

WRAITH WRIGHT'S EIGHT PETALS ARGENT

Adventure by Randall Right

BOOK 1 OF *EIGHT PETALS ARGENT*

Explore the excitement of solo play in this SOLITAIRES
adventure for the world's greatest roleplaying game



WRAITH WRIGHT'S
EIGHT PETALS ARGENT



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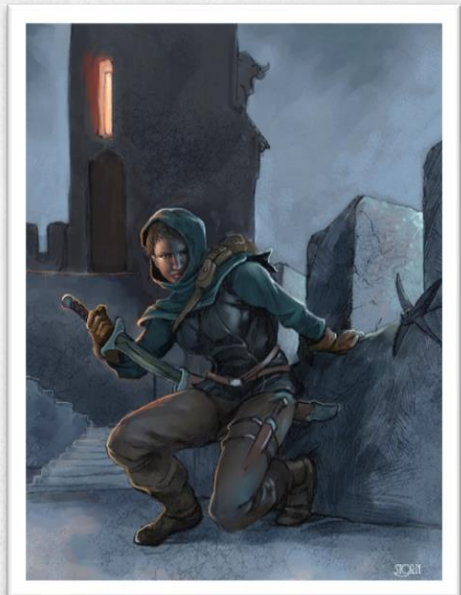
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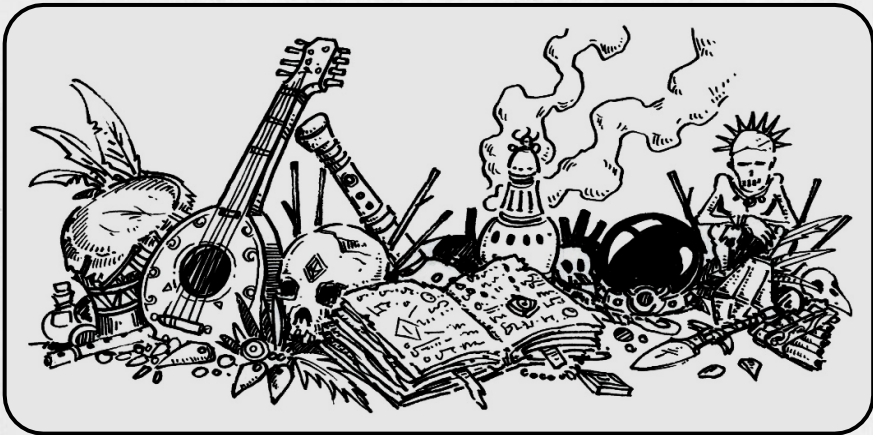
In Waterdeep, adventure and wealth are not above the reach of even the lowliest adventurer.

In this daring solo adventure from Wraith Wright Productions, a wealthy faction of academics offers bounties for rare trinkets hidden around the city, giving you and your friends a chance to put your own mark on the City of Splendors.



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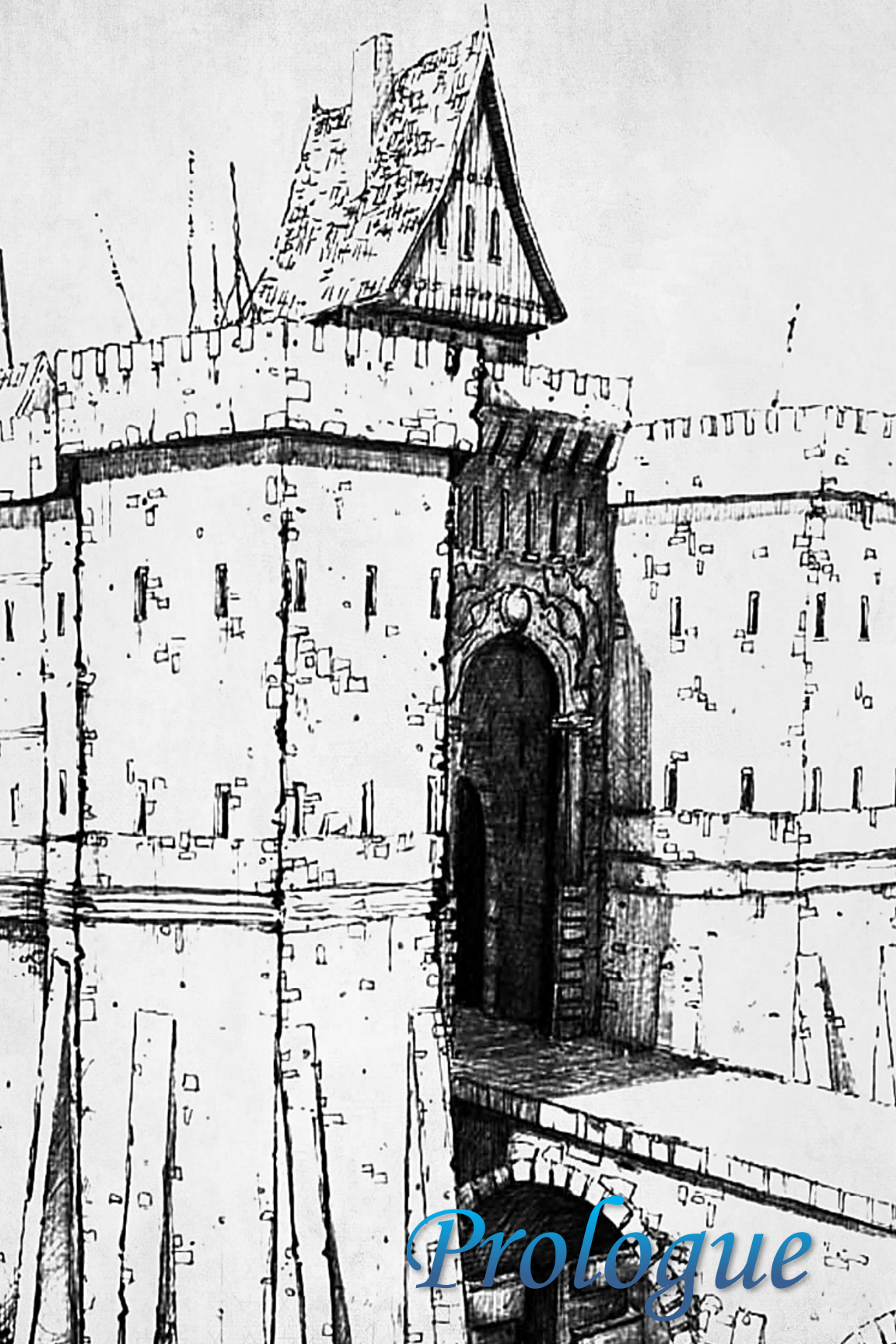
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Prologue

PROLOGUE: COMING HOME

A GAIN, YOU THROW YOUR WEIGHT ON THE HAULING LINE. AGAIN, THE BUNDLE lurches after you, churning up dust in your wake.

Having reached the top of the rise, you pause in the late-day heat to wipe grit from your brow. The valley spreads out below you, the High Road wending through it, stretching toward Waterdeep on the coast.

You look back at the sight of your comically teetering companions. Habrad and Glutch were both with you when the coach from Daggerford broke down. You suggested the two elderly gnomes wait with the driver for the next coach, but they assured you their innovative, telescoping boots would lengthen their strides to match your own.

“Cobblehops,” Habrad called their magical footwear when he strapped on his pair. “Just what a gnome needs to see over the crowds this year!” To demonstrate, he sprung up as high as a troll on stilts, then immediately lost his balance, staggering across the roadway in long, careening strides. Only the gnome’s equally-improbable telescoping walking cane (“my hobblecop,” he called it) saved Habrad from a dangerous fall.

Habrad and Glutch are priests of Gond; they are understandably fascinated by such inventions. They are heading to Waterdeep for the annual Day of Wonders celebration. People will come for miles to watch tomorrow’s grand parade of the temple’s many amazing automatons and other colorful creations. For Gond’s priests, the celebration is a chance to meet and trade tales of their work in the outlying villages. More important to Habrad and Glutch, it is also a time to turn in their official invention diaries at the House of Inspired Hands, showcasing creations like this magic footwear, and exchange those diaries for new, blank journals.

Despite the gnomes’ excitement for the “cobblehops,” you quickly discovered that their long, springy strides are ill-suited to pulling heavy loads. To stop the gnomes’ complaints about you outpacing them, you soon found yourself dragging their luggage through the sweltering heat. Now, with Waterdeep finally in sight, your relief is palpable. You’ll arrive by nightfall, just a few hours late. You look forward to ridding yourself of this luggage and the two gnomes who trail you like swaying, drunken storks.

“Where would we be without our cobblehops?” Glutch muses from beneath the shady brim of his priest’s hat. “They’re going to be magic during the parade.” The taller gnome stops to take his portly friend’s hand. “No one’s going to block your view this year,” he says earnestly. “I promise.”

“Your greatest invention is friendship,” Habrad replies warmly, squeezing Glutch’s skinny fingers.

The uncomfortably touching moment between the elderly gnomes cools your annoyance with them. You think it must be a comfort to have a true friend with you on the road. Your thoughts turn to your own friends, who you left behind in Waterdeep when you struck out to find adventure. Unbidden, your hand settles on the letter in your pocket, the invitation you got a tenday ago. Rufio wants to meet and catch up on old times. You’ve been hesitant to go back, too proud to admit that your adventuring career hasn’t been as successful as you hoped, but the direct invitation is one you can’t ignore. Today you’ll see your friends again. Well, perhaps “today” is the wrong word, you think wryly. Maybe you’ll get there by tonight. Again, you throw your weight against the hauling line, continuing toward the city.

The sun is dipping low in the west, touching the Trackless Sea by the time you reach Waterdeep. You bypass the southern gate in hopes of finding a thinner crowd at the eastern entry, but the wait is still a long one. A large bonfire burns on either side of the road as travelers queue to enter the city. Most of these people have come for tomorrow’s parade. They’ll cram into lodgings tonight, anywhere they can find them. Some even have small tents, intending to camp along the Way of the Dragon to reserve prime parade-watching spots. A few of the visitors have already begun their celebrations, singing, drinking, and talking loudly as they move into the city.

As you pass under the arch of the River Gate, a cool coastal breeze blows over you, welcoming you back to Waterdeep. You hand Glutch the hauling line for his luggage and say your terse farewells. The gnomes are thankful for your help, but eager to get to the House of Inspired Hands in the Sea Ward. They drag their bundle westward, disappearing into the crowd.

With River Street still packed full of carts and pedestrians, you decide to skip the crowds and cut north through the back alleys of the Trades Ward, your gang’s old stomping grounds. In a matter of minutes, you’re stepping into a broad alley at the center of Slipstone Street. You find the gang’s rickety old wagon parked next to a familiar narrow stairway up to the second-floor apartments. In the light of nearby streetlamps, you see that the lower floor of the building, once a warehouse, is now a busy bakery. That’s not the only change here; many shops have new names or sell different wares, and everything seems a bit shabbier than you remember it. The economy hasn’t been good to the residents of this quiet neighborhood.

After a long, nostalgic moment, you mount the stairs and knock on the door at the top. You don't have to wait long. The bolt scrapes loudly, then the stout door, heavier than usual in this part of town, swings back to reveal a dark-haired man with two days of stubble peppering his jawline. You don't recognize the man until he smiles. Latchboy is grown now, and only a shadow of the skinny teenager remains inside the large man you see before you. Without preamble, Latchboy embraces you. "Welcome back," he says simply, then bows you into the Slipstone Gang's hideout.

You enter the "planning room," a long, narrow space dominated by a heavy wooden table used for eating, planning, and meetings of various sorts. The room is full of the smells of baking bread; even at this hour, the bakery below the hideout is preparing to serve an unusually large crowd tomorrow morning. The planning room seems smaller than you remember it, but instead of feeling cramped, it feels cozy and warm. The cloak rack remains broken, just as you remember it, but now it supports drying herbs that hang in tight bundles. Someone has painted a mural of birds and clouds over the corner kitchenette. A string of tiny clockwork toys, Bell's handicrafts, hangs over the window. A single boot rests in a position of honor on a shelf, a prize that eleven-year-old Latchboy stole from a member of the City Watch. You find memories in every corner of the room, some of which you were involved in the making of.



The arrival of two more friends interrupts your reverie. They enter from the hallway to the private quarters. Rufio lights up when he sees you, radiating the light of his celestial heritage, with a warmth that matches his smile. From behind him, Bell makes a wordless cry of joy. The gnome rushes to hug you, and you feel the strength in her arms and the crush of the ring mail she wears beneath her cloak. You embrace Rufio in turn, and then the four of you draw back a set of mismatched chairs to sit at the table, eager to catch up on old times.

You learn that your friends all stayed together after you left to find adventure, struggling to make a living here in the Trades Ward. Times are tough now, and the rest of the gang is out doing odd jobs. Night work on the docks pays better than labor on this side of the city. Most of the gang's jobs are legitimate now, since everyone is old enough to turn an honest trade. However, they keep all their old contacts, one of which facilitated a job the gang is preparing to do this very night. You notice that each of your friends is wearing a dark travelling cloak, as though preparing to go out.

"We got your reply, so we thought you'd arrive hours ago," Rufio says, "The coach never arrived and we'd just given up on you making it tonight."

You explain how the coach broke down and how you walked all afternoon alongside some unhelpful companions. Although tired, you tell them you're happy to help with whatever caper they've planned.

Your friends grin at one another. "Now that you've gone off and become a real adventurer," Latchboy says, "we were hoping you'd lend us some of that expertise!"

"This is the job," Rufio begins. "There's a new faction in the city. Academics of some sort. They're called the Seekers. No one knows what they're about, but they've been buying up historic curios. They're paying cold gold for some very wild things. Over the last year, the Seekers financed some of the city's strangest scavenger hunts. Everyone's joining in, and the competition's getting nasty. We thought about getting involved early on, but some people got hurt. It wasn't worth the risk until now."

"Summer got her arm broken by the Perytons just for asking questions," Latchboy interrupts. You remember the gang called the Crimson Perytons, a small but nasty group bent on expanding their turf out of the Docks Ward. They clashed with the Slipstone Gang more than once, but nothing really came of it. You also remember Summer, a local tiefling musician and

adventurer. Many members of the district liked Summer, and she helped the Slipstone Gang several times.

Rufio assures you that Summer is all right before he continues. “She doesn’t participate in the scavenger hunts anymore. No real harm done.” From his chair, Latchboy mimes the pain of a broken arm, as though disagreeing with Rufio’s assessment.

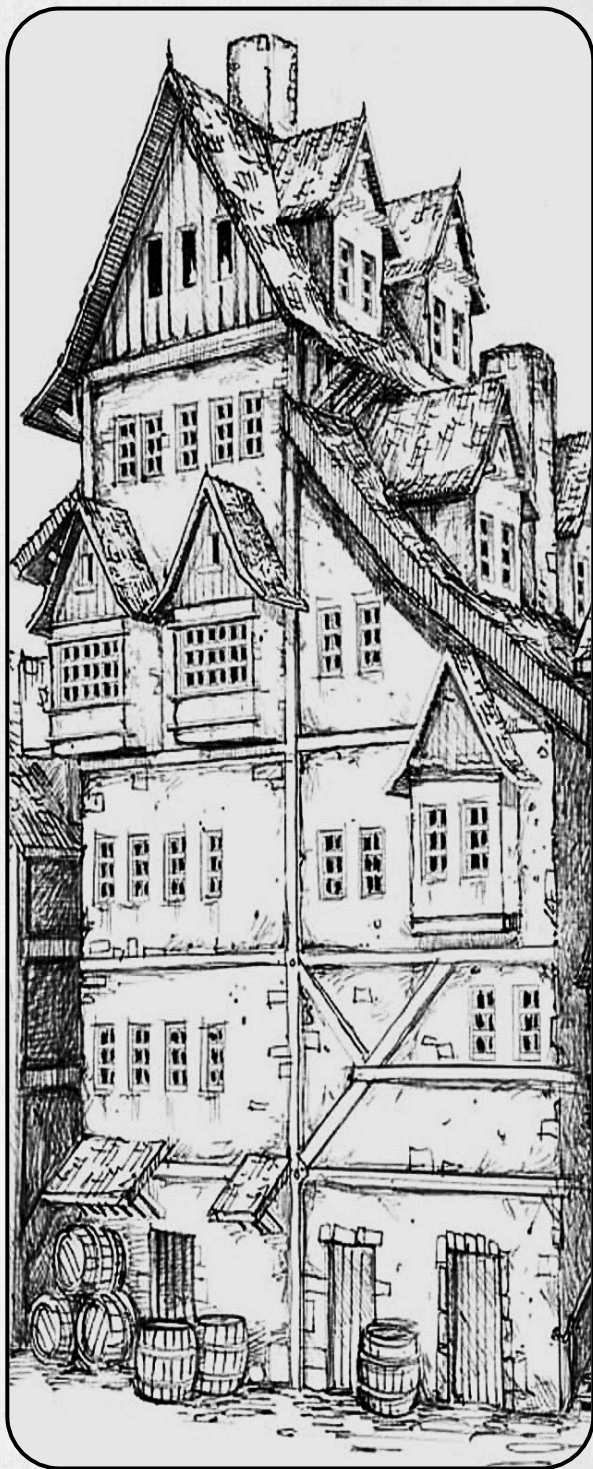
“The latest request from the Seekers is the Seal of House Deepwinter, for which they are offering a dozen harbor moons,” Rufio says. “The Deepwinter family is part of the city’s history, from centuries back. They ran a guild of jewelers. Although they died out in a war fought among the guilds, they still have an entire mausoleum named for them in the City of the Dead. Since the Seekers put out the call last tenday, people have been trying to break into that vault to see if the seal is with the house primarch. The City Watch got wind of it and posted guards around the cemetery district, particularly around Deepwinter Vault. To date, no one’s gotten in, let alone found the seal, and the deadline for the reward is tomorrow.”

You wonder how Rufio plans to get into the Deepwinter primarch’s tomb if it’s so well guarded. Other groups will surely try tonight, with the deadline looming, some of which may include professional thieves or adventurers.

Anticipating your concern, Rufio explains the gang’s inside track. “Do you remember that Ace used to tend a garden in the City of the Dead? Herbs and fungi? Well, she still does. It’s off a side corridor in the House of the Homeless, down in those smelly old catacombs where no one visits. They moved all the bodies from that level centuries ago. They transferred it all into the Endless Crypt. Everyone knows about the mausoleum’s demiplanar expansion, but you might not know that the authorities didn’t fully seal the lower catacombs after clearing them out. It takes a long rope to get down there, so Ace’s garden never gets disturbed. When the hubbub about the Deepwinters came up, Ace casually mentioned that one of the iron doors down there has the Deepwinter symbol on it. Her description tipped us to the existence of a centuries-old Deepwinter tomb in those catacombs. I’ve never been to this garden myself, but Ace left us a map of how to get there.”

Rufio pulls a square of parchment from his pocket and pushes it across the table to you. This must be the instructions from Ace. You give him a skeptical look as you pick up the parchment. You don’t think the presence of the Deepwinter family’s crest alone means much.

“That’s not all!” Rufio feigns a look of offense. “We’ve done our research. Too Small spent days in the clerk’s hall, looking through administrative records from centuries back. There’s more we found out, but that’s the important part. The Deepwinters made tombs in the old catacombs before they were influential enough to secure a separate family mausoleum above ground. By the time the Guild Wars were concluding, the Deepwinter’s opposition seized the mausoleum, meaning the last Deepwinters to fall now lie buried in the tombs that everyone’s forgotten. Ace’s garden in the catacombs has been right next to it this whole time! There’s an incredibly good chance that Parnak Deepwinter, the last primarch, is there, and with him, the family seal. So, we go into the City of the Dead, but don’t break into Deepwinter Vault. Instead, we’ll head for the House of the Homeless. No one will be watching that.”



Despite Rufio's infectious confidence, you can't help but feel trepidation about the plan. You unfold Ace's instructions. The small square of parchment contains a simple map, which you take a few moments to memorize before putting in your pocket.

"I'm sorry we have to rush out like this," Rufio says. "This isn't a proper welcome for your return, but time is against us. Nonap and Too Small aren't back from their night jobs yet. We'll have to have a welcome breakfast when we're all back here, safe." With that, Rufio, Bell, and Latchboy get up and begin to gather the last of their equipment for a nighttime adventure.

Since you haven't had any time to unpack, you stay seated at the table, already prepared to go. As you wait, a stack of papers catches your eye. The top sheet is thin enough that you can read the large print inked onto the other side. It reads, "Notice: Eviction and Forfeiture." You flip over the page and find some legal lingo about overdue rents, and a judgment from the common court naming your friends Rufio, Nonap, and Too Small. The gang owes a large sum immediately, and the paper warns that forfeiture agents will arrive any day to receive the gold, to seize things of value in lieu of payment, or to evict the residents. The gang's financial troubles are more dire than you guessed.

Concerned for your friends, you feel justified prying a little deeper. When the others are all out of the room, you flip through the stack of papers until you find something else of interest. One of the papers is a receipt written in calligraphic script. It's for a diamond valued at 500 gold pieces, a spell component for the local Zoarstar Temple to raise "Rufio Rudra" from the dead. The date is one year ago. You surmise that Rufio died last year, and the gang had to borrow money to pay for his return. No wonder they're desperately working all the time. The twelve harbor moons the Seekers are offering, together worth 600 pieces of gold, would help to fend off the creditors. For a while, at least.

"Ready," Latchboy says, approaching the door while fitting his arm through a long coil of rope, hanging it across his torso.

"Me too," adds Rufio.

Bell shoulders her own rope, then signs to show readiness.

The four of you walk into the warm night. In that moment, standing beside your old friends and preparing to go on an adventure, you feel right at home, like you never left Waterdeep.

Before the adventure begins, go to [Interlude: How to Play Solitaires](#).



Interlude

INTERLUDE: HOW TO PLAY SOLITAIRES

THIS CHAPTER GETS YOU READY TO PLAY A SOLITAIRES ADVENTURE. IT reminds you of the tools you will need and helps you create a character for solo play. Most important, it teaches you how to navigate the unique text of SOLITAIRES single-player interactive adventures without a Dungeon Master.

ADVENTURE SET

An adventure set is a collection of connected adventures that share a common story. Unlike traditional adventure paths, sets allow you to decide some of the adventures you play and the order you play them. Each set has a starter and a capstone to begin and end the story, but some adventures in between are interchangeable at various character levels.



EIGHT PETALS ARGENT

The seven adventures of this set take a single character through the “local heroes” tier of play and beyond, starting with this 1st level starter, and concluding at 6th level, playing in the capstone adventure.

The inspiration for these adventures comes from Jeff Quick’s original webseries, *Perilous Gateways: Portals of Lantan*. These pages reference some of the very same characters and locations as that series.

INSPIRATION FOR SOLITAIRES

SOLITAIRES give a single player the chance to experience the fun and excitement of DUNGEONS & DRAGONS when circumstances don’t allow a normal game. Sometimes there is no table to use, no gaming space available, no group to gather, or no one else wants to be the Dungeon Master. It is for these times, and for these players, that we write SOLITAIRES adventures.

While resembling choose-your-path style novels, like D&D’s *Endless Quest* series, SOLITAIRES use character sheets and dice to resolve various challenges, not just player choices. The many inspirations for SOLITAIRES include MSOLO modules like *Thunderdelve Mountain* and *Blizzard Pass*, and non-D&D adventure novels like Joe Dever’s *Lone Wolf* series and Jackson and Livingstone’s *Fighting Fantasy* series. These seminal works demonstrate that die rolls and character features, used alongside player decision making, create a richer RPG experience.

GATHER YOUR TOOLS

In addition to the normal polyhedral dice, character sheet, and pencils, consider these more complex tools to manage and enhance your game play.



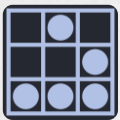
PLAY JOURNAL

SOLITAIRES require taking notes. While electronic note taking is easiest, writing notes in a journal gives a more immersive, tactile experience. Blank journals with inspiring covers are easy to find. Whatever your recording method, your collected notes are your “play journal.”

Journal note taking takes two forms, mandatory notes and optional notes. In *SOLITAIRES*, most mandatory notes are just event codes. These short phrases record the state of past events, potentially changing the course of your later adventure. Without these, the story would be static, unresponsive to player choices and character actions. Event codes and other tracking marks get further explanations later in this chapter.

Most of your notes will be optional. These include anything you want to track. You decide the degree and detail of the optional notes you keep. It’s a good idea to copy map fragments and to note story clues, as well as intrigues and alliances; these are easier to track on paper than in your head.

Your play journal may also serve as a round-by-round combat log. This is particularly useful if you need to take a break while in the middle of a fight. A combat log also helps you track resources like hit points and features with limited uses between rests. If you forget what was previously expended, it helps to have combat logs for reference.



MAPS AND MINIATURES

The combat maps in this adventure are simple. You can easily recreate their layouts using a vinyl battle mat, a virtual tabletop, or some other system, then add miniatures, tokens, or icons to represent combatants. See “Tactical Maps” and “Using Miniatures” in chapter 8 of the *Dungeon Master’s Guide*. If you are an experienced Dungeon Master, feel free to expand on the combat maps where it makes sense to do so, or add surrounding features prior to combat.

Alternately, you can run these battles with theater of the mind techniques, using the provided maps as references for starting positions. The “Combat” section in chapter 8 of the *Dungeon Master’s Guide* has guidance for running combat in the theater of the mind.



AMBIANCE

Before starting, select a play space away from distractions. Great ambiance makes for a great play experience. Find a comfortable location to play in, one where you have easy access to all your materials, and where there are no distractions nearby that might pull you out of the narrative. Low light or even candlelight is a nice atmospheric touch, so long as you aren't straining your eyes.

Background music can further add to the atmosphere of play. Websites like YouTube and Spotify let you easily find and run looped playlists of "ambient music." Selections from your favorite video games work well. Avoid lyrics or distracting beats; these can draw away your attention when you would prefer to concentrate on the game. You can also create a separate, faster-paced soundtrack for combat scenes.

RULES OF THE GAME

Prepare to play by making some preliminary decisions in your role as DM.



CAMPAIGN RULES

SOLITAIRES treat you as though you know the rules of DUNGEONS & DRAGONS. If you lack expertise, just keep the rulebooks handy to reference. If you are completely new to D&D, the solitary play of SOLITAIRES adventures lets you learn along the way, looking up each rule as needed, discovering the game at your own pace.

The free [Basic Rules](#) make a handy substitute for the game's core rulebooks, but they have few character options. If you want options beyond the *Player's Handbook*, allow yourself some additional rulebooks. Because this adventure is set in the Forgotten Realms, the *Sword Coast Adventurer's Guide* is a highly recommended resource for Realms-specific characters.

OPTIONAL RULES

SOLITAIRES mandate only one optional rule. (See ability scores, below.)

Seasoned players may, however, prefer to add more variety. The text of this adventure includes "average damage" numbers where appropriate and occasionally references feats, for those who want those options, but other optional rules may require more self-adjudication to employ.

Your play journal is an excellent place to track the optional rules you choose. Once decided, don't change optional rules mid-adventure.



ADJUDICATE PLAY

As your own Dungeon Master, it will fall to you to apply and enforce the rules during play. The three principles of self-adjudication are flexibility, diligence, and honesty. These elements are critical to supporting the game's sense of challenge and reward.

Flexibility in *SOLITAIRES* means advocating for your character during times of ambiguity. You must occasionally decide things not covered by the rules, like meeting prerequisites or assuming success in a novel way. For example, ignore the Dexterity check to pick a lock when using a *chime of opening*; assume success according to that magic item's rules.

Diligence means carefully tracking expenditures, from rations, to spell slots, to class features that have limited uses between rests.

Honesty means making the die rolls matter. It may seem inconsequential to fudge a die result, just to pass a difficult part. However, cheating on a roll is an invitation to keep cheating and eventually ignore the dice altogether.

MAKE A CHARACTER

To play this starter adventure, make a new character using the *Player's Handbook*, with these guidelines added for solo play.



CHARACTER CONCEPT

You portray the protagonist in solo adventures using a character of your own design. However, since this is an adventure set, its supporting story dictates a small part of your character.

EIGHT PETALS ARGENT

The eponymous edifice of this story is the Argent Gate, a magic portal that will take you to areas of adventure around the Sword Coast of Faerûn, in the Forgotten Realms, particularly to areas around the Trackless Sea. You will visit many once-busy Lantanese holdings, most now abandoned a century after the loss of that island nation and its portals.

In designing the protagonist of this story, consider these elements.

History. As a youth, perhaps a young adult, your character lived for some time with a gang of friends in Waterdeep, surviving on the streets. (The timing and duration of your residence in the city is undefined.) Your character left Waterdeep at least a year ago to become an “adventurer.” When this story begins, your character is returning to visit those friends.

Disposition. A character suitable to this adventure set has good tendencies but is still willing to break a few laws, like trespassing and stealing, to help friends or to seek out adventure.

Features. The starting adventure is well suited to rogue-like characters, both its setting and its activities. Challenges for mobility, climbing, and lockpicking are common, but these aptitudes aren't mandatory. Combat is also important; you cannot avoid some fights. Despite these things, a character of any type has a chance to be successful in the adventure.

Physical Ability. Your character should be physically capable of climbing obstacles, swinging on ropes, swimming in rough water, and performing similar feats. If your character has a disability that prevents any of these movements, you may have to exert your imagination to rationalize getting through some of the scenarios described in the adventure.



CHARACTER SHEET

As the first adventure in a series, create your protagonist's character sheet at *1st level*.

ABILITY SCORES

Determine ability scores with the point-buy option in "Variant: Customizing Ability Scores," from chapter 1 of the *Player's Handbook*. The mechanics of SOLITAIRES rely on this ability range; higher or lower numbers would particularly alter how you interact with passive ability score prerequisites.

MAKE A SINGLE CHARACTER

For solo play, avoid characters or features that rely on the presence of allied characters and creatures. For example, the narrative of SOLITAIRES adventures doesn't account for cohorts like retainers from the Knight (Noble) background nor the mount that would maximize the features of the Cavalier martial archetype.

Beyond describing present participants, the story itself is insufficiently flexible to handle non-humanoid movement. Quadrupeds particularly cannot navigate the same terrain as the humanoid protagonist, like climbing cliffs or riding in a small boat, nor could Large creatures like a mount go indoors at the various establishments the protagonist must enter. A Tiny creature like a familiar is easy to take along, and some Small and Medium creatures, like a ranger's beast companion, usually adapt to movement scenarios if they have climbing or flying speeds.

