps.

## ADVENTURE OVERVIEW

On the tending day before the seasonal festivities in Waterdeep, strange events of uncanny luck and grave misfortune wreak havoc across the city. In combination with building storms that are typically a dark omen regarding the festivities ahead, everyone is rightly concerned. Zahron and Inorez, twins and fanatical followers of Lathander, believe they are serving him by enacting a ritual that will reform the goddess Tyche, unaware of the catastrophic effects it is having on the city.

The adventure is designed for four to six 5th- to 7th-level characters and can be broken down into three parts:

1. **Weal & Woe for All.** As the festival approaches, unexplainable surges of fortune and misfortune crop up with uncanny frequency throughout Waterdeep. Is this all mere chance, or is something far more sinister afoot?
2. **Defend the Spires of the Morning.** All the seemingly unrelated events point to a faction trying to remake the deceased goddess Tyche. Before the party can track down the faction, the Spires of the Morning, a temple to Lathander, is caught in a twisting inferno. Tyche and Lathander once enjoyed a romantic tryst—there must be something to this!
3. **The Key to it All.** Zahron and Inorez's ritual has gone awry. Unable to control Tyche's power key, an artifact containing a fraction of her power, they are helpless to stop the arcane tornado that threatens to destroy the market square. It's a race against time to save Waterdeep before it is torn apart.

## STORY BACKGROUND

The events prior to this adventure deal with the personal relationships of the gods Azuth, Lathander, Selûne, and Tyche that history has long forgotten in the centuries since. Scholars of those ancient events have uncovered biased retellings of those stories, including some that suggest Lathander has acted in his own self-interest more than once. The following sections provide information on the legends of the gods and the more recent events that directly prelude this adventure.

### LATHANDER'S HEARTBREAK

Lathander's past is warped with misfortune, and no tale of his past better symbolizes that than his romance with the goddess Tyche, Lady Fate. The pair's love was a torrid affair, where the flames of passion burned harsh and fast. Tyche left Lathander after growing bored of him, cursing him with misfortune before leaving to wander the world.

Though understandably heartbroken, Lathander still held a torch in his heart for Tyche. In Tyche's travels, she discovered a rose that she believed was a token of peace from Lathander—but it was a trap set by Moander, the god of decay. She tucked it behind her ear, and Moander's corruption took hold.

Tyche eventually returned to the Upper Planes to be confronted by Lathander, Selûne, and Azuth. She wanted to rekindle her relationship with the Morninglord, but the three could see that Moander's corruption gripped her body and soul. Openly weeping, Selûne destroyed Tyche with a bolt of purifying light. The others stood idle. They could see the confusion in Tyche's eyes, the sudden flash of betrayal, and then the life slowly left her eyes.

But that was not the end of Tyche. Two new goddesses emerged from her rotten corpse as Moander took hold: Tymora, Lady Luck, and Beshaba, Lady Doom. Two sides of the same coin, the best and worst parts of Tyche split into two goddesses. Azuth and Selûne did what they could to comfort Lathander to no avail. The Morninglord respected the processes of renewal, but the goddess he once loved was gone.



## RECLAIMERS OF DAWN

Since the death of Tyche, it has been rumoured that a ritual exists powerful enough to force Beshaba and Tymora back into a singular form. The ritual has been attempted only once before by none other than Lathander himself. In a bout of selfishness, Lathander sought to rekindle the love he once lost. Through the efforts of the twin goddesses and outside interference, Lathander was ultimately thwarted.

A set of twins, Zahron and Inorez Kistoom, were born into the church of Lathander, serving directly within the Spires of the Morning each and every day. They had a deep devotion teetering on fanaticism, unsatisfied that they weren't doing enough to bring happiness to Lathander. Unfortunately for Inorez, he was unaware that Zahron was replaced by a cambion. The cambion, in service to Asmodeus, sought to disrupt and fracture the followers of Lathander, known as the Dawnbringers.

In learning of Lathander's desire to see Tyche restored, Zahron and Inorez both believe themselves to be acting on behalf of their deity. And so the twins left the Dawnbringers and forged their own sect of zealots devoted to Lathander, calling themselves the "*Reclaimers of the Dawn*," bearing a banner of a pointed red sun rising over a path. They have begun to set their plan in motion: conducting the ritual to reform Tyche and welcome the festivities with the brightest dawn, thanks to Lathander's uncontainable joy at his lover's return.

## POWER KEYS OF DEITIES

Power keys are items of significant strength, often possessing a mere fragment of a deity's mightiness. Individuals who prove themselves worthy are bestowed these gifts imbued with the power of the deity they serve. The power keys act like a holy symbol, allowing a direct connection between a person and their deity, siphoning power through to carry out a task.

Few of these items exist within the Forgotten Realms, either because they are extremely coveted, kept secret and well guarded, or are in the greedy clutches of the deity in question. This is why power keys gifted are often temporary or forged to be used by a singular person to avoid them falling into the wrong hands. However, there are some power keys that exist without those fail-safes; were they to fall into the wrong hands, anyone could begin to drain a god's power for whatever fiendish schemes they desire.

Waterdeep is fortunate to be the holding ground for not one but two of these power keys. The Tower of Luck, the temple of Tymora, protects one within a reliquary below an ancient coin from Myth Drannor that was gifted to a priestess. The other power key, a crystallized white rose, belongs to the Mistress of Dread Serinna Eilwynn and is kept within caverns underneath the Lady Dreaming walking statue.

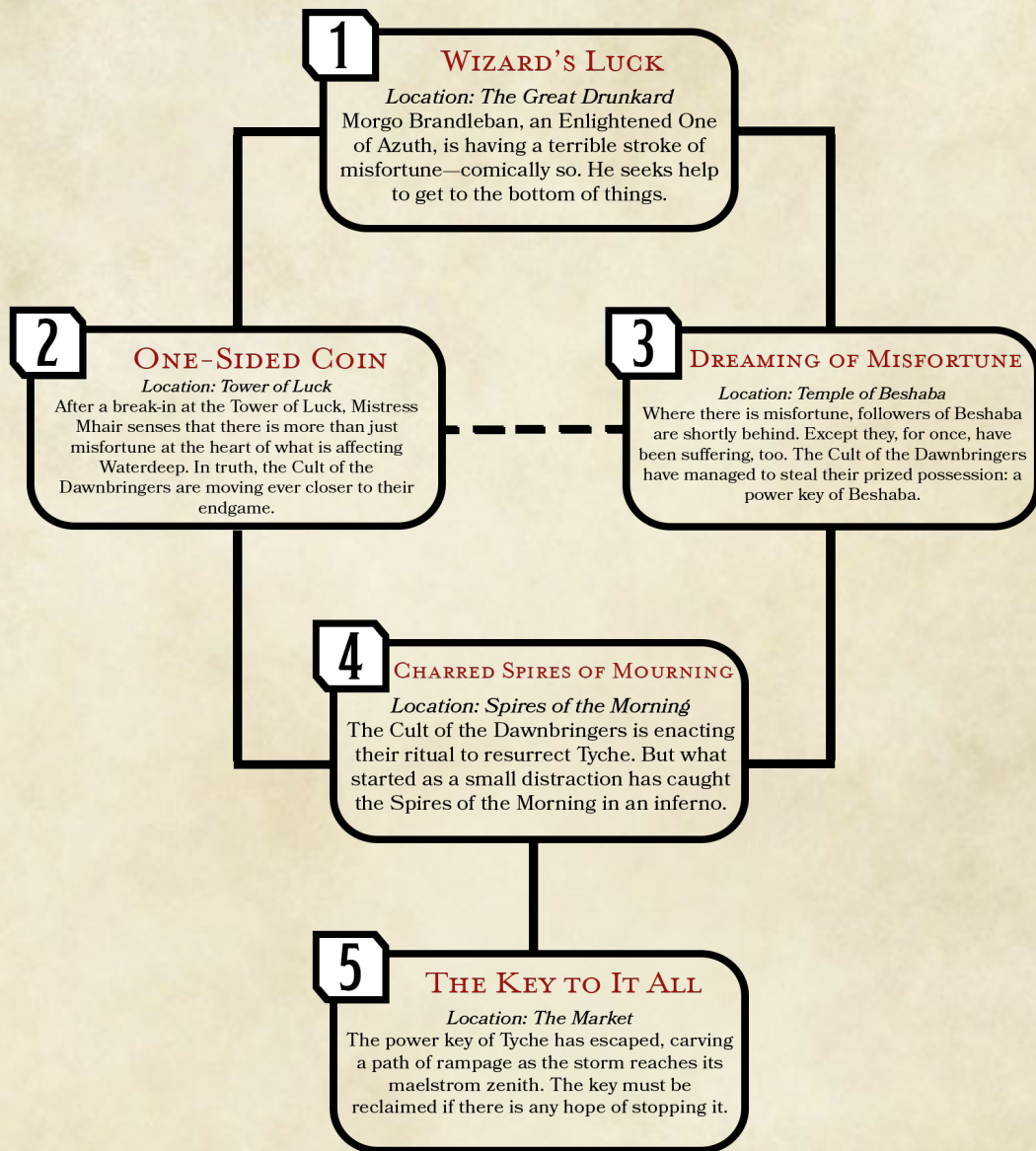


DIAGRAM 1.1: ADVENTURE FLOWCHART

Over the course of the adventure, both these keys are stolen by the Reclaimers of Dawn through the secret assistance of fiends of Asmodeus. These devils sneak past all possible defenses, leaving nothing that connects them to the twin leaders.

## RUNNING THE ADVENTURE

Diagram 1.1 is a flowchart that presents the key events of this adventure in sequence. The three instigating events can be played in any order before proceeding to the final two events. It is recommended that the characters start at 5th level, advancing to the 6th level at the end of the adventure at the DM's discretion.

## ADVENTURE STRUCTURE

In the prelude to one of the many seasonal festivities, strange events of luck and misfortune are befalling the residents of Waterdeep. These events are all occurring concurrently throughout Waterdeep, which allows the adventure to have a more dynamic structure.

It is recommended that Chapter 1: Wizard's Luck is tackled first— from there, chapters 2 and 3 can be tackled in any order. There are clues and events that connect the two and direct the party to the action. Not all three events need to be completed before proceeding to chapter 4, however—in fact, after completing chapter 4, the characters can return to encounter any of the previous chapters not yet experienced.

Depending on what best suits the adventuring party, space the events over the tenday leading up to the seasonal festivities, allowing for a day or two of downtime before the next encounter occurs.

Alternatively, the events can be strung together on the night before the celebrations, creating a mad dash across Waterdeep in the wake of the Dawnbringer.

## FACTION QUESTS FROM WATERDEEP: DRAGON HEIST

As this adventure is designed to be a perfect tie-in to Waterdeep: Dragon Heist, there is no better story hook than a whisper from the mouths of one of the many factions. The table below presents information on how each faction can get involved with the start of this adventure.

In the event that the party consists of differing faction members, you may choose to only have one faction provide the quest or allow for interesting interplay when multiple factions all have their eyes on the same target. As the story develops, so too do the factions' interest, urging the party to investigate further until the adventure reaches its climax.

### RELIGION IN WATERDEEP

As outlined in the *Sword Coast Adventurer's Guide*, religion plays an important part in the lives of nobles and beggars alike. Aside from those who are members of a particular church, many residents of Waterdeep mutter soft prayers to many deities, such as Tymora for fortune, to Umberlee for a safe sea voyage home, or to Helm for a vigilant night shift.

Waterdavians by nature are slow to fear and anger and unphased by the world around them thus the personal prayers of each resident is solely their own business. As some deities lack a temple in Waterdeep, worshippers can find solace in Holyhands House, where all are welcomed.

It should be emphasized during the adventure that, as a result of weird events, residents are flocking to appease the twin goddesses for fortune and misfortune. Word travels quickly around Waterdeep, and it should be the hottest scandal before the highly anticipated seasonal celebrations begin.

## ADVANCING THE STORY

This adventure traverses the city of Waterdeep, with the characters traveling between the many temples and locations as they discover the connecting parts at play. While the adventure is designed for one chapter to lead naturally into the next, use the *Gossip of Waterdeep Table* should the party find themselves unsure of where to go.

### GOSSIP OF WATERDEEP

#### d6 Gossip Overheard

- 1 I wouldn't go to the Great Drunkard if I were you, sis, I heard some wizard is holed up there causing mischief with wild magic. Yesterday all the candles were turned in on bread. *(Leads to Chapter 1: Wizard's Luck)*
- 2 You ever been inside a walking statue? I hear the tavern in the lap of the Great Drunkard is selling drinks on the cheap in preparation for festivities. *(Leads to Chapter 1: Wizard's Luck)*
- 3 This weather is a little naff, isn't it? I've been meaning to visit the Tower of Luck. Pray to Tymora for a weather change, but it has always been so crowded. I think some misfortune is in the air. *(Leads to Chapter 2: One-Sided Coin)*
- 4 I thought Tymora was supposed to keep us lucky what's up with the weather? Someone didn't deface her statue at the Tower of Luck, did they? I haven't had the time to check. *(Leads to Chapter 2: One-Sided Coin)*
- 5 So I went by the Lady Dreaming statue the other day you know, as you do. I found like three solid gold dragons right there. Honestly, I've never been that lucky. *(Leads to Chapter 3: Dreaming of Misfortune)*
- 6 Did you hear about the mason? Young dwarf lad. He was doing some repair work to the Lady Dreaming. Next thing he knows, the ground gives way underfoot and he falls into some long-forgotten cavern below. He got out alive, thank Tymora, but kept muttering about all the misfortune stuff he saw in those caverns. *(Leads to Chapter 3: Dreaming of Misfortune)*

## ADVENTURE HOOKS

There are a multitude of reasons for characters to find themselves caught in the events of *Tyche's Torment*, but the following suggestions help integrate this adventure into an existing campaign or act as an inspiration to do so.

## FACTION QUESTS

### Faction Mission Brief

**Bregan D'aerthe** *"I like to keep track of the figures of interest within my purview. A wizard of said interest is in the Great Drunkard. See what he needs, help him if you can."*

**Emerald Enclave** *"A dear friend of the enclave known as Morgo Brandleban has arrived within Waterdeep at the Great Drunkard. Please ensure that he enjoys his stay, if you're not too busy."*

**Force Grey** *"Something is terribly wrong, but I haven't been able to pinpoint it just yet. An Enlightened One of Azuth recently arrived in Waterdeep. My gut tells me he is involved with the weirdness somehow. Meet with him."*

**Harper** *"A little birdy told me we're in for some back luck. It's been due ever since Tymora started leaking luck and we have every lottery winner turn up at once. The same birdy watched some wizard trip forty times in a row heading to the Great Drunkard. More than mere coincidence. I want you to go meet with him. Go on, get on with it!"*

**Lords' Alliance** *"Tensions are brewing amidst the temple of Tymora. They all remain hushed, and the guards will have nothing to do with it. Morgo Brandleban believes he knows what's wrong; you're to meet him in the Great Drunkard soon."*

**Order of the Gauntlet** *"We've noticed our siblings at the Tower of Luck and the Spires of the Morning break from routine. It is unlike them both to lurk in the shadows. We've seen a wizard get sent out of their temples. He goes by the name Morgo Brandleban. He's often inside the Great Drunkard."*

**Zhentairir** *"You know when you see something that just irks you? I've seen this one primpy wizard stumble over himself far too often. I've got word he's inside the Great Drunkard. Don't get us in trouble with the guards, but discover what his deal is for me."*

### Mission Requirements & Reward

Jarlaxle wishes to have Morgo Brandleban, an Enlightened of Azuth, in his pocket, should the need for this contact ever arise. However, when the wizard's misfortune is discovered, Jarlaxle is enthralled to learn the true source of things. *Reward:* Each Bregan D'aerthe character gains 2 renown.

Morgo Brandleban is unlikely to enjoy his stay in Waterdeep until the bad luck afflicting him stops. This requires the characters to get to the very bottom of matters and defeat the Reclaimers of Dawn. *Reward:* Each Emerald Enclave character gains 2 renown.

Vajra Safahr knows that whatever is brewing is greater than the lone wizard. She'll continue to urge the characters to investigate more until the Reclaimers of Dawn are confronted. *Reward:* Each Force Grey character gains 2 renown.

Mirt has seen what strokes of luck and misfortune can do to business. He wants this matter solved as soon as possible, so he points the characters in the right direction when needed. Once everything returns to normal, he happily rewards the party. *Reward:* Each Harper character gains 2 renown.

The Lords' Alliance is hesitant to deal in matters that would be better served by the guards; however, Jalester Silvermane suggests that, for the betterment of the realm, they solve the strokes of misfortune. *Reward:* Each Lords' Alliance character gains 2 renown.

With clear evidence of evil, the Order of the Gauntlet wholeheartedly supports the character's quest to mete out justice. All evil must be routed, and something must be done when misfortune and murder are afoot in Waterdeep. The party is rewarded for their efforts only when normalcy returns to Waterdeep. *Reward:* Each Order of the Gauntlet character gains 2 renown.

The Zhentarim don't quite have a vested interest in the matters of the adventure. However, since Davil and the Doom Raiders wish to remain operating in Waterdeep, they'd rather avoid potential cataclysmic events. They emphasize that they want no one aware of their involvement until everything has returned to normal. *Reward:* Each Zhentarim character gains 2 renown.

## FOLLOWERS OF LATHANDER, SELÛNE, AZUTH, OR TYMORA

Considering that this adventure focuses on legends of deities, it should be no surprise that followers of those deities have an innate vested interest in getting involved in this adventure. They, too, become the victims of weird misfortunes that are too consistent to be mere chance. Depending on which temple the characters visit, the following NPCs can provide the first step in this adventure:

**Azuth, Watchful Order of Magists and Protectors.** Many of the guild members are followers of Azuth; if the characters have connections to Azuth, the Watchful Order, or Barnibus Blastwind, the guild asks the party to seek out a wizard known as Morgo Brandleban, welcome him into the city, and get him settled (Chapter 1: Wizard's Luck).

**Lathander, Spires of the Morning.** High Radiance Dalartzin Paragon asks the character to venture to the Great Drunkard, where a wizard who recently visited the study has been asking for legends about the Morninglord (Chapter 1: Wizard's Luck).

**Selûne, House of the Moon.** Priestess of the High Moon Feluna Moonstar asks that the party venture to the Tower of Luck to deliver a donation from the temple in these troubling times (Chapter 2: One-Sided Coin).

**Tymora, Tower of Luck.** Honorable Mistress Mhair Halvinhar asks followers of Tymora to return to the Tower of Luck to investigate who defaced the statue of their goddess (Chapter 2: One-Sided Coin).

## UNUSUAL SEASONAL FESTIVITIES

The adventure has been designed from the ground up to accommodate *Waterdeep: Dragon Heist* campaigns. Each season brings not only a unique villain, but also the holiday that all of Waterdeep is hastily preparing for. Below are four suggestions, one per season, for the seasonal festivities alight in the city.

**Spring: Greengrass.** The first day of spring is a time in which those fortunate are encouraged to share with those in need. Flowers are seen aplenty as nobles with baskets full of blooms roam the streets until the roads themselves are paved with petals.

### UNCANNY MISFORTUNE AND LUCK

Prior to any of the characters investigating the strange events in the city, the adventurers are victims of the strangest circumstances. Once per day, you can ask any of the characters to make a DC 15 Charisma saving throw; on a failure, the next skill check they make is done so at disadvantage, regardless of any advantages they would otherwise have. Also once per day, when a character fails an attack roll, ability check, or saving throw, you can have them automatically succeed make a point to explain how an unbelievably lucky situation ensured their success. In addition, these minor events can highlight their good or bad luck:

- A glistening gold dragon (1 gp) lies at the party's feet when they come to a stop in the streets.
- The character loses something they love dearly, such as a small trinket of a loved one, or finds themselves tripping over their own feet.
- Months ago, something of importance was lost. But as chance would have it, the character stumbles across it far from where they would've expected to.
- No matter what this character says, they seem to anger their friends or speak poorly.
- Doors appear to slam in their face, and they can't help but stumble into furniture that is oddly placed around the city.
- A runaway cart veers toward the party, only to sharply turn at the last second to narrowly avoid a collision.
- The character's ink has dried up, their quills snap, or pages appear torn during research or studies of the arcane.

**Summer: Midsummer.** At the heart of summer, Midsummer is a celebration dedicated to love, adventure, feasts, and romantic trysts. Bad weather seen during Midsummer is said to be a horrible omen that the deities disapprove of the relationships cemented on this day.

**Autumn: Highharvestide.** As autumn begins to fade, Highharvestide is celebrated at the peak of farmers' yield, where food is aplenty and the tireless mornings of harvesting fields are paid off in bounteous community joy. Expect to see hearty feasts aplenty and a thriving competitive spirit.

**Winter: Midwinter.** When the days reach their longest and Waterdeep sits firmly within winter's grip, Midwinter is a celebration to form new alliances in these dark and cold times. Families frequently gather together to enjoy a quiet meal by a flaming hearth—it is a comforting holiday with the knowledge that you're never alone.



## PREPARATIONS FOR THE FESTIVAL

Regardless of what festival is underway, there is a buzz in the air within Waterdeep. The market is being specially prepared, and residents of the city are frequently spotted out on last-minute errands for the celebrations. This year, however, there is a strangeness in the air, one that all the characters can feel. The usual merriment has been soured by the stormy skies, seemingly almost magical in nature, that loom overhead.

