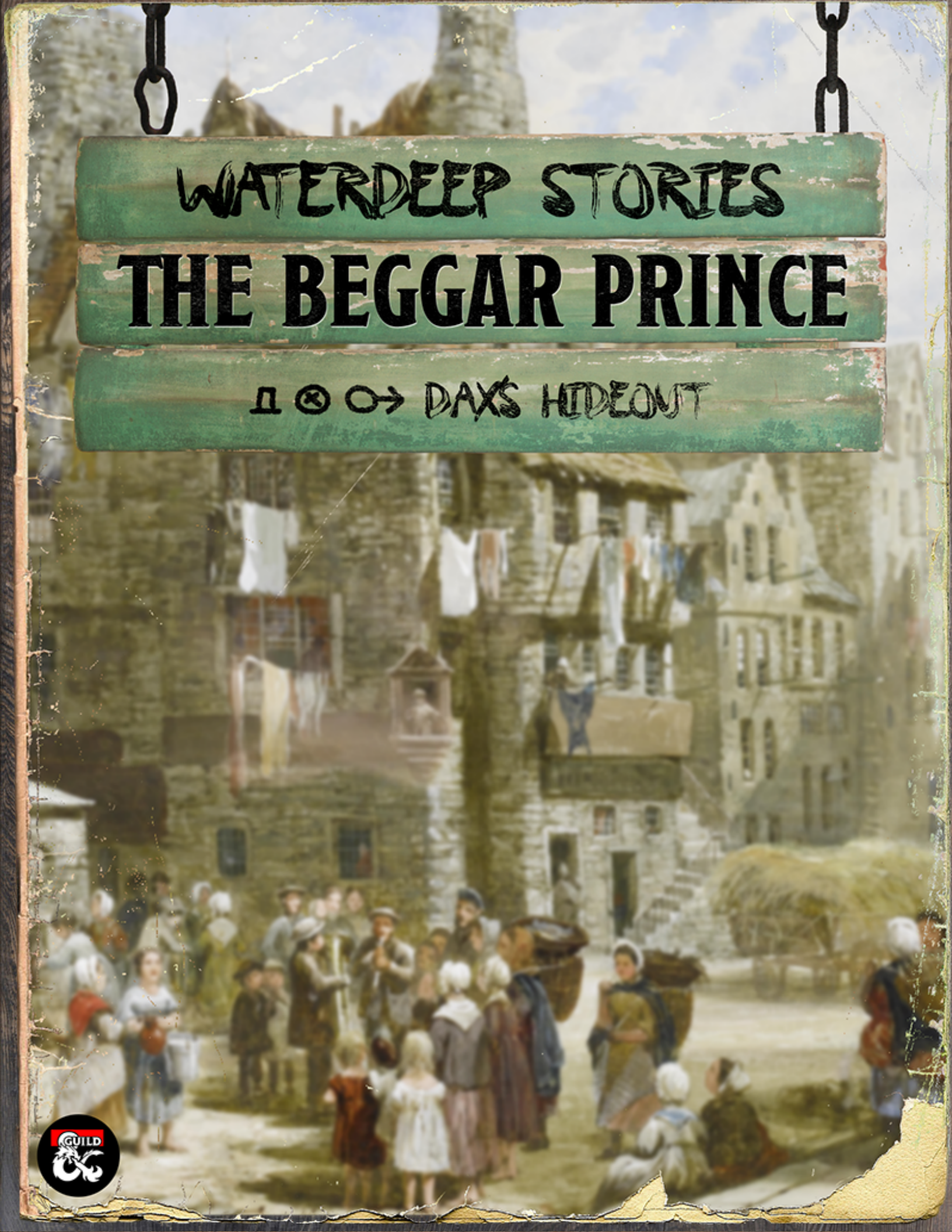


WATERDEEP STORIES

# THE BEGGAR PRINCE

▷ ⊗ ◯ → DAYS HIDEOUT





# The Beggar Prince

By Christian Eichhorn

*A fiend with a thirst for power established an almshouse in Waterdeep's underbelly. Will the characters strike down the cambion Dax or support him in his humanitarian mission? Descend into the aromatic sewers of Waterdeep, uncover the circumstances behind a mysterious coin shortage and approach the problem the old-fashioned way: hours of indecisive planning.*

This adventure is intended for an adventuring party of level 2 to 5. It can be adjusted for a higher level party with relative ease since there are no mandatory fights. To run this adventure, you ideally need a copy of the *Player's Handbook* (PHB), the *Dungeon Master's Guide* (DMG), the *Monster Manual* (MM), *Volo's Guide to Monsters* (VGTM), and *Xanathar's Guide to Everything* (XGTE). If a monster's name is formatted in bold, like a **mummy lord**, it means that the characters encounter this monster and a fight might ensue. Skill checks are given in bold, e.g., a **DC 15 Wisdom (Perception) check**. If a passive check is called, but a player's statement warrants an active check, the DC of the passive check is applied.

Though *The Beggar Prince* is written with a Waterdeep based campaign in mind, the adventure can be run in any larger city or metropolis. Most of the action takes place in the sewers, so a well-developed sewage system is a must! There is no finale or goal in this adventure since there is no accounting for the players' actions. Just throw your players into the action and see what they make of it! In theory, the adventure's location could be shifted further down into the Dungeon Level of Undermountain. A turf war between the Undertakers, Xanathar's Guild, and the Children could be a more martial approach to the adventure!



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## Adventure Background

Dax, a cambion who was sired by the demon lord Graz'zt, established a safe haven for the homeless and destitute in the sewers below Waterdeep. Dax claims to have noble intentions, defying his demonic father. How better to spite a father that stands for chaos and destruction than to help the poor and needy? Disguised as a fellow beggar, Dax first befriended many of Waterdeep's poorest souls. After he felt that he gained their trust, Dax revealed his true form to them. None of his friends were appalled, and the number of Dax's followers grew. To newcomers, however, Dax presents himself as an old and wise man who is clothed in simple robes.

Beggars who are extraordinarily successful in their occupation swamped the streets of Waterdeep in the weeks following Dax's arrival. The beggars deliver the coin they earn to Dax, who hoards the copper pieces in his private Sanctuary. The situation threatens to escalate since Waterdeep soon finds itself in a coin shortage. As a preliminary measure, the city circulates so-called bills of exchange. However, the citizens are unamazed in the face of this new currency and fall back to simple bartering. Furthermore, the Lords decreed to persecute beggars, fortune tellers, and charlatans who dare to show their faces in Waterdeep's city limits. The brutal onslaught drives ever more poor souls into the sewers, where they are welcomed by Dax.

In the short term, Dax plans to purchase a large property or an entire row of houses for his Children. No longer shall his Children waste away in the shadows. Dax's secret long-term goal is to deprive the citizens of Waterdeep of their life's essence, however. Dax enchants, or rather curses, the coins he receives and uses these coins to accommodate his Children. The homeless who run errands are given only these special coins to bring them into circulation. Every time a person pays for a good or service using one of these enchanted coins, they lose a minuscule portion of their remaining lifetime. Not only does Dax receive said lifeforce and turns it into raw power, but he also develops a general feeling for Waterdeep's economy. He plans to become the de facto ruler of the metropolis by manipulating the tides of Waterdeep's currency flow. Eventually, Dax's coins will reach other cities like Neverwinter or Baldur's Gate, diversifying his wells of lifeforce.