NAVIGATE THE TEXT

SOLITAIRES have a standardized layout to help you easily play through the adventure. Learn about these components below.



TEXT PARTS

You will navigate between segments of the adventure's text in a non-linear fashion, moving back and forth through the pages of each chapter; you will not read text parts consecutively.

TITLES AND PROMPTS


Each text part has a hyphenated number for a title, like "Part 1-005." The first number is the chapter the text part appears in.

ANATOMY OF A TEXT PART

PART 2-135

After much digging, the passageway is now clear enough to squeeze through.

Unfortunately, you are certain the noise of shifting rubble was loud enough to reach other parts of the mine.

 **EVENT:** "North Tunnel Excavated" (Ch. 1)

In this process, you find that the rope was part of a makeshift trap that caused the cave-in.

You may extricate the **hempen rope** (10) by adding **15 minutes** to your interval time.

The arched passage bends to the west, back in the direction you came from, and to the east.

- **West:** To return to the western end of the arched passage, go to [Part 2-020](#).
- **East:** To leave by the eastern end of the arched passage, go to [Part 2-301](#).

Title

Narrative Text

Tracking Mark

*Instructive Text
(with Bold Text)*

Option Set

Prompts

A prompt is a title used inside a text part. It identifies another text part to which you will navigate, typically using a hyperlink. When clicking a hyperlink, remember the prompt you selected; the page you arrive at might include multiple small text parts!

NARRATIVE, INSTRUCTIVE, AND BOLD TEXT

Narrative text delivers the story of the adventure. It immerses your character in the events and environment as you encounter them.

Instructive text is game information, not story information. It addresses you, the player, telling you how and when to apply rules to the current situation. SOLITAIRES use indented and italicized text to make these instructions stand out. *When you see instructive text, you must follow the instruction as it appears before reading further into the text part.*

Words in either text type may appear bolded. This signals you to make notes on your character sheet, typically when taking damage or finding items. (A parenthetical weight listing follows inventory items.)

TRACKING MARKS

Tracking marks signal you to make notes. They are best placed in your play journal since there probably isn't room for them on your character sheet.

Tracking marks look like these examples:

- ✱ **RENOWN:** +1 (Daggerford Militia)
- 📖 **EVENT:** "Woke the Neighbors" (Ch. 3)
- 📖 **LORE:** {CHECK: INTELLIGENCE (ARCANA) 16} **204-Spell Effect**

Set aside a page of your play journal for renown tallies, and a few pages for event codes and for lore entries. *Alternately, use the checklists in the appendix to help you with tracking marks.*

Renown Points. SOLITAIRES use the renown system from the *Dungeon Master's Guide* to measure the fluctuation in relationships that a Dungeon Master would normally track in an abstract way. *In SOLITAIRES, renown tallies may fall into negative numbers.*

When you encounter a renown adjustment for a faction you are not yet tracking, start a new tally at 0, then apply the stated adjustment.

Renown tallies often appear as prerequisites for options in the story. Renown may also provide special encounters (not always a good thing) or additional opportunities related to a faction's influence or resources.

Event Codes. These phrases appear when a significant event occurs, and you must record them. Event codes give precision to the adventure's callbacks, ensuring that a reference to past events isn't confusing because it uses a poor description or because it relies on your memory.

To keep event codes from crowding your list, most of them include a parenthetical chapter number, like "(Ch. 2)." It is safe to cross off that code after the indicated chapter. If you get an event code without a chapter number, you must keep it indefinitely. Such codes might come up in a later adventure or even a related adventure set.

Event codes exist to trigger changes of scenery or to alter current circumstances based on past actions or events. Event codes are particularly common in inter-connected areas, like dungeon rooms, where they modify the contents or inhabitants based on the outcome of your previous visits; the very same trap or monster shouldn't ambush you every time you enter a particular room!

Some event codes just provide contingent instructions for a future event. For example, a code might be a prompt to follow when your torch runs out or when you accrue too much time on your recorded interval. (For an explanation of interval times, consult the chapters that use them.) *Write down any additional instructions that come with such event codes and track them carefully; you won't get additional notice telling you when to apply them.*

Lore Entries. These marks refer you to appendix pages describing game lore or mechanics. When you encounter one, note it in your play journal. You may be able to access the information immediately, or you might have to deal with a prerequisite. Prerequisites work like gated options (see below), usually an Intelligence check, a skill proficiency, or an applicable language.

You can later use the research downtime activity to unlock any lore entry you cannot initially access because of prerequisites. Therefore, always note the entries you find, whether you have unlocked them yet or not.

If the prerequisite for a lore check is "identify magic item," the appendix describes a magic item. No roll or research is necessary; simply investigate the item during a short rest or cast the *identify* spell.

There are no hyperlinks to or from lore entries. This is because you can access them from anywhere in the story. Therefore, when you check a lore entry, you must first note your current text part; you will have to manually navigate to the appendix and back again, scrolling through the document.

OPTION SETS

Options necessarily appear in sets of two or more. They provide agency to you, the player, allowing a choice of branching routes in the story. Bullet points and bolded summary words help to distinguish each option in a set.

Options with prerequisites are “gated,” requiring something more than a mere choice, as explained below.



GATES

You must meet the {bracketed} prerequisites of a gated option before you can select it. Gates have “simple” or “rolled” versions.

SIMPLE GATES

Simple gate prerequisites do not require rolls. They refer to some aspect of your character sheet or to some type of event status.

In the first example below, you can select the option only if you have enough renown points with that faction. The second example requires proficiency; extensive experience, not a lucky roll, is what this task requires. The third example is more generalized than a proficiency; you meet the prerequisite if proficient in Dwarvish but casting a *comprehend languages* spell works too.

- **Borrow:** {RENOWN: 5+ (DAGGERFORD MILITIA)} *Ask Driktha to lend you a cavalry horse for the trip to Baldur’s Gate by going to [Part 3-211](#).*
- **Examine:** {PROFICIENCY: DICE SET} *Examine these dice to determine if their balance is fair by going to [Part 3-120](#).*
- **Read:** {LANGUAGE: DWARVISH} *Read the bloody writing by going to [Part 3-141](#).*

ROLLED GATES

Some gates appear in the form of a roll, typically an ability check. (An ability check that pairs with a tool or vehicle proficiency appears parenthetically inside gate brackets, in the same typographical fashion as a skill.)

You can make each prerequisite roll just once, unless the text says otherwise, even if you return to the option set later after routing through other text parts.

The challenge of SOLITAIRES adventures contemplates a single character making each check. If you have an ally with you, like a familiar, ranger companion, or sidekick character, you must choose who will make each roll. *Only one of you can make the roll, and the other cannot normally modify this roll with the Help action or with similar assistance.*

Unless otherwise noted, you can roll for each option in a set that contains a rolled prerequisite before committing to any of them. For example, if three of the five options require ability checks, you can roll each one, then choose one from among those you succeeded at (or one that didn't require a roll).

- **Decipher:** {CHECK: INTELLIGENCE (INVESTIGATION) 18} *Decipher the keyless mechanism that unlocks the door by going to [Part 2-114](#).*
- **Lockpick:** {CHECK: DEXTERITY (THIEVES' TOOLS) 15} *Disassemble the mechanism to open the door without damaging it by going to [Part 2-110](#).*
- **Force:** {ITEM: CROWBAR AND CHECK: STRENGTH 15 WITH ADVANTAGE} *Pry the hinges off this complex door to open it by going to [Part 2-190](#).*



COMBATS

Combat text parts summarize the scene, the area of play, its features or hazards, the enemies' tactics, and any special considerations like the potential for surprise or initiative modifications.

Sidebar will highlight unusual rules that apply, unique features of the battlefield, or timed events that occur on set rounds in the battle.

ENEMY TACTICS

You must decide the movement and actions of the enemies you fight, playing them intelligently to the best of your ability. To help you in this process, each creature has a tactical profile that describes its general combat behavior. More explicit combat tactics may appear in each combat writeup.

Skirmisher. Almost all enemies are skirmishers. These creatures close directly to melee range, if possible, and use their most effective attacks, trying to surround you and block an escape. If prevented from closing (by terrain, class features, or the like) skirmishers resort to ranged attacks and spells. If they have no attacks with sufficient range, they take the Dodge action and move out of line of sight, waiting for circumstances to change.

Artillerist. These enemies try to maintain an ideal range for their ranged attacks or spells. When forced to melee, they will withdraw if it seems prudent, or switch to melee attacks. Artillerists use their most potent attacks as soon as possible, whenever possible.

Supporter. These enemies have traits or magic to bolster or heal themselves or allies. When not providing support, they act as skirmishers or

artillerists, as best suits them. Supporters almost always come with additional, more detailed tactical instructions.

BATTLE MAP

Most SOLITAIRES combats show small map fragments, as previously noted. On these map images, numbered tokens represent enemies, while lettered tokens represent allies. (Lighter-shaded tokens are nonparticipants.)

Dotted lines show each enemies' first moves, *but only if they win initiative*. Otherwise, those lines simply forecast the enemies' intentions, to close to melee, stay at range, or approach some other battlefield feature.

COMBAT CONCLUSION

Each combat gives two or more options for its conclusion.

Win Option. Defeating foes means reducing all of them to 0 hit points while you, or an ally you control in combat, is still conscious. Win options may also describe other scenario-specific factors that define success.

If everyone in a battle reaches 0 hit points in the same instant (perhaps an indiscriminate *fireball* hits friends and foes alike), treat this as a "win" if you survive the resulting death saving throws. If you are tracking time when this happens (in increments of hours or smaller), add 1d4 hours to your interval unless you get a 20 on a death saving throw or have some other way to return to consciousness more quickly.

Flee Option. When a flee option appears, you can attempt to escape by declaring your intention at the start of a round. You and your allies take no actions or reactions during that round. Unless you become incapacitated, or an enemy has (or temporarily gains) a movement speed double that of you or your slowest ally you control, you escape at the end of the round.

While trying to flee, you can carry or drag away the body of a single incapacitated ally if you are at least as large as that creature. The presence of a larger (or a second) incapacitated ally means you cannot flee the combat.

Lose Option. Take the lose option if the enemies reduce you, and all the allies you control in the combat, to 0 hit points.

Now, continue playing in [Chapter 1: To the City of the Dead!](#)





Chapter 1

CHAPTER 1: TO THE CITY OF THE DEAD

THE NIGHT AIR IS WARM AS YOU LEAVE THE HIDEOUT AHEAD OF YOUR FRIENDS. You step onto a landing overlooking the alley adjoining Slipstone Street. The neighborhood seems deserted, but you still hear noisome crowds on the High Road, just a block south of you. The city is alive with distant revelry. Your companions each recheck their equipment and Rufio produces a heavy key to lock the hideout's door.

You may leave some of your equipment in the hideout for safekeeping if you wish. To do so, simply note which items on your character sheet you leave behind. You can recover these the next time you return to the hideout.

 **LORE: 103-Slipstone Gang.** Use this entry to “refresh” your memory about the Slipstone Gang’s members. This information may be helpful later.

 **LORE: 114-Ace’s Instructions.** Use this entry to review Ace’s map for navigating her small corner of the deep catacombs.

This is your first time encountering lore entries. Copy the colored text into your play journal. Note for each one that you can access it since neither has a prerequisite. You must navigate manually to and from lore entries.

Instead of descending the wooden staircase to street level, Bell grabs a dangling rope that lies hidden in the shadow of a drainpipe. Each of your companions climbs the knotted rope in turn and you follow them up three stories to the tiled rooftops.

A surprisingly strong wind here blows warm off the sea. From your vantage, you look out over Waterdeep. Rows of streetlamps wind like rivers through the dark across the city, and you can see crowds moving slowly in the light of public squares. To the west, not half a mile away, you see the rise of Castle Waterdeep’s spires. The castle stands on a hill overlooking the city. Long banners add color to the structure’s outer walls, lit by magical lights.

Your group picks its way north along the steeply angled rooftops, climbing and jumping carefully where the roofs vary in height. You pass quietly by the Zoarstar temple, rising several stories above the other buildings in the block, and continue north to Nethpranter’s Street. A single block remains between you and the walls that surround the City of the Dead.

You are preparing to descend to ground level when Rufio grabs your arm. “Look there,” he says, pointing to an alley across the street.

You look, seeing six figures skulking in the darkened courtyard of a guildhall. They are out of sight from passersby on the street, but you make them out clearly from your vantage.

“Perytons,” whispers Latchboy. “We should go teach them not to look so ugly while loitering in our territory.” You are surprised to hear that Crimson Perytons are operating so closely to Slipstone Street. Your gang’s rivals seem to have grown bolder since you left Waterdeep.

Rufio shakes his head at the suggestion. “That’s not what we’re about tonight. Or ever, really. Let’s just implement our plan.” The four of you back away from the edge of the roof, and Rufio fills you in on what’s to come.

“We’re going in teams.” Rufio turns to you. “You’ve got experience, so you’re leading one of the teams.” You remember, with some discomfort, how your friends overestimate your adventuring experience.

✱ **RENOWN:** +3 (Slipstone Gang)

This is your first encounter with a renown adjustment, and the first time with this faction. Start a new faction’s tally at “0,” then apply the adjustment.

You wouldn’t call yourself an “experienced” adventurer; seeking your fortune away from the city hasn’t really worked out for you, but somehow this doesn’t seem like the right time to admit as much to your friends.

“Choose Latchboy or Bell to come with you, based on the approach you’d like to take into the City of the Dead,” Rufio continues. “Latchboy’s plan is just walking in the front gate. We got two official grave tender disguises from one of our contacts.” Rufio pulls some heavy robes from his backpack. “If you feel like you can talk your way in, take Latchboy and try to pass yourself off as grave tenders employed by the Carver family.” The guards might be on alert for this sort of trickery. They know the Seekers put a bounty on something in the Deepwinter Vault, but the Watch is fewer in number since so many have to patrol tonight’s celebrations in other parts of the city. For this route, you’d have to leave behind any large armaments. They’d immediately notice metal armor, a shield, or a two-handed weapon.”



Rufio lets that sink in a moment before describing the other approach. “The second plan has you leaving the city with Bell. You can go out the River Gate and into the Undercliff region east of Waterdeep. From there, you will approach from the east, sneaking to the base of the bluff below the city walls. The district walls have watchtowers, and the guards are usually vigilant to watch that direction, so don’t light any fires or make loud noises. There’s a pipe that empties out the cliffside. It’s an outlet for excess rainwater collected in the cemetery district. You and Bell will climb the cliff to that drainpipe, wade into it, then climb the chute that channels rainwater into the drainpipe from above. That will take you right up into the City of the Dead, near the House of the Homeless, with plenty of cover to finish your approach. You have less chance of discovery this way, but it might take longer. And remember, we need to be out of the district before sunrise.”

“If both teams make it through, we’ll meet inside the mausoleum. But neither team should wait more than thirty minutes for the other to arrive. One last thing,” Rufio says, making eye contact with Latchboy. “Be careful not to kill anyone in the City of the Dead.” Something seems to pass between Rufio and Latchboy here. “Nobody needs to get hurt for this, and a dead body would bring down too much heat, particularly if it’s a member of the Watch. Now, I’ve been saving this protective scroll for a moment just like this. Hold still and I’ll use it on the three of you.”

Latchboy and Bell don’t look happy about this. They seem concerned about the expense of wasting a magic scroll, but Rufio pays them no heed. He unrolls the parchment and reads off the words of power.

*An aid spell now affects you, Latchboy, and Bell. Your **hit point maximum increases by 5** for the next eight hours. You also **gain 5 current hit points** to fill out this new maximum.*

You think carefully for a few minutes before deciding which route to take. Accompanying Latchboy means doing a lot of fast talking. Going with Bell means crawling through tunnels and doing a lot of climbing.

- **Front Gate:** To talk your way into the City of the Dead alongside Latchboy, without the aid of medium armor, heavy armor, a shield, or any two-handed weapons, go to [Part 1-026](#).
- **Underground:** To sneak into the cemetery through the drain, alongside Bell, go to [Part 1-032](#).

❖ PART 1-001

📖 **EVENT:** “Alert Level Medium” (Ch. 1)

You hold out the bribe casually. The guard looks left and right before taking it, then signals you both to proceed into the watchtower. You walk through the ground floor, past another guard sitting at a table, and out a small door on the far side. Both doors thud closed after you pass through them.

You have made it into the City of the Dead.

Go to [Part 1-048](#).

❖ PART 1-002

The approaching guard is a hooded lizardfolk, painted in the colors of the Watch. He grunts an acknowledgment to you in passing, moving west and shining his lantern into the bushes along the path as he goes. Your disguise is holding up admirably.

To the north, you see another intersection in the distance. The path leading south from your current position turns east in a circuit around the Hall of Heroes and a group of other mausoleums. It eventually circles back to the intersection that is north of you.



- **North:** To go north, in the general direction of the House of the Homeless, go to [Part 1-095](#).
- **South:** To head south, looping around the Hall of Heroes, go to [Part 1-140](#).

❖ PART 1-003

You offer to give up the robes, but you also tell the elf that you’re not grave tenders, that you don’t truly work for the Carver family. The elf contemplates what you’ve said. The moment drags out, laden with uncertainty. Will these adventurers believe you? Will they bind you anyway, just to delay people they think are rivals for the Deepwinter Seal?

Make a Charisma (Persuasion) check. If the result is 10 or higher, go immediately to [Part 1-050](#). If the result is 9 or lower, continue reading.

Several emotions play over the elf's face, reacting to what you have said. Unfortunately, it looks like these adventurers aren't going to trust you. The elf produces a silk rope to tie you with. You are contemplating running or fighting, but Latchboy gives you a look of assurance and pulls his protective robes off over his head. He positions his hands behind his back to be tied, still looking confident. Taking your companion's lead, you do the same.

*Remove the **grave tender robes** from your inventory.*

True to their word, your captors take you off the trail and deposit you, tied and gagged, in some bushes near a large pond. Two of their number don the robes that you and Latchboy gave up, then they hurry away to the northeast. You suspect they will soon try to bluff their way into the Deepwinter Vault.

The moment the five adventurers are out of sight, you roll to your side and start working on your bindings. You've only just begun when you feel Latchboy's hands untying your wrists. Somehow, he has already freed himself. A few moments later, you are also free. You see that your captors tied each of you with the opposite ends of the same 50-foot **silk rope** (5).

Go to [Part 1-123](#).

❖ PART 1-004

You feel a sharp pain in your back, the forceful jolt of a crossbow bolt ripping into you. You try to keep running into the brush, but your eyes start to close of their own volition. Everything goes dark.

At some future moment, you return to consciousness. Latchboy has administered a curative potion, pouring it into your cuts. He looks relieved that you've woken up. He also looks sadly at the empty bottle from which the potion came. You feel bad that Latchboy had to use up this magical curative and you resolve to make it up to him.

📖 **EVENT:** "20 gp Debt to Latchboy" (Epilogue) *You can remove this code from your list at any time by giving Latchboy either a potion of minor healing or its value of 20 gp (or items with a total purchase cost of 40 gp).*

“They didn’t chase us,” Latchboy says. “I guess they didn’t want to follow us into these bushes, or they thought our robes were ruined.” He indicates the holes in your robes and his own. Alarmed, you see that your companion has wounds from at least one crossbow bolt.

You wait a few moments to collect your thoughts, then you take in your surroundings, trying to plan your next step.

*The curative restores you to **1d4 + 1 hit points**. Continue to [Part 1-123](#).*

❖ PART 1-005

As you shake the guard’s hand, you notice she is examining you closely in the moonlight. You aren’t sure if this is natural vigilance or a sign that the guard is suspicious of you.

If you have the code “Alert Level High” or “Alert Level Medium,” go immediately to [Part 1-143](#).

If you do not have either of those codes but instead have the code “Alert Level Low,” replace it with the following:

📖 **EVENT:** “Alert Level High” (Ch. 2)

Continue to [Part 1-028](#).

❖ PART 1-006

As the two Watch members barrel past your hiding place, you think that one of them looked directly at you. It might have been your imagination, but you decide not to stick around to find out.

Go to [Part 1-121](#).

❖ PART 1-007

Wary of coming so near such a heavily guarded gate, you decide to leave the path behind and cut north through the foliage. You push your way through a thorny hedge, protected by your heavy grave tender robes, and pass several small mausoleums before you come to a sloping dell.

Go to [Part 1-123](#).

❖ PART 1-008

Avoiding the hidden figures lurking in the bushes, you lead Latchboy along the western path.

You're approaching another intersection when you hear a stampede of heavy footfalls on the gravel ahead, followed by authoritative commands to "Stop!" At first you think the Watch has spotted you, but it quickly becomes clear that someone else is their target. A chase is taking place. Runners are approaching the nearby intersection from the north.

You draw your companion off the path, slipping through a fragrant flowering hedge. However, the runners ahead of you don't pass by; it sounds like the guards have caught their prey and are now wrestling in the intersection. You hear grunts and yells, and someone calls for her companion to "get the manacles."

You don't remember the cemetery district ever being this crowded at night! With the intersection behind you full of skulkers and the intersection ahead occupied by members of the Watch, you decide to leave the path behind and cut north through the foliage. You pass several small buildings before you come to a sloping dell of short grass.

Go to [Part 1-123](#).

❖ PART 1-009

You go toward the Court of the White Bull with Bell close behind.

This open area was once the sight of a devastating clash between rival wizards, and rumor holds that wild echoes of their magic still haunt the great square. Although the rubble is now gone, no one rebuilt the buildings in the decades since. Now cattle merchants pen their stock here and sell wares from the backs of wagons. Tonight, you find a great many more merchants present than usual, selling fresh produce and trading cattle with an unusually large crowd.



You and Bell slow as you approach the merchants and their customers, slipping in among them and trying to blend in. You see your four pursuers arrive a moment later. They spread out, scanning the crowd for you. One of them, a spry halfling, jumps onto an empty wagon to get a better vantage point. You turn your back to the Crimson Perytons and try to mimic the random movements of other shoppers, stopping to look at wares in various wagons and disguising the fact that you are moving steadily south.

Make a Charisma (Deception) check. If your result is 13 or higher, go to [Part 1-059](#). If it is 12 or lower, continue reading.

Your task is frustrated by the fact that so many of the people in the square have just entered the city from the gate you are trying to go toward. You don't dare move very quickly that way, since you'll stand out starkly from the rest of the throng.

If you can cast disguise self to change your appearance or silent image to create an illusion of yourself somewhere in the open, heading the other direction, you can evade these pursuers by spending a spell slot and going to [Part 1-059](#). Otherwise, continue reading.

Finally, knowing someone will spot you eventually, you give up trying to blend with the crowd. You signal to Bell and the two of you sprint through the square and south along Salabar Street toward the River Road.

The Peryton standing on the wagon sees you run and shouts your location to the other three. They take off after you, but the crowd in the Court of the White Bull is thick; your pursuers won't catch you before you reach the River Road. You will find members of the Watch there stationed on every block. Realizing their failure, the pursuers slow and eventually stop. However, one flings a dart as a parting shot. Bell tries to raise her shield across your back as the missile comes flying toward you.

*Make an attack roll against your Armor Class. The attacker has a bonus of +4 to hit but must roll with disadvantage because of Bell's attempted intervention. The dart's standard damage is **3 (1d4 + 1) piercing**. If this reduces you to 0 hit points, go to [Part 1-147](#). Otherwise, continue reading.*

You turn a corner, leaving your pursuers behind, but you keep running until you reach the River Road just to be sure you've lost them for good.

Proceed to [Part 1-059](#).

❖ PART 1-010 ■■

You are facing one of the two Crimson Perytons who recently pursued you through the back alleys of the Trades Ward.

Skirmishers. This Peryton moves directly toward you, working in tandem with his ally who goes for Bell.



CRIMSON PERYTON

Medium humanoid (human)

Armor Class 13 (shield)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
(+1)	(+1)	(+0)	(+0)	(-1)	(-1)

Skills Athletics +3

Senses passive Perception 9

Duelist. If you hit this creature with a melee attack, it can use its reaction to raise its AC to 15 for that one attack, potentially causing the attack to miss.

ACTIONS

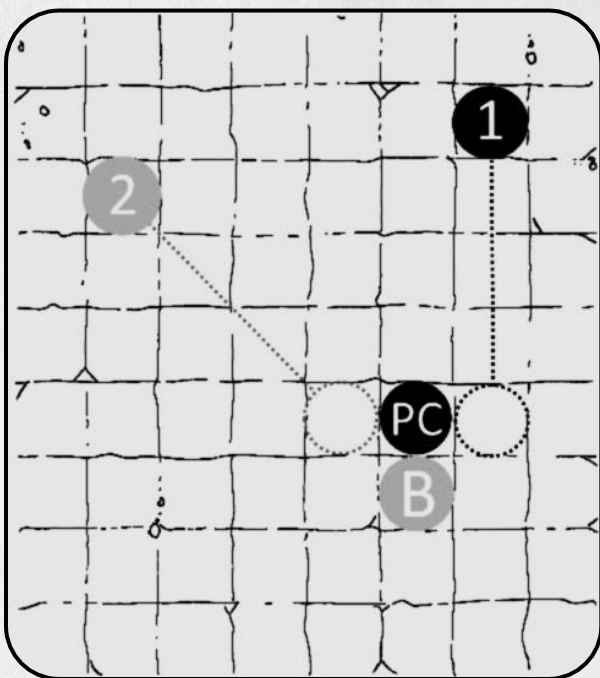
Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Dagger. *Melee (or Ranged) Weapon Attack:* +3 to hit, reach 5 ft. (or range 20/60 ft.), one target. *Hit:* 3 (1d4 + 1) piercing damage.

Map. You (PC) begin this encounter 20 feet away from this gang member (1). The other Crimson Peryton (2) moves to engage Bell (B) in a separate combat. Owing to your positioning, you cannot affect these other combatants in this encounter.

COMBAT CONCLUSION

- **Win:** If you defeat your foe, go to [Part 1-126](#).
- **Lose:** If your foe defeats you, go to [Part 1-127](#).



❖ PART 1-011

You approach the first house, the one with the oak door painted red. Although you knock, even trying a series of coded knocks, no response comes from within. You look at Bell and she shakes her head. Then she tightens the strap on her shield and turns to face your pursuers.

Go to [Part 1-057](#).

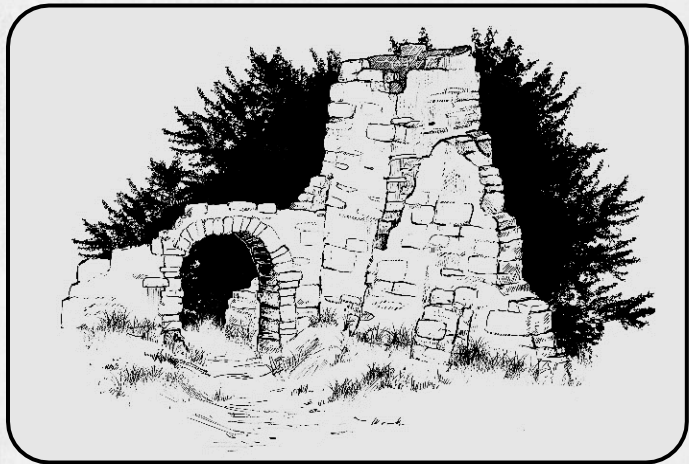
❖ PART 1-012

The three red-haired men encircle you and Bell, who stand back-to-back. Your companion draws a warhammer as the Perytons close in.

- **Fight 2:** *To take on two of the enemies yourself, leaving one for Bell to fight, go to [Part 1-149](#).*
- **Fight 1:** *To position yourself to fight just one of the enemies, leaving Bell to handle the other two, go to [Part 1-035](#).*

❖ PART 1-013

You take a few moments to inspect the buildings for anything of interest. The house itself is nothing but an old chimney and the arch of a brick façade. As you search the remains of the shed on the grassy hilltop, you



hear the sharp impact of metal on metal. Bell has struck her shield with her warhammer to draw your attention to something moving behind you.

You turn to face the approaching threat, a pair of giant ants with scissoring mandibles. Bell leaps toward one of the creatures while the other ant rushes directly at you, intent on your destruction.

Go to [Part 1-150](#).

❖ PART 1-014

You follow the path to the northeast. It leads away from the cliff, to another stand of trees in the near distance. The warm glow of a campfire filters through the trees. As you draw closer, you see a pair of carnival wagons parked nearby and a row of horses staked out to graze. Eventually, the light of the roaring campfire reveals half a dozen men in motley dress, laughing and talking as they eat a late meal. These humans have not yet noticed you.

- **Approach:** *To approach the campfire, go to [Part 1-152](#).*
- **Avoid:** *To sneak north, avoiding the camped troupe, go to [Part 1-129](#).*

❖ PART 1-015

You offer your friend the antitoxin, which she sips while pretending to eat more of the stew. Within a minute, Bell seems to have recovered entirely.

*Remove the **antitoxin** from your inventory.*

The two of you continue to interact with your hosts as though nothing is wrong. Eventually, when it becomes clear that the poisoned stew hasn't worked, the troubadours seem to lose interest in watching you. You decide to avoid confronting your hosts. With a hearty thanks for the meal and the information about the surrounding area, you excuse yourselves and head north, through the tall grass.

Go to [Part 1-108](#).

❖ PART 1-016

As the pantomime reaches its final scene, you step up the performance, eliciting uproarious laughter from your audience. Fire Tongue is overcome with mirth. He rolls off his seat and slaps the ground, tears in his eyes. Without missing a beat, you and Bell break into a run. You hurry past the campfire, through the trees, and into the dark field beyond. Your audience is completely surprised. By the time they realize this is not part of the routine, the two of you have made good your escape.

Bell leads you through some high grass, moving off the trail. You keep a careful eye out for pursuit but are soon satisfied that the "troubadours" are not following you.

Go to [Part 1-108](#).

❖ PART 1-017

Despite your attempts at stealth, the dog perks up, clearly aware of your presence. It ambles down the hillock toward you.

Make a Wisdom (Animal Handling) check. If the result is 12 or higher, go to [Part 1-155](#). If the result is 11 or lower, go to [Part 1-109](#).

❖ PART 1-018

After consulting with Bell, you decide that it is best if she tries the climb while you wait below for her to attach the rope.

If you have the event code “Bell Burned” or “Bell Poisoned,” go immediately to [Part 1-088](#). If you have neither code, continue reading.

In all the time you’ve known Bell, you’ve never seen her scale something like this. She’s clearly experienced at such climbs. Bell jumps to the first handhold and pulls herself up effortlessly, hand over hand, despite wearing armor and other heavy equipment.