### FESTIVITIES PREPARATIONS OF WATERDEEP

#### d8 Festivities Preparations

- 1 A lone tiefling **commoner** paces the streets in the rain, wanting to confess their love to their crush. They fear the stormy omen will doom their relationship before it starts.
- 2 A dwarven farmer (**commoner**) leads 1d4 tame **boar** through the streets of Waterdeep to be slaughtered for the upcoming feasts. It'd be terribly unfortunate if something were to spook the boars and send them scattering.
- 3 Cursing and huddling in shelter from the rain, a halfling **commoner** is handling 1d6 fireworks full of *smokepowder*. Unfortunately, being drenched has rendered them near useless, but they could be convinced to part with the smokepowder for a fair price.
- 4 A duo of followers (**acolytes**) of Lathander attempt to practice the Song of Dawn, which is to be conducted on the festival's morning.
- 5 A gathering of disgruntled adventures (1d6 **bandits**) sits outside a tavern, openly drinking. They were due to adventure off in the name of Tymora, but the weather is so bad an omen that they'd rather not risk it.
- 6 A human **guard** skips through the streets. He's just discovered he's won the sweepstakes at his work. Unfortunately, he is unaware that everyone else who entered also mysteriously won. Talk about bad luck.
- 7 An elderly couple a half-elf **commoner** and a halfling **commoner** place some offerings to Tymora and Talos in hopes to disperse the ever-raging storm.
- 8 A trio of gnomes (**commoners**) tinker with a **nimblewright** to show off at the festivities, believing they have created the perfect dance partner. Unfortunately, the nimblewright can only perform the can-can and does it in an alarmingly aggressive manner.

## WATERDEEP: DRAGON HEIST OR DUNGEON OF THE MAD MAGE

This adventure can be directly connected with the end of either *Waterdeep: Dragon Heist* or *Waterdeep: Dungeon of the Mad Mage*. The characters are sought out by Volothamp Geddarm or Laeral Silverhand, who ask them to investigate the strange goings-on. They can also point them to the temples; they personally know the leaders and have heard of their extreme misfortune. If the characters are still searching the vault, these events could be suggested to be involved with the villains' machinations, depending on the season.



## CHAPTER 1: WIZARD'S LUCK

**T**HE ADVENTURE BEGINS IN AN ALMOST ALL too-stereotypical way: in a tavern. However, as with everything in Waterdeep, things are a little bit different as the party meets with Morgo Brandleban, an Enlightened One of the wizard deity Azuth.

Morgo is having an unlucky time, putting it lightly from spells going haywire to constant tripping or tearing his robe, something is wrong. He's done enough research to know what might be the cause, but each temple is turning him away. The problem is so much bigger than even he imagines: the meddling of the Reclaimers of Dawn and their plans to reunite the goddesses of Beshaba and Tymora into Tyche once more.

This chapter focuses on social roleplaying with Morgo before a misfortitious spell results in hostile furniture running rampant and patrons of the tavern turning into animals.

### THE GREAT DRUNKARD

#### OVERVIEW

*Estimated Duration: 30 minutes*

The eight Walking Statues of Waterdeep were once wonders of Toril, existing in the Ethereal Plane as defenders when the city needed them most. Nowadays, the denizens of Waterdeep treat them little more than a commodity. They've remained inanimate for over a decade, unable to return to the Ethereal Plane, and since the last time many of them moved was on a destructive warpath, the longer they stay idle, the better.

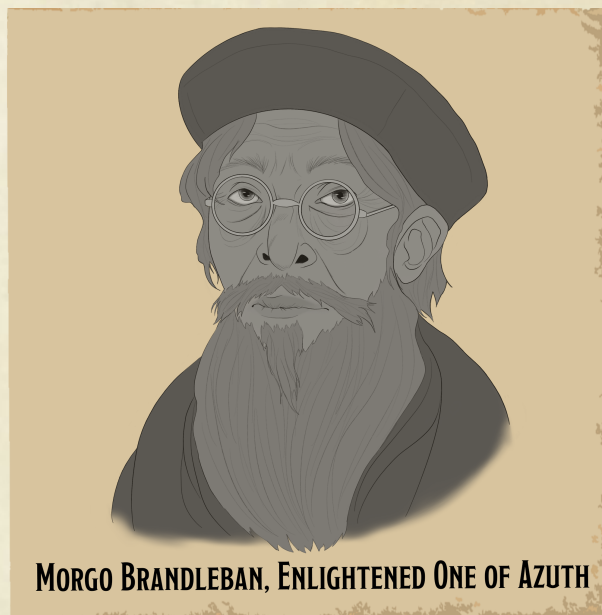
The Great Drunkard, as it is known now, was one of the statues that contributed to swaths of Waterdeep needing repairs before it finally came to rest, slumped with its legs crossed and its oversized battleaxe dug into the ground beside it. Despite being slouched, the Great Drunkard is easily 60 feet in height, casting a humanoid shadow as the sun reaches its zenith each day. The name was coined due to the statue's posture, which is far too familiar for many after a regrettably long night of drinking it was only fitting that Gralkyn's Tankard, a two-story tavern, be built directly atop the statue's lap.

As one of the more premier establishments in Waterdeep, being something of a tourist trap, Gralkyn's Tankard serves a number of in-house brews that promise to get you as inebriated as the Great Drunkard himself. Burly bouncers often have to roll drunks down the ramp outside at closing hours, but it's all in good fun. All in all, for a prime location beside the market square, you can never go wrong with getting refreshments at Gralkyn's Tankard, if not just to see the Great Drunkard in all its glory.

#### STORY OBJECTIVE

The goal for this chapter is simple: meet with Morgo Brandleban and learn of the wild bouts of uncontrolled luck and misfortune befalling Waterdeep. During their discussion, a display of Morgo's magical prowess goes horribly awry, resulting in polymorphed patrons and animated objects with hostile intentions.

Once everything has settled, Morgo suggests that the party go to the Tower of Luck (Chapter 2: One-Sided Coin) in hopes that the priestesses of Tymora can shed some light on matters.



**MORGO BRANDLEBAN, ENLIGHTENED ONE OF AZUTH**

## THE GREAT DRUNKARD

### FEATURES

The following general features apply to the tavern:

**Ceilings.** The rooms have 10-foot-high ceilings and 7-foot-high doorways.

**Lighting.** Unless otherwise noted, all areas are brightly lit by magical light sources embedded into the walls.

**Climbing.** Any attempt to climb the outside of the tavern without equipment requires a successful DC 15 Strength (Athletics) check per story climbed. A creature proficient in and using a climber's kit can make the climb without making a check.

**Doors.** The tavern's doors are made of iron-bound oak and have AC 16, 27 hit points, and immunity to poison and psychic damage. If a door is locked, it can be picked with a successful DC 15 Dexterity check using thieves' tools or forced open with a successful DC 20 Strength (Athletics) check. Only Gralkyn Jauntstone holds keys to every door in the building.

**Windows.** Full circular windows uniformly scatter the outside of the tankard-shaped building. The windows can easily be opened from the inside through a simple latch.

## THE GREAT DRUNKARD

### LOCATIONS

The following locations are keyed to map 1.1.

#### G1. GRALKYN'S TANKARD

Grey clouds loom overhead, but they've been constant in the last tenday. Despite the weather, the Great Drunkard is impossible to not notice. It towers over the surrounding structures, and from where the stonework colossus now slumps, cross-legged next to the heaving battleaxe, all buildings give the inanimate statue a wide berth.

All buildings except for the tankard-shaped, two-story structure that is nestled into the lap of it. The statue is thickly bearded, akin to a barbarian, but its posture is slouched, its hands limp by its sides. Were the tankard removed, the walking statue would be better named the Great Napper, but that would put Gralkyn's Tankard out of business.

**Senses.** Characters with a passive Wisdom (Perception) of 15 or higher notice a small commotion at the entrance of the tavern as two bouncers handle a halfling between them.

However, the wind quickly picks up and the first drops of rain begin to fall. A successful DC 14 Intelligence (Nature) check knows that a considerable storm is brewing, but motion of the clouds is off—something is unnatural about the shift in weather. A further successful DC 18 Intelligence (Arcana) check recognizes the *control weather* spell from somewhere in Waterdeep, which isn't hugely uncommon; many wizards or druids who may wish for the festivities to have fair or even warm weather.

**Approaching the Tavern.** The entrance to Gralkyn's Tankard is atop a grand sloped set of stairs that lead up to the statue's lap. True to its name, the building bears a striking resemblance to the shape of a tankard.

As the characters head up, the bouncers begin to roll a merry halfling drunkard down the slope. If the character makes no effort to move, or fails to notice the rolling drunkard, they must succeed on a DC 10 Dexterity saving throw or be knocked prone as they collide. Alternatively, in an uncanny stroke of luck, the gnome happens to roll in a manner that avoids everyone.

**Gralkyn "Burly-Bones" Jauntstone.** The owner of this fine establishment is none other than Gralkyn Jauntstone (chaotic neutral, she/her, halfling **gladiator**). She has a keen eye for two things: business deals and rabble-rousers. She deals with both of them promptly and professionally. Gralkyn is often the one working the bar, but there are a further 1d4 staff members (**commoners**) that work as bartenders or chefs, as well as the two bouncers (**guards**).

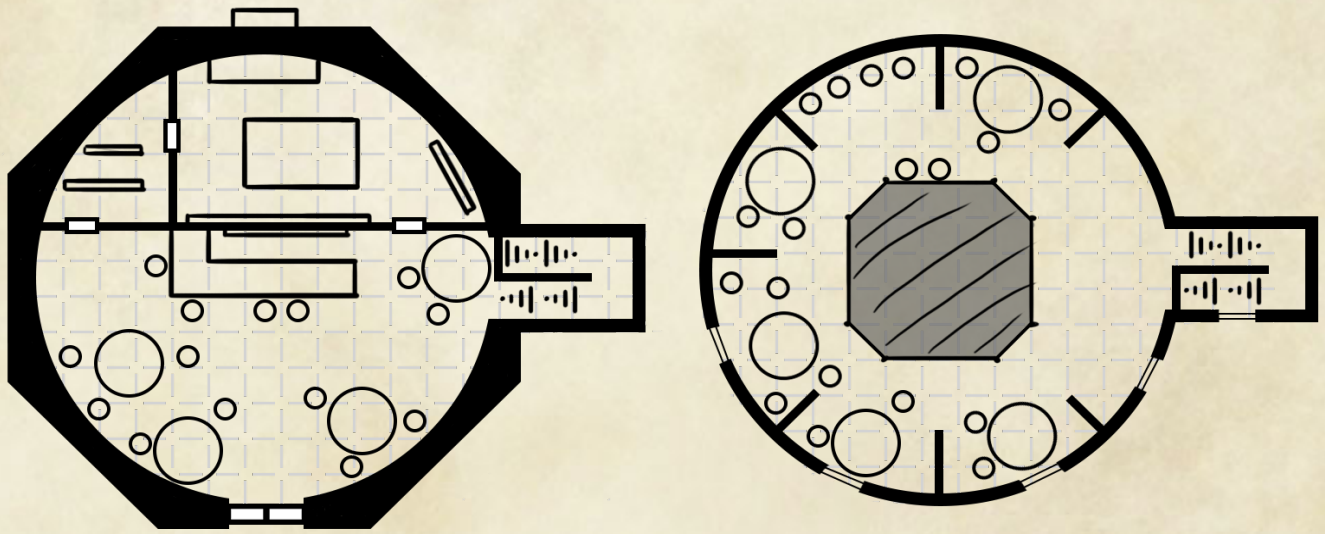
She is quick to point the characters toward Morgo Brandleban, as he has been causing endless trouble for her. She's only let him stay because he's been paying ample amounts to cover the damages of his misfortune.

**Gralkyn's Tankard Patrons.** The following patrons are present when the characters meet with Morgo:

Lodge (chaotic neutral, they/them, fire genasi **bard**) sits in a corner, clearly perplexed. They are a traveling minstrel and devout follower of Lathander, but each time they come to play their lute, the strings snap.

Aranrus (chaotic good, he/him, tiefling **commoner**) and Galuz (lawful good, he/him, half-orc guard) appear to be having an incredibly awkward first date. A successful DC 14 Wisdom (Insight) check notices that they're both rife with nerves, and in not

# MAP 1.1: GRALKYN'S TANKARD



1 SQUARE EQUALS 5 FEET

wanting to make the moment awkward, they've both made it worse.

On the second floor, a family visiting from Icewind Dale enjoys a meal. Well, San (lawful neutral, he/him, human **commoner**) and Haflo (lawful good, she/her, human **commoner**) are. Their three children—Rira, Kil, and Fernaz—run loops around the balcony, playing.

Tucked in the shadow of the tavern, routinely drinking mugs of water as they eat dry meals, are three **cultists** of Beshaba. They are led by Zinkas (chaotic evil, she/her, elven **cultist**), whose mission is to monitor Morgo Brandleban, given he's asking questions about Tyche's past.

## G2. MEETING MORG0

**Unlucky Wizard** Morgo Brandleban (lawful good, he/him, calishite human conjurer) sits on the upper floor of Gralkyn's Tankard, tucked into a corner away from all others. He pores over a number of scrolls and books scattered on the table before him.

As the characters approach, read or paraphrase the following:

"Oh! Well met, forgive me. I a—"

As the finely dressed wizard goes to stand, a trio of events happen in a split second. As the wizard slides his chair back, he slips, sending him into the table with a light "ooof." The chair skids away behind him, catching the edge of his robe and tearing straight through the lining. Lastly, and arguably most impressive with how unlucky it is, as the wizard falls into the table, the tip of his beard dips into the lit candle, catching flame almost instantly. He thankfully gathers the wits to dip his beard into a nearby tankard of water.

Once the chaos subsides, he looks up from bending over the table, his beard dribbling over the cloth, speaking with a tone of utmost defeat.

"... Morgo Brandleban... I'm Morgo Brandleban."

**What Morgo Knows.** Once everything has settled, Morgo seats himself with the utmost care. He is so troubled with his misfortune that he shares his story freely, enjoying the opportunity to rant. A successful DC 14 Wisdom (Insight) reveals that Morgo is irritated by his misfortune, but mostly because it makes him look inept.

Over the discussion, he imparts some of the following information to the characters:

Morgo arrived in Waterdeep to investigate the weather, where he received a vision from his deity, Azuth which is even more meaningful, because Morgo is an Enlightened One. A successful DC 13 Intelligence (Religion) check recalls that Enlightened Ones are wizards who have read one of Azuth's touched tomes, books handled by the deity himself. Followers of Azuth automatically succeed on this check, and wizards have advantage on the check.

Disturbances in everyone's luck has happened before. The entire world was flooded with a few days of unnatural luck when Tymora's power began to leak out. A successful DC 18 Intelligence (History) recalls the many tales that occurred, but a true cause was never discovered.

Morgo cannot explain it, but his gut feels that the followers of Lathanader are involved. The Spires of the Morning were quick to remove him once he started asking questions about Tyche. After leaving, a group of Lathanader's priests approached him almost threateningly, telling him to stop asking so many questions.

He remained focused on Tyche. With random acts of luck and misfortune, it is possible that both Tymora and Beshaba's powers are leaking or that Tyche is returning somehow. A successful DC 18 Intelligence (Religion) check recalls the tale of Tyche and how she was split in two to become Tymora and Beshaba.

There is no way that Morgo is merely being clumsy. The sheer amount of misfortune befalling him exceeds reasonable frequency. He believes himself cursed. A *remove curse* spell or similar effect confirms that Morgo isn't cursed.

If Morgo was a betting man which he is not anymore, due to his bad luck he would bet that the followers of Beshaba are somehow behind things, but he has no idea why he of all people is being targeted so cruelly. A successful DC 12 Intelligence (Religion) check recalls that Beshaba is the deity of misfortune, also known as Lady Doom, and she is the counterpart to Tymora, the deity of good luck. Followers of Tymora or Beshaba automatically succeed this check.

**Development.** Once the conversation dwindles, Morgo is adamant to prove that he remains a skilled wizard. He has been avoiding casting spells for the last few hours, but is confident he now has the strength to overpower whatever is afflicting him. He extinguishes the candle, intending to light it with magic. A successful DC 14 Charisma (Persuasion) check convinces Morgo to not use fire in case it goes horribly wrong. He agrees, laughing softly, and attempts a light cantrip instead.

### G3. AS LUCK WOULD HAVE IT

Morgo holds his right hand up, while his left points a single finger upward the symbol of his deity. A wave of nerve flashes across the wizard's face as he snaps his fingers. A spark appears for a split second before vanishing altogether.

Before the look of defeat can consume Morgo's face, the spark returns double the size in front of his eyes, then blinks out once more. The process repeats the spark reappearing in a new shape or size, and then disappearing.

**Development.** Sparking from Morgo's hand, the spell takes on an unintended shape, crackling with multicolored flashes that snap like bolts of lightning in every direction. A bright blaze and loud pop fills the year, requiring each character to succeed on a DC 12 Constitution saving throw or be blinded for 1 minute.

After the loud pop, the uncontrolled magic lets out one last crackle, forking in every direction before eventually settling down. Every creature within 30 feet of Morgo Brandleban must succeed on a DC 18 Wisdom saving throw or polymorph into a random animal for 10 minutes. The table provides options for animals the party may polymorph into. The effect can be ended early through dispel magic (DC 15) or a similar effect.

**Creatures.** The distorted magic sparks across the table, cutlery, and chairs surrounding the party. The objects begin to animate, shifting into two **animated tables** (HP: 50, AC: 10, Attack: +6 to hit, Hit: 2d10 + 2 damage, Str: 14, Dex: 10), four **animated chairs** (HP: 40, AC: 13, Attack: +5 to hit, Hit: 2d6 + 1 damage, Str: 10, Dex: 12), and seven pieces of **animated cutlery** (HP: 20, AC: 18, Attack: +8 to hit, Hit: 1d4 + 4 damage, Str: 4, Dex: 18). While not outright evil, the furniture causes havoc by tripping people, catching on their clothing, or getting in the way. A *dispel*

*magic* (DC 15) or similar effect renders the objects inanimate again.

### POLYMORPH CREATURE TABLE

| d10 | Animal       |
|-----|--------------|
| 1   | Badger       |
| 2   | Bat          |
| 3   | Cat          |
| 4   | Crab         |
| 5   | Deer         |
| 6   | Elephant     |
| 7   | Flying Snake |
| 8   | Frog         |
| 9   | Mastiff      |
| 10  | Octopus      |

**Dispelling the Effect.** If the characters do not have the means to cancel out the *polymorph* effect, then Morgo, instead of having fireball prepared, has the ability to cast *dispel magic*. He can return the polymorphed heroes back to normal, but he does have not enough slots for everyone inside the tavern.

Alternatively, though it was Morgo's spell who went awry, it takes him 5 rounds to notice that he is absentmindedly maintaining concentration on the *polymorph* and *animate object* spells. A successful DC 16 Intelligence (Arcana) check observes that the magic is originating from the muddling wizard, so breaking his focus may cease the rampant magical effects.

**Catching the Animals.** Rira, Kil and Fernaz, children who had been running past, are caught in the blast of the spell. Rira has been turned into a **cat**, Kil into a **flying snake**, and Fernaz, unfortunately, into an **elephant**. Rira attempts to climb into the rafters to get to safety. Kil tries to fly out of the nearest window and roost atop the Great Drunkard statue. As for Fernaz, the ensuing chaos causes the upper floor to crack under the weight of the elephant and animated furniture.

Anyone within 5 feet of the sudden elephant must succeed on a DC 10 Dexterity saving throw or fall through to the lower floor and suffer 1d6 bludgeoning damage. The children are all understandably scared, and each require a successful DC 14 Wisdom (Animal Handling) or Charisma (Persuasion) check to calm them down. Otherwise, grappling is the only way to capture the polymorphed animals.

**Rewards.** San and Haflo, the parents of the polymorphed children, plead for anyone to help them. They have little money to spare, but offer

everything they have to ensure the safe return of each child. In addition, Haflo wears a *ring of warmth* that she'll freely give to the party if they're successful.

Before Morgo leaves, he offers the party his *wand of detecting deceased deities* (see appendix A). This is how he has followed all of the events related to Tyche; he was so caught up in proving himself an adept wizard that he failed to mention it earlier.

### WAND OF DETECTING DECEASED DEITIES

Morgo developed the *Wand of Detecting Deceased Deities* as part of his thesis countless years ago, prior to his graduation. This wand can be a useful tool to guide the adventuring party to the next encounter. Here are just a few ways in which the wand can be utilized:

- As Tymora and Beshaba were once Tyche, the wand can still detect the faintest presence of a deceased deity within objects that contain either goddesses' power. The passive detection can be used to draw the party's attention to points of interest or story hooks.
- The wand can detect the path the Reclaimers of Dawn took in reclaiming either Tymora's or Beshaba's power key. The trail will always be stronger leading back to where the items were stored, resulting in the characters ending up at the Tower of Luck (Chapter 2: One-Sided Coin) or the Shrine of Beshaba (Chapter 3: Shrine of Misfortune).
- Later in the adventure (Chapter 4: Charred Spires of Mourning), once Tyche's power key has been formed, the wand can act as a direct compass toward the tornado and highlight places where the goddess' power will keep them safe from it.

## WHERE NEXT?

Once everything is under control, Morgo refuses to stand idle any longer. He asks the characters to venture to the Tower of Luck (Chapter 2: One-Sided Coin) in hopes that the priests of Tymora, Goddess of Luck, can help discover what is wrong. Alternatively, Morgo is aware of a secretive Shrine of Beshaba (Chapter 3: Dreaming of Misfortune), located beneath the Lady Dreaming walking statue of Waterdeep, where the party can investigate the misfortune instead. However, he warns that the adventurers shouldn't expect much hospitality from the Shrine of Beshaba if they go knocking.

