

CRUEL SUMMER

an extension to the Waterdeep: Dragon Heist
adventure



By The Grumbleputty

Cruel Summer

An adventure supplement for **Waterdeep: Dragon Heist** for 6th level characters.

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Edited by Benjamin L. Eastman

Introduction: I'll admit it, I'm soft. The resolution of the Summer season of *Waterdeep: Dragon Heist* really got under my skin. The idea that heroes succeeding at their quest dooms two innocent children to a terrible fate seems like a rough outcome for most parties to deal with.

I designed this supplement to provide players with another chance to save the children. At the end of *Waterdeep: Dragon Heist* chapter 6 there are still ten days before the children meet their fate, and that's plenty of time for an intrepid party to save the children from their parent's dark bargain — with a little help perhaps from a cult of demon worshipers. For the Cassalanter twins, things will get worse before they get better, but it will give the party a fighting chance for a somewhat happier ending.

Enjoy!

The Grumbleputty (Snookd@gmail.com)



Adventure Background

For several years, a hidden cult of Fraz-Urb'luu, the demon prince of deception, has spread through Waterdeep. The cult hides behind a loosely-organized social movement that calls itself the "Clearsight Seekers." The cult is headquartered under the Stillwaters Bath House in the Castle Ward, and is led by a minor noble and illusionist named **Thalia Lovegrange** (see Appendix C: Dramatis Personae)

One night not too long ago, Thalia's succubus mentor

Malietta (see Appendix C: Dramatis Personae) charmed the Cassalanter's chef, **Jagdar Chergoba**. Jagdar quickly and eagerly betrayed the Cassalanter's plans for Founders Day, and the fate of the twins should their ritual fail.

Thalia quickly saw an opportunity to

sow chaos and gain favor with her demon patron. She and Malietta trapped Jagdar, and Malietta stole his form in order to turn the Cassalanter's to her own ends. Malietta swapped Ammalia Cassalanter's poison with one which transformed the would-be victims into a pack of rampaging manes. In the resulting chaos, Malietta and some cultists kidnapped the Cassalanter twins from their bedroom. The twins were taken to Thalia's tower outside Waterdeep to be held until their birthday a tenday later, when the cult's plans will come to fruition.

The Evil Plot

Thalia has imprisoned the children in the highest room of her tower on Blunt Hill, a few miles outside Waterdeep. To confuse those who would scry upon the twins, their prison is filled with an ever-changing illusion. Malietta adopts a new persona each time she enters the room.

On the eve of their ninth birthday, the twins are brought to the Stillwaters Bath House where the cult has prepared a trap for Asmodeus. With Thalia and Malietta disguised as the twins' parents, they await the arrival of midnight to complete the bargain.

Abbreviations:

This supplement references to other books along the way. They are abbreviated as follows:

PHB — *Players Handbook*

DMG — *Dungeon Masters Guide*

W:DH — *Waterdeep: Dragon Heist*

MM — *Monster Manual*

At midnight, an avatar of Asmodeus called the **Gentleman in Red** (see Appendix C: Dramatis Personae) arrives to claim the children's souls. Finding himself trapped in a powerful binding circle, the Gentleman has no choice but to complete the bargain. In transforming the twins into lemures, the Gentleman seals his own fate as a prisoner of the hated Fraz-Urb'luu.

If the PCs track down the missing twins and can disrupt the birthday ritual, they might renegotiate the children's fate. This may come at a cost to the PCs, but a burgeoning threat to Waterdeep can be stopped — and the souls of two innocent children might yet be saved!

Changes to Waterdeep: Dragon Heist

When playing this adventure, the events of the **Day of the Damned** event (W:DH p. 130) are modified in the following ways:

- If the PCs thwarted the Cassalanter's plan by stealing the gold first, **Victoro and Ammalia Cassalanter** (W:DH, Appendix B) use wealth embezzled from their many banking interests.
- At the stroke of midnight, the poison appears to work as the poor guests of the Cassalanter's slump over dead. Ammalia sends word to Lord Cassalanter that the deed is done.
- Meanwhile, three Clearlight Seekers disguised as guests slip upstairs to the twins' room, accompanied by Malietta posing as Jagdar. Quickly binding the children with strips of fabric, they open the window and flash a lantern to signal a summoned **chasme** to approach.
- The cultists are spotted by the **Black Viper** (W:DH, Appendix B), who is in the process of robbing the Cassalanter's. Quickly slaying one cultist, she falls unconscious when the chasme arrives. The remaining cultists pass the children out the window before fleeing the room, while Malietta drops her disguise and flies out with the chasme.
- In the temple to Asmodeus, Victoro summons the barbed devil and declares that payment was tendered. The barbed devil replies the sacrifice has failed, sneeringly advising Victoro that "his guests have only just arrived."
- Out on the lawn, the seemingly-dead paupers invited from the Field Ward rise as **manes** and attack the Cassalanter's wealthy guests.
- The chasme delivers the children to a wagon waiting

a outside the Villa wall, followed closely by Malietta.

- Outside the walls of the Villa, the three urchins **Nat, Squiddly and Jenks**, witness the chasme arriving with the twins. Squiddly and Jenks immediately succumb to the droning. Nat, who is deaf and thus immune to the chasme's effect, tries to flee— running right into Malietta, who grabs her and tosses her in the wagon with the twins.
- The Black Viper awakens alone in the twins' room and proceeds to escape.
- The evening descends into sheer chaos, as the manes attack the wealthy guests and the Cassalanter's try to mount a defense. The city watch quickly arrives, and the Griffon Cavalry is drawn in as well. If the PCs party is present for the transformation they'll have quite a battle on their hands. If not, over thirty wealthy guests will lie dead by the time the last of the manes is slain — as well as a hundred innocents from the Field Ward, their souls lost to the Abyss due to Thalia's treachery.

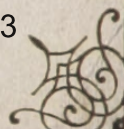
Adventure Hooks

As each Waterdeep: Dragon Heist adventure unfolds differently for each group, the PCs may become involved in many different ways. The PCs have already met many important figures in the City of Splendors, and they have likely forged alliances or made enemies with its many guilds and factions. Use these suggestions as a guide, and adapt them to suit your group:

Deputized by Jalester Silvermane. Jalester is charged by Laeral Silverhand with investigating the Founders' Day Massacre and is in over his head. While he is concerned at the twins' disappearance, all his investigators are busy scrutinizing Cassalanter's Villa. Jalester happily deputizes adventurers who are willing to search for the missing twins, and can pay 75 gp for each day's work (up to a Tenday).

Hired by the Cassalanter's. While Ammalia is more concerned with their personal wealth, Victoro still holds out hope his children can be saved. As he and his wife are on trial for their roles in the Founders' Day Massacre, he likely sends **Willifort Crowelle** (W:DH p. 116) to hire adventurers to track down the missing twins. Victoro offers 1,000 gp to anyone who can safely return the twins within a tenday.

Aiding the Urchins. Squiddly and Jenks want the PCs to investigate the disappearance of their friend Nat. Neither the urchins nor the PCs know it yet, but Nat's disappearance is linked to that of the twins.



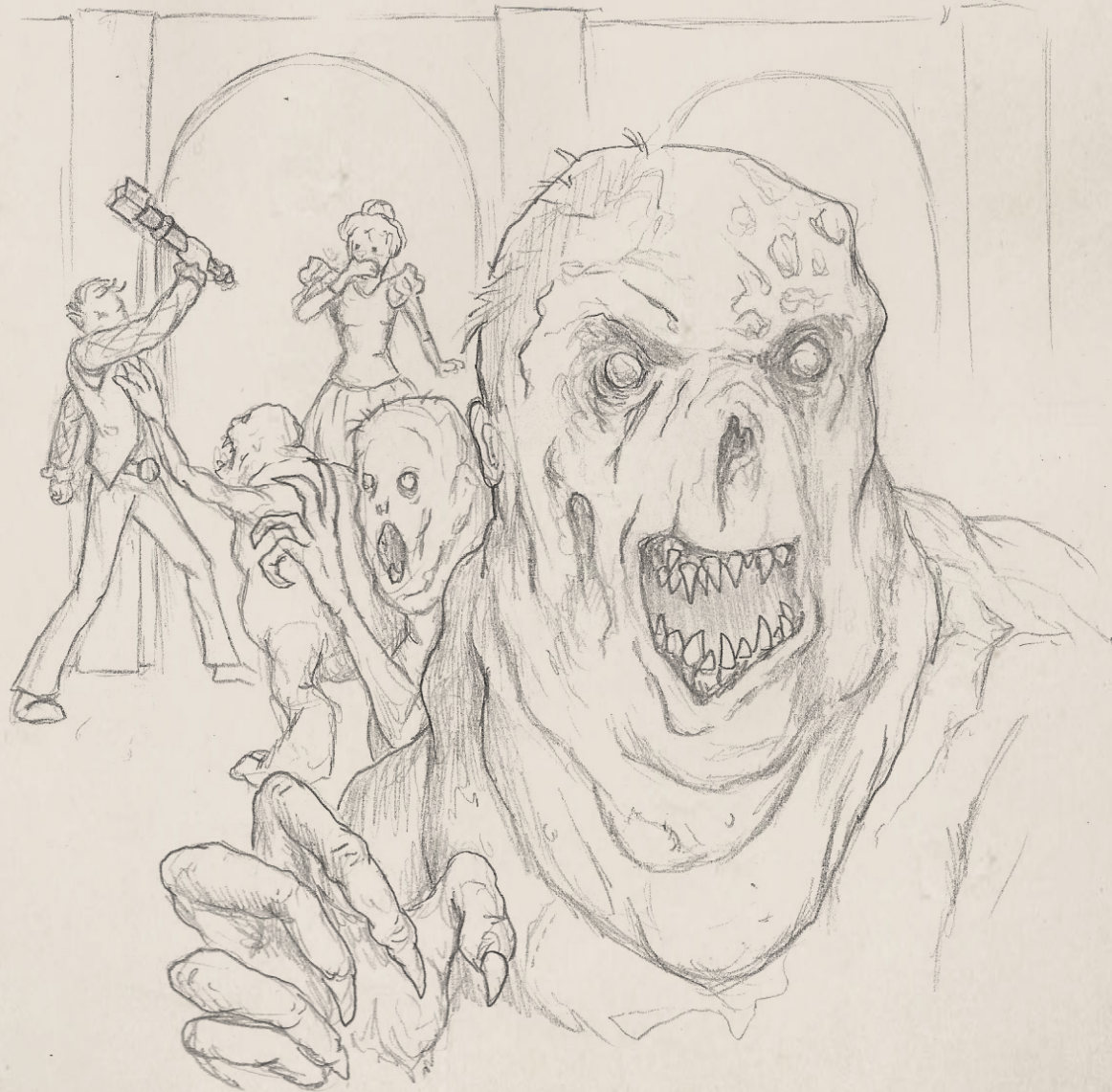
In order to pay the PCs, they have been picking pockets in the Castle Ward. The urchins present 15 sp, 2 gp, a pearl bracelet worth 100 gp, a scroll they are pretty certain is magical (but is actually someone's grocery list) and their most precious possession: a tattered deck of cards that proves to be a deck of illusions with 11 cards remaining.

An Higher Power. A supernatural power or deity might see ominous portents related to the Cassalanter twins. Any PC who serves such a power might be inspired by their patron deity, a divine instinct or dire omens to investigate.

Faction Work. The fall of the Cassalanters would mark a power shift with the city's nobility. Whether it's for intelligence purposes or simple leverage, the city's faction all want insight into the Cassalanters' case. PCs who owe allegiance to a faction may be asked to investigate and report their findings.

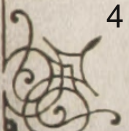
What if the Party is at the Party?

It's possible the PCs were present at the Founders' Day gala and had a chance to interfere with the kidnapping of the twins. This adventure assumes they didn't succeed before the twins were taken by the chasme. Although the players won't know it, the children's best hope of avoiding their fate is for the kidnapping to succeed. If the PCs try to stop the kidnapping, you may wish to add additional opponents to distract the party while the chasme makes off with the children. If the PCs successfully stop the kidnapping, the Clearsight Seekers try to abduct the children again. Hopefully this guide helps you plan what happens next.



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Chapter I: The Crime Scene at Cassalanter Villa

When the PCs arrive at the Cassalanter's Villa, it is clear that a desperate battle took place the previous night. The bodies of Cassalanter guards, members of the City Watch and unfortunate nobles lie strewn about the grounds, mingled with the corpses of demonic manes still wearing the threadbare clothes they wore before Malietta's potion took effect.

Speaking with the City Watch

The City Watch has set up a makeshift morgue on the lawn of the villa and clerics are casting gentle repose to preserve the corpses for later questioning. The entire villa is crawling with dozens of City Watch members and Magists wandering around at all hours of the day. On site, Barnabus Blastwind and Saeth Cromley (W:DH, Appendix B) are charged with securing the villa and pursuing the day-to-day investigation. The Watch works under the purview of Jalester Silvermane (W:DH, Appendix B), who prefers to run things from his table at the back of the Yawning Portal.

While in the custody of the Watchful Order of Magists and Protectors, the Cassalanter are held in a heavily guarded jail cell. They are barred from using magic or prayers and are watched at all times by both soldiers and experienced wizards.

Speaking with members of the watch reveal the following facts:

- A shrine to Asmodeus was uncovered beneath the Villa, and it appears a ritual was taking place at the time of the attack. While devil worship is not illegal in Waterdeep, it is deeply embarrassing for the Cassalanter, and they've refused to comment on it.
- The whereabouts of their twin children is unknown. The Cassalanter insist they "were sent East to visit family", although none of their belongings are missing. While there are signs a fight took place there, the same can be said for most rooms in the villa.
- There are indications someone or something was chained in the attic until recently. Some survivors reported seeing a hulking figure wrapped in chains rampaging through the villa, but this has not been confirmed yet.

Blastwind, Cromley and Silvermane are primarily preoccupied with the massacre. While all agree that the circumstances in the twins' bedroom look very suspicious, the parents denial that a crime took place

leaves them little room to investigate. They privately welcome any offer by the party to learn the twins' fate. So long as the PCs aren't known criminals, they will likely allow them to investigate the twins' bedroom.

Speaking with Survivors

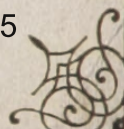
Those who survived the previous night's events are scattered across the city- many of the noble guests have returned to their homes to recover (and for those who were part of the Cassalanter's Cult of Asmodeus, prepare their alibis). Members of the City Watch who responded are having their wounds tended, or regaling patrons in their favorite tavern with stories of their heroism, or both.

By spending half a day gathering survivors' accounts of the evening, the players learn the following information:

- Shortly before midnight, the peasant guests on the lawn all collapsed, clutching their bellies and writhing in pain. At first they seemed dead, but at the stroke of midnight they transformed into demonic creatures and attacked the other guests.
- A hulking figure wrapped in chains crashed through the attic door, indiscriminately killing guests and manes alike before falling to a horde of the demons and melting into a puddle of foul-smelling ooze.
- A slender hooded figure in a sleek black leather suit was spotted leaping down the stairs. Soaked in blood, she was seen slaughtering manes with swift strikes from her rapier before escaping over the wall.
- Jagdar Chergoba was seen heading up the stairs shortly before midnight, accompanied by two well-dressed nobles no one recognized.
- At the time of the attack, survivors heard a strange droning sound from overhead. Several survivors reported feeling waves of exhaustion overcome them when they heard the sound.

If the PCs ask questions specifically about Jagdar Chergoba, each PC that succeeds on a DC 14 Intelligence (Investigation) or Charisma (Persuasion or Intimidation) check learns one of the following clues:

- On the morning of the Founders' Days feast, Jagdar the chef received a delivery of a number of unmarked bottles filled with unknown black liquid.



- Jagdar lived somewhere in the Trades Ward near Spindle Street.
- Shortly before the manes rose up, Jagdar was spotted heading up the stairs in the Villa. He was not seen afterwards..

Clues in the Twins' Room:

The PCs can gather the following clues in the twins' bedroom. Bolded items are further detailed in the next section, Clue Details.

- The dead body of an unknown man lies in a pool of his own blood near the window. He is dressed in the clothes of a lesser nobleman and wearing a mask. A successful DC12 Wisdom (Medicine) check reveals that he was stabbed from behind in a sudden, brutal attack. Cotton is stuffed in his ears, and another strip of the same peculiar-smelling orange cloth remains tucked into his belt. Should anyone in the party examine his body in depth, they find a strange abstract symbol tattooed on his back (see the Clue Details section for more information).
- Scattered between the beds are three cloth strips that don't appear to belong to the twins. The strips have a strong, unusual herbal smell (see Clue Details for more information)
- There are several large claw marks on the outside of the windowsill.
- Two sets of adult-sized bloody footprints lead from the window out into the hall. One set of footprints simply ends in the puddle of blood, as though someone or something flew away.

Clue Details

The PCs can follow several clues that lead them on a path towards the final showdown with the Clearsight Seekers. The PCs can uncover at their own speed, while others reveal themselves according to the Day-By-Day Breakdown of Events schedule.

The Cloth Strips

The orange cloth strips were brought into the twins' bedroom by their kidnappers, and were used to bind the children before they were handed off out the window. These strips were cut from sacks used to deliver soap to the Stillwaters Bath House which have a distinct smell from a rare herb called Basidron Mist. Only a handful of people in Waterdeep deal in this rare fragrance,

which is only found in Lantan and is taxed heavily in Waterdeep. Tracking down the buyers and sellers of the herb eventually lead the party to the bath house.

The PCs can identify the scent on the cloth strips in the following ways:

- Visit an Herbalist (such as Fala Lefaliir of Corellon's Crown at W:DH T4: Trollskull Alley)
- Succeed at a DC 18 Intelligence (Nature) check.
- Consult with members of the Noble Council of Soap Makers, the Herbalists Guild or the Emerald Enclave.

Once they identify the scent as Basidron Mist the party must then find the source. By spending a day searching for a legitimate importer, the PCs are led to Hestranto Gorreol, who received a shipment a few weeks ago. By spending a day looking for a smuggler, the PCs are directed towards the flamboyant captain Zardoz Zord (actually a disguise of Jarlaxle Baenre).