As Bell climbs, you keep a lookout for anyone approaching. In the darkness, you see one of the cows moving toward you. It is a large bull, unhappy about your presence. Some of the other cows, affected by the bull’s agitation, begin lowing in that deep sound characteristic to annoyed cattle.

If you have the code “Undercliff Alarm,” go immediately to [Part 1-156](#). Otherwise, continue reading.

Worried by the bull’s continued approach, you look back to check Bell’s progress. Fortunately, she has already reached the pipe and secured the rope. She drops the other end of the heavy coil and you hurry toward it to start your ascent.

Go to [Part 1-065](#).

❖ PART 1-019

Bell hands the long rope to you and helps you sling it across your own torso. She takes a minute to examine the cliff face with you. The moonlight reveals a surprising degree of detail, and the two of you discuss the best course to the top.

There are three routes you can choose from. The first is a direct climb up to the pipe. The second and third are to either side of the falling water, where the cliff is sure to be dry, followed by a horizontal climb to the pipe.

The left-hand route may be the easiest. Bell points out a series of holes in the cliff that may serve as handholds once you are high enough.

Although its distance is shortest, the central route is likely to be the hardest because of its proximity to the falling stream of water. The entire stretch is likely to be wet and slick with moss.

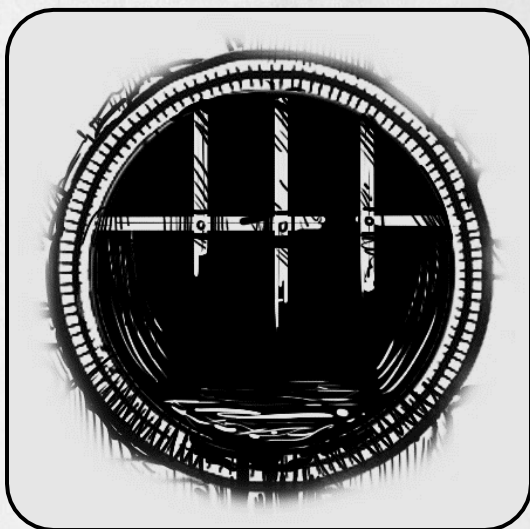
The right-hand route looks much like the left option, only smoother, with no obvious holes to aid you near the top. You will have to go farther to find climbable areas of the cliff in that direction.

As you contemplate these choices, you hear one of the cows lowing nearby in the dark, making that deep sound characteristic to annoyed cattle. In response, you see some movement of light to the north of you; you see a lit torch in the distance and the shapes of approaching people. You have only a few minutes to get into the pipe before the local farmers find you and Bell.

*You must carry the 100-foot **hempen rope** (20) up the cliff with you. If you are too encumbered, you can leave up to 20 pounds of your other equipment behind for Bell to carry up the rope.*

If you have a flying speed, simply fly up the 90 feet to the pipe by going to [Part 1-159](#). otherwise, continue reading.

- **Left:** To try the route to the left of the water pipe, go to [Part 1-134](#).
- **Center:** To try the route directly below the water pipe, go to [Part 1-020](#).
- **Right:** To try the route to the right of the water pipe, go to [Part 1-044](#).



❖ PART 1-020

You climb the shortest route, directly up toward the drainpipe. The cliff face is slippery, wet from droplets spraying from the stream of falling water and covered in slick moss.

If you have a climb speed, go to [Part 1-158](#). Otherwise, you must make a Strength (Athletics) check. Roll with disadvantage because of slipperiness.

- *Remove the disadvantage if you have the mold earth cantrip, which you can use to make handholds in the occasional spots of hardened clay.*
- *Remove the disadvantage from this check if you have a climber's kit you wish to employ.*

If your result is 13 or higher, go to [Part 1-158](#). If your result is 12 or lower, go to [Part 1-090](#).

❖ PART 1-021

Taking careful steps, you and your companion approach the center of the chamber. Bell makes an amazing leap to reach the ladder and begins climbing. You think you've avoided the creature's attention thus far.

You're about to jump to the ladder to follow the gnome when you hear a clattering sound coming from above. A collection of skulls rains down on you, trailing thin strands of spiderwebs. Bell must have sprung a noisome trap or a tripwire in the tunnel above. You jump to the ladder and begin climbing as fast as you can.

Just then, a humanoid figure emerges from the opposite tunnel. The creature gnashes its thick little mandibles and vents a hissing scream. It sweeps a spindly arm through some strands of moss and hurls the fluffy ropes. They explode against the ceiling of the chamber, creating a cloud of spores around the iron ladder. Fortunately, the creature noticed you too late and the hurled spores fall short of you.

Go to [Part 1-069](#).



❖ PART 1-022

With Bell in the lead, you put one hand on her backpack, trusting to her darkvision as you move down the pitch-black tunnel. You try to go as quietly as you can, but it's difficult since you can't see where you're stepping.

Make two Dexterity (Stealth) checks, one for you and one for Bell. Bell's bonus is +0. Roll both checks with disadvantage, Bell's because she wears heavy armor and yours because you can't see where you're walking.

If the lowest of the two check results is 7 or lower, add the following code:

📖 **EVENT:** "Gray Water" (Ch. 1)

Then proceed to [Part 1-137](#).

❖ PART 1-023

You make significant progress up the righthand route, eventually coming to the place where you must change your angle of approach to reach the drainpipe. Your height is particularly precarious at this point.

Make another Strength (Athletics) check.

- *Roll with advantage if you have the mold earth cantrip, which you can use to make handholds in the occasional spots of hardened clay.*
- *Roll with advantage if you have a climber's kit you wish to employ.*

If your result is 10 or higher, or if you have a climb speed, go to [Part 1-158](#). If your result is 9 or lower and you do not have a climb speed, go to [Part 1-067](#).

❖ PART 1-024

📖 **EVENT:** "Alert Level Low" (Ch. 1)

You hold out the bribe casually. The guard looks left and right before taking it, then signals you both to proceed into the watchtower. You walk through the ground floor, past another guard sitting at a table, and out a small door on the far side. Both doors thud closed after you pass through them.

You have made it into the City of the Dead.

Go to [Part 1-048](#).

❖ PART 1-025

You lead your companion along the eastern pathway, toward an intersection with new paths to the north and south. These two paths go around another mausoleum, the Hall of Heroes, along with its related buildings. This grand mausoleum has beautiful blue marble walls, though it looks black in the dim light.

As you scan the Hall of Heroes, a guard coming south toward the intersection calls out to you in challenge. However, in the light of the lantern he unshutters, the guard recognizes your grave tender robes and visibly relaxes.



Consult the number in your “Grave Tender Disguise” code. If that number is 20 or higher, go immediately to [Part 1-002](#). Otherwise, continue reading.

“You two, wait a moment,” the guard demands. His demeanor is calm but vigilant. He looks like the sort of lizardfolk who brooks no arguments, carrying a heavy mace. His face paint matches the three colors of the Watch. “Have you seen anything suspicious tonight?”

You and Latchboy respond in the negative. A consummate actor, your companion does a great job of looking weary and disinterested as he shakes his head. The guard is about to move on when something seems to occur to him. He turns toward you.

“Say, I don’t remember seeing you two before, and I’ve worked this station for years. We got a report that some grave tender uniforms were stolen from a nearby mortuary.” At this mention, looking past the guard’s shoulder, you see your companion blanch; the guard must be talking about the very same uniforms you are wearing right now.

Latchboy takes another quiet step, moving so the lizardfolk Watch member is directly between you and him. As you begin to protest your innocence, you see that your ally is about to draw a weapon. The guard seems oblivious to the both of you. He simply turns and calls to someone a short distance way.

“You, there!” the guard yells out to someone nearby. A small person working in some bushes next to the Hall of Heroes stands up, a shovel in hand, just a stone’s throw away. “Come here and verify that these two people work for the Carvers.”

The figure approaches, still carrying his shovel. You begin thinking of a cover story, something about a recent date of hire, but this halfling, also wearing the robes of a grave tender, immediately confirms your identity.

“Yes, they’re with us. No problem.” The halfling waves his shovel for emphasis, turns around, and walks quickly to the south.

Someone you’ve never met just vouched for your identities as grave tenders working for the Carver family. You try not to look surprised as the guard grunts and waves you on. Then he walks westward, shining his lantern into the bushes along the path as he goes. You suspect that the halfling is not a Carver agent or family member, but rather, is part of one of the factions that might be trying to break into the Deepwinter Vault tonight.

To the north, you see another intersection in the distance. Because you are already near the southeastern corner of the City of the Dead, the south path must loop around the Hall of Heroes and rejoin the intersection that is north of you. It appears that the southern loop will pass near the district’s high walls.

- **North:** To go north, in the general direction of the House of the Homeless, go to [Part 1-095](#).
- **South:** To pursue the halfling grave tender to the south, looping around the Hall of Heroes before returning north, go to [Part 1-140](#).

❖ PART 1-026

You choose Latchboy’s approach, deciding to walk in through the gate. Following Latchboy’s lead, you don the robes and cloak of a grave tender, concealing your adventuring gear beneath the disguise.

*You can wear the robes over normal clothes, but not over bulky armor. List the **grave tender robes** (4) in your inventory. If you have medium or heavy armor on, note that you are removing enough pieces to conceal what remains under the grave tender robes, thus negating the armor’s protection.*

To maintain your disguise, you will be unable to carry a shield or any weapon with the “two-handed” property. If you have any such items, you

must give them to Rufio and Bell, who will bring them along in their underground approach.

When you and Latchboy have dressed, your other companions examine you both to make sure your disguises are affective. Rufio and Bell then hurry back to the south to find another way down from the roofs, while you and Latchboy move west, preparing to approach the South Gate into the City of the Dead. Latchboy leads you to the west side of the block. He is careful to stay out of view of the Crimson Perytons who are hiding just across Nethpranter's Street. You find a place where you can drop safely to a balcony, and from there down to street level. Then the two of you approach the South Gate of the cemetery district.

Go to [Part 1-139](#).

❖ PART 1-027

As you struggle through the thorny hedge, the many scratches and cuts finally overcome your last bit of life force. You slump into unconsciousness, but the thick hedges hold your body upright.

At some future moment, you return to consciousness. Latchboy has administered a curative potion, pouring it into your cuts. He looks relieved that you've woken up. He also looks sadly at the empty bottle from which the potion came. You feel bad that Latchboy had to use up this magical curative and you resolve to make it up to him.

📖 **EVENT:** "20 gp Debt to Latchboy" (Epilogue) *You can remove this code from your list at any time by giving Latchboy either a potion of minor healing or its value of 20 gp (or items with a total purchase cost of 40 gp).*

You wait a few moments to collect your thoughts, then you take in your surroundings, trying to plan your next step.

*The curative restores you to **1d4 + 1 hit points**. Continue to [Part 1-123](#).*

❖ PART 1-028

The guard thanks you again as she and her partner haul their prisoner back to the north. You accompany them as they go, then continue north along the path, as though you have every right to be in the City of the Dead at night.

Continue to [Part 1-053](#).

❖ PART 1-029

You and Latchboy stay concealed as the gang member races by your location. A moment later, two guards run past. You stay low in your hiding place, hoping you and your companion will go unnoticed.

Make a Dexterity (Stealth) check. If the result is 8 or higher, go to [Part 1-006](#). If the result is 7 or lower, go to [Part 1-144](#).

❖ PART 1-030

The northern path takes you near the western wall of the district, angling toward a pair of watchtowers flanking the West Gate. Like all the gates into the City of the Dead, the West Gate is closed at this hour.

If you can pass safely, a quick turn up the northeastern path will put you directly in front of the House of the Homeless. Unfortunately, the West Gate is the largest and most heavily guarded of the gates leading into the district.

Since you're close to your destination, you could avoid the intersection at the gate by moving through the foliage to your east. If you don't get lost, you can cross the path north of you once you are out of sight of the gate, going directly to the House of the Homeless. Alternately, you can stick to the path and chance the well-guarded intersection just inside the West Gate.

- **East:** *To try to push through the underbrush east of you, go to [Part 1-007](#).*
- **North:** *To chance walking past the large West Gate, go to [Part 1-145](#).*

❖ PART 1-031

You hear a Watch member call out from one of the towers, and you turn to see another guard walk out the door at the tower's base. Deciding not to get caught in the area, you grab your companion's arm and run into the dense foliage. You hear a Watch member's whistle trilling behind you.

Go to [Part 1-146](#).

❖ PART 1-032

You choose to accompany Bell, approaching the cemetery from outside the city walls. With that decided, Rufio and Latchboy don the grave tender disguises, preparing to talk their way into the City of the Dead. You help your friends check their disguises then make your farewells. If all goes perfectly,

you'll all meet up at the House of the Homeless. Failing that, at least one team has a chance to make it to the tomb and find the Deepwinter Seal.

You follow Bell south then east along the rooftops, picking your way carefully over mossy old tiles, until you come to the intersection of Nethpranter's Street and Quill Alley. Bell points out a convenient rope ladder, part of a fire escape route. This descent will take you to the street level, at a point just beyond sight of the Crimson Perytons lurking across the street to the north. The ladder doesn't reach all the way to the ground, but someone's placed a convenient crate a short drop below it. With a firm hand sign, your gnomish companion tells you she can make the drop without trouble. She proceeds down the rope ladder as you watch out over the alley. Then, as she is reaching the last rung, you start your own descent.

You have only gone a few rungs when you hear the impact of Bell's soft boots as she lands on the crate below. Unexpectedly, the sound of shattering glass accompanies the impact. By the time you get low enough and drop onto the crate, Bell has inspected the source of the sound. She shows you a series of hand signs, many too rapid for you to interpret, but you recognize the sign for "trap." A glance at the conveniently placed crate shows a glass bottle under each corner, placed to shatter loudly if anyone drops onto the crate from the ladder above. You are certain this trap is the handiwork of the Crimson Perytons lurking nearby, and that they heard the sound.

You and Bell flee south along the deserted alley. You immediately hear sounds of pursuit. As you pass through a narrow portion of the alley, you check over your shoulder. A short distance behind Bell, who is pumping her short legs as fast as she can, four Crimson Perytons are in hot pursuit. The red dye in their hair confirms their identity and the short blades in their hands make their intentions clear.

If you have a bag of caltrops or ball bearings, you can scatter the contents here to slow your pursuers. Alternately, if you can cast entangle or grease, you can delay your pursuers with the expenditure of a spell slot. If you take either of these options, go to [Part 1-105](#). Otherwise, continue reading.

The Crimson Perytons are growing closer. At this distance, you can hear their jeers and threats. Ahead, the cobbled alley offers two routes; you can turn left down the Wide Way, toward the Court of the White Bull, where merchants might still be selling wares from the backs of wagons despite the

late hour. Alternately, you can go a bit farther to Deloun Alley, a long, straight run sure to be devoid of witnesses.

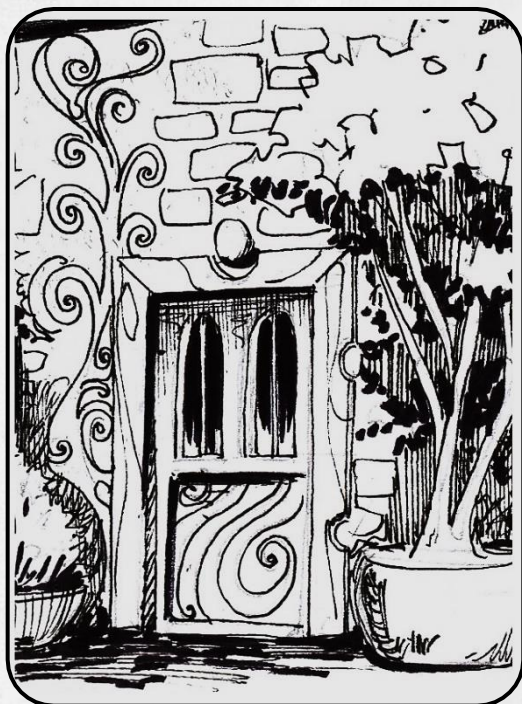
- **Public:** *To run toward the Court of the White Bull, go to [Part 1-009](#).*
- **Covert:** *To continue onto Deloun Alley, go to [Part 1-124](#).*

❖ PART 1-033

Through the smoked glass panels in the door, you see the house's entry room go dark in response to your knock, as though someone snuffed a lamp. A moment later, the door opens to reveal four humans. One has a long gray beard, and another looks barely old enough to wield the spear he carries. In response to the door opening, the men who were chasing you slow and stop. They wait at the end of the block, watching to see if someone will let you inside.

You identify yourselves as members of the Slipstone Gang and tell the four humans your mutual enemy, the Crimson Perytons, are lurking nearby. Your pursuers' red-dyed hair is enough to mark them as members of that gang, even at this distance. The bearded man waves you inside immediately.

Go to [Part 1-080](#).



❖ PART 1-034

The two red-haired men move to either side of you and Bell, who stand back-to-back. Your companion draws a warhammer as the Perytons close in. She attacks one of them brutally, leaving you to fight the other on your own.

Go to [Part 1-010](#).

❖ PART 1-035 ■■

You are facing one of several Crimson Perytons who recently pursued you through the back alleys of Waterdeep.

Skirmisher. This Peryton moves directly toward you, working in tandem with his allies who go for Bell.

CRIMSON PERYTON

Medium humanoid (human)

Armor Class 13 (shield)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
(+1)	(+1)	(+0)	(+0)	(-1)	(-1)

Skills Athletics +3

Senses passive Perception 9

Duelist. If you hit this creature with a melee attack, it can use its reaction to raise its AC to 15 for that one attack, potentially causing the attack to miss.

ACTIONS

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

Dagger. *Melee (or Ranged) Weapon Attack:* +3 to hit, reach 5 ft. (or range 20/60 ft.), one target. *Hit:* 3 (1d4 + 1) piercing damage.

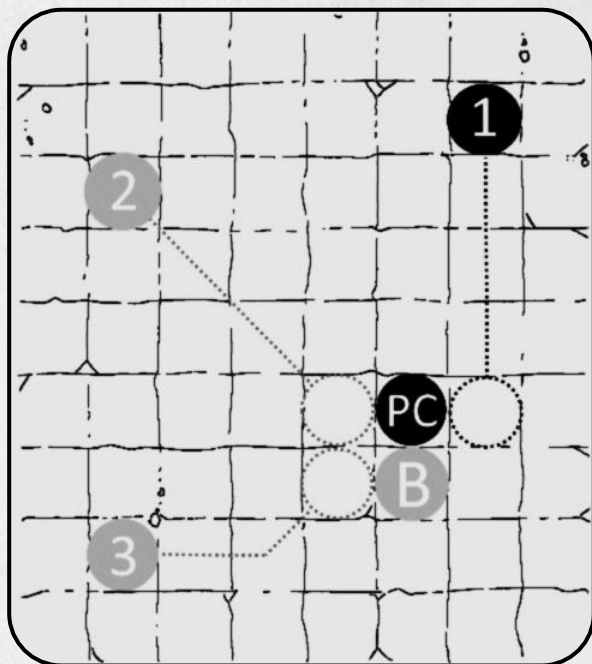


Map. You (PC) begin this encounter 20 feet from this gang member (1).

The other Crimson Perytons (2, 3) move to engage Bell (B) in a separate combat. Owing to your positioning, you cannot affect either of these other combatants before the fight is over.

COMBAT CONCLUSION

- **Win:** If you defeat your foe, go to [Part 1-126](#).
- **Lose:** If your foe defeats you, go to [Part 1-127](#).



❖ PART 1-036

You follow the trail to the northern end of this stand of trees. There, you find a series of three old buildings. These probably once housed a farmer's family, but the buildings are now empty and ruined, perhaps abandoned in favor of the more modern settlement that you know is a bit north of you.

The largest of the three buildings was once a cozy cottage. All that remains are a pair of weathered walls and a stone chimney. Without a roof, tall grass and thin trees grow where a family once resided. The next structure is circular, with a conical top over its thin metal walls. Rust has holed out parts of the structure and thorny brambles grow out of it. The final building is nothing more than a few scraps of wood atop a grassy hill, perhaps once a shed or a tiny stable suited to a single beast of burden. There are a few rotted timbers remaining within the tall grass.

- **Explore:** *To inspect these buildings closer, go to [Part 1-013](#).*
- **North:** *To follow the footpath along the base of the cliff, through the clearing, go to [Part 1-083](#).*
- **Northeast:** *To cut across the field, putting some distance between you and the cliffside, go to [Part 1-060](#).*

❖ PART 1-037

You leave the copse of trees and move north. You're sure you'll remain unseen because you're not using a light source. You find that you are on a trail that traces the base of the cliff to your left.

Continue to [Part 1-041](#).

❖ PART 1-038

You reach out a hand to steady your companion, taking the opportunity to cleanse Bell of the poison in her system.

The two of you continue to interact with your hosts as though nothing is wrong. Eventually, when it becomes clear that the poisoned stew hasn't worked, the troubadours seem to lose interest in watching you. You decide to avoid confronting your hosts. With a hearty thanks for the meal and the information about the surrounding area, you excuse yourselves and head north through the tall grass.

Go to [Part 1-108](#).

❖ PART 1-039

Across the campfire, behind the friendly troubadours, one of their colorful wagons has an odd discoloration to it. A wet stain mars the wood amid the many-hued stripes near the wagon's bottom. Directly beneath the stain, gleaming crimson in the firelight, a shallow puddle catches occasional drips from the wagon above.

As an adventurer, you immediately suspect the pool to be blood. Worrying that something nefarious is afoot, you stand up and cross the camp under the guise of taking a drink from the wagon's water barrel. From this proximity, the smell of fresh blood is strong. You guess there's at least one corpse hidden in the wagon.

When you return to your place at the campfire, you find Bell entertaining the troubadours with a pantomime performance. The minstrels seem engrossed in your mute friend's expressive antics. Bell waves for you to join her in telling the story. Her face is laughing, but her hand signs tell you "danger." You nod in agreement and join Bell acting out the tale of the Pauper Bridegroom.

While you play your role, primarily the target of a slapstick routine, you start noticing other details that are out of place. Despite the high quality of these singers' clothes, they seem to ill-fit some of their wearers. Fire Tongue is fairly bursting from his doublet. You would have noticed this sooner but for the large cook's apron he is wearing. The most disturbing detail, however, is the minstrels' failure to offer a traditional musical accompaniment for the pantomime show.

Bell signs occasional messages to you, working them into her performance. She suspects these are bandits who killed a troupe of musicians and are now waylaying travelers who stray from the road. She wants the two of you to flee into the night during the final scene of the pantomime, when she expects these men will be the most distracted.

Make a Charisma (Performance) check. If the result is 11 or higher, go to [Part 1-016](#). If the result is 10 or lower, go to [Part 1-154](#).

❖ PART 1-040

As you continue north, the trail you are following joins a wide track coming from the field east of you. Ahead, the gentle burble of moving water warns

you that you are approaching one of the conduits that carries the city's runoff water.

You soon come within sight of the channel. Its straight, eastward flow forms the southern boundary of a farming community. The amount of water is low, owing to the seasonal dryness characteristic of early Marpenoth. The dirt track you are following will cross this channel at a low bridge next to a gatehouse. You see a torch in the gatehouse window, indicating that a guard is within, ready to challenge anyone crossing into this small district.

You decide to cut west, leaving the dirt track to avoid the gatehouse and its guard. Your destination is at the head of this channel, where rainwater empties from the city. It should be easy to find.

Continue to [Part 1-041](#).

❖ PART 1-041

The city wall looms high above you in the west, atop the bluff. As you walk, you find the remnants of several crude shacks. Scraps of timber and old canvas, most blackened by fire, lie scattered about. These pieces appear to have once been crude shelters.

Moving past these scraps, you follow the sound of splashing water until you reach a swampy pool. The ground is muddy. From a pipe high overhead, a steady stream of water falls into the pool, which in turn drains into an irrigation channel, which draws it eastward toward Undercliff's crop fields.

The farmers in Undercliff also use this pool to water their small stock of cattle. You find a single cow drinking from the pool, its hooves sunk deeply in the mud. More cows stand a way off, their bulky shapes just visible in the distant darkness.

The drainpipe in the cliff above hardly looks large enough to crawl into, but that may just be a trick of perspective. The climb will be a hundred feet up the sheer cliff. The large rope Bell carries coiled across her torso will be just long enough to reach the ground if tied to the pipe above. One of you will have to climb the cliff to reach the drainpipe, then lower the rope for the other to follow.

*If you have the **poisoned** condition, you may now make another DC 10 Constitution saving throw. If you succeed, remove that condition.*

- **Cliff:** *If you wish to take the rope from Bell and climb the cliff yourself, go to [Part 1-019](#).*
- **Wait:** *If you wish to loiter near the cow pond while Bell tries to climb the cliff, go to [Part 1-018](#).*

❖ PART 1-042

You try to right yourself as you fall, but you land on your back, splashing into the pool and hitting your head on a stone beneath the water.

Bell pulls your head to the surface as the darkness closes in. She tries to drag you to safety, but your weight and the thick mud are making it difficult. You lose consciousness.

You later discover that the local farmers, angry about trespassers near their cattle, surrounded Bell and threatened her with makeshift weapons as she guarded your unconscious form. It was only with the morning light that she was able to convince them that you weren't trying to steal cattle. You returned to consciousness soon after this confrontation.

The two of you make your way back into the city and home to Slipstone Street. At this point, you are far too late to try to find the Seekers' prize and win their scavenger hunt.

Your quest ends here.

❖ PART 1-043

Although you try to remain quiet, part of the dry cliff crumbles away as one of your feet slips. The buzzing pauses for a heartbeat, then resumes in an angry drone as a dozen fist-sized insects fly out of their holes, looking for the source of the sound. They buzz around you, diving in to bite you with their sharp mandibles and cling to you with their hooked claws.

In this scenario, keep track of the number of insects that attach to you.

*One insect attacks you first, with a +3 bonus to hit. Unless you have a climbing speed, the attack has advantage; you are unable to defend yourself fully because of the effort needed to cling to the cliff. The attack normally inflicts **3 (1d4 + 1) piercing** damage and results in the insect attaching itself to you. If this reduces you to 0 hit points, go to [Part 1-042](#). Otherwise, continue reading.*



You think your only hope is to get to the drainpipe where you can defend yourself effectively, forcing the insects to approach you from only one direction. However, you aren't certain you can extricate yourself from the cloud of them in order to make it over to the pipe.

If you know the gust, sword burst, thunderclap, or word of radiance cantrip, you can fend off the insects as they come in from all angles, thus moving to the drainpipe before any more attacks can land. Alternately, if you know the armor of Agathys, sanctuary, or sleep spell, you can spend a spell slot to accomplish the same result. To use one of these options, go to [Part 1-135](#). Otherwise, continue reading.

*Another insect attacks you now, with a +3 bonus to hit. Unless you have a climbing speed, the attack has advantage. The attack normally inflicts **3 (1d4 + 1) piercing** damage and results in the insect attaching itself to you. Additionally, if an insect previously attached itself to you with a successful attack, you automatically lose **3 (1d4 + 1) hit points** now due to blood loss. If these insects reduce you to 0 hit points, go to [Part 1-042](#). Otherwise, continue reading.*

The swarm grows angrier as you try to haul yourself over to the drainpipe. One by one, they dive at you from different angles, as though following a prescribed pecking order. The pitch of each insect's drone rises and falls as the creatures fly past your head.

Make a Constitution saving throw to maintain concentration on your progress. If your result is 8 or higher, you force yourself to stop swatting at the little beasts and move toward the drainpipe. Go to [Part 1-112](#). If your result is 7 or lower, continue reading.

Another insect attacks you now, with a +3 bonus to hit. Unless you have a climbing speed, the attack has advantage. The attack normally inflicts **3 (1d4 + 1) piercing** damage and results in the insect attaching itself to you. Additionally, if any insects previously attached themselves to you with successful attacks, you automatically lose **3 (1d4 + 1) hit points** now for each attached insect. If these insects reduce you to 0 hit points, go to [Part 1-042](#). Otherwise, continue reading.

As if by some prearranged signal, the rest of the insects finally fly at you all at once, hungry to feast on your life force. You must leap off the cliff to avoid their overwhelming attacks.

The insects fly back to their holes, unwilling to fall alongside their prey. Alone, you tumble toward the shallow water far below.

Unless you can cast feather fall, and choose to do so now, you take **3d6 bludgeoning** damage from the fall, **halved** because you landed in shallow water. If this reduces you to 0 hit points, go to [Part 1-042](#). Otherwise, continue reading.

You stand up, dripping water, and contemplate the challenge you are facing. The insects are nowhere in sight, they seem to have returned to their holes. However, you are not eager to try that route again.

- **Bell:** If you have not yet asked Bell to try the climb, you may give the rope back and suggest she try by going to [Part 1-018](#).
- **Center:** To try the route directly below the water pipe, go to [Part 1-020](#).
- **Right:** To try the route to the right of the water pipe, continue to [Part 1-044](#).

❖ PART 1-044

You climb the righthand route, the longest of the three. The cliff face is dry, but few handholds are readily apparent.

If you have a climb speed, go to [Part 1-158](#). Otherwise, you must make a Strength (Athletics) check.

- Roll with advantage if you have the mold earth cantrip, which you can use to make handholds in the occasional spots of hardened clay.
- Roll with advantage if you have a climber's kit you wish to employ.

If your result is 10 or higher, go to [Part 1-023](#). If your result is 9 or lower, go to [Part 1-090](#).

❖ PART 1-045

As you progress further into the tunnel, you think you hear a rhythmic splashing ahead, like someone walking through the water. You signal Bell to move as quietly as possible as you peer down the passage.

Because you and your companion are so close together, you must make two Dexterity (Stealth) checks, one for you and one for Bell. Bell's bonus is +0. Roll her check with disadvantage because of her heavy armor.

If the lowest of the two results is 7 or lower, add the following code:

📖 **EVENT:** "Gray Water" (Ch. 1)

Then proceed to [Part 1-068](#).

❖ PART 1-046

The toxic spores wash around you as you climb. You can feel the gritty particles all over you, particularly in and around your eyes.

*Although you were only in the cloud for a moment, you have acquired a disease called **web waste**. Your **hit point maximum is reduced by 1d4**. This penalty persists until the disease gets cured.*

Go to [Part 1-069](#).

❖ PART 1-047

Owing to the guard's attitude of continuing suspicion, you decide it's safest just to offer a bribe. The City of the Dead isn't exactly important when it comes to guard duties; it has little to do with Waterdeep's security. You therefore estimate that a bribe of 5 or 10 gold dragons will suffice.

If you don't have enough coins for these options, you can offer objects from your inventory with a total purchase price of double the values listed.

