

LOVE'S FICKLE ARROW

Someone wants Landon Rigolo dead, and they have a poetic plan for vengeance. Thwart a theatrical assassination in this adventure set in the City of Splendors.

By Page Bonifaci



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Using this book

When a creature's name appears in **bold** type, that's a visual cue for you to look up the creature's stat block. All stat blocks used in this adventure are included in Appendix C.

Abbreviations

WDH: Waterdeep Dragon Heist

Introduction

A popular bard by the name of Landon Rigolo is scheduled to perform at the Lightsinger Theater in the Castle Ward. Unfortunately for Rigolo, someone has it out for him, and they have a poetic plan for vengeance.

Love's Fickle Arrow is designed to be played as part of *Waterdeep: Dragon Heist* but can be adapted for other adventures in Waterdeep or another urban setting.

This adventure assumes you have a copy of *Waterdeep: Dragon Heist*. Several NPC's from Dragon Heist appear in Love's Fickle Arrow.

Party Level and Experience

This quest has been optimized for a party of four 3rd level characters, but should work for any Tier 1 party.

This adventure has an emphasis on roleplaying encounters and careful decision making, and works best using Milestone levelling. If you are using encounter-based XP in your game, there are optional guidelines for assigning xp rewards in Appendix B.

Background

Harvo Caulminster is a lovelorn noble with a sadistic streak. He has recently suffered a bad breakup, and has twisted his feelings of loss into a thirst for vengeance. His target is the famous Bard Landon Rigolo.

The noble has put out a call for an assassin to carry out his plan. He intends for the murder to take place on the final night of Rigolo's tour in Waterdeep, during a performance of his most famous song; Love's Fickle Arrow. His theatrical

plan calls for the bard to be shot through the heart with a crossbow bolt during the final verse.

Rigolo is currently performing at The Lightsinger Theater, a well established venue in Waterdeep. His performances are a major draw for the theater, and the manager Ekkala needs it to go smoothly. Rumor of the assassination has reached her ears, and she has in turn decided to bring in some extra security.

Overview

The adventure starts with the players called to the Lightsinger by a mutual acquaintance of theirs and Ekkala. Once there, they will be told about the threat against Rigolo's life, and (assuming they accept) given a tour of the theater.

The adventure then proceeds over three nights of performances. On the third night, the assassin will strike, unless stopped by the characters.

The players are able to resolve the threat during any of the three days, and can do so in a variety of ways (see "Resolving the Adventure" for details).

Love's Fickle Arrow is designed with flexibility in mind. You will find several NPCs with alternative motives, an optional second assassin, and advice for customizing the adventure later in this book.

Tying into Dragon Heist

Several options are available for tying this adventure more closely to *Waterdeep: Dragon Heist*.

The Cassalanter

Caulminster could be a minor member of the Cassalanter cult. He isn't devout, and is a cultist mostly because he has heard it may curry favor with more powerful nobles.

He doesn't know any names, though he does believe there's a Masked Lord at the head of the cult. If searched, he carries a small gold symbol of Asmodeus, and a wax sealed letter mentioning a ritual meeting "Beneath the feet of the knight when the bakers wake". This is a coded reference to a certain mausoleum in the City of the Dead, and the time that the ritual will begin.

Jarlaxle

During her introduction Ekkala mentions a new owner who she needs to impress. The new owner is Jarlaxle in one of his disguises (most likely as Rongquan). You may replace the Seven Masks theater in Chapter 4 of Dragon Heist with the Lightsinger.

Rongquan will want to meet the party during their investigation, and will feign interest in preventing Rigolo's death. He's already identified Harvo as the source of the threat, and is close to identifying the assassin, but is planning to blackmail both of them if they succeed. He knows he can fan unrest from a public assassination, and then solve the problem himself later for leverage over the city.

Manshoon

The assassin works for Manshoon's Zhentarim, though she doesn't know he is involved. If Manshoon is aware of the party's involvement with the Stone of Golorr, he'll send additional backup (two **Zhentarim Ambushers** and a **Zhentarim Thug**) if the party confronts Nadia.

If Harvo Caulminster escapes the adventure unscathed, Manshoon will take the opportunity to blackmail him. Harvo's influence is limited, but he will start relaying information on other nobles to the Black Network, as well as fanning negative opinions of Laerel among his fellows.

Xanathar

The Xanathar has little interest in the theater itself. It does have an interest in protecting the Cache of Dragons. You can replace the Pink Flumph from Chapter 4 of Dragon Heist with The Lightsinger. In this case, the players may spot Xanathar Guild spies (one **Goblin Boss** and two **Kenku** flunkies) scoping out the alley around the theater during any of the performances.

If Xanathar is your villain, Dhovin has been turned into a spy. He was captured the month before while walking home, and had an Intellect Devourer placed in his skull. His primary goal is to keep anyone from discovering the trap door to the Cache of Dragons within the prop room (area T8, only if using Xanathar) with a secondary goal of keeping tabs on Mirt and any other foes of The Xanathar who come to the theater.

The Lightsinger

The Lightsinger Theater sits at the southern edge of the Sea Ward just north of The God Catcher. It's long established in the district but has lost some of its luster recently and is facing competition from newer theaters. They book a mixture of plays from the resident troupe and travelling performers.

Most of the regulars aren't around during this adventure since Rigolo is dominating the schedule.

Where exactly is the Lightsinger?

Waterdeep: Dragon Heist references both the Sea Ward and Castle Ward as locations for the Lightsinger. We've gone with a compromise of locating the theater right at the edge between the two wards. The precise location of the theater doesn't impact the story, so feel free to locate it anywhere that works for your campaign.

T1 - Lobby

The Lightsinger's lobby is dominated by a large open atrium reaching up to the ceiling, filled with beautiful glass chandeliers. The central chandelier depicts an angel made from thousands of individual pieces of white and yellow glass suspended from the ceiling.

A pair of wide staircases line the north and south walls providing access to the private boxes on the second floor.

Two **guards** are stationed at the doors, dressed as ushers and paid by the theater. They don't carry spears, but each has a club and dagger if fighting breaks out. They're mostly there to escort out drunkards.

T2 - Ticket Booths

These twin booths sell tickets, serve as a coat check, and will also provide refreshments during intermission.

T3 - Front Office

Set between the ticket booths, this is Dhovin's office. The location keeps him readily available to tackle any issues that come up, though he usually prefers to walk the floor while guests arrive.

Beneath the desk is a small safe, where the night's take is kept. Dhovin empties the safe every morning, taking the contents to a nearby bank. A character with thieves' tools can open the safe with a DC 18 Dexterity check. On a performance night, the safe contains 60+2d10 gp.