Morgo would offer to join the party but fears his blatant misfortune would only cause more chaos. He's going to exile himself far from Waterdeep—at least until he's able to cast light without the world exploding.

## CHAPTER 2: ONE-SIDED COIN

**A**S THE STORY PROGRESSES, THE PARTY FINDS themselves traveling from either the Great Drunkard or the Shrine of Beshaba to the Tower of Luck to seek answers to poor Morgo's extreme bouts of luck and misfortune.

The sky over the city is darkening ominously as the storm grows. If this is the party's second stop, rain begins falling as they travel. If the party has already visited the Shrine of Beshaba (Chapter 3: Dreaming of Misfortune), the rain that has been falling picks up in earnest and thunder begins to crack and echo throughout the city.

As the party travels, they note that despite the weather, preparations are underway for the upcoming revelry and the streets are crowded with Waterdavians and visitors alike. The DM can describe scenes showcasing other minor displays of luck and misfortune: a farmer stopped on his way to market, his entire wagon crushed beneath a heavy stone fallen from a building under construction; an urchin exclaims in glee as they find a shiny golden dragon fallen on the street; or a pickpocket caught in the act by the constables, only to have his victim wave the guards off and hand the poor fellow coins to buy food for his family.

### TOWER OF LUCK OVERVIEW

**Estimated Duration: 45 minutes**

The Tower of Luck is a temple complex dedicated to Tymora, the Lady of Luck. Located in the Sea Ward, the northeastern section of Waterdeep, the "tower" is actually a many-pillared atrium ingeniously roofed over with glass. In addition to being a temple of worship, the complex also houses many of the high-ranking clergy and their administration offices.

### STORY OBJECTIVE

The goal for this chapter is to acquaint the party with the story of Tymora and to have them pay witness to the actions of the Reclaimers of Dawn. The party will meet with the Honorable Mistress Mhair Halvinhar.

Mhair proceeds to recount the misfortunes that have been befalling the clergy and worshippers of Lady Luck as of late, including the recent theft of a power key.

The power key was not widely known to be stored at the Tower of Luck. Not knowing who to blame, Mistress Mhair will direct the party onward to seek out Beshaba's hidden house of worship if they have not already visited it. If the party has already visited Beshaba's shrine, they know someone is targeting both Beshaba and Tymora, and thus they could be after Tyche instead.

### TOWER OF LUCK FEATURES

The following general features apply to the Tower of Luck:

**Lighting.** Even as the storm sits over the city, a small bit of sunshine breaks through the clouds to shine down on the tower complex. The rooms of each building are brightly lit by lanterns bearing magical flames.

**Sounds.** The sounds of water streaming through the fountain and murmured prayers echo in the atrium against a backdrop of general city sounds—vendors hawking their wares, horses and carts moving down the streets, and children shrieking.

**Smells.** The tang of salty sea air, the aromas of various foods cooking, and the stench of bodies packed tightly compete with the sharp, fresh smell of the storm rolling in and the incense being burned as offerings to Tymora.

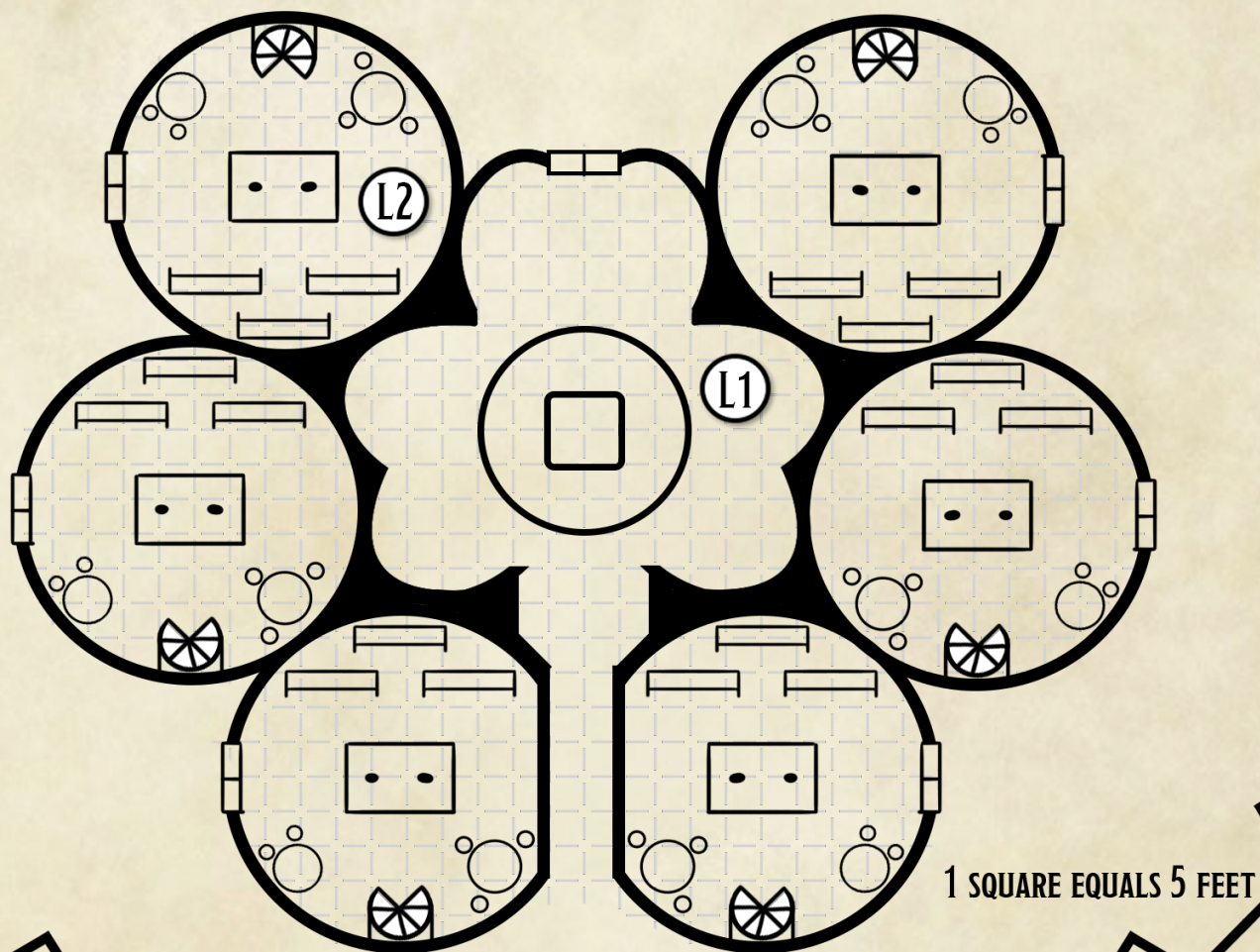
**Worshippers.** The crowd in the atrium today is a mixture of commoners, merchants, travelers, nobles, and members of the faith. Near the back of the crowd, a group of almost a dozen kneel in what seems to be focused prayer, dressed in pale red robes.

**Exits.** Several buildings surround the atrium, creating the sense of an enclosed space. Aside from the entrances into those buildings, there is a wide pathway entering from one side and another pathway leading out the opposite side.

### TOWER OF LUCK LOCATIONS

The following locations are keyed to map 2.1.

# MAP 2.1: TOWER OF LUCK



## L1. THE SHRINE OF TYMORA

Beneath the glass roof of the tower, a bronze sculpture of a diminutive Tymora, depicted as a laughing young girl, appears to be leaping from the very top of an astounding fountain.

Petitioners come around to the fountain on a walkway and toss a coin to Tymora to pay respects and make a wish. Managing to land it in her outstretched hand is a sure sign of her favor.

When you enter the Tower of Luck, the sun shines warmly through the glass ceiling over the main atrium and the air seems much calmer than it was when standing in the streets. It seems particularly crowded today as people queue up to make an offering to Lady Luck.

As you take in the scene, you see the statue of Tymora begin to list dangerously, then topple toward the waters of the fountain. The gathered crowd shouts in alarm and several priestesses in silver and blue robes emerge to try and maintain order.

**Setting the Scene.** Visitors to the Tower of Luck enter through an archway from the street and proceed down a path toward the covered atrium. The atrium itself extends out in three vaguely triangular alcoves tucked between the buildings of the complex, forming a shape reminiscent of a shamrock. Visitors traditionally exit via a gate set into the wall that forms the upper edge of the “leaf” opposite the entrance.

On a normal day, only four acolytes would be present to tend to the needs of visitors, while the other members, ensconced in the other buildings of the complex, go about the business of the church. With the unusual crowd size, however, today there are an even dozen **acolytes** scattered about to manage the crowd, with a higher-ranking priestess occasionally passing through.



**The Gathered Faithful** As events unfold, the main atrium is packed with a mix of approximately one hundred **commoners** and **nobles** kneeling in prayer or waiting in queue to toss their coin into the fountain. A troupe of performers in matching tunics and leggings stand near the back of one section, offering praise to the goddess in the form of song. Any character who succeeds on a DC 13 Wisdom (Perception) check can make out that their song is a cautionary tale for Tymora, beseeching her to guard her fortune only for the worthy and to be wary of those seeking to bring misfortune.

A group of traveling merchants and their families are making their way across the fountain bridge toward the exit when the statue begins to tumble. The mothers anxiously clutch their children, scurrying to avoid the wreckage. A successful DC 13 Intelligence (History) or Wisdom (Perception) check notes that the group is dressed in clothing typical of the outlying region surrounding Neverwinter.

A group in pale red robes near the exit kneels, their faces almost touching the ground as they chant. Any character proficient in Arcana is able to discern that this group seems to be chanting the words of a magic ritual rather than offering up a prayer. A successful DC 15 Intelligence (Religion) recalls that pale red robes with yellow threading are worn by an obscure group of followers devoted to Lathander called the Reclaimers of Dawn.

**Confronting the Cultists.** When the shrine begins to topple, the red-robed figures begin making a hasty retreat through the nearby exit. If the characters decide to pursue rather than stay to assist, have the cultists take notice. The use of spell scrolls like dimension door or misty step allows most of the group to escape, but it is possible for the party to subdue four **cultists** and one **cult fanatic**. Interrogation of the captives uncovers the following information:

The cultists confirm that they are followers of Lathander.

The cultists admit that they stole the power key, but refuse to disclose its current location.

The cultists reveal that capturing Beshaba's power key is part of their plan, too.

Nothing further can be gleaned from the captives, who would rather die than ruin their plan to please their Lord Lathander.

## CULTIST FANATIC

Medium humanoid (any race), any non-good alignment

**Armour Class** 13 (Leather Armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 14 (+2) | 12 (+1) | 10 (+0) | 13 (+1) | 14 (+2) |

**Skills** Deception +4, Persuasion +4, Religion +2

**Senses** passive Perception 11

**Languages** Any one language (usually Common)

**Challenge** 2 (450 XP)

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

### ACTIONS

**Multiattack.** The fanatic makes two melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## CULTIST

Medium humanoid (any race), any non-good alignment

**Armour Class** 12 (Leather Armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 10 (+0) | 10 (+0) | 11 (+0) | 10 (+0) |

**Skills** Deception +2, Religion +2

**Senses** passive Perception 10

**Languages** Any one language (usually Common)

**Challenge** 1/8 (25 XP)

**Dark Devotion.** The cultist has advantage on saving throws against being charmed or frightened.

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**The Ensuing Chaos.** An enterprising group of dirty urchins takes the opportunity to run up and pluck coins from the fountain, hastily shoving them into their pockets. The overwhelmed clergy take note of the presence of an adventuring party and beg assistance in calming the crowd. The following actions can be attempted in an attempt to restore order:

**Calming Speech.** Anyone who succeeds on a DC 15 Charisma (Persuasion) check and speaks loudly enough to be heard over the crowd can soothe and calm the panicking mass. The character makes this check with advantage if they find a way to elevate themselves or amplify their voice.

**Commanding Presence.** Anyone who succeeds on a DC 15 Charisma (Intimidation) check musters the authoritative presence to convince the crowd that everything is being handled and there is no reason to panic. The character makes this check with advantage if they have a military background or another leadership role.

**Charming Magic.** Although it is normally frowned upon to cast magic on people without their consent, the clergy will allow the use of spells such as *calm emotions*, *sleep*, *suggestion*, *friends*, or other similar non-lethal spells.

**Crowd Control.** A successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check allows a character to corral the panicking crowd into a protective and orderly line so that exit can be made safely.

Any combination of three or more successful attempts to restore order (the same action can be taken multiple times) results in the crowd exiting in a safe and orderly fashion, allowing the clergy to investigate the statue and repair it. Once this has been done, even if the party was not completely successful in restoring order, an acolyte approaches the party, directing them to the largest building in the complex, explaining that the Honorable Mistress Mhair Halvinhar should have an audience with them to offer the gratitude of the church and reward them for their efforts.

## L2. THE HONORABLE MISTRESS

The main floor of the circular building that you are led to is dedicated to a spacious prayer hall, which is dominated by a large altar. Around the northern wall behind the altar is a spiral staircase leading up to the higher levels meant only for the clergy. A few well-appointed wooden pews lie before the altar for the faithful who wish to sit while listening to the teachings of the priestesses. Most of the room is decorated with tapestries and tables of various games of chance, including Three-Dragon Ante and various dice games. The walls that remain bare of tapestries are covered in stunning mosaics of the goddess' past.

This main altar is formed of forged silver and gold coins welded together to make a large dais that is bedecked with objects ranging from rabbits' feet to random coins. The faithful have left behind their own odd bits at the altar over time, as well, as they felt these trinkets granted them luck from the goddess.

A large mosaic formed of many tiny pieces of exquisite porcelain is set into the eastern wall. As a whole, the mural depicts Tyche split down the middle, with the focus resting on Tymora on one side, backed by Sel ne, Azuth, and Lathander. On the other side, her sister Beshaba is overshadowed by the brightness surrounding Tymora.

As you enter the building indicated by the acolyte, you are immediately struck by two things—the large altar made of melded coins near the northern wall and the beautiful mosaic on the eastern wall depicting Tymora and her sister Beshaba emerging from the goddess Tyche as she is split in half.

As your eyes take in the splendor of the room, you note a fair-skinned woman descending from a staircase set into the wall behind the altar. The woman is dressed in a pale blue robe edged with intricate silver designs, and a large silver medallion hung from her neck depicts the symbol of Tymora. The woman pulls back her hood, revealing lustrous golden hair, and greets you with a bright smile.

“Tymora’s blessings to you. I am the Honorable Mistress Mhair Halvinhar. I’m told fortune shines on us at your presence, as you were able to assist with the furor outside. What happened to cause such a fuss?” She beckons toward a pew for you to have a seat as she awaits your story.

Mistress Mhair nods attentively as she listens to the recounting of the events outside, asking the occasional clarifying question. She has been deep in meditation and wishes to confirm if the vision she saw matches the events that occurred.

If your players received the information to answer the questions below and can recall it on their own, reward them with inspiration.

What was the weather like?

Where was the line approaching the fountain from? (The entrance pathway.)

Were there any nobles present? (Yes.)

Did you notice any visitors from outside of Waterdeep? (Yes, the merchants from Neverwinter.)

Were there any other large groups? (The performers and the red-robed figures.)

Was the group in the red robes from a specific organization? (Followers of Lathander, known as the Reclaimers of Dawn.)

Do you have any other information to share?

Once she is satisfied that the party has recounted everything, she asks the characters to follow her, as she has further business that she would like to apply their investigative skills to.

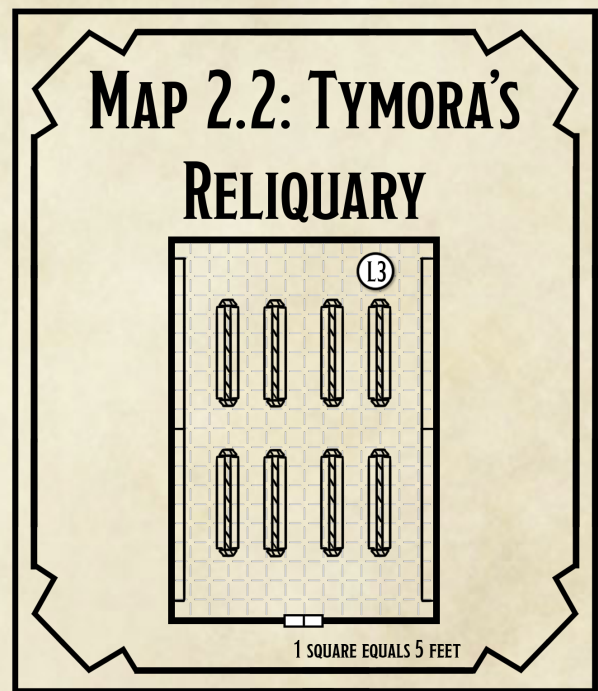
### L3. MISFORTUNE, I KNOW THY

#### NAME

Mistress Mhair leads the party into a building located near the back edge of the complex, passing through several well-guarded archways. She gives a polite nod of acknowledgement to the guards to indicate that the characters are under her trust and protection. One of Tymora's power keys, which the Tower of Luck is charged with protecting, has been stolen. In her meditation, Mistress Mhair had a vision of the shrine falling and an adventuring party arriving to recover the power key.

**The Reliquary.** After traveling through a veritable labyrinth of hallways and chambers, Mistress Mhair stops in front of a set of iron doors flanked by two guards. Both guards bear full plate armor emblazoned with the symbol of Tymora. They allow the group to enter the reliquary.

The reliquary itself is reminiscent of a wine cellar or library, with rows of shelves containing magical artifacts said to be able to harness the divine power of the gods. The room extends back 100 feet and is 70 feet across (map 2.2).



The large shelves are aligned with the long wall, with 5-foot-wide aisles between them, giving the room a very orderly appearance. The only light in the room is that which is brought into the room. Typically, clergy members cast *light* to provide visibility while they seek out the item needed for their task.

The shelves are made of iron and wood, with each item housed in a separate cavity. Among the items remaining in the room are dozens of books, amulets, shields, swords, crystals, statues, and countless other relics. Due to the heightened security and paranoia, the guards at the door search each member of the party as they exit to ensure that no items leave the room.

**What the Guards Know.** Although the guards were not present when the break-in happened, they have conducted a brief survey and can share some information.

The reliquary is only accessible to high-ranking members of the clergy.

The room was breached about one hour ago. Movement inside triggered an alarm.

The magical protective seal on the doors had not been broken. Thus, some sort of teleportation magic was likely used to gain access to the room.

The other guards patrolling this building saw a pair of robed figures walking at the far end of a dark hall, but they aren't certain if

the pair came this way. The guards assumed the pair were members of the church, but couldn't make out details of their robes through the dim light.

Only one item is missing: an ancient coin from Myth Drannor said to be a power key made by the goddess herself. It allows her most faithful to pull from her power, and it is notable for its use many years back when the god Lathander used it to try to combine Tymora and Beshaba to resurrect the goddess Tyche.

If the characters investigate on their own, they can determine the following additional details:

A successful DC 15 Intelligence (Arcana) check determines that conjuration magic was recently performed just inside the reliquary doors.

A successful DC 15 Intelligence (Investigation) check notes that there are two distinct sets of very faint tracks in the dust gathered on part of the reliquary floor.

Any character who questions the acolytes outside and succeeds on a DC 15 Wisdom (Insight) check realizes that the acolytes seem to be hiding something. That character can then make a DC 15 Charisma (Persuasion or Intimidation) check. On a success, they convince the acolytes to admit that they allowed a pair of what they thought were visiting acolytes into the reliquary building. The pair were wearing pale red robes trimmed with yellow thread.

A successful DC 15 Intelligence (Religion) check recalls that the pale red robes with yellow threading are worn by an obscure group of followers devoted to Lathander.

A successful DC 17 Intelligence (History) check recalls that the missing power key was once used by Lathander in a failed attempt to join Beshaba and Tymora to bring back the goddess Tyche.

## WHERE NEXT?

Once she reveals that the power key has been stolen, Mistress Mhair pleads for the characters to seek out the Shrine of Beshaba to see how her followers are faring and if they possess the power key. She confides the location of a secret shrine beneath the Lady Dreaming statue in the Castle Ward. She will remain at the Tower of Luck, restoring order and overseeing the repair of the fallen statue in the atrium.

If the party has already visited the shrine, Mistress Mhair agrees that Morgo may be of some use; he is a follower of Azuth, and Azuth's followers tend to harbor esoteric knowledge, which often can be drawn upon to solve even the most vexing puzzles.

It is up to the characters now to take what they know and determine the culprit of the mayhem and theft. If the party has already visited all three locations and uncovered the identity of the cultists, they may wish to venture onward to the Spires of the Morning to confront them.



## CHAPTER 3: DREAMING OF MISFORTUNE

**T**HE SKY OVER THE CITY IS DARKENING ominously as the storm grows. If this is the party's second stop, rain begins falling as they travel. If the party has already visited the Tower of Luck (Chapter 2: One-Sided Coin), the rain that has been falling picks up in earnest and thunder begins to crack and echo throughout the city.

Despite the weather, the party notes that most of the town is still bustling to and fro, making preparations for the upcoming festival. Carpenters are still hammering away at stages for the many performances, visiting merchants are still decorating their stalls, and various foodstuffs are being carted all over the city for the many grand parties to be held by the nobility.

### SHRINE OF BESHABA

#### OVERVIEW

*Estimated Duration: 45 minutes*

Though the worship of Beshaba is fairly widespread and varied throughout the Realms, her followers prefer to keep a low profile. As a rule of thumb, the sisters go hand in hand: if Tymora can be found in an area, then Beshaba is likely nearby. Her followers and priests can often be found where plots are hatched and fell actions are foretold.