Both Gorreol and Zord direct the PCs to the same soap maker, Fantomel's Lathers, who purchased both the legitimate and smuggled cargoes. The soap maker is evasive and paranoid, trying to operate his business without membership in the surprisingly powerful and ruthless Noble Council of Soapmakers. It will take some time and effort for the PCs to track him down.

By speaking with Fantomel, the party learns that only one business purchased Basidron Mist soap: the Stillwaters Bath House, which other clues link to the Clearsight Seekers. Here, the cult's terrible fate for the children will play out — unless the party intervenes.

The Corpse

The corpse holds a few clues that can lead the party toward the Clearsight Seekers:

- The corpse has an abstract tattoo at the center of his back, which a successful DC 16 Intelligence (arcana) check reveals to be the sigil of the Demon Frazz-Urb'luu. Alternatively, either Gaxly Rudderbust or Ulkoria Stonemarrow (W:DH page 42) can identify the sigil.
- The Mask bears the makers' mark of Shemshar's 3 Carnivale, a shop in the Trade Ward who can tie the masks to the Clearsight Seekers.
- The corpse has an orange cloth strip tucked into his belt.

The corpse can be communicated with using speak to dead, and can divulge any of the following facts if asked the right questions:

- His name is Spince Shelver. About a year ago, he moved from the southern coast to Waterdeep to seek his fortune, and fell in with the Clear sight Seekers.
- He was accompanied by Heggina Pelembra and Destin Toyle, whom he only met recently through Jagdar Chergoba.
- Jagdar accompanied them to the twins' room and ordered Spince and his fellows to bind and gag the children, using strips of cloth he provided. Then they flashed a lantern out the window to signal someone who would take the children away.
- Jagdar instructed them to stuff cotton in their ears, but he didn't say why. He also told him to memorize the phrase "No truth save that I choose", but he wasn't told why. Jagdar did not stuff cotton in his own ears.
- Jagdar Chergoba joked that the children "have a birthday party to attend," but didn't explain what he meant.
- While his confederates carried the children to the window, he glimpsed a winged insectile creature flying towards the villa. There was a sudden motion behind him and he felt a blinding pain in his back. Before everything went black, he caught a glimpse of a lithe, hooded figure wielding a rapier.

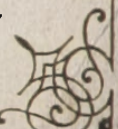


The Clear sight Seekers' Tattoo

Incorporating Cruel Summer into Your Campaign

If you're just starting your Waterdeep: Dragon Heist campaign, there are some breadcrumbs you can place to foreshadow the events of Cruel Summer. Here are some suggestions for ways to lay the groundwork for this supplement:

- **Slowly increase the party's awareness of the Clear sight Seekers.** Have a seeker start frequenting the tavern in Trollskull Alley, and use them to slowly introduce the philosophy of the group.
- **Introduce the Noble Council of Soapmakers.** Assuming the players are running a tavern in Trollskull Alley, you could have some thugs from the council demand to know where the players are buying their soap. You can use this to hint that the Noble Council is looking for someone operating outside their guild, which later ties in to Dilrum Muth.
- **Have Clear sight Seekers graffiti pop up throughout Waterdeep.** The seekers love to paint their symbol on the sides of buildings, and you can have the symbol turn up in any number of places during Waterdeep: Dragon Heist. They might spot it painted on the wall of Gralhund Villa, in the water closet at the Yawning Portal, or even on the walls of their own tavern at Trollskull Alley.
- **Use Omens and Portents.** There is a slowly growing demonic threat behind the Clear sight Seekers, and you can use any number of ways to drop clues to the players that a menace is emerging in the city. If any PCs have a supernatural patron or source of power, their dreams could be haunted by signs of growing madness well before the PCs become embroiled in Cruel Summer. NPCs such as Ulkoria Stonemarrow or Hlam could see troubling omens and signs which signal some sort of approaching supernatural threat.





Chapter 2: Following Leads in Waterdeep

As the party begins their investigation, much has happened behind the scenes — the villains are pursuing their plans, and crucial witnesses are following their own agendas. The clues the party gathered in the Cassalanter's Villa will lead them out into the city, with a number of lines of inquiry that can lead them to the Cassalanter twins.

The Black Viper

Esvele Roznar, in her guise as the Black Viper, was in the process of burgling the Cassalanter's Villa when she stumbled onto a tiefling man and three masked figures kidnapping the Cassalanters' twins. She slew one kidnapper before a strange droning sound robbed her of consciousness.

When she awoke, the children and the kidnappers were gone, and screaming could be heard from downstairs. She fought her way out of the villa, stopping only to save her parents before making her escape over the villa wall.

The experience left Esvele very distraught — while she witnessed the kidnapping, she can't go to Laeral Silverhand without revealing that she is the Black Viper. Instead she hires messenger boys to send messages to the PCs. She might send any or all of the following notes during the course of their investigation — choose one that starts the party down the right path:

- "The Cassalanter children were abducted on Founders' Day by the dead man and his fellows."

- "The Founders' Day Massacre was a ruse to obscure the real crime. Find the children to find the truth"
- "As I approached to strike his fellow down, the tiefling chef mentioned the children's birthday approaching soon."
- "The children's abductors were in league with an abyssal horror, a flying creature whose sounds caused sleep to fall on the unprepared."

Each note is marked with a sigil of a black serpent. Each messenger boy (a different one for each note) never saw the face of his patron, but can confirm that she was a young, slender woman in a black cloak and veil, who came and went in an ornate carriage.

The Waterdeep Wazoo

Located in the North Ward at the corner of Immar and Stallion streets, the Waterdeep Wazoo prints a mixture of investigative journalism, society gossip and the occasional outright lie. Its editor, **Gaxly Rudderbust** (N male Illuskan **commoner**, W:DH page 39), is definitely following the debacle at the Cassalanters' party. Upon learning of the PCs involvement in the investigation, he quickly ingratiates himself by offering to share any knowledge he comes across — provided, of course, the PCs promise him exclusive rights to their story.

If the party brings up the topic of the Clearlight Seekers, he sighs as he opens a drawer and produces a treasure trove of threats, screeds and letters that

Clearsight Seekers have written him. He despises their movement, and rages against them in editorials in the Wazoo on a near-daily basis.

Spending a long rest reading them will familiarize the PCs with their twisted, paranoid thinking — enough even to pass as a potential convert. Gaxly suggests that if the PCs want to infiltrate the cult, they will likely be recruited by spouting like-minded rhetoric in a few taverns they are known to frequent, such as *The Spotty Pauper* in the Field Ward, *The Headsman's Holiday* or *The Randy Dandy* in the Trade Ward, or *The Lady of Some Importance* in the Castle Ward (feel free to invent your own taverns).

A reporter for Gaxly Rudderbust's Waterdeep Wazoo named *Xia Shung* was investigating a demonic cult growing in Waterdeep and had arranged to meet two drow who could connect the cult to the Clearsight Seekers. Unfortunately, she and the drow fell into the clutches of Xanathar, and the crime lord has demanded a hefty ransom of 2,500 gp for her release, which Gaxly sadly cannot afford. The party must rescue her or negotiate her release in order to gain her knowledge. Xia Shung is already described in W:DH on page 104, in the description of kidnapped Waterdhavians in Cell B, while one of the Drow is in Cell C.

If shown the tattoo on the dead kidnapper, Gaxly spots that the seemingly-abstract design incorporates the symbol of Frazz Urb'luu. He will wonder aloud if this is connected to Xia Shung's story.

Finding Fantomel's Lathers

As the clues from the cloth strips lead to Fantomel's Lathers, the PCs likely want to find this illicit soap factory. Because its owner, Dilrum Muth, is avoiding the surprisingly ruthless Noble Council of Soap Makers, he is naturally paranoid and suspicious and takes great pains to avoid being caught.

To effectively ask around about Fantomel's Lathers, the PCs must visit the Trade Ward. By spending at least 4 hours and 20 gp on drinks in taverns, the PCs can attempt a DC 14 Charisma (Persuasion) check. If successful, the PCs learn one of the following clues:

- Soap making requires a steady supply of animal fat, lye and access to large quantities of water. Most soap makers who manufacture large amounts operate in or around the Dock Ward.
- Someone from Fantomel's Lathers roams the city once a week in a wagon with false markings on the sides. While delivering soaps to several customers, the heavily-disguised figure also visits butchers to

buy excess animal fats and purchases lye from Ropebeard's Distillations on River Street in the Trade Ward.

- The Noble Council of Soap Makers has been seeking out the owner of Fantomel's for some time and might pay handsomely for information.
- The factory where the soap is manufactured is probably somewhere in the city, since the animal fats and lye are purchased here.
- A strange figure arrives once a week via rowboat to a dock off Net Street in the Dock Ward and rides off in a wagon, only to return at sunset and return to his rowboat.

Dilrum's course through the city can be followed in the **Events** chapter, under the heading **Dilrum's Trip Through Waterdeep**.

The PCs may also spread word that they have smuggled in Basidron Mist in hopes of getting Dilrum to contact them. If they succeed at a DC 12 Charisma (Deception) check, their ruse is convincing enough to draw Dilrum's attention, and he sends a hired messenger to arrange a meeting in the next few days. If the result of the check exceeds 18, the PCs draw the attention of tax agents and the City Watch.

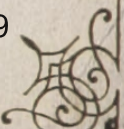
The more the PCs asks around in taverns in the Trade Ward, the more likely the Clearsight Seekers become aware of them. If the party is open about why they are investigating, Thalia Lovegrange and Malietta watch out for the party, and likely set a trap for them.

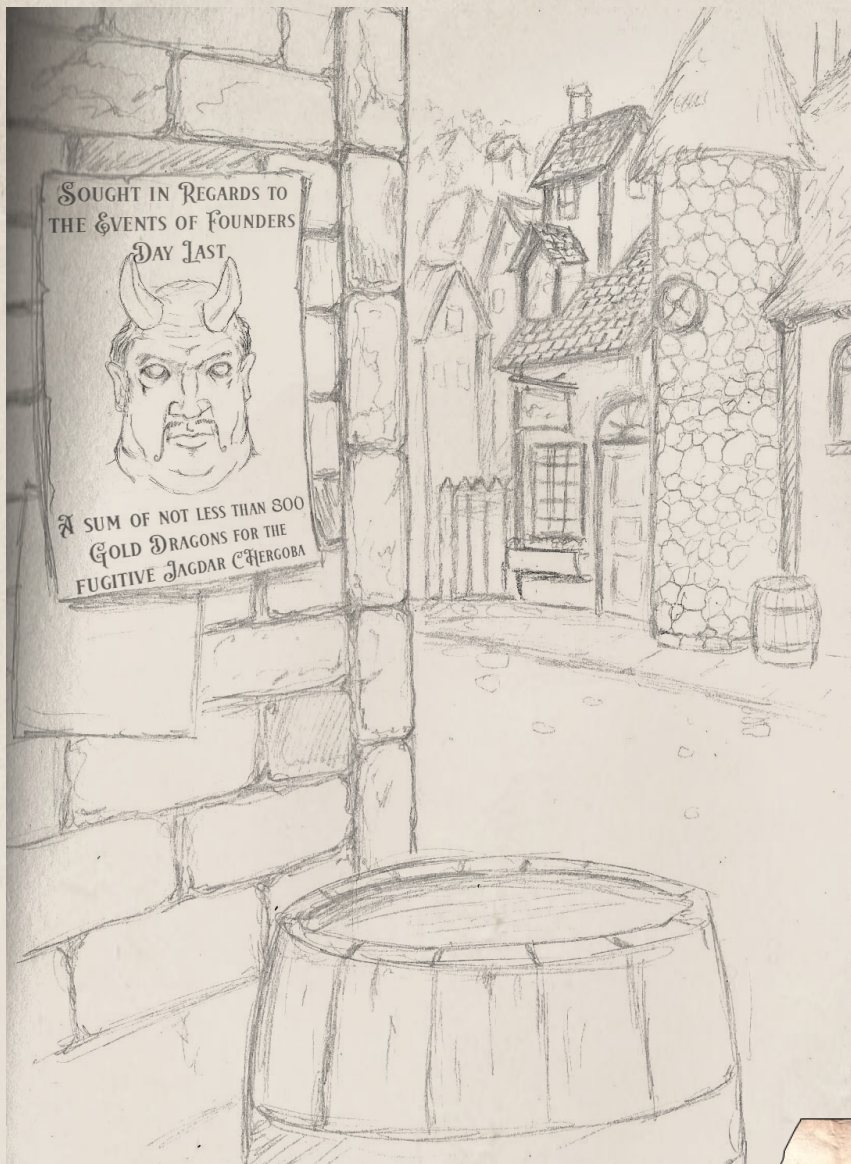
Tracking Down Jagdar

The PCs likely seek out Jagdar Chergoba, the Cassalanter's chef who disappeared during the Founders' Day Massacre. Only the Cassalanter's and their inner circle know that Jagdar was expected to add the poison to kill the guests out on the lawn, and only Thalia knows that Jagdar was replaced by Malietta.

If the party meets the remaining urchins, Squiddly and Jenks recall seeing a tiefling man walking towards them as they fainted that matches Jagdar's description. By spending a day asking around the Trades Ward about Jagdar, each PC that succeed on a DC 16 Intelligence (Investigation) or Charisma (Persuasion) learns one of the following clues:

- Jagdar lives above Henndever's Coffins and Coffers on Spindle Street, a few blocks from the City of the Dead.





- About a month ago, he started talking about a beautiful tiefling woman he'd met, and was quite smitten with.
- Shortly thereafter, he began spending his free time starting arguments in local taverns. He identified himself as a Clearlight Seeker.

To gain access to Jagdar's residence, PCs that succeed on a DC 16 Charisma (Persuasion or Intimidation) check convince his landlord Henndever (LN gnome male **commoner**) to let the party inside. Alternately, they can smash in the door with a DC 20 Strength (Athletics) check or pick the lock with a DC 15 Dexterity check and thieves' tools. The area is well patrolled by the City Watch, and PCs who make a lot of noise quickly draw attention.

Inside, they find Jagdar's residence defiled with obscene demonic graffiti scrawled on the walls — including symbols matching the tattoos found on the kidnapper's corpse. Empty flasks and bottles littering the floor suggest something was brewed and bottled here. A *detect evil and good* spell cast on the bottles shows them to have been desecrated by demonic energies, along with auras of Necromancy and Transmutation.

A note crumpled on the floor reads: "*Dearest M — what you've gleaned is invaluable! The children's transformation will provide the perfect bait! ~T*".

A calendar page pinned to the wall has a single date circled (10 days from the Founders' Day Massacre) with no explanation.

A successful DC18 Wisdom (Insight) check suggests that while Jagdar appeared to have been living in the apartment until the Founders' Day Massacre, there is no sign of any food consumption during the last few weeks. There is also no sign that Jagdar made any preparations to flee after the massacre.

Dearest M ~

what you've gleaned
is invaluable! The
children's
transformation will
provide the perfect
bait!



Day-By-Day Breakdown of Events

While the PCs race across Waterdeep trying to piece together clues, the rest of the city goes on with its business. During this time, other factions with ties to the Cassalanter twins pursue their own agendas. Use this list as a way to release clues to the PCs and maintain a sense of urgency.

Day 1: If the PCs weren't present for the feast, they surely hear about it the next day — within hours, all of Waterdeep is abuzz. The morning edition of the Waterdeep Wazoo refers to the previous day's events as the "Founders Day Massacre," a name which sticks. The Targe, a rival paper notorious for seeing conspiracies everywhere, claims that all of Waterdeep's nobility were in on the plot to slaughter the poor of the Field Ward.

Day 2: Blastwind and Cromley complete an inventory of the Cassalanter Villa, and find that Ammalia Cassalanter's spellbook is unaccounted for, Blastwind suspects that Jagdar Chergoba stole it, while Jalester Silvermane believes the mysterious thief known as the Black Viper may have been present at the feast and purloined the book herself.

Throughout the day, wanted posters for Jagdar Chergoba appear all over the city, offering 800 gold for reliable information regarding his whereabouts.

Day 3: Today, the two remaining Urchins (Squiddly and Jenks) track down the PCs and ask for help finding their missing friend Nat. Their offer is detailed in the **Adventure Hooks** section, under **Aiding the Urchins**, while the clues they can offer are detailed in **Chapter 4: Events** under the heading **The Urchins Come Forward**.

Also on this day, Blastwind and Cromley determine that an unknown liquid was added to the food at the Founders' Day event. They believe anyone who imbibed the liquid were transformed into manes.

Day 4:

While studying the bodies of the guests killed during the Founders' Day Massacre at the Cassalanter's party, Barnabas Blastwind discovers that two victims wore boots matching the bloody footprints that led out of the childrens' room. They are identified as *Heggina Pelembra* and *Destin Toyle*, two disaffected young wastrels. Their families state that both were active with the Clearlight Seekers and had spent a lot of time at a bath house, although neither family knows which one. Both corpses were the target of a *Speak with Dead* spell earlier, and cannot be questioned.

Day 5:

In the early morning, a young woman sells two books to Rishall the Page Turner at **Book Wyrms' Treasure** (W:DH, T6, p. 33). It is not until he examines them several hours later that he realizes the spellbook is in fact Lady Cassalanter's missing spellbook. The second is a blank book

bound in red leather, which in truth is the Red Grimoire (W:DH, C22, p. 123). Rishall immediately reports this finding to Barnabas Blastwind, who may inform the PCs. Neither Rishall or Blastwind knows the Red Grimoire is anything aside from a blank book.

Day 6:

The PCs hear a rumor that a couple of Zhentarim, while casing a residence in the Castle Ward, reported seeing a hideous flying creature that made a terrible sound as it flew past. The PCs may overhear the rumor in the Trollskull Tavern, or one of their contacts might come to them. If the PCs hired Vincent Trench (from **The Tiger's Eye** in W:DH, T5, p. 32) to investigate, he reports this information. The source of the rumor doesn't know where the building was or exactly which Zhents saw this — the PCs will need to track them down to find out.