T4 - Auditorium

Padded seats are arranged in 8 tiered rows, facing the stage. There are four pathways, two down the middle, and two at the far edges of the auditorium. The auditorium can hold around 250 audience members.

T4a – Orchestra Pit

This lowered area before the stage is filled by musicians during most shows. Rigolo's accompaniment is simple, and consists of a single violinist and cellist during performances.

T5 - The Stage

The center of focus, the Lightsinger's stage is raised several feet above the auditorium floor, and ringed by braziers with continual flame spells. These braziers can be capped with colored glass hoods to change or darken the stage lighting.

One of the braziers has been broken recently, and is currently using a regular oil flame. The back wall is currently dominated by a painted backdrop of a city vista. The backdrop is changed out for each production.

Tucked behind the stone pillars on both sides of the stage are wooden ladders that allows access to a raised walkway and rafters (T15).

Actors and stage hands can watch from behind the red curtains at the north and south edges of the stage.

T6 - Stage Manager's Office

This is Ekkala's office, and she is usually found here between performances. It is filled by shelves overflowing with papers, scripts, and accounting books. The remaining space is filled by an old wooden desk and a small sleeping cot which Ekkala sometimes uses when working late.

T7 - Dressing Rooms

These rooms contain clothing racks, makeup tables, and mirrors.

T8 – Prop Storage

Props are staged here for use during plays. It is piled high with extra stuff right now.

T9 – Backstage (Lower)

This wide hallway provides access between the various dressing rooms and the stage. There are usually several stage hands bustling about, but they don't tend to pay attention to each other (or anyone sneaking through).

T10 - Private Boxes

Seven private boxes line the back wall of the auditorium. They are all accessed by a passageway behind the boxes. A richly carved wooden railing runs along the front of the boxes. A character can clamber over the railing

from one box to another with a DC 12 Dexterity (Acrobatics) check.

T11 – Owner's Suite

This pair of rooms are set aside as an apartment and office for the theater owner. The current owner of the theater is rarely in, and leaves the day-to-day business to Ekkala. The exterior door is locked with a well made padlock (DC 20).

T12 – Mallory's Apartment

This room has been Mallory Cavwren's suite for many years. She pays rent out of her theater wages.

Mallory's room is filled with velvet and silk scarves, tapestries, and shawls. She has a large four poster bed, and a rich walnut makeup desk where she practices lines and prepares for performances. The only light is from small oil lamps.

T13– Apartment/Large Dressing Room

Rigolo and Unter share this large dressing room as both living accommodations and office. Rigolo is rarely here, preferring to spend his time out on the town carousing. Unter will usually be here, writing or reading letters at his brass and wood travel desk.

T14 – Backstage (Upper)

This area provides access between the larger dressing rooms/apartments and the rest of the theater. The upper walkways that flank the auditorium have a low wooden handrail for safety, but are off-limits to guests. Ushers and stage hands will sometimes watch shows from here.

T15 – Walkway

Accessible by two ladders from the stage (T5), this is a rickety walkway that spans the width of the stage, as well as a set of pulleys and ropes used for certain stunts.

Mostly disused these days, the walkway is behind locked gates on either side. The only ones with keys are Ekkala and Ardin. Ekkala keeps her keys hanging in her (usually unlocked) office, and Ardin misplaced his for nearly a full day last week.

A character can climb around the locked gates with a DC 14 Dexterity (Acrobatics) check.

Trapdoor

If Xanathar is your villain, and you are using the Lightsinger in place of the Pink Flumph, there is a trap door hidden in the southernmost dressing room of area T7 beneath a rug and heavy clothes chest.

The door can be found with a DC 20 Wisdom (Perception) check, and is secured with an *arcane lock* spell. It can be pulled open with a successful DC 30 Strength (Athletics) check, or opened with a *knock* spell.

The Adventure

The party are called to a meeting with Ekkala Redscale, manager of the Lightsinger Theater. Depending on which hook you use, they may be introduced by a mutual acquaintance.

Faction Hooks

Harpers: Mirt will summon Harper characters directly to the lightsinger using a *paper bird* (see WDH). As a frequent patron of the theater, he has become friends with Ekkala, and has already promised her the characters would help before consulting them. He will introduce the party to Ekkala personally.

The Lord's Alliance: A public (and high profile) murder wouldn't be good for Waterdeep's reputation, particularly with the Zhents and Xanathar Guild stretching the Watch as is. Jalester will approach the players with orders to prevent the assassination and find out who is behind the attempt. He does not accompany them to the theater.

Bregan D'aerthe: Jarlaxle has recently purchased the theater under a false identity (Rongquan Mystere). He is partly interested in keeping his investment solvent, but mostly intrigued by whoever issued the assassination contract. He suspects it's a noble of some sort already, and would be interested in blackmailing them. He will introduce the players to Ekkala after they are met by Dhovin.

Non-Faction Hooks

Recommended By A Friend: Any well connected NPC that the party has befriended (Volo Geddarm, Renaer Neverember, etc) can recommend the party to Ekkala and handle introductions.

Public Quest Board: The players might find Ekkala's request for help on a public notice board. "Investigators required for security at Castle Ward Theater. Discretion required." The notice instructs them to meet Ekkala at The Woodcutter's Teahouse, a small cafe in the Sea Ward. The introductory scene will play out similarly, but players won't meet Dhovin at the door. After the party accepts, Ekkala leads them to the theater and gives the tour as written.

Meeting at the Lightsinger

The meeting with Ekkala is scheduled for the evening, after the Theater's performances have finished for the day. You can read or paraphrase the following text to introduce the Lightsinger to your players.

The street is dark in the descending gloom as Lamplighters begin their work.

Before you rears a large stone building, rising high above the nearby shops and restaurants. Rich stained glass windows shine from within, casting multicolored light down onto the street. Above the door is a glowing pane depicting an Angel, harp in hand, cut from white and gold glass.

As you approach the broad doors, you can make out a name carved into the stone above the entrance: The Lightsinger Theater.

Dhovin, the house manager, will meet the party at the door. He is initially rude and standoffish, demanding to know their business. Once told that they are there to meet Ekkala he will sigh and call over one of the ushers to lead them back to Ekkala's office. If the party has a friendly NPC to introduce them Dhovin is instead simply dismissive and lets them through without question.

The party is led back to Ekkala's office (area T6). They find Ekkala at her paper-strewn desk.

"Oh! Hello! Thank you so much for coming." The dragonborn woman stands up from her desk, and enthusiastically shakes your hands.

"This all feels like something out of a silly mystery play but I just can't ignore a threat against one of our performers." She sits back down, and after a moment of searching pulls out a crumpled piece of parchment which she hands to you.