Settled in the Castle Ward of Waterdeep on the far northern slope of Mount Waterdeep, the statue of the Lady Dreaming resembles a noble elven woman asleep in a garden. Hidden in a cavern beneath the Lady Dreaming, the faithful of Beshaba have created a shrine to the Maid of Misfortune, as Beshaba is commonly known.

#### STORY OBJECTIVE

The goal for this chapter is that the party investigate the Shrine of Beshaba and discover that her followers have been encountering the same troubles the followers of Tymora face. They cross paths with the Reclaimers of Dawn and realize that a greater plot is afoot. The Mistress of Dread Serinna Eilwynn confirms that a power key for Beshaba has been stolen if the party has already visited the Tower of Luck, they know someone is targeting both Beshaba and Tymora, and thus they could be after Tyche instead.

### SHRINE OF BESHABA

#### FEATURES

The following general features apply to the Shrine of Beshaba:

**Lighting.** Outside the shrine, the sky is dark. With the rain steadily falling, most of the city is dimly lit unless the party has a source of light. Inside of the shrine, the hallways are dark, but the main rooms are lit by burning braziers.

**Worshippers.** Though small in number, the faithful of Beshaba are devout, finding creative schemes and tricks to please their Lady. As the worship of Beshaba is looked down upon in polite society, the followers have devised clever ways of recognizing one another, including discrete tattoos of black stag antlers that signify their role in the church.

### SHRINE OF BESHABA

#### LOCATIONS

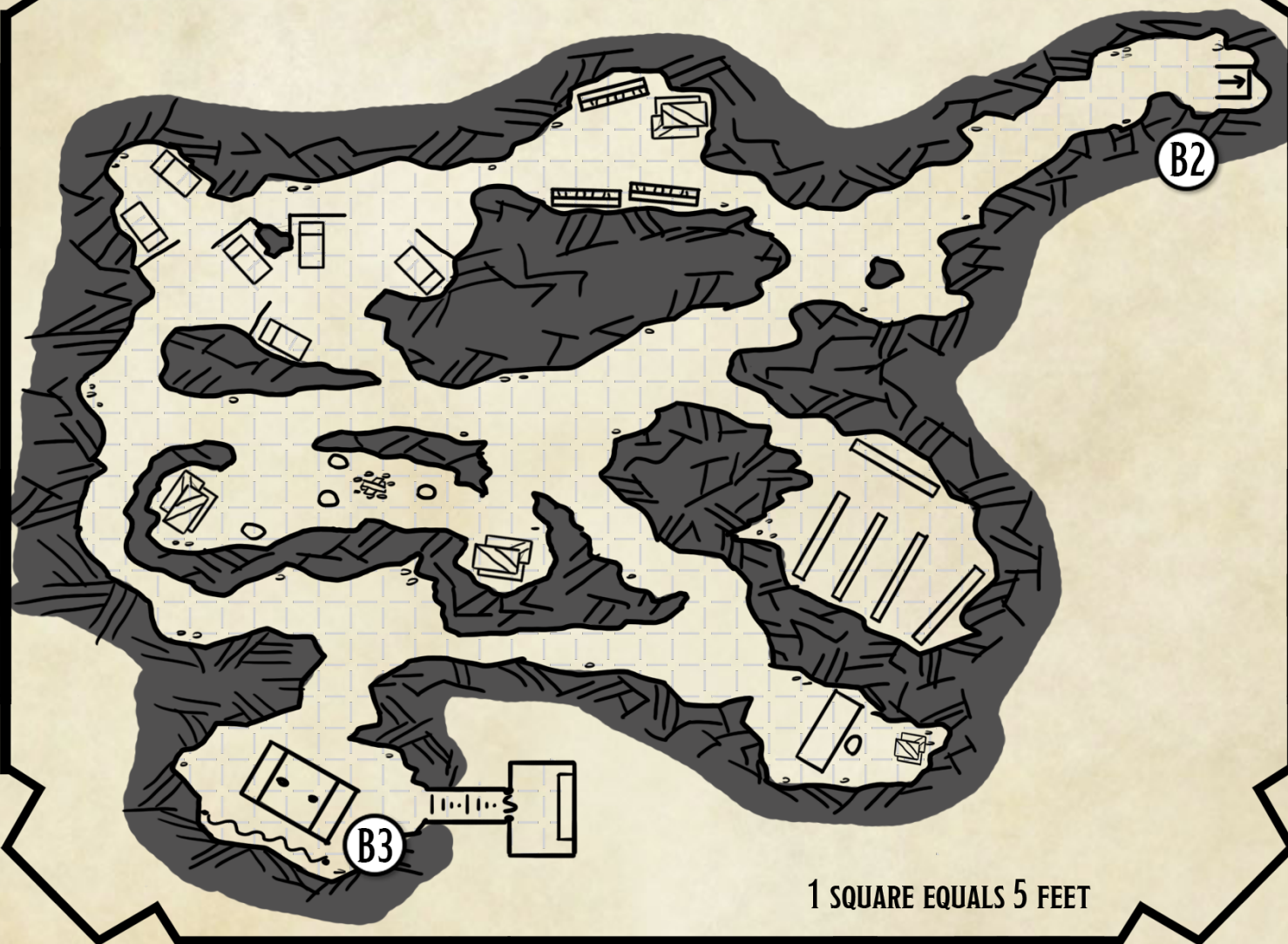
The following locations are keyed to map 3.1.

#### B1. THE LADY DREAMING

Lying on the northern face of Mount Waterdeep near the Blackstaff Tower, the Lady Dreaming walking statue has been mostly forgotten by the citizens of Waterdeep. Appearing as a noble elven woman, the statue was revered for its beauty, grace, and naturally flowing clothes in the time before the statues ceased to move and fell to their current locations.

Like most of the walking statues, the Lady Dreaming's hollowed-out interior was put to a variety of uses. Most faded out in a short time; her position on the hillside wasn't exactly good for business. A small path known as the Rise is the only route across the mountainside to access the statute. Those who dwell on the mountainside feign ignorance of the visitors arriving and departing from the statue. A door carved into the left leg of the Lady Dreaming allows access to a tunnel leading up into the central cavity in her chest. The statue most famously once housed a small school for divination magic many years back. Currently, the chambers are mostly full of empty crates and barrels, ostensibly serving as a warehouse for a local tailor.

# MAP 3.1: SHRINE OF BESHABA



**Hidden Entrance.** The shrine is situated in a natural cavern system accessed via a secret tunnel composed of the Lady Dreaming's head and hands folded in gentle repose.

Locating the secret trapdoor entrance requires a successful DC 16 Wisdom (Perception) check. Any character proficient in Thieves' Cant has advantage on this check due to the coded markings indicating the presence of the trapdoor.

## B2. HIDDEN SHRINE

After climbing down the ladder, a party enters a tunnel sloping gently downward to the southwest. Once they begin to proceed down the tunnel, read or paraphrase the following:

Reaching the bottom of the wooden ladder, the air beneath the mount is noticeably cooler. The tunnel before you slopes down further toward what is presumably the main worship chamber.

The ground beneath your feet gives a mighty tremble and dust falls down from the ceiling in a great cloud. Once the air clears, you see that several figures have appeared at the far end of the tunnel.

**A Shaky Introduction.** As the ground trembles, all characters must make a DC 13 Dexterity saving throw. On a failed save, they take 2d6 bludgeoning damage and are knocked prone (the effects of the earth tremor spell). On a successful save, they keep their footing and take no damage. Since the floor is made of earth, some sections crumble, becoming difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

Each section has a 50% chance of crumbling. The DM can ignore this effect or choose for additional sections to crumble, as appropriate for the level of the party.

**The Welcome Wagon.** Alerted by a lookout when the party entered the Lady Dreaming statue, five Doommasters (two **black earth priests**, two **stonemelders**, and a **flamewrath**; see chapter 7 of *Princes of the Apocalypse* for stat blocks) ambush the characters. Beshaba's followers do not fight to kill the characters, instead seeking to incapacitate them and take them before the Mistress of Dread for interrogation).

## BLACK EARTH PRIEST

*Medium humanoid, neutral evil*

**Armour Class** 17 (splint)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 11 (+0) | 14 (+2) | 12 (+1) | 10 (+0) | 16 (+3) |

**Skills** Intimidation +5, Persuasion +5, Religion +3

**Senses** passive Perception 10

**Languages** Common, Terran

**Challenge** 3 (700 XP)

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *blade ward*, *light*, *mending*, *mold earth*

1st level (4 slots): *earth tremor*, *expeditious retreat*, *shield*

2nd level (3 slots): *shatter*, *spider climb*

3rd level (2 slots): *slow*

### ACTIONS

**Multiattack.** The priest makes two melee attacks.

**Glaive.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

### REACTIONS

**Unyielding.** When the priest is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

If the Doommasters succeed in incapacitating the party, the characters are tied up and marched down the tunnel to the main shrine. If the characters defeat the Doommasters, there are a handful of secondary chambers branching off of the tunnel that can be explored before they proceed to the shrine to meet the Mistress of Dread Serinna Eilwynn.

## STONEMELDER

*Medium humanoid, neutral evil*

**Armour Class** 17 (splint)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 10 (+0) | 16 (+3) | 12 (+1) | 11 (+0) | 17 (+3) |

**Skills** Intimidation +5, Perception +2

**Senses** tremorsense 30 ft., passive Perception 12

**Languages** Common, Terran

**Challenge** 4 (1,100 XP)

**Death Burst.** When the stonemelder dies, it turns to stone and explodes in a burst of rock shards, becoming a smoking pile of rubble. Each creature within 10 feet of the exploding stonemelder must make a DC 14 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

**Spellcasting.** The stonemelder is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *blade ward*, *light*, *mending*, *mold earth*

1st level (4 slots): *expeditious retreat*, *false life*, *shield*

2nd level (3 slots): *Maximilian's earthen grasp*, *shatter*

3rd level (3 slots): *erupting earth*, *meld into stone*

3rd level (1 slot): *stoneskin*

### ACTIONS

**Black Earth Rod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. The stonemelder can also expend a spell slot to deal extra damage, dealing 2d8 bludgeoning damage for a 1st level slot, plus an additional 1d8 for each level of the slot above 1st.

## FLAMEWRATH

Medium humanoid (human), chaotic evil

**Armour Class** 12 (15 with Mage Armor)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 16 (+3) | 11 (+0) | 10 (+0) | 16 (+3) |

**Skills** Arcana +3, Religion +3

**Damage Resistances** Fire

**Senses** passive Perception 10

**Languages** Common, Ignan

**Challenge** 6 (2,300 XP)

**Spellcasting.** The flamewrath is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *control flames*, *fire bolt*, *friends*, *light*, *minor illusion*

1st level (4 slots): *burning hands*, *color spray*, *mage armor*

2nd level (3 slots): *scorching ray*, *suggestion*

3rd level (3 slots): *fireball*, *hypnotic pattern*

3rd level (1 slot): *fire shield*

**Wreathed in Flame.** For the flamewrath, the warm version of the *fire shield* spell has a duration of “until dispelled.” The *fire shield* burns for 10 minutes after the flamewrath dies, consuming its body.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Secondary Chambers.** The chambers include a library, armory, kitchen/larder, office, and dormitory. Each of these chambers is outfitted as befits a minor noble house, with comfortable furnishings and tasteful decorations. A thorough search of these chambers yields a set of fine clothes, a total of 260 gp in coins and gems, a bejeweled statuette of Beshaba worth approximately 500 gp, and several tomes detailing the history of the goddess Tyche, how Beshaba came to exist, and the proper modes of worship for the Maid of Misfortune.

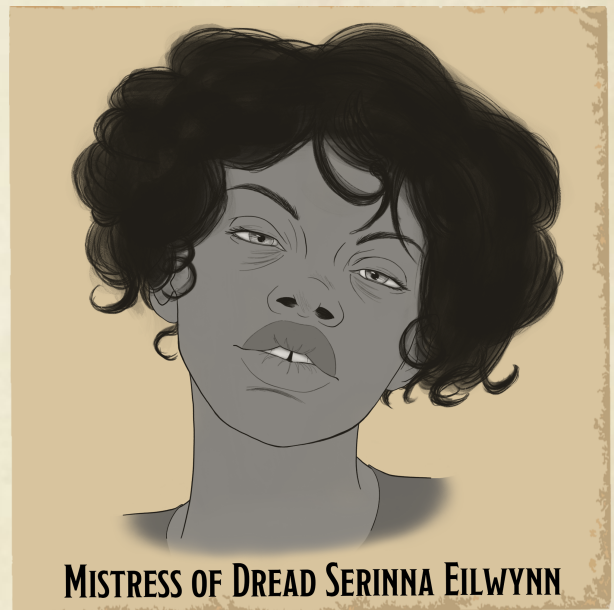
It takes almost an hour if the party searches every room thoroughly, which allows for a second group of Doommasters to arrive. Use the same statistics as listed above for this encounter. As before, Beshaba’s followers do not fight to kill the characters, instead seeking to incapacitate them and take to the Mistress of Dread.

## B3. THE DOOMMASTERS

Whether the party enters the shrine room of their own accord or are escorted there, they find the Mistress of Dread Serinna Eilwynn awaiting them.

As you enter into the shrine chamber, the wall behind the altar is covered with several tapestries depicting the goddess Beshaba in the form of a beautiful young maiden, as she commonly presents herself to her faithful. The altar itself uses a set of inverted stag antlers as a base for a stone slab as black as night. Beside the altar stands a pale elven woman dressed in robes of deep purple emblazoned with the image of black antlers, indicating that she is a high-ranking member of Beshaba’s faithful.

“Ah, visitors.” The woman gives you a once-over. “What a delightful surprise. Might I inquire as to what twist of fate brings you here to us? I assume this has something to do with whatever Lady Luck has been up to.” As she utters the last statement, her visage contorts into a pained grimace. She makes a gesture of dismissal to the other faithful who have gathered in the room, then looks back to you. “Have a seat we have much to discuss.”



**Made for Misfortune.** Followers of Beshaba are known to wish misfortune upon their enemies. Mistress Serinna despairs as she recounts several tales of times when their Lady had ignored their prayers and the enemies of the faithful instead found themselves reaping rewards of considerable good fortune. Some examples of these incidents are below, and additional ones can be created as needed.



One of the faithful wished ill fortune on her competitor as his ship set sail on a trading route. Rather than the bad weather that she prayed for, the ship was spurred much faster by unseasonable winds, allowing her competitor to negotiate a higher payment upon delivery!

Another faithful had a son due to compete in a fighting tournament and prayed for an injury to weaken his opponent. Instead, he found his son stricken with illness on the day of the tournament, giving an easy win to his opponent.

A higher-ranking Doommaster became enraged at her husband's infidelity and prayed to Beshaba to deal him only bad cards when he accompanied his mistress to a night of gaming. The unfaithful husband instead won round after round of cards, almost doubling his fortune, which he then used to buy several new dresses for his mistress.

**Quiet Despair.** Serinna begins to weep quietly when she finishes recounting the good fortune that her clergy's enemies were blessed with.

Clutching a handkerchief and dabbing at her tears, Serinna pauses and glances around before she continues, "And the worst part? A terrible misfortune has befallen the entire temple. I know that something is awry with our Lady and her sister."

Serinna rises as she finishes her dire proclamation, beckoning you to follow her through a door in the far corner of the room.

The Mistress of Dread walks down a dark hall and a steep flight of stairs before coming to a stop in front of a stone door painted so dark that it almost blends into the wall. She explains that this small vault is where they house the most important relics of their worship to Lady Beshaba. On the previous evening, an intruder entered the temple and stole an item from the vault.

The item in question was the most precious item housed at this temple. The crystallized rose—a power key for Beshaba—is from the Desertmouth Mountains, notable for its use many years back when the god Lathander used it to try to combine Tymora and Beshaba to resurrect the goddess Tyche.



**Fervent Faith.** Mistress Sirena firmly believes that Tymora is behind the good luck granted to those who should have experienced grave misfortune. If the characters have not yet visited the Tower of Luck, she entreats them to travel there with haste to interrogate Mistress Mhair and set things right immediately! If the characters visited the Tower of Luck first and explain to her that it was also under assault, Mistress Sirena is troubled. Who else could be pulling the strings?

## WHERE NEXT?

Once she reveals that the power key has been stolen, Sirena pleads for the characters to seek out the Tower of Luck to see how her followers are faring and if they possess the power key. She believes Beshaba's sister must play some role in this chaos and insists that the characters rein her in before the city is overcome. Sirena will remain at the shrine beneath the Lady Dreaming to confer with her clergy and work out a plan.

If the party has already visited the Tower of Luck, Sirena agrees that Morgo may be of some use; he is a follower of Azuth, and Azuth's followers tend to harbor esoteric knowledge, which often can be drawn upon to solve even the most vexing puzzles.

It is up to the characters now to take what they know and determine the culprit of the mayhem and theft. If the party has already visited all three locations and uncovered the identity of the cultists, they may wish to venture onward to the Spires of the Morning to confront them.

## CHAPTER 4: CHARRED SPIRES OF MOURNING

**W**ITH EVERYTHING FALLING INTO PLACE, the Reclaimers of Dawn believe themselves mere moments away from reforming Tyche and living in the eternal praise of Lathander. Unfortunately, whether by pure luck or stellar investigative work, the characters arrive at the Spires of the Morning just in time to save those inside from a blistering inferno and thwart the zealous twins.

This chapter focuses on diving into the burning Spires of the Morning, saving the priests and civilians trapped inside, and encountering Inorez and Zahron as they attempt to complete the merging ritual of Tyche.

### SPIRES OF THE MORNING

#### OVERVIEW

The glistening spires of Waterdeep are a glorious sight to behold within the city's Castle Ward. It was designed to be the unparalleled place of worship for the Morninglord, Lathander. Crafted from gold, silver, and copper, the seven spires rise high into the sky, gleaming every morning as they reflect dawn's light across the entire city. The temple is said to accommodate over three hundred priests, but most live within temple-owned residences in walking distance.

The current High Radiance is a blind drow known as Dalartzin Paragon, who has superseded all expectations and kept the temple running like a well-oiled automatron for years. On any given day, followers of Lathander and citizens of Waterdeep can be found strolling through one of the publically available Dawn Towers; only the upper floors are off-limits for civilians.

#### GETTING THE PARTY TO THE SPIRES

The adventure is intended to naturally guide the party toward the Spires of the Morning at the peak of the storm, which just so happens to coincide with the Reclaimers of Dawn enacting their ritual. However, if the characters are ever lost as to where to go next, the following suggestions should promptly get the party venturing toward the climactic end:

**Wand of Detecting Deceased Deities.** If the wand is still in the party's possession, it begins to glow ever brighter on the way toward the Spires of the Morning. Even as the spires burn, the wand indicates a source of a dead deity's power somewhere within the structure.

**Morgo Brandleban.** After witnessing the plumes of smoke billowing from the spires, Morgo feels compelled to act. He seeks out the adventures to discover what they've learned and ushers them to investigate the burning temple of Lathander.

**Honorable Mistress Mhair Halvinhar.** Mhair can suggest that, considering Lathander was involved during the last time Tymora's power key was harnessed, the party venture to the Spires of the Morning and speak directly with High Radiance Dalartzin Paragon.

**Mistress Serinna Eilwynn.** Vaguely aware that both Tymora's and Beshaba's power keys were stolen, ever-the-cynic Serinna remarks how history is doomed to repeat itself. While pointing toward the Spires of the Morning, she says that the party will find their answers, as before, with Lathander.

**Faction Leader.** If the party reports back to their faction without knowing the true cause, the meeting is harshly interrupted. They receive a message that the Spires of the Morning has been set ablaze, and the party is encouraged to investigate.

**Right Place, Right Time.** The Spires of the Morning is one of the many wonders of Waterdeep when they are on fire, that tends to attract the attention of vast swaths of the city. The adventurers happen to be within eyeline of the Spires, which might be enough to prompt investigation.

#### STORY OBJECTIVE

The many clues and encounters begin to point to Lathander could followers of the Morninglord be behind the sudden uncontrollable waves of fortune? The Spires of the Morning has the answers, except for one small issue.

It's currently on fire.

Inorez and Zahron have set the lower floors ablaze as a distraction while they conduct the final part of the ritual to reform Tyche. The ritual goes awry, summoning forth a tornado with Tyche's power key embedded inside. The characters need to reclaim the power key before the entire market and festival are destroyed (Chapter 5: The Key to It All).

## SPIRES OF THE MORNING

### FEATURES

The following general features apply to the Spires of the Morning:

**Ceilings.** The rooms have 18-foot-high ceilings and 10-foot-high doorways.

**Lighting.** Unless otherwise noted, all areas are brightly lit by magical light sources embedded into the walls.

**Climbing.** Any attempt to climb the outside of the temple without equipment requires a successful DC 15 Strength (Athletics) check per story climbed. Due to the weather, this check is made with disadvantage. A creature proficient in and using a climber's kit can make the climb without making a check.

**Doors.** The temple's doors are made of iron-bound oak and have AC 16, 27 hit points, and immunity to poison and psychic damage. If a door is locked, it can be picked with a successful DC 15 Dexterity check using thieves' tools or forced open with a successful DC 20 Strength (Athletics) check. Many priests and custodians hold various keys, but only High Radiance Dalartzin Paragon holds a master key.

**Windows.** Intricate stained glass windows are placed frequently throughout the temple, allowing the morning light to filter through. The windows cannot be opened.