### Graz'zt

Graz'zt, the Dark Prince of Pleasure, is a demon lord and former archdevil. He rules over several layers of the Abyss and is known for his vanity. Restriction is anathema to Graz'zt, and his devotees indulge themselves in every conceivable way. Graz'zt is renowned for the number and frequency of his sexual encounters with mortals, and he has sired many cambions in his days. A character who is proficient in History, Arcana, or Religion knows about these facts.

## Running the Adventure

This adventure offers an overview of Dax's plans and ambitions, Dax's secret Hideout, and the people that live there. It's more of a sandbox experience than anything else, and the focus lies almost exclusively on role-playing. The events detailed in the Adventure Background play out over an extended time period. Consult the Time Table to decide at which point you want the characters to investigate the matter. The sooner Dax and the characters are brought into conflict, the weaker Dax still is and the fewer followers he has. The key point to make the most out of this adventure is to convince your players and in unison their characters to support Dax. Who wouldn't want to help an estranged son rebel against his terrible father? The details laid out in this document mostly deal with the time frame between day 30 and day 70 according to the Time Table.

### Time Table

Day	Development
1	Dax's Arrival in Waterdeep.
15	Dax reveals his identity to Horn, Morg, and Karren.
30	Dax clears out the Hideout in the sewers.
40	The first cursed coins are brought into circulation.
60	Waterdeep experiences a copper coin shortage.
70	Waterdeep banishes beggars et al.
100	Dax buys an apartment block in the South Ward, and 1,000,000 cursed copper pieces are brought into circulation. Dax immensely grows in power.
105	The relocation of the Children is executed.
150	Dax acquires several storehouses in the Dock Ward and sets up manufactories.
300	Dax becomes one of the richest and most influential people in Waterdeep.



## Adventure Overview

### Part 1: Dramatis Personæ

Many interesting people frequent Dax's Hideout, and most have a touching story to tell. Part 1 describes some of the most influential people who work with Dax.

### Part 2: Dax's Hideout

There's much to see and discover in Dax's Hideout. Part 2 lays out the Hideout room by room, offering suggestions on how the characters can interact with their surroundings.

### Part 3: Quests & Progression

Naturally, the Hideout dwellers have certain goals and ambitions. To progress the adventure, the characters must solve some of these quests.

### Part 4: Continuing the Adventure

Part 4 offers hints and advice on how to continue the adventure after Dax achieved his goals or he meets an untimely end.

## Adventure Hooks

Use the following hooks to introduce your characters to the adventure. The hooks each reference a different point in the adventure's timeframe. Choose wisely!

### A Persuasive Beggar

A beggar approaches the characters and tells them a heart-wrenching story about his past. The characters are moved by his tales and stuff his patched hat with all the copper pieces they own.

A few minutes later, the beggar's story fades, and the characters find themselves wondering whyever they were so generous. After a stressful day, the characters relax in a local tavern, where a patron tells them about a reward the city offers: Whoever unravels the mystery behind the recent influx of beggars receives a tidy sum.

### A Brazen Thief

The characters stroll across the market when one of them feels a familiar pluck on their coin purse. A quick glance reveals the face of a startled woman who takes flight. The characters pursue the thief through narrow alleys and across crowded crossings. Eventually, they reach a dead end, and the only way onward is a spinning manhole cover.

### Expulsion of the Beggars

To combat the coin shortage, soldiers and members of the city watch forcibly remove beggars and other perceived lowlifes from the city. The characters bear witness to a pair of soldiers locking a woman into a cart. The prison cart is filled with beggars who are to be deported from the city. A young boy approaches the characters, asking if they can rescue his mother and escort them to Dax's Hideout.

### Treasure Hunt

A member of the Archeological Society of Waterdeep called Hermann heard rumors about an old tomb located beneath Waterdeep. The rumors say that the remains of Githix are interred within. Hermann only needs a rubbing of the sarcophagus' lid since anything else would be potentially deadly.

## Coin Shortage!

Citizens! Our city experiences an abnormal coin shortage, and the city council advises everybody to refrain from squandering copper pieces. For the foreseeable future, every citizen must adhere to the following emergency laws:

1. Thou shall buyeth wares in large quantities!
2. Thou shall not giveth to beggars and street artists!
3. Thou shall not throweth your coins into wells and wisheth for good luck!





# The Beggar Prince

## Part 1: Dramatis Personæ

### Dax the Beggar Prince

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*Welcome to our humble refuge friends! At least I hope you are friends, and if so, you are among them as well.*

*Look around! You see hopeful, sad, confused, and turbid faces. These are the faces of those who are forgotten. Not only forgotten, but also broken. I've built this place to remember and to repair.*

*Make yourself at home, have something to eat, and warm yourself at our hearth. You look like persons who could contribute much to our cause. If I'm right in that assumption, and if you are willing, come talk to me.*



### Devious, Charismatic, Intelligent, Erudite, Artist

Dax (LE male **cambion** MM 36) is the son of Graz'zt and a warlock named Bella. Dax lived with his mother for many years before he set out to gather power to eventually challenge his demonic sire. Dax shows himself in his regular cambion form as long as only his Children are present. He has pitch-black skin and wings, green eyes, a perfectly shaped body, and 12 fingers. Having 12 fingers is a characteristic shared by all cambions of Graz'zt. Dax uses the *alter self* spell to appear like an old human man, clothed in simple black robes, to people who meet him for the first time.

**Dax the Liar.** Depending on the characters' actions, Dax will eventually reveal his true form to them, maybe even during their first encounter. Dax uses this bold approach to foster confidence in him, surprising people with his truthfulness. He proceeds to portray his overwhelming disgust for his sire Graz'zt who dazzled his mother Bella with promises of great power. In the end, both got what they wanted. Only that his mother became a lesser person. To make up for some of his father's dark deeds, Dax decided to devote at least some of his life for good.

**Dax the Schemer.** Dax spends most of his time cloistered away in his Sanctuary where he enchants the collected coins in a difficult and lengthy ritual. Only his most trusted followers Karren, Horn, and Morg can come and go as they please. Others are allowed inside as well but not without supervision. To achieve his next goal—the purchase of a grand house for himself and his Children—Dax searches for persons who are trustworthy and not shunned in Waterdeep. The more enchanted coins he manages to bring into circulation, the faster his powers grow. Dax elects the characters to act as his envoys, if they don't act like boneheads.

**Dax the Leader.** Dax is almost as vain as his father, but the flaw expresses itself in a very different way. Dax revels in the adoration his Children show for him and to walk among them is the most elating experience for him. The adoration is well deserved. Dax takes care of his Children, sees that they are healthy and well fed. He protects them from dangers that linger in the sewers, and he blesses them before they make their journey to Waterdeep, as per the *guidance* spell.



## The Children

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*It's much better here than on the streets. But I hope Dax buys us a new home soon!*

*Have you seen my parents? It's so dark down here...*

Dax half mockingly and half arrogantly calls the people living in his Hideout his Children. None of the Children know about Dax's true intentions, and all of them believe in Dax wholeheartedly. Most of the Children are simple **commoners** (MM 345). If push comes to shove, some of the Children take up arms. When fighting breaks out, a large number of the Children will defend Dax.