- **Bribe (10 gp):** *If you offer a bribe of 10 gold dragons, go to [Part 1-024](#).*
- **Bribe (5 gp):** *If you offer a bribe of 5 gold dragons, go to [Part 1-001](#).*
- **Bribe (Latchboy):** *If you wish to ask your companion to provide the bribe, go to [Part 1-163](#).*



❖ PART 1-048

You enter the cemetery district through the South Gate. The first thing you notice is the pervasive darkness. Major city streets get light from innovative streetlamps, but there has never been a need to light the City of the Dead; the entire district is closed to visitors after sundown.

“I’m going to have trouble seeing,” says Latchboy, and you think he might be contemplating one of the torches in his backpack. However, you point out the glittering trails that crisscross the area. The night is clear, and moonlight reflects from the quartzite content in the district’s gravel pathways. The two of you should have no trouble navigating if you stick to the road.

To either side of the glittering paths, the City of the Dead’s shadowy terrain is much like a park. Indeed, daytime visitors often picnic in the areas of carefully manicured grass, decorative shrubs, and shade trees, which intermingle with wilder copses of forest. Agents of the Carver family are responsible for the maintenance of these beautiful garden like areas, in addition to their work embalming and interring the dead.

You and your companion follow the path north to an intersection right in front of the first of the cemetery’s great edifices, the Hall of Sages. The mausoleum rises against the night sky ahead of you, nestled among rows of tall, flowering bushes. Paths lead to the left and right, moving around the Hall of the Sages and its related buildings. You know that the House of the Homeless, your ultimate destination, is north of you, on the western side of the cemetery district. Either route can take you where you are going, but the northwestern route may be the quickest.

- **Northwest:** To take the northwestern path, around the left side of the Hall of Sages, go to [Part 1-120](#).
- **East:** To take the eastern path, around the right side of the Hall of Sages, go to [Part 1-025](#).

❖ PART 1-049

As you are approaching the intersection, you notice that the nearby bushes contain a handful of skulking figures. If you continue along the path, through the intersection, you will pass near them. Alternately, you can duck onto the west-leading path, avoiding the skulkers entirely.

- **North:** To continue north, go to [Part 1-164](#).
- **West:** To head west, avoiding a possible confrontation, go to [Part 1-008](#).

❖ PART 1-050

Your words seem to have moved the leader of the adventurers. The elf agrees to let you go if you drop the robes. With a shrug, you and Latchboy doff your grave tender disguises and hand them over.

*Remove the **grave tender robes** from your inventory.*

The elf collects the robes and the group retreats carefully into the bushes east of the path. When the adventurers are gone, you take stock of your options. You can't continue along the path without disguises. The first Watch member you encounter will arrest you for trespassing in the cemetery district after dark. You consult with Latchboy and the two of you decide you will have to continue toward your goal through the concealment of the underbrush. You push your way into a hedge to the northwest of you. Thick, thorny bushes tear at you as you pass.

*Without the heavy protective robes of a grave tender, you take **1d4 - 1 piercing** damage from the unusually sharp thorns. If this reduces you to 0 hit points, go to [Part 1-027](#). Otherwise, push on to [Part 1-123](#).*

❖ PART 1-051

Despite his evasiveness, you connect firmly with the fleeing member of the Crimson Perytons. His run turns into a fall and he sprawls painfully across the path. A heartbeat later, two Watch members tackle the figure and hold him. Moonlight glints off a set of iron manacles they apply to his ankles.

“My thanks, grave tender,” says one of the Watch members, a gravelly voiced dwarf who is breathing heavily from the chase. The other guard pulls the captive to his feet and starts checking his pockets.

The restrained Peryton glares at you. He is a tiefling with short, red horns on his brow and long dyed hair. His cheek has bleeding scratches from his impact with the gravel. You get the impression that the prisoner is trying to memorize your faces before the Watch hauls him away.

✱ **REOWN:** -1 (Crimson Perytons)

“You’ll get a commendation for this,” continues the dwarven Watch member. She walks over to shake your hand. “What’s your name?”

You’ve been thinking about this since the moment you donned the disguise, so you are ready to provide a detailed cover identity.

Make a Charisma (Deception) check, rolling with advantage because the guard is favorably disposed toward you. If your result is 10 or higher, go to [Part 1-028](#). If your result is 9 or lower, go to [Part 1-005](#).

❖ PART 1-052

You try to shove the fleeing gang member, but his last-minute acrobatics takes him past you with just a glancing impact. He continues running. A moment later, two members of the Watch run past. Fortunately, they don’t have time to examine two grave tenders beside the path, so your disguise passes unchecked.

You can tell that Latchboy is a bit unnerved by the close encounter. You allow him to lead you through the undergrowth east of the intersection, keeping the eastern pathway in sight as you go.

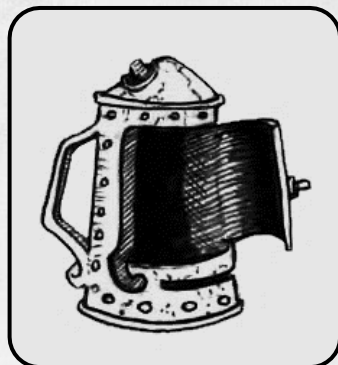
You’ve just made it far enough to safely rejoin the path when you see yet another intersection in the distance. Moonlight reveals half a dozen shadowy figures in the process of hiding themselves among the bushes there. You don’t remember the cemetery district ever being this crowded at night!

With the intersection ahead of you full of skulkers and the intersection behind occupied by members of the Watch, you decide to leave the path behind and cut north through the foliage. You push your way through a hedge and pass several small mausoleums before you come to a sloping dell.

Go to [Part 1-123](#).

❖ PART 1-053

You approach an intersection where two paths from the south join up, continuing northward. You are about to press on when you notice some items by the path. You find a conspicuous **portable ram** (35) on its end, leaning into a large bush as though dropped in a hurry. A few steps away, you see a **lantern** (2), the type normally carried by members of the Watch. The lantern is on its side as though dropped here, its flame extinguished. Checking the lantern, you find that it has enough oil left for 30 minutes of operation.



“What happened here?” Latchboy wonders aloud.

Uncertain, you decide to press on north before the items’ owners return.

Go to [Part 1-030](#).

❖ PART 1-054

You move northeast along the path. You know that you are near your goal. In a minute, you see the House of the Homeless, a lonely mausoleum standing dark against the night sky. You leave the gravel and cross the worn grass, approaching the quiet building.

Go to [Part 1-101](#).

❖ PART 1-055

With these giant ants vanquished, you continue to search the grassy hill. Beneath some brambles, you find a tunnel just large enough to accommodate giant ants like these. It is too small to explore safely. However, next to the tunnel, you find some rusted farming implements and the rotting remains of a kobold. You are uncertain why the ants did not consume the creature or dispose of it. You search the kobold’s pockets and find nothing of interest except a bundle of five **torches** (1 each).

- **North:** *To follow the footpath along the base of the cliff, through the clearing, go to [Part 1-083](#).*
- **Northeast:** *To cut across the field, putting some distance between you and the cliffside, go to [Part 1-060](#).*

❖ PART 1-056

You move confidently to the third door, getting a better look at the series of subtle cuts on the wooden lintel. This is certainly the correct one, the hideout of the Bull Riders. As you knock, Bell tightens the strap on her shield and stands behind you, facing your pursuers.

Go to [Part 1-033](#).

❖ PART 1-057

With the closed door at your back, the two of you prepare to face your pursuers. You step into the street as the four men spread out. They will seek to surround you before closing in. The stench of a nearby garbage pile comes to you on the wind, punctuating the distasteful event about to unfold.

Now cornered, Bell does not hesitate. Nor does she seek to merely subdue. The gnome grunts and twists her whole body in sudden exertion, flinging a javelin. The missile is deadly-accurate. One of the men screams and clutches the shaft in his heart. He slumps to the cobbles, his truncheon rolling away from him. The other three, shocked by the sudden escalation, steel themselves for the battle to come.

You have one turn in which to act before the Crimson Perytons get into close range, beginning the combat. You can use this turn to cast a spell, make a ranged attack, or whatever else one can do in a turn.

The remaining Perytons, numbered 1 through 3, are all 45 feet away from you and separated from each other by about 5 feet. Each has a 13 Armor Class, 4 hit points, and the following saving throw modifiers: STR (+1), DEX (+1), CON (+0), INT (-1), WIS (-1), CHA (-1). Make note of any damage or conditions you may have imposed before proceeding.

After your turn, if your foes are all still conscious, go to [Part 1-012](#).

If you reduce only one of the Perytons to 0 hit points, or you otherwise incapacitate one of the Perytons, go to [Part 1-034](#).

If you reduce exactly two of the Perytons to 0 hit points, or you otherwise incapacitate two of the Perytons, go to [Part 1-104](#).

If you reduce all three of the Perytons to 0 hit points, or you otherwise incapacitate three of the Perytons, go to [Part 1-126](#).

❖ PART 1-058

✱ **RENOWN:** -3 (Crimson Perytons)

Three of your attackers lie in the street around you but the fourth has made good his escape to the north. You search the remaining bodies, hoping to find a clue as to their motivation. They dropped an eclectic array of armaments. Bell assess them and signs that the weapons are surprisingly good in quality, adding that you should take as many as you can carry to sell later. However, the same is not true of the brittle shield and flea-infested armor. (You remember the rumor that the Perytons use a kennel for their hideout.) One man carried a purse, but you find nothing else of interest.

*The purse contains **8 sp** (0.16).*

*You can take any of the valuable weapons: 3 **daggers** (1 each), **club** (2), **shortsword** (3), and **spear** (4).*

*If you wish to take the **shield** (6) or up to three suits of **padded** (8 each) armor, you may do so, but note that their quality is too shabby to sell later.*

Continue directly to [Part 1-059](#).

❖ PART 1-059

When you make it to River Street, you get the distinct feeling you are going the wrong direction; the traffic is all moving the other way and you find yourself struggling to move against it. You and Bell are among the very few people leaving the city at this time of night. Most are still coming in, toward the city center. The morning crowds are going to be even thicker, as last-minute visitors come to celebrate the Day of Wonders.

As you approach the River Gate, a vigilant guard stops an incoming merchant wagon, giving you and Bell room to leave the city through the gap created. Once beyond the city walls, you move east off the road, away from the line of carts, wagons, and pedestrians lined up for the River Gate. A narrow footpath leads down a steep hill toward the distant collection of outlying farms in the Undercliff region. Bell leads the way, her short legs carefully navigating the uneven trail.

In a few minutes, you've reached the bottom of the hill. Away from the walls of the city, there are no sources of light nearby.

If you do not have darkvision or some similar special ability that lets you see in darkness, your companion will light a torch to help you see by. In the latter case, make a note that you are using a light source.

The trail splits here, going through a wooded area. Directly north, the trail continues through the trees, staying within sight of the cliff atop which the city sits. To the northeast, the trail breaks out of the trees and meanders through tall grass, toward another copse of trees.

- **North:** *To move north through the trees, along the base of the cliff, go to [Part 1-036](#).*
- **Northeast:** *To follow the northeast branch of the trail, out of this copse of trees and toward another, go to [Part 1-014](#).*

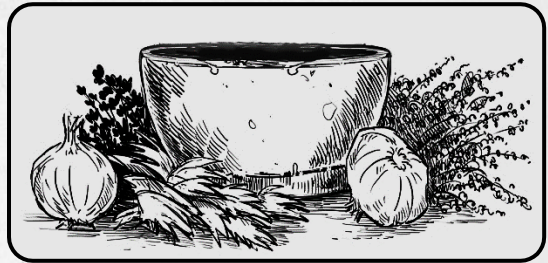
❖ PART 1-060

You leave the wooded area that contains the three ramshackle structures, moving east to get additional distance from the city's watchtowers. You find a path through the grass, but this eventually disappears. Finally, judging yourself a safe distance, you turn north.

Go to [Part 1-108](#).

❖ PART 1-061

You use a wooden spoon to turn the contents of your bowl, finding chunks of potatoes, onions, and dark meat. As you do, you notice that Bell finished her serving while you were interrogating the musicians.



She holds out her bowl for Fire Tongue to ladle in more of the steaming potage. Although her expression is happy, her other hand signs to you that the stew is “bad-tasting.”

No, you realize. That isn't what she signed. She meant “poisoned.” You notice that Bell's movements are slow, and her eyelids are starting to droop. Your companion has eaten a full dose of a soporific poison and you aren't sure if she'll remain conscious. You glance about for a way to escape. The troubadours are all watching you expectantly from around the campfire.

- **Cure:** {FEATURE: LAY ON HANDS} *If you have the Lay on Hands feature and your pool of healing power has 5 hit points remaining, you can expend these points to cure Bell of the poison by going to [Part 1-038](#).*
- **Remedy:** {ITEM: ANTITOXIN} *If you have an antitoxin, you can offer it to Bell under the guise of providing a beverage to accompany her stew, going to [Part 1-015](#).*
- **Detect:** {SPELL: DETECT POISON AND DISEASE} *If you can cast this spell, you may expend a spell slot to determine the nature of the poison affecting Bell by going to [Part 1-153](#).*
- **Bluff:** {CHECK: CHARISMA (DECEPTION) 16, WITH ADVANTAGE IF PROFICIENT IN MEDICINE} *To convince the troubadours that your companion has a communicable disease, a reason for you to excuse yourselves from their company, go to [Part 1-130](#).*
- **Run:** *To grab Bell and simply flee from the camp, go to [Part 1-107](#).*

❖ PART 1-062

You quickly realize that you won't make it out of the camp before those crossbows fire. You hesitate, unsure whether you should surrender. Bell makes that choice for you. She pulls something from a pouch and tosses it into the campfire. At this range, even with her reactions slow, the projectile lands accurately, in the middle of the flames. A cloud of toxic red smoke explodes out of the fire, filling the camp.

*Make a DC 10 Constitution saving throw to resist the poison. If you fail, you acquire the **poisoned** condition.*

Go to [Part 1-085](#).

❖ PART 1-063

You move along the west side of the hillock, leading Bell through the quietest part of the tall grass and avoiding anything that might make a loud noise if stepped on. The city west of you, on its high bluff, blocks the coastal wind from carrying your scent toward the dog's sensitive nose. Soon you are out of sight of the farmer.

Go to [Part 1-040](#).

❖ PART 1-064

You approach the hillock and find the farmer already moving in your direction. You greet her awkwardly as her dog makes excited yips nearby. The farmer is interested in why you are wandering these fields at night. You explain that you and your friend are on the way into Waterdeep. You tell the farmer you ventured off the road for a quiet place to make a meal, then you became lost after the sun went down.

The farmer seems suspicious, but your story is plausible. She warns you to be on the lookout for refugees or beggars from the city, claiming they sometimes wander the area and can be dangerous. People sometimes go missing in this area. Having lived in Waterdeep yourself, you think these are dubious claims, but you tell the farmer you'll be careful. After the farmer provides instructions to get back to the Trade Way, you and Bell wander away into the night, vaguely in the direction indicated.

Make a Charisma (Persuasion) check. Roll with disadvantage if you are so suspicious as to not be using a light source!

If your result is 11 or higher, the farmer accepts your explanation, and nothing further comes of your encounter. If the result is 10 or lower, add the following to your list of event codes if you don't have it already:

📖 **EVENT:** "Undercliff Alarm" (Ch. 1)

Continue to [Part 1-040](#).

❖ PART 1-065

You climb the hempen rope without difficulty. You are soon at the top and Bell is helping you into the drainpipe. What look small from the ground is actually a large enough pipe for you to stand almost fully erect within. You pull up the rope quickly as Bell unties the knot. The two of you move fully into the pipe before Bell stops to coil the rope across her torso again.

Go to [Part 1-157](#).

❖ PART 1-066

You proceed along your planned route, moving horizontally toward the drainpipe, clinging to the natural holes in the cliff face. As you go, you get a good look into one of the holes, where a pair of fist-sized insects sleep

nestled next to one another. The droning sound comes from these creatures' delicate, trembling wings, which flutter even as they rest. The sound fluctuates steadily like soft snoring.

Make a Dexterity (Stealth) check as you move forward. If your result is 10 or higher, go to [Part 1-158](#). If your result is 9 or lower, go to [Part 1-043](#).

❖ PART 1-067

You lose your grip and fall, unable to catch the cliff or slow your descent. Owing to the height at which you lost your grip, the fall is a terrible one. You contemplate your fate for a long moment before landing in shallow water.

*Unless you can cast feather fall, and choose to do so now, you take **3d6 bludgeoning** damage from the fall, **halved** because you landed in shallow water. If this reduces you to 0 hit points, go to [Part 1-042](#). Otherwise, continue reading.*

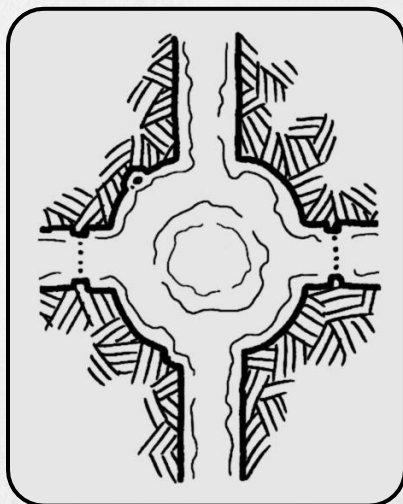
You stand up in the water and contemplate the challenge you are facing.

- **Bell:** *If you have not yet asked Bell to try the climb, you may give the rope back and suggest she try by going to [Part 1-018](#).*
- **Left:** *To try the route to the left of the water pipe, go to [Part 1-134](#).*
- **Center:** *To try the route directly below the water pipe, go to [Part 1-020](#).*
- **Right:** *To try the route to the right of the water pipe, go to [Part 1-044](#).*

❖ PART 1-068

With your exceptional vision, you finally see a distant change in the shape of this passage. Ahead, there is a circular chamber with tunnels in four directions. Water flows into the chamber from three of the tunnels, and it trickles in from a hole in the ceiling. The tunnel you are in appears to be the only outlet for the flowing water.

An iron ladder hangs down a few feet from the hole above the chamber. The two side passages are narrow, blocked by heavy grates, but the tunnel beyond



appears to be passable, though curtained off by fluffy moss growing in dangling strands.

Something within the mossy ropes is moving. You signal Bell to stop, then you wait and watch. A creature soon appears, dragging a desiccated corpse and placing it in the central chamber where water laps at the shriveled skin. The creature is humanoid, with thick fangs, a bulbous belly, and spindly appendages. Heavy claws tip each of the creature's two-fingered hands. It clearly hasn't seen you yet, owing to the exceptional range of your vision. It pauses to sniff the air then returns to the tunnel it came from. The creature takes care not to agitate the strands of moss as it passes among them. Even still, puffs of spores drift from the moss ropes as they swing.

You consult with Bell, who tells you that the ladder is your objective. It should take you up to the runoff channels for the City of the Dead. However, to get to it, you will have to come perilously close to the monster lurking in the tunnel beyond.

Bell suggests two approaches. First, you can move silently into the chamber and up the ladder, hoping not to draw the monster's attention. The second option is to send a flying clockwork toy, which Bell unexpectedly produces from one of her many pouches, among the moss there, agitating the strands into releasing more of their spores. The resulting cloud might provide cover while you run for the ladder. However, if the cloud extends into the chamber, it might prove toxic.

- **Sneak:** *To try approaching the ladder stealthily, go to [Part 1-114](#).*
- **Rush:** *To rush the ladder and climb it, hoping to get past the creature before it can respond, go to [Part 1-093](#).*
- **Flyer:** *To send one of Bell's clockwork toys flying into the opposite tunnel, hoping to agitate the mold into creating a covering cloud of spores, go to [Part 1-165](#).*

❖ PART 1-069

You climb the wet rungs of the iron ladder, moving as quickly as you can to escape the billowing cloud of spores beneath you. The stench is unbearable. As you climb, you realize you won't be able to come back this way. You'll have to find another way out of the City of the Dead once your mission is complete.

Eventually, you see the glow of starlight from above. You exit from a pipe that rises from the center of a large pond, extending about an inch above the surface. The two of you wade to shore and assess your surroundings.

*If you have the **poisoned** condition from encountering troubadours, you may now remove it; the toxin has run its course and you are free of its effects.*

Go to [Part 1-123](#).

❖ PART 1-070

You give the guard your most disarming smile and explain that you and your friend were just looking at all the interesting traffic and merchant carts coming in the River Gate. When it came time for your shift, the two of you just headed for the closest gate, hoping the guards would let you in since it's a special occasion.

Make a Charisma (Persuasion) check. If the result is 15 or higher, go to [Part 1-162](#). If the result is between 10 and 14 (inclusive), go to [Part 1-138](#). If the result is 9 or lower, go to [Part 1-047](#).

❖ PART 1-071

📖 **EVENT:** "Alert Level High" (Ch. 2)

You watch the guard's face for the telltale sign of a successful enchantment spell, but you don't see it. Instead, the guard's face becomes even more suspicious. He waves you into the watchtower, through the ground floor where another guard sits at a table, and out a small door on the far side. Rather than being convinced, you think the guard is just going along until he has a chance to call in a squad of his comrades, perhaps someone with the skills needed to arrest a spellcaster.

The doors thud closed after you pass through them. Then you hear a single toll of the watchtower's bell, calling for the support of nearby Watch members. Trying not to look guilty, you hurry up the path.

You have made it into the City of the Dead.

Go to [Part 1-048](#).

❖ PART 1-072

You proceed along the path toward yet another intersection, this time just south of the Warriors' Monument. This set of stone sculptures stands over 60 feet high and depicts five adventurers fighting trolls, orcs, and humans, and the adventurers seem to be getting the upper hand. Unconnected to the stone battlefield, the statue of a charging griffon rider hovers over the fighting, hung in place by magic.

*If your passive Wisdom (Perception) score is 13 or higher, go to [Part 1-049](#).
Otherwise, continue to [Part 1-164](#).*

❖ PART 1-073

Your words seem to have cowed the leader of the adventurers. The elf gives a signal to the rest of the group. They back slowly into the bushes, their crossbows still trained on you. A few moments later, you hear their running feet as they head northeast. You assume they took your threats seriously.

With that fight avoided, you continue along the path to the north. You pass a large mausoleum on your left, just before you come to an intersection. You can't identify the structure, looking at it from the side, but it seems familiar. You are in the right area to find your destination. Perhaps this is the House of the Homeless.

You are about to ask Latchboy for confirmation, but you see his attention focused to the northeast. You look the direction he is pointing. A group of well-dressed humans are walking toward your intersection. Watch members accompany them carrying lanterns. Although the City of the Dead is closed to most visitors at night, wealthy mourners can pay for dispensations to access the district after hours. It looks like just such a group is coming your way. Latchboy grabs your arm and pulls you into the nearby bushes, hoping to hide until the mourners are gone.

The procession slows at the intersection and stops, one of their number speaking with the Watch member who is guiding them. A young human in a silk hat takes the opportunity to regale his parents with the story of a serial killer who carried victims into the City of the Dead over a hundred years ago. "They never discovered the Heart Taker's identity," the boy says excitedly, seemingly oblivious to his parents' disinterest. The boy begins to search the bushes around the intersection, as though he might find some century-old clue to solve the mystery. Worried that he will discover your hiding place,

you and your companion slowly retreat, deeper and deeper into the brush, until the mourners' voices fade.

Go to [Part 1-123](#).

❖ PART 1-074

As the Crimson Peryton approaches, you step out of the bushes, intending to knock him down. Although surprised, the fleeing tiefling reacts quickly, twirling in mid stride, trying to avoid you.

Make a Strength (Athletics) check, rolling with advantage owing to the surprise nature of your attack. If your result is 14 or higher, go to [Part 1-051](#). If your result is 13 or lower, go to [Part 1-052](#).

❖ PART 1-075

The two guards lie at your feet, near the manacled Crimson Peryton they captured. Latchboy looks at you, wondering what to do next. Then, you hear the tromp of running boots just north of you. The rest of the Watch members at the intersection are approaching, toward the sounds of the battle. You turn and run, Latchboy already fleeing ahead of you.

If you (or Latchboy) reduced your opponent to 0 hit points with a melee weapon attack, you can choose to leave her stabilized but unconscious (or warn Latchboy to do so if his was the final blow). Otherwise, the guard begins making death saving throws as you flee the scene. Roll these out until the Watch member either dies or stabilizes. If she is not stable, add the following to your list of event codes:

📖 **EVENT:** "Watch Member Killed" (Epilogue)

Go to [Part 1-146](#).

❖ PART 1-076

You and Latchboy keep walking as though you have every right to be there. You don't know if you managed to look casual enough, but you don't hear any immediate sounds of alarm. Still, if the guard using the search lantern became suspicious, one or more members of the Watch might be on their way to search this area right now. Worried about further scrutiny, you continue around the path which eventually leads north.

If you have the code “Alert Level High,” go immediately to [Part 1-146](#).

If you do not have that code but instead have the code “Alert Level Medium,” replace it with the following:

☞ **EVENT:** “Alert Level High” (Ch. 2)

If you do not have that code but instead have the code “Alert Level Low,” replace it with the following:

☞ **EVENT:** “Alert Level Medium” (Ch. 1)

Continue to [Part 1-053](#).

❖ PART 1-077

The guards atop both towers eye you with suspicion. They seem interested in the heavy object you are carrying. You begin to think it might not have been worth taking along. You pick up the pace, hurrying out of their sight and hoping they will not raise an alarm.

If you have the code “Alert Level High,” go immediately to [Part 1-031](#).

Otherwise, continue to [Part 1-054](#).


❖ PART 1-078

You check the altars for anything of interest. The grave tenders clear the area daily at noon, so there is little to find. They leave the flowers, while they remain fresh, but take any offerings of value for a fund to pay for interring of other homeless people who die in the city. Most such Waterdhavians die without enough coins in their pockets to pay for a burial, and the offerings here help make up the difference.

The altars are mostly empty, save for a stack of 10 copper coins and a single silver coin. A thorough search reveals a dusty bottle that’s rolled behind one of the altars. The label reads, “thorn-prick salve” in a familiar, child-like scrawl. You can’t imagine how long the bottle has been here.



You can take the **1 sp** (0.02), **10 cp** (0.2), and **potion of minor healing** (0.5).

 **LORE: 127-Potion of Minor Healing.** *Use this entry to learn the magical properties of these items.*

Finding nothing else of interest, you waste no further time and head down the stairs, into the catacombs.

Go to [Part 1-166](#).

❖ PART 1-079

You make it to the end of Deloun Alley with Bell not far behind. Unfortunately, your pursuers have gained ground; you will have to make a quick escape now or make a stand here in the deserted alley.

Immediately on your left is a row of houses that prompts a memory. You are in the territory of the Bull Riders, a street gang that holds ground around Salabar Street. You remember that the Bull Riders are friendly to the Slipstone Gang and have no love of the Crimson Perytons. If you can remember which of these three houses is their hideout, you might request succor from the gang. Alternately, you could knock on a door at random.

- **Know the Way:** {FEATURE: THIEVES' CANT OR CHECK: INTELLIGENCE 15} *To identify the subtle markings scratched on the front of the correct building, or just to remember which is the right one, go to [Part 1-056](#).*
- **First Door:** *To try the red door, first in the row, go to [Part 1-011](#).*
- **Second Door:** *To try the blue door, second in the row, go to [Part 1-148](#).*
- **Third Door:** *To try the green door, third in the row, go to [Part 1-103](#).*

❖ PART 1-080

You wait for about 10 minutes with your quiet hosts, passing the time with a deck of ornate cards. Eventually, the younger one, who is peaking past the curtains, says your pursuers have given up and gone north. Your hosts escort you to a back door that leads onto an alley and give you directions to River Street. You thank them profusely before leaving, then wind your way through the narrow alley until you recognize your position, just two blocks from the city's eastern gate.

Proceed to [Part 1-059](#).

❖ PART 1-081

Worried that the fleeing man might bring reinforcements, you determine to bring him down before his unnatural speed carries him beyond your sight.

You have one turn in which to stop the Crimson Peryton. He is 120 feet from you. Your enemy has a 13 Armor Class, 4 hit points, and the following saving throw modifiers: STR (+1), DEX (+1), CON (+0), INT (-1), WIS (-1), CHA (-1).

If you reduce the fleeing man to 0 hit points, go to [Part 1-126](#). If he survives your turn, go to [Part 1-058](#).

❖ PART 1-082

The dart strikes you in a vital place. As the pain turns to numbness, you lose consciousness.

You wake a short time later. Bell has rolled you into the shadows beneath a parked wagon. In this concealed position, she administered a curative potion, healing some of your injury. She looks relieved that you've woken up. She also looks sadly at the empty bottle from which the potion came. You feel bad that Bell had to use up this magic curative and you resolve to make it up to her.

📖 **EVENT:** "20 gp Debt to Bell" (Epilogue) *You can remove this code from your list at any time by giving Bell either a potion of minor healing or its value of 20 gp (or items with a total purchase cost of 40 gp).*

You wait a few moments, listening to make sure your pursuers aren't nearby, then you slip from under the wagon and continue to the River Gate.

*The curative restores you to **1d4 + 1 hit points**. Continue to [Part 1-059](#).*

❖ PART 1-083

You prepare to move north along the base of the bluff upon which Waterdeep perches. However, before emerging from the trees, Bell puts a hand on your arm and points to the watchtowers far above. She signs that she is nervous about Watch members seeing you from that approach.

If you are using a light source, you will have to change tack and get some distance from the city wall before proceeding north. Do so by going to [Part 1-060](#). If you do not need a light source, you may continue unseen using darkvision, following the base of the bluff by going to [Part 1-037](#).

❖ PART 1-084

You approach the campfire with Bell close behind. The colorfully dressed men greet you warmly, standing and offering a seat beside the fire. Each man introduces himself with an obvious stage name. One of these troubadours styles himself “Fire Tongue,” and he wears a white cook’s apron over his red quilted doublet. Fire Tongue offers you and Bell bowls of spicy stew from the pot he is churning.

Not wanting to waste the opportunity, you ask the men about the lay of the land in the Undercliff area. They tell you that a farmer’s field lies directly north of them, beyond which is an irrigation channel that runs along a low wall marking the southern boundary of a farming community.

If your passive Wisdom (Perception) score is 13 or higher, go to [Part 1-039](#). If your score is 12 or lower, continue reading.

The troubadours don’t seem to know much else of interest about the area, claiming to have arrived only recently. You contemplate the warm bowl of stew in your hands, wondering how best to proceed.

Go to [Part 1-061](#).