Notes on tracking them down are described in **Chapter 3: Special Events** under the **Kolat Towers** heading.

Day 7:

This evening is the celebration of Llira's Night holiday in Waterdeep. The celebration is marked with packed taverns serving pink drinks (including Trollskull Alley if the PCs are running it), and with fireworks lighting the sky well into the night.

On this day, the city of Luskan sponsors open days at several bath houses across the city, thereby allowing the poor and working-class citizens of the city a chance to escape the stifling summer heat. This includes the Stillwaters Bath House, which is packed with people splashing and relaxing in the outside pool. Jarlaxle Baenre will be lounging in the sauna disguised as Zardoz Zord.

Day 8:

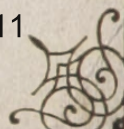
Today is the day Dilrum Muth, owner of Fantomel's Lathers and Soaps, makes his rounds to clients, dropping off his creations and collecting payments. His route is intentionally convoluted and deceptive, in hopes of shaking off any surveillance from the Noble Council of Soap Makers. His route is detailed in **Dilrum's Trip through Waterdeep** under the Events chapter.

Day 9:

During the late afternoon, the Cassalanter children try to escape from Blunt Hill Tower. See **Nat Makes Her Move** under the Events chapter.

Day 10:

Around sundown, Malietta transports the Cassalanter twins (and any additional prisoners she may have, including the PCs if they fell into her trap) to meet Thalia at the Stillwaters Bathhouse. Upon arrival, the Binding Ritual begins (see the end of the **Stillwaters Bath House** location entry).





Chapter 3: Special Events

The following events will take place over the several days between the Founders Day Massacre and the Cassalanter twins' birthday. Many will take place regardless of the PCs' involvement, although the outcome may change depending on the PCs' actions.

The Urchins Come Forward

As noted in the **Day-By-Day Breakdown of Events**, the two remaining urchins will approach the party at some point to ask for their help in finding their missing friend Nat. What they saw on the night of the Cassalanters' party might help focus the party's investigation.

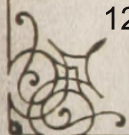
The boys tell the party what they witnessed shortly after midnight on Founders' Day. The three urchins were working up the courage to sneak into the Cassalanters' party when they heard a loud droning

sound and caught a glimpse of a giant flying bug carrying two children wrapped with orange cloths. Everything then went black. When the boys awoke later, their friend Nat was nowhere to be found. Hearing snarls and screaming coming from the Cassalanter grounds, the two urchins fled.

Dilrum's Trip through Waterdeep

When traveling the City, Dilrim Muth starts at his factory in the Dock Ward by loading the day's deliveries into his *bag of holding* for easier transport. He rows his rowboat a few docks away to throw off pursuers before unlocking a shanty. After boarding his delivery wagon, he heads off to make his rounds.

Deeply paranoid that he is being shadowed by agents of the Noble Council of Soap Makers, Dilrum generally follows a meandering path through the city. His



favorite trick involves pulling his wagon into a narrow alley and changing the banners on the sides before emerging from the other side. He swaps hats, puts on fake moustaches and zig-zags up and down alleys, all in hopes of shaking any pursuers. Each time he does so, pursuers suffer Disadvantage on perception checks to find him.

In the event he is attacked, he has a secret weapon — a half-dozen skeletons, disassembled and carefully folded up under tarps in the back of in the cart. Should the need arise, Muth can order them to reform and attack with their shortbows or shortswords. It takes each skeleton a round to snap together.

Dilrum's route takes him to the following locations in Waterdeep (you can choose the exact locations and order as you see fit):

- *Ropebeard's Distillations* in the Trades Ward, where he exchanges 20 gp for a barrel of lye to the back of the wagon.
- *Olore Bath House* in the North Ward, where he drops off a few bundles of duskwood-bark soap in exchange for two 50gp Merchant Bars
- *Stillwater Bath House*, where he drops off 3 bags of soap scented with Basidron Mist and packaged in distinctive orange bags, in exchange for 300 gp.
- *Stimmy Bashtoe's Salon* in the Castle Ward, where he trades 1 bag of soap shavings in exchange for 75 gp.
- *The House of Cleanliness* in the Trades Ward. Guild hall of the Launderer's Guild, who pay surreptitiously for Muth's soaps, exchanging 125gp for 4 bundles of variously scented soaps.
- *The Gentle Mermaid*, a fest hall in the North Ward, where he delivers some fragrant rosehip and thyme soaps and collects 120 gp.
- *Amrani's Laundry* in the South Ward, where he delivers some mundane lavender soaps and collects 80gp.

The Ambush

Upon returning to the docks at the end of the day, Dilrum Muth is ambushed by several attackers in the employ of the Noble Council of Soapmakers. Any PCs that are accompanying or trailing Muth that succeed at a DC 14 Wisdom (Perception) check notice the assassins hiding near Muth's rowboat. They spring their

trap as soon as Dilrum arrives.

When signaled, four hidden **spies** open fire with their hand crossbows from hiding spots providing half-cover. Meanwhile, their **veteran** leader kicks over a wooden barrel from the back of a nearby wagon, unleashing an **ochre jelly**.

The jelly will flow towards his draft horses, while the spies and veteran try to keep Dilrum pinned down. Their plan is to kill Dilrum and let the ochre jelly leave his skeleton behind, with a bar of soap in his mouth as a warning to others who would defy the Noble Council of Soap Makers. They are unaware of the skeletons Dilrum travels with, which are immune to the ochre jelly.

For this encounter, use the map from W:DH Encounter 2: Mistshore, location D1, choosing any of the docks as the one Dilrum uses.

Nat Makes Her Move

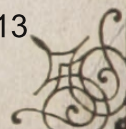
On the day before the ritual, Nat the urchin and the Cassalanter children attempt to escape from the room where they are imprisoned atop Blunt Hill Tower. For several days, Nat has been scraping a chicken bone against the bricks on the floor, shaping it into a pick she can use on their ankle cuffs. Using strips of torn bedsheet and the orange cloths used as bindings, she and the twins fashion a rope and climb down the tower. They don't get far, however, before the chasme comes after them.

Using its drone ability, the chasme easily recaptures the Cassalanter twins. Since Nat is deaf and therefore immune to this ability, you may choose to let her escape. She can reach the party on the day of the ritual and fill in any missing bits of information they need in order to get them to the Bath House for the final conflict.

If you choose that Nat is recaptured, she is forced to participate and run the ring during the ritual at the Stillwaters Bath House. If the party is forced to run the ring, Nat smuggles the chicken bone lock-pick under her tongue — with some skill, the party has a good shot at escaping their manacles. If the party is handling the ritual with ease, consider adding Nat as an innocent in the ring, which may force the party to divide their energies in the final battle.

The Trial of the Cassalanters

The magisters of Waterdeep are faced with a challenge when addressing the Cassalanters' role in the Founders' Day Massacre. Their secret temple to Asmodeus was



uncovered during the defense against the manes, and Laeral Silverhand strongly suspects their actions resulted in the transformation of the commoners invited to their feast. The missing twins and the disappearance of Jagdar Chergoba point to something dire happening.

Still, such serious charges are not leveled lightly against as noble a family as the Cassalanter. Laeral has a handful of Masked Lords on her side, but many are reluctant to move against Victor and Ammalia, at least without compelling evidence — evidence that is in short supply.

The Cassalanter's trial lasts for more than a tenday, holding all of Waterdeep in its grasp. As Laeral Silverhand and four masked lords sit in judgment, a parade of witnesses are brought forth to testify to the evening's events. The Cassalanter will confess to worshiping Asmodeus — which is not itself a crime in Waterdeep — but they claim that Jagdar Chergoba, acting alone, poisoned the food that was graciously offered to the poor. It was Jagdar, then, who turned the poor into agents of the Abyss. In the absence of any contrary evidence, the Cassalanter walk free the day after the twins' birthday.

The PCs can influence the trial in a few ways, either saving the Cassalanter or sealing their fate.

- If the PCs reached Lord Neverember's gold before the Cassalanter, Victor and Ammalia had to embezzle the necessary funds for their ritual from their various banking interests. While investigating the massacre, Saeth Cromley and Barnabas Blastwind uncover the theft — in this case, the Cassalanter do not escape the trial with their reputations intact, regardless of the verdict.
- The Red Grimoire outlines the Cassalanter's original plan to murder the guests at their Founders Day feast. More importantly, it reveals that the twins' souls were traded to Asmodeus, and they will be forfeit in a few days time. If the PCs present it to Laeral Silverhand, the Cassalanter are found guilty.

- The twins' nanny, *Laiba Rosse* (W:DH, p. 117), can be persuaded to confess to her knowledge of the Cassalanter's plan. The PCs must convince her the children were kidnapped, and the PCs can't rescue them if they don't know the truth. Otherwise, she sticks to the Cassalanter's story and blames Jagdar alone for the crime.

If the Cassalanter are found guilty, they will be stripped of their noble title and exiled from Waterdeep. Assuming the twins are saved from their fate as lemures, they accompany their parents into exile — unless the party proves that the Cassalanter gambled their souls to Asmodeus. In that case, the twins become wards of the city — how that plays out is up to you.

The Party Captured

If the PCs draw the attention of Thalia Lovegrange, she tries to lure them into a trap, intent on capturing them.

If the PCs' scrying attempts are spotted (see **Appendix B: Magically Scrying on the Children**), Thalia gives the children toys from **Toppled Tower Toys and Trinkets**. She hopes to lure the scryer to the toy store, where Malietta poses as a halfling shopkeeper named Mimmia Tendersole. Likewise, if Thalia suspects that the PCs are trying to infiltrate her Clearlight Seekers movement, she tries to lure them to a meeting at the toy store as well.

Neither Thalia nor Malietta seek to kill the PCs. Should the party fall in either battle, they are stripped of all weapons and gear before being shackled and gagged in the hidden basement of the toy shop. If still imprisoned on the twins' birthday, they are forced to participate in the Binding Ritual (see **Event: Running the Ring**, in the description for the **Stillwaters Bath House**).



Chapter 4: Locations of Importance

Gorreol's Warehouse

The party traces the herbs from the strips of orange cloth to a merchant named Hestranto Gorreol, who ships exotic spices up from Halruaa, Lantan, Mulholorand and Chult. Although she is away on business in Baldur's Gate, her warehouse in the Trade Ward can be located. PCs that ask around the Trade Ward learn its location after making a successful DC 10 Charisma (Persuasion or Intimidation) check; alternatively, PCs who spend 10 gp loosening tongues with drinks in a Trade Ward tavern learn this automatically.

The main door is locked with an ingenious trap, which can be unlocked with a key Hestranto carries on her person at all times. The lock appears easy to pick (DC 10), but this triggers the trap. Actually picking the lock requires a DC 17 check. Opening the door without actually picking the lock will cause a 10 ft cloud of magical gas to fill the area in front of the door — those in the cloud must succeed at a DC 15 Wisdom saving throw or suffer the effects of an *Otto's irresistible dance* spell, shuffling in place and suffering disadvantage on attack rolls and Dexterity saving throws. Those afflicted by the dancing effect can attempt a new Wisdom saving throw as an action, ending the effects of the gas on themselves on a success.

Inside the warehouse, a mechanical centaur and rider stands sentry in the center of the room. The centaur is armed with a glaive, while the rider has a longbow and 20 arrows— they are fused together, and in all regards are a single creature. The creature waits one round to hear the pass -phrase; unless the correct phrase is spoken ("Dost thou remember the 21st night of Eleint?"), it attacks.

The mechanical centaur is a **nimblewright** with the following modifications:

- Replace the nimblewright's rapier attack with a glaive (Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 4) slashing damage)
- Replace its dagger attack with a longbow attack (Melee Ranged Attack: +6 to hit, range 150/600, one target. Hit: 8 (1d8+4) piercing damage)
- Its CR is increased to 5 (1,800 XP)

It does not pursue targets outside the room, and after battle the nimblewright dumps any foes it defeats outside.

The warehouse is filled with crates of exotic spices (total value 1,500 gp), including three remaining crates of Basidron Mist. A trade manifest shows that all but the three remaining crates were sold to *Fantomel's Lathers*, a local soap-maker. No address is given.

Contacting Hestranto Gorreol

Hestranto Gorreol can be contacted by magical means such as a sending spell, although the party is not familiar enough with her to do so without aid. There are a couple of people who know her well enough to cast sending with her as a target, among them the Blackstaff Vajra Safahr (W:DH p. 217) and Davil Starsong of the Doom Raiders (W:DH p. 198). Anyone trying to persuade Gorreol to reveal the identity of her buyer or give up the password to bypass the nimblewright must succeed at a DC 16 Charisma (Persuasion) check.

An eccentric mage living nearby named *Olloma Strang* (NG Damaran female **mage**) is friendly with Hestranto, and keeps an eye on the warehouse when she's away. She has a key to the door and knows the password to satisfy the nimblewright, although she won't surrender either without hearing from Hestranto herself or being compelled magically.

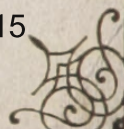
The Tiger's Eye

Vincent Trench, the private investigator working in Trollskull Alley, is happy to take the PCs' case if they meet his price — generally 50 gp per question or person they'd like investigated. He never accompanies them — he exclusively works alone — but if the PCs hire him, he turns up periodically with useful bits of information. He has contacts that can scry for the children if the party cannot, so his daily updates might include the summarized information listed in **Appendix B: Magically Scrying on the Children**.

Vincent immediately recognizes the tattoo on the dead kidnapper's back as being a symbol of Frazz-Urb'luu. He volunteers this knowledge to the PCs if shown the symbol, regardless of whether they hire him or not.

Kolat Towers

During their investigation, the PCs may learn that three Zhentarim apprentice wizards witnessed something relevant to the twins' kidnapping. By spending an afternoon asking questions in the Castle Ward about the rumored Zhentarim witnesses, the PCs can attempt a DC 17 Intelligence (Investigation) check. The DC is reduced by 1 for each point of renown the PCs have



among the Zhentarim. Spending 30gp buying drinks at a few local taverns grants advantage on the check.

If successful, the party learns the Zhents were *Savara Firethorn*, *Ered Payno* and *Havi Termock*, and that they might be found in Kolat Towers.

If the PCs choose to visit the Towers, you can use the description of the towers in W:DH Chapter 8 basically as written. (As the PCs aren't chasing Manshoon they're unlikely to explore the Extradimensional Sanctum.)

The three apprentices can be found in K15 (The Summoning Chamber), where they are busy chanting to keep the **balgura** unconscious in a magical circle. The apprentices are Ered Payno (LE male Damaran human **mage**), Havi Termock (CE female Chondathan human **apprentice wizard**) and Savara Firethorn (NE female Tethyrian human **apprentice wizard**).

Neither Ered nor Havi wish to talk to the PCs. A successful DC 16 Charisma (Intimidation or Persuasion) check, or a 50 gp bribe, convinces them to share the following information:

- A flying creature arose from somewhere around Selduth Street.
- It was accompanied by a droning sound that made them all feel weak briefly until it passed.

Savara has a nephew a few years younger than the twins. If the PCs are open and honest about what they need to know, they will have advantage on any skill checks to persuade her to talk.

The Scarlet Marpenoth

By making the following changes, you can use all of Chapter 7 of Waterdeep: Dragon Heist as written.

- Jarlaxle couldn't resist the profit from smuggling Basidron Mist from Lantan into Waterdeep and he used his secret submarine to move the cargo into the city quietly. He already sold the smuggled herbs, although evidence remains swept into small piles in the staterooms of the Scarlet Marpenoth (locations U3, U4, U5 and U6).
- Any of Jarlaxle's drow sharpshooters know the herb was smuggled into Waterdeep and the buyer was a very shifty-seeming soapmaker named Dilrum Muth. After the transaction, members of Bregan D'aerthe tailed Muth back to his secret factory in the Dock Ward.

Jarlaxle has little reason to help the party with their investigation. While he's certainly sympathetic to their peril, he's not going to risk all he's built to save the twins. However, the PCs have greater leverage if they present Jarlaxle with evidence of his smuggling operation. Instead of risking exposure to the authorities, Jarlaxle happily reveals that he sold the Basidron Mist to Fantomel's Lathers — so long as they promise not to reveal his secret submarine.

Xanathar's Lair

The Xanathar has taken three hostages — Graxly Rudderbust's best reporter Xia Shung, along with her two drow informants with knowledge of a demonic cult growing in Waterdeep. He demands 2,500 gp for the reporter — but the drow are not available for ransom.

By making the following changes, you can use all of Chapter 5 of Waterdeep: Dragon Heist as written.

The PCs can pay the ransom directly to Xanathar. Instead, the PCs may infiltrate the lair or fight their way to the 3 captives.

- Xia Shung (CG female Mulan human **commoner**) is being held in Cell B of Location X7. She knows that there's a demonic cult growing among the upper middle class of Waterdeep, but she does not know who they are.
- Raelyn Auvryndar (NE female drow) is being held in Cell C of Location X7. Through the divinations of the priestesses of Lolth, she has learned that the Clearlight Seekers are a front for the cult of Fraz-Urb'luu and is willing to share this information with anyone who can help her escape.
- Zaiban Kyszalt (NE male drow) is being held in the Extraction Chamber (location X24). He also knows that the Clearlight Seekers worship Fraz-Urb'luu. Following lengthy telepathical interrogation, Zaiban has betrayed this knowledge to the mind flayer Nihiloor (see W:DH Appendix B).

Appealing to the Xanathar to let his prisoners go might seem like a ridiculous idea, especially if the PCs try to deceive him. However, if the PCs explain they're investigating the kidnapping of several children, he is fascinated. Since he dreads and despises his own offspring, the notion that humanoids might actually **WANT** their children back is a novel idea to him. The PCs might persuade him enough so they can talk to the prisoners. However, his spies follow the PCs' progress for the remainder of the adventure.

As a consequence of their interaction, the Xanathar

discovers a new and lucrative money-making scheme. Suddenly, there are a rash of kidnappings involving the ransom of children of wealthy citizens.