## SPIRES OF THE MORNING

### LOCATIONS

The following locations are keyed to map 4.1.

#### S1. PATH OF DAWN

**Thundering Storm.** The weather surrounding Waterdeep is untamed. Rain falls at sheer angles and the occasional thunder strike pierces the sky. All creatures have disadvantage on Wisdom (Perception) checks that rely on sight or sound while outside. The rain quickly extinguishes open flames, and flying through nonmagical means is near impossible.

Just off Julthoon Street and Calamastyr Lane, where the Spires of the Morning normally stand proudly glistening in the summer sun, are instead seven darkened towers, silhouetted by the thundering storms that ravage the skies above. More pressing, however, is the billowing pillars of charred smoke that rise out of the central tower amidst the telltale sounds of panicked fleeing.

**Senses.** There is a cacophony of noise between the persistent heavy downfall, the roar of fire, and the exasperated, panicked cries. The billowing smoke has a distinct smell that, even from this distance, hangs in the air. A successful DC 13 Intelligence (Religion) check recalls the scent belonging to oil candles used for countless ceremonies.

**Fleeing Citizens.** Stampeded from the Spires of the Morning and down the Path of Dawn are innumerable civilians, priests, and guards. The majority are unharmed, but some bear robes that are charred and blackened with smoke. If stopped and questioned, they share the same story: the bottom floor of the Spires of the Morning is caught in an inferno stemming from a spillage of flammable oil.

**Approaching the Spire.** With the constant flow of civilians attempting to flee the Spires, navigating through the crowd is a challenge in itself. But it is necessary—the source of the commotion is undeniably the center spire. A successful DC 14 Charisma (Persuasion or Intimidation) check cuts a path through the crowd with little issue.

#### S2. GREAT HALL & LIBRARY

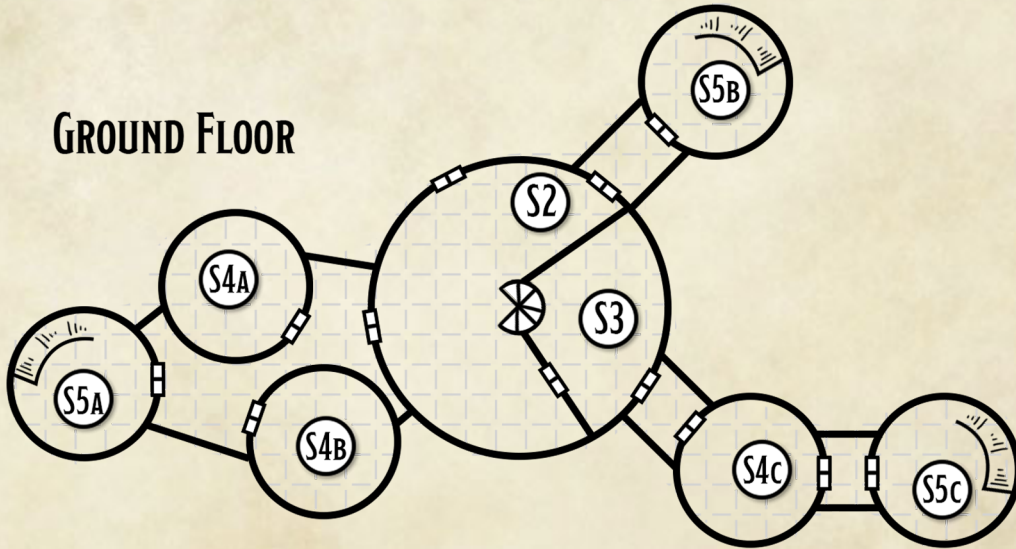
You enter the grandest of the spires, a sacred ground and a monument to the Morninglord. The screams of panic are muffled by the roaring of unyielding fire. People jump through the flames in valiant attempts to escape. Yet the scent in the air is floral, as if thousands of candles are being burned at once.

**Roaring Fire.** Substantial portions of the floor are covered with burning oil. It carves up the room, leaving no straight path through and catching all benches, bookshelves, and furniture within its wake. Any creature caught in the flaming oil suffers 7 (2d6) fire damage. If the creature becomes covered in oil they remain on fire for 2 rounds, suffering 7 (2d6) fire damage at the end of each of their turns.

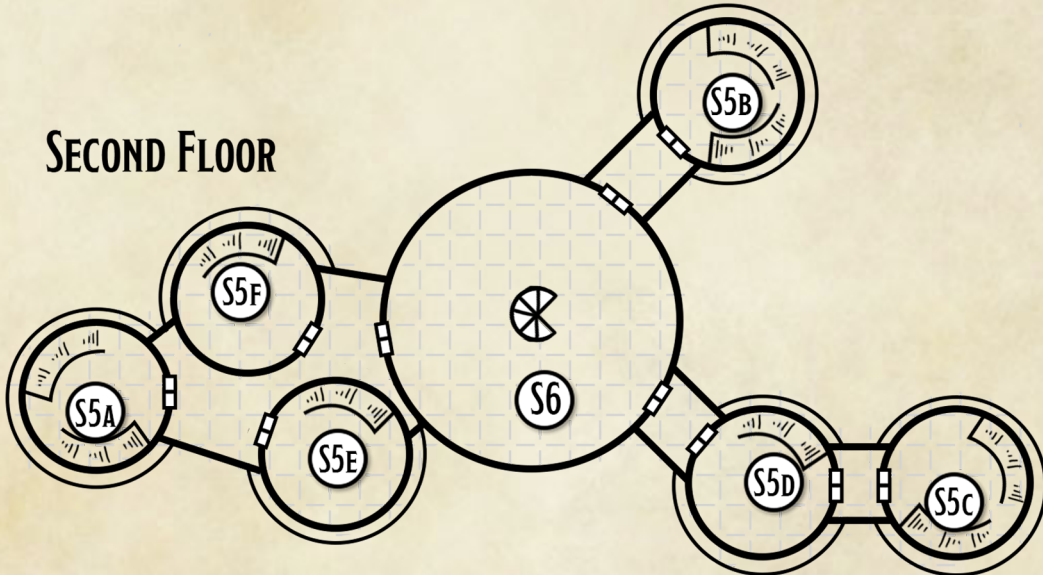
A successful DC 15 Intelligence (Investigation) check notices the fire is caused by the spreading oil. Adding water only exacerbates the flames; they need to be suffocated or the oil removed.

# MAP 4.1: SPIRES OF THE MORNING

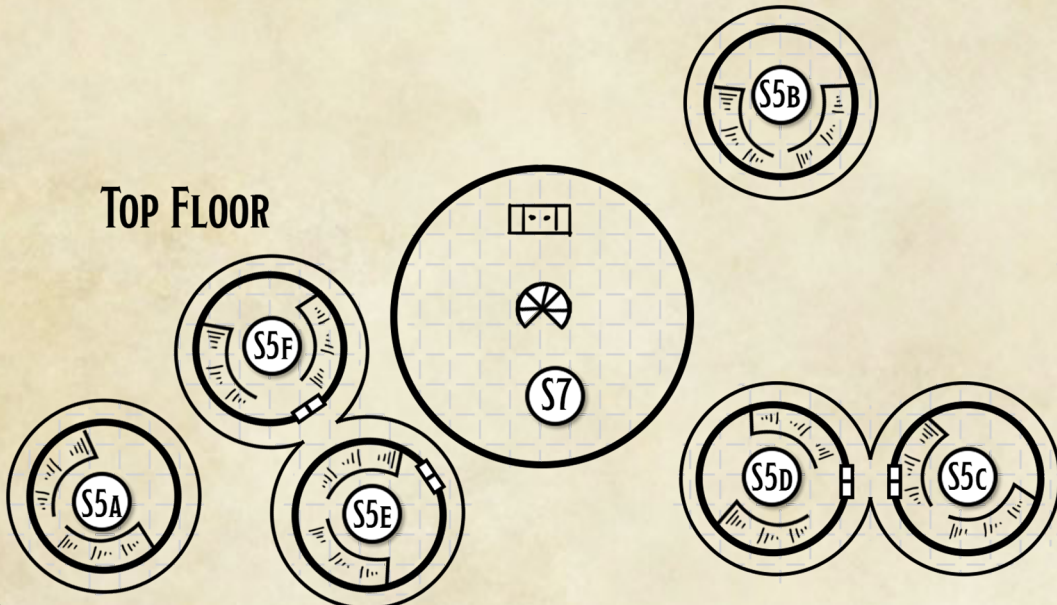
## GROUND FLOOR



## SECOND FLOOR



## TOP FLOOR



1 SQUARE EQUALS 10 FEET

Alternatively, a successful DC 15 Wisdom (Perception) check identifies where the flames originate from multiple overturned barrels spew out oil that is quickly set ablaze.

**Frantic Librarian.** Belleigh (lawful good, she/her, halfling **priest**) stands on the threshold to the library, stacks of books and scrolls packed frantically under each arm. A successful DC 12 Wisdom (Insight) notices the confliction in her expression, torn between self-preservation and the many holy tomes that will burn in the fire.

If the adventurers approach, she begs them to recover at least three holy tomes. She cannot emphasize enough how irreplaceable these books about Lathander are to let them burn would be blasphemy. There are a number of ways to locate the books within the burning library: Belleigh can describe the appearance of the book, followers of Lathander can be recruited to locate them, or logical individuals can use the sorting system to quickly locate each one.

The eight flaming bookshelves hold together for 1d4 minutes, after which they crumble, forcing those within 10 feet to make a DC 14 Dexterity saving throw or suffer 1d8 bludgeoning damage and 1d6 fire damage. Once they crumble, all books inside cannot be recovered. Searching for a book of importance requires a DC 14 Intelligence (Religion) check. On a success, one of the following books can be discovered:

**Dawn of the New Day.** A book detailing the events of the Dawn Cataclysm from Lathander's perspective.

**Blood of the Morning.** Tellings of an avatar's near fatal duel with Sammaster, a Chosen of Mystra and founder of the Cult of the Dragon.

**Return of the Lawful Light.** Detailed accounts of the years of Lathander's sudden disappearance and the corresponding rise of Amaunator, the deity of order, the sun, law, and time.

**He of Silverymoon.** A biographical piece written by Rhyester of Silverymoon, the very first prophet of Lathander, who founded countless temples in the name of his god.

**Forming of the Aster.** Copies of the remaining documents surrounding the formation of the Order of the Aster, Lathander's militant order. Each document is accompanied by commentary explaining their significance.

Upon delivering Belleigh the books, she expresses her eternal gratitude. She blesses each party member, allowing them to add a d4 to any attack roll or saving throw they make. The effect lasts for 1 hour.

#### ESCALATING FLAMES

Barrels of oil, intended for oil candles, were broken as part of the Reclaimers of Dawn's distraction plan. However, Inorez hadn't anticipated that invisible imps would move to set the oil ablaze.

The imps remain within the Spires of the Morning to cause havoc and give Zahron more time. They guide the flames toward more barrels of oils, tip over buckets of water to exacerbate the fire, and disrupt plans to combat the escalating flames.

**Development.** High Radiance Dalartzin Paragon (chaotic good, she/her, drow **war priest**) emerges from an adjacent chamber (area S4), guiding out a crowd of frightened individuals. She senses the presence of the adventuring party and asks them to evacuate anyone remaining on the upper floors.

**What High Radiance Dalartzin Paragon Knows.** As the High Radiance of the Spires of the Morning, Dalartzin's priority is the safety of every member of the temple. She believes the safest places to urge people toward are the higher floors, such as the Hall of the Faithful (area S6) or the Cathedral of the Dawn (area S7).

She has no idea how the fires started, saying that it must be a stroke of misfortune. A successful DC 16 Wisdom (Insight) notices that Dalartzin is holding back something: she believes foul play to be the cause. If Tyche is mentioned, Dalartzin urges the party to focus on the burning spires, rather than long-dead deities. Dalartzin intends to clear out the three Chambers of Radiance (area S4).



### S3. KITCHENS

**Flaming Entrance.** A pool of flaming oil covers the length of the entrance to the kitchens and consumes the set of double doors. Breaking down the doors and pushing through the flames requires a DC 14 Strength (Athletics) check. On a success, the adventurer breaks cleanly through the doors and avoids the flames. On a failure, the adventurer breaks through the doors but suffers 7 (2d6) fire damage.

In this wedge-shaped room, the pots, pans, and numerous shelves of ingredients identify it as an extravagant kitchen with enough facilities to feed the entire temple. The slowly spreading flames threaten to consume the bounteous food storage. Tucked in the far side of the room, where the flames have yet to reach, are three figures huddled together in fear.

**Creatures.** Hiding atop the many shelves are 6 invisible **imps**, waiting to witness the chefs burn or stoke the flames if necessary. They do nothing but observe the party, ready to fly ahead to Zahron and alert him before the adventurers arrive. In the event they are discovered, they scatter in every direction to split the party and lead them on a wild chase through the spires.

**Cowering Chefs.** Trapped within the kitchen is a trio of chefs, two of which are twins known as Pir Bosk (neutral good, he/him, human **commoner**) and Lallee Bosk (lawful good, she/her, human **commoner**). The twins are joined by Spoon (chaotic good, they/them, **kenku**). These chefs specialize in breakfast; for priests of Lathander, it is the most important meal.

## IMP

*Tiny fiend (devil), lawful evil*

**Armour Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 10 ft., fly 40 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 17 (+3) | 13 (+1) | 11 (+0) | 12 (+1) | 14 (+2) |

**Skills** Deception +4, Insight +3, Persuasion +4, Stealth +5

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common, Infernal

**Challenge** 1 (200 XP)

**Shapechanger.** The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Devil's Sight.** Magical darkness doesn't impede the imps's darkvision.

**Magic Resistance.** The imp has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Sting (Bite in Beast Form).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Invisibility.** The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

The chefs are clearly frightened by the flames, requiring a successful DC 15 Charisma (Persuasion) check to coax them into leaving with the party.

**What They Know.** Spoon witnessed multiple barrels of candle oil accidentally spill during transport. When a torch from a sconce fell into the oil, it quickly erupted into flames. The torch can't have fallen on its own; it must've been tampered with.

Spoon then ran into the kitchen to save their friends, but the flames trapped them inside before they could escape. The twins were busy cleaning and know nothing of value.

#### S4. CHAMBERS OF RADIANCE

There are three Chambers of Radiance located on the ground floor of the Spires of the Morning (see A-C on the map in appendix C), which serve as the location for intimate sermons, educational forums, logistical meetings with other temples or the City Watch, or negotiations when they arise.

The following are noteworthy features of each chamber:

Each Chamber of Radiance sits at the base of a Dawn Tower, meaning they are perfectly circular with a number of outward-facing stained glass windows.

When organized for a meeting, a twenty-foot-long rectangular table is placed in the middle of the room, with chairs neatly tucked under the table on either side.

Alternatively, the room can be laid out like a classroom, with a podium standing on one side in front of rows of pews or individual chairs.

Thankfully, most of the Chambers of Radiance were evacuated when the first reports of the fire began to spread.

#### S5. DAWN TOWERS

Surrounding the central spire are six nearly identical towers that rise into the skies (see A-F on the map in appendix C), only differing in the resplendently polished material covering their external walls. Known as the Dawn Towers, they allow for easy navigation up to the higher floors or the very top of the spires, where visitors and worshippers can enjoy stunning views of Waterdeep.

The following are noteworthy features of each Dawn Tower:

Each floor of the Dawn Tower above the first has two staircases on opposite walls that hug the curved walls—one that leads up and another that leads down.

Each tower consists of four floors, in which the top provides a beautiful vista across all of Waterdeep (when the weather isn't a thundering storm).

On the first and second floors of the Dawn Towers are doorways that connect to other towers or the rest of the temple. Beyond the second floor, the towers merely ascend into the skies.

Narrow balconies wrap around the higher floors of the towers, allowing characters to step outside and into the raging storm.

Each tower has tables where the priests gather or read. However, the towers themselves are purposefully sparse, creating a means to navigate the temple or admire the dawn rather than serving a functional purpose.

Each tower has a number of statues depicting legendary figures who follow Lathander, as well as the deity himself. A successful DC 16 Intelligence (Religion) check identifies each figure as well as some history about them. Followers of Lathander automatically succeed on this check.

**Stedd Whitehorn.** A young boy who became a prophet of Lathander during the Second Sundering.

**Rhyester.** The first prophet of Lathander, who was formerly blind but regained his vision through his faith.

**High Dawnknight Tlinthar Regheriad.** Commander of the Order of the Aster, the army of the church of Lathander.

**Kelddath Ormlyr.** High priest of the Temple of Lathander in Myth Drannor.

Each tower is crowded with priests running down the stairs to escape through the ground floor.

#### S6. HALL OF THE FAITHFUL

What was once the grand hall, where countless priests gather for outside sermons or morning prayers, is now entirely deserted. A thick haze of smoke hangs in the air, having risen from the inferno of the lower floors. The roar of the flames below and the constant battering of torrential rain outside hike the tensions in the hall.

**Reclaimers of Dawn.** Two **priests** and one **merregon** stand beside the central spiral stairs that lead up to the Cathedral of the Dawn (area S7). The merregon wears a *ring of trapped personality* (appendix A), appearing as an unassuming (if not mute) follower of Lathander.

# MERREGON

Medium fiend (devil), lawful evil

**Armour Class** 16 (Natural)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 14 (+2) | 17 (+3) | 6 (-2) | 12 (+1) | 8 (-1) |

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Infernal but can't speak, telepathy 120 ft

**Challenge** 4 (1,100 XP)

**Devil's Sight.** Magical darkness doesn't impede the merregon's darkvision.

**Magic Resistance.** The merregon has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The merregon makes two halberd attacks, or if an allied fiend of challenge rating 6 or higher is within 60 feet of it, the merregon makes three halberd attacks.

**Halberd. Melee Weapon Attack:** +6 to hit, reach 10 ft. or 20/60 ft., one target. **Hit:** 9 (1d10 + 4) slashing damage.

**Heavy Crossbow. Ranged Weapon Attack:** +4 to hit, reach 100/400 ft., one target. **Hit:** 7 (1d10 + 2) piercing damage.

## REACTIONS

**Loyal Bodyguard.** When another fiend within 5 feet of the merregon is hit by an attack, the merregon causes itself to be hit instead.

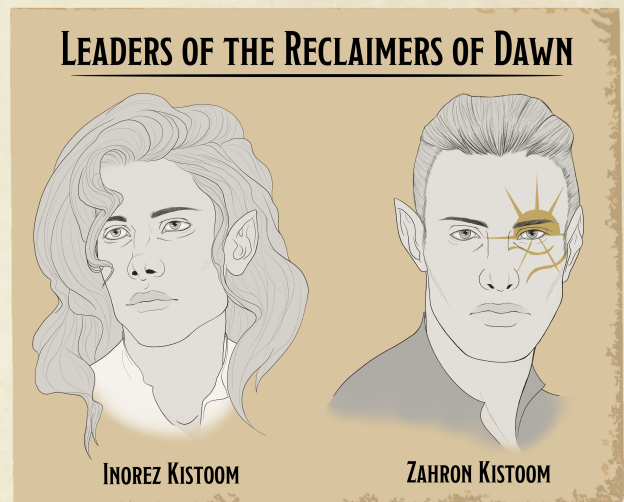
They are all unquestionably devout to both Inorez and Zahron, believing the twins will guide them into Lathander's blessing.

The priests do everything they can to convince the characters that the cathedral upstairs has already been evacuated or that they are not allowed up there. Any character with a passive Wisdom (Insight) of 14 or higher instantly knows the priests are lying. The priests know the ritual is on the cusp of being completed—they merely need to buy time for Inorez and Zahron. If engaged in combat, all three attempt to flee upstairs so that the merregon can act as a loyal bodyguard to Zahron.

The priests surrender if they fall below half their maximum hit points. They admit to aiding the Dawnbringer's schemes to revive Tyche, but inform the characters that they are far too late.

**Thick Smoke.** Thick clouds of darkened smoke billow up the stairs and obscure vision in this hall, creating vague silhouettes of shapes beyond the smoke. Creatures that end their turn in the smoke must succeed on a DC 10 Constitution saving throw or suffer one point of exhaustion until they can breathe clearly once more.

**Development.** Before proceeding upstairs to the Cathedral of the Dawn, the characters are disrupted by an implosion of energy that threatens to knock them off their feet. Each creature must succeed on a DC 12 Dexterity saving throw or be knocked prone. A successful DC 16 Intelligence (Arcana) check identifies that the magic is a condensed version of what has been related to all the misfortune in Waterdeep. Alternatively, the character equipped with the *wand of detecting deceased deities* (appendix A) notices that it pulses.



## S7. CATHEDRAL OF THE DAWN

The very heart of the Spires of the Morning, where the priests gather to watch the dawn and bask in Lathander's glory as it radiates warmth through the stained glass windows. It couldn't be more the opposite now. All the windows are shadowcast as the storm rages outside, choking out every portion of light. The air in the room appears distorted, as if some essence is being drawn around the corner toward the altar.

**Creatures.** Inorez Kistoom and Zahron Kistoom (appendix B) stand beside the altar of Lathander. Inorez clutches a tome of Iyachtu Xvim tightly, entirely focused on casting a ritual, whereas Zahron quickly maneuvers to halt the character's advances.