## Horn & Morg the Bodyguards

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*My name is Morg. Horn is my brother.*

*Speak to Karren.*

*Hello.*

### **Taciturn, Stoic, Lone Wolves, Wounded**

Horn and Morg (LN male dwarf **veteran** MM 350) are twin-brothers, and on first glance, they are virtually indistinguishable. However, a person who knows them for longer learns to keep them apart by the number and location of their scars. Both look like the stereotypical dwarf with long beards that are braided and feature several iron rings. The brothers only occasionally doff their armor when they lay down to rest, remaining combat-ready for as long as possible. They are staunch followers of Dax and would defend him to the death. Horn and Morg helped Dax clear the Hideout, and together they flushed out all the undead and oozes that once lived there. Both Horn and Morg are taciturn, especially if it involves their past. They were soldiers once and saw much bloodshed. A permanent injury due to prolonged oxygen deprivation led to their discharge, and since then they lived on the street. When Horn and Morg meet, which seldom happens since they work opposite shifts, they like to play dice, drink, and remain silent.

**Armed and Dangerous.** For their help in clearing out the Hideout, Dax awarded Horn with a *vicious warhammer* (DMG 209) and Morg with a *mithral splint armor* (DMG 182). Dax plundered the items from one of the many sarcophagi in his Sanctuary.

## Karren the Right Hand

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*Newcomers I see. But an unusual kind. What brings you here? I hope you're not stirring up any trouble!*

*What do you want? I don't have all day! I have to fill out the orders and see to that the runners get the coin they need.*

*Have you seen Dax? Since we moved in here, I feel like I'm hardly seeing him anymore.*

### **Stressed, Lonely, Industrious, Proud**

Karren (CG female elf **spy** MM 394) is the youngest daughter of an impoverished family of traders who have gone from riches to rags in the span of a tenday. Karren has long raven-black hair, blue eyes, and usually wears colorful clothes. She had been living on the street for a few years before she met Dax. Karren did enjoy the freedom that the street life brought with it, but Dax managed to win her over. Now she lives in the sewers but hopes that their situation will improve soon. After Dax told her about his origin, Karren bestowed upon him the title of Beggar Prince.

**The Right Hand of Dax.** Karren takes care of the day to day business in Dax's Hideout. She calls it *Dax's Dank Den* and laughs about her joke. Karren is stressed by her responsibilities, but she shoulders them nevertheless. Her tasks include the acquisition of foodstuff and goods, optimization of begging locations, and peacekeeping. If a petty fight breaks out, or a serious crime is committed in the Hideout, she acts as judge or mediator. Karren can usually be found in her office, and her screams of frustration often echo through the Hideout's narrow halls.

**A Place in Her Heart.** Karren has romantic feelings for Dax which are unrequited. Dax won't accept Karren as his lover since he wants to restrict himself in this regard. He truly despises his father and wants to win by doing everything that contradicts his father's way of life. This is, of course, a delusion, but Dax firmly believes in it. You must decide if Dax is capable of feeling an affection that is anything else than lust and domination. Lust, Dax may resist forever, but he might give in to love.



*What ails you, my friends?*

*Ilmater brought me here for a reason.*

*People shouldn't live under these conditions. The foul odors and soggy air unbalance their humours!*

### **Dogmatic, Caring, Resolute, Fatherly**

Rufus (NG male human **priest** MM 348) is a member of Ilmater's clergy and was brought into the sewers by Dax. Rufus is a large middle-aged man with short black hair and gray temples, a goatee beard, and a strict expression. He wears a traditional gray robe and has a gray tear tattooed below his left eye. Dax approached Rufus in Ilmater's temple and asked him if he would take care of the sick and wounded in his community. Rufus would need to leave the sun and civilization behind to do so, however. Naturally, Rufus couldn't reject this invitation and followed Dax into the dark. Soon after, Dax revealed his true nature to Rufus. The priest was perplexed and vowed to watch Dax closely. As long as the cambion did good, Rufus would stay inert. However, after only one slip up, Rufus vowed to himself, would he alert his brothers to take out this terrible threat.

**Healer of Body and Soul.** Rufus devotes himself to the wellbeing of the people who most of the Waterdavians see as the dregs of society. He heals simple wounds, cures illnesses, and patiently listens to his patient's life story. Karren sees to that Rufus receives everything he needs to fulfill his assignment.

#### **Ilmater**

Ilmater, who is also called the Broken God or the One Who Endures, is a god who offers help to suffering and tormented people. His followers travel to the most remote places to relieve the downtrodden and carry their burdens. Ilmater's symbol shows two hands which are bound at the wrists with a red cord. A character who is proficient in Religion knows about these facts.

*All the patients with warts, please go to the back of the line! You people as well, or are you deaf? We have something against that as well!*

*That's only a scratch! Come back with a real injury.*

*I made this ointment from a fungus I found in the sewers... You wanna' try it out?*

### **Wild, Hungry for Knowledge, Defiant, Stubborn**

Mio (NG female half-elf) is a young woman who supports Rufus the best she can. Mio has the statistics of an **acolyte** (MM 342) but with a Dexterity of 16 and she is proficient in the Sleight of Hand skill. She follows Rufus, learns by watching, and acquires new skills faster than any pupil Rufus ever had. Mio has shoulder length blond hair, hazel brown eyes, and a few freckles on her cheeks. She grew up in an orphanage with all the amenities that come with it. Growing increasingly tired of the place, she decided to make a run for it. After a few years living on the streets, she joined the sewer dwellers.

**Once a Thief...** To survive on the street, Mio learned how to pick purses and lift shops. Old habits die hard, and she can't resist the temptation. When Mio sees a chance, she steals while running errands in Waterdeep or picks the characters' pockets. Most of her proceeds go directly to Dax, however.

#### **Thomas the Mad**

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*Don't worry about my arms. We did this so I don't hurt anyone...*

*They said it would be best to cut my tongue off. That night I burned the prison to the ground.*

### **Dreamer, Entertainer, Singer, Seeking Redemption**

Thomas Harrington (N male human **apprentice wizard** VGTM 209) is a man in his twenties who suffers from schizophrenia. His hands are always bound behind his back to prevent him from hurting people during one of his episodes. Since he's a magic user, his friends see no other way than to restrict his freedom in this fashion. Thomas is a mild soul and entertains the denizens with stories and songs. He dreamt of becoming a bard once, but all his hopes were crushed by the strange madness that takes possession of him from time to time. No healer he could afford was able to help him, and soon he was thrown into prison after killing his best friend in a fit of rage.



## Part 2: Dax's Hideout

### General Features of Dax's Hideout

Dax's Hideout is a former crypt that was unearthed by the city kobolds. The Hideout's general features are described here.

**Floor, Walls & Ceiling.** On average, the ceiling is only 7 feet high. The whole compound is built from old, dank stone whereby most surfaces are overgrown with lichen. Water droplets fall from the ceiling, forming small puddles here and there.

**Lighting.** Only highly frequented rooms, like the common area and the kitchen, are properly lit. Most corridors only feature the occasional torch to prevent people from straying off the proper path and getting hurt.

**Doors.** The doors in Dax's Hideout are marked on the corresponding map. They were only recently installed and are made from wood the beggars scavenge.