"Someone is going to kill Landon Rigolo, our visiting performer. I've reported the threat to the Watch but they don't have any suspects. I really need someone to investigate the threat and protect Mr Rigolo."

The contract is written in a flowery script on quality parchment, and reads as follows:

Willing to pay three hundred and fifty dragons for the death of a philanderer, rake, and poisoner of hearts. If able to cure this injustice, take a room at the Grey Serpent Inn in the Trade Ward. Leave a red rose outside your door.

Ekkala offers to pay the party 50gp per night to investigate. She will answer any questions the players have for her, and offers to give them a tour of the theater.

Tour and Introductions

This is a good time to provide the players with a copy of the Lightsinger Map.

Ekkala will walk the party through the theater, and introduce them to several NPCs. The house manager Dhovin (who will be in his office in T3), stage hand Ardin Quoth (checking the lights in T5), actress/singer Mallory Cavwren (found backstage near the dressing rooms in T9), and Rigolo's manager Unter Strakehammer (upstairs in area T13).

Dhovin remains dismissive of the party, but will answer any questions truthfully and lets them examine the list of private box bookings if asked.

Ardin is clearly stressed about something (his gambling debt), and will try to get back to his duties as quickly as possible.

Mallory feigns concern for Rigolo, though a DC 14 Wisdom (Insight) check shows that she is lying. If pressed, she will half-heartedly praise Rigolo's writing while insinuating that she could perform it better.

Unter is dismissive of the threat against his employer, stating "Lot's o' folk out there, some of them angry. Not worth my time to worry about every one of them." He will postulate the contract was written by a husband or lover of one of Rigolo's conquests, and thinks it's just an idle threat, and that Waterdeep is safe enough.

Landon Rigolo will be out on the town, and only returns to the theater on the first day of performances.

For more information about each NPC, refer to Appendix A.

Once introductions are complete. Ekkala will return to her office. She is happy to help the players in any way she can, and will provide the following services if asked.

- Provide the party with theater uniforms.
- Let the players deputize the two door guards.
- Provide the party with a key to the exterior doors.
- Provide the party with a key to the landing (T15), though it takes her a few minutes to find one.

She is not willing to cancel Rigolo's remaining performances. If the players have evidence of Harvo Caulmimster or the Assassin's involvement, she is willing to bar either of them from the theater.

Running Security

The core of the adventure unfolds over three days and nights. During each day, your players are free to pursue their investigations around town (see "Investigations" below). They are expected to spend their evenings at the Lightsinger.

Each night at the theater consists of several phases. As you move from each phase to the next, ask your players where their characters will be, and what they will be doing, during that period. Taking turns, let characters react to anything they might notice from their chosen area of the theater. The specific duration of each phase is left intentionally vague.

Your players will likely miss some events. Remember that these events have still transpired.

The evening phases are as follows:

Doors Open

Stage hands will be busy getting the stage ready, and won't have time to talk or help. The ushers and Dhovin are busy taking tickets and leading people to their seats. Ekkala will be making sure that Rigolo is ready to perform.

Act One

The ushers will mostly be relaxing in T2, some will be watching the show from the doorways into the auditorium, ready to respond if something requires their attention. Dhovin will usually be fretting over the small bar, setting out wine and food for intermission.

Ekkala usually watches the first act from the wings of the stage. Ardin will be operating the stage lights, and any other stage hands are usually relaxing in the back.

Intermission

Ushers help guide people out to the lobby and back to their seats afterwards. Dhovin will be selling food and wine to guests (a waiter will bring refreshments to the private boxes for guests who don't spend the intermission in the lobby).

Most attendees will be standing and chatting, either in the lobby or the auditorium.

Backstage will be busy preparing for act 2. Rigolo's performances are fairly simple, without much in the way of props, but that just means it's a smaller staff than usual.

Act Two

Ushers will be relaxing in T2 and watching the auditorium from the doors. Dhovin and Ekkala will be working in their respective offices.

Ardin will be operating the stage lights, and any other hands will be relaxing in the back, passing around a flask or playing cards.

End of the Night

Ushers lead everyone out of the theater, Ekkala and Dhovin will be at the doors saying goodnight to attendees and attending to important patrons. Backstage will be a short flurry of activity before the hands all head to a nearby tavern.

Notable Attendees

Each night includes a list of notable patrons to the theater. Unless otherwise stated, assume the show is sold out, both in the private boxes and the auditorium. Many of these NPCs are described in *Waterdeep: Dragon Heist*, others can be found in Appendix A.

Several NPCs will attend multiple shows during the three nights. Party members with a passive perception of 13 or higher will notice this the second night they are present. All characters will notice the third night an NPC attends. Characters can also check with Dhovin to get the list of who has purchased a ticket for a private box.

Night 1

Notable attendees:

- Harvo Caulminster (Box A)
- Lady Euphemia Gost and Lady Ellassia Sultlue (Box B)
- Mirt (Box C)
- Lady Mirala Roznar and her daughter Esvele Roznar (Box D)
- Renaer Neverember (Box E)
- Empty (Box F)
- Regan Undertree (General Admission)
- Nadia Thinreed (General Admission)

Events

Before the show, Unter can be found in the alley behind the theater smoking a pipe. If asked what he's doing there he indicates Rigolo has a woman in their quarters, and that he didn't feel like sticking around.

Anna may be caught sneaking out of Rigolo's room shortly before the show starts. Rigolo is reclining inside, drinking wine (Dancing Efrete Calimshan Red).

Doors Open

Harvo arrives just before the performance, and bullies his way to his private booth (Box A), dismissing the ushers or anyone else in his way.

Renaer does not show up for his reserved box. Ezvele Roznar actually reserved it in his name, to ensure she had a place to stash her gear. Neverember is unaware the box was reserved for him.

Act One

Ekkala will be nervously pacing in the wings during the performance, and gets into an argument with Ardin over timing of the lights.

Ardin's work is fine, but Ekkala is too wound up over the threat.

Nadia will watch the show quietly from a back row of the auditorium.

Intermission

Nadia slips away and scopes out the back alley during intermission. If discovered, she claims to have gotten too hot inside, and stepped out for a breather. A DC 16 Wisdom (Insight) check indicates she's lying. Otherwise, she sneaks back inside through the north backstage door (which she left open) and takes her seat for the second act.

Regan Undertree tries to sneak back stage during intermission, trying to meet Rigolo, and clutching a poem he has written. If caught he'll sheepishly apologize as he doesn't want to be banned from the theater. Rigolo will spend the intermission in the wings (drinking from a flask) and Regan will miss him.