Shemshar's Carnivale

A craftsperson who runs a shop in the Trade Ward, Shemshar Abregol (NE female goliath **commoner**) makes all manner of masks for parades, carnivals and holidays. The shop's emblem appears on the mask found on the corpse in the twins' bedroom in the Cassalanter's Villa. Shemshar has been filling a slew of orders matching the grotesque mask the PCs found on the dead man. When the PCs arrive, she assumes that they are Clearlight Seekers placing another order.

Shemshar is following the coverage of the Founders' Day Massacre in the *Waterdeep Wazoo*, and she is thrilled to be part of the investigation. She is open and honest with the PCs. Should the PCs specifically ask about Thalia Lovegrange, Shemshar recalls that a Clearlight Seeker matching Thalia's description commissioned a special mask a month ago. This mask was enchanted with a *true seeing* spell — Shemshar beams with pride when describing what she considers her finest works to date.

Blunthill Tower

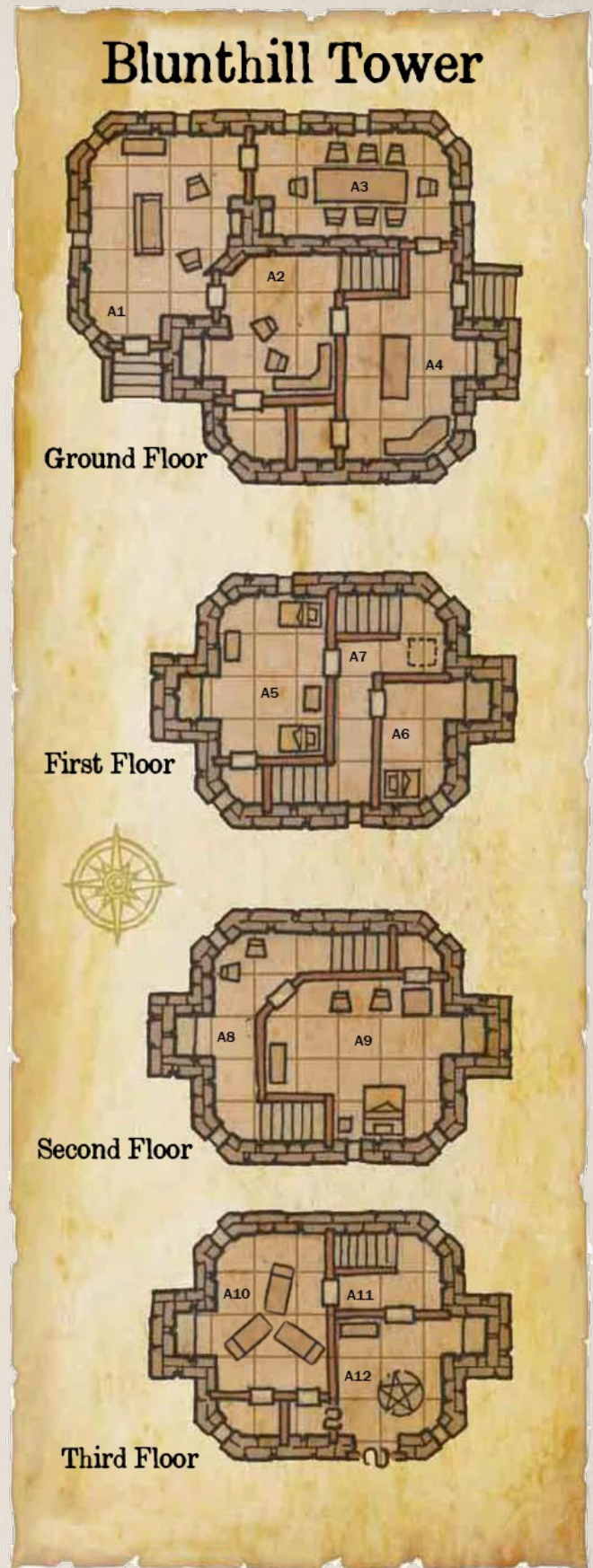
If the PCs connect the Clearlight Seekers to the kidnapping of the twins, and link Thalia Lovegrange to the Seekers, they may choose to pay her a visit at her residence. Much like the villain lairs in *W:DH*, the parties might skip this entirely and still find their way to the climactic battle, but those who tackle this encounter may enter the final battle with some advantages.

A small tower which stands in an overgrown corner of the Lovegrange estate, Blunt Hill Tower is all that remains of the ancestral Lovegrange estate. In addition to being Thalia's home, it serves as a planning space, rural getaway and hiding spot for the elite of the Clearlight Seekers, as well as demons they summon. It is also where the Cassalanter twins and Nat are being held prisoner, in a room enchanted with an ever-changing illusion to confound magical scrying.

A1. Entry Salon

Visitors to Blunt Hill Tower are greeted with ornate beaded couches and overstuffed chairs, arranged around a bearskin rug in front of a cozy hearth.

Malietta is usually here, shapechanged into a droll male tiefling butler named Quellman. Visitors are greeted politely at the door and led to comfortable sofas while



Quellman politely inquires about their business with Thalia Lovegrange. Clearlight Seekers often visit the tower to learn more of Thalia's philosophy, so visitors are not necessarily suspect- but any questions about the Cassalanter children will raise Malietta's alarm.

If she suspects the PCs have come seeking the Cassalanter children, Quellman politely offers to send for Miss Lovegrange, who "would be happy to answer their questions in detail." He excuses himself and heads upstairs to warn Thalia (if present), and to set a trap for the party in room A10.

If the PCs convince her they are Clearlight Seekers, Quellman escorts them into room A3 to join the conversation in the dining hall. Meanwhile, he excuses himself to attend to other matters.

Features of Blunthill Tower

- All ceilings are 10 ft. tall unless otherwise noted
- Doors are made of hardwood. Locked doors can be picked by making a successful DC 15 Dexterity check using thieves' tools. The door also can be forced open by a character who makes a successful DC 20 Strength (Athletics) check. Thalia and Malietta hold keys to every room.
- All rooms are lit by torches and candles unless otherwise noted — they are considered dim light.

A2. Parlor

This comfortably appointed sitting room is dominated by portraits of famous Lovegrange family members from ages past. All have been childishly defaced with black paint, given absurd moustaches, blacked-out teeth and spectacles.

Seated in a comfortable chair by the hearth is a rather foppish-looking older gentleman, enjoying a snifter of fine brandy. He introduces himself as Felpish Pondrake, a visiting merchant from Baldur's Gate. In truth he is an **arcanoloth**, who has been negotiating with Thalia Lovegrange to see if there is an opportunity for Gehenna to profit from the Clearlight Seekers' schemes. Thus far, he is not impressed. He stays out of any conflicts that arise, so long as he is not personally attacked, but he may be intrigued enough to follow the party, making wry comments along the way.

A3. Dining Hall

At any given time, four **guards** sit around the table in Lovegrange livery, listening to a **cult fanatic** preaching Clearlight Seeker ideology. They are accustomed to new recruits turning up at the tower, and unless the PCs are hostile, they do not attack. They will respond to sounds of fighting anywhere on this floor.

These recently converted Clearlight Seekers know the Cassalanter twins are being held upstairs somewhere, but not which room. They also know there is some sort of important event in a few days' time at the Stillwaters Bath House. They all know Malietta is some kind of shapechanger — the guards all believe she is a doppelganger, while the cult fanatic knows she is actually a succubus.

A4. Kitchen

The fairly expansive kitchen for the tower is overseen by a hired **kenku** chef named Whistlepot, who is helped by two Clearlight Seeker **cultists**. Whistlepot has no particular allegiance to the Clearlight Seekers, and if uninvited guests enter the kitchen, he flees to get help from room A3 or upstairs to room A2 while the cultists fight the intruders.

Barred Door. The stout door to the outside is kept barred from within. Forcing it open from the outside requires a successful DC 20 Strength (Athletics) check and makes a lot of noise

A5. Guard Chambers

Two full-time Lovegrange house guards use this room as a bedchamber. Fustus Kelloram (NE male Illuskan human acolyte) is equipped with a *wand of web*, while his moon elf companion Numino Coldspring carries a flask of *oil of slipperiness*. Numino is a CN male **scout** with the following changes:

- He has +5 to hit with longbow attack.
- He has elf racial traits.
- He knows the *true strike* cantrip.

Fustus is deeply infatuated with Numino, while Numino is largely oblivious to his companion's affections.

In combat, Fustus will use his wand to slow the party down and trap them in webs, while otherwise using his spells to aid Numino. Both know that Thalia and Malietta have imprisoned the Cassalanter twins on the third floor, but both assume they are simply being held for ransom. They know Malietta's true nature and are deeply distrustful of her. They also know how to get past the trap in room A8.

A6. Malietta's chamber

The succubus Malietta has a small room here in the tower, equipped with a small bed with a hearth and little else. The walls are covered with symbols of chaos

and slogans of the Clearsight Seekers that have been scrawled in black paint, similar to those found in Jagdar's home.

Ten vials of viscous black poison known as midnight tears (see "Poisons" in chapter 8 of the Dungeon Master's Guide) are stored here- these were the original poisons Ammalia Cassalanter had hoped to use on the innocents on Founders Day, which Malietta swapped with her own.

A7. Hallway

If Numino and Fustus have been warned of the party's approach, they wait at the top of the stairs, hiding behind cover. When the first PCs climb the stairs, Fustus fills the stairway with webs, while Numino peppers anyone ensnared with arrows. Afterwards, they withdraw up the stairs up to the second floor, harassing the party as they retreat.

A8. Second Floor Hallway

Mosaics depicting great moments in Lovegrange history line the walls, and a massive bearskin rug lies sprawled across the floor. A large hearth stands on the west wall, with a fire raging inside despite the summer heat.

Anyone stepping in the space in front of the hearth without first tossing one of the pine cones into the fire triggers the room's guardians. Three fireplace tools (a poker, shovel and tongs) spring to life and attack. Each tool is a **flying sword** with the following changes:

- On a successful hit, the poker deals 5 (1d8+1) piercing damage.
- On a successful hit, the shovel deals 5 (1d8+1) bludgeoning damage.
- On a successful hit, the tongs deal 3 (1d4+1) bludgeoning damage.
- The tongs seize a flaming log from the fire before attacking, dealing an additional 7 (2d6) fire damage on a successful hit for the first 3 rounds of combat. The PCs may attempt to disarm the tongs.

At the same time, the bearskin rug leaps into the fray. The bearskin rug is a rug of smothering with the following changes:

- Multiattack. The rug makes two smother attacks.

None of these animated objects pursue targets outside of the hallway.

A9. Thalia's Bedroom

Thalia Lovegrange lives here when she isn't running the Bath House or busy pursuing schemes for her cult. A large trunk along the north wall has a secret teleportation circle in the bottom that will teleport anyone who steps inside it to the marked square in room A7- a single medium creature can stand in it at any time.

A tapestry hung from the wall depicts demons whispering into the ears of kings. Embroidered across the bottom are the words "No truth save that I choose."

A10. The Children's Cell

The Cassalanter twins (and potentially Nat) are held here, awaiting the night of the twins' birthday. The room is under a permanent illusion spell, which changes periodically to confuse both the children and anyone who attempts to scry on the room.

The room contains three mattresses surrounding an iron staple driven into the floor. If present, Nat and the twins are shackled at the ankle to a short chain from the staple. Any of the locks can be picked with a successful DC 12 Dexterity check. If the PCs don't have thieves' tools, Nat has a sharpened chicken bone hidden under her tongue that serves as a substitute.

The two closets along the south wall are just beyond the reach of the twins' chains. The west one holds a chamber pot, while the east closet contains old furniture and trinkets of no real value. The secret door in the east closet can be found with a successful DC 20 Wisdom (Perception) check.

Illusions. The illusions filling the cell can be generated using **Table 1**; however, feel free to substitute your own.

A11. Attic Landing

Both doors on this landing are locked at all times. The

Table 1: A Room With A View

<i>1d6</i>	<i>Illusion</i>
1	At the center of a stormy sea
2	Onstage at the Seven Masks theater during a performance of <i>Sapphiria's Booty</i> (W:DH p. 73)
3	In the common room at the Yawning Portal
4	In the middle of a crowded foreign bazaar
5	The Xanathar's Sanctum (W:DH p. 107)
6	In a pleasant sylvan glade

keys to unlock the doors are carried by both Malietta and Thalia Lovegrange. Either lock can be picked by a character who makes a successful DC 15 Dexterity check using thieves' tools or can be bashed down with a DC 20 Strength check.

A12. Summoning Chamber

This room is the nesting place of the chasme that serves the cult, and the walls and floor are covered with offal and filth. A pentagram etched in the floor is barely visible beneath the foul mess.

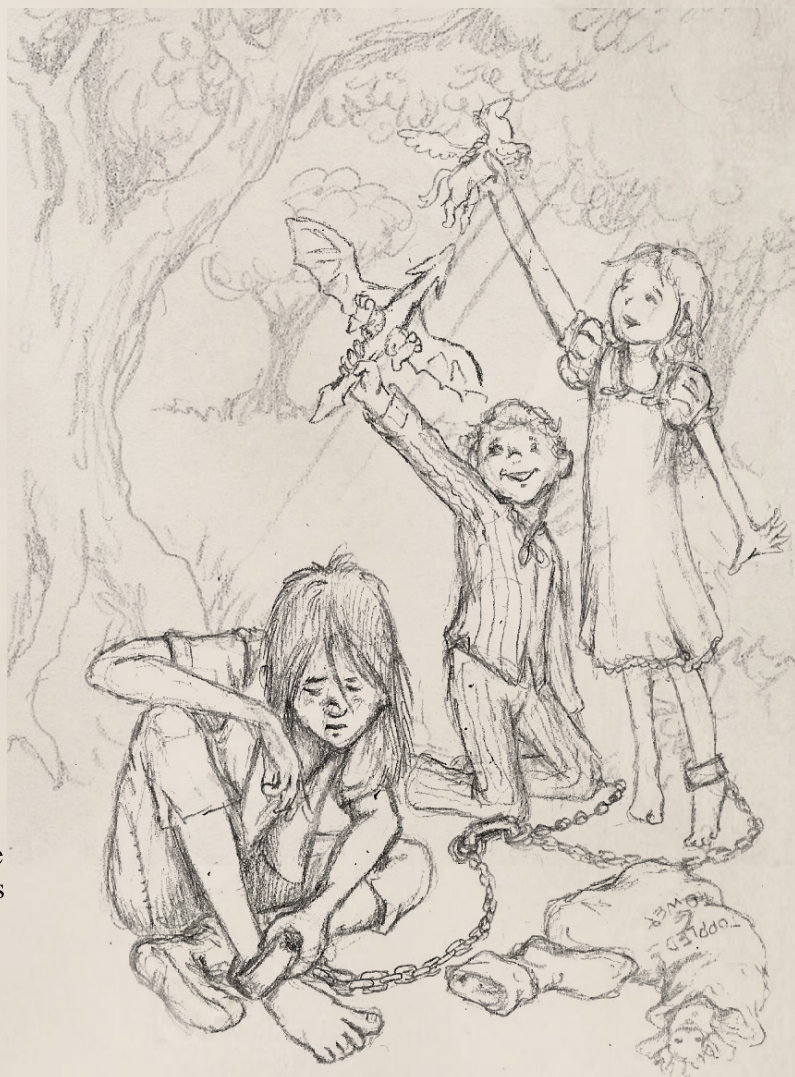
The chasme enters and exits via a secret door on the south wall, which opens onto a sheer 40 foot drop. The secret door on the west wall is too small for the chasme to pass through but can be opened in order to allow the chasme's droning attack to affect the occupants of room A10, or to pass the children through.

Special Event: The Double-Cross

If Malietta suspects the party has come to rescue the children, she enacts a scheme to deceive them. Telepathically, she instructs Fustus and Numino in room A5 to delay the party. Meanwhile, she races up to room A10 and pushes the children through the secret door to the chasme waiting in A12. She orders the chasme to fly off with the Cassalanter twins to the Bath House if her ruse fails.

Then, Malietta summons a **balgura** demon in room A10. Transforming into Elzerina Cassalanter, she slips into the shackle and cries loudly. When the PCs enter the room, the balgura snarls and attacks them.

Malietta plans to be rescued by the PCs, claiming her brother Terenzio was returned to Waterdeep. She insists they must race back to the city to save him, spinning whatever tale she thinks will convince the party — even charming one of the PCs if necessary. After learning what the PCs know, she does her best to lead them into a trap at **Toppled Tower Toys**.



If the Children are Rescued

Thalia has the children well-guarded and cleverly concealed, and the succubus Malietta has several tricks up her sleeve to delay the PCs long enough for the chasme to escape with the Cassalanter twins. Still, clever PCs might thwart this scheme and reach the children.

This will, of course, play havoc with the plans laid out in this adventure. The whole idea is to get the PCs' to the Bath House on the night of the twins' birthday, where they'll have some leverage over a powerful Devil to re-negotiate the deal for the twins' souls. If they are rescued before then, there's not much reason for Amadeus to spare their souls in a few days' time. I might recommend giving the PCs a partial victory, perhaps rescuing Nat while the chasme flies off with the twins, but it's up to you how you want to handle it.

Fantomel's Soaps and Lathers

Fantomel's Lathers turns rendered animal fat and lye into soap, to which exotic spices are added. The PCs will learn that much of the soap was sold to the Stillwaters Bath House in the Castle Ward, and that bars of soap are transported in their original orange bags. The factory is maintained by Dilrum Muth, a retired cleric of Shar who has avoided paying dues to the Noble Council of Soapmakers by secretly using the undead as laborers.

The factory is located in a ruined chapel in the Dock Ward, half of which is built on a small spur of land and the other half perched over the water. Dilrum has converted the chapel tower into a huge cooking tank for his unique soap recipe, which boils day and night. His skeletal laborers pour the mixture into forms and roll it flat before slicing it into bars.