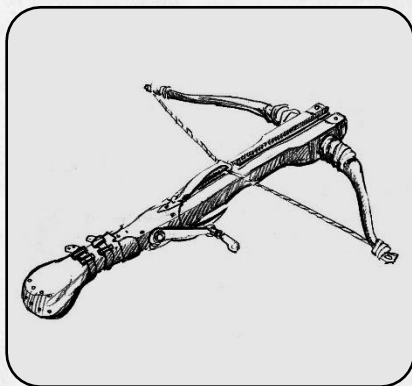
❖ PART 1-085

With one arm around Bell, you help her toward the edge of the camp as thick obscurement billows up behind you. A crossbow bolt whistles past your ear but that is as close as your hosts get to stopping you.

Soon, you and Bell are out of the camp, hurrying north past the trees and into the tall grass beyond. You keep a careful eye out for pursuit but are soon satisfied that the “troubadours” have no interest in following you. Bell seems like she can keep up with you, but her hand signs are slow and some of the things she signs don’t make any sense. You wonder how long it will take for the poison to leave her body.

📖 **EVENT:** “Bell Poisoned” (Ch. 1)

Go to [Part 1-108](#).



❖ PART 1-086

You make a wide detour around the hillock to the west, hoping to pass without rousing the sleeping farmer.

Make a Dexterity (Stealth) check. Roll with disadvantage if you are using a light source. If your result is 13 or higher, go to [Part 1-063](#). If your result is 12 or lower, go to [Part 1-017](#).

❖ PART 1-087

You and Bell take off at a run, leaving behind the farmer's yells and the dog's barks. You think the farmer will give up interest soon, but you aren't certain.

If you don't have it already, add the following event code:

📖 **EVENT:** "Undercliff Alarm" (Ch. 1)

Go to [Part 1-040](#).

❖ PART 1-088

Bell struggles to climb the cliff, but her condition is too hampering. Realizing this, she tries to climb back down but is unable to keep her grip. She falls the short distance, landing with a splash in the pool of water.

Bell suffers no further injury, but it's clear that she won't fare better on future attempts. You will have to make the climb yourself.

Go to [Part 1-019](#).

❖ PART 1-089

You recognize the snore-like droning of a pack of bleed-bugs, some dangerous insects. Clinging as you are to the cliff, it would be hard to defend yourself were they to attack. These bloodsuckers could swarm you and drain the life from you if you don't proceed quietly.

- **Continue:** *To press on, using the holes in the cliff as natural handholds, go to [Part 1-066](#).*
- **Center:** *To return to the ground and try climbing the route directly below the water pipe, go to [Part 1-020](#).*
- **Right:** *To return to the ground and try climbing the route to the right of the water pipe, go to [Part 1-044](#).*

❖ PART 1-090

You lose your grip and fall, unable to catch yourself or arrest your descent, bouncing off the rough stone of the cliff face and landing in shallow water.

*Unless you can cast feather fall, and choose to do so now, you take **1d6 bludgeoning** damage from the fall, **halved** because you landed in shallow water. If this reduces you to 0 hit points, go to [Part 1-042](#). Otherwise, continue reading.*

You stand up in the water and contemplate the challenge you are facing.

- **Bell:** *If you have not yet asked Bell to try the climb, you may give the rope back and suggest she try by going to [Part 1-018](#).*
- **Left:** *To try the route to the left of the water pipe, go to [Part 1-134](#).*
- **Center:** *To try the route directly below the water pipe, go to [Part 1-020](#).*
- **Right:** *To try the route to the right of the water pipe, go to [Part 1-044](#).*

❖ PART 1-091

Thinking fast, you tell the guard that you were drinking at the Gentle Rest and, in the excitement of the crowds, lost track of time. If you walk all the way to the north side of the district to use the Carver's private entry, you'll be late to work. You calculate this tale to appeal particularly to a member of the Watch, someone also required to start shifts at a prescribed hour.

Make an Intelligence check. If the result is 13 or higher, go to [Part 1-162](#). If the result is between 8 and 12 (inclusive), go to [Part 1-138](#). If the result is 7 or lower, go to [Part 1-047](#).

❖ PART 1-092

As you continue up the tunnel, you find several more corpses. One is stuck to the tunnel wall with webbing. The others appear to have been previously webbed but have fallen into the drainage streaming past your feet. Traces of smelly mold grow over every bit of webbing you find.

The webs and the corpses are making Bell nervous. She signs "danger" and "bear cave" while pointing farther up the tunnel.

It's unlikely that these people were exploring the pipe when they died. More likely a monster lives here, something strong enough to drag bodies up the cliff and into its lair. You contemplate abandoning your quest. You don't

want to fight something in these tight confines, and anything that can handle fully grown humanoids like these corpses is likely to be a deadly challenge to your own abilities. However, you know that Rufio and Latchboy are more likely to succeed if you meet up with them, and you don't want to be scared off by an unnamed threat that you have yet to even see.

- **Long Sight:** {TRAIT: DARKVISION 120 FT.} *If you can see in darkness to a range of 120 feet, you can continue without a light source by going to [Part 1-068](#).*
- **Medium Sight:** {TRAIT DARKVISION} *If the range of your darkvision is less than 120 feet, you can continue without a light source by going to [Part 1-045](#).*
- **No Sight:** *If you cannot see in darkness but you wish to continue without a light source, relying on Bell's darkvision to warn you of any danger, go to [Part 1-022](#).*
- **Light Source:** *If you wish to continue in the light of Bell's torch or another light source you provide, go to [Part 1-160](#).*

❖ PART 1-093

You signal Bell to run. The two of you sprint into the chamber. Bell makes an amazing leap to reach the ladder and you jump to follow her.

Just then, a humanoid figure emerges from the opposite tunnel. The creature gnashes its thick little mandibles and vents a hissing scream. It sweeps a spindly arm through some strands of moss and hurls the fluffy ropes at you. They explode against the ceiling of the chamber, creating a cloud of spores around the iron ladder.

Roll initiative. If your result is 13 or higher, your reactions have saved you and the creature's attack comes too late. Go to [Part 1-069](#). If the result is 12 or lower, the cloud of spores catches you as you climb. Continue reading.

An unspeakable smell accompanies the spores. As they cling to you, your worry about their toxicity seems well founded.

Make a Constitution saving throw. If your result is 8 or higher, go to [Part 1-069](#). If the result is 7 or lower, go to [Part 1-046](#).

❖ PART 1-094

📖 **EVENT:** “Alert Level Medium” (Ch. 1)

A blank look comes over the guard’s face and he waves you into the watchtower. Knowing the enchantment will end soon, you hurry through, past another guard at a table, and out a small door on the far side. Both doors thud closed after you pass through them.

You have made it into the City of the Dead.

Go to [Part 1-048](#).

❖ PART 1-095

You come to a four-way intersection. Two routes go south, to either side of the Hall of Heroes, while two more go north around the Lords’ Respite. The north mausoleum, and its three large statues of former Open Lords that guard it, are made of the same black marble. The shape of the mausoleum is hard to make out at night; the structure seems to possess some fell gravity, absorbing moonlight instead of reflecting it.

Your goal lies northwest of you. As you contemplate this, Latchboy mentions that the other northern path would take you farther north than the mausoleum you are seeking. Unwilling to make such a long diversion, you turn northwest, toward the House of the Homeless.

Go to [Part 1-072](#).

❖ PART 1-096

Knowing that Latchboy is watching, you point with the hand behind your back to the foliage northwest of you. As you grab your robes to lift them, feigning compliance, you suddenly sprint for the trees.

Unfortunately, these adventurers are on guard for such trickery. A hail of crossbow bolts flies toward your fleeing back.

*Make three attack rolls against your Armor Class with a bonus of +4 to hit. Each bolt’s standard damage is **6 (1d8 + 2) piercing**. If this reduces you to 0 hit points, go immediately to [Part 1-004](#). Otherwise, continue reading.*

You race into the cover of the trees to the northwest of you. Thick, thorny bushes tear at your legs, but the heavy grave tender robes protect you. You hear Latchboy coming up fast behind, and the two of you duck

around the back of the first building you come to. You pause a moment to catch your breath. There are no sounds of pursuit.

Go to [Part 1-123](#).

❖ PART 1-097

You carefully move north, approaching the distant sounds of fighting. As you draw nearer, you see a lantern on the ground. Its focused beam plays over the scene of four Watch members wrestling to detain two dark clad men. The guards exhort the two men to surrender as they struggle to apply heavy manacles. A fifth Watch member stands nearby bent over double and breathing hard as though from a recent chase.

You and Latchboy move off the path to watch from a concealed vantage. As your companion parts a bush to peak through, you see one of the dark clad figures break free and run. He is fleeing south and will pass near your hiding place. As he gets closer, you see that this is a tiefling with red horns. His matching dyed hair marks him as a member of the Crimson Perytons, your gang's old rivals. Despite the Slipstone Gang's own occasional conflicts with the Watch, you feel a strange compulsion to intervene on their behalf. You could easily stick out a leg and trip this tiefling as he runs past your hiding place, but the quality of your disguises would surely be tested when the Watch members catch up.

- **Block:** *To block the flight of the approaching Peryton, go to [Part 1-074](#).*
- **Hide:** *To remain hidden, waiting for the group to move on, go to [Part 1-029](#).*
- **East:** *To avoid the intersection by moving east under cover of the foliage, go to [Part 1-142](#).*

❖ PART 1-098

Unexpectedly strong, the dwarf cracks you over the head with her truncheon. You begin to black out as your body hits the gravel pathway. As you lose consciousness, you see Latchboy slipping around behind the Watch member and she stiffens as though stabbed in the back.

At some future moment, you return to consciousness. You are hidden in the shadow of a thick stand of trees. Latchboy has administered a curative potion, pouring it into your wounds. He looks relieved that you've woken up. He also looks sadly at the empty bottle from which the potion came. You feel

bad that Latchboy had to use up this magical curative and you resolve to make it up to him.

📖 **EVENT:** “20 gp Debt to Latchboy” (Epilogue) *You can remove this code from your list at any time by giving Latchboy either a potion of minor healing or its value of 20 gp (or items with a total purchase cost of 40 gp).*

“I had to drag you out of there,” Latchboy says. “I heard more guards coming. It looks like their captive didn’t tell their reinforcements where we went. Getting caught wouldn’t have gone well for us.”

📖 **EVENT:** “Watch Member Killed” (Epilogue)

You wait a few moments to collect your thoughts, then you take in your surroundings, trying to plan your next step.

*The curative restores you to **1d4 + 1 hit points**. Continue to [Part 1-123](#).*

❖ PART 1-099

You follow the south path, which loops around some mausoleums in the southwestern corner of the district. As the loop turns back to the north, a bright beam of light falls over you. Someone on the nearby watchtower is shining a powerful lantern down on the path, illuminating you and Latchboy.

Your first impulse is to dive for cover, but that seems like it would draw suspicion. Instead, you act normal, as though you belong here, working in the cemetery district after nightfall. You keep walking until you are past the area of illumination. It is only then that you realize that your disguises didn’t include any of the tools that grave tenders would use for maintaining the garden areas or the mausoleums.

Make a Charisma (Deception) check. If you happen to have a sickle, shovel, carpenter’s tools, or mason’s tools, roll with advantage because you carry the tools that the district’s tenders might possess.

If your check result is 15 or higher, go to [Part 1-053](#). If it is 14 or lower, go to [Part 1-076](#).

❖ PART 1-100

You check around the fallen human for anything of interest. You find a silver locket containing a scrap of parchment with three painted portraits on it, probably the man’s family. You also find a few coins in a pouch beside him.

If you take the **silver locket** (0), you can later sell the item for 10 gp. The coins amount to **1 gp** (0.02) and **4 sp** (0.08). You can also take the **pouch** (1).

You are painfully aware that your additional loitering, combined with crouching so long in these bushes, probably means extra scrutiny from the guards in the nearby towers.

If you have the code “Alert Level Medium,” go immediately to [Part 1-031](#). Otherwise, continue reading.

With nothing else of interest here, you and your companion leave the unconscious man and head northeast, out of the intersection and toward the House of the Homeless.

Go to [Part 1-054](#).

❖ PART 1-101

Four broad steps lead up to the open doorway of the mausoleum. The House of the Homeless is completely unguarded. You enter a large room ringed by tall, open windows, its center dominated by a wide staircase that descends into the catacombs. Around the walls of this room, dozens of small altars and shrines stand sentinel, representing various gods, beggar societies, and other factions of the poor who end up buried here. Because so many of the dead are nameless, or their final resting plots are uncatalogued, mourners simply leave their flowers, letters, incense, or other offerings on whichever of the altars suits them. Very few mourners descend the stairs into the catacombs or pass through the portal below into the demiplane itself.

Safely within the mausoleum, you sit down to rest, waiting for the other team to arrive. You wait for about half an hour, and you’re about to press on without your other friends, when a silent figure walks up the stairs to the doorway and ducks inside. It’s Rufio. And he’s alone.

“Everything’s fine,” Rufio says before you can ask. “We just ran into a bit of trouble, something important that only needed one of us to manage. I’m headed back to help, but I wanted to come ahead to let you two know to proceed without us. We’ll meet you here if we don’t catch up.” Rufio doesn’t give an explanation or wait for a response. He simply turns and disappears into the night.

If you gave Rufio any of your two-handed weapons or a shield to bring, he returns them to you before running off. You can also don your medium or heavy armor if you previously removed parts of it to assist your disguise.

If you wish to investigate any of these shrines before descending into the catacombs, you may do so by going to [Part 1-078](#). Otherwise, head down the stairs into the catacombs by going to [Part 1-166](#).

❖ PART 1-102

By the time your pursuers make it to the gap, you are on the other side, helping Bell out of the narrow space. One of their number, a small halfling, seems eager to follow, but the others discourage him from going alone. You pay no heed to the curses of your pursuers as you leave them behind and hurry down the High Road.

Now free of pursuit, you head south toward the River Road then east to the River Gate, all the way blending with the other travelers on the road.

Proceed to [Part 1-059](#).

❖ PART 1-103

As you approach the last door, you are certain you have chosen correctly. You remember the distinct stone-and-mortar staircase leading up to the door; you once delivered a package to this house, years ago. You knock on the door while Bell tightens the strap on her shield and stands behind you, facing your pursuers.

Go to [Part 1-033](#).

❖ PART 1-104

As you and Bell move to engage the last Crimson Peryton, the man thinks better of the odds and turns to flee. He moves at an unnatural speed, sprinting into the dark. Bell does not want to let the man go, but she has already thrown her only javelin. She looks at you and points emphatically at the fleeing man.

- **Mercy:** *If you wish to allow the last of your pursuers to escape, go to [Part 1-058](#).*
- **Attack:** *To try to bring down the last Crimson Peryton before he escapes to the north, go to [Part 1-081](#).*

❖ PART 1-105

You look over your shoulder in time to see your pursuers slowing, unwilling to run headlong through the hazard you left for them. Their leader locks eyes with you as the group comes to a stop. With a look of spite, he flings a dart at you, an unlikely shot at this distance.

*Make an attack roll against your Armor Class. The attacker has a bonus of +3 to hit but must roll with disadvantage because of the range. The dart's standard damage is **3 (1d4 + 1) piercing**. If this reduces you to 0 hit points, go to [Part 1-082](#). Otherwise, continue reading.*

You turn a corner, leaving your pursuers behind, but you continue running for several more blocks just to be sure you've lost them for good.

Proceed to [Part 1-059](#).

❖ PART 1-106

You begin to move northward to keep the stand of trees between you and the seated men around that campfire. However, you have not gone far when a voice calls to you from the trees. A man steps into view and gives a friendly greeting. It seems these troubadours have posted a watch while taking their evening meal, an unusual measure this near the safety of Waterdeep.

At the sound of the guard's greeting, the others rise and beckon you to share their fire. You think the men might have local news or might provide information about the Undercliff area. If they camped before nightfall, they would have seen the lay of the land and might have information about parts you should avoid.

- **Join:** *To join these humans at their campfire, go to [Part 1-084](#).*
- **Avoid:** *To hurry north without stopping, go to [Part 1-131](#).*

❖ PART 1-107

You are uncertain as to why your hosts would try to poison you, but you suspect they are bandits in disguise. Grabbing Bell by the arm, you move toward the edge of the firelight, pulling her behind you. Two of your former hosts dive toward some stacked supplies, coming up with crossbows.

If you can cast the fog cloud spell, you can spend a spell slot and cover your escape by going to [Part 1-085](#). Otherwise, continue to [Part 1-062](#).

❖ PART 1-108

You move north through the tall grass. To the west, you can barely make out the cliff upon which stands the city of Waterdeep. At this distance, no one on the walls will notice you.

As you approach it, the oddly flat terrain ahead of you reveals itself to be a farmer's field. You see the silhouette of a figure reclining against a gnarled tree on a tiny hill overlooking the field. Although the farmer might be sleeping, a large dog sits beside its master, clearly awake and alert.



- **Pass:** *To continue north, hoping to avoid the farmer, go to [Part 1-086](#).*
- **Talk:** *To approach the resting figure on the hill, go to [Part 1-064](#).*

❖ PART 1-109

The animal seems uncertain of you at first, then it begins a barking tirade. A moment later, you hear a voice call out from beside the nearby tree and you see the farmer's silhouette moving toward you.

- **Flee:** *To hurry away, ignoring the farmer's call, go to [Part 1-087](#).*
- **Hail:** *To hail the farmer, go to [Part 1-064](#).*

❖ PART 1-110

You grab the dangling rope in mid-leap and pull yourself up as quickly as you can. As the bull rushes toward you, you heave your legs upward, hoping the creature will pass safely underneath. Instead, it leaps and bowls into you, trying to turn its horns to gouge you as it passes. You are unhurt by the twisting impact and manage to climb beyond the creature's range.

*If you have a backpack, the bull's horns have torn it from you, spilling its contents into the shallow water below you. Remove the **backpack** from your inventory, along with any **items that were inside or strapped to it**.*

Beneath you, the creature rebounds off the cliff face, dazed. It staggers across the pool, moving right and left, trying to regain its senses. You don't waste any time watching the creature, simply hurrying up the rope.

Go to [Part 1-065](#).

❖ PART 1-III

As you approach the natural handholds, you hear a faint buzzing coming from them. You are uncertain whether some sort of creatures occupy them or if you should keep going. You realize that you are in a very precarious position if something attacks you here, clinging to the cliff face.

- **Nature:** {CHECK: INTELLIGENCE (NATURE) 11} *If you can identify the source of the buzzing sound, go to [Part 1-089](#).*
- **Continue:** *To press on, using the holes in the cliff as natural handholds, go to [Part 1-066](#).*
- **Center:** *To return to the ground and try climbing the route directly below the water pipe, go to [Part 1-020](#).*
- **Right:** *To return to the ground and try climbing the route to the right of the water pipe, go to [Part 1-044](#).*

❖ PART 1-II2

Owing to intense concentration, you ignore the insects' relentless attacks and reach the drainpipe in good time. From within the narrow confines of the pipe, you manage to fend off the swarm until they give up and return to their holes. For some reason, they seem reluctant to enter far into the pipe.

With this reprieve, you get a chance to examine your surroundings. A rusty iron grate once covered the pipe's end, perhaps to prevent birds from nesting here, but something appears to have cut it away, allowing larger creatures like you to access the pipe. What looked small from the ground is actually a large enough pipe for you to stand fully erect within.

You tie the rope and drop it for Bell, who quickly climbs up. Then you pull up the rope as Bell unties the knot. The two of you move fully into the pipe before Bell stops to coil the rope across her torso again.

*Remove Bell's 100-foot **hempen rope** from your inventory. If Bell was carrying any of your equipment, she returns it now.*

Go to [Part 1-157](#).

❖ PART 1-113

A close inspection of the smelly mold reveals that it is growing atop a mass of webbing. It doesn't seem to grow on the surface of the tunnel itself. The size and shape of the webs indicate that they once bound the corpse that lies here. The mold appears to have eaten at the webs until they could no longer hold, resulting in the body's current position.

Based on these observations, you determine that this substance is “web hair,” a common hazard faced by dungeon delvers. Web hair that develops into a large patch can release toxic spores. It thrives in wet environments like these, particularly in proximity to giant spiders because it is adapted to growing on their webs. While the mold here smells terrible, its fibers haven't grown long enough to develop the dangerous spores it is known for.

- **Corpse:** {CHECK: WISDOM (MEDICINE) 10} *If you can determine the nature of the corpse's demise, go to [Part 1-136](#). If you failed this check in the previous text part, you cannot try again here. If you passed the check, you needn't roll again.*
- **Continue:** *To continue up the dark tunnel, go to [Part 1-092](#).*

❖ PART 1-114

You tell Bell which plan you prefer. The two of you will move into the chamber as quietly as you can, jump up to the ladder, and be gone before the creature knows you are present. Bell agrees, checking her gear to make sure nothing is loose.

If you have the code “Gray Water,” go immediately to [Part 1-161](#). Otherwise, continue reading.

Because you and your companion are so close together, you must make two Dexterity (Stealth) checks, one for you and one for Bell. Bell's bonus is +0. Roll her check with disadvantage because of her heavy armor. If you do not have darkvision, make your check with disadvantage because you can't see where you are stepping.

If the lowest of the two results is 8 or higher, go to [Part 1-021](#). If the lowest result is 7 or lower, go to [Part 1-161](#).

❖ PART 1-115

When the guard examines you and Latchboy, you think you see a gleam of suspicion in his eyes. He walks around the pair of you to get a better look at your outfits. You try not to be nervous as he does so, but you are uncomfortably aware of the other guard watching from above. You try not to imagine her winding a heavy crossbow.

Finally, the guard comes back around to you and asks, “Why are you coming in the South Gate? I thought all the grave tenders used the underground access from the Carver Estate.”

- **Clever:** *If you wish to formulate a brilliant lie to explain your presence at the South Gate, go to [Part 1-091](#).*
- **Convincing:** *If you wish to come up with a quick excuse, relying on your powers of persuasion to convince the guard, go to [Part 1-070](#).*
- **Corrupt:** *If you wish to offer the guard coins or some possession of value to bribe your way through the gate, go to [Part 1-047](#).*
- **Spell:** *If you wish to employ the charm person or friends spell, go to [Part 1-118](#).*

❖ PART 1-116

Under the watchful eye of the crossbow-wielders, you and your companion doff the grave tender robes, handing them over. As you do so, the elf you are speaking to produces a length of silk rope to tie you with. Although you agreed to this, the sight of the rope makes you hesitate. What if these people mean you harm? You don't have time to contemplate the issue; the elf is fast with the rope, and you find yourself tied up and carried off the path before you can change your mind.

*Remove the **grave tender robes** from your inventory.*

True to their word, your captors deposit you, tied and gagged, in some bushes near a large pond. To compensate your loss, the group's leader places a single coin in your pocket; the **1 platinum piece** (0.02) is more than enough to replace a pair of robes, even special protective garments like these. Two of the group don the robes that you and Latchboy gave up, then they all hurry away to the northeast. You suspect they will soon try to bluff their way into the Deepwinter Vault.

The moment the five adventurers are out of sight, you roll to your side and start working on your bindings. You've only just begun when you feel Latchboy's hands untying your wrists. Somehow, he has already freed himself. A few moments later, you are also free. You see that your captors tied each of you with the opposite ends of the same 50-foot **silk rope** (5).

Go to [Part 1-123](#).

❖ PART 1-117

You and Latchboy keep walking as though you have every right to be there. You don't know if you managed to look convincingly casual, but you don't hear any immediate sounds of alarm. Still, if the guard using the search lantern became suspicious, one or more members of the Watch might be on their way right now, intent on checking your identity and searching the area. Worried about further scrutiny, you hurry away from the lantern's beam.

If you have the code "Alert Level High," go immediately to [Part 1-146](#).

If you do not have that code but instead have the code "Alert Level Medium," replace it with the following:

📖 **EVENT:** "Alert Level High" (Ch. 2)

If you do not have that code but instead have the code "Alert Level Low," replace it with the following:

📖 **EVENT:** "Alert Level Medium" (Ch. 1)

Go to [Part 1-095](#).

❖ PART 1-118

You decide that a little enchantment magic will win over this guard. When his attention shifts to Latchboy, you take the opportunity to do some surreptitious spellcasting.

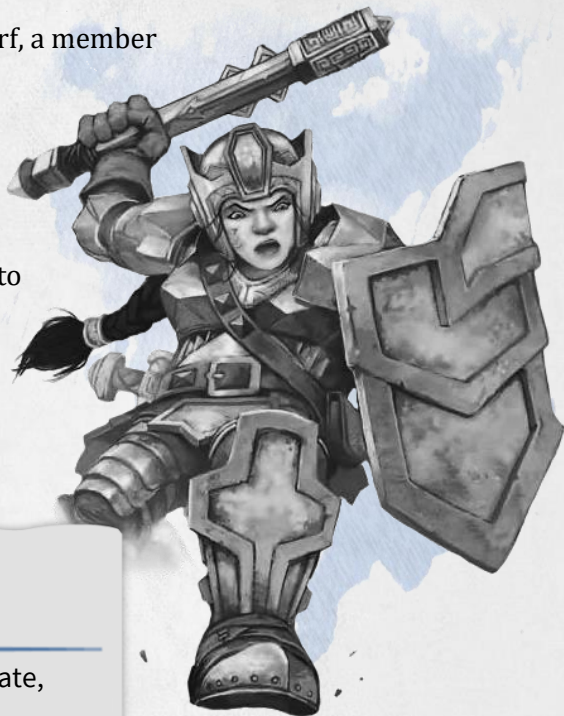
If you cast charm person, mark off your spell slot and make the guard's Wisdom save against your spell save DC. The guard's bonus is +1. If the roll fails, go to [Part 1-094](#). If the saving throw succeeds, go to [Part 1-071](#).

If you instead use the friends cantrip, make a Charisma (Persuasion) check, with advantage provided by the spell. If the result is 15 or higher, go to [Part 1-094](#). If the result is 14 or lower, go to [Part 1-071](#).

❖ PART 1-119 ■■

You are in battle with a fierce dwarf, a member of the Waterdeep Watch, on a shadowy, moonlit pathway in the City of the Dead.

Skirmisher. The Watch member comes right at you, dropping all pretense, attempting to bludgeon you into unconsciousness with her heavy truncheon.



WATCH MEMBER

Medium humanoid (dwarf)

Armor Class 15 (bronze breastplate, shield)

Hit Points 6 (1d8 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
(+1)	(-1)	(+2)	(+0)	(+1)	(-1)

Skills Perception +3

Senses passive Perception 13

ACTIONS

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Map. You (PC) begin this battle 20 feet from the guard that is approaching you (1).

Latchboy (L) will engage his foe (2) in a separate battle, moving next to the manacled Crimson Peryton (3). Owing to the speed and ferocity with which Latchboy engages the second guard, you cannot affect any of the other combatants before their short clash concludes.

ASSISTANCE

If this combat goes more than one round, Latchboy, having dispatched his foe, will come to your aid. If you and your opponent are still active at the start of the second round, Latchboy joins your combat on initiative count 12, appearing next to the Watch member you are fighting. Roll his attack at the appropriate time on this and subsequent rounds. (Now focused on her first opponent, the dwarf will continue to attack only you.)

☉ **Shortsword (Action)**

Melee Weapon Attack: +5 to hit, reach 5 ft., one target

Hit: 1d6 + 3 piercing damage

☉ **Dagger, Melee or Thrown (Action)**

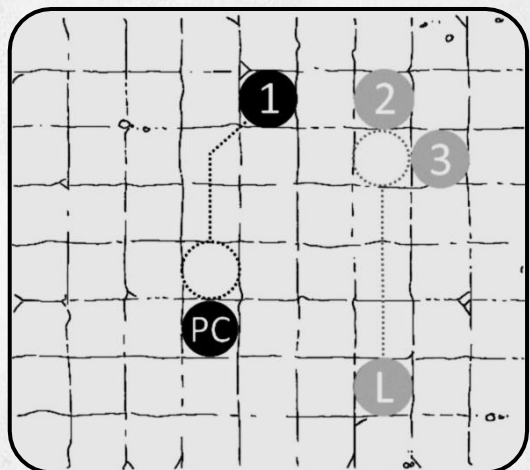
Melee (or Ranged) Weapon Attack: +5 to hit, reach 5 ft. (or range 20/60 ft.), one target

Hit: 1d4 + 3 piercing damage

Side Cut. Latchboy has advantage on attack rolls against a creature if you are within 5 feet of the creature and you aren't incapacitated.

COMBAT CONCLUSION

- **Win:** If you defeat the guard, go to [Part 1-075](#).
- **Flee (2+):** You can attempt to flee on the second round of the battle, and each subsequent round. If successful, go to [Part 1-146](#).
- **Lose:** If the guard instead defeats you, go to [Part 1-098](#).



❖ PART 1-120

You lead your companion along the northwest path, where you quickly encounter a new intersection. From up the path that leads north, you hear sounds indicating a distant struggle. You don't hear any weapons clashing, but yells and grunts are audible at this distance, the sort that only accompany a violent conflict.

From the position of the district's corner walls to the southwest, the southern path cannot go far before looping west and north again. It must pass near the district's high walls, circling around a set of nearby mausoleums. If it reconnects to the route north of you, it does so at a distance, bypassing the conflict that is taking place just up that path.

- **North:** *To go north, toward the sounds of the struggle, go to [Part 1-097](#).*
- **South:** *To go south, looping around the struggle, go to [Part 1-099](#).*

❖ PART 1-121

You can tell that Latchboy is a bit unnerved by the close encounter, so you allow him to lead you through the undergrowth east of the intersection, keeping the eastern pathway in sight as you go.

You've just made it far enough to safely rejoin the path when you see yet another intersection in the distance. Moonlight reveals half a dozen shadowy figures in the process of hiding themselves among the bushes there. You don't remember the cemetery district ever being this crowded at night!

With the intersection ahead of you full of skulkers and the intersection behind occupied by members of the Watch, you decide to leave the path behind and cut north through the foliage. You push your way through a hedge and pass several small mausoleums before you come to a sloping dell.

Go to [Part 1-123](#).

❖ PART 1-122

You part the bushes to examine the body. It is a human, stripped to his underclothes, lying unconscious and barely out of sight of the guards. Whoever waylaid him did so in a risky location. The human still wears the medallion of a Carver employee, but someone must have taken his grave tender robes to serve as a disguise.

Conscious that you are currently wearing stolen grave tender robes, you think this would be an awfully bad location for the Watch to catch you. A

glance back at the watchtowers shows that your stop has drawn the attention of the guards atop them.