Harvo will be in the lobby during intermission, berating a young server for bringing him the wrong wine.

Mirt remains in his box during intermission. A paper bird flies in through an old skylight and into his private booth. Characters in the auditorium can notice the flying parchment with a DC 18 Wisdom (Perception) check. The information written inside uses a Harper code and is unrelated to the threat against Rigolo.

Act Two

During the second act, Esvele will escape her mother, and change into her Black Viper outfit in the empty box she reserved under Renaer's name. She stashes her clothes under a chair before sneaking into Box C.

While surprised to find the two middle-aged noble ladies in flagrante delicto, she isn't distracted from making off with several pieces of jewelry. Neither lady notices the thief. She will sneak out through the back stage and the southern exit door.

If discovered leaving the private box, she will smirk, and with a theatrical flourish leap from the balcony to the auditorium below and escape out the northern backstage door. The auditorium is dark during this act, and almost no one in general admission will notice her. She will stash her loot and equipment nearby before trying to slip back into the theater.

If she can't find a safe entrance, she has a spare set of clothes hidden in a nearby alley and will change into them before returning to the theater. She claims to have stepped outside for a breath of fresh air if caught. Characters who saw her earlier in the evening can notice the slightly different outfit with a DC16 Wisdom (Perception) check.

End of the Night

Harvo is the first out the door after the performance. He ignores both Dhovin and Ekkala at the doorway.

Esvele and Mirala bicker loudly as they leave the auditorium.

Mirt remains in his box for half an hour after the show, reviewing the intelligence report he received earlier in the night. The ushers are used to this, and leave him alone.

Night 2

Notable attendees:

- Harvo Caulminster (Box A)
- Empty (Box B)
- Mirt (Box C)
- Victorio and Ammalia Cassalanter (Box D)
- Yalah Gralhund (Box F)
- Lidda Gammarch (General Admission)
- Regan Undertree (General Admission)
- Nadia Thinreed (General Admission)

Events

Doors Open

Ammalia and Victorio Cassalanter enter accompanied by their butler Willifort, while a Cassalanter house guard keeps several beggars outside the theater. Ammalia will politely apologize to Dhovin and any party members manning the front of house for the disturbance before joining her husband and butler in their private box.

Act One

Mallory confronts Ekkala in her office during Act 1, and their shouting can be faintly heard throughout the theater.

Intermission

Lidda and Mirt can be found in the lobby, drinking wine and discussing a potion he has ordered.

Ammalia Cassalanter and Yalah Gralhund chat idly over wine in the lobby. A DC 14 Wisdom (Insight) check shows that Ammalia is contemptuous of Yalah, and is not invested in their conversation. Victorio Cassalanter doesn't

leave their private box. Willifort keeps an eye on the lobby from the stairs.

Harvo stays in his private box, and has a plate of cheese and wine brought up to him. He is writing a poem about a spurned lover.

Act Two

Nadia pokes around backstage during the second act. She can be caught either checking the catwalk or modifying the lock on the south door so that it won't latch. If spotted (DC 16 Perception), she runs for it (a chase may ensue). Her hood is up and she's wearing a mask, making it very difficult (DC 20 Perception) to identify her.

If any characters spotted The Black Viper the previous night, they might mistake Nadia for the same woman. Their cloaks are similar, though a DC 16 Wisdom (Perception) check makes it clear that they were not the same woman.

Ardin has some difficulty bringing the stage lights back up after the end of act 2. If checked on, he's slurring the command word having taken a few too many swigs from his flask.

End of the Night

With a DC 17 Wisdom (Perception) check, Harvo can be seen standing at the balcony of his box, staring at the stage well after Rigolo has finished bowing for the audience and left. He appears lost in thought.

After the show, Regan stays in the auditorium until he can slip backstage and find Rigolo. He corners the poet and fawns over him. Unter will intervene if a player doesn't, and unceremoniously kicks the young gnome out into the alleyway.

Night 3

Notable attendees:

- Harvo Caulminster (Box B)
- Mirt (Box C)
- Lady Melana Silsark and her companion Leannor (Box D)
- Davil Starsong (Box F)
- J.B. Nevercott (General Admission)
- Yaliek Iltizmar (General Admission)

Events

Before the doors open one of the maids trips and spills the contents of a chamber pot into Box A. The staff are able to clean most of it up, and Ekkala runs to a nearby shop for incense to cover the smell. Box A is not available for the evening's performance.

Doors Open

Harvo is first through the doors as they open. When he is told that his box is unavailable he's surprisingly cordial, saying with a smile "I'm sure the show will still go to plan." and accepts Box B as a replacement.

Act One

J.B. Nevercott will loudly applaud and drunkenly praise Rigolo during the 1st Act, causing a minor scene. If no player intervenes, Biggs will ask him to quiet down, which he does.

Yaliek gets up during the first act and starts flirting with one of the ushers by the south entrance to the auditorium. She's investigating the Black Viper, and following a tip that the Viper robbed someone at the theater recently.

Intermission

As intermission begins, a pack of screaming young women fill the lobby and rush the stage doors (Nadia dropped hints around the ward that Rigolo was meeting fans, and looking for a wife). During the commotion, Nadia slips through the south door and backstage. Anyone who remains backstage can spot the assassin entering with a DC 14 Wisdom (Perception) check, but they have disadvantage as the screaming commotion is audible throughout the theater.

Nadia hides herself inside a wardrobe in area T8. A DC 16 Intelligence (Investigation) check while searching backstage will uncover the Assassin's hiding place. If discovered, Nadia will pretend to be another fangirl just trying to catch a moment with Rigolo. A DC 14 Wisdom (Insight) check indicates she is lying. If the players see through her act, she abandons the contract and makes escape her top priority.

Running the lobby as combat

Optionally, you may run the lobby scene as a non-lethal combat encounter. Rules for this are included in Appendix: B.

Act Two

Yaliek sneaks upstairs to Mirt's box, to key him in on what she learned from the usher during Act One. Any players with a Passive Perception of at least 16 who are watching the balcony or lobby will spot her. If confronted, Mirt will vouch for her, saying that she works for him, though he avoids outright saying that she is a Harper agent.

If Nadia hasn't been discovered, she creeps out of her hiding place and takes up position behind the southern curtain. She takes aim with her hand crossbow, and kills Rigolo during

his triumphant performance of "Love's Fickle Arrow". She doesn't bother to check the kill, instead fleeing backstage and out through the northern exit.

She prefers to run and trip up pursuers instead of fighting, and carries two Tanglefoot bags to aid her escape. If confronted, she'll flee as far as the Dock Ward, and meet up with 2 **Zhentarim Thugs** there. The three of them will stand their ground and fight if confronted.