Features of Fantomel's Soaps and Lathers

- All areas are well-lit by candles and torches.
- The wooden floors are creaky and aged, imposing in disadvantage on Stealth checks to move silently over them.
- The intense smell of lye and the stifling heat combine to make the air in the factory very uncomfortable. Any creature who takes a Dash action must succeed at a DC11 Constitution save or gain 1 level of exhaustion.

B1. The Chapel Grounds

There are six large piles of dirt here from the graves Dilrum Muth excavated to build his workforce. The dirt piles are considered difficult terrain. The wall around the grounds is 12' high and made of rough stone.

The double doors to the building are secured with a large, elaborate lock. The lock can be picked with thieves' tools by succeeding at a DC 15 Dexterity check, or the doors can be broken down with a successful DC 25 Strength (Athletics) check.

B2. The Warehouse

This room is divided by stacks of orange canvas sacks, each filled with fragrant bars of soap. A trapdoor opens to a ladder leading to the water below where Dilrum moors his rowboat.

Three factory skeletons are here at all times, sorting bars of soap into the bags. They wear short swords in

scabbards and are instructed to attack any intruder not accompanied by Dilrum.

All **factory skeletons** are treated as **skeletons**, with the following modifications:

- Each has a bell suspended in its rib cage. If the skeleton is struck in melee, the bell rings loudly unless the attacker succeeds at a DC 13 Dexterity check. Once rung, the bells alerts skeletons in adjacent rooms.
- These skeleton have immunity to fire damage.

B3. The Workshop

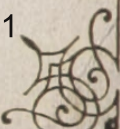
This large room has two depressions in the floor, where pipes allow the boiling soap mixture to flow and cool into bars. Six **factory skeletons** sort piles of cut soap, open and close the valves or load fuel into the furnaces. Each skeleton is equipped with bells in their ribcages and short swords in scabbards on their backs. Two more factory skeletons wield wicked saw blades on poles for cutting soap into bars (treat them as glaives).

At all locations marked (a), piles of soap make the floor in any grid square they are present very slippery. Any creature can choose to move through these spaces as difficult terrain. If any creature aside from the skeletons moves through the space at normal speed, it must succeed at a DC 13 Dexterity (Acrobatics) check to avoid slipping and falling prone.

At map location (b), the two large pits are used for cooling liquid soap before it is sliced for packaging. The right side is filled to floor level with cooled soap, and any creature moving more than half its walking speed when moving or dashing through these spaces must succeed at a DC 15 Dexterity (Acrobatics) check or slip and fall prone.

The left pit is 5' deep and has recently been cleared of hardened soap. Spending an action to turn a lever near map location (c) causes the pit to fill with bubbling, boiling soap mixture. Any creature that is in the pit suffers 22 (4d10) fire damage, as does any creature who ends its turn in the mixture. The mixture hardens after about 6 hours.

Four factory skeletons are sealed inside each of the two **rollers**, and they walk back and forth to drive the rollers over the soap as it hardens. The rollers attempt to roll over any opponents in either pit — the rollers move at 20 ft. per round, inflicting 11 (2d10) bludgeoning damage to anyone in their path who fails a DC 12 Dexterity (Acrobatics) check to leap out of the way. If the pit is filled with soap, the check is at disadvantage.



At map location (c), a ladder leads up 20 ft. to the upper level. A PC next to the valve wheel on the wall near the ladder can turn it by spending an action, which will fill the leftmost pit at map location (b) with boiling soap.

At map location (d), two furnaces generate the immense heat needed to keep the boiling soap in the tower molten hot. Any creature other than a factory skeleton that who ends its turn in front of the furnace grates suffers 2 (1d4) fire damage.

B4. The Upper Landing

This catwalk runs alongside the top rim of the soap vat. It allows access to the spice vat at the far end [of the what?], the ladder down to the main floor and Dilrum's office. A spindly wooden railing protects creatures on the catwalk from a 20 ft. fall, while a 5 ft. ledge protects them from the swirling, bubbling mixture in the vat.

Three **factory skeletons** use long-handled ladles endlessly stir the mixture, adding spices to match whatever soap recipe Dilrum is making. In response to the sounds of bells below, the skeletons scoop up ladles full of boiling soap and fling it down at intruders. Treat this soap attack as a ranged weapon attack against a single target, +6 to hit, inflicting 7 (2d6) fire damage on a successful hit. They have advantage on attacks against any creature climbing the ladder.

B5. The Vat

When he converted the structure to a factory, Dilrum turned this tower to a massive vat, lining it with iron and bricks to make a storage tank for his molten soap mixture. The boiling soap deals 33 (6d10) fire damage to anyone who enters the vat or ends their turn there.

B6. Dilrum's Office

Dilrum Muth covers here if he's aware of the party — he assumes they were sent by the Soapmakers to destroy his unsanctioned factory. If cornered, he fights to preserve his freedom.

If the PCs can convince Dilrum that they just wants information, he happily gives them the reveals that he sells all of his Basidron Mist soap to the Stillwaters Bath House and Thalia Lovegrange. He only request that PCs promise not to turn him over to the guild.

In the chest in the northeast corner is 300 cp, 7 silver trade bars (1000 sp each), 800 gp, 27 platinum pieces, a Gold and Purple Sash worth 250 gp (a gift from the Clearlight Seekers, and useful to gain access to the



final ritual), an ebony medallion worth 300 gp and Dilrum's trade manifest, which shows every customer that has purchased soap from Muth. Most relevant to the party, it shows that all of the Basidron Mist soap was sold to the Stillwaters Bathhouse. The Noble Council of Soapmakers will pay as much as 1000 gp for the manifest- should they acquire it, a number of tragic accidents befall the customers listed in its pages.



Toppled Tower Toys and Trinkets

This small boutique toy store is built into a stone tower, which was knocked on its side and split into two pieces during the events of the Spellplague in 1385 (it is said it was kicked by the Godcatcher as it wandered past).

The land was purchased many years ago and converted into a shop by a family of dwarves, and later was sold to a halfling named Mimmia Tendersole, who converted it into a Toy Shoppe. The shop caters to the children of the elite, with exquisitely crafted toys sold at exorbitant prices.

Recently, Mimmia drew the unwanted attention of the Clairsight Seekers, who for reasons known only to themselves spread a rumor that Mimmia has a secret room beneath the shop, where she and her rich patrons engage in unspeakable rites of Devil-worship. If the cult decides to set a trap for the party here, Malietta will abduct Mimmia, imprisoning her in the basement of the Bath House and taking her place in the store to wait for the party's arrival.

C1. The Bridge

This wide walkway crosses the old foundation of the tower, which flooded ages ago. It is now home to large but harmless koi fish that visiting children love to feed.

C2. The Shop Proper

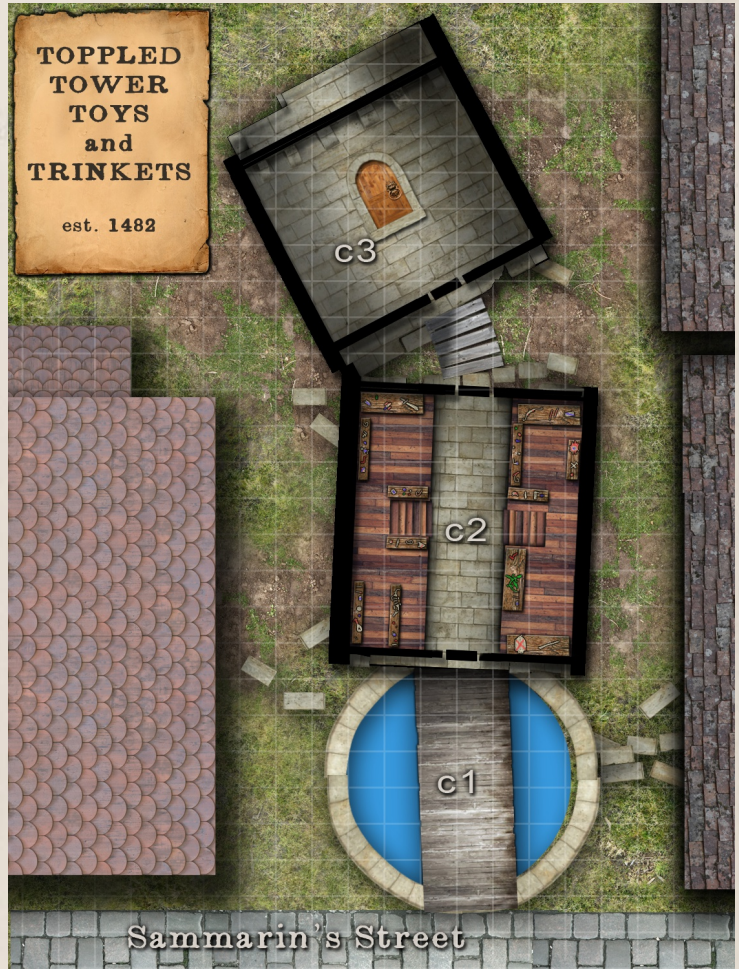
Built into a circular section of tower, this room is effectively a 30 ft. cylinder. Two platforms on either side of the central walkway contain all manner of handcrafted toys, games and dolls. Hanging from the ceiling are a dozen child-sized, intricately carved marionettes, a plush stuffed dragon and a plush beholder.

Posing as Mimmia, Malietta waits for the PCs here, with several hidden minions ready to pounce on the party. Four of the marionettes are animated (use the stat block for a **scarecrow**) and try to surprise the party. Meanwhile, a **spectator** hidden inside the plush beholder will begin firing eye-rays at targets. Their goal is to capture intruders rather than kill them. If the PCs fall prey to her trap, they are fated to participate in the Event: Running the Ring at the final ritual.

C3. The Office

Once filled with furniture, the Clairsight Seekers have picked the room clean. Now the only real feature is a door in the floor, formerly one of the tower's windows which landed face down. A previous owner fitted with a door to access a small (15 ft. square) basement

underneath, which is empty. If the party falls to Malietta and her servants in D2, they will be imprisoned in the basement until the evening, when Thalia brings the wagon to smuggle the captives to the cells beneath the Bath House.



Features of the Toppled Tower

- The shop sections are 30 ft. diameter stone cylinders, with walls bricked in on either end. Doorways are 7 ft. tall.
- The doors are made of hardwood. Locked doors can be picked with a successful DC 15 Dexterity check using thieves' tools, or they can be forced open with a successful DC 20 Strength (Athletics) check. Malietta holds keys to each door.
- All rooms are brightly lit by sconces with permanent *continual flame* spells.

Stillwaters Bath House

This sprawling members-only bath house has stood for a century on Selduth Street in the Castle Ward, providing its elite members with a place to bathe, relax and make deals. Over the last few decades, Stillwaters has fallen into disrepair as time and neglect took their toll.

Recently, a new owner has restored the bath house to its former grandeur, and Stillwaters has risen in stature. The facade has been rebuilt and the marble polished under the guidance of Thalia Lovegrange. Within a tenday, the large, decrepit statue of a robed woman that stands in the sauna is due to be replaced.

As their wealthy patron and founder, Lovegrange also plays an important role in the Clearlight Seekers movement. Stillwaters has become popular with the rank and file of the Seekers, who opine loudly and aggressively about whatever conspiracy theory or perceived injustice has gripped them that day.

Lliira's Night occurs 7 days after the twin's kidnapping. That afternoon, the city of Luskan sponsors a public day event at bath houses across the city, giving the public some relief from the stifling summer heat. Where appropriate, each room has notes on what changes occur on the afternoon of Lliira's Night.

The demonic cult at the heart of the Clearlight Seekers holds secret, foul rituals at Stillwaters. The sauna conceals a shrine to Frazz-Urb'luu, complete with a sacrificial pit where bizarre and cruel sacrifices take place. Here is where the Thalia sets the trap to capture the avatar of Asmodeus. Where appropriate, descriptions are given in each room to describe what happens during the Binding Ritual.

Features of the Stillwaters Bath House

- The floors are paved with marble tiles. Stealth checks are made with disadvantage.
- Ceilings are 15 ft. tall in the east and south wings, and 30 ft. in the sauna and the parlor. Doorways are 7 ft. tall.
- Doors are made of dark Chultan hardwood. Locked doors can be picked by making a successful DC 15 Dexterity check using thieves' tools. The door also can be forced open by a character who makes a successful DC 20 Strength (Athletics) check. Thalia and Malietta hold keys to every room.
- All rooms are brightly lit by sconces with permanent light spells.

D1. The Changing Rooms.

This vast room features twin rows of open-topped wooden booths, each enclosed by a red satin curtain and each containing a white toga-like robe. Each robe has a tag in the pocket which can be hung on the outside of the booth to indicate that it has been used.

Lliira's Day: Hidden above the stalls, the Black Viper swoops down to loot the pockets of the clothes hanging there. Thus far, she has pilfered 30 sp, an opal worth 60gp, a pair of Clearlight Seeker masks and a *potion of diminution*.

PCs with passive Perception of 18 or higher spot the Black Viper in the act. If PCs spot her and keeps her secret, she may share her loot with them. If the PCs turned her over to the Bath House staff, they gains 2 points of prestige with the Clearlight Seekers - and later they may find her an unwilling participant in the Running the Ring special event.

The Binding Ritual: Each changing room holds several sets of masks and robes, and the Clearlight Seekers use these rooms to change into robes and masks.

D2. The Wagon Stall

Here, Thalia stores Stillwaters' wagon that was used to abduct the Cassalanter twins. Anyone who examines the back of the wagon notices claw marks in the wood, which match those on the twins' windowsill.

D3. The Courtyard Pool

This 5-foot-deep pool of sparkling clear water provides a respite from the summer heat for dozens of families who float, frolic and splash in the waters. The circular pool in the southeast corner is heated and features a bench along the side for bathers to rest on while they soak.

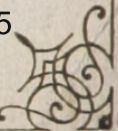
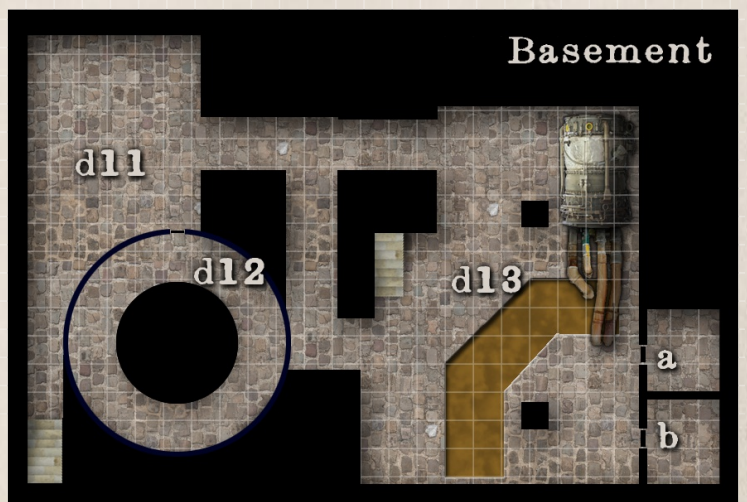
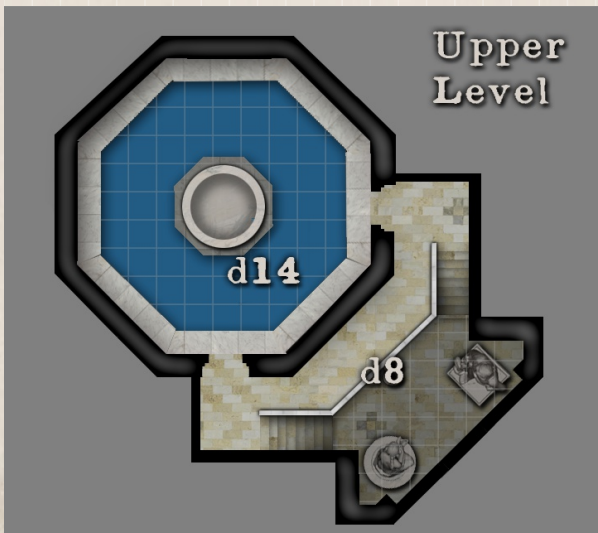
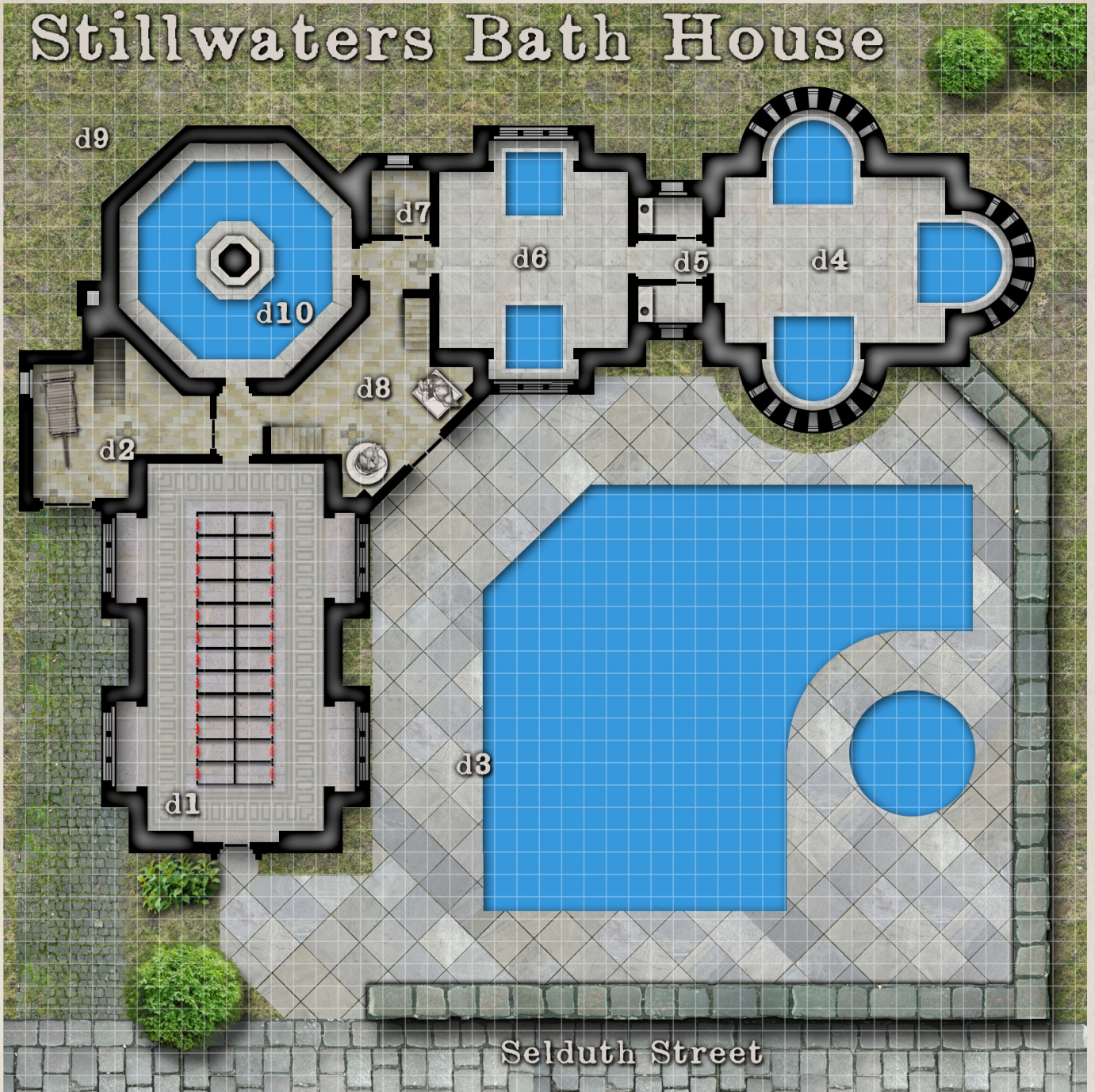
Lliira's Day: The pool will be packed with throngs of poor Waterdavians, splashing and shouting in the water.