If you have the code “Alert Level High,” go immediately to [Part 1-031](#). Otherwise, continue reading.

- **Northeast:** *To abandon the body and leave this intersection by the northeast path, toward the House of the Homeless, go to [Part 1-054](#).*
- **Examine:** *To search around the body for anything of interest, go to [Part 1-100](#).*

❖ PART 1-123

You are amidst the five mausoleums that encircle the lowest point in the City of the Dead. All the rainwater in the district eventually drains here, into a large pond. An overflow shaft allows excess water from the pond to fall into a drainage pipe, far below, where it channels out of the city. Under a nearby bush, a picnic blanket lies discarded next to some empty bottles and a broken basket. Deep in this park like area, you are not in sight of any of the paths that crisscross the district.

You recognize the largest, northernmost mausoleum in this area as the Merchants’ Rest, a tomb reserved for those who can afford burial in its luxury. From what you can remember of the City of the Dead, this mausoleum is right across from your destination, the House of the Homeless, the two buildings separated by a single pathway. With your goal almost in sight, you head north, into the shadow of the Merchants’ Rest. North of the mausoleum, you find an east-west pathway, across from which stands the House of the Homeless.

You wait for a long time, looking each direction, watchful for anyone who might walk by. On your left, the path goes directly to the West Gate of the district, and you can see the well-lit watchtowers aiming the beams of their oversized lanterns down into the wards on either side of the gate. On your right, you see the flicker of a torch in the distance and you can hear a conversation, people not trying to hide their voices. However, the lights from both directions fail to reach the place where you intend to cross the path.

As you wait, you hear the sudden clash of weapons; an open battle has broken out just east of you. To the south, in what may be a separate conflict, you hear distant cries punctuated by a long note blown on a Watch horn. The normally quiet cemetery district is quite active tonight. Amidst these

distractions, you move north, slipping across the path and hurrying up the steps, into the House of the Homeless.

Go to [Part 1-101](#).

❖ PART 1-124

With Bell close behind, you flee down Deloun Alley. This route runs parallel to the High Road, separated by a row of tall houses and shops. You can hear traffic and pedestrians to the west of you. Visitors are still coming into the city through the nearby River Gate.

As you run, you see a narrow gap between two buildings. If it's large enough, the two of you might be able to slip through and lose yourselves in the bustle of traffic on the other side. You slow as you approach the thin alley. A hopeful glance down its length shows streetlamps flickering on the far side, illuminating the slow press of the moving crowds. Safety is there, but the gap looks improbably narrow.

If your size is Small, you can squeeze through the gap with Bell. Or, if you have a climbing speed or flying speed, you can make it over the gap while Bell threads her way through it. If you qualify for this escape, you can accomplish it by going to [Part 1-102](#). Otherwise, continue reading.

The gap doesn't look like something you can manage, and with Bell unwilling to leave you behind, the two of you pick up the pace and continue running south.

Go to [Part 1-079](#).

❖ PART 1-125

📖 **EVENT:** "5 gp Debt to Bell" (Epilogue) *You can remove this event code from your list at any time by giving Bell 5 gp (or items with a total purchase value of 10 gp).*

Chagrined, your companion checks her various pockets, eventually putting together a small stack of coins and a pair of ivory buttons. You're not sure it amounts to the whole fee, but Bell offers it anyway.

The old woman accepts the odd coins and ushers you inside. When the woman is distracted, as she closes the door behind you, Bell's hand signs insist that you should have paid the fee since you chose the wrong door.

You're not sure if she's serious, but you think it would be wise to pay back the little gnome at some point in the future.

Go to [Part 1-080](#).

❖ PART 1-126

✱ **REOWN:** -4 (Crimson Perytons)

You search the four bodies, hoping to find a clue as to their motivation. They have an eclectic array of armaments. Bell assess these and signs that the weapons are surprisingly good in quality, that you should take as many as you can carry to sell later. However, the same is not true of their brittle shields and flea-infested armor; you remember the rumor that the Perytons use a kennel for their hideout. One of the men carries a purse but you find nothing else of interest.

*The purse contains **8 sp** (0.16).*

*You can take any of the valuable weapons: 3 **daggers** (1 each), a **club** (2), a **longsword** (3), a **shortsword** (3), and a **spear** (4).*

*If you wish to take either of the two **shields** (6 each) or three suits of **padded** (8 each) armor, you may, but note that their quality is too shabby to sell.*

Go to [Part 1-059](#).

❖ PART 1-127

Bell falls right before you do. Her attackers manage to surround her, and one lands a solid blow on the back of the gnome's head. The last thing you see is the dark blood soaking through your friend's golden hair. Then a mighty blow to your own head knocks out all the lights, plunging you into the darkness of death.

Your life and your quest end here.

❖ PART 1-128

The giant ant's venom burns like fire. This pain is the last thing you remember about the battle.

You awake later, aware that Bell is tending your injuries using the tools in her healer's kit. However, the ant's toxin is a potent paralytic, and you

have a lot of it inside you. The paralytic renders you unable to move. You can't even speak.

You rest for an hour, finally regaining the ability to flex your fingers and rasp a few words. From there, your recovery becomes more rapid, and in minutes you have recovered your normal functionality.

*You recover to **1 hit point**. Additionally, you may treat your period of recovery as a finished **short rest**, including the ability to use your hit die for healing.*

Go to [Part 1-055](#).

❖ PART 1-129

Not wanting to let these men delay you, you decide to cut north across the field, staying parallel to the cliff and Waterdeep's eastern wall yet far enough away to avoid scrutiny from the guards atop it.

Make a Dexterity (Stealth) check. Roll with disadvantage if you are using a light source. If your result is 11 or higher, go to [Part 1-108](#). If the result is 10 or lower, go to [Part 1-106](#).

❖ PART 1-130

You step closer to Bell, putting an arm around her to support her. You tell your hosts that she is infected with cackle fever, a disease which gnomes are immune to. Although your friend doesn't have the true symptoms, a wracking laughter called "the shrieks," she is a carrier for this magical contagion and occasionally shows signs of weariness from it.

You apologize profusely to your hosts, saying you thought she was fully cured. The troubadours look to one another, then begin to back away as Bell gives a thin, wheezing laugh. You are unsure if the gnome is trying to help your story or if she is genuinely amused by its absurdity.

Again, you apologize, trying to help Bell away from the campfire. You call back to your hosts, recommending they burn Bell's wooden stew bowl as you pass out of the campfire's light. When you are sure you are beyond their sight, you pick up the pace, moving away from the troubadours as fast as Bell is able.

You soon find a path leading north through the tall grass and hurry along it. Bell seems like she can keep up with you, but her hand signs are slow and

some of the things she signs don't make any sense. You wonder how long it will take for the poison to leave her body.

📖 **EVENT:** "Bell Poisoned" (Ch. 1)

Go to [Part 1-108](#).

❖ PART 1-131

You give the sentry a friendly, demurring gesture and continue your way north. Bell picks up the pace to keep up with you and you realize you've begun to walk faster than usual.

📖 **EVENT:** "Undercliff Alarm" (Ch. 1)

Go to [Part 1-108](#).

❖ PART 1-132

You crouch down to pet the friendly animal. The dog whines in appreciation of the attention, lifting your spirits. Eventually, you stand to press on with your quest.

Mark **inspiration** on your character sheet.

Go to [Part 1-063](#).

❖ PART 1-133

You grab the dangling rope mid-leap and pull yourself up as quickly as you can. The bull passes just under you, missing your leg by a hand's breadth. The creature hits the cliff face and rebounds, dazed. It staggers across the pool of water, moving right and left, trying to regain its senses. You don't waste any time watching the creature, simply hurrying up the rope.

Go to [Part 1-065](#).

❖ PART 1-134

You climb the left route, toward the natural handholds partway up the cliff. The surface is dry, but few handholds are readily apparent before that point.

If you have a climb speed, go to [Part 1-111](#). Otherwise, you must make a Strength (Athletics) check.

- Roll with advantage if you have the mold earth cantrip, which you can use to make handholds in the occasional spots of hardened clay.
- Roll with advantage if you have a climber's kit you wish to employ.

If your result is 10 or higher, go to [Part 1-111](#). If your result is 9 or lower, go to [Part 1-090](#).

❖ PART 1-135

Owing to your rapid spellwork, you reach the drainpipe without suffering any further attacks. From within the narrow confines of the pipe, you manage to fend off the swarm until they give up and return to their holes. For some reason, they seem reluctant to move far into the pipe.

With this reprieve, you get a chance to examine your surroundings. A rusty iron grate once covered the pipe's end, perhaps to prevent birds from nesting here, but something appears to have cut it away, allowing larger creatures like you to access the pipe. What looked small from the ground is actually a large enough pipe for you to stand fully erect within.

You tie the rope and drop it for Bell, who quickly climbs up. Then you pull up the rope as Bell unties the knot. The two of you move fully into the pipe before Bell stops to coil the rope across her torso again.

*Remove Bell's 100-foot **hempen rope** from your inventory. If Bell was carrying any of your equipment, she returns it now.*

Go to [Part 1-157](#).

❖ PART 1-136

The disposition of this corpse is confusing. It appears bloated in parts, the result of the water flowing around it, but not in the way you would expect. On the shoulder, you discover the answer to this mystery. A pair of holes, each about an inch in diameter, tell you that something first drained the corpse of its blood and viscera before leaving it to bloat in this water. This might be the victim of a giant spider.

- **Mold:** {CHECK: INTELLIGENCE (NATURE) 12} *If you can identify the mold on the ceiling, go to [Part 1-113](#). If you failed this check in a previous text part, you cannot try again here. If you passed the check, you needn't roll again.*
- **Continue:** *To continue up the dark tunnel, go to [Part 1-092](#).*

❖ PART 1-137

As you walk, Bell begins to slow ahead of you. A few moments later, she stops and signals that the two of you should retreat. Once you have gone back a safe distance, Bell creates a tiny flame using a candle-like mechanical device so you can see her hand signs.

Bell explains that the tunnel ahead leads through a circular chamber. There are two side passages into the chamber, but heavy grates close those off. There's also a hole in the ceiling there, from which water is falling. An iron ladder hangs from that hole, which you will have to climb up to get to your destination in the City of the Dead.

The danger, Bell carefully explains, is the tunnel beyond the chamber. Mossy strands hang in curtains, concealing a "monster" there.

Bell suggests two approaches. First, you can move silently into the chamber and up the ladder, hoping not to draw the monster's attention. The second option is to send one of Bell's clockwork toys among the moss there, agitating the strands into releasing their spores. The resulting cloud might provide cover while you run for the ladder. However, if the cloud extends into the chamber, it might prove toxic.

With either approach, Bell will relight her candle-like device to illuminate the ladder for you after she's jumped up to it. You will be very exposed by the light at that point, so you will have to hurry.

- **Sneak:** *To try approaching the ladder stealthily, go to [Part 1-114](#).*
- **Flyer:** *To send one of Bell's clockwork toys flying into the opposite tunnel, hoping to agitate the mold into creating a covering cloud of spores, go to [Part 1-165](#).*

❖ PART 1-138

📖 **EVENT:** "Alert Level Medium" (Ch. 1)

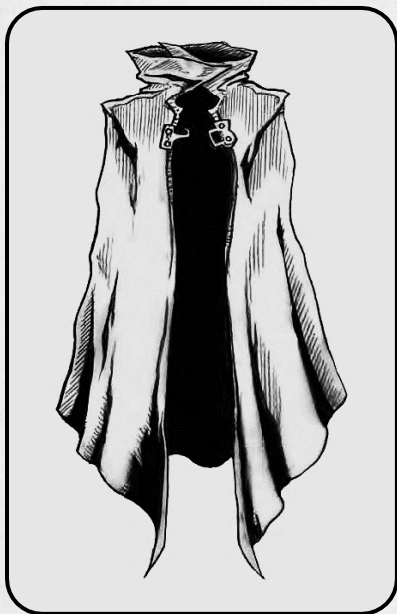
The guard does not seem fully convinced. He waits a long time, contemplating you and Latchboy. Then, just when you think he's going to deny your entry, he waves you both into the tower. You proceed through the ground floor, past another guard sitting at a table, and out a small door on the far side. Both doors thud closed after you pass through them.

You have made it into the City of the Dead.

Go to [Part 1-048](#).

❖ PART 1-139

Two watchtowers flank the southern entrance to the City of the Dead. The broad, wooden gate that spans the gap between them is already closed for the night. A guard stands at her station in the top floor of the righthand tower. Your approach catches her attention. She begins scanning up and



down the street, making sure the two of you are alone. You call up to the guard, asking her to let you in so you can attend your nighttime grave tending duties within.

A long moment passes. Then a small door at the base of the tower opens, and a different guard steps out, also a human. He waves you over to speak with him. As you approach, Latchboy lifts his necklace to show the medallion hanging from it, the device that proves your service to the Carvers, the family responsible for grave keeping duties in the City of the Dead. The guard approaches your companion and examines the medallion, then looks the both of you up and down.

This is the first test of your disguise. Make a Charisma check to determine how effectively you wear it. Add your proficiency bonus if you are proficient with disguise kits. Then add the following event code:

📖 **EVENT:** “Grave Tender Disguise = X” (Ch. 1) *In this code, replace the “X” with your check result.*

If your grave tender disguise result is 13 or higher, go to [Part 1-162](#). If your result is 12 or lower, go instead to [Part 1-115](#).

❖ PART 1-140

You follow the south path, which loops around the Hall of Heroes in the southeastern corner of the district. You keep an eye out for anything unusual, but it seems that this loop is abandoned. There are no signs that anyone else has been this way tonight. As the loop turns back to the north, a

bright beam of light falls over you. Someone on the nearby watchtower is shining a powerful lantern down on the path, illuminating you and Latchboy.

Your first impulse is to dive for cover, but that seems like it would draw suspicion. Instead, you decide your only chance is to act normal, as though you belong here, working in the cemetery district after nightfall. You keep walking until you are past the area of illumination. It is only then that you realize that your disguises didn't include any of the tools that grave tenders would use for maintaining the garden areas or the mausoleums.

Make a Charisma (Deception) check. If you happen to have carpenter's tools, mason's tools, a sickle, or a shovel, roll with advantage because you carry the tools that the district's tenders might possess.

If your check result is 15 or higher, go to [Part 1-095](#). If it is 14 or lower, go to [Part 1-117](#).

❖ PART 1-141

You disregard the many crossbows pointed at you. In return, you aim a withering stare at the elf who seems to be the group's leader. You tell the lot of them to get lost. You don't think they'd risk murdering grave tenders just to get their robes; they'd have to make a racket and, as you heavily emphasize to the elf, the whole place is crawling with members of the Watch. Even a small scuffle is sure to draw their attention.

Make a Charisma (Intimidation) check. If the result is 10 or higher, go immediately to [Part 1-073](#). If the result is 9 or lower, continue reading.

Despite your threats, the elf does not seem impressed. One of the figures with a crossbow adds, "Don't worry about destroying their robes. We have cantrips to repair the holes and clean away the blood." You are now convinced that these adventurers are willing to hurt you and your companion to get what they want.

- **Comply:** *To give up your robes and agree to be tied and left in the bushes, go to [Part 1-116](#).*
- **Flee:** *To run from this group, you will have to head off the path to have any hope of avoiding the crossbow bolts. Do so by going to [Part 1-096](#).*

❖ PART 1-142

Avoiding the confrontation in the intersection ahead, you lead Latchboy through the foliage, keeping the eastern pathway in sight as you go.

You have just made it far enough to safely rejoin the path when you see another intersection in the distance. Moonlight reveals half a dozen shadowy figures in the process of hiding themselves among the bushes there. You don't remember the cemetery district ever being this crowded at night!

With the intersection ahead of you full of skulkers and the intersection behind occupied by members of the Watch, you decide to leave the path behind and cut north through the foliage. You push your way through a hedge and pass several small mausoleums before you come to a sloping dell.

Go to [Part 1-123](#).

❖ PART 1-143

When the guard rejoins her partner, you're concerned that they're speaking in low voices. Conspicuously, neither Watch member looks in your direction until the dwarf produces another set of manacles and turns back toward you. Your cover identity must not have convinced these Watch members, probably due to the state of high alert in the district.

Go to [Part 1-119](#).

❖ PART 1-144

As the two Watch members run past your hiding place, you think that one of them looked directly at you, making eye contact. You grab Latchboy and start moving deeper into the underbrush.

If you have the code "Alert Level High," go immediately to [Part 1-146](#).

If you do not have that code but instead have the code "Alert Level Medium," replace it with the following:

📖 **EVENT:** "Alert Level High" (Ch. 2)

If you do not have that code but instead have the code "Alert Level Low," replace it with the following:

📖 **EVENT:** "Alert Level Medium" (Ch. 1)

Go to [Part 1-121](#).

❖ PART 1-145

With Latchboy in tow, you continue into the intersection of paths in front of the West Gate. A member of the Watch stands guard at the top of the towers flanking the heavy wooden gates. A small door at the base of a watchtower stands open, as though guards are coming and going with enough frequency to leave it ajar.

If you are carrying a ladder or a portable ram, go immediately to [Part 1-077](#). Otherwise, continue reading.

You lead your companion through the intersection at a casual pace. As you go, Latchboy puts a hand on your arm and nods subtly to the bushes on your right. You see a pair of feet sticking out from under a hedge where Latchboy indicated. A body is lying there, just beyond the vision of the tower guards. If you stop to check, the guards will surely notice you loitering.

- **Check:** *If you want to check the body lying in the bushes, go to [Part 1-122](#).*
- **Continue:** *If you want to press on without stopping, go to [Part 1-054](#).*

❖ PART 1-146

You hear distant alarms, the whistles of Watch members running through the district followed quickly by bells ringing from the guard towers. Yells from angry people ring out from every direction, only some of which sound like they come from members of the Watch.

For several long minutes, you and Latchboy run, crossing paths, diving into bushes, crawling beneath hedges, and getting up to run again. At some points you think someone is hotly pursuing you, and at other times you think you might have lost your pursuers. You finally come to a rest behind a mausoleum, uncertain of your location. Latchboy is struggling to quiet his breathing and you are near collapsing.

*Tally the weight of all the equipment you are carrying. If the total is equal to or more than ten times your Strength score, you have gained a level of **exhaustion** during this long, desperate run. (Alternately, you can choose to have dropped items from your inventory to avoid acquiring exhaustion; **remove those items from your inventory.**)*

Go to [Part 1-123](#).

❖ PART 1-147

The dart strikes you in the back with surprising force. The last thing you remember is falling, mid stride.

When you wake, you find that you made it a stone's throw away from the River Road before falling. Bell is kneeling beside you and a burly dwarven Watch member is standing over the both of you with a sour look on her face. Your pursuers are nowhere in sight. You think the glowering guard disapproves of you taking an injury in a public place but can't think of any law this violates.

Bell extends an arm and helps you to your feet. You notice that she's administered a pungent curative potion directly on your injury. The gnome looks relieved that you've woken up. She also looks sadly at the empty bottle from which the potion came. You feel bad that Bell had to use up this magic curative and you resolve to make it up to her.

📖 **EVENT:** "20 gp Debt to Bell" (Epilogue) *You can remove this code from your list at any time by giving Bell either a potion of minor healing or its value of 20 gp (or items with a total purchase cost of 40 gp).*

You take a moment to collect yourself, then move toward the River Road, away from the glare of the nearby Watch member.

*The curative restores you to **1d4 + 1 hit points**. Continue to [Part 1-059](#).*

❖ PART 1-148

You approach the second building in the row of three, the one with a blue door. As you knock, Bell tightens the strap on her shield and stands behind you, facing your pursuers. A long moment passes, then you knock a second time. You glance over your shoulder in time to see the arrival of the four men who were chasing you. They slow their run and stop just up the block, waiting to see if anyone will let you in.

You are about to resign yourself to a confrontation when the blue door opens. An old woman stands in the doorway wearing an evening robe. Behind her, a teenage boy holds a spear as though to defend the entryway from whoever's come knocking at this late hour.

Having run several blocks, you are painfully aware of your disheveled appearance. The old woman is unphased. She simply nods in response to your tale of pursuit.



“I don’t normally let strangers in my house, not at this time of night,” she says. “But my door is always open for a paying customer.” With that, she draws a deck of fortune-telling cards from the pocket of her robe. “That’s just five golden dragons.” The teen with the spear relaxes, waiting for you to pay your way in.

- **Pay:** To pay **5 gp** for this woman to read your fortune inside the safety of her home, go to [Part 1-080](#). If you don’t have enough coins for this option, you can offer items from your inventory with a total purchase value of 10 gp.
- **Companion Pay:** If you wish to ask your companion to pay the fortuneteller’s fee, go to [Part 1-125](#).
- **Fight:** If you prefer a violent confrontation with the Crimson Perytons, go instead to [Part 1-057](#).

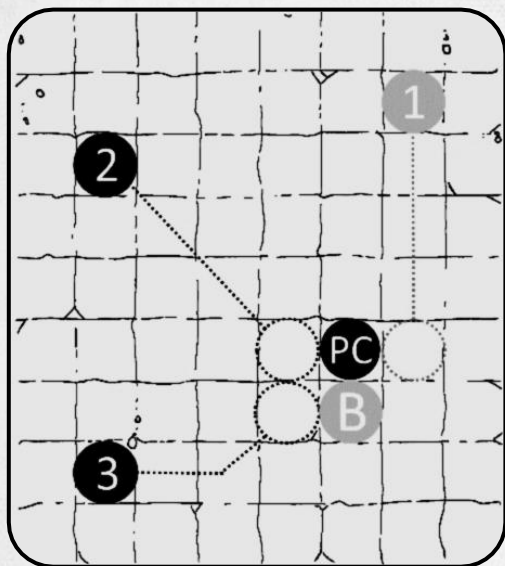
❖ PART 1-149 ■■

You are fighting two of the three Crimson Perytons who pursued you through the back alleys of the Trades Ward.

Skirmishers. Both Perytons move directly toward you, working in tandem with their ally who goes for Bell.

Map. You (PC) begin this encounter 20 feet away from these gang enforcers (2, 3).

The other Crimson Peryton (1) engages Bell (B) in a separate combat. Owing to your positioning, you cannot affect other combatants before the encounter concludes.



COMBAT CONCLUSION

- **Win:** If you defeat both of your enemies, go to [Part 1-126](#).
- **Lose (0):** If your foes defeat you, and they are both still conscious, go to [Part 1-127](#).
- **Lose (1):** If they eventually defeat you, but you first defeated one of your foes, go instead to [Part 1-151](#).

BACK TO BACK

Owing to the defensive nature of this fight, you must stay next to Bell; you cannot move away, lest all your foes turn against just one of you. However, this means you benefit from Bell's Protection trait; the first attack against you each round rolls with disadvantage because of Bell's interposing shield.

ENFORCER 2

Medium humanoid (human)

Armor Class 12 (padded)

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+0	-1	-1	-1

Skills Athletics +3

Senses passive Perception 9

ACTIONS

Spear. *Melee or Thrown Weapon Attack:* +3 to hit, reach 5 ft. or range 10/30 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Dagger. *Melee or Thrown Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

ENFORCER 3

Small humanoid (halfling)

Armor Class 15 (padded, shield)

Hit Points 2 (1d6 - 1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	-1	-1	-1	-1

Skills Acrobatics +4

Senses passive Perception 9

ACTIONS

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

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

❖ PART 1-150 ■■

Two giant burrow ants have appeared behind you and Bell. Each creature rushes to engage a single foe, meaning you and Bell will each fight one of the ants.

Skirmisher. The ant moves directly toward you, closing to melee range. It will first use its Ambush action before attempting to slash you with the venomous mandibles of its bite.

Map. You (PC) begin this encounter 25 feet from the ant that is going for you (1).

Bell (B) will engage her foe (2) in a separate battle. Owing to the speed and ferocity with which they engage, you cannot affect either of these two combatants before their short encounter is over.



GIANT BURROW ANT

Small beast

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
(-3)	(+2)	(+1)	(-5)	(-2)	(-4)

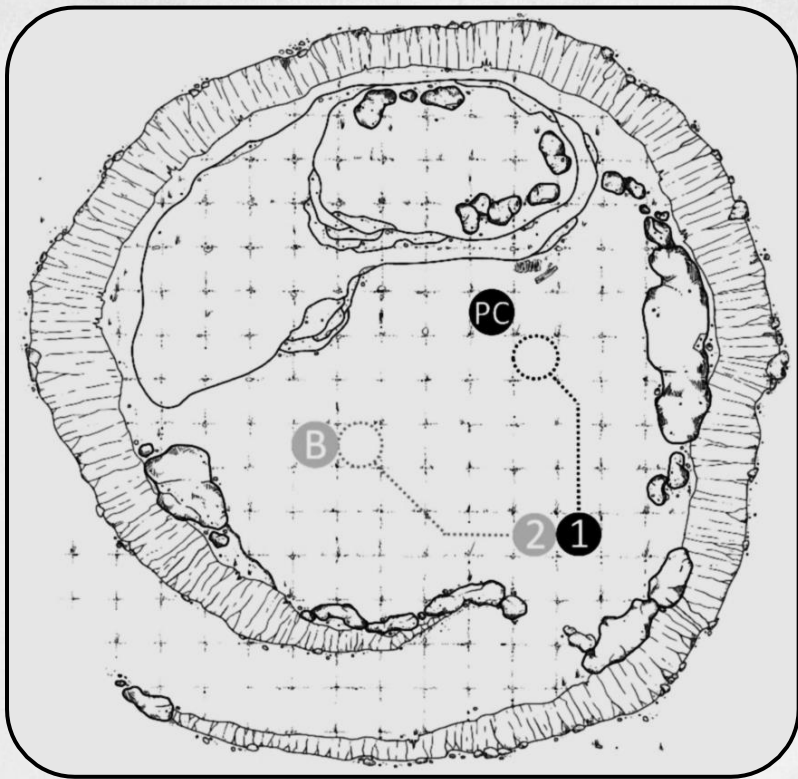
Senses blindsight 30 ft., passive Perception 8

ACTIONS

Ambush. On the first round of combat only, the giant burrow ant uses this action to attempt to confuse you with the speed and

unexpected angle of its onslaught. Make a Dexterity saving throw. On a result of 9 or lower, the ant gains advantage on its attack rolls for the following two rounds. On a result of 10 or higher, you evade the trick and can take advantage of the ant's gambit; your next attack against the creature has advantage instead.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and you must succeed on a DC 11 Constitution saving throw or take 5 (2d4) poison damage.



COMBAT CONCLUSION

- **Win:** *If you defeat your opponent, go to [Part 1-055](#).*
- **Lose:** *If your opponent defeats you, go to [Part 1-128](#).*

ASSISTANCE

If this combat goes more than one round, Bell will have killed her foe and come to your aid. If you and your opponent are still alive at the start of the second round, Bell joins your combat on initiative count 16, appearing next to your foe. Roll her attack at the appropriate time on this and subsequent rounds. (Having sighted its prey, the giant burrow ant will continue to attack only you.)

☉ **Warhammer (Action)**

Melee Weapon Attack: +4 to hit, reach 5 ft., one target

Hit: 1d8 + 2 bludgeoning damage

PART 1-151

You wake. It appears that Bell defeated the Crimson Peryton she paired against, then cracked your last foe over the head from behind.

You find your wounds tended to; Bell applied a curative potion, pouring it directly over the injury. She looks relieved that you've woken. She also looks sadly at the empty bottle from which the potion came. You feel bad that Bell had to use this magic curative and you resolve to make it up to her.

📖 **EVENT:** "20 gp Debt to Bell" (Epilogue) *You can remove this code from your list at any time by giving Bell either a potion of minor healing or its value of 20 gp (or items with a total purchase cost of 40 gp).*

You take a moment to examine the aftermath of the battle.

*The curative restores you to **1d4 + 1 hit points**. Continue to [Part 1-126](#).*

❖ PART 1-152

As you approach, the men at the camp stand and beckon you over to share their fire. You think they might have local news or might provide information about the Undercliff area. If they started their camp before nightfall, they would have seen the lay of the land and might have information about parts you should avoid.

Go to [Part 1-084](#).

❖ PART 1-153

You cast *detect poison and disease*, sensing poison in the stewpot, in both stew bowls, in Bell's body, and (unexpectedly) in a pouch on Bell's belt. The poison Bell ate is a long-lasting soporific. The poison in Bell's belt pouch is something different, one of the gnome's smoke bombs. If introduced to a fire, the packed eggshell will explode into a heavy toxic cloud.

Wasting no time, you dip into the pouch and extract the eggshell grenade. You toss it into the fire. At this range, you can't miss. The projectile lands in the middle of the flames. A cloud of toxic red smoke explodes out of the fire, filling the camp.

*Make a Constitution saving throw against poison. If your result is 9 or lower, you acquire the **poisoned** condition. At 10 or higher, you do not.*

Go to [Part 1-085](#).

❖ PART 1-154

As the pantomime show concludes its final scene, you find yourself distracted by the danger your audience represents. You miss some of your cues, and the punchline fails to deliver the distracting humor that Bell's plan relies upon.

Unperturbed, Bell simply adds something to the show. She ends her performance by tumbling into the dwindling campfire, getting under the stew pot. She then lifts the simmering cauldron so that its entire contents tip into the campfire. There is a roar of steam as the fire goes out. The thick stew even covers the embers, leaving the camp in utter darkness.

Everyone is surprised by this turn of events, yourself included. Bell grabs your arm in the darkness and leads you north at a run, making good your escape.

You follow Bell out of the trees and into the high grass beyond. The two of you eventually move off the trail and hide. You keep a careful eye out for pursuit but are soon satisfied that the “troubadours” have no interest in following you. Bell removes her smoldering, stew-soaked cloak and abandons it before the two of you continue north. It is then that you notice the burns on your friend's hands and face.

📖 **EVENT:** “Bell Burned” (Ch. 2)

Go to [Part 1-108](#).

❖ PART 1-155

Sensing no ill intent in you, the dog approaches in a friendly manner. It wags its tail and tries to snuffle your hand.

Seeing this, Bell warns that you shouldn't be wasting time. If the dog takes a liking to you and follows you, it might give away your presence.

However, the dog seems intent on getting petted.

- **Pet:** *To spend some time petting the dog, go to [Part 1-132](#).*
- **Hurry:** *To leave the dog behind, moving north as quickly as possible, go to [Part 1-063](#).*

❖ PART 1-156

As the cows are sounding their annoyance, you see torches lighting up an area just north of you, illuminating several farmers headed this way. Something you did in this area roused the suspicion of the locals, who have begun looking for you. Now the lowing of the cattle has pinpointed your location in the dark.