### Reaching the Hideout

There are 3 possible ways to find Dax's Hideout. By following a beggar, by sticking to the secret markings Dax left behind, or by accident. Characters who understand thieves' cant and have a **passive Wisdom (Perception) of 16** notice the secret signs in the sewers and are able to follow them to Dax's Hideout. Different hardships await imprudent explorers since the sewers teem with oozes, rat swarms, and other vermin. Consult the Underground Encounters table (XGTE 106) if you feel the need to surprise the characters with a random encounter.

Choose an appropriate location for Dax's Hideout on Waterdeep's sewer plan. A fitting location would be in the vicinity of the City of the Dead which is marked as "Here be Zombies" on the map. A narrow side tunnel leads to the Hideout's proper entrance. After following the tunnel for 300 feet, it drops off quite abrupt, and after another 100 feet, the tunnel leads into Room 1. At the end of the tunnel, either Horn or Morg stand guard to fend off any unwanted intruders.



### Room 1: Common Rooms

The smell of food, sweat, and burning wood obscures the sewer's stench you suffered under just a moment ago. A dozen or so people crowd the room, eating, drinking, and laughing. Tallow candles bath the room in a cozy light and the people seem to feel right at home. An angry looking dwarf who stands guard at the entrance clutches his hammer and beckons you inside.

When the characters arrive for the first time, they are stopped by Horn. In case the characters are disguised as beggars or look rundown in general, Horn assumes they seek shelter and welcomes them more warmly. Otherwise, Horn is wary and escorts the characters to Karren in Room 2. Karren will know what to do, Horn argues. Read or paraphrase the following when Horn rises to speak:

I'm Horn. Newcomers are supposed to speak with Karren. I will take you there now. I hope that I don't need to bloody my hammer today. Come now!

Most people spend their free time in the common rooms. The kitchen is not far away, and one sees everybody's comings and goings. The atmosphere is comparable to the usual tavern. Thomas Harrington spends most of his time in one of the common rooms, spinning sailor's yarn and entertaining the younger denizens.

### Room 2: Karren's Office

A bookshelf filled with several ledgers, a crowded writing desk and several crumpled pieces of parchment on the ground identify this room as a small office. The only chair is occupied by a young elven woman, who is preoccupied with some sort of calculation.

*Dax predicted that sooner or later, armed people would arrive. We are a peaceful community, so please keep your weapons sheathed. I can offer you a warm meal, but for anything else you have to talk to Dax. Especially if you're here to stir up dust.*

**Items & Treasure.** The cabinet in Karren's office contains 3 empty books, 1 hourglass, 20 pieces of parchment, several ledgers detailing income and expenses, and Karren's Diary (Appendix A).



### Room 3: Store Room No. 1

This chamber seems to serve equally as store room and junkyard. Construction materials, tools, clothes, furniture, and more are stored haphazardly inside. By just removing one piece of this masterwork, one could trigger a rubbish avalanche.

**Items & Treasure.** This storeroom contains dozens of blankets and torches, common clothes in every shape and color, and much more inventory of no greater value. However, a character with a **passive Intelligence (Investigation) of 14** spots an interesting pair of boots which are boots of *false tracks* (XGTE 136).

### Room 4: Kitchen

A bubbling kettle on a low flame spreads the familiar scent of street-grub. A surprisingly thin cook stirs the pot while whistling a crooked tune. When he thinks no one is watching, the cook whacks a passing rat over the head and adds it to the stew.

Food in Dax's Hideout is free and contains lots of mystery meat. It's not that the dwellers couldn't afford better, only that they grew accustomed to it and take pride in eating simple. The cook also sells specifically prepared rations for 1 silver coin per piece, but the stocks are limited.

### Room 5: Rufus' Treatment Chamber

Several lamps illuminate this room, driving out the cold and the darkness. A priest carefully palpates a man's stomach, who lies sprawled out on a makeshift bed. "I'll be with you in a minute," the priest says absentmindedly, and a young woman who sits by his side dismisses you with a strict glance.

This bare-bone hospital is Rufus' refuge. Sick or wounded denizens occupy the three makeshift straw beds at almost all times. Rufus is willing to treat the characters but seeing that they are not homeless in the usual sense, he demands compensation. The money will benefit the denizens of Dax's Hideout, of course.

**Items & Treasure.** A small cupboard on the western wall contains 2 *common potions of healing* and 1 antitoxin that Rufus keeps if worst comes to worst. The contents of 3 healer's kits are spread across a table below the cupboard.

### Room 6: Western Dormitory

Soiled bedrolls, discarded clothing, and random refuse clutter the ground of this dormitory. In between lie the resting, not caring about night and day in the perpetual darkness of the sewers. You hear a crying baby from one of the rear chambers and the soothing song of a caring mother.

The 2 rear rooms of the Western Dormitory are reserved for mothers and their children as well as pregnant women. Usually, a few women care for the children while the mothers go about their daily business.

### Room 7: Eastern Dormitory

From the looks of it, this was once consecrated ground. Now snoring people occupy the former sepulcher. The constant hum is only interrupted by hacking coughs and the occasional scream. At the other end of the room, you see an old shrine in a state of disrepair. On the wall behind it, a faded mural is illuminated by a flickering torch.

**A Desecrated Shrine.** This shrine is, or rather was, dedicated to Kelemvor, god of the dead. It was defaced by graverobbers who explored these halls half a century ago. It's a large box made of heavy stone slabs which is filled with bones and skulls to the brim. A skeletal arm protrudes from the sea of bone. It's broken at the wrist, and the hand which holds a bronze scale lies next to it. The characters can repair the shrine, for example by using the mending cantrip or stone shape spell. The characters can then consecrate the shrine by performing the correct ritual and succeeding in a **DC 14 Intelligence (Religion) check** or by applying holy water to the shrine. The characters can strengthen Kelemvor's influence when they restore the shrine in this manner. As a reward, Kelemvor supports the characters when they face Ghithix as described in Room 9.

**A Faded Mural.** The eastern wall of the Eastern Dormitory shows a picture of Khelben "Blackstaff" Arunsun who holds the shackles of a bound man. A character with a **passive Intelligence (History) of 12** recognizes Khelben as the man who is holding the shackles. The bound man kneels before Khelben, with tears running down his cheeks. The broken man is Ghithix, and the picture's message is greatly exaggerated.



## Kelemvor

Kelemvor, Lord of the Dead and Judge of the Damned, is the god of the dead. His symbol is a skeletal arm holding up scales. Kelemvor is an enemy to anything that is undead, and his paladins and clerics fight the living dead wherever they may rise. A character who is proficient in Religion knows about these facts.

## Room 8: Iron Gate

This massive iron gate looks like it was installed not too long ago. A heavy lock blocks you from advancing, but the corridor behind the door is lit by several torches. Next to gate stands a large oakwood barrel filled with old copper coins.

There are 4 keys which can open the gate, whereas Dax, Horn, Morg, and Karren each possess one. A character can open the lock by succeeding in a **DC 16 Dexterity (Thieves' Tools) check**. A character can also blow up or otherwise destroy the gate's hinges to open it. A character that screams from the top of his or her lung is able to gain Dax's attention.



## Githix

Githix was an archmage who wanted to prolong his life by unconventional and experimental means. Becoming a lich was an option that Githix would only elect after exhausting all other possibilities. For him, the downsides of becoming a lich far outweighed the upsides. Githix devised a necromantic ritual during which he consumed living bodies, adding their lifespan to his own.