The Binding Ritual: The pools are empty. 10 **cultists** and 2 **cult fanatics** patrol the pool area, keeping an eye out for any who might disrupt the ceremony.

D4. The Frigidarium

The three pools here are 3-foot-deep, and each hold sparkling clear, ice cold water. Visitors are encouraged to take a brief dip in one of these pools before moving on to the Tepidarium (C6).

Stillwaters Bath House



Lliira's Day: Among the throngs of people crowded here is the doppelganger Willifort Crowelle, posing as a gnome spice trader from Chult. His investigation into the twins' disappearance have led him to the bath house, but he's nowhere close to putting the clues together. If the Cassalanters know the party is investigating, he may sidle up to them and innocently ask questions, but won't reveal he is investigating himself or share information willingly.

D5. Washrooms

Twin water closets contain chamber pots, wash basins and hand towels. An attendant is on duty in each lavatory, offering small snacks, perfumes and small hand soaps infused with Basidron Mist.

The attendant in the north lavatory is *Daar Darrdendrian* (NE female dragonborn **commoner**) whose politeness masks a seething contempt for everyone she meets. She is an enthusiastic Clearlight Seeker who has yet to find herself welcome in the upper ranks and cannot understand why.

The south lavatory attendant is Memnar Pash (NG male Calishite **bard**) a would-be comedic monologist who finds the wealthy guests ridiculous, and the Clearlight Seekers as truly dangerous. If he perceives the party as people who feel the same, he gladly gossips with them about the foibles of the wealthy guests and the Clearlight Seekers. He may reveal that Thalia privately worries that no great destiny awaits her, and that Malietta lately has spent most of her time outside Waterdeep at Thalia's home.

Either attendant can tell the party that the bath house will be closed for a private event corresponding to the night of the Ritual.

Lliira's Day: The lavatories are packed with guests. The attendants will be far too busy to talk with the party.

The Binding Ritual: The attendants are sent home for the evening.

D6. The Tepidarium

After visiting the cold baths in the Frigidarium, guests are encouraged to move to these warm-water baths before entering the **Caldarium** in D10. The twin baths are 3-foot-deep with a bench running along the outside, and each is heated to body temperature.

Lliira's Day: The crowds here are staggering. Many guests loiter and gossip in the long lines of those waiting to enter the pools.

The Binding Ritual: This room is guarded by a summoned **balgura**, who has used disguise self to appear as an effete halfling gentleman. He lounges in the pool to the north, greeting visitors and inviting them to relax in the pool. If he feels threatened, or if anyone seems intent on disrupting the ritual going on in the other room, he uses phantasmal force to create the illusion of a demon, which rises from the southern pool and charges whoever appears to be leading the party before the balgura assumes his true form and attacks.

D7. Basement Access

The door to the basement access room is locked and can be opened with keys carried by Thalia and Malietta, or can be broken down. It is a bit beefier than the rest of the doors, requiring a successful DC 22 Strength (Athletics) check to break down..

D8. The Foyer

This two-story atrium features double doors, flanked by two statues — one of a tall woman with an upraised sword, and the other of a crouching lion. Stairs on either side of the room lead to a balcony, which allows access to the **Caldarium Upper Level** (D14). Two **guards** are normally posted at the double doors, checking visitors for membership sashes.

Lliira's Day: Double the number of guards try to deal with the large crowds seeking entrance to the main building. Outside the door to the **Caldarium** (D10) stands a placard which reads "Return in four days for the unveiling of our new Calderium statue."

The Binding Ritual: The guards will be replaced with a **vrock**, who sits perched atop the statue of the woman. It watches to make sure everyone who enters wears the Seekers' purple sash. From those without a sash, the vrock telepathically demands a pass phrase ("No truth save that I choose"), attacking anyone who cannot provide it. It will not leave this room.

D9. The Grounds

The well-manicured yard behind the bath house has few trees and no shrubs, offering very little to hide behind for anyone hoping to stealthily approach.

Lliira's Day: Dense crowds mill about the grounds, some enjoying a picnic meal and others waiting their chance to get into the water to cool off. Wandering minstrels, Clearlight evangelists and pickpockets work the crowds.

The Binding Ritual: The lawn is patrolled by 5 **cultists**, who are both bored and aggravated they weren't invited to participate in the ritual inside.

D10. The Caldarium

This vast, tiled space is dominated by a massive statue in the center, depicting a toga-clad woman supporting a large empty basin on her shoulders. The center of the room holds a 4-foot-deep octagonal pit of steaming water, edged by a narrow bench. The domed room is nearly 40 feet tall, with a balcony (D14) ringing the top that is roughly level with the basin held by the statue. Set at regular intervals along the walls are rusted cast iron masks of leering goblins, which hold wrought iron rings in their mouths.

Guests are encouraged to sit here along the outside edge of the pool, enjoying the steamy air before returning to the frigidarium to repeat the process. Towels and robes can be hung on the metal rings.

Lliira's Day: Among the throngs of people crowded into this room is Zardoz Zord (W:DH page 206, under the listing for "Jarlaxle Baenre"). He represents the island of Luskan, who have sponsored opening the Bath House to the public as a goodwill gesture. Zardoz is chiefly interested in promoting Luskan as a peaceful and prosperous potential ally for Waterdeep. Oddly, he refuses to remove his hat, no matter the temperature in the sauna.

The Binding Ritual: The pool in the center is drained, and the covers withdrawn to reveal the **Ring of Truth** (D12) below. Worshipers stand along the outside of the pit, wearing leather harnesses attached by a short chain to the metal rings in the wall.

D11. The Basement Storeroom

This room's main feature is several sacks of Basidron Mist soap, in distinctive orange sacks. These sacks are the source of the cloth strips used in the initial kidnapping of the Cassalanter twins, and were purchased from Dilrum Muth.

The door along the curved wall is barred from this side and padlocked when the cult is not performing the ritual.

The Binding Ritual: The padlock is removed from the door leading to the **Ring of Truth** (C12), although it will be barred. Four **cultists** force prisoners into the ring. The cultists carry whips instead of scimitars. They do not enter the ring themselves while the gibbering moulder is alive and hunting prey in the ring.

If the party was captured, the cultists will have a large sack in the corner holding any of the party's gear of any value- after the ritual, they plan to divide it up among themselves. They will gleefully mention this to the party as they send them to their fates.

D12. The Ring of Truth

This 10-foot-wide circular hallway has a ceiling that can be retracted when the pool above in D10 is drained, although aside from the night of the Binding Ritual it is kept closed. The entire ring is considered in darkness when the ceiling is in place, and water steadily drips onto the surprisingly clean floor. A grate at the end opposite the door covers a 30-foot-deep pit, where the **gibbering moulder** who inhabits the ring slumbers when not hunting victims- if the party spends more than a minute here or makes any noise, he will slither up to feed..

The Binding Ritual: The cover to the Ring of Truth is removed during the ritual, as the cult carries out **Event: Running The Ring** (see below).

D13. The Furnace Room

This sweltering room is dominated by a large, steam-belching furnace, connected by a maze of pipes and hoses pumping cold water in and scalding water out.

The sludge pit in the floor is where the bath house's waters are cleaned, filtered by a **black pudding** which dwells at the bottom. The pudding attacks anyone who falls into the sludge pit, but otherwise doesn't pursue prey.

The two doors along the eastern wall lead to closets, converted into prison cells for the cult's captives. Both doors are barred from this side and padlocked .

a) Prison Cell 1

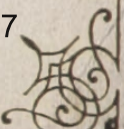
While generally bare, this mossy, damp and steamy room has several sets of rusty shackles hanging from the walls at regular intervals. The shackles require a successful DC18 Strength (Athletics) check to break, or a successful DC15 Dexterity check to pick with thieves' tools to open.

b) Prison Cell 2

This room is identical to Cell 1 with the following addition: Several names are scratched into the mossy walls, among the "Jagdar." These are the names of prisoners who met their final end here.

The Binding Ritual: Several prisoners are held in the two cells on the day of the twins' birthday, fated to be forced to "Run the Ring" during the ritual. All are shackled to the walls and have hideous masks strapped to their faces, effectively gagging them. None of the captives can reach each other or their masks.

Captives here will include two **commoners**, a **guard** in the City Watch, a **thug** from the Xanathar's Guild and



Mimmia Tendersole (halfling proprietor of the Toppled Tower Toy Shoppe). The urchin Nat is also here if she failed in her escape attempt. Nat has a chicken bone fashioned into a lock pick hidden under her tongue. If the party was captured by the Clearlight Seekers, they are brought here as well.

D14. Calderium Upper Level

This narrow ledge encircles the top level of the sauna. While the room is in use, the steam is extremely dense and hot. The balcony has a removable railing.

Lliira's Day: Thalia Lovegrange watches over her many guests while secretly planning out the last details of her plot for the twins' birthdays.

The Binding Ritual: The railings are removed, and Thalia and Malietta are present. See Event: The Binding Ritual for more details.

Event: Running the Ring

The upper echelons of the Clearlight Seekers engage in a depraved and hideous ritual they call "running the ring" in hopes of growing closer to Frazz-Urb'luu. It is carried out in a hidden sacrificial chamber hidden under the sauna in the Stillwaters Bath House known as the Ring of Truth (D12).

During the ritual, the pool in D10 is drained and the pool floor retracts into the walls, revealing a 10' deep circular pit. While shackled captives are herded into the ring, worshipers line the edge of the pool above, connected by harnesses to the walls behind them.

As the ritual begins, a gibbering moulder oozes up from a grate in the floor of the ring opposite the captives. As it slides around the ring pursuing its fleeing prey, the worshipers above fall under the effects of the creature's gibbering ability. Some stand catatonic while others lunge at their neighbors with scimitars. Yet others throw themselves against their harnesses in ecstasy.

In time, the moulder inevitably catches up with the shackled prisoners and devours them. Once all prisoners have been eaten, the ritual ends and the moulder slithers back into its pit to digest its' meal.

If captured by the Clearlight Seekers, the PCS are forced to run the ring. Along with other prisoners, they are masked and silenced with their hands shackled behind them and their ankles fitted with fetters that only allow them to take small steps.

All prisoners shackled in the pit are subject to following conditions:

- Their speed is halved while the ankle fetters are in place. If they use the dash action to move faster, they must succeed at a DC 15 Constitution saving throw or gain a level of exhaustion.
- They cannot speak as long as the mask is in place. They can communicate through body language, gestures and facial expressions if the recipient succeeds at a Wisdom (Insight) check. The DC of such a check is 16 minus the communicator's Charisma modifier.
- Any Dexterity checks the character attempts are at disadvantage while their arms are cuffed behind them.
- While shackled, getting up from a prone condition requires all of the creature's movement.
- The chains require a DC19 Strength check to break, a DC12 dexterity check to pick with thieves' tools, or can be destroyed (AC 19, 22 hp). A mask can be removed by any other creature, assuming both creatures spend an action.



As the gibbering moulder passes by a cultist, they will be affected by the gibbering effect, although the harness prevents them from stepping off the ledge and falling into the Ring. They can reach their neighbors with their scimitars, and often slash at each other in their confusion. (Such is the madness of the Seekers.)

Event: The Binding Ritual

Thalia and Malietta have set an elaborate trap for the Gentleman in Red, which will play out in the sauna room of the Stillwaters Bath House (D10 and D14). The trap plays out as described below — unless the PCs disrupt the ritual.

The pool in D10 has been drained in preparation for the event. A dozen Clear sight Seeker cultists take up positions around the edge of the basin in D10 and attach themselves by waist harnesses to the rings set in the walls, so that in the throes of ecstasy they won't stumble down into the Ring of Truth. Each is armed with a scimitar held in their hands.

Thalia and Malietta take up positions on the balcony (D14), accompanied by 3 elite **cult fanatics** dressed in the livery of House Cassalanter. Elzerina and Teranzio Cassalanter are carried in and laid at their feet — both tied and gagged.

At about 30 minutes to midnight, Malietta shapechanges into the form of Ammalia Cassalanter, and Thalia casts *disguise self* to impersonate Victorio. At Thalia's command, an illusion fills the balcony area, creating the appearance of the Smoking Room in the Cassalanter Villa (W:DH page 121, room C12), while Thalia uses a 3rd level spell slot to cast *major image* to make the children appear as though they are simply seated in chairs, glumly resigned to their fates.

At 15 minutes to midnight, they prepare their trap, activating the binding circle inscribed into the upper bowl of the statue at the center of the sauna. Thalia, as Victorio, loudly calls out to Asmodeus, announcing that he and his wife failed and the twins' souls are forfeit to the Nine Hells. In a puff of brimstone, the Gentleman in Red appears at the center of the

binding circle.

As the unflappable Gentleman calmly studies his predicament, Thalia and Malietta drop their illusions and explain with great glee that the Gentleman must complete his bargain and transform the children into lemures. With a gloating smile, Thalia observes that the sacrifice of the two lemures will be sufficient to seal the Gentleman in the binding circle for a thousand years.

As Thalia tries with increasing frustration to get a reaction from the Gentleman, the "Running the Ring" ritual commences below. The floor beneath the pool in D10 will be retracted, revealing the Ring of Truth (D12). A group of captives are forced into the ring, while the gibbering moulder emerges to chase down its prey, the cultists above tugging at their harnesses as they enter the range of the moulder's babbling. See *Running the Ring* for a detailed description of this part of the ritual.

Once the Gentleman is in the trap, he can't leave the circle at the top of the central pillar, but still can contact those outside the circle with telepathy. Assuming they are present, he chooses the PCs who appears most open to negotiation and suggest they make a deal. He initially offers something highly desirable to that PC, but is willing to negotiate over the fate of the Cassalanter twins. See his description in Appendix A for tips on how the Gentleman in Red negotiates.

Wild Cards during the Ritual

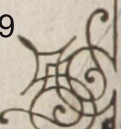
Depending on their investigation, the PCs may find an ally or two hidden among the ritual participants. If the PCs are forced to Run the Ring during the Ritual, this may prove a lifesaver!

At your discretion, you may include one or more of the following wild cards:

- **Infiltrator.** One or more allies might be hidden among the cultists. Willifort Crowelle, the Black Viper, members of Force Grey or Harper agents might be present, depending on who the PCs confided in during their investigations.



A Clear sight Seeker



- **Nat in Peril.** If she failed to escape from Blunt Hill Tower, Nat is one of the unfortunate prisoners forced to Run the Ring during the final ritual. If the PCs aren't Running the Ring themselves, she may prove a distraction, but if they are down there with her, she may prove invaluable. Nat hid lock-pick under her tongue when she was captured. If the PCs can remove her mask, she improves their chances of getting free.

Disrupting the Ritual

The ritual can be thwarted in several ways, with varying outcomes for the PCs and the Cassalanter twins.

- **Killing Thalia.** If Thalia falls, Malietta seeks to escape immediately, although she may later seek vengeance against the PCs. The circle constraining the Gentleman fades with Thalia's death.
- **Dispelling the Circle.** While difficult, the potent magical effects of Thalia's circle can be dispelled. The circle is protected by a protective abjuration aura. If the PCs cast dispel magic twice and pass a DC 16 ability check, the circle dissipates and frees the Gentleman.
- **Forging a New Deal with the Gentleman.** The Gentleman can telepathically communicate with any member of the party he chooses, and will likely try to negotiate for their aid in escaping Thalia's trap. Suggestions regarding how he negotiates are noted in the Gentleman in Red's listing in **Appendix C: Dramatis Personae.**
- **Destroy the Statue.** If the PCs smash the statue at the center of the sauna, the magic circle immediately fails, thus freeing the Gentleman.

The Statue has an AC of 18 and 250 hp. Striking it with a **mace of disruption** destroys it immediately as well.

- **Save the Lemures.** The deaths of the twins in lemure form finalizes the ritual and seals the Gentleman in the statue. If the PCs prevent Thalia from killing the lemures for an hour, the circle fades and the Gentleman emerges from the trap.
- **Possession.** The Gentleman can possess any creature within 5 feet of him (as per a **ghost**). Once he has possessed someone, the Gentleman is no longer bound within the circle. See the description of the Gentleman in the appendix for a description of this ability, and its effects on the target.