The farmers shout as they approach, angered by your presence. Although they haven't seen you yet, they are certain of your presence, and certain you are the same "filthy beggars" they recently ran off this property. The farmers' shouts are invective and cruel, and you have no doubt what they will do if they find you here.

Fortunately, you hear the whoosh of the long rope dropping behind you; Bell must have made it to the top and secured the rope already. You will be gone before any of the farmers arrive. Unfortunately, the sound of their approach has either further agitated the approaching bull or simply emboldened it. The creature lowers its head and charges you, splashing through the pool of water.

You leap for the rope, turning in midair to grab it and hoist yourself up.

Make a Strength (Athletics) check. If the result is 10 or higher, go to [Part 1-133](#). If the result is 9 or lower, go to [Part 1-110](#).

❖ PART 1-157

With Bell in the lead, the two of you proceed down the long pipe, into the darkness beneath Waterdeep. The water quickly soaks your feet as it moves along the bottom of the pipe, running in the opposite direction.

If you do not have a light source or another way to see in darkness, Bell will light one of her torches for you to see by.

You find it hard to measure time passing inside this long tunnel. You think 10 minutes have gone by when you come to the first intersection. A heavy iron grate blocks the side passage. You can only continue forward, but you stop a moment to look as far past the grate as you can. The side tunnel looks no different than the one you are in, feeding a trickle of water into the flow that washes past you.

Another few minutes on, you encounter something lumpy in the water. A quick inspection reveals a decayed corpse. You wonder how long ago this human died. Above the corpse, a fluffy patch of mold emits a terrible odor.

- **Corpse:** {CHECK: WISDOM (MEDICINE) 10} *If you can determine the nature of the corpse's demise, go to [Part 1-136](#).*
- **Mold:** {CHECK: INTELLIGENCE (NATURE) 12} *If you can identify the mold growing on the tunnel's ceiling, go to [Part 1-113](#).*
- **Continue:** *To continue up the dark tunnel, go to [Part 1-092](#).*

❖ PART 1-158

You reach the drainpipe safely. A rusty iron grate once covered the pipe's end, perhaps to prevent birds from nesting here, but something appears to have cut it away, allowing you to climb inside. What looked small from the ground is actually a large enough pipe to stand fully erect within.

You tie the rope here and drop the end for Bell, who quickly climbs up it. Then you pull up the rope as Bell unties the knot. The two of you move into the pipe before Bell stops to coil the rope across her torso again.

*Remove Bell's 100-foot **hempen rope** from your inventory. If Bell was carrying any of your equipment, she returns it now.*

Go to [Part 1-157](#).

❖ PART 1-159

You fly up to the drainpipe and alight on the top of it. A rusty iron grate once covered the pipe's end, perhaps to prevent birds from nesting here, but something appears to have cut it away, allowing you to climb inside. What looked small from the ground is actually a large enough pipe to stand fully erect within.

You tie off the rope and drop it for Bell, who quickly climbs up. Then you pull up the rope as Bell unties the knot. The two of you move fully into the pipe before Bell stops to coil the rope across her torso again.

*Remove Bell's 100-foot **hempen rope** from your inventory. If Bell was carrying any of your equipment, she returns it now.*

Go to [Part 1-157](#).

❖ PART 1-160

You come to a circular chamber with tunnels in four directions. Water flows into the chamber from three of the tunnels, and it trickles in from a hole in the ceiling. The tunnel you are in appears to be the only outlet for the flowing water.

An iron ladder hangs down a few feet from the hole above the chamber. The two side passages are narrow, blocked by heavy grates, but the tunnel beyond appears to be passable, though curtained off by fluffy moss growing in dangling strands.

Something large is moving between the mossy ropes in the opposite tunnel, retreating from your light source.

Bell signs to identify the ladder as your objective. This is the route that will take you up to the runoff channels for the City of the Dead. However, to get to it, you will have to come perilously close to the creature lurking nearby.

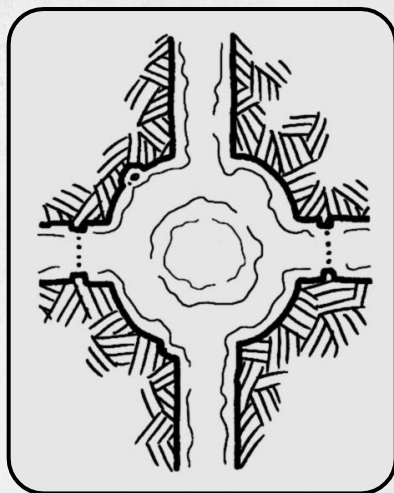
Seeing that the mossy webs in the opposite tunnels are laden with spores, Bell suggests sending one of her clockwork toys amongst them to agitate the strands. The resulting spore cloud might provide cover while you run for the ladder. However, if the cloud extends into the chamber, it might prove toxic.

- **Rush:** *To rush the ladder and climb it, hoping to get past the creature before it can respond, go to [Part 1-093](#).*
- **Flyer:** *To send one of Bell's clockwork toys flying into the opposite tunnel, hoping to agitate the mold into creating a covering cloud of spores, go to [Part 1-165](#).*

❖ PART 1-161

Making careful steps, you and your companion approach the center of the chamber. Bell makes an amazing leap to reach the ladder and begins climbing. You think you've avoided the creature's attention thus far.

You're about to jump to the ladder to follow the gnome when you hear a clattering sound coming from above. A collection of skulls rains down on



you, trailing thin strands of spiderwebs. Bell must have sprung a noise trap or a tripwire in the tunnel above. You jump to the ladder and begin climbing as fast as you can.

Just then, a humanoid figure emerges from the opposite tunnel. The creature gnashes its thick little mandibles and vents a hissing scream. It sweeps a spindly arm through some strands of moss and hurls the fluffy ropes at your feet. They explode against the ceiling of the chamber, creating a cloud of spores around the iron ladder.

Make a Constitution saving throw. If your result is 8 or higher, go to [Part 1-069](#). If the result is 7 or lower, go to [Part 1-046](#).

❖ PART 1-162

📖 **EVENT:** “Alert Level Low” (Ch. 1)

The guard seems convinced. He waves you both into the tower. You proceed through the ground floor, past another guard sitting at a table, and out a small door on the far side. Both doors thud closed as you pass through them.

You have made it into the City of the Dead.

Go to [Part 1-048](#).

❖ PART 1-163

📖 **EVENT:** “Alert Level Medium” (Ch. 1)

📖 **EVENT:** “5 gp Debt to Latchboy” (Epilogue) *You can remove this code from your list at any time by giving Latchboy 5 gp (or items with a total purchase value of 10 gp).*

Chagrined, your companion checks his various pockets, scraping together a handful of small coins. You’re not sure it amounts to enough of a bribe, but Latchboy offers it anyway. You feel bad that Latchboy had to give up his only coins and you resolve to make it up to him.

The guard looks left and right before taking the coins, then signals you both to proceed into the watchtower. You walk through the ground floor, past another guard sitting at a table, and out a small door on the far side. Both doors thud closed after you pass through them.

You have made it into the City of the Dead.

Go to [Part 1-048](#).

❖ PART 1-164

As you pass near the Warriors' Monument, five armed figures emerge from the bushes and confront you. They each level crossbows at you and Latchboy. Looking around, you hope for the distraction of a Watch member, but no one else is in sight. These five have the appearance of an adventuring party to them, and from their scowls, you can tell they mean business.

"Give up those robes," says an elf, obviously their leader. "We don't want to hurt you, but we need disguises." At your hesitation, the elf's expression softens. "Look, we're just going to tie you up so you can't raise the alarm. You'll be found by morning, no harm done. Now do as I say."

The thought of the guards finding you and your companion in the morning, trussed up like hogs, is an alarming one. But you doubt these adventurers could tie a knot well enough to hold your friend very long. "Shirking" was a game every member of the gang used to play back in the old days, tying one another and timing your escapes. No one was faster than Latchboy at slipping out of bindings. Still, giving up your robes would cost time and leave you without disguises. Moreover, you're not sure you can trust these adventures to leave you alive once you've taken off the robes.

- **Comply:** *To give up your robes and agree to let these people tie you up and leave you in the bushes, go to [Part 1-116](#).*
- **Persuade:** *To reveal that you are not actually grave tenders, hoping these adventurers won't feel the need to tie you up, go to [Part 1-003](#).*
- **Intimidate:** *To threaten these adventurers, hoping they'll let you go rather than risk the sounds of battle, go to [Part 1-141](#).*
- **Flee:** *To run from this group, you will have to head into the foliage to have any hope of avoiding the crossbow bolts. Do so by going to [Part 1-096](#).*

❖ PART 1-165

You tell Bell you want her to use the clockwork flyer, struggling to remember the hand sign she applied to the little toy.

From inside a pouch, Bell produces the faintly glowing object. It looks like a fat little bird made of gears and odd bits of brassy metal. She points the device at the opposite passage, then pulls its string. There is a grinding noise, then the clockwork bird unfurls thin wings and begins to buzz. It streaks across the chamber and into the curtains of moldy strands, bouncing back and forth off the tunnel walls. Spores begin to billow up in its wake.

The flight of Bell's device and the resulting cloud are amazing. Bell pushes past you, reminding you to run instead of gawking at the spectacle. You quickly follow your friend, who makes an amazing leap to reach the ladder above her. You follow and begin to climb, but the billowing spore cloud catches you before you get very high.

Make a Constitution saving throw. If your result is 8 or higher, go to [Part 1-069](#). If the result is 7 or lower, go to [Part 1-046](#).

❖ PART 1-166

The stairs end at the start of a wide hallway with several interesting features. Torches built into the walls gutter and sputter with heatless, everburning flames. Massive wooden beams reinforce this underground passage, built into the walls and braced across the ceiling. Bare funerary alcoves on either side of you give the hall an echoing, empty feel. Four narrow side passages lead away from the main hall, but these are roped off and have polite signs forbidding access.

An iron archway stands at the main hall's far end. The archmage Anacaster built this fixture, and other portals like it in nearby mausoleums, a thousand years ago to relieve overcrowding in the City of the Dead. The opaque energy that fills the archway will transport mourners to a demiplane of endless underground catacombs. The grave tenders long ago removed all the bones and cremation jars from the alcoves, moving them to new resting places in the demiplane beyond that portal.

You take a moment to be sure you are remembering your next steps correctly. Then the two of you duck under a rope that blocks a side passage, continuing about 20 feet to a dead end. There are no torches here, but some flickering light from the main hall illuminates an ornate grate built over a shaft in the floor. Iron posts near the hole are the only remnant of the lifting apparatus that once lowered visitors to the fourth layer of the catacombs.

You find the 10-foot grate to be surprisingly light. You easily lift it from its brick frame and slide it out of the way. The shaft has a faintly musty odor; there must be stagnant water somewhere below.

Wasting no time, your companion begins tying a long rope to one of the nearby iron posts. A hundred feet of coiled hemp drop into the shaft and you hear a faint sound as the rope's end hits the ground far below.

Continue the adventure in [Chapter 2: The Deep Catacombs](#).



Chapter 2

CHAPTER 2: THE DEEP CATACOMBS

LIGHT FLICKERS IN THIS DEAD-END PASSAGE, CAST BY THE MAGICAL TORCHES in the main hall. The rope knotted to a nearby iron post is quite visible to anyone chancing by. This wouldn't normally concern you; the City of the Dead is closed to visitors after sundown, but the degree of activity you know to be going on outside indicates that the burial district is anything but deserted tonight. Leaving the rope unattended seems like an unconscionable risk; you know of no other exit from the catacombs.

Your companion agrees to stand guard while you go on alone but warns you to get back before sunrise. You've got about three hours, maybe four; any later and there won't be time to meet the Seekers' deadline.

Wasting no more time, you lower yourself onto the rope and descend into the welling darkness below. The smell of stagnant water rises to meet you. After minutes of careful climbing, your feet abruptly find the damp tunnel floor. Not a speck of light reaches you from the hole far above, but you immediately discover two **torches** (1 each) and a **tinderbox** (1) on a shelf within arm's reach.

You illuminate the passage, finding yourself in a long tunnel. It looks exactly as you expected. Ancient timber supports line the passage along either side. Their preservative spells don't seem as well maintained as those in the tunnels above. Most show signs of rot on any portion not covered by moss. Crumbling brickwork appears here and there, its flaking mortar making you doubt the structural integrity of the passage. The center of the floor contains a tiny stream fed from leaks in the cracked walls. In the distance, you see where the water has formed a pond, blocking part of a four-way intersection.

As above, burial alcoves appear on either side of the tunnel. These are also empty, the corpses long ago moved to the expansion in the (dryer) demiplane for which the House of the Homeless is now well known.

Despite these tunnels being long abandoned, colorful graffiti covers every wall and dusty refuse litters the floor. The area is not well-trafficked, but neither is it completely unknown to trespassers. You pick your way past the abandoned ration packages, rusty furniture components, empty paint pots, and half an old military saddle to approach the flooded intersection. To your right and left, graffiti-marked tunnels extend farther than you can see. However, your interest is in what lies beyond the pool, the opposite passage

where the tunnel has collapsed. You wade across and climb the pile of rocks on the far side, finding just enough space to crawl over the caved-in rubble.

Beyond, the passage shows no sign of trespassers coming this far. A few feet of brackish water cover the floor, and the end of the passageway descends rough-cut stairs into a fully flooded stretch of the catacombs. You douse the torch and prepare yourself to get very wet.

*Review the sidebar on this page for chapter-specific rules. When you are ready, start your interval by adding **1 minute** and going to [Part 2-053](#).*



INTERVAL TIME

You will track time during this chapter in one-minute intervals. Instructive text and options will tell you when to add minutes to this tally, usually when performing time-consuming activities or when moving between each area. This is an abstract system. Ignore individual rounds you spend in combat or on other activities *but do add time for any spell you cast with a casting time of 1 minute or longer.*



LIGHT SOURCES

If your light sources have durations, track their expirations using your interval. For example, a torch lasts for an hour; it expires when you accumulate 60 more minutes after lighting it. If you use darkvision, remember that it counts these areas as “dimly lit”; you still suffer disadvantage on Wisdom (Perception) checks absent a bright light.

EVENT: “Lost in Darkness = [Part 2-127](#)” (Ch. 2) *If your light sources run out and you have no way to see in the dark, go immediately to this text part.*



SHORT RESTS

In any unoccupied area, you can attempt a short rest. Make a Dexterity (Stealth) check and refer to the table below. Roll with advantage if the room you are in has only one access point. *Note your current text part before starting your rest; you will need to navigate back to it manually.*

Result	Prompt	Result	Prompt
Up to 5	Go to Part 2-150 .	12 to 14	Go to Part 2-224 .
6 to 8	Go to Part 2-178 .	15 to 21	Go to Part 2-003 .
9 to 11	Go to Part 2-202 .	22 or higher	Go to Part 2-028 .

❖ PART 2-001

Dozens of skeletons fill the alcove. You carefully separate the bones in the submerged alcoves, searching among their collected remains.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 12 or higher reveals a **large candle** (0.1), which can burn for up to five hours, and a bone-handle **dagger** (1).*

Make a note that you have searched alcove 1, then return to [Part 2-053](#).

❖ PART 2-002

You are in an intersection of four directions, atop a cliff overlooking a wet passage area.

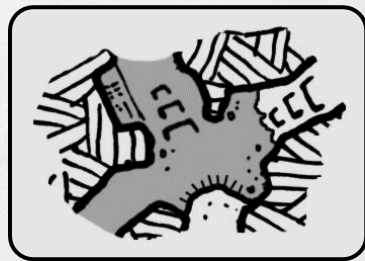
To the northwest, rough-cut stairs lead downward. The tunnel descends to a point where the water is almost up to the ceiling. You recognize that passage as leading back to the deep catacomb's exit.

The northeast tunnel rises from the water to a set of rough-cut stairs. To the southwest is a level tunnel, filled with waist-deep water. Behind you is a large room with two large central pillars.

You can return south, the way you came, by going to [Part 2-010](#). Otherwise, find a way to descend to the intersection below.

You can descend safely if you have a flying speed, a climbing speed, or a rope. If you use a rope, you will have to leave it tied to a rock spur here at the top of the ledge. You can keep the rope if you also have a grappling hook, which you can shake loose of its grip after descending. Alternately, you might have some magic like the mage hand cantrip that would allow you to untie the rope after descending. If you use any of these methods to descend safely, go to [Part 2-223](#).

*If you cannot safely descend in one of those ways, you will have to try to climb down. This requires a Strength (Athletics) check with a DC of 15. On a failure, you take **1d6 bludgeoning** damage from falling, **halved** because you land in water. If this reduces you to 0 hit points, go to [Part 2-114](#). On a success, or on a failure that does not reduce you to 0 hit points, go to [Part 2-223](#).*



❖ PART 2-003

You carefully select a place to rest concealed from wandering creatures.

*Add **60 minutes** to your interval time and update your character sheet to reflect having finished a **short rest**.*

As you finish resting, you notice a fluffy albino bat hanging from the ceiling nearby. A tiny string of bells dangles from its ankle. You recognize Jingles, Ace's ancient pet bat. It took up a permanent residence in the deep catacomb years ago.

The bat notices your attention and spreads its wings in greeting. It drops from its perch, circles you several times, and flies away, probably headed to Ace's garden.

- **Follow:** *If you wish to follow Jingles to the entrance of the deep catacombs, you can add **2d6 minutes** to your interval time and go to [Part 2-223](#).*
- **Leave:** *If you do not wish to follow the bat, return to your previous text part.*

❖ PART 2-004

Each skeleton here used to have a linen funerary wrap, but these have long ago rotted into scraps. Thus unclothed, the skeletons have settled into one another, forming a dense pile containing just their bones and the personal trinkets buried with them.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). With a result of 17 or higher, you wipe away tarnish to reveal that a simple piece of jewelry is actually an **electrum brooch** (0), worth 4 gp.*

Make a note that you have searched alcove 2, then return to [Part 2-128](#).

❖ PART 2-005

The cold infuses you, numbing your body as you decay from the inside out.

In your next moment of awareness, you are standing vigil at the door. You are a cold shadow of your former self. Time has passed. You remember nothing. You feel nothing. You guard the door.

A year on, your six friends come for you. You know their faces. They are sad to find you thus, and sad they cannot save you. They can only grant the mercy of a true death. But you feel nothing. And now you know nothing.

Your quest, your life, and your unlife end here.

❖ PART 2-006

Covering your face as best you can, you venture into the smoke-filled passage. You will have to hold your breath until you get to the other side.

*Exposed to toxic spores, you must make a Constitution saving throw against poison. Roll with advantage if you have the Hold Breath racial trait. On a result of 11 or lower, you take **2d6 poison** damage. If this reduces you to 0 hit points, go to [Part 2-179](#). Otherwise, read on.*

- **Continue:** *To continue to the far end of the hall, leaving the toxic smoke by going northwest, go to [Part 2-108](#).*
- **Retreat:** *To turn around instead, returning to the doorway at the top of the stairs, go to [Part 2-203](#).*

❖ PART 2-007

You see that the door at the top of the stairs has an engraved pattern like a storm cloud. Its sturdy hinges are set into the stone of the wall. The door has a heavy lock with a tiny, rusted keyhole.

*If you have previously left this cloud door opened (or broken-through), you may pass through by adding **1 minute** to your interval time and proceeding to [Part 2-210](#). Otherwise, choose one of these options:*

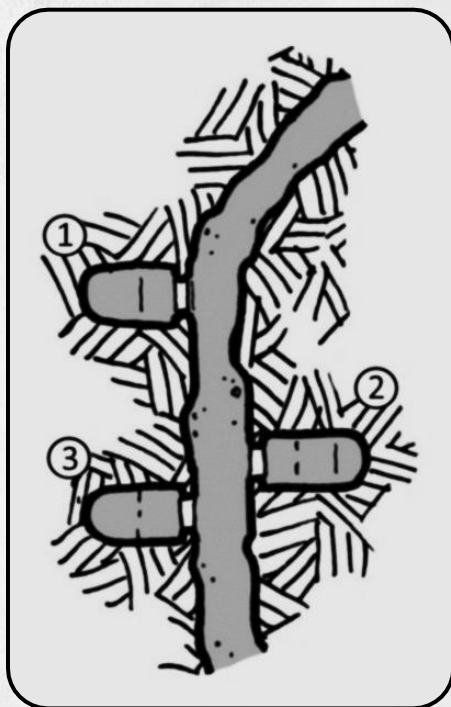
- **Key:** {ITEM: CLOUD KEY} *To bypass this door using the cloud key, add **1 minute** to your interval time and go to [Part 2-210](#).*
- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 16} *To bypass this door by picking the lock, go to [Part 2-210](#). You can make this check multiple times. Each attempt adds **1 minute** to your interval time. If you use this option, note whether you leave the cloud door standing open or allow it to close; it will automatically relock if it closes.*
- **Force:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} *To break down the door or excavate its hinges from the stone, add **a number of minutes** to your interval time equal to 40 minus your passive Strength (Athletics) score, then go to [Part 2-210](#). Additionally, make a note that you have opened the cloud door permanently.*
- **Leave (Northwest):** *To give up examining the door and contemplate the hallway to the northwest, go to [Part 2-058](#).*

❖ PART 2-008

This north-south passage bends to the northeast at its upper end. Brackish, stagnant water fills this area to the height of your waist.

The tunnel includes three sepulcher doors. You see a symbol on each door naming some long-forgotten house or guild. If the sepulchers are still dry, opening their doors will let the water in.

*You can inspect and test the door to each of these sepulchers by adding **1 minute** to your interval time for each one searched. You can perform a thorough inspection and testing by taking **2 minutes** instead; decide if you will take this extra time before you use the matching prompt. You can inspect and test each sepulcher door only once.*



Door 1: [Part 2-033](#) Door 2: [Part 2-032](#) Door 3: [Part 2-083](#)

- **Northeast:** To follow the tunnel bending toward the northeast, add **1 minute** to your interval and go to [Part 2-223](#).
- **South:** To leave this area moving south, add **1 minute** to your interval and go to [Part 2-111](#).

❖ PART 2-009

You are searching the waist-deep water, feeling about with your feet for anything out of the ordinary, when a mass of sludgy material falls right next to you, splashing water all over you. The combination of water and slime begins to burn. You must use the brackish water to quickly wash away the caustic substance.

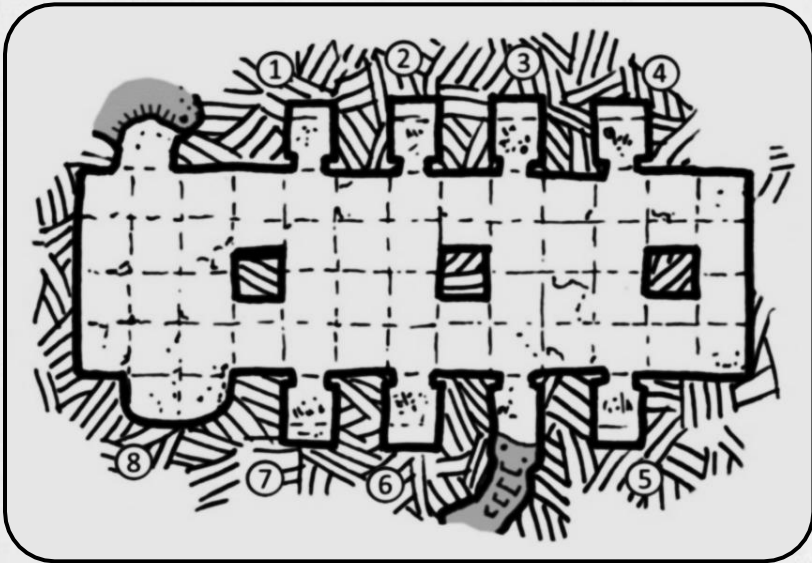
*Green slime has splattered on you, inflicting **1d10 acid** damage, **halved** by dilution with water. If this reduces you to 0 hit points, go to [Part 2-182](#).*

Unfortunately, the floating mass seems too dangerous to wade through, so your search of this small area is over.

Return to [Part 2-111](#).

❖ PART 2-010

This rectangular chamber is 130 feet long and 40 feet wide, with three massive square columns across its center. The room's construction is not complete. Excavated rubble remains in the area and the western end of the chamber hosts three stacks of heavy timbers, never emplaced as supports for the room. Unusual fungal formations, some several feet tall, grow around these stacks.



A small, dusty tent of dark canvas leans against the central pillar. A circle of rubble encloses a charred spot on the floor, the remains of a long-dead cook fire. Someone camped here long ago and left these remnants behind.

The sepulchers carved in the north and south walls are unfinished. Their blank iron doors, not yet installed, sit in stacks against the eastern wall. Untidy piles of rubble and refuse litter each small chamber. In the southern wall on the west end, a broad, natural alcove hosts more of the strange fungi, forming a garden of these growths.

You can search any of these open sepulcher rooms by adding **1 minute** to your interval time for each one searched. You can also add **1 minute** to your interval time to search the broad alcove in the southwest corner, the one containing the exotic fungal garden. You can search each area only once.

Room 1: [Part 2-035](#) Room 2: [Part 2-161](#) Room 3: [Part 2-208](#)

Room 4: [Part 2-060](#) Room 5: [Part 2-184](#) Room 6: [Part 2-232](#)

Room 7: [Part 2-085](#) Alcove 8: [Part 2-036](#)

One of the sepulchers cut into the southern wall is not truly a room, but instead enters a passageway that bends to the southwest, proceeding down some rough stairs into a submerged area. In the northern wall on the west end, an alcove opens onto a ledge, overlooking a watery intersection.

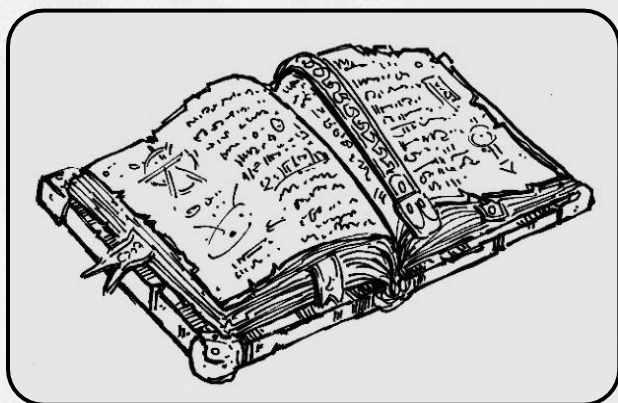
- **Camp:** If you have not yet searched the small campsite beside the central pillar, you may do so by adding **2 minutes** to your interval and continuing directly to [Part 2-011](#).
- **Northwest:** To approach the ledge at the end of the chamber, add **1 minute** to your interval and go to [Part 2-002](#).
- **Southwest:** To take the southwestern-leading passageway, into a submerged tunnel, add **1 minute** to your interval and go to [Part 2-231](#).

❖ PART 2-011

Despite the age of the tent, the canvas is well preserved by a foul-smelling alchemical treatment commonly used to make such materials waterproof.


Inside, you find the worm-eaten remains of a bedroll, dozens of moldered food packets,


and a pile of rags that were once clothes. Among the remains of the clothes, you find a heavy book and a scroll tube. The book looks impervious to decay, but most of its pages have been torn out. The scroll tube holds a key with a sun symbol carved in it and some parchment with arcane lettering.



One of the vellum pages, also undecayed, rests crumpled in a corner. You examine the writing on the page before pocketing it.

*Take the important-looking **sun key** (0). You can also take the **enduring spellbook** (3). The **scroll tube** (0) contains two **spell scrolls** (0), with sleep and thunderwave on them. If you want to collect the **two-person tent** (20), folding it for transport adds another **4 minutes** to your interval time.*

 **LORE:** {IDENTIFY MAGIC ITEM} **129-Enduring Spellbook**. Use this entry to learn the magical properties of this item. You needn't identify this item again if you have already done so after finding other parts of it.

 **LORE:** **121-Fourth Page**. Use this entry to examine the fevered scratchings penned on this crumpled page of vellum.

Since there is nothing else of value here, return to [Part 2-010](#).

❖ PART 2-012

Writing on this door indicates that the sepulcher beyond is reserved for members of the Fellowship of Salters, Packers, and Joiners.

Although technically locked, the thin latch presents no resistance to your forceful intrusion. You throw a shoulder against the door and hear the little latch crack immediately. With a few more solid blows, you are in.

Within the 10 by 20-foot sepulcher, you find ledges cut into the stone walls, each loaded with the skeletons of the Waterdhavian poor who earned a meager living preserving and packing food for transport centuries ago. Small wooden bowls line the wall, each containing worthless trinkets belonging to the deceased.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 10 or higher reveals a moldering purse containing **1 sp** (0.02) and **6 cp** (0.12).*

Make a note that you have searched sepulcher 2, then return to [Part 2-185](#).

❖ PART 2-013

Within the chest, you find a carefully wrapped and preserved set of **carpenter's tools** (6).

Return to [Part 2-210](#).

❖ PART 2-014

A nest of tiny snakes has taken over this alcove of skeletons, but they are too small to be any threat to you. Something in the alcove seems to draw them to this space.

Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 11 or higher reveals a complex rune on one of the stones, formed from magic power:

📖 **LORE:** {PROFICIENCY: DEEP SPEECH} **115-Mark of the Scaled Roots.** Use this entry to review what you know about the nature of this rune.

Make a note that you have searched alcove 2, then return to [Part 2-163](#).

❖ PART 2-015

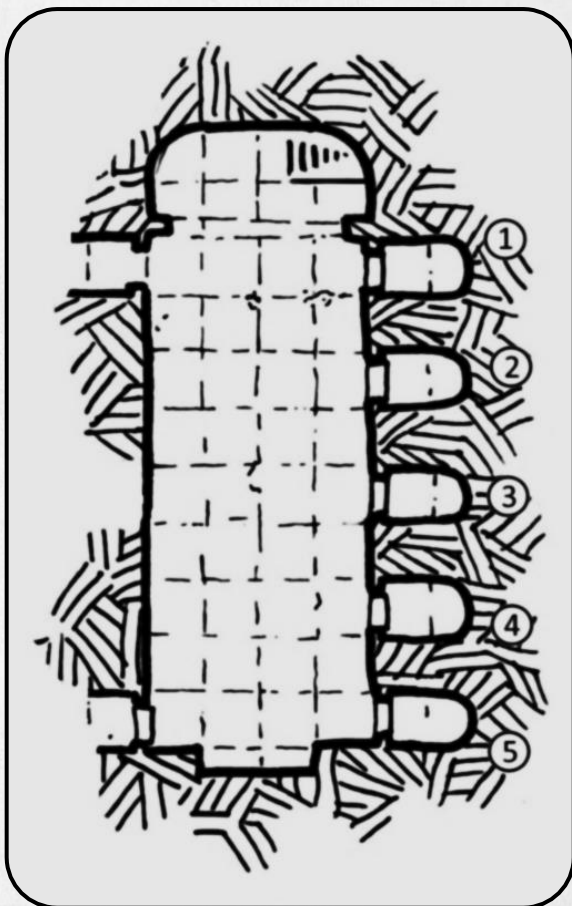
You are in a large room, over 100 feet long and 40 feet wide. A few inches of thin fog swirl over the stone floor, moving as though pushed by some breeze you cannot feel.