The first members of the Watch (an eight man patrol) will arrive five minutes after Rigolo is killed, and will prevent anyone from leaving the theater. Half an hour after the assassination, another two patrols will arrive (bringing the total number of Watch members to 24), along with Sergeant Seath Cromley to begin an investigation.

End of the Night

After taking statements from everyone present at the theater, the Watch will dispatch a unit to follow the Assassin to the docks. They will not be able to catch them before they go to ground.

Confession

If your players haven't identified Harvo as the one who took out the contract, and you want to tie up the loose ends of the adventure, he will find Leannor (his erstwhile lover) in the lobby, and madly proclaim that he had Rigolo killed out of vengeance for her "betraying" him. He has clearly lost his mind as he rants and raves while being dragged away by the Watch.

Investigations

The players will likely spend the mornings before each performance investigating outside the theater.

Checking up on NPCs

The NPC section includes where you can expect most NPC's to be when not at the Lightsinger.

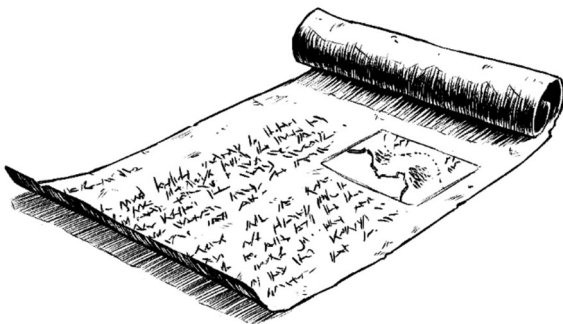
The Contract

Harvo's contract was circulated to several seedy bars by anonymous couriers or *paper birds*.

Players in good standing with the Zhentarim can find out that they received the assassination contract as well. Ziraj elected not to take it, but is willing to hand off the contract to another member of the faction.

Other criminal contacts may be able to provide a copy of the same request. The Lord's Alliance or Force Grey may also have a copy of this intel.

Any NPCs who have read the contract will scoff at the amateur nature of the communication method.



The Grey Serpent Inn

You are almost to the end of the cul-de-sac before you finally make out the Grey Serpent.

A small sign hangs above the door, barely visible against the pale stone walls, as if the Grey Serpent Inn doesn't want to be found.

The Grey Serpent is a nondescript inn down a nondescript street, at the far south end of the Trade Ward. The owner (a male Damaran named Besk) makes his coin renting rooms with an emphasis on "no names". Rooms can be paid for in advance, and the alley door can be opened with a room key for those not wishing to be seen.

The lobby is small, little more than a hallway and desk. There is a small lounge to the right of the entrance, with a beer keg and two tables, but the Serpent isn't a tavern. The rest of the two-story building is dedicated to rooms for rent. Besk lives on the premises.

The owner will not share his books under any circumstances shy of a Magistrate's order. If players do manage to get a look at the guest book it has dates, room numbers, and initials.

The Assassin took a room at the Serpent six days before the players met with Ekkala, using a single 'X' as their initial. Harvo had been staying there for several nights under the initials "L.R." (a poetic flourish he's rather proud of). They met and finalized the contract that evening.

Roses in Winter?

If running your game outside the season for fresh roses, the assassin purchased theirs from Fala Lefaliir, an Herbalist in the North Ward with an impressive greenhouse.

Tracking down Harvo's lover

Harvo's lover is a young woman named Leannor. She isn't noble, but has grown up as the companion and friend of Lady Melana Silsark. Leannor and Harvo enjoyed a torrid and emotional relationship for the past six months, but his sadistic nature started to become more noticeable and she cut ties with him.

Unfortunately she shared his theatrical nature and used a passage from Love's Fickle Arrow in her parting letter, which may have inspired Harvo's plan.

The players can track down Leannor with a DC 16 Intelligence (Investigation) check. Characters with the Noble background have advantage on this check. She's spent the last three weeks as a guest at the Silsark estate, rarely leaving.

Leannor is willing to meet with anyone who mentions they are investigating Harvo, and will do so in the gardens of the Silsark estate, with Lady Melana Silsark also in attendance.

If asked, she believes that Harvo would be willing to kill someone he blamed for the breakup. She'll attest to his temper and emotional instability. She can identify the handwriting on the contract as his, and mentions that she used a line from Love's Fickle Arrow in her goodbye letter if told about Rigolo's performances.

Hired Help

The party might want to hire Vincent Trench (a private eye from Trollskull Alley) to track down Harvo's lover. Doing so costs 50gp, and will take a full day. He will give the players Leannor's name, and tell them that she has been staying at the estate of Lady Melana Silsark.

Rumor about Rigolo

Players might encounter this rumor at any time during their investigations.

"Rigolo is in Waterdeep looking for a wife, he's going to choose someone to marry after his last night of performances."

Nadia has been seeding this rumor, and with the help of her two Zhentarim allies, is trying to organize a mob of young women to cover her entrance to the theater.

Rumors about the new owner

Rumors are swirling among certain crowds about the myterious new owner of the Lightsinger.

Characters might overhear any of the following if they hang out near the theater. It's left up to the DM to determine how accurate any of these rumors are.

That old Lightsinger theater? I heard there's a new owner, and they're using the place as a front for something shady.

That new owner of the Lightsinger? I hear he's gonna give old Ekkala the boot if she can't get more talent like Rigolo.

I hear there's going to be a shakeup over at the Lightsinger. Friend of mine says the whole troupe is getting replaced.

Resolving the Adventure

The party's primary goal is to stop the assassination of Rigolo. They do not necessarily have to bring the assassin or their patron to justice, though they will receive the best reward for doing so.

Confronting Harvo with evidence of his involvement (such as his lover's testimony *and* a copy of the contract) will convince him to turn over the identity of his assassin. He's also willing to pay up to 500 gold to keep the party quiet.

If the assassin is confronted or captured, they will offer the name of their patron in exchange for their own freedom (including exile from Waterdeep).

Aftermath

If the party prevents the assassination:

A grumbling Unter will reward the party with 100gp. Rigolo will proclaim their virtue, and promise to write a ballad about the party which he will perform far and wide. The two leave the city (headed towards Silvermoon) as soon as Unter can arrange transportation.

Any members of the Harpers, Force Grey, The Lords' Alliance, or the Order of the Gauntlet may receive 1 point of renown with a chosen faction (they don't get to double up if members of multiple factions).

If the players prevent the assassination and bring Harvo to justice without killing anyone:

In addition to other rewards they will receive commendations from Mirt (for saving his favorite theater) in the form of a silver stag statuette worth 120 gold.