The Results of the Ritual

Unless the Gentleman has struck a new deal with one of the PCs, he follows the terms of the deal with the Cassalanters and transform the twins into lemures. As a lawful being, he cannot do otherwise — even if it spells his own doom.

If the Gentleman is still trapped in the circle at that moment, Thalia tries to slay the lemures with a sacrificial knife. Upon their deaths, the binding ritual will be complete. With a crackle of dark energy, the gentleman in Red will be drawn down into the stone, his final psychic howl of rage piercing the minds of every soul nearby- every creature within 1000 feet must succeed at a Charisma save or suffer 10d4 Psychic damage. The statue in the center transforms into the figure of the Gentleman in Red driven to his knees in anguish, and the Gentleman is sealed in the statue for ten centuries.

If the Gentleman is freed from the circle, he will summon a pair of **erinyes**, and together they quickly dispatch Malietta and the cultists. They try to capture Thalia alive, in order to drag her back to the Nine Hells for some unimaginably awful fate. The Gentleman deals with the Cassalanter twins and the PCs in accordance with the deal, if any, the PC strikes with the Gentleman.



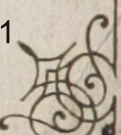
Conclusion

Regardless of the outcome, the PCs become embroiled with one of the most powerful families in Waterdeep. The PCs may already be foes of the Cassalanter if they got to the gold first, or they may have no previous relationship with them. After this adventure, the Cassalanter will most definitely have an opinion of the PCs.

Likewise, the PCs' citywide renown is increased by uncovering a growing demonic cult spreading through Waterdeep. The PCs likely find themselves catapulted into minor celebrities after the events of this adventure — with all the benefits and burdens that celebrity entails.

Use this chart to suggest some consequences and benefits that might spring from the party's actions.

<p>The Cassalanter twins are saved from being transformed into lemures.</p>	<p>The Cassalanter are immensely grateful to the party, regardless of any other modifiers. They may serve as powerful patrons for the party later in the campaign.</p>	<p>In addition to anything they may have promised the Gentleman in Red in exchange for the children's souls, they will have Asmodeus' attention. The Prince of the Nine Hells will likely seek ways to bring the PCs gradually under his influence.</p>
<p>The PCs provide evidence that results in the Cassalanter being found guilty</p>	<p>The party's reknown among Force Grey, the Harpers, The Lord's Alliance and the Order of the Gauntlet all increase by 1 point.</p>	<p>Unless the twins were saved (above), the party will have made powerful enemies in the Cassalanter. Despite their exile, they will periodically dispatch hired mercenaries to make trouble for the party in Waterdeep, and may attack them directly if they travel outside the city.</p>
<p>The Clearlight Seekers movement is revealed to be a front for a demonic cult and disrupted.</p>	<p>The PCs reknown will increase 3 points with every faction in the city, from the Lord's Alliance to the Xanathar Guild. They will see a marked uptick in business at their tavern in Trollskull Alley if they own one.</p>	<p>The PCs will incur the ire of many disenfranchised Clearlight Seekers, many of whom do not believe there was a demonic cult behind their movement. Their responses may range from spreading slanderous rumors to outright attacks.</p>
<p>The PCs fail to turn over Dilrum Muth to the Noble Council of Soapmakers</p>	<p>The PCs will have the gratitude of Dilrum Muth himself as well as all the businesses who patronize him. They will enjoy discounts and complimentary services at shops all across the city.</p>	<p>The Noble Council of Soapmakers is a determined, ruthless enemy. Should it become known that the PCs protected Dilrum Muth, they will have made a dangerous, patient foe.</p>



Appendix A: New Guilds and Factions

Several organizations from Waterdeep: Dragon Heist play a role in this adventure. However, the search for the twins' kidnappers brings the PCs into contact with one new guild and one new factions.

The Noble Council of Soapmakers

As the guild representing makers and importers of soaps and lathers in Waterdeep, the Noble Council of Soapmakers has a well-deserved reputation for ruthlessness when enforcing their control over the soap-making craft. In exchange for the exorbitant dues they charge, the Council promises its members exclusive access to the lucrative Waterdeep market. Those who cross them tend to turn up dead in an alley, their corpses spotlessly clean and with a signature bar of soap in their mouths.

Faction: The Clear sight Seekers

Part political movement, part religious ideology, the Clear sight Seekers are a small but growing movement in Waterdeep. Its leaders teach that civilization itself is an illusion, created by a shadowy conspiracy of elites, priests and scholars and designed to keep those with "clear sight" from achieving what they deserve. They dedicate themselves to tearing down the "false walls" of the social constructs, political conspiracies and magical illusions to further the goal of "seeing reality as it really is".

The Clear sight Seekers believe that Asmodeus and his followers are behind the illusions that keep the citizenry from seeing reality clearly. They see devil-worshippers everywhere, and believe that anyone who argues against them is "a filthy puppet of the Lord of Lies". Those they turn their ire towards will find themselves accused of secretly being a devotee of the Nine Hells. For the upper echelons of the cult, the occasions when they're right lets them strike a blow in the Blood War, while accusing innocents of devil worship spreads the seeds of madness and paranoia to glorify Frazz-Urb'luu.

Anyone can call themselves a "Clear sight Seeker", and the vast majority of people who claim membership have no official place in the group's hierarchy. The movement has a handful of spiritual leaders (particularly Thalia Lovegrange), but little organization outside of that. The movement's ideas spread through writings printed in friendly publications and then spouted loudly by adherents in taverns and on street corners.

Most rank-and-file members dedicate themselves to opining loudly in taverns and writing angry letters to the press, promoting their nihilistic doctrines and decrying conspiracies real and imagined. They believe that nothing can be taken for granted in a world where sights, memories and opinions can be swayed magically, and that authorities, magists, the press and all other elites are part of the vast conspiracy to keep the common folk (especially humans) "in the dark". In their belief system, all social norms, laws and even morality are part of the conspiracy.

The elite within the movement are aware of the group's links to Frazz-Urb'luu, and cynically see his mission of spreading chaos and disorder as the means to grow their own power and influence. They gleefully whip their followers into a frenzy whenever possible, inciting their anger and feeding their paranoia in order to please their demonic master. They also seek to undermine devil worshiping sects whenever possible, viewing themselves as an extension of the Blood War that rages in the lower planes.

Overall, the cult is humancentric, believing that other humanoid races are "part of the kraken" —i.e. complicit in the web of conspiracies designed to keep them out of power. There are humanoid members of the movement, and dwarves, elves and particularly half-orcs are welcome in the rank-and-file, but few are welcome in the upper echelons. Among the movement's elite there is a saying: "First we topple the tower, then we chase the rats from the cellar", meaning that once societal norms are destroyed, the movement will "cleanse" itself of non-humans.

While the Seekers despise most broadsheet publishers in Waterdeep, they hold a special loathing for the Waterdeep Wazoo, claiming they print only the "lies of the lofty." One publication that caters to the seekers is the Targe, whose publisher *Shan Chien* (W:DH p. 79) is a member of the Seekers and a devoted cultist of Frazz-Urb'luu himself.

The Cult's History

This is the second time the cult of Frazz-Urb'luu has tried to infiltrate Waterdeep. Thirty years ago, Thalia's great uncle Bergly Lovegrange fell under the sway of the Demon Prince of Deception and tried to start a cult of his own. Their favorite ritual involved kidnapping citizens and feeding them to a gibbering moulder. The cult was broken up by an adventuring party, of whom *Ulkoria Stonemarrow* (W:DH p. 42) is the last

Clearsight Seeker Faction Missions

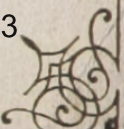
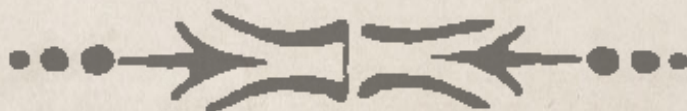
Prestige	Mission	Outcome
0	Start an brawl in a tavern by loudly expousing Clearsight beliefs, or come to the aid of other Clearsight Seekers in a bar brawl.	Win or lose, the party gains 1 prestige with the Clearsight Seekers. If they "win" the fight, add an additional Prestige point.
1	Paint the group's symbol on a prominent public space,	1 prestige
2	Get a tattoo of the faction's symbol, or the phrase "no truth save that I choose"	1 prestige if the tattoo is hidden, 2 if it is prominent.
2	Get an angry letter to the editor published in any broadsheet except the <i>Waterdeep Wazoo</i>	1 prestige
3	Steal the <i>apparatus of Kwalish</i> from Grinda Garloth in the Dock Ward (W:DH page 66).	2 prestige if the party successfully gets away, -1 prestige if the party is caught.
3	Smash Gaxly Rudderbust's printing presses at the <i>Waterdeep Wazoo</i>	1 prestige
4	Disguise yourself as Jagdar Chergoba and lead the City Watch on a chase through the Field Ward	2 prestige if the party successfully gets away, -1 prestige if the party is caught.
5	Kill Ulkoria Stonemarrow (W:DH page 42), an archmage who thwarted the cult's first attempt to gain a foothold in Waterdeep many years ago.	3 prestige, and any slain party members are raised from the dead by a sympathetic cleric.
6	Steal the Blackstaff from Vajra Safahr, and frame another faction for the crime	2 prestige if the party successfully gets the Blackstaff, 2 more if they successfully frame someone else. - 2 prestige if the party is caught.

surviving member. If asked about the cult, she can recall their mantra, "No truth save that I choose." come up with new ones.

Infiltrating the Seekers

Wise PCs will likely seek to infiltrate the movement as part of their investigation. The process of joining the Clearsight Seekers is similar to that of joining any other Waterdeep faction — the PCs must gain the attention of the Seekers before carrying out increasingly difficult missions to earn the faction's trust.

Each example mission has a minimum required prestige needed with the Clearsight Seekers to be offered a given mission, and a reward outcome should they succeed. Feel free to modify these or



Appendix B: Scrying on the Cassalanter Children

The players almost certainly will attempt to locate the twins magically — the PCs interact with plenty of people the party who can cast divination spells. Alternately, the party can purchase the following scrolls from Book Wurm's Treasure in Trollskull Alley (W:DH T6, p. 33):

- scroll of *scrying*: 750 gp
- scroll of *sending*: 500 gp.

Because familiarity with the subject is integral to scrying on others, so any relationship the PCs previously fostered with Nat or the twins become important. The PCs can improve the likelihood of success if they find clothing belonging to one of the twins or some hair from one of their hairbrushes — in the case of Nat, either Jenks or Squiddly could provide an old sock she discarded. The scrying spell description on PH page 273 suggests some ways to improve the spell's chances.

The party might consider using *sending* to communicate with the children. The PCs are familiar enough to use Nat as the target of such a spell. As the twins held captive far outside the city, a locate person spell is unlikely to find the twins until their actual birthday, when they are brought back to the Stillwaters Bath House for the final ritual.

Of course, Thalia Lovegrange fully expects someone to try to scry on the children, and has taken steps to confound anyone who casts scrying on the children.

Here are some general guidelines for what the party might see if they scry on the children:

- Until the day of the Twins' birthday, they will be kept in the top of **Blunt Hill Tower** (A10). The room they are kept in has a permanent illusion cast on it which changes every few hours. Intended to confound scrying, it makes it impossible to see what sort of room they are in. The room description has tables to generate the illusions.
- The twins lie on comfortable mattresses, while Nat's bed appears hastily thrown together.
- The children are always kept shackled by an ankle chain to a staple driven into the floor while they are in the room. While being transported, when there are visitors at Blunt Hill Tower or after Nat's escape attempt, they are kept bound and gagged as well.
- Their jailer, the succubus Malietta, changes her appearance and demeanor whenever she interacts with the prisoners, again in hopes of confounding magical scrying attempts.
- Nat will be spotted after the second day sharpening a chicken bone on the floor and checking it against the lock on her ankle cuff. A day before the Twins' birthday she will lead them in an escape attempt, climbing out the window on a makeshift rope. The chasme will arrive before they get far and the twins will succumb to its' droning sound- Nat's fate is up to you (see **Nat Makes Her Move** in Chapter 4: Special Events). Feel free to have the scrier feel the effects of the chasme's droning as well.
- If Thalia is present in the room, she will be wearing her Truesight Mask, concealing her identity and, more importantly, allowing her to see any scrying sensor. She'll try not to let on, but a successful DC15 Wisdom (insight) check will tip off the caster that she sees the sensor.
- If Thalia knows she's being scryed on, she'll bait a trap for the caster- The next day, the children will be playing with toys, and a bag marked "Toppled Tower Toys and Trinkets" will be lying nearby.
- Anyone scrying on the night of the 7th day (Liira's Night) will hear the distant sounds of the smokepowder explosions, tipping them off that the children are held somewhere outside the city.
- On the day of the children's birthday, the twins (and Nat if she didn't escape) will be placed in the back of the wagon to be brought to the Stillwaters Bath House.



Appendix C: Dramatis Personae

Barnibus Blastwind and Saeth Cromley

These members of the City Watch are heavily involved in the investigation of the Founders' Day Massacre. While both are a source for clues and information for throughout the adventure, their previous interactions with the PCs color whether (and to what extent) they are willing to share what they learn. During this adventure, they are primarily found at the Cassalanter Villa.

Black Viper

The Black Viper was present at the Cassalanter Villa during the party. She was in the process of making off with Ammalia's spellbook and the Red Grimoire when she stumbled across Clearlight Seekers kidnapping the Cassalanter twins. After slaying a Seeker, she succumbed to the chasme's droning, passing out in a pool of her victim's blood. When she awoke, the mane attack was well underway, and she had to fight her way out. While currently laying low at her parents' villa in the Sea Ward, she will fence both books five days into the adventurer. If she learns the party is investigating, she may send them a note with some anonymous clues somewhere along the way.

Bonnie

Bonnie was one of the doppelgangers present for the Founders' Day Massacre and saw three Clearlight Seekers speaking with Jagdar Chergoba before the attack. Naturally she wants to hide the fact that she was there, she may come forward if she has a good relationship with the PCs (or if they come questioning around her place of employment at the Yawing Portal).

Bonnie despises the Clearlight Seekers, as their spreading of paranoia and conspiracy theories makes peaceful integration difficult for herself and her fellow doppelgangers. She's unlikely to take any risks, but will happily share gossip with the party if they identify themselves as against the seekers.

Dilrum Muth

A secretive gnomish soap maker and former priest of Shar, Dilrum is the source of the fragrant cloth used in the kidnapping of the Cassalanter twins.

Dilrum maintains a soap-making factory in the Dock Ward, where he has combined gnomish inventiveness with necromantic arts to build an automated factory

staffed with undead workers. This puts him at odds with the dangerous and unyielding Noble Council of Soapmakers, the guild that controls all soap making in Waterdeep.

His paranoia makes him a very suspicious figure, but in the end he's an unwitting part of the plot. If approached peacefully, he may prove cooperative.

Dilrum is a rock gnome **priest** with the following changes:

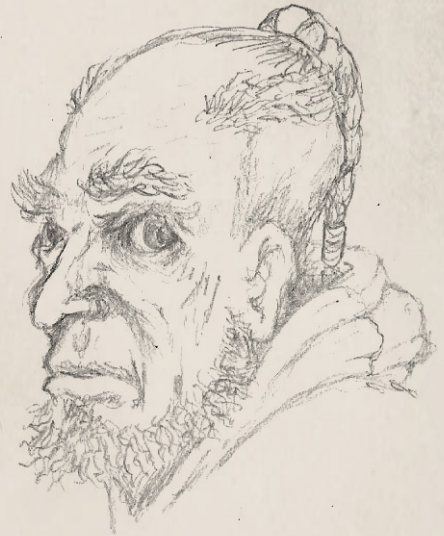
- He has the following racial traits- his size is small, he has darkvision out to 60 feet. His alignment is Neutral Evil. He has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
- Replace the 1st level *cure wounds* and *guiding bolt* with *bane* and *inflict wounds*, and the 3rd level *spirit guardians* spell with *animate dead*.

Gaxly Rudderbust

The editor of the Waterdeep Wazoo is preoccupied with the Founders' Day Massacre and he integrates himself with the PCs as soon as they begin their investigation. He has a reporter looking into a secret demonic cult in Waterdeep, but she and her contacts have been kidnapped by the Xanathar for a large ransom.

Hestranto Gorreol

Hestranto imports rare herbs from Halruaa, Lantan and Chult — including Basidron Mist. While she is traveling to Baldur's Gate on business, she may be persuaded to give the party access to her well-guarded warehouse if she can be contacted. She is especially helpful if wealthy or well-respected Waterdavians (such as Laeral or Jalester) vouch for the PCs.



Jalester Silvermane

Charged by Laeral Silverhand with heading up the investigation into the Founders' Day Massacre, Jalester may be a source of information and missions for the party. He's a bit overwhelmed with the responsibility he's been given, and he likely gives the party a great deal of leeway in their investigations.

Jarlaxle Baenre

The drow leader of the Bregan D'Arthe and secret lord of Luskan is tied to the plot by smuggling Basidrone Mist into Waterdeep in the staterooms of his hidden submarine, the Scarlet Marpenoth. As the PCs trace the path of this rare herb, they may encounter Jarlaxle aboard his ship. He also sponsors the public day at the Stillwaters Bathhouse, and visits while disguised as Zardo Zord.

Laeral Silverhand

The Open Lord of Waterdeep is completely preoccupied with the fallout from the Founders' Day Massacre. The transformation of a hundred poor citizens into demonic beasts, the deaths of many nobles and the uncovering of the Cassalanter's secret cult to Asmodeus has the city in an uproar. As concerned as she may be about the Cassalanter twins, she has more pressing concerns to deal with. She is relying on Jalester to investigate the twins' disappearance.

The Urchins

Nat, Jenks and Squiddly stumbled across the kidnapping near the Cassalanter's Villa, and Nat was taken along with the twins. An intrepid youngster with a knack for getting herself out of trouble, Nat may escape shortly before the twins' birthday, and she can help ensure the PCs learn what they need to know before the Ritual.