## Room 9: Sealed Sarcophagus

This stone sarcophagus displays disturbing oddities. A black, tar-like substance oozes out of several large cracks, accompanied by a foul stench that billows forth from the porous stone. Dozens of small papers cover cracks and gaps, which are themselves covered in glowing runes.

The sarcophagus is the temporary resting place of Githix, who has the statistics of a **mummy lord** (MM 229). Dax inspected the sarcophagus and determined that whatever is trapped inside is extremely dangerous. So much so, that he reinforced the protective magic of the sarcophagus with additional charms. To prevent anyone from fiddling with the sarcophagus, Dax ordered to install the iron gate.

**Githix's Return.** Should the charms be removed and the sarcophagus opened, Githix emerges as a disfigured undead husk. Read or paraphrase the following:

The lid cracks and crumbles and a torrent of black sludge spews forth, staining the walls and ground. From the sludge rises a mangled figure, its menacing red eyes locking with yours.

Kelemvor supports the characters in case the shrine in Room 7 has been restored. Once Githix emerges from the sludge, ethereal burning shackles spring from the sarcophagus and bind Githix. Githix must make a **DC 18 Charisma saving throw**. Githix takes 6d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, Githix is also grappled but can repeat the saving throw at the end of each of his turns, ending the effect on himself on a success.



## Room 10: Treasury

A mountain range of coins stretches from one end of the room to the other. A narrow path winds itself through the chamber, which is in part buried under avalanches of minted copper.

All the coins the beggars earn are stored here. Dax saves the coins to buy a proper home. After all of the coins are properly enchanted that is.

## Room 11: Store Room No. 2

Here, large chests and boxes that contain even more coins are stored.

The chests and boxes contain the coins that are enchanted and are ready for spending. Dax is everything but foolish, and his enchantment is extremely subtle. A character who uses the detect magic spell must also have a **passive Wisdom (Perception) of 17** to spot the faint aura around the enchanted coins. Additionally, only persons with a **passive Wisdom (Arcana) of 18** can feel that something is off while holding a coin in their hands.

## Room 12: Dax's Sanctuary

A small stack of books, a simple bed made of straw, and walls covered in chalk drawings dominate this room. The drawings depict animals, humans, elves, and dwarves, running, flying, playing, and crying. There's no visible connection to them, and whereas some drawings are very detailed, others are mere concepts.

Dax spends most of his time in his Sanctuary, where he plots and plans, draws or enchants. He's always happy to receive visitors but dismisses most of them after a few minutes. There's no time for idle talk since his plans must be advanced quickly. Dax faces several problems, some more pressing than others. The books Dax owns mostly pertain to the history of Waterdeep and the law. The drawings are only for relaxation, to clear Dax's mind.





## Part 3: Quests & Progression

### Dax's Quests

#### Hiring the City Kobolds

Have you seen the common room, the dormitories? There are far too many, and every day someone else joins our ranks. We need to expand, even if it's only a temporary fix, and the kobolds might be able to help. Seek them out and see if they will work for us!

The kobolds who live in Waterdeep's underbelly toil all day to keep the sewers in shape. To find the entrance to their lair, the characters must follow the kobolds' tracks and succeed in a **DC 16 Wisdom (Survival) check**. Alternatively, the characters can convince a passing band of kobold engineers to guide them if they succeed in a **DC 14 Charisma (Persuasion) check**. The leader of the kobolds Killjoy (LE male kobold **inventor** VGTM 166) is less than enthusiastic about the characters' proposal. However, he would agree under the following terms: Either the characters gift him with a useful magic item, or they eradicate the Stalker. The Stalker is a **bodak** (VGTM 127) that terrorizes the kobolds. It wanders through the sewers and attacks whatever it comes across. It took the lives of at least half a dozen kobold engineers according to Killjoy.

The kobolds finish the necessary construction work one week after the characters fulfilled one of the conditions.

#### Acquiring a Bag of Holding

I am sure that you have not overlooked the wealth we have accumulated. There is but one catch. Unless you have a better idea there is only one way to move this treasure: We need to acquire a fabled bag of holding. Take whatever funds you need from the chest, and return once you've fulfilled the quest!

There is no clear-cut path to achieve this goal, but the characters quickly pick up on the following rumors. Supposedly, there is a thieves' guild called the Shadow Thieves whose members steal anything and everything for the right price. There's also the sunken and haunted wreck of Ozai's ship. Ozai, a pirate lord who was rumored to possess a *bag of holding* (DMG 153), lost his life and ship in the waters west of the Lizard Marsh.

#### Buying a New Home

Now comes the fun part. You will accompany me to the surface, where we will buy a house with change! I need you there in case things get out of hand...

Traveling through Waterdeep with 1.000.000 copper pieces in the bag to reach a notary is an adventure in of itself. Dodging the usual gangs, avoiding places clerics or paladins frequent, and staying out of sight are things the characters must consider. However, the real problem arises when the characters and Dax arrive at the building in question. The notary is already present, sweating profusely. A character with a **passive Wisdom (Insight) of 12** notices that trouble is ahead from the notary's body language. Unbeknownst to Dax and the characters, both the Shadow Thieves and the Zhentarim caught wind of the deal. 20 Zhentarim **thugs** (MM 350) hide inside the building to surprise the characters and the notary. The Shadow Thieves have arrived with 10 **spies** (MM 349) who hide in the surrounding buildings. Once the characters enter the building or attempt to run, a battle royale ensues. Should the notary survive, the deal can be sealed after the dust has settled.

#### Dealing with the Sarcophagus

Are you sure? If we fail, all these people will die.

Dax won't mention the sarcophagus unless the characters ask about it. In his mind, he and his Children will be long gone before it becomes a problem. Unless his plan to buy a new home is derailed in one way or the other, Dax vehemently argues against touching the sarcophagus. The characters can convince Dax to deal with the problem now, if they argue that the threat is to the city as a whole and will affect his Children no matter where they are. The characters must additionally succeed in a **DC 16 Charisma (Persuasion) check**.



## Rufus' and Mio's Quests

### Unraveling the Past

I don't talk about my past, usually, but there is something I need your help with...

Mio grew up in one of Waterdeep's orphanages and left her best friend Liam behind when she ran away. After a few months on the street, she attempted to contact Liam, only to find that he left the orphanage as well. Mio wants to find out where Liam has gone, to see if he's with a good family now or if he wants to join the Children. During the night, Mio brings the characters to her former home and attempts a break in with the character's help. The files she needs are stored in the orphanage's cellar. Indeed, Liam moved out a few months after Mio left and his new address is listed as 14 Baker's Street in the South Ward.

**Liam's Fate.** A whole branch of sidequests could spawn from the questline, depending on what the characters find at the address. Maybe Liam was sold as a slave, is nowhere to be found and was sacrificed in a dark ritual like many other orphans, or now lives with a good family.

**Mio's Past.** There's a chance that the characters check on Mio's file while they have access to the orphanage's archive. Prepare for this possibility! Mio's parents could be everything ranging from nobles, war heroes, deadbeats, or fiends.

### Securing a Future

You have met Mio, and you have seen her talent. I want to formally introduce her to the church of Ilmater, but every time I raise the topic she just walks away...