# INOREZ KISTOOM

Medium humanoid (half-elf), lawful evil

**Armour Class** 12 (16 with *barkskin*)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

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

**Saving Throws** Wis +6

**Skills** Religion +4, Nature +4, Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Druidic, Elvish, Sylvan

**Challenge** 6 (2,300 XP)

**Fey Ancestry.** Inorez has advantage on saving throws against being charmed, and magic can't put him to sleep.

**Light of the Dawn (3/day).** As a bonus action, Inorez focuses on a target or point within 60 feet that he can see for one of the following effects:

- He bestows one creature with life from the dawn. The target gains 1d6 temporary hit points.
- He sets the light of the dawn upon an enemy. The target, which must be a construct, ooze, or undead, must make a DC 14 Constitution saving throw or suffer 1d6 radiant damage.
- He casts out unfiltered morning light. For 10 minutes, a point sheds bright light in a 30-foot radius, and dim light for an additional 30 feet. In addition, any magical darkness within the radius is dispelled.

**Spellcasting.** Inorez is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*  
1st level (4 slots): *cure wounds*, *entangle*, *longstrider*, *speak with animals*

2nd level (3 slots): *barkskin*, *lesser restoration*

3rd level (2 slots): *daylight*, *dispel magic*

4th level (2 slots): *confusion*, *polymorph*

5th level (2 slots): *wall of stone*

## ACTIONS

**Glaive. Melee Weapon Attack:** +3 to hit (+6 with *shillelagh*), reach 5 ft., one target. **Hit:** 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

**Summon the Morning (1/day).** Inorez chooses a point he can see within 120 feet, summoning a 30-foot-radius, 50-foot high cylinder of morning light that lasts for ten minutes. The area of morning sheds bright light in a 60-foot radius, and dim light for an additional 30 feet. This light is sunlight and lasts for 10 minutes.

Any creature in the area of effect has disadvantage on Constitution and Dexterity saving throws against Inorez's spells and Light of the Dawn feature. If a creature succeeds a saving throw against his spells or Light of the Dawn feature while within the area they no longer receive disadvantage in the area for the next 24 hours. In addition, all creatures in the area of effect may be the target of his Light of the Dawn feature regardless of creature type.

Zahron refuses to negotiate, actively taunting the characters and engaging in combat with them. Inorez casts *wall of stone* to create a protective stone sphere around himself so he can focus on completing the ritual without being assaulted. He is a fighter, but he refuses to accept that he could be stopped, prepared to do whatever it takes.

If the **imps** from the kitchens (area S3) are present, this is where they reveal themselves to assist Zahron in fighting the party. Zahron fights until slain; he is duty bound to Asmodeus to ensure the ritual completes, whereas Inorez surrenders when the chance of completing the ritual becomes impossible.

He pleads with the characters, urging them to let him finish the ritual—it would be the utmost honor to Lathander, a ritual unparalleled in its devotion to him. However, a successful DC 14 Wisdom (Insight) check notices that his

obsession is misguided and ultimately warped—pleasing Lathander has justified countless dirty deeds.

**Altar of Lathander.** At the heart of the cathedral is a marble tiered altar that bears the crest of Lathander. There are two golden bowls atop it; one filled to the brim with golden coins depicting Tymora, and the other filled with countless white rose petals atop black antlers, the symbol of Beshaba.

Any character that is a follower of Lathander feels their attention drawn to the altar, urging them to pray. If a character kneels before the altar during combat, praying for assistance from Lathander in their time of need, and succeeds on a DC 18 Intelligence (Religion) check, the *sunbeam* spell is cast on Zahron Kistoom for one turn. Followers of Lathander have advantage on this check. Once hit with the sunbeam, Zahron is briefly revealed to be a cambion.

# ZAHRON KISTOOM

Medium fiend, lawful evil

**Armour Class** 17 (hide armor)

**Hit Points** 71 (11d8 + 22)

**Speed** 30 ft., fly 60 ft

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

**Saving Throws** Str +7, Con +5, Int +5, Cha +6

**Skills** Deception +6, Perception +4, Religion +5, Stealth +7

**Damage Resistances** cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Elvish, Infernal

**Challenge** 5 (1,800 XP)

**Fiendish Blessing.** The AC of Zahron includes his Charisma bonus.

**Innate Spellcasting.** Zahron's spellcasting ability is Charisma (spell save DC 14). He can innately cast the following spells, requiring no material components: 3/day each: *alter self*, *command*, *detect magic*  
1/day: *plane shift* (self only)

## ACTIONS

**Multiattack.** Zahron makes two melee attacks or uses his Fire Ray twice.

**Spear.** *Melee Weapon or Ranged Attack:* +7 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

**Fire Ray.** *Ranged Spell Attack:* +7 to hit, reach 120 ft., one target. *Hit:* 10 (3d6) fire damage.

**Summon Devil (Recharges after 9 Days).** Zahron summons an **imp**. The summoned imp appears in an unoccupied space within 30 feet of Zahron and acts as Zahron's ally. It remains for 1 minute, until it or Zahron dies, or until Zahron dismisses it as an action.

## REACTIONS

**Inorez's Protector.** Whenever Inorez is within 5 feet of Zahron and is hit by an attack, Zahron makes himself the target of the attack instead.

**Tome of *Iyachtu Xvim*.** Inorez was given this book by Zahron on the orders of Asmodeus. It is how the twins discovered the ritual was possible; with this ritual at his fingertips, Inorez refuses to allow the tome to ever leave his grasp. The worn leather is black, bearing an eerie symbol of a white palm with eyes on both sides, the eyes

have an uncanny way of always meeting the glance of whomever peers at it.

A successful DC 16 Intelligence (History) check recalls that *Iyachtu Xvim* was the son of Bane, a deity of murder. *Iyachtu* was known as the lesser deity of fear, hatred, and tyranny before he was killed during the resurrection of Bane. The book, written by the lesser deity himself, outlines a series of rituals and artifacts powerful enough to merge two deities into a sole entity.

Asmodeus desires this book and will send countless fiends to ensure that it returns to him. If the characters claim it, Asmodeus may even visit the characters trade or come to an agreement if no deal is made, fiends are sent to reclaim it by force.

## REVEALING ZAHRON AS A CAMBION

All this time Zahron has been masquerading as a human to please Asmodeus, all without Inorez's knowledge. If at any point Zahron is revealed to be a cambion, either through use of the altar, through dispelling the magic in his ring, or through his choice to gain a tactical advantage, read or paraphrase the following:

Casting off a ring, the red-robed figure vanishes in a flash of sulfurous smoke, and a ruby-skinned horned figure stands in his place. He is beyond furious, expelling spittle as he growls out, "You foolish mortals! How dare you interfere with the Lord of Nessus' schemes!?! On the cusp of his greatness!"

Once Zahron is defeated, his body begins to crumble to ash, leaving behind a small satchel containing a well-preserved letter. The letter is signed V.C. (Victor Cassalanter), detailing how a number of "talented individuals" will handle reclaiming two sets of misplaced keys, along with instructions to meet at the usual place in order to collect them. Despite the obfuscating language, it is apparent that Zahron had assistance in stealing the power keys of Beshaba and Tymora.

**Power Key of *Tyche*.** A silver disk, with a scarlet red five-pointed star engraved on either side, hovers in the air. It is a power key of *Tyche*—an item in which she imbued her powers as a gift to her most valuable followers. It was forged when the latent power inside the power keys of both Tymora and Beshaba merged, destroying them in the process.

It visibly draws in strands of purple and golden light, gradually growing with every passing second. On initiative count 20 each round, one of the following random effects from the *Tyche's Power Key table* occurs.

## TYCHE'S POWER KEY TABLE

### d8 Effect

- 1 **Beshaba Scowls on All.** Until the start of the next round, every character has disadvantage on every roll.
- 2 **Uncanny Wind.** Until the start of the next round, all targets of ranged weapon attacks gain a +2 bonus to their AC.
- 3 **Two Left Feet.** Until the start of the next round, before moving on their turn, every character must succeed on a DC 5 Dexterity saving throw or fall prone.
- 4 **Right Place, Right Time.** Until the start of the next round, all creatures automatically succeed on Dexterity saving throws.
- 5 **Butterfingers.** Until the start of the next round, whenever a character makes an attack roll of 3 or less, their weapon slips out of their hand.
- 6 **Lucky Shot.** Until the start of the next round, all creatures' weapon attacks score a critical hit on a roll of a 19 or 20.
- 7 **Wrong Place, Wrong Time.** Until the start of the next round, all creatures automatically fail on Dexterity saving throws.
- 8 **Tymora Favors Us All.** Until the start of the next round, every character has advantage on every roll.

**Development.** The moment Inorez's attention is broken from the ritual—if Zahron is revealed as a cambion or slain, for example—the power key of Tyche begins to shudder violently.

It draws in the colored light at an ever-increasing rate, growing more and more visibly unstable until it smashes straight through the northmost stained glass window.

As it hurtles into the storm, a tornado begins to form around it. It flashes vibrantly with colors of pure white, rich golds, and opulent purples, all the while crackling with unfettered power.

**Leaving the Spires of the Morning.** Unless dealt with, Zahron and Inorez seek to reclaim the power key, turning to chase it and the path it carves through the streets of Waterdeep. If incapacitated or apprehended, the twins can be turned over to High Radiance Dalartzin Paragon so she can handle them, allowing the party to venture to reclaim the power key.

Elsewhere in the Spires of the Morning, priests and citizens have begun to quell the flames, allowing for an unhindered exit of the temple.

## WHERE NEXT?

The power key of Tyche needs to be reclaimed and stabilized. If it isn't, the entire city of Waterdeep will be caught in a wave of devastation. Inorez or High Radiance Dalartzin Paragon are perfect characters to guide the heroes through the next step; however, for obvious reasons, there should be a sense of urgency. As the tornado carves through the land away from the Spires of the Morning, it centers itself within the market (Chapter 5: The Key to It All), which proves ample opportunity for the characters to reclaim the power key.



## CHAPTER 5: THE KEY TO IT ALL

**S**TANDING ATOP THE SPIRES OF THE MORNING in the Cathedral of the Dawn, peering out of the shattered stained glass windows, the party is witness to a path of destruction forged in the wake of the power of a deceased deity. If they don't act quickly, one of the last remaining power keys of Tyche could be lost forever—not to mention the sheer devastation it will cause.

This chapter is the climactic conclusion to Tyche's Torment. Now that the ritual has been unexpectedly thwarted, all that remains is to retrieve Tyche's power key from the heart of a maelstrom of untamed energy. By the end of the adventure, the heroes will have followed the tornado in its wake, confronted it in the market, and ultimately reclaimed Tyche's power key.

### THE MARKET OVERVIEW

*Estimated Duration: 30 minutes*

Across all of Waterdeep, there is no greater expanse of open ground than the market. Situated near the very center of the city, the market is considered the very heart of Waterdeep by traders and merchants alike, if only in a financial sense. Pawnshops and moneylenders surround the tightly packed marketplace. You'll find stalls, carts, and caravans of vibrant colors scattered throughout, with eager peddlers pushing their wares.

In the buildup to the festival, jubilant celebrations with fine wines, ingredients for bountiful feasts, and trinkets to ward off bad weather are all abound. Of course, as with any festivities, many merchants seek to turn a profit in the name of love, family, friendship, or whatever flavour of seasonal comradery is in the air.

Depending on the time of day, the market is rarely empty, trading long into the night. Whenever the characters are in the market, emphasize that it is a network of stalls and carts with no direct path through.

### STORY OBJECTIVE

As a magical tornado containing the unstable power key of Tyche surges toward the market, the objective is simply to regain control over the power key before it causes untold devastation. The characters are not alone, however; they feel glimpses of Tymora's blessing guide their path, assisting from the outer planes to ensure the ritual is halted.

### MARKET LOCATIONS

The following locations are keyed to map 5.1.

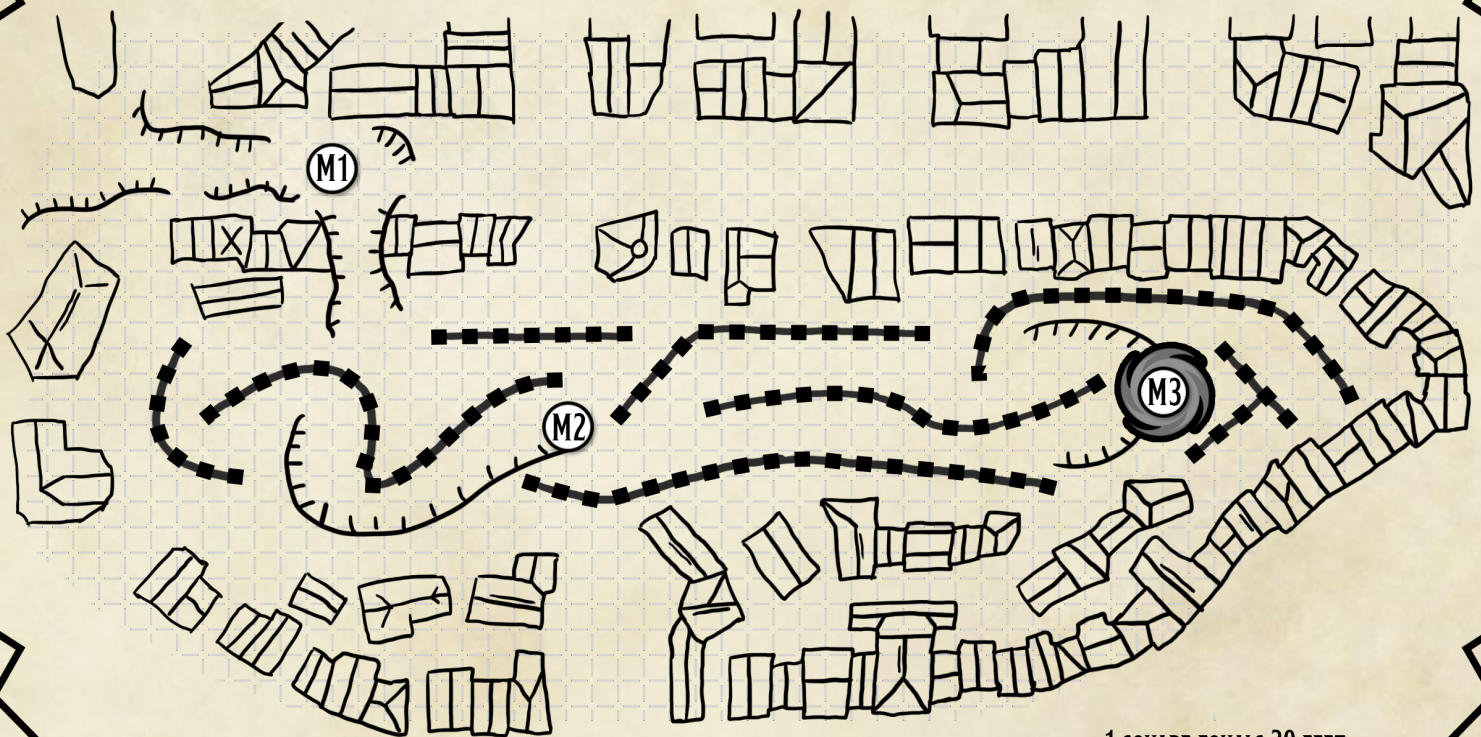
#### M1. PATH OF DESTRUCTION

No matter the vantage point, and despite the torrential rain obscuring vision, the fifty foot pillar of purple and blue can be seen sparking in the storm-covered skies. As it moves further and further into the distance, whatever pebbled road stands in its path are scattered to the winds. The structures don't fare much better; while most hold together, many chimneys and roofs are ripped away in the unfettered torrent. This is the power and devastation of a deceased deity manifest.

**Untamed Storm.** The storm that grips Waterdeep is now at its zenith. All creatures have disadvantage on Wisdom (Perception) checks that rely on sight or sound while outside. The rain quickly extinguishes open flames, and flying through nonmagical means is impossible. Even flying via magical means is considered traveling through difficult terrain.

**Morgo Brandleban.** In an unlikely appearance, Morgo returns to offer his assistance. He saw the Spires of the Morning billowing with dark smoke from his tent. He felt compelled to act, and by mere luck happened to encounter the adventuring party. Morgo can assist the party in a number of ways, such as casting *conjure elementals* to help the party get close to the power key or casting *web* to catch anyone who falls.

# MAP 5.1: THE MARKET



1 SQUARE EQUALS 20 FEET

**Witnesses.** Civilians caught off guard by the tornado stand around in the rain, dumbfounded. Curiously enough, no one was harmed. If questioned, they impart the following knowledge:

Many saw glistening patches of golden light that allowed them to narrowly avoid being crushed or swept away by the tornado.

Countless swear that they saw the tornado temporarily take the shape of a giant white-haired woman with a grotesque shadow behind her. They clearly seem troubled by what they witnessed.

The tornado was heading in the direction of the market, east of the Spires of the Morning.

## M2. THE MARKET

In a stroke of luck, or perhaps by divine intervention, the tornado enters the largest section of open ground in Waterdeep: the market. The oddities continue. Each time the tornado threatens to leave the market, it veers to one side, keeping it within the confines of the rectangular plot of land. What is less fortunate is the sheer number of market stalls, carts, and merchandise caught in the unpredictable arcs of unstable energy.

**Unstable Tornado.** The power key fueled tornado crashes through the heart of the market, weaving up and down the makeshift lanes of carts and stalls. It stands 80 feet high, with a 50-foot radius. A successful DC 14 Intelligence (Nature) check immediately notices that the tornado is far from natural; it doesn't draw in every object it comes into contact with. A further successful DC 15 Intelligence (Arcana) check sees how the tornado is drawing in energy toward the center of it, which gives it the appearance of wind.

The tornado has a movement speed of 30 feet, using it to move in a random direction around the market. Any character within a 20-foot radius of the tornado is considered to be on rough terrain. Characters caught in the path of the tornado are thrown back 20 feet. Before they land, have the character roll a d20. On an even result, they miraculously land safely atop a pillow-laden cart. On an odd result, they suffer 2d6 bludgeoning damage.

**Flying Debris.** Occasionally, when the tornado shifts to ever-so-briefly appear as a giant white-haired woman, debris is thrown toward the adventuring party. Characters must succeed on a DC 15 Dexterity saving throw or suffer 1d6 bludgeoning damage. If they fail the check by 10 or more, they are also knocked prone.

#### OPTION ENCOUNTER:

#### SEIZE THE OPPORTUNITY

If set during or in the aftermath of Waterdeep: Dragon Heist, it is possible that the many factions at play have been watching the characters' actions closely. And what better time to strike and claim a power key than amidst all the chaos? As an optional encounter, the following groups can appear to waylay the heroes.

**Xanathar.** Emerging from a nearby sewer drain, three **bugbears**, four **goblins** and two **gazers** set their eyes on the power key. Most of the goblins get distracted by the many trinkets and baubles in the market, adding untold chaos to the situation.

**The Cassalanters.** Seeing that Zahron failed to complete the ritual, the Cassalanters send a cloaked **bearded devil** flanked by three **imps** to reclaim the power key. Thankfully, the weather keeps their socially alarming devilish appearances hidden from the public eye.

**Jarlaxle Baenre.** Ever the opportunist, Jarlaxle's desires the power key for the mere sake of having one plus, if he were to ever grow bored of it, it would sell for an incredible profit. Four **drow** under the command of a **drow gunslinger** move undercover to claim the power key from under the character's noses.

**Manshoon.** Wishing to discover and claim the untold powers of Tyche's power key, Manshoon summons two **gargoyles** and three **animated armors** to storm into the market.

**Tymora's Guidance.** Tymora watches over the heroes, placing little areas that glow in a golden light to guard them from danger. Creatures beside the golden light have uncanny luck when it comes to avoiding the tornado; it cannot move within 10 feet of them. Characters with a passive Wisdom (Perception) of 14 or higher immediately notice these glimmering spots. Alternatively, a successful DC 14 Wisdom (Perception) check, made at disadvantage due to the rain, locates a spot when searching for them.

**Into the Eye of the Storm.** If caught in the tornado's path, the characters are thrown back. However, any character can attempt to force their way through into the eye of the storm with a DC 14 Strength saving throw. On a success, they find themselves inside the eye of the storm (area M3); on a failure, they are thrown back as described previously. While inside, creatures are no longer subject to flying debris or the difficult terrain imposed by the tornado.

### M3. EYE OF THE STORM

For any character that steps through into the eye of the storm, read or paraphrase the following:

When you plunge through the relenting twirls of unfettered energy, the world around you simply slips away. The pounding of rain and distant strikes of thunder are now eerily silent. Here, in the very eye of the storm, the power key remains suspended at the heart. It hums and crackles with sparks of purple mixed with silver light.

**Tyche's Power Key.** Hovering 25 feet in the air, the power key moves with the tornado, forcing the characters to move with it or be pushed through the swirling walls out into the market (area M2).

The moment a character touches the power key, they must succeed on a DC 15 Constitution saving throw to wield a fraction of the power of Tyche. The DC is reduced by 5 for each character touching the power key beyond the first. After three failed attempts, the character gains 2 levels of exhaustion.

**Development.** The moment a character exerts control over the power key, the tornado fades almost instantaneously. Power courses through their body; a golden glow encaptures them entirely, and they feel they can weave the very fabric of luck itself.

However, before any power can be truly explored, a lone voice echoes in the mind(s) of those touching the power key. Read or paraphrase the following:

A silvery light steps into your mind, blinding all thoughts until a pure blank space is left. From that emptiness, a soothing voice emerges.

"Few are as bold as you. It is as I've always said: fortune does favor the bold."

Slowly but surely, the voices split into two, and yet they carry the very same essence of the first voice. One warm and lively, whereas the other oozes with impish delight. The first one speaks sincerely. "Thank you for preventing the schemes of Lathander's followers."