Victoro and Ammalia Cassalanter

The Cassalanter's begin this adventure in the custody of the City Watch, backed up by the Watchful Order of Magists and Protectors. They are emotionally, socially and financially ruined, having lost their children, their fortune and their freedom in one terrible night. They have given up on saving their children, and now only hope to salvage some shred of their status through denials, deceit and veiled threats. Unless the PCs find a way to free or involve them, they are bystanders in this adventure.

CLUES AND WHERE TO FIND THEM

Since Cruel Summer is, at its heart, a crime mystery, there are several key clues the party will need to uncover in order to succeed. Since the reality is that there's no way of knowing how your players will traverse this adventure, or for that matter what they did during Waterdeep: Dragon Heist, you may need to place the clues in different places in order to give them a shot at solving the mystery. Use this guide to understand where clues are to be found, and if necessary to restructure them to suit your particular adventure.

- **Who Took the Children?** The orange strips of cloth and the tattoo on the corpse should point the party towards the Clearlight Seekers and ultimately Thalia Lovegrange. Additionally, the Black Viper can send the party clues based on what she witnessed.
- **Where are the Children?** Pointing the party towards the Clearlight Seekers should lead the party towards Blunt Hill Tower. If all else fails, having Nat escape her captivity shortly before the ritual can point them in the right direction.
- **What Fate Awaits the Cassalanter Twins?** The Black Grimoire describes in detail the terms of the Cassalanter's deal with Asmodeus. A lesser hint can be found in Jagdar's residence, in the form of the note found in his room.
- **Who is responsible for the Founders' Day Massacre?** Jagdar's residence has evidence that the poison was mixed there, while Malietta's room in Blunt Hill Tower holds the original poison Ammalia Cassalanter purchased. The Black Grimoire explains how the Cassalanter's hoped to use the poison they thought was being administered.
- **How Long Does the Party Have to Find the Twins?** The circled calendar date in Jagdar's residence should make it clear the party is racing against the clock. If a clever party makes the connection, the sign in the foyer of the Stillwaters Bath house has a date for the renovation of the statue in the Calderium which corresponds with the same date. Finally, the Black Grimoire holds the contract that seals the twins' fate on their birthdays.

Thalia Lovegrange



An embittered minor noblewoman from a family that hasn't distinguished itself in centuries, Thalia's disillusionment drew her to found the Clearlight Seekers, which in turn drew the attention of Frazz-Urb'luu, the Demon Prince of Deception. As his faithful servant, she has sought to spread distrust and chaos in the service of her master, but so far has failed to distinguish herself in this as well.

Thalia is increasingly desperate to stand out as a disciple of Frazz-Urb'luu, and she sees her plot to capture some of Asmodeus' essence through the Cassalanter twins as her best chance to gain favor in the Abyss.

Thalia is a slender woman of modest height, commonly dressed in sheer, flowing garments. She always wears her *cape of the mountebank* and keeps a *Dagger of Venom* handy in case of trouble. When conducting rituals, she usually wears her *Truesight Mask*.

Thalia maintains a pleasant demeanor in even the direst circumstances, unfailingly cheerful and soft-spoken even as she enacts her dread master's will. She has a habit of speaking in aphorisms and colorful sayings, pleasantly chirping that she's "madder than a bugbear in

a bathtub" when someone crosses her.

She is also obsessive about cleanliness and is fastidious about her appearance and hygiene. This obsession is so extreme that she can become addled and flustered when she finds any form of dirt or grime on her hands.

Deep down, Thalia fears she'll never amount to anything —she's just another unexceptional Lovegrange in a long line of also-rans. It is only when these thoughts get the better of her that her mask of cheerfulness slips, allowing a much darker, crueler personality to emerge.

THALIA LOVEGRANGE

Medium humanoid (human), chaotic evil

Armor Class 13 (15 with Mage Armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	13 (+1)	16 (+3)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Abyssal, Common, Elvish, Gnomish

Challenge 3 (700 XP)

Displacement (Recharges After Thalia Casts An Illusion Spell Of 1st Level Or Higher). As a bonus action, Thalia projects an illusion that makes her appear to be standing in a place a few inches from her actual location, causing any creature to have disadvantage on attack rolls against her. The effect ends if Thalia takes damage or her speed becomes 0.

Liar's Eye. Thalia has advantage on Wisdom (Insight or Perception) checks. As a bonus action, she automatically detects the location of all illusions and hidden creatures within 15 feet of her.

Spellcasting. Thalia Lovegrange is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Thalia Lovegrange has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray**, *disguise self**, *mage armor*, *magic missile*

2nd level (3 slots): *invisibility**, *mirror image**, *phantasmal force**

3rd level (3 slots): *hypnotic pattern**, *major image**, *phantom steed**

4th level (1 slots): *phantasmal killer**

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage or 3 (1d8-1) bludgeoning damage if used with two hands.



The Gentleman in Red

The Gentleman in Red is but one of many avatars of the archdevil Asmodeus, extensions of his will he can dispatch to the Material Plane to serve as his proxy in negotiations, pursuing schemes and collecting souls. The Gentleman is an independent creature, yet as a part of Asmodeus it never acts in a way that doesn't further its master's interests. Furthermore, Asmodeus sees through his eyes, and when the Gentleman speaks, it is Asmodeus' thoughts and will that he gives voice to.

The Gentleman appears as an impeccably dressed tiefling male with a carefully trimmed goatee and arcane symbols tattooed on his bald skull. His eyes are shimmering silver orbs, lacking pupil or irises.

The Gentleman's demeanor and manner match his name — he is unfailingly polite, utterly unflappable and conducts himself with effortless charm. He never succumbs to rage, never shows fear — and never, ever gloats. He is more than willing to let those he negotiates with think they have won. (In truth, the Gentleman only agrees to a deal when he knows he comes out ahead.)

In the final ritual in the Bath House, the Gentleman is drawn into Thalia's trap, and the PCs find him in dire circumstances. While his imprisonment will not harm Asmodeus, having part of his consciousness forever imprisoned and tormented at the hands of demons will vex the Archfiend to no end. This likely disrupts a number of ongoing schemes and diminish him in the eyes of his archdevils. Thus, Asmodeus has a vested interest in seeing the Gentleman freed.

Speaking with the Gentleman is in essence speaking with Asmodeus himself. The Gentleman refers to himself as "this useless pawn of the Prince of the Nine Hells"

Keep in mind the following while the PCs negotiate with the Gentleman:

- **He has no interest in the souls of the Cassalanter twins.** The sole purpose of cursing the twins was to drive their parents to commit acts of evil— a gambit Asmodeus has already won. The souls of two children gains him nothing compared to the power lost should the Gentleman remains trapped by the Clairsight Seekers.
- **He'll Settle for Escape, But He'd Rather Have a Win.** Asmodeus needs the Gentleman to escape. However, if Asmodeus can emerge from this trap stronger, it serves as a useful warning to his rivals and enemies.



- **He Wants Something from the PCs.** A group of up-and-coming PCs with a bright future could be a fine prize if Asmodeus can turn them towards service to the Nine Hells. If he can secure his avatar's freedom and get the party to agree to a "minor favor to be named later", he gladly accepts the deal — which the PCs should later come to regret.

- **He is Currently Bound by his Agreement.** He must transform the Cassalanter children at midnight unless a new arrangement is reached with someone. He is utterly lawful and follows through on the terms of his deal with the Cassalanters — even at his own peril. Should someone else offer a different deal, he is free to accept it, even if it modifies the original bargain- but he'll need something in return.

If the party frees the Gentleman, he abides by any bargain they reach. If Asmodeus feels aggrieved by the PCs' hardball tactics he may twist the letter of the agreement as far as the wording will allow, but he'll be generous if the PCs promise to serve him later.

GENTLEMAN IN RED

Medium fiend (devil), lawful evil

Armor Class 22 (natural)

Hit Points 313 (19d12 + 190)

Speed 65 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	21 (+5)	22 (+6)	27 (+8)

Saving Throws Str +17, Int +12, Wis +13, Cha +15

Skills Insight +26, Persuasion +30

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities frightened, charmed, poisoned

Senses darkvision 60 ft. passive Perception 16

Languages all, Telepathy 120'

Challenge 23 (50000 XP)

Legendary Resistance (3/Day). If the Gentleman in Red fails a saving throw, it can choose to succeed instead.

Magic Weapons. The Gentleman in Red's melee attacks are magical.

Magic Resistance. The Gentleman in Red has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Gentleman in Red's spellcasting ability is Charisma (spell save DC 23). Gentleman in Red can innately cast the following spells, requiring no material components:

At will: *greater restoration*, *pass without trace*, *water breathing*, *water walk*

1/day each: *commune*, *dispel evil and good*, *earthquake*, *fire storm*, *plane shift* (self only)

ACTIONS

Diabolical Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) thunder damage plus 21 (6d6) fire damage.

Hell Bolt. *Ranged Spell Attack:* +15 to hit, range 600 ft., one target. *Hit:* 24 (7d6) fire damage.

Possession (recharge 6). One humanoid that the gentleman can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the gentleman; the gentleman then disappears, and the target is incapacitated and loses control of its body. The gentleman now controls the body but doesn't deprive the target of awareness. The gentleman can't be targeted by any attack, spell, or other effect, except ones that target fiends, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunities. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the gentleman ends it as a bonus action, or the gentleman is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the gentleman reappears in an unoccupied space within 5 feet of the body. The target is immune to this gentleman's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

LEGENDARY ACTIONS

The gentleman in red can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The gentleman in red regains spent legendary actions at the start of its turn.

Bolster. The Gentleman bolsters all creatures it chooses within 120 feet until the end of its next turn. Bolstered creatures cannot be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the Gentleman's next turn.

Wave Of Force (costs 2 Actions). A shock wave ripples through the ground, originating from the Gentleman in Red. All other creatures on the ground within 60 feet of the Gentleman must succeed on a DC25 Strength saving throw or be knocked prone.



Malietta

A dedicated servant of Frazz-Urb'luu, Malietta is a **succubus** who strives eternally to further the spread of madness, discord and confusion throughout the mortal realms. She has been drawn to Waterdeep in order to aid Thalia Lovegrange in spreading the Clearsight Seekers' movement — a task she finds very much to her liking.

As Thalia's mentor and accomplice, Malietta makes full use of her shapechange ability to spread strife and confusion. Even before hatching their plan for the Cassalanter twins, Malietta impersonated Waterdavian citizens of all walks of life — one day impersonating a tee-totaling nobleman and stumbling from one tavern to the next, another day wearing the face of a faithful married washerwoman and making a scene walking into a notorious fest hall. Now that she's caring for the captive Cassalanter twins, she makes sure to wear a different prominent face every time she enters their cell, just in case someone should be scrying in hopes of finding the children.

Her gambit to capture the avatar of Asmodeus is the greatest act she's ever taken on behalf of Frazz-Urb'luu. She'll willingly sacrifice her life on the Material Realm for this cause as long as there's a chance of success, but if she'll flee in the face of certain failure, hoping to plot vengeance against whoever thwarted her plans. Malietta gains the following additional attack when armed with her favorite weapon, a *Whip of Rebuke*:

- **Whip of Rebuke.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) slashing damage, and Malietta can expend 1 charge to cause the target to suffer the effects of a *hellish rebuke* spell. On an attack roll of 20 the spell effect is automatic, and no charges are required or expended.

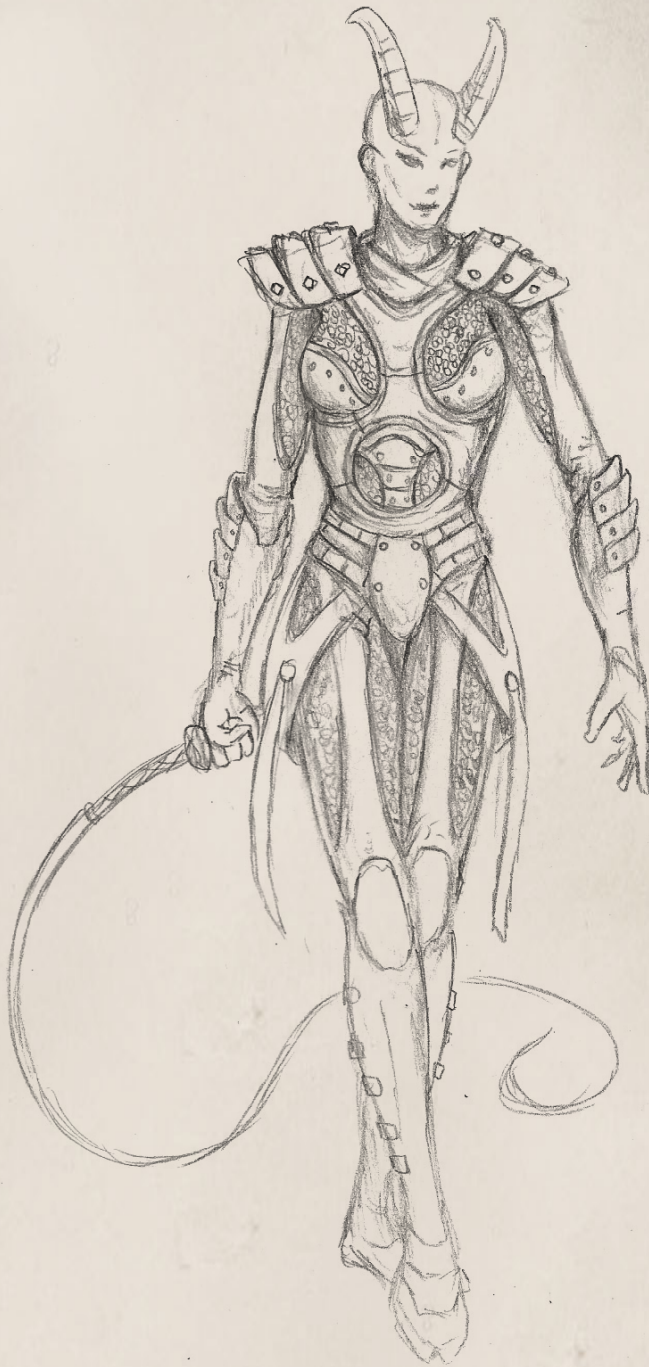


Table 2: Malietta's Disguises

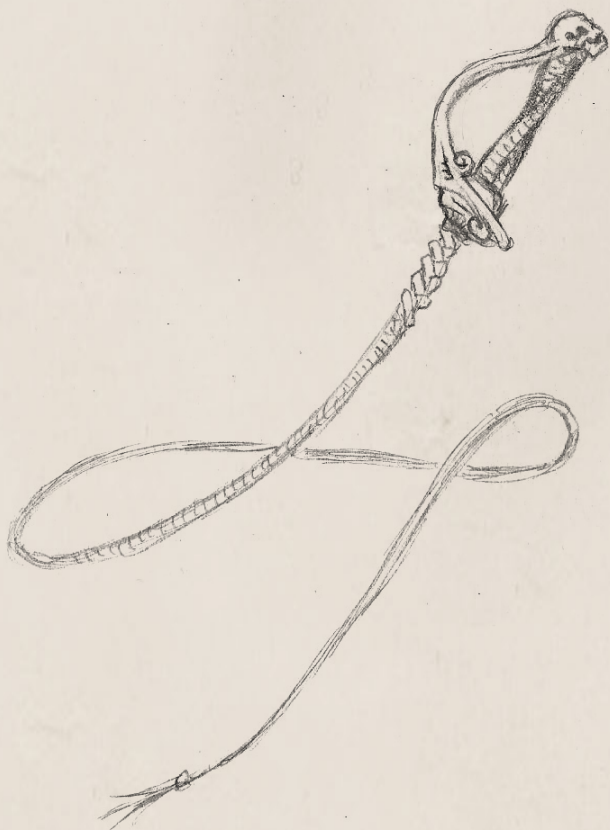
1d6	Illusion
1	Jalester Silvermane
2	Jagdar Chergoba
3	Vajra Safahr
4	Mimmia Tendersole
5	An elderly hobgoblin
6	A belligerent ogre

Appendix D: New Magic Items

Whip of Rebuke

Weapon (whip), rare

A whip of rebuke is a magical weapon that confers +1 to attack and damage rolls. It has 3 charges - upon a successful attack, expending a single charge causes the target to suffer the effects of a *hellish rebuke* spell. On an attack roll of 20, the target suffers the effects of the spell without expending a charge and regardless of the number of charges remaining, Charges are replenished at dawn each day.



Truesight Mask

Wondrous Item, rare (requires attunement)

A truesight mask bears an enchantment that casts a True Seeing spell on the wearer for one hour or until the mask is removed. The wearer gains the truesight ability, can spot secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

When the mask is removed or the duration is reached, the mask loses its enchantment until the next dawn.



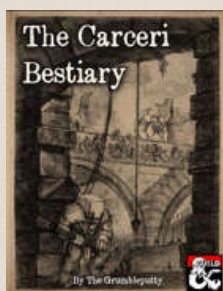
The Truesight Mask

Special Thanks

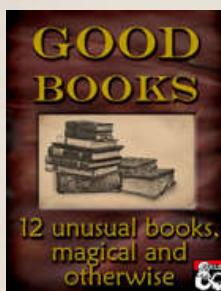
A big shout-out to all the participants on the **Dungeon Masters Guild Creators Circle** on Facebook, who have provided endless amounts of encouragement, advice and support along the way.

Also, to whatever extent this supplement makes sense, it's thanks to the editing skill and patience of Benjamin Eastman.

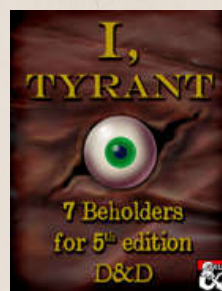
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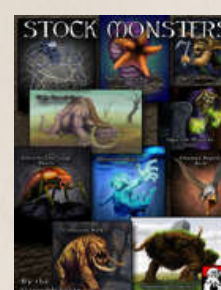
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7 odd and unusual beholder NPCs



10 strange magical items to liven up your campaign



10 full-color monster illustrations



20 new and strange monsters for every level party to face

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