Rufus implores the characters to take Mio and a letter of recommendation to the temple of Ilmater in the Castle Ward. Mio is afraid of leaving Rufus and doesn't want to be stuck in an organization again after escaping the orphanage. The characters can convince Mio to give Ilmater a chance by succeeding in a **DC 16 Charisma (Persuasion) check** and by pointing out that she can help the most by learning everything she can about the art of healing and magic. The school of Ilmater is hard, and there is no guarantee that Mio concludes her training. She might return to the Children one day in need of help and encouragement. Mio's desire for the possessions of others will also stand between her and a graduation.

## Karren's Quest

I have a favor to ask. And it's a big one.

Horn and Morg told Karren a few things about their past. One thing Karren bugged was that Horn and Morg were discharged without returning an heirloom of their father. Their captain kept the armor for himself, apparently, and forcibly removed the brothers from the compound. Karren gives the characters a description of Captain Growlbert (NE male dwarf **gladiator** MM 346), a disfigured old dwarf, and the heirloom. She wants to surprise the brothers by returning it to them. Growlbert usually stays in the headquarter of the mercenary band in the South Ward and only doffs the armor during the night.

### Fighting Dax

The characters might decide to kill or apprehend Dax, either after uncovering his scheme or as a preemptive strike. The Children defend Dax by any means necessary should the characters be incautious enough to engage Dax in his Hideout.

**Winning the Fight.** Killing Dax outright might prove difficult since he uses his innate plane shift ability to escape mortal danger. Inevitably, Dax will return to fulfill his ambition and take his revenge on the characters. Meanwhile, Karren attempts to keep the Children together, believing in Dax's swift return.

**Losing the Fight.** A fight in Dax's Hideout is exceedingly dangerous since the characters are outnumbered. It's possible that Dax and the Children prevail. However, the campaign won't end there since the Children only knock the characters unconscious and incarcerated them in Room 6. The characters will be released after Dax acquired a new home for his Children and gathered more power.

### Captured Characters

Once the characters have been captured, they have ample time to attempt an escape or convince their captors that they've seen the error of their ways. Karren or Dax are always willing to talk to the imprisoned characters if only in the hopes to get rid of the additional mouths. The character's equipment is stored in Room 3, while they're are Dax's *guests*.



## Thomas' Quests

### A Helping Hand I

Hello friends! Could you lend me a hand, please?

Thomas has a thing for Mio and asks the characters for their help. He wants to write a poem for Mio, and the easiest thing would be if the characters would just write down his words and deliver the note for him. Thomas must succeed in a DC 16 Charisma check to produce a poem of sufficient quality. A character that is a bard may support Thomas in this endeavor. Mio blushes when she receives a poem with satisfactory persuasiveness. Otherwise, she smiles and tells the characters to thank Thomas for his kind words.

### A Helping Hand II

We have to talk, follow me...

Rufus manages to alleviate Thomas' symptoms with a special tincture, and Thomas is relieved of his handcuffs after several weeks. Once he regains mastery over his extremities, Thomas continues his studies of the arcane arts and shoulders responsibilities like running errands. Curiously, the coins he receives from Dax feel strange, having almost a necromantic property. With no one else to turn to, he asks the characters to get to the bottom of the matter.

## Part 4: Continuing the Adventure

Naturally, the continuation of this adventure highly depends on the characters' actions. Dax's general plans are laid out in the Time Table. After Dax achieves these goals, he plans to challenge his sire Graz'zt. Dax will ask the characters for their help, should it come to that.

Meanwhile, Dax must defend himself and his enterprise from the hoggish hands of Waterdeep's established noble families. The future holds assassination attempts, sabotage of Dax's manufactories, the abduction of several of Dax's friends and Children, and worse.

Dax might even abandon his plan regarding the cursed coins if he thinks that the gains outweigh the losses. In case the characters confront him and offer a way out, Dax will consider the proposal. Should Dax be killed or driven out, the Children look for a new leader elsewhere. Depending on who assumes the leader position, a new faction or gang rises from the sewers of Waterdeep.

Several NPC quest strands might also lead to additional adventures as laid out in the corresponding description. All of the NPCs are open to friendship with the characters, and might become permanent followers if the characters play their cards right.





# Appendices

## Karen's Diary

Karen's diary contains much useful information about the formation of Dax's Hideout and his followers. The following entries may be of importance to the characters.

### 20th of Ches

Some old creep approached me while I was hanging out with Lil and Rand behind the Floppy Flagon. Spouting some nonsense about community and leaving this life behind us... I was piss-drunk that night, so I only really remember that he had a strange air about him. Otherwise the night was quite the success, we made enough to keep us warm the whole week.

### 17th Tarsakh

I've talked to the old creep a few times now. He does kind of make a lot of sense, but I don't see how an old man could achieve all the things he's talking about. But he has the scary dwarves with him now... I'll keep an eye on them.

### 4th Kythorn

I have to admit that I underestimated Dax in the beginning. Apparently he cleared out some hole down in the sewers, but don't ask me how. A few of us will try to make it liveable.

### 15th Kythorn

This was a crazy week. Turns out Dax wasn't what I've expected. At all. I think we may have a real shot at making it. I wonder how many more cambions are out there, doing evil instead of good? I'll have to dig deeper into this subject.

### 1st Flamerule

Work, work, work. Every day is the same. This dank hole is depressing. Soon we'll find our place under the sun though. I miss Dax. I have to drag him out of hole soon else he may turn into an olm.





# Random Names

## Male Names

1d10	Name	Notes
1	Ronker Woodeye	
2	Steth Pyrearm	
3	Gligol Deg	
4	Gof Stedudz	
5	Redwald	
6	Sammy	
7	Ernst	
8	Welborne	
9	Trenton	
10	Verney	

## Female Names

1d10	Name	Notes
1	Chalren Gritsk	
2	Mon Shedag	
3	Lohri Rin	
4	Chona Ruz	
5	Binga	
6	Regula	
7	Leila	
8	Joceline	
9	Gudula	
10	Adelle	

## Beggar Nicknames

1d6	Name	Notes
1	Possum Gordon	
2	Turtle Cook	
3	Hunchback Jim	
4	Blood Cough Marry	
5	Jo-Jo	
6	Skunkman	
7	Beardguy	
8	Pockface Cooper	
9	Red-Eyed Bob	
10	Smiler	
11	Bonebreaker	
12	Moldback	
13	Ratface	
14	Silent Ray	
15	Corny Mel	



## Credits & Afterword

I hope you enjoyed *The Beggar Prince*! If you find any errors, or if you want to relay some feedback, don't hesitate to contact me via [e-mail](#) or on [Twitter](#)!

Author: Christian Eichhorn

Christian Eichhorn is the author of several bestsellers listed right over there in the right column. He started playing tTRPGs only 2 years ago but grew up with classics like *Fallout*, *Fallout 2*, *Icewind Dale*, *Baldur's Gate II*, *Planescape: Torment*, *Diablo*, and *Morrowind*. Since nothing captured the spirit of these experiences in more than a decade, Christian set out to write his own.

Dyson Logos

The map of Dax's Hideout is a modified version Dyson Logo's [Lockhart's Delve](#).