If the party kills the assassin:

They will be investigated by the watch. Ekkala will provide testimony defending their actions, and submit the contract as evidence.

If the players kill Harvo:

They will be charged with murder of a noble. Even proving that he took out the contract may not be enough to completely exonerate their actions. They are likely to receive a reduced sentence, unless a powerful ally (such as Mirt) steps in to help them. They may be tasked with a mission by a powerful NPC, such as the Blackstaff, in order to work off their crime.

If Rigolo is assassinated:

Even if Harvo and the Assassin are brought to justice, the city is put on edge. Between the ongoing gang war and this, the nobles and common folk will start to question the lords of the city, and whether they are capable of running Waterdeep properly. You can expect any active villains to capitalize on this additional unrest.

Ekkala will vow to persevere, but attendance at the Lightsinger will quickly drop. Anna, Dhovin, and most of the resident troupe will leave, but Mallory and Ardin will stick by the theater.

Appendix A: NPCs

Possible motives are provided for several NPCs. These are available if you want to shake up the adventure, provide red herrings for your investigators, or perhaps for an Agatha Christie style reveal at the end.

Anna Purkeva

CG Female Rashemi Human Commoner

A young actress, Anna hangs around the theater even when not performing. She has a tiny apartment in the North Ward. She's fallen for Rigolo's charms, and daydreams about running off with the rakish bard.

She's usually found at the theater practicing for her role in an upcoming performance of *Caligorro's Cabinet*.

Possible Motive: Anna knows about Rigolo's philandering, and rather than idly accepting it she has become vengeful towards her erstwhile lover. If so, she doesn't have the money to pay the contract, and plans to take her own life after Rigolo is dead, re-enacting a scene from a famous play.

Ardin Quoth

CN Male Half-Elf Commoner

Senior stage hand for the Lightsinger. In addition to moving set pieces around, he controls the colored shades used on the stage lamps to set different scenes. Tends to be the nearest person to Rigolo during a performance. Ardin is withdrawn and irritable, and a known gambler.

When not working Ardin can usually be found in some sort of gambling hall, or throwing dice in the back of a South Ward tavern.

Possible Motive: Ardin is currently in debt to Istrid Horn (Zhentarim) for 55 gold, with little hope of repaying it on his wages. He might be desperate enough to assassinate Rigolo for the payout.

Ammalia and Victor Cassalanter

Lord Victor Cassalanter and Lady Ammalia Cassalanter are powerful Waterdhavian Nobles, commanding a great deal of respect. They are known for their philanthropy and their money-lending business.

Several years ago Lady Ammalia paid for a production of the opera *The Damnation of Goeth* at the Lightsinger. As such the family are favored guests.

See *Waterdeep: Dragon Heist* for more information about the Cassalanter.

Dhovin

N Male Tiefling Commoner

The Lightsinger's house manager. Always impeccably dressed in a smart black suit, Dhovin greets guests, overseas ushers, and manages the front of house. He cares little for what Ekkala does, or what shows are happening, and largely keeps to himself when not interacting with guests.

In his off hours, Dhovin is a wine aficionado, and can often be found at local tastings and events. He dreams idly of moving up in his station, perhaps becoming the head of servants to a powerful noble family.

Ekkala Redscale

NG Female Dragonborn Commoner

Theater manager of the Lightsinger. Ekkala is dedicated to keeping the theater successful, and often works unhealthy hours to do so. She is rarely not at work, and has no family or friends to speak of. She rents a small apartment nearby, and once per tenday goes to the House of the Moon to pray.

She will sometimes get breakfast or lunch at The Woodcutters Teahouse nearby, and often has a pot of their "Blackstaff Black" tea brewing in her office.

Harvo Caulminster

LE Male Air Genasi Noble

"I am Harvo Caulminster if you don't already know. A fair sight more important than you if I do say. Now if you don't get out of my way I'm going to miss the performance!"

A minor Whaterdhavian noble, who has recently ended a terrible love affair. Harvo is usually dressed in an extravagant and foppish outfit of bright blue and gold, though on the third night of performances he will change to a much more elegant silver and black suit. His elemental heritage is not strong, but his medium-length blonde hair will always be blowing in a slight breeze.

He has a highly inflated opinion of himself, and his ego will brook no slight. He has a small crowd of sycophants and other young noble men who often hang around him. By his request, they do not accompany him to the theater.

Any party member who spends time in noble circles, or succeeds on a DC 12 Intelligence (Investigation) check while asking around, can

discover a rumor that Harvo and his lover had a public row recently.

Harvo will brush off conversation from any non-noble party members. For characters with the Noble background or who are Waterdeep nobility, he will try and ingratiate himself. If the players name-drop a connection to Mirt or a similar powerful noble, Harvo will answer questions but remains disdainful.

He comes to the theater every night. On the third night, he will be unusually relaxed, and friendly to any characters who speak with him.

If asked about Rigolo, he'll give a forced laugh and talk about how foolish the poetry is, but he will defend his attendance claiming that women are fans, and will swoon for a man who recites this "tripe". A DC 12 Wisdom (Insight) check will show him to be lying about his opinion of the material.

Motive: Harvo has come to blame Rigolo in a twisted type of jealousy after his lover left him. He's hired the Assassin to kill the bard with a crossbow bolt through the heart, in reference to Rigolo's most popular work "Love's Fickle Arrow".

Lady Ellassia Sultlue

NG Female Human Noble

The wife of Lord Bromas Sultlue. Ellassia and Bromas never had much of a romantic spark, and their marriage is one of convenience. She ignores her husband's clumsy attempts to gain a mistress, having been rather more successful in finding lovers of her own. She is currently having an affair with Lady Euphemia Gost.

Lady Euphemia Gost

NG Female Human Noble

A bored noble widower. Her husband died several years ago, and her two sons have taken over the family businesses. She spends most of her time attending the theater and throwing parties for her friends and acquaintances. She is having an affair with Lady Ellassia Sultlue.

Landon Rigolo

CN Male Half-Elf Bard

Rigolo would describe himself as a hopeless romantic. Most who know him would say he's a hopeless womanizer. Rare is the night Rigolo sleeps in his own bed, and were it not for his fame and money, he'd likely have met his end years ago at the hands of a jealous boyfriend or vengeful father. He's no longer quite a young man, but his beauty hasn't faded, nor has his skill with words.

The bard has made a very good life for himself, performing across much of western Faerun. He has a beautiful voice, and is skilled at writing love songs and sappy poetry. He brushes off most threats, or indeed any serious concerns brought to him. He directs any serious concerns to his manager Unter.

Rigolo spends his time between performances chasing women, drinking the hours away at any bar he can find, and nursing a hangover in his dressing room.