And then the second follows up, speaking with utter venom, "I'd sooner die than let that arrogant peacock get his wishes. He never learns, the witless fool."

"Tyche's power lives on in us both. We shall see to it that what power keys remain are recovered, but that is our matter. In the meantime, may your life be rife with fortune."

"And free of curses." The voice laughs in almost complete contempt.

With that, the voices and vision fade, and reality begins to reform the trampled remains of the market. The storm above subsides, leaving you under a beautiful, peaceful sun.

## AFTERMATH

**T**HE PARTY NOW STANDS WITHIN THE MARKET among the destruction as the latent fused luck and misfortune in the air slowly dissipates. The day has been saved, through no small effort of the adventurers as they ventured across Waterdeep. Countless people are indebted to the heroes for their actions. And yet, the adventures don't end there. Reclaiming Tyche's power key is half the battle what happens to it from there falls entirely to the characters' discretion.

## RESOLVING THE CHARACTER HOOKS

There may remain a few loose ends to tie up neatly, depending on how the characters stumbled across the series of events that led to where they stand now. However, diving into the flaming Spires of the Morning and chasing a tornado is quite tiresome. So after a well-deserved long rest, the characters awake to a much sunnier Waterdeep and reflect on the events of the last few days.

## FOLLOWERS OF LATHANDER, SELÛNE, AZUTH, OR TYMORA

Regardless of which temple the characters started at, they can return with their heads held high. While very few of the temple leaders could've predicted what escapades they were sending the characters on, they are beyond proud that a follower of their temple managed to heroically save Waterdeep. If the characters are so inclined, they may receive high positions within the temple's structure for their deeds.

## UNUSUAL SEASONAL FESTIVITIES

The moment Tyche's power key is within stable hands, the effects of the ritual begin to fade away altogether, including the thunderous storm that raged overhead. While it doesn't disappear instantly and give way to a rainbow, the expected weather returns over the next few hours. With the omen of dark skies now gone, the festivities and betrothals can proceed freely!

## WATERDEEP: DRAGON HEIST OR DUNGEON OF THE MAD MAGE

Returning to Volo Geddarm or Laeral Silverhand is cause for celebration. The festival can go ahead everyone is sleeping easier now that the strange goings-on have been put to rest. While it may have not gotten the heroes that much closer to discovering the vault's location, they have no doubt made countless allies who can guide their search. Alternatively, when reemerging from the dungeons of the Mad Mage, having more priests to call upon in dire situations can only be a good thing.

## FURTHER ADVENTURES

The curtain now falls on this adventure, but the consequences begin to ripple further than the heroes can imagine. Who knows for sure what could present itself to the party next? Consider the answer to some of the following questions for additional adventures:

Lathander's old desire of reforming Tyche was thwarted again. Does the Morninglord have anything to say about this?

Now that Tyche's power key has been recovered, what do the adventurers plan to do with it?

With their leaders defeated, what remains of the last few members of the Reclaimers of Dawn?

Order has been brought to fortune once more, but what were some of the consequences of bountiful luck or endless misfortune?

Sections of the market and the Spires of the Morning remain damaged from the adventure's events. Is there anything the characters can do to assist with rebuilding?

Regardless of the answers, the adventures have begun to involve themselves in the desires of deities there is no going back from here. There are adventures awaiting ahead, but do the heroes have the luck to proceed, or is misfortune just around the corner?

## APPENDIX A: MAGICAL ITEMS

This appendix contains information on the unique magic items not found in the *Dungeon Master's Guide*. The items are in alphabetical order.

### POWER KEY OF TYCHE

*Wondrous item, legendary (requires attunement)*

This item, containing a fragment of Tyche's power, is intended to be gifted to her most loyal followers. While attuned to it, you feel the everpresent flow of luck and misfortune. You have 5 fortune points. As a reaction, you can spend fortune points for one of the following effects:

You can replace the result of an attack roll, ability check, or saving throw with a 1 or 20. (2 fortune points)

Through a series of events, you discover the exact mundane object—such as a hammer, quill, or rope—you need in a given situation within 1d6 hours of thinking about needing it. (1 fortune point)

You can choose to automatically succeed on a Dexterity saving throw, avoiding peril by some miraculous luck. (1 fortune point)

You can prevent all falling damage, conveniently landing somewhere soft or being caught mid-flight. (1 fortune point)

You regain expended fortune points daily at dawn.



### RING OF TRAPPED PERSONALITY

*Ring, rare (requires attunement)*

This igneous rock chiseled into a ring is topped by an imperfect ruby gem. The gem appears impossibly deep, with a swirling pattern that vaguely takes the appearance of a wailing soul if stared at for long enough.

While attuned to the ring, you can freely assume the appearance of the soul trapped within the ring. You become indistinguishable from the soul trapped in the ring, gaining their height, weight, facial features, voice, hair length, coloration, and distinguishing characteristics, if any. This allows you to appear as a member of another race, though none of your statistics change. You can't use the soul of a creature with a different shape; if you're bipedal, you can't use this spell to become quadrupedal, for instance.

When a humanoid dies in your presence, you can, as a bonus action, choose to trap its soul within the ring. The ring can only hold one soul at a time, and if the soul is released, you revert back to your original appearance.

**Cursed** Attuning to the ring drains the essence of the soul trapped within. An evil creature can wear the ring without suffering any ill effects. A non-evil creature attuned to the ring has disadvantage on Constitution saving throws.

### WAND OF DETECTING DECEASED

#### DEITIES

*Wand, rare (requires attunement by a spellcaster)*

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to sense the presence of a deceased deity within 30 feet of you for 1 minute. If you sense magic this way, you can use your action to see a faint aura around any visible creature or object in the area that bears the magic of a deity, and you learn the domain of the deity, if any.

While the wand is on your person, the wand magically alerts you and your allies within 30 feet of you if you are in the presence of magic linked to a deceased deity. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust as is destroyed.



## APPENDIX B: MONSTERS

This appendix contains information on the most common monsters contained within this adventure. The creatures are all in alphabetical order.

### ACOLYTE

Medium humanoid (any race), any alignment

**Armour Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 14 (+2) | 11 (+0) |

**Skills** Medicine +4, Religion +2

**Senses** passive Perception 12

**Languages** Any one language (usually Common)

**Challenge** 1/4 (50 XP)

**Spellcasting.** The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*  
1st level (3 slots): *bless, cure wounds, sanctuary*

#### ACTIONS

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

### CAT

Tiny beast, unaligned

**Armour Class** 12

**Hit Points** 2 (1d4)

**Speed** 40 ft., climb 30 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 3 (-4) | 15 (+2) | 10 (+0) | 3 (-4) | 12 (+1) | 7 (-2) |

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** --

**Challenge** 0 (10 XP)

**Keen Smell.** The cat has advantage on Wisdom (Perception) checks that rely on smell.

#### ACTIONS

**Claws.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

### BARD

Medium humanoid (any race), any alignment

**Armour Class** 15 (Chain Shirt)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 14 (+2) | 12 (+1) | 10 (+0) | 13 (+1) | 14 (+2) |

**Saving Throws** Dex +4, Wis +4

**Skills** Acrobatics +4, Perception +5, Performance +6

**Senses** passive Perception 15

**Languages** Any two languages

**Challenge** 2 (450 XP)

**Spellcasting.** The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*  
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*  
2nd level (3 slots): *invisibility, shatter*

**Song of Rest.** The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

**Taunt (2/Day).** The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

#### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## COMMONER

Medium humanoid (any race), any alignment

**Armour Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

**Senses** passive Perception 10

**Languages** Any one language (usually Common)

**Challenge** 0 (10 XP)

### ACTIONS

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

## ELEPHANT

Huge beast, unaligned

**Armour Class** 12 (Natural Armor)

**Hit Points** 76 (8d12 + 24)

**Speed** 40 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 22 (+6) | 9 (-1) | 17 (+3) | 3 (-4) | 11 (+0) | 6 (-2) |

**Senses** passive Perception 10

**Languages** --

**Challenge** 4 (1,100 XP)

**Trampling Charge.** If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

**Stomp.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

## FLYING SNAKE

Tiny beast, unaligned

**Armour Class** 14

**Hit Points** 5 (2d4)

**Speed** 30 ft., fly 60 ft., swim 30 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 4 (-3) | 18 (+4) | 11 (+0) | 2 (-4) | 12 (+1) | 5 (-3) |

**Senses** blindsight 10 ft., passive Perception 11

**Languages** --

**Challenge** 1/8 (25 XP)

**Flyby.** The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

## GUARD

Medium humanoid (any race), any alignment

**Armour Class** 16 (Chain Shirt, Shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 12 (+1) | 12 (+1) | 10 (+0) | 11 (+0) | 10 (+0) |

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Any one language (usually Common)

**Challenge** 1/8 (25 XP)

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

## KENKU

Medium humanoid (kenku), chaotic neutral

**Armour Class** 13

**Hit Points** 13 (3d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 16 (+3) | 10 (+0) | 11 (+0) | 10 (+0) | 10 (+0) |

**Skills** Deception +4, Perception +2, Stealth +5

**Senses** passive Perception 12

**Languages** Auran, Common understands but speaks only through the use of its Mimicry trait

**Challenge** 1/4 (50 XP)

**Ambusher.** In the first round of a combat, the kenku has advantage on attack rolls against any creature it surprised.

**Mimicry.** The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## NOBLE

Medium humanoid (any race), any alignment

**Armour Class** 15 (Breastplate)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 11 (+0) | 12 (+1) | 14 (+2) | 16 (+3) |

**Skills** Deception +5, Insight +4, Persuasion +5

**Senses** passive Perception 12

**Languages** Any two languages

**Challenge** 1/8 (25 XP)

### ACTIONS

**Rapier.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

### REACTIONS

**Parry.** The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

## PRIEST

Medium humanoid (any race), any alignment

**Armour Class** 13 (Chain Shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 12 (+1) | 13 (+1) | 16 (+3) | 13 (+1) |

**Skills** Medicine +7, Persuasion +3, Religion +5

**Senses** passive Perception 13

**Languages** Any two languages

**Challenge** 2 (450 XP)

**Divine Eminence.** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

### ACTIONS

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

## APPENDIX C: HANDOUTS

This appendix includes various resources for running the adventure.

### IMPORTANT CHARACTERS

For the main characters facing the adventurers, this section provides useful information and background!

### RECLAIMERS OF DAWN

The heart of this adventure focuses around the twins Inorez and Zahron, the villains and leaders of the Reclaimers of Dawn. This section provides further information about them, as well as about the many leaders of the temples around Waterdeep. These characters play an integral part in guiding the characters through the adventure and can become trusted allies by the end!

#### INOREZ KISTOOM

The self-imposed leader of the Reclaimers of Dawn, Inorez Kistoom is solely driven by the desire to appease Lathander. In scouring the archives, Zahron found a book for Inorez to read. The book detailed Lathander's failed attempt to reunite Tymora and Beshaba to reform Tyche, the Morninglord's lost love. Emboldened by his twin, Inorez knew he could be the one to reform Tyche and bask in Lathander's grace.

It was years of being fed subtle but corrupting suggestions that fanaticized Inorez. He follows Lathander with every ounce of his being and won't question striking down anyone who speaks ill of his deity. There is not a single morning that Inorez has missed in the last decade, tirelessly waking up long before dawn to bask in its glory, regardless of the weather.

Inorez has allowed his hair to grow long, only bothering to braid enough so that it stays out of his face, leaving the rest to remain unkempt. He wears robes colored like the rising dawn, adorned with countless insignias of Lathander.

**Personality Trait: Omenspeaker.** I see omens in every event and action. Lathander tries to speak to me, and I must listen.

**Ideal: Avenger.** The failings of mortals, of gods none should be freely forgotten.

**Bond: Lathander.** I've given everything to Lathander, and he shall recognize me.

**Flaw: Blinding Hatred.** My hatred for my enemies is unwavering and blinding.

#### INOREZ KISTOOM

The man known as Zahron Kistoom was captured and killed by the Cassalanters decades ago. A cambion known as Kilmarir was sent to take his place. Kilmarir assumed the identity of Zahron to the point that they hardly recognize their own name anymore. Their task was simple: encourage Inorez to appease Lathander by whatever means necessary. This culminated in Inorez attempting to reforge Tyche by merging the goddesses Tymora and Beshaba.

Asmodeus' desires were simple and in two parts. The first: cause disarray among the deities by having Tyche reformed, blaming Lathander for doing it in his own self-interest, regardless of the consequences. The second: having once merged with Azuth, Asmodeus wishes to learn of other rituals to merge deities so that he may consume their essence without struggling for control.

Zahron remains disguised through the assistance of a powerful infernal ring known as the *ring of trapped personality* (appendix A), allowing him to appear as Inorez's twin. The two bear a striking resemblance, but where Inorez's hair is long and unkempt, Zahron is far more muscular, with regimentally short hair. In addition, Zahron has a tattoo of the rising dawn across the right side of his face that centers around his eye.

**Personality Trait: Needlessly Competitive.** I make bets out of everything everything I can win fairly or not.

**Ideal: Glory.** We forge our own path, and Asmodeus favors the bold. I'm the boldest.

**Bond: Inorez.** In a life where I was always the outcast, I find myself attached to Inorez.

**Flaw: Recklessness.** There is little room for caution when the Lord of the Ninth is always on your side.

### ROLEPLAYING THE TWINS

Over the many years of working together, and despite being a cambion in disguise, Zahron has become quite defensive of Inorez. Primarily because he has been tasked to ensure Inorez carries out the ritual, but also out of respect. Inorez has the same fanatical fervor for Lathander as Zahron has for Asmodeus.

Zahron is a boisterous taunter, getting in the face of his enemies, whereas Inorez keeps his distance unless heretical remarks are made about Lathander. The pair are a dynamic duo, prepared to face whatever challenge together as a united front.

## LEADERS OF THE TEMPLES

During the events of this adventure, the party will be traveling to and interacting with the many leaders of the temples. This section is dedicated to providing information about their rise to leadership and their characteristics when interacting with the heroes.

### HIGH RADIANCE DALARTZIN PARAGON - SPIRES OF THE MORNING

The most recently ascended High Radiance of the Spires of the Morning arose with some controversy, mostly due to her arriving from a temple far from Waterdeep. However, within weeks of accepting the role, Dalartzin Paragon proved any doubters wrong. Her faith in Lathander and dedication to preserving his teachings were flawless, and in the more recent months, the Spires of the Morning have bloomed with popularity.

Dalartzin Paragon is a drow priestess, who was stricken with the sun's beauty when she emerged from the Underdark to see it rise. She communicated with Lathander, becoming a devout follower in exchange for her sight. Dalartzin took the deal without hesitation, devoting her life to the Morninglord and quickly ascending through the ranks.

She's quite the jovial character, freely joking in moments of privacy; otherwise, she maintains a stoic professionalism. Dalartzin is never one to judge, and often urges followers down the path of self-improvement where possible. She's aware of both Inorez and Zahron, viewing them as overly ambitious followers. However, as High Radiance,

her busy schedule has allowed the twins to slip from her vigilant watch.

**Personality Trait: Charitable.** I gave up my sight for my faith; there is little I wouldn't give to those in need.

**Ideal: Redemption.** There is a path to redemption for all, no matter how steep.

**Bond: Lathander.** My loyalty to Lathander is unwavering.

**Flaw: Adjusting.** I am slowly adjusting to life outside of the Underdark, but sometimes I make mistakes.

### HONORABLE MISTRESS MHAIR HALVINHAR - TOWER OF LUCK

The Honorable Mistress Mhair Halvinhar presides over most of the daily functions at the Tower of Luck. Related to the revered High Priestess Seenroas Halvinhar, Mhair strives to live up to the prestige of that association and works her way up through the ranks of the church of Tymora. She hopes to one day have the honor of becoming the High Priestess of the Tower of Luck herself. As an Illuskan woman with fair skin and lustrous blonde hair, Mhair captivates most who cross her path and has amassed a not insignificant number of admirers in both the noble ranks and among the commoners.

A devoted follower of Tymora, Mhair spends her leisure time researching the background of the various trinkets and relics of luck brought to the temple by visitors. She hopes to understand the origins of them and the fables about the Lady of Luck that are shared throughout the Realms.

In her role overseeing daily life at the tower, Mhair is intimately aware of the workings of Beshaba in Waterdeep and keeps a watchful eye on any who seek to follow her and sow their seeds of misfortune and strife.

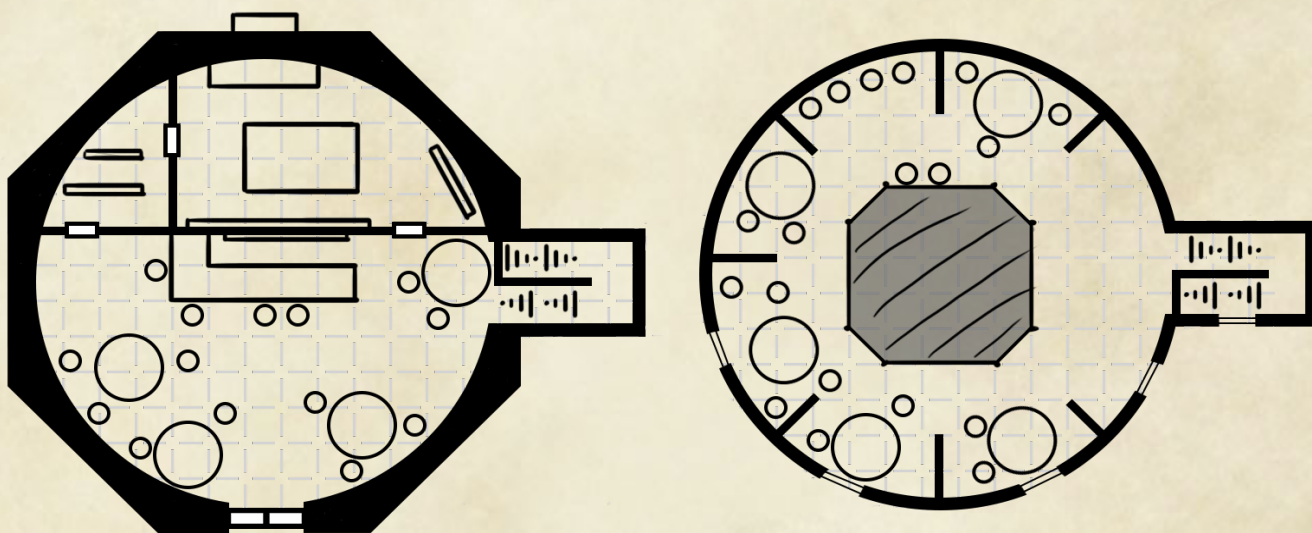
**Personality Trait: Faithful.** I believe that faith is the core pillar of our community and I strive to help others find their faith.

**Ideal: Fulfill.** I hope to one day be able to fill the shoes that Seenroas Halvinhar wears as well as she has.

**Bond: Tower of Luck.** The Tower of Luck has been watched over by my family for centuries.

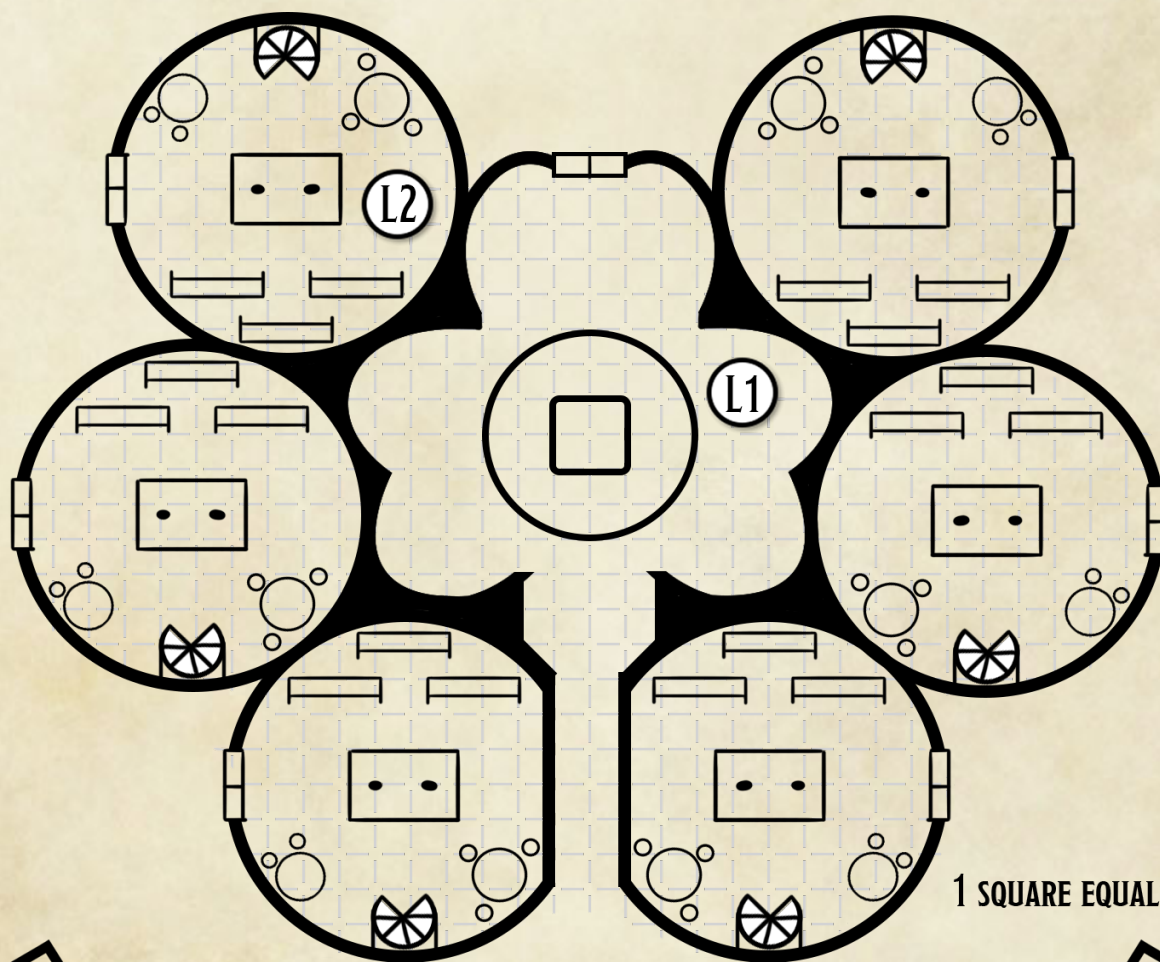
**Flaw: Truthseeker.** I don't believe in chance. Hunting for the reasons why things happen often consumes me.