Sources: [John Knox's House](#) by Louise J. Rayner, [The British Library](#), [Internet Archive](#), [Textures](#), [Dyson Logos](#)

*The Beggar Prince* Version 1.1

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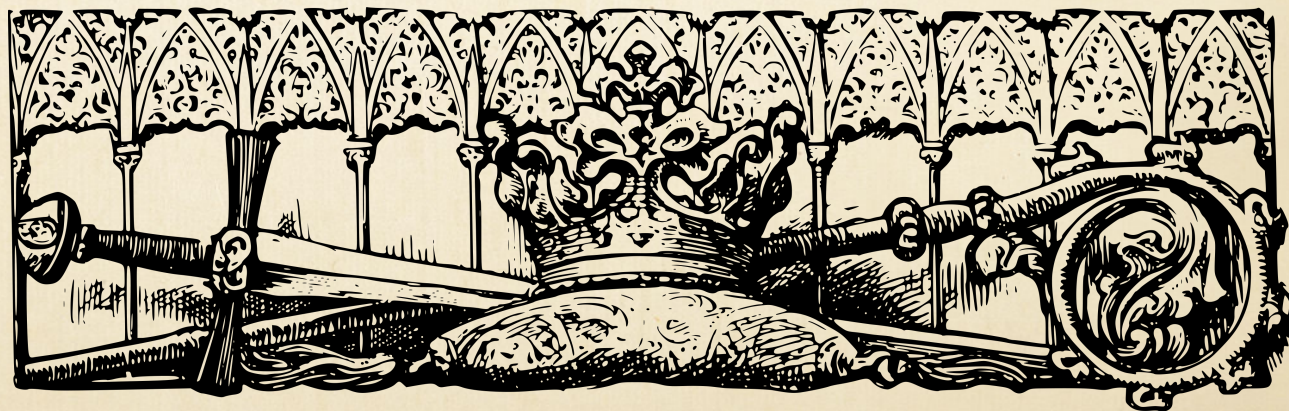
***Waterdeep's Notice Boards***. A collection of 42 quest seeds in Waterdeep and Skullport. Pit your players against criminal masterminds, monsters from the deep, or seemingly unsolvable mysteries. Waterdeep! Come for the adventure, stay for the outstanding payment.

***Lledrith's Wagon***. Lledrith is a trader who travels the world incognito. She has a wagon, a giant spider, and several magic items to her name. Each of the 66 items in the collection comes with a short excerpt about the item's history or the adventures of a famous owner.

***The Soulmonger***. The village of Longbarrow faces a dire threat. Dozens of devils besiege the village to relieve the inhabitants of their souls. It is up to the heroes to put an end to the machinations of Igach, a sly devil in services of Azaketh. Seek out the source of the devil incursion, and deliver the helpless villagers!

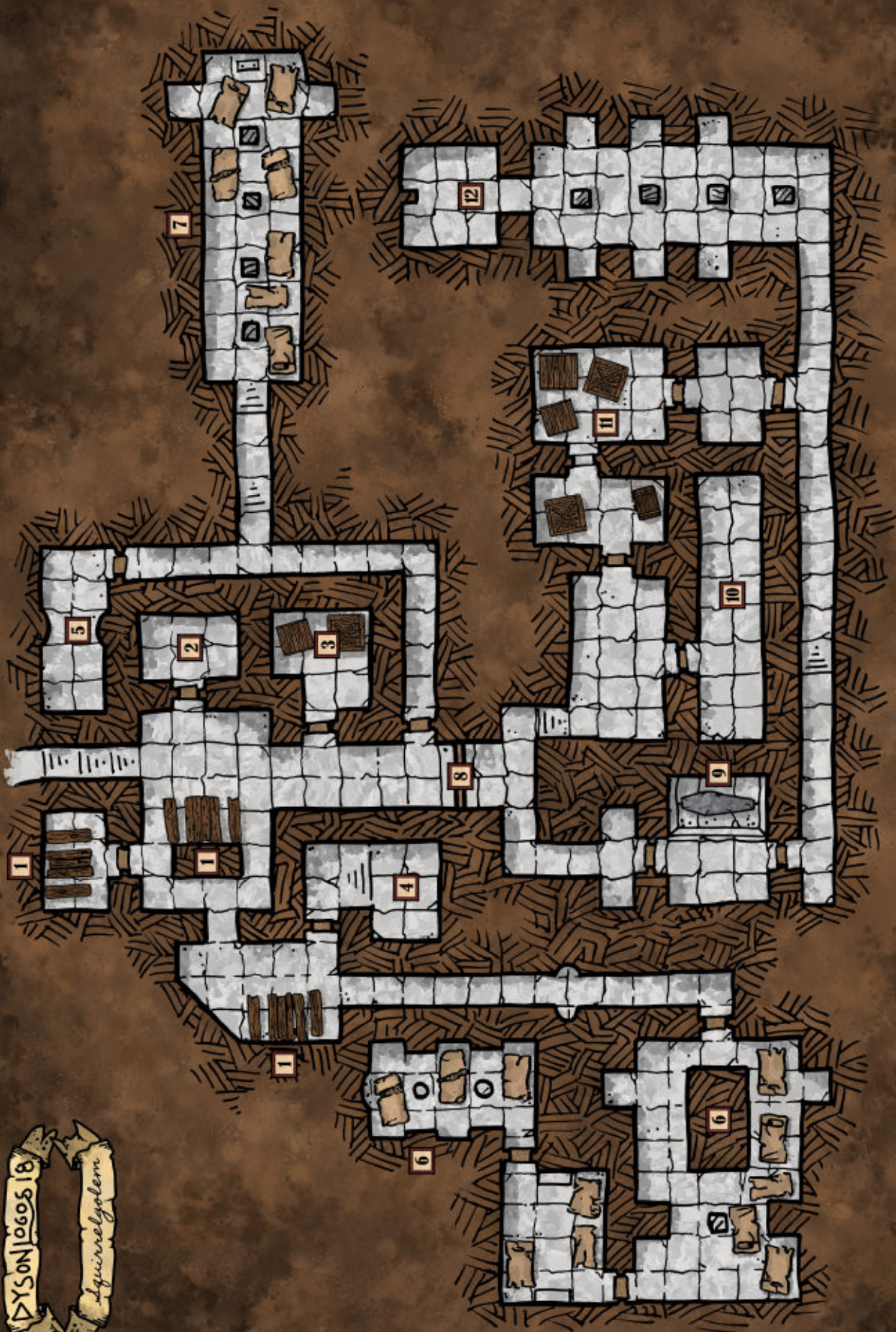
***The Tower Golem*** Azaketh, a sly and industrious devil, prepares his revenge against his bitter enemy Zirkex. Naturally, the mortals affected by his schemes are mere pawns to further his goals. It is up to the heroes to stop Azaketh in his tracks before he takes control of a powerful weapon – Logrimm's Tower Golem.

***Eberron: Sharn's Bounty Hunters*** Sharn's Bounty Hunters is a collection of 10 NPCs that characters can hunt to progress through the ranks of the guild. Each new rank brings boons to the characters and in the end they might discover the secret behind the guild. Some people see the guild as a simple collection of unwashed mercenaries. Others realize its real value: An efficient refuse removal service that prevents illness and disease in the creature that is Sharn.