Rigolo Lore

A successful DC 15 Intelligence (History) check will reveal the following information about Rigolo and his works. Any character with a background in poetry or performance has advantage on the check.

- Landon Rigolo has been performing in cities up and down the Sword Coast for years.
- His most popular works are: *Love's Fickle Arrow* (a romantic sonnet), *Eye of the Oak* (a mournful poem about a young soldier), and *Angel's Break* (an upbeat and slightly blasphemous song).

Lidda Gammarch

NG Female Halfling Alchemist

Lidda is well cultured and pretty, with red hair and dark eyes. She usually wears a sweeping scarlet dress and a gold amulet.

Most of her business is in custom order potions and salves for well-paying clients.

Mallory Cavwren

N Female Human Commoner

A diva well past her prime. Mallory is a good actress and singer, but she is getting older and has been arguing with Ekkala about the roles she is being given. She is jealous of Anna being cast in *Caligorro's Cabinet*, the theater's next scheduled production.

Everything Mallory says or does is dramatic. She's a consummate diva, and utterly convinced that she's the most important person in any room.

She lodges in an upper room of the theater, and spends most of her time around the building. She can also be found at a ritzy nearby bar (Aurielo's) where she holds court for her steadfast fans.

If asked, Mallory is openly dismissive of Anna's talent and her character, seeing the young woman as a challenger to her position. She's appreciative of Rigolo's poetry, but considers herself a better performer than him.

Possible Motive: Rigolo's special performances have supplanted her regular act. Removing Rigolo from the picture could cement Mallory's status as the queen of the Lightsinger.

Mirt the Moneylender

CG Male Human

A famous Noble (and rumored Masked Lord) of Waterdeep. Mirt is a retired adventurer, and even at his not-inconsiderable age and weight he maintains a keen eye and mind.

Mirt spends a lot of time at the Lightsinger, both for pleasure, and as a place to conduct Harper business.

See *Waterdeep: Dragon Heist* for more information about Mirt.

Nadia Thinreed

NE Female Human Spy

A human member of the Zhentarim (Manshoon faction), Nadia works as a mercenary and assassin for hire. She isn't too concerned about who her victims are, and Rigolo is her biggest job yet.

Nadia dresses in simple but well made dark clothes. She wears a dress to the show, but in a sensible cut rather than the opulent gowns that are the current fashion within Waterdeep. She also wears a long black hooded cloak, just nice enough to avoid questions.

Nadia attends the performance on the first night, and can be spotted scoping out the alleyway during intermission. She sneaks back stage during the second night to establish her path to the stage and to rig the lock on the back door.

Regan Undertree

CG Male Gnome Commoner

A young Gnomish poet who looks up to Rigolo with no small amount of hero worship. His enthusiastic attempts to speak with Rigolo have thus far been rebuffed by the famous bard.

The gnome can often be found at the old Elfstone Tavern, writing flowery poetry and sipping elverquisst. If asked about how he pays for his (unusually extravagant) lifestyle, Regan will become defensive. He inherited a goodly sum of wealth from his uncle, but has no business sense, and is on track to burn through his inheritance in a few short years.

Unter Strakehammer

LN Male Dwarven Veteran

Rigolo's manager. Unter is a stereotypically taciturn and gruff Dwarf. He's constantly busy, sending letters day and night, and takes little notice of the threat against Rigolo's life. Above all else Unter dislikes changing plans and will require hard evidence of danger to Rigolo before he agrees to cancel any performances.

Unter is a veteran of several wars for his old clan, and while he has a limp he still carries himself like a warrior. He refuses to answer any questions about his own history.

Possible Motive: Rigolo doesn't have any heirs or family (at least that he's on speaking terms with) and in the event of his death, Unter would inherit his wealth and written works.

Yaliek Iltizmar

N Female Rashemi Bard

A Waterdhavian actress, and agent of the Harpers. Yaliek has striking angular features and wears a short green dress when visiting the Theater.

Appendix B: Altering the Adventure

Every table is different. Here are a few options for changing up the adventure. Either for running it with a different party, or to fit your party's tastes.

Another Assassin?

If the party catches Nadia on the first night, or if you want to up the difficulty, Harvo's contract doesn't have to be exclusive, and another assassin may be vying for the payout.

Garin can also be substituted for Nadia from the beginning.

If both Nadia and Garin are still around to make their move on the third night, flip a coin for which one succeeds in killing Rigolo. Whoever doesn't make the kill will try and follow the other, and may show up when the party confronts the assassin. If neither assassin is brought to justice, the next edition of the Waterdeep Wazoo includes a note about one of their bodies being found washed up under one of the Dock Ward piers.

Garin Blackfinger

A heavily scarred Ghostwise Halfling Assassin. Garin doesn't understand poetry but he'll do just about anything for gold. He wears a simple outfit modeled after pages and couriers, designed to blend into crowds.

Events:

Night 1:

Garin watches the show from General Admission and is bored by the whole thing. After the show he leaves quickly but returns later that evening and scales the back of the building to leave a rope tied outside one of the skylights for his later escape. The rope is left coiled up on the roof, so won't be visible to anyone searching from the street.

Night 2:

Garin watches act 1 from his seat. During intermission, he goes out to the lobby and observes everyone in attendance. He buys a glass of wine from the bar but doesn't drink it.

After the show, he sneaks backstage and hides in an empty closet in one of the dressing rooms (T8) until the guests and most of the staff leave. A character stationed backstage can notice him with a DC 16 Wisdom (Perception) check.

During the night, he climbs up into the rafters, and props open the skylight he set the rope on during Night 1 then leaves by the rope. He conceals the rope as best he can, but anyone who looks around the back alley of the theater afterwards with a DC 13 Intelligence (Investigation) check will find it running down the south east corner of the building.

Night 3:

Garin hides in the alleyway (DC 16 Perception) waiting for Act 1 to begin, before he climbs the rope and slips through the open skylight onto the walkway T15.

Characters in the Auditorium or the Private Balcony may spot him up there (DC 17 Perception). He lines up his shot with a Light Crossbow, and waits patiently for Act Two. During Act Two, he fires, shooting Rigolo through the heart.

He waits just long enough to see blood leaking from the body before escaping through the skylight. He dashes down the rope, and flees to the Harbor, trying to lose anyone following him. He'll end up at the Skewered Dragon, where he has already reserved a hidden room. Characters searching the tavern can find this room with a check (DC 14 Investigation). He has no interest in fighting, and if captured will do anything he can to barter for his own safety.

Combat

This adventure has very few combat encounters. Here are some additional encounters that you can add in.