# MAP 1.1: GRALKYN'S TANKARD



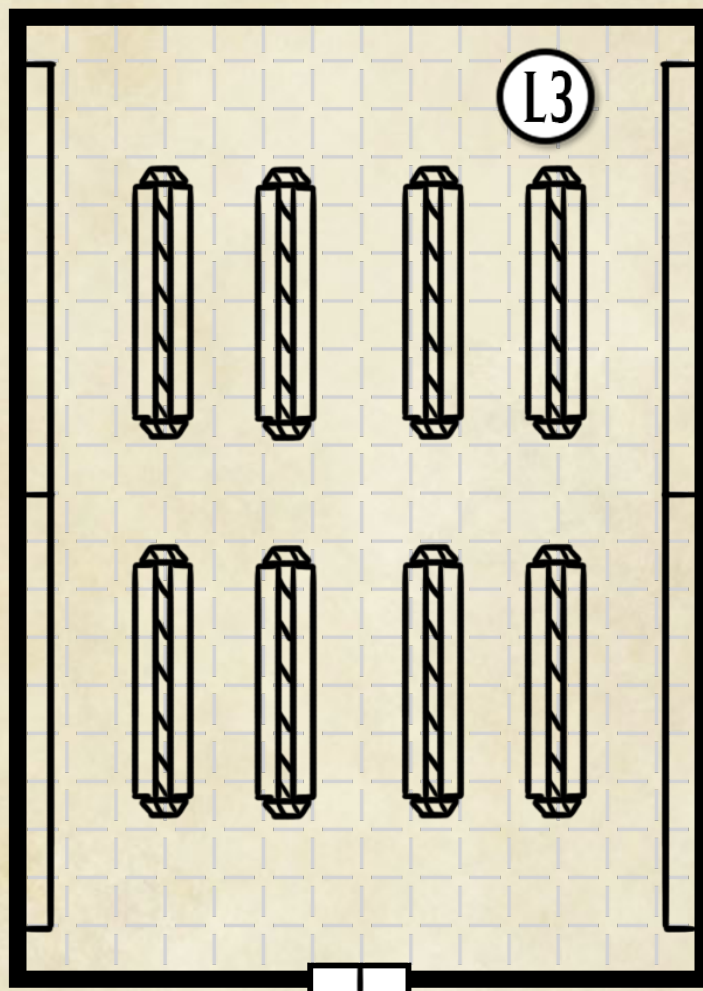
1 SQUARE EQUALS 5 FEET

# MAP 2.1: TOWER OF LUCK



1 SQUARE EQUALS 5 FEET

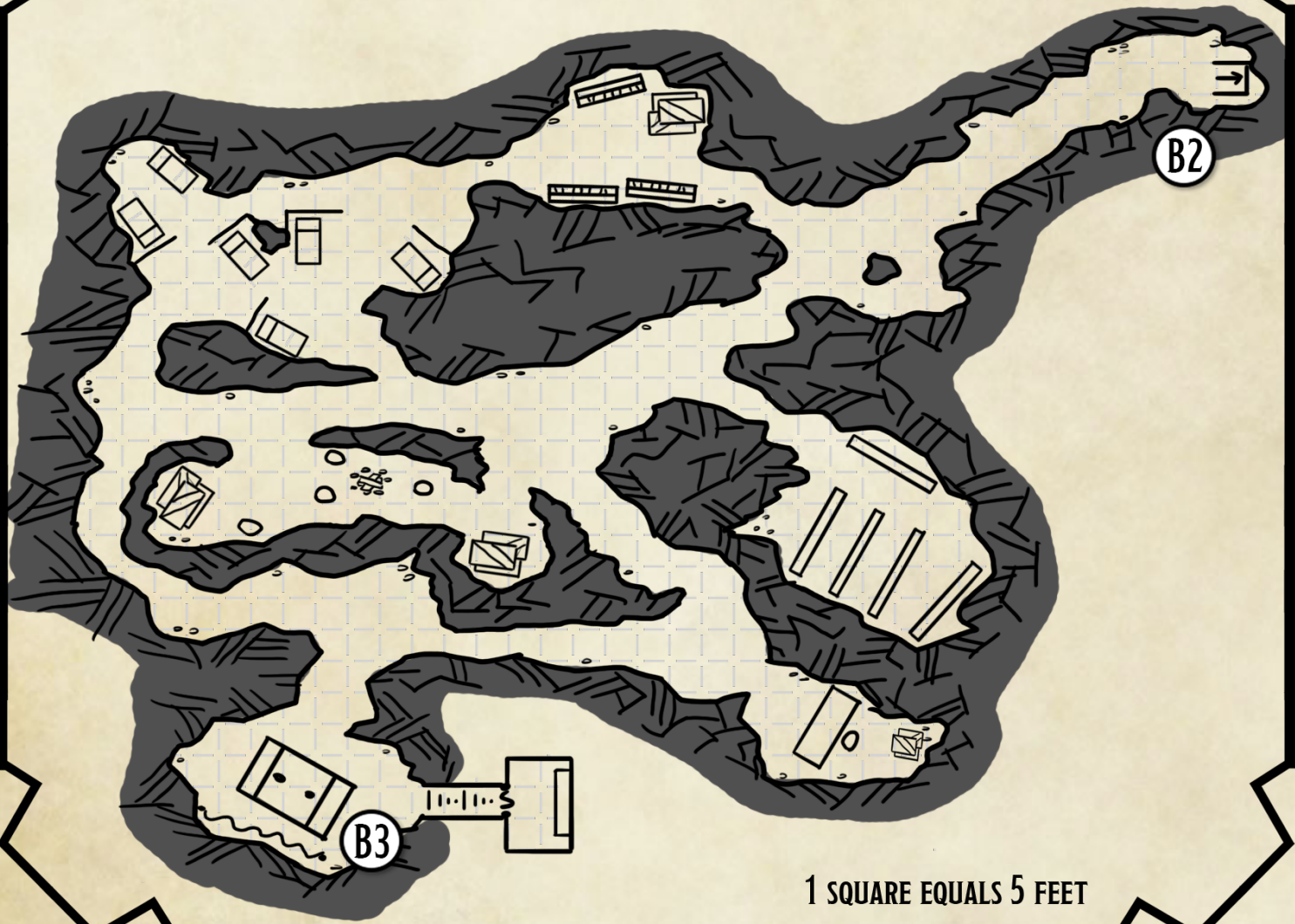
# MAP 2.2: TYMORA'S RELIQUARY



1 SQUARE EQUALS 5 FEET

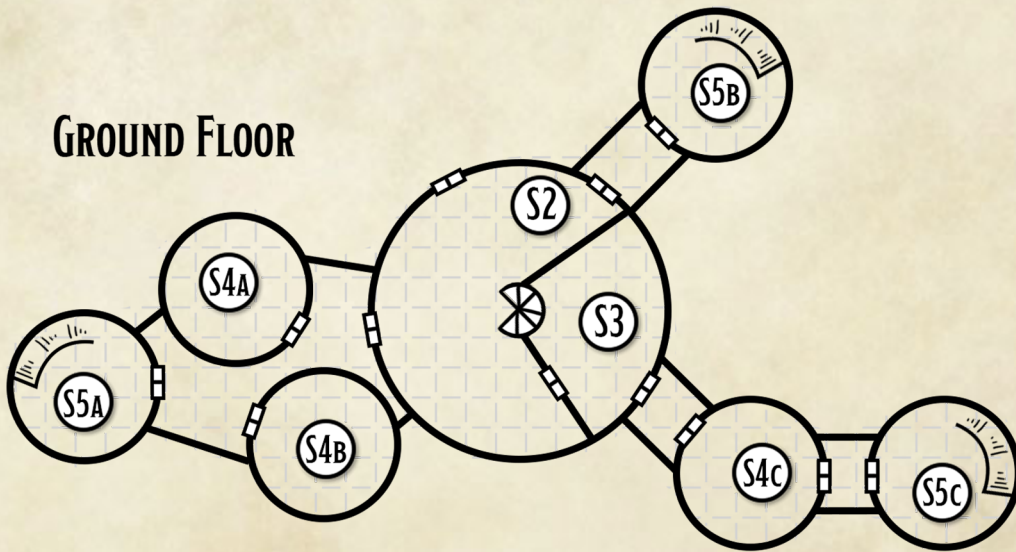


# MAP 3.1: SHRINE OF BESHABA

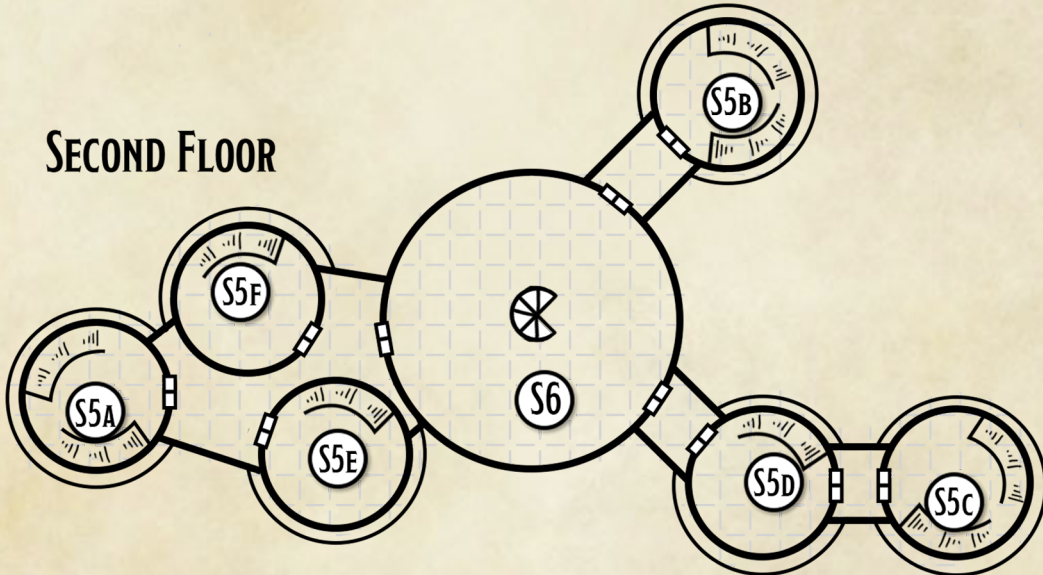


# MAP 4.1: SPIRES OF THE MORNING

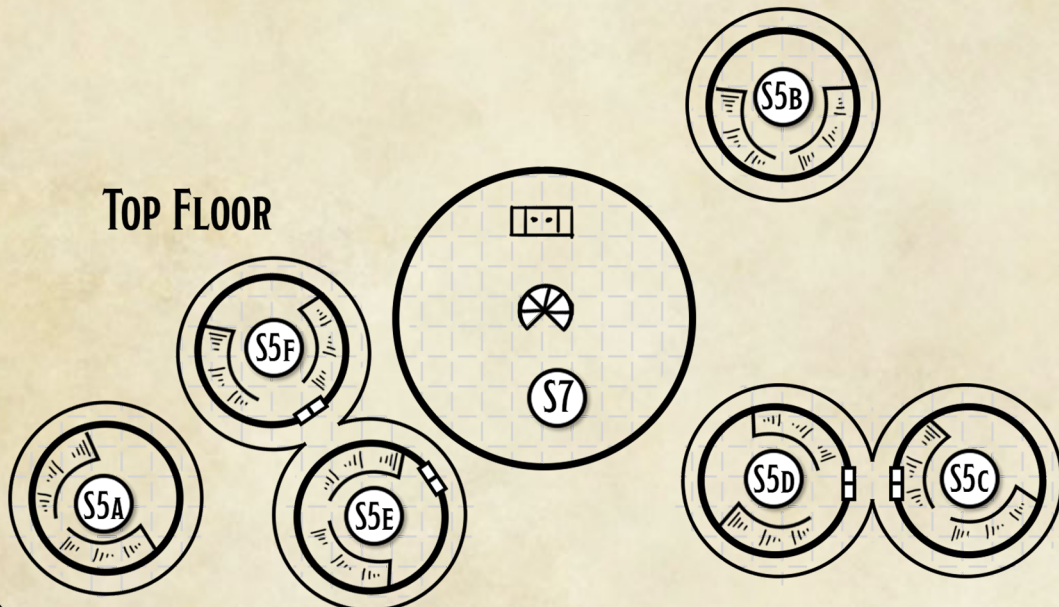
## GROUND FLOOR



## SECOND FLOOR

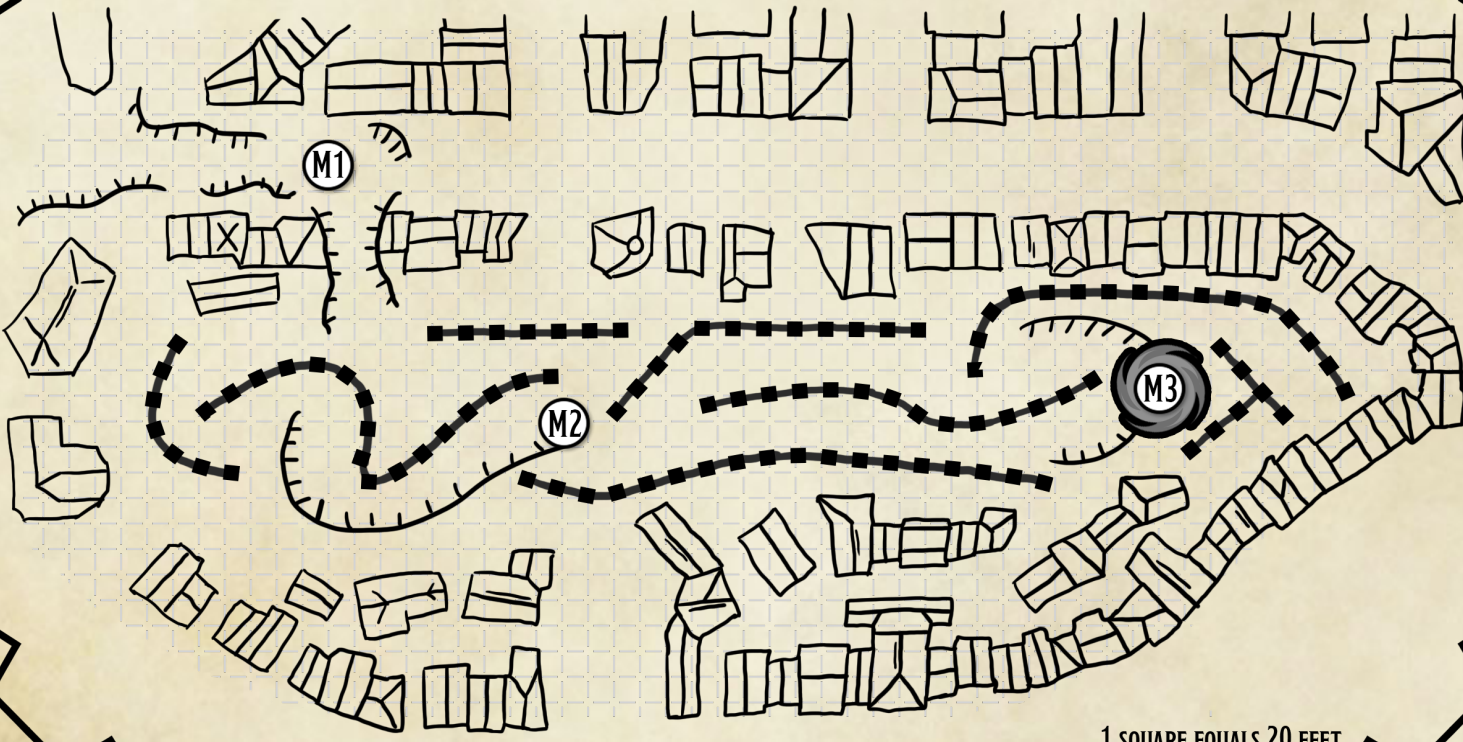


## TOP FLOOR



1 SQUARE EQUALS 10 FEET

# MAP 5.1: THE MARKET



1 SQUARE EQUALS 20 FEET

## APPENDIX D: PLAYER OPTIONS

This appendix includes an optional druid subclass for the players to use.

### CIRCLE OF THE MORNING

Druids who join the Circle of the Morning align themselves with the Morninglord, Lathander, and are welcomed to join the god's priests. These druids see the fresh start, opportunities for renewal, and warmth that a morning can bring. Their mastery over nature extends beyond the day's early hours, but during that time they thrive and glow in a radiance like none other.



#### CIRCLE OF THE MORNING FEATURES

| Druid level | Feature            |
|-------------|--------------------|
| 2nd         | Light of the Dawn  |
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#### LIGHT OF THE DAWN

Starting at 2nd level, you master the ability to weave and harness the warmth of the dawn. You become a beacon of light that can dispense light for allies and against foes in times of need. You have a pool of dawn's radiance represented by a number of d6s equal to your druid level.

As a bonus action, you can choose a spot or creature you can see within 60 feet of you and spend those dice up to half your druid level for one of the following effects:

- **Dawn's Renewal.** You bestow one creature with life from the dawn. You may only spend a number of dawn's radiance die equal to your proficiency bonus. Roll the spent dice and add them together. The target gains temporary hit points equal to the total. Only one creature may benefit from these temporary hit points at a time.
- **Dawn's Wrath.** You set the light of the dawn upon unnatural enemies. Roll the spent dice and add them together. The targeted creature must be a construct, ooze, or undead, and must succeed on a Constitution saving throw against your spell save DC or suffer radiant damage equal to the total.
- **Dawn's Radiance.** You cast out pure unfiltered morning light, dispelling any magical darkness for up to 10 minutes per spent dice. For the duration, you shed bright light in a 30-foot radius, and dim light for an additional 30 feet.

You regain all expended dice when you finish a long rest.

## PRESERVED RENEWAL

At 6th level, you can use the renewing light of morning to temporarily grant life to the recently deceased. As an action, you return a dead creature within 30 feet that you can see to life, provided that it has been dead no longer than 1 minute. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with hit points equal to your druid level. Coming back from the dead is always an ordeal, so the target is restored with a level of exhaustion.

This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts. Once you use this feature, you can't use it again until you finish a long rest.

## SUMMON THE MORNING

Starting at 10th level, you carry the morning with you, able to summon it in your time of need. As an action, choose a point you can see within 120 feet of you where you summon beams of morning light. The beams hit the ground in a 30-foot-radius, 50-foot-high cylinder centered on your selected point. Bright sunlight radiates in a 60-foot radius from the point, and dim light for an additional 30 feet. This effect lasts for 10 minutes, and you may only have one instance active at a time.

Any creature in the area of effect has disadvantage on Constitution and Dexterity saving throws. If a creature succeeds on a saving throw against your spells or Light of the Dawn feature while within the area they no longer receive disadvantage from this feature for the next 24 hours. In addition, this feature allows all creatures in the area of effect to be the target of your Light of the Dawn feature regardless of type.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

## ONE WITH DAYLIGHT

By 14th level, you have learned to become one with the dawn and your Light of the Dawn feature gains extra effects:

You can use a bonus action to embody the Radiance of Lathander, gaining the ability to pass through other creatures, in addition you don't trigger attacks of opportunity this turn. When you move through a creature, if it is the first time you've touched the creature that turn you can expend any number of your dice for pool of dawn's radiance for one of the following effects:

**Dawn's Awakening.** You renew the life of one creature, spending a number of dawn's radiance die equal to or less than your proficiency bonus. Roll the spent dice and add them together. The creature regains hit points equal to the total, and gains temporary hit points equal to any regained hit points exceeding their hit point maximum.

**Dawn's Fury.** You begin to burn with the power of the brightest dawn blinding those who oppose you. You must spend five dawn's radiance die for this ability. The targeted creature must succeed on a Constitution saving throw against your spell save DC or become blinded for one minute.

**Dawn's Blessing.** You assist those on death's door with the promise of renewal. Choose one creature that is currently unconscious and making death saving throws, your target get to make an additional death save adding +1 per dice spent to the result. Upon making their third successful saving throw, the creature is blessed with dawn's renewal and returns to life with a number of hit points equal to your druid level.

On the tending day before the seasonal festivities in Waterdeep, strange events of uncanny luck and grave misfortune wreak havoc across the city. Fanatical followers of Lathander, believe they are serving him by enacting a ritual that will reform the goddess Tyche, unaware of the catastrophic effects it is having on the city.

The adventure is designed for four to six 5th- to 7th-level characters

Welcome to:

***Tyche's Torment***



For use with the fifth edition  
Player's Handbook, Monster Manual,  
and Dungeon Master's Guide