YSON 10605 18  
Squirrelgolem



MAP OF DAX'S HIDEOUT



# A PLAN OF WATERDEEP'S SEWERS

CREATED ON THE BEHEST





OF THE MASKED LORDS FOR THE MOST INDUSTRIOUS BUREAU FOR SEWAGE AND DRAINING  
BY WATERDEEP'S TREMENDOUSLY SKILLED ORDER OF CARTOGRAPHERS

WE DEDICATE THIS MAP TO THE HEROES WHO FELL EXPLORING THE SEWERS. THE UNFORGOTTEN:

ALASTAIRE BLOTOMUS IV (MERCENARY OF HER MAJESTY'S CONTINGENT), ARRYK STORMWIND, BLAINE REYNARD, CALEB CHESSE, COREY GONZALES, DOUGLAS AUSTIN, DR. RIVER SWIFT (DISGRACED ACADEMIC), DR. THRESH P. MONO, EDWIN ODESSEIRON (CHICKEN), FIDDLESTICKS, GRIFF WALKER (SANITATION MANAGER), GUMPH KNOBKNUCKLE, HAROLD, HOMELESS BOB (IT WAS HIS HOME), JEAN NADIRA (LOST WORLD WALKER), JEFF STEVENS, KOVERAS, LAWNIKKY (CONSTRUCTOR OF DUNGEONS AND EXPLORER OF THE DEEP), NICOLAS DIGGERS, NOOBER, NURFENPURE, RATHGAR IRONGRIP, RICHARD JOHNSON, ROBERT CHAUSER, SEBASTIAN ALOYSIUS PRENDERBY (MINOR NOBLE WHO FLED NEVERWINTER OUT OF BOREDOM), SETH THUNDERWRATH (ELECTROMANCER; BEST OF HIS CLASS; BITTEN IN THE EYE BY DIRE RATS), THE BLUE PHANTOM, THE CHOSEN ONE, THE DYSON, THE NAMELESS ONE (5X), TRAVIS LEGGE (BARD OF THE COLLEGE OF THE THESPIAN), TYLER BUNTIN, UNGOR RATBANE THE ELDER, UNGOR RATBANE THE YOUNGER, WEREDITIONARY

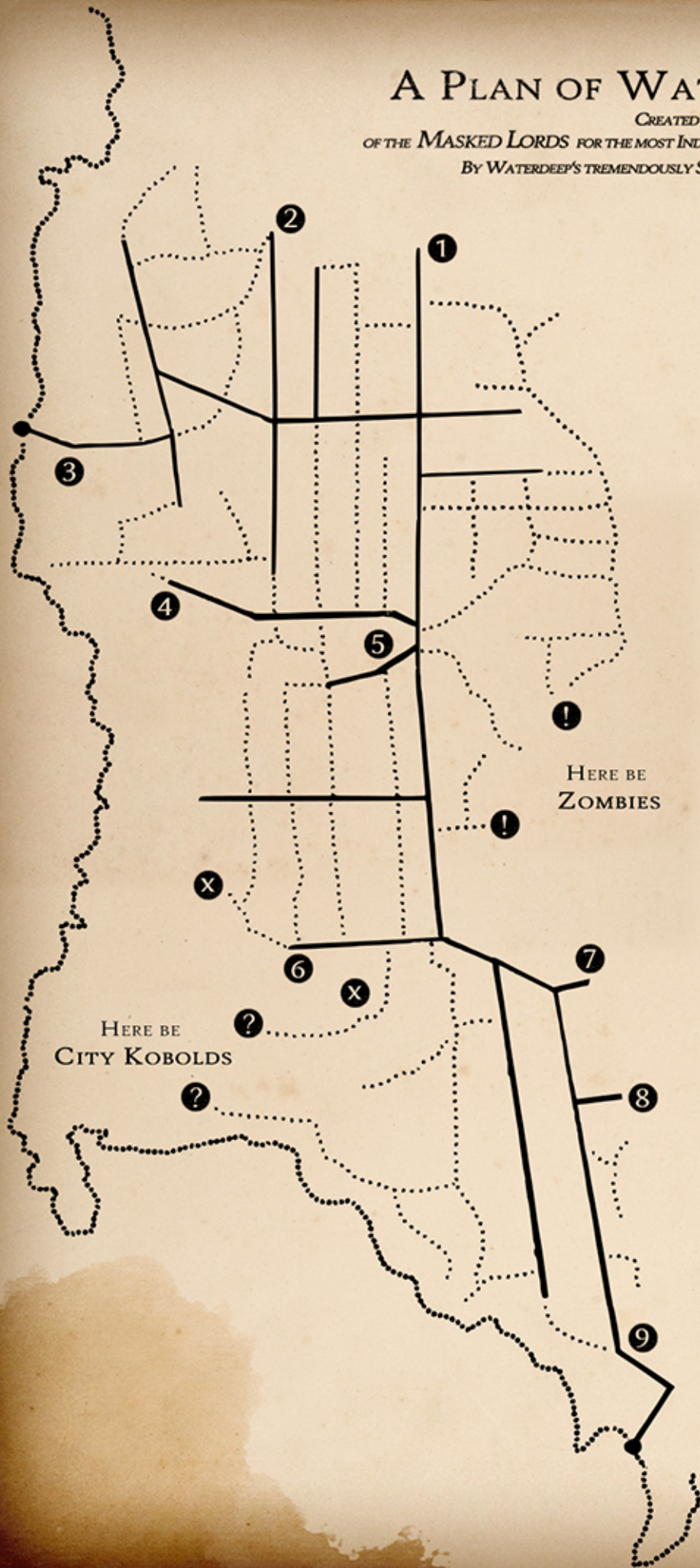
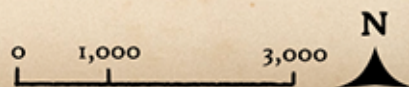
HERE BE ZOMBIES

HERE BE CITY KOBOLDS

-  Sewer Exit
-  Tunnel (~10 ft.)
-  Tunnel (~3 ft.)
-  Coast

## Main Entrances

1. North Gate
2. Heroes' Walk
3. West Gate
4. Field of Triumph
5. The Market
6. Piergeiron's Plaza
7. White Bull
8. Caravan Court
9. South Gate
- x. Sealed Entrances





## Coin Shortage!

Citizens! Our city experiences an abnormal coin shortage, and the city council advises everybody to refrain from squandering copper pieces. For the foreseeable future, every citizen must adhere to the following emergency laws:

1. Thou shall buyeth wares in large quantities!
2. Thou shall not giveth to beggars and street artists!
3. Thou shall not throweth your coins into wells and wisheth for good luck!



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during the twilight hours. Duly  
signed by the Captain of the  
Guard, Gerry Iacen

## Sewer Inspection!

Dear citizens, mercenaries, and other interested parties, as you may know, the yearly sewer inspection is just around the corner and the Bureau for Sewage and Draining seeks additional workers who are willing to help in this arduous task. We are looking for stalwart warriors, skilled cartographers, and especially dwarfs with a knack for stonework. If you are interested, please visit me

-Ugden Schlump-

in the guild house, located in the Coin Alley of the Dock Ward. You can find me by night and by day in my small office in room 101.



**THE GHOST  
SHIP RETURNS!**  
THE THIRTEEN  
YEARS ARE UP AND  
WE AWAIT THE  
RETURN OF THE  
GHOST SHIP  
EVERY DAY NOW.  
TALK TO OL'  
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## Official Announcement!

The Masked Lords decreed that all the homeless, beggars, low-lives, street artists, and hobos are hereby banished. Leave Waterdeep's city limits within a tenday or face the consequences!



-Ogaen Schump-

in the guild house, located in the Coin Alley of the Dock Ward. You can find me by night and by day in my small office in room 101.



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