Thug Ambush

After the first night of performances, the Assassin might send a group of Thugs to intimidate the party and get them out of the way. These are hired Zhentarim mercenaries.

The thugs will ambush the party shortly after they leave the theater on nights one or two. The composition of the ambush will depend on the level of your party. The Assassin themselves doesn't take part in the ambush.

Party Level	Encounter
2nd	2x Bandits 2x Zhentarim Thugs *
3rd	1x Zhentarim Ambusher * 2x Zhentarim Thugs *
4th	1x Bandit Captain 2x Zhentarim Thugs *

*– Statistics provided in Appendix B

Fangirl Mob

During the third night of performances, a crowd of screaming women (and a few men) will rush the theater, trying to get to Rigolo.

This encounter is a bit slapstick, and may or may not fit the tone you are going for.

Non-Violent Combat

Any violence or intentional injury will be reported to the Watch, and the player will likely be charged with Assault (or Murder). The challenge here is to clear out the fangirls without injuring them. Dhovin will shout for the party to help chase the women out of the theater. These rules are merely a suggestion for how to run the encounter; feel free to modify them or play the encounter "by ear".

Treat the screaming women as three **Fangirl Mobs**. Each one is considered to have 20 "hit points". These don't represent actual health or injury, but instead represent the Mob's willingness to continue on its path. Once the Mob's hitpoints are reduced to zero, they disperse and leave the theater.

As an action, characters may try and Intimidate, Persuade, or Charm a Mob. Each check deals "damage" to the Mob's "hit points" equal to its total above 10. So an Intimidate check of 17 will reduce the Mob's hitpoints by 7.

Shoving is handled as if the Mob was a single creature, but it cannot be knocked prone. Each mob starts within 15 feet of the entrance. If they are pushed outside they will immediately disperse.

Characters can try and grapple a member of the mob. This won't stop the mob (each one being composed of multiple people) but it will reduce their willingness to continue. For each grappled

target from a Mob, reduce its hitpoints by 5. At the start of the Mob's turn, any grappled members will give up and leave the theater.

Your players will undoubtedly try and use other spells/abilities to disperse the women. There are too many options to cover them all, and you will need to adjudicate as they come. If necessary, remind your players that attacking or harming the mobs will result in severe legal issues.

Assigning Experience

You have a few options if using experience-based levelling (instead of milestone levelling).

One option is to roll everything up and hand out a lump sum of XP per day. If you want to go this route, we recommend 300XP per character per night. This would take a party of 3rd level characters halfway to level 4 by the end of the adventure.

Another option is to hand out experience directly for player actions. Here is a table of different actions/events and XP values. This method of awarding experience can lead to under- or overrewarding characters, particularly if your party splits up to follow different leads and deals with different events. Given the freedom characters have to resolve the adventure, be cautious with this approach.

Individual XP Rewards

Action	Reward
Investigating the Grey Serpent	100xp
Finding Harvo's Lover	300xp
Investigating a Rumor	100xp
Finding and questioning an NPC outside the theater	100xp
Catching an NPC sneaking around the theater	100xp
Preventing the Assassination	600xp
Capturing the Assassin	600xp
Catching Harvo	1000xp
Chasing off the Black Viper	300xp
Catching the Black Viper	600xp

Appendix C: Statistics

Fangirl Mob

Large swarm of medium humanoids (any race), N

Armor Class: 10
Hit Points: 20 (5d8)
Speed: 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	11 (0)	10 (0)	10 (0)	10 (0)	11 (0)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Skills Charm +2, Persuasion +2
Senses passive Perception 8
Languages Common
Challenge 1/4 (50 XP)

Swarm. The mob can occupy another creature's space and vice versa, and the mob can move through any opening large enough for a medium creature. The mob can't regain hit points or gain temporary hit points.

Actions

Trample. The Mob moves up to its speed. Any creatures in its path must succeed on a DC 12 Strength saving throw or take 3 (1d6) bludgeoning damage and be knocked prone.

Scream. This scream has no effect on other Fangirl Mobs. All other creatures within 30 feet of the Mob that can hear it must make a DC 12 Constitution saving throw. On a failure, a creature becomes deafened for 1 minute and takes 3 (1d6) Thunder damage.

Gharin Blackfinger

Small humanoid (Halfling), NE

Armor Class: 13
Hit Points: 27 (6d8)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	17 (+3)	10 (0)	12 (+1)	15 (+2)	13 (+1)

Skills Deception +3, Insight +4, Investigation +3, Acrobatics +5, Persuasion +3, Sleight of Hand +5, Stealth +5
Saves: Advantage against being Frightened
Senses passive Perception 14
Languages Common
Challenge 1 (200 XP)

Cunning Action. On each of his turns, Gharin can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Gharin deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Gharin's that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Halfling Nimbleness. Gharin can move through the space of any creature larger than small size.

Telepathy. Gharin can speak telepathically with any creature within 30 feet.

Actions

Multiattack. Gharin makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Nadia Thinreed

Medium humanoid (human), NE

Armor Class: 13

Hit Points: 27 (6d8)

Speed: 25 ft.

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

Skills Deception +4, Insight +4, Investigation +4, Acrobatics +5, Persuasion +4, Sleight of Hand +5, Stealth +5

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP)

Cunning Action. On each of her turns, Nadia can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Nadia deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Nadia's that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Actions

Multiattack. Nadia makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Tanglefoot Flask (2). *Ranged Improvised Attack:* +5 to hit with disadvantage, range 20ft., one target. *Hit:* Target becomes *restrained*.

Tanglefoot Flask

Adventuring Gear, Alchemical, 25gp

This sticky, adhesive liquid rapidly hardens when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the Tanglefoot Flask as an improvised weapon. On a hit, the target becomes *restrained*.

A creature can end the restrained condition by using its action to scrape off most of the sticky substance. After scraping off the substance, their speed will be reduced by 10 until they can properly wash off the remaining residue with water, or using a magical cleaning effect like Prestidigitation.

Zhentarim Ambusher

Medium humanoid (any race), NE

Armor Class: 13
Hit Points: 22 (4d8 + 4)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	15 (+2)	13 (+1)	10 (0)	12 (+1)	10 (0)

Skills Acrobatics +2, Intimidation +2, Persuasion +2, Survival +5
Senses passive Perception 13
Languages Common
Challenge 1/2 (100 XP)

Pack Tactics. The ambusher has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The ambusher makes two melee attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Zhentarim Thug

Medium humanoid (any race), NE

Armor Class: 11
Hit Points: 32 (5d8 + 10)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (0)	14 (+2)	10 (0)	10 (0)	11 (0)

Skills Athletics +2, Intimidation +2, Persuasion +2, Survival +2
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.