The north end of the room is a risen area, like a stage. Piles of bones rest at the base of the rise.

Behind the stage's stone pulpit, you can see a stairway descending to the east. Above the stage, on a curved arch, are lines of red-glowing runes.

The rest of the room is full of pulpy lumps that might once have been wooden chairs arranged in neat rows.

On the east side of the room are five sepulcher



doors, each marked with the symbol of a different guild, alongside the snowcapped mountain symbol of House Deepwinter. You don't know what state the city's guild politics were in centuries ago when this catacomb was in use, but it seems unlikely that these powerful guilds would use this place for burial in this day and age.

*You can inspect and test the door to each of these sepulchers by adding **1 minute** to your interval time for each one searched. You can perform a thorough inspection and testing by taking **2 minutes** instead; decide if you will take this extra time before you use the matching prompt. You can investigate each sepulcher door only once.*

- **Skeletons:** {CHECK: WISDOM (MEDICINE) 10} *If you can deduce information about the skeletons arrayed before the stage, go to [Part 2-116](#).*
- **Chairs:** *If you have not yet searched the rows of wooden chairs, you can do so by adding **1 minute** to your interval time and going to [Part 2-141](#).*
- **Vault Door 1:** *To inspect the doorway to this vault, go to [Part 2-040](#).*
- **Vault Door 2:** *To inspect the doorway to this vault, go to [Part 2-090](#).*
- **Vault Door 3:** *To inspect the doorway to this vault, go to [Part 2-140](#).*
- **Vault Door 4:** *To inspect the doorway to this vault, go to [Part 2-189](#).*
- **Vault Door 5:** *To inspect the doorway to this vault, go to [Part 2-237](#).*
- **Stage:** *To inspect the stage area, go to [Part 2-041](#).*
- **West (North End):** *To go into the west-leading hallway at the northwest corner of the room, add **1 minute** to your interval time and go to [Part 2-169](#).*
- **West (South End):** *To approach the western doorway in the southwest corner of the room, go to [Part 2-166](#).*

❖ PART 2-016

Inside this 10 by 15-foot room, you find dozens of linen-wrapped skeletons resting on carved ledges along every wall.

Someone interred **jeweler's tools** (2) with one of the skeletons. Despite the guild's impressive name, you find no gemstones here, nor anything else of interest.

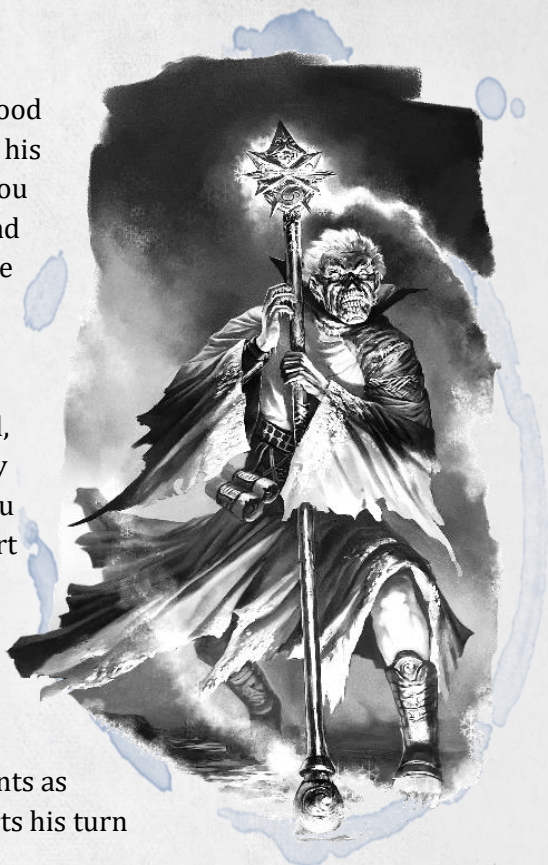
Return to [Part 2-015](#).

❖ PART 2-017 ■■

You have removed the shard of wood that binds this ancient vampire to his rest. (Why would you do that!?) You are now in a battle with the undead remains of Parnak Deepwinter, the last primarch of the clan.

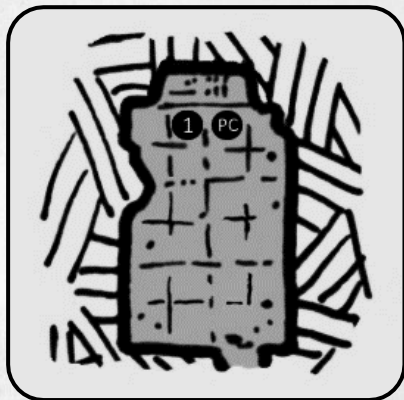
Skirmisher. Parnak will attempt to grapple with unarmed strikes. Once he establishes a hold, he will make a bite (and legendary bite) attack each round. Only if you escape a grapple will Parnak resort to spells.

Map. You (PC) begin this encounter 5 feet from the vampire (1). Remember that you are under water for this fight and that the ambient illumination counts as dim light. Parnak Deepwinter starts his turn prone.



COMBAT CONCLUSION

- **Win:** *In the unlikely event that you reduce Parnak Deepwinter to 0 hit points, go to [Part 2-124](#).*
- **Lose (Bite):** *If your foe reduces you to 0 hit points with his bite, go to [Part 2-049](#).*
- **Lose (Other):** *If the vampire reduces you to 0 hit points with another attack or a spell, go to [Part 2-099](#).*



PARNAK DEEPWINTER

Medium undead

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
(+4)	(+4)	(+4)	(+3)	(+2)	(+4)

Saving Throws DEX +9, WIS +7, CHA +9

Damage Resistances necrotic damage, bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 120 ft., passive Perception 12

Spellcasting. Parnak's spell save DC is 16 and his spell attack bonus is +8. He knows the following spells:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *fog cloud*, *shield*, *sleep*

2nd level (3 slots): *detect thoughts*, *gust of wind*, *mirror image*

3rd level (3 slots): *animate dead*, *bestow curse*, *nondetection*

4th level (3 slots): *blight*, *greater invisibility*

5th level (1 slot): *dominate person*

Legendary Resistance (3/Day). If Parnak fails a saving throw, he can choose to succeed instead.

Regeneration. Parnak regains 20 hit points at the start of his turn if he has at

least 1 hit point. If Parnak takes radiant damage, this trait doesn't function at the start of his next turn.

ACTIONS

Multiattack. Parnak makes two unarmed strikes, or one unarmed strike and one bite.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* You are grappled (DC 18 to escape). If you are already grappled, you instead take 8 (1d8 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. Your hit point maximum is reduced by an amount equal to the necrotic damage taken, and Parnak regains hit points equal to that amount. The reduction lasts until you finish a long rest.

LEGENDARY ACTIONS

Parnak can take one legendary action at the end of each of your turns. If you have a familiar or allied creature, Parnak can make a legendary action after its turn too.

Move. Parnak moves up to his speed without provoking opportunity attacks.

Unarmed Strike. Parnak makes one unarmed strike.

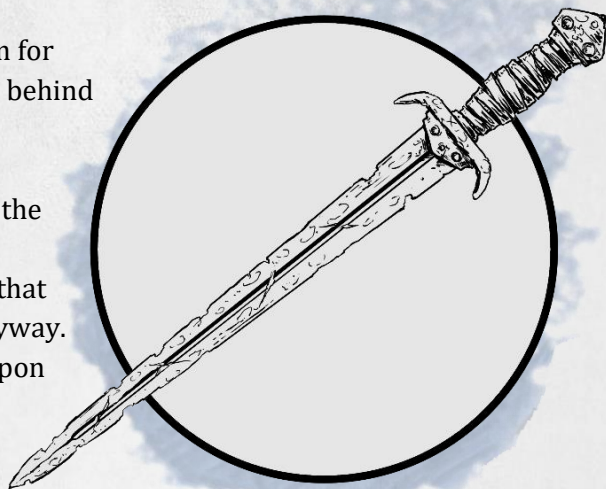
Bite. Parnak makes one bite.

❖ PART 2-018

As you are searching the room for anything of interest, checking behind stags of timber and in dusty corners, you see a blur of movement from back toward the door. A shortsword has just removed itself from the pegs that it rested upon above the entryway. As you watch in awe, the weapon drops toward you, swinging and spinning to slash at you.

Skirmisher. This creature moves toward you and attacks with its pointy end. It is relentless in its pursuit.

Map. You (PC) begin this fight 10 feet from the flying shortsword (1).



FLYING SHORTSWORD

Tiny construct

Armor Class 15 (natural armor)

Hit Points 7 (2d6)

Speed 0, fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
(+0)	(+2)	(+0)	(-5)	(-3)	(-5)

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

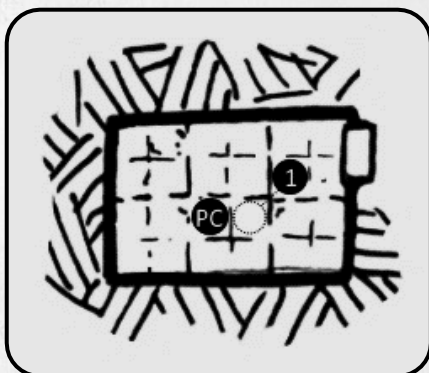
ACTIONS

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

COMBAT CONCLUSION

📖 **EVENT:** “Swords to Plowshares” (Ch. 2)

- **Win:** If you defeat the flying shortsword, return to [Part 2-044](#).
- **Lose:** If your foe defeats you, instead go to [Part 2-067](#).



❖ PART 2-019

📖 **EVENT:** “Deepest Winter” (Ch. 2)

The creature dies dramatically. Its fatty pustules give one last throb before the body explodes. The creature’s skull spins as it bounces across the floor, and its body parts cartwheel through the air in opposite directions.

You take a moment to inspect the aftermath of the battle. You notice that the cadaver’s forearm has landed near the eastern archway, where a curtain of power has parted as though in response to the proximity.

You approach the arm to inspect it. Blood oozes from the intact hand. Reading the archaic runes above the archway, something clicks in your mind. “My blood alone may rest within, by blood alone may pass this stone,” the runes say. The blood in this creature’s arm must be the answer to the riddle. You kick the forearm away from the passage and the curtain of power descends once more. You feel its mystic force pushing you back from the opening.

Deciding this piece of the corpse must be important, you wrap the cadaver forearm in one of the dryer pieces of its shredded clothing and you take it with you.

Go to [Part 2-218](#).

❖ PART 2-020

You deduce that humanoid fingers made the deep gouges on the inside of the door, wearing through fingernails and finger bones alike. The dark stains are blood, repeatedly soaked into the wood. This room kept prisoners who were desperate to escape.

Return to [Part 2-217](#).

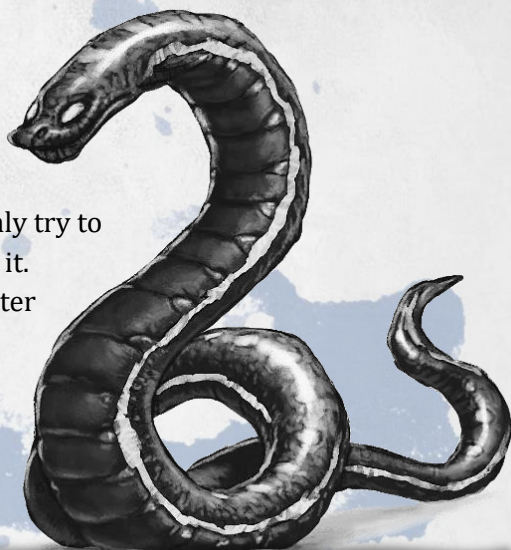


❖ PART 2-021 ■■

There is something unnatural about the eyes of this fat, aquatic serpent. The creature moves to strike!

Skirmisher. The undead serpent tries to bite you repeatedly. It will only try to constrict you if you move away from it.

Map. You (PC) begin this encounter 10 feet from the undead serpent. Remember that you are under water for this fight and that the ambient illumination here counts as dim light.



UNDEAD SERPENT

Small undead

Armor Class 14 (natural armor)

Hit Points 7 (2d6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
(+0)	(+2)	(+0)	(-2)	(+0)	(-1)

Damage Resistances necrotic damage and bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Senses blindsight 30 ft., passive Perception 8

Regeneration. The undead serpent regains 2 hit points at the start of its turn if it has at least 1 hit point. If the creature takes radiant damage,

this trait doesn't function at the start of its next turn.

ACTIONS

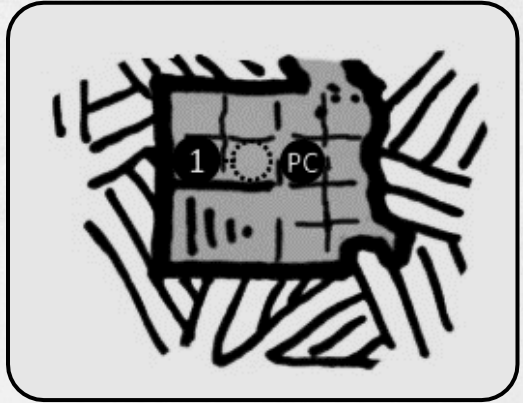
Constrict. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, and you are grappled (escape DC 12). While you are grappled, the undead serpent scores a critical hit on you on an attack roll of 19 or 20.

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 1 necrotic damage. Unless you are resistant or immune to the necrotic damage, your hit point maximum is also reduced by 1 and the undead serpent regains 1 hit point. The reduction lasts until you finish a long rest.

COMBAT CONCLUSION

📖 **EVENT:** “Easy Squeeze” (Ch. 2)

- **Win:** *If you defeat the undead serpent, go to [Part 2-074](#).*
- **Lose:** *If the undead serpent defeats you, go to [Part 2-123](#).*



UNCOMMON RULES: UNDERWATER COMBAT

Submerged creatures have resistance to fire damage.

Unless you have a swimming speed, you are further subject to the following weapon restrictions while fighting under water.

- 1 You have disadvantage on melee weapon attacks unless you are wielding a dagger, javelin, shortsword, spear, or trident.
- 2 Your ranged weapon attacks automatically miss at long range and you have disadvantage on attack rolls at normal range, unless you are using a crossbow, a net, or a melee weapon with the thrown weapon property.



❖ PART 2-022

Two skeletons rest in this sarcophagus. The plaque reads, “Mia and Sheliria Deepwinter.” A shiny mess kit gleams under a layer of dust.

*If you wish to take it, the **copper plaque** (1) is worth 5 sp. The collected utensils of the **electrum mess kit** (1) are worth 2 gp.*

Note that you have searched sarcophagus 6, then return to [Part 2-218](#).

PART 2-023

When you try to open this ancient bag, it separates at the seam and falls in a shower of dust and leather bits. Among the detritus now on the wet floor, you see vellum sheets tied around a bottle. The topmost sheet has writing on it. You lift the roll, finding that water simply falls off the parchment.

You have found a bottle of **holy oil** (0.5), five blank **enduring spellbook pages** (0), pristine despite the dust, and one more page filled with writing.

The purpose of holy oil is anointing people or objects. You can sell it for 5 gp.

📖 **LORE:** {IDENTIFY MAGIC ITEM} **129-Enduring Spellbook (Pages)**. Use this entry to learn the magical properties of this item. You needn't identify this item again if you have already done so after finding other parts of it.

📖 **LORE:** **113-Second Page**. Use this entry to examine the fevered scratchings penned on this crumpled page of vellum.

Return to [Part 2-242](#).

❖ PART 2-024

As you grasp the stake, beginning to pull it out, the corpse's eyes open. With incredible speed, the creature's burned hand grabs the shaft of wood and yanks it fully out from its chest and out of your grip.

The creature draws in a deep breath of brackish water and rolls off the stone shelf, pulling something behind it as it falls. You see that the creature's left hand now clutches an ornate staff, previously hidden beneath it in the soggy pallet.



Go to [Part 2-017](#).

❖ PART 2-025

Within minutes, you and your friends are in the southwest corner of the district, sheltered between the western wall and a large mausoleum. Rufio pulls back some thorny bushes behind the mausoleum, revealing a set of hidden cellar doors. Latchboy checks the padlock and finds it unshackled. He lifts off the padlock and is about to open the large doors when a cloaked figure steps around the side of the mausoleum. There is a long silence as she stares at the four of you in surprise, and you stare back. Then the figure runs.

“Maybe we should hurry,” Rufio suggests.

Latchboy nods and pulls open one of the large doors. It makes not a sound, as though the hinges were recently oiled. The four of you hurry down the stairs and into a dusty tunnel. You feel your way westward in the light of Rufio’s glowing eyes and soon come to the tunnel’s end. Rufio fumbles with a mechanism in the wall, which you think might open a door. However, a moment later, the ground beneath you rumbles and you find yourself riding an elevating platform upward. Above you, a pair of doors opens as you rise through them.

You find yourself inside a mortuary. Three tables look like they served as embalming stations and a stack of several mahogany coffins stands against one of the walls. It’s too early for the mortuary to open but there are signs of recent use. Latchboy searches the front room and pockets a pair of delicate merchant scales before discovering a mess of shattered glass on the floor by the back door. Someone broke a window to reach the door latch inside. Whoever was using the secret tunnel into the cemetery district last night, it wasn’t someone with a key.

Bell peaks out the front curtains and reports there are suspicious people lurking down the block. Rufio suggests that the back door is safest. Your destination is the nearby home of your old friend Summer. Getting there will give you a moment to catch your breath and assess your next move.

- **Search:** *If you wish to take a moment to search the mortuary for anything useful, go to [Part 2-050](#).*
- **Leave:** *To leave the mortuary by the back door, follow your friends to [Part 2-247](#).*

❖ PART 2-026

In addition to the dozens of human skeletons you find in this flooded alcove, you also discover the bones of three large canines. Their spiked iron collars are rusty, beyond value.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 8 or higher reveals a waxed parchment bundle containing four ancient **torches** (1 each), each of which will burn for only 30 minutes before spent. A result of 15 or higher also reveals that one of the teeth in a canines' skulls is a **gold tooth** (1) worth 1 gp.*

Make a note that you have searched alcove 2, then return to [Part 2-053](#).

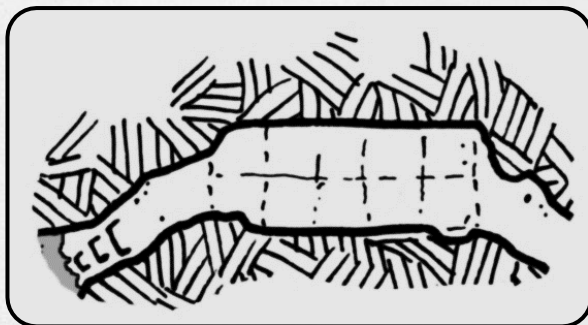
❖ PART 2-027

The tunnel widens into a rectangular room stretching east to west. The room is 20 feet wide and 50 feet long. The air is humid and musky, filled with the smell of spores and fungi.

Along the south sides of the room, five large wooden planter boxes hold a mix of soil, rotted compost, and strangely shaped plants and mushrooms. A stack of rusty tools lies next to one of the planters.

Throughout the room, odd pieces of lumber serve as chairs between the planter boxes. Skeletons sit on the furniture, frozen in various poses and wearing an assortment of ratty clothing and hats. Some of them hold clay teacups in their bony fingers, as though in the middle of polite conversation. Each skeleton is near an empty chair or faces an empty space, where a visitor could sit or stand to spend time with each of them in turn.

The room narrows at its west and east ends, turning back into a tunnel. You can exit toward the southwest, through a tunnel that leads to rough-cut stairs headed downward, or to the southeast.



- **Detect:** {FEATURE: DIVINE SENSE OR SPELL: *DETECT EVIL AND GOOD*} *If you have not yet done so, and you wish to employ your mystical senses to examine the skeletons and the area around you, go to [Part 2-052](#).*
- **Skeletons:** *If you have not yet examined the skeletons closely, you may do so by adding **1 minute** to your interval and going to [Part 2-077](#).*
- **Planters:** {PROFICIENCY: HERBALISM KIT} *If you have not yet done so, you can identify the odd plants growing in the planter boxes by going to [Part 2-102](#).*
- **Tools:** *If you have not yet examined the pile of tools, you may add **1 minute** to your interval time and search the pile, going to [Part 2-078](#).*
- **Southwest:** *To exit the room by the tunnel heading southwest, add **1 minute** to your interval and go to [Part 2-223](#).*
- **Southeast:** *To exit the room by the tunnel heading southeast, add **1 minute** to your interval and go to [Part 2-108](#).*

❖ PART 2-028

You find a spot where you can rest, away from anything that might pass by.

*If you have the event code “Silent Night,” add **60 minutes** to your interval time and update your character sheet to reflect having finished a **short rest**, then return to your previous text part. If you do not have that event code, continue reading.*

Near the conclusion of your rest, an apparition appears in front of you. It is a ghostly human woman with blood on her lips and dripping from her chin. The image appears to be speaking, but you don’t hear the words until its eyes lock onto yours.

“...in the passage behind my room. I couldn’t unhear his voice. And I couldn’t leave. He tells me that true blood is near, that he can smell it. He demands I bring it to him. I will die, unable to answer. I locked the catacomb doors and hid every key, hoping no one else will find his prize. I will take...”

The spectral figure turns from you and, though its lips continue, the sound is gone. Eventually, it floats away through a nearby wall. Unsure what to make of this, you finish your rest, feeling confused but refreshed.

📖 **EVENT:** “Silent Night” (Ch. 2)

*Add **60 minutes** to your interval time and update your character sheet to reflect a successful **short rest**, then return to your previous text part.*

❖ PART 2-029

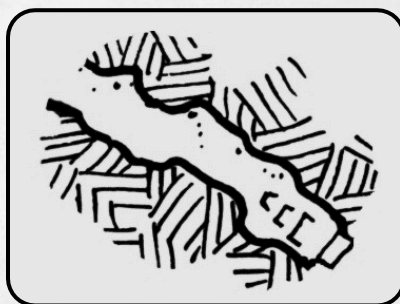
The few skeletons that remain in this alcove have had their funerary wraps cut open, as though someone meant to search each of the skeletons within. A close examination reveals that someone broke the leg bones of each skeleton, either looking for something hidden in the marrow, or simply looking for revenge.

Nothing of value remains in this area.

Make a note that you have searched alcove 3, then return to [Part 2-128](#).

❖ PART 2-030

A thick mustard-colored mold covers the floors, walls, and ceiling here, coating the entire length of this passage, including the stairway, a stretch of about 50 feet. Wispy spores float in the air, like dandelion seeds on a late summer day.



- **Inquisitive:** {CHECK: INTELLIGENCE (NATURE) 12} *If you recognize this substance, go to [Part 2-055](#). If you have previously attempted this check at this location, you may not try again.*
- **Knowledgeable:** {EVENT: "DARK BOTANY"} *If you possess knowledge of this substance, this code lets you make use of it by going to [Part 2-081](#).*
- **Door:** *If you wish to hurry through the passage and toward the door at the top of the stairs, go to [Part 2-176](#).*
- **Leave:** *You may avoid touching this material by returning the way you came, going to [Part 2-108](#).*

❖ PART 2-031

You are in a passage extending to the southeast. At the far end, a rough-cut stairway leads up to a doorway blocking progress in that direction.

If you have the event code "All Clear Now," go immediately to [Part 2-056](#). If you do not have that code, but instead have the code "Something's in the Air," go to [Part 2-130](#). If you have neither of these codes, go to [Part 2-030](#).

❖ PART 2-032

Markings on this door indicate that the sepulcher beyond is reserved for members of the Guild of Watermen, an organization that still exists and to which some of the Slipstone Gang members belong. This guild employs laborers day and night to keep the harbor clean and ferry cargo to and from ships anchored in the harbor.

Although inspection reveals that the iron door is locked, the standing water here has infiltrated the mechanism and rusted it beyond use. A few well-placed kicks stave in the latch and you push the door open.

Within the 10 by 20-foot sepulcher, you find ledges cut into the stone walls, each holding skeletons of the watermen interred here long ago.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 10 or higher reveals a set of **shoddy navigator's tools** (2). Although still in working condition, the set applies disadvantage to any check to use them. The tools are in such poor condition that you cannot sell them.*

Make a note that you have searched sepulcher 2, then return to [Part 2-008](#).

❖ PART 2-033

Markings on this door indicate that the sepulcher beyond is reserved for members of the Dungsweepers' Guild, an organization that still exists and plies its trade throughout Waterdeep.

You inspect the door and find it unlocked. However, the water in the tunnel has caused the ancient hardwood door to swell, making it time-consuming to work out of the frame.

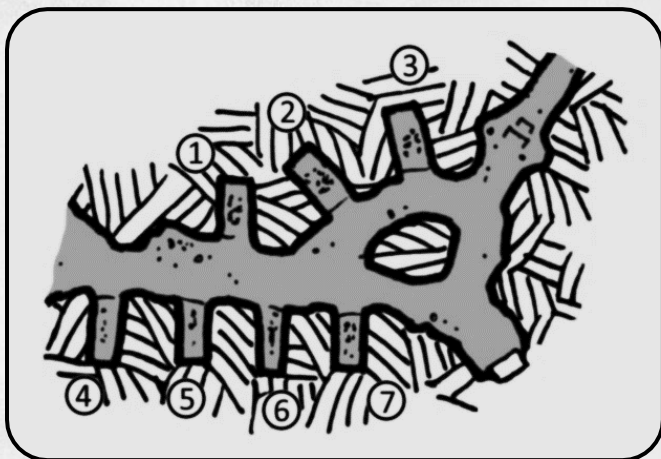
Within the 10 by 20-foot sepulcher, you find ledges cut into the stone walls, each loaded with the skeletons of the dungsweepers interred here long ago. On the floor are the glass remains of several wine bottles.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 10 or higher reveals a dust-covered **copper plaque** (1) engraved with the words "Here lies the Beggar King," worth 5 sp.*

Make a note that you have searched sepulcher 1, then return to [Part 2-008](#).

❖ PART 2-034

You are in a long corridor stretching east to west, filled with waist-high water. The eastern end wraps around a natural stone column, providing exits to the northeast and southeast. The northeastern passage descends into deeper water, while the southeast passage leads to a doorway.



Seven catacomb alcoves line the walls, stacked with skeletons wrapped in rotten linens. The lower portion of each stack is below the waterline.

Seven catacomb alcoves line the walls, stacked with skeletons wrapped in rotten linens. The lower portion of each stack is below the waterline.

*You can search any of these partly flooded alcoves by adding **2 minutes** to your interval time for each one searched. You can perform a thorough search by taking **4 minutes** instead; decide if you will take this extra time before you use the matching prompt. You can search each alcove only once.*

Alcove 1: [Part 2-059](#) Alcove 2: [Part 2-134](#) Alcove 3: [Part 2-183](#)

Alcove 4: [Part 2-084](#) Alcove 5: [Part 2-159](#) Alcove 6: [Part 2-207](#)

Alcove 7: [Part 2-113](#)

- **West:** To follow the passageway west, add **1 minute** to your interval and go to [Part 2-111](#).
- **Northeast:** To descend the rough stairs to the northeast, add **1 minute** to your interval and go to [Part 2-231](#).
- **Southeast:** To approach the doorway to the southeast, add **1 minute** to your interval and go to [Part 2-136](#).

❖ PART 2-035

This 10 by 15-foot room is unfinished; it appears that workers began carving ledges along the walls, probably for the storage of skeletons like those found elsewhere in these catacombs.

After searching the piles of rubble, you find a set of files, an old **hammer** (3), and some metal pins. These tools appear to be for disassembling and reassembling wrist restraints, a pile of which you find nearby. These restraints are unusable, but for a single rebuilt set of working **manacles** (6). Disturbingly, this area's workspace is well suited to resizing restraints to fit prisoners of various heights. Could slavers have used these abandoned catacombs at some time in the past?

Make a note that you have searched room 1, then return to [Part 2-010](#).

❖ PART 2-036

You approach the broad alcove in the southwest corner of the room.

The fungal formations by the alcove seem to be growing on piles of thin, tile-like detritus, some flat and smooth, others rounded with jagged edges. A close inspection reveals these to be spongy fragments of eggshell.

Within the alcove, where the fungus grows the thickest, you see a mound of eggs tended by a coiled serpent. As you watch, it lifts its head and unfurls its wings, a set of narrow membranes that stretch the length of its body on either side of it. The creature lunges from its perch, undulating through the air and opening its circular mouth in anticipation.

Go to [Part 2-103](#).

❖ PART 2-037

Markings on the door indicate that the sepulcher is reserved for members of the Friendly Order of Nightguards, a guild you have never heard of.

The door appears modified; its original construction did not include the second lock you find on it. However, in their aged condition, neither lock can withstand your repeated applications of force.

Within the 10 by 20-foot sepulcher, you find ledges cut into the stone walls, each loaded with the skeletons of the members of this mysterious guild. At the back of the tiny room, a single skeleton sits on a carved chair, a **morningstar** (4) across its boney thighs, its head erect as though watching the door for intruders.

Make a note that you have searched sepulcher 5, then return to [Part 2-185](#).

❖ PART 2-038

Markings on this door indicate that the sepulcher beyond is reserved for members of the Roofers' Guild. Familiar as you are with the modern guilds of Waterdeep, you know that the city's roofers, carpenters, and plasterers now form a unified guild.

Although this door has a locking mechanism, you find it unlatched when you test the door.

Within the 10 by 20-foot sepulcher, you find ledges cut into the stone walls, each loaded with the skeletons of roofers who died too poor to afford burial in another location.

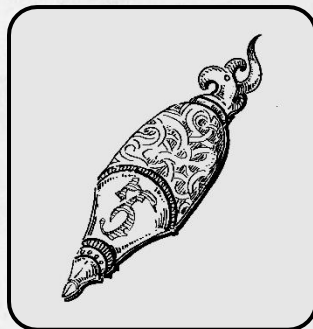
*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 12 or higher reveals a colorful set of **enameled buttons** (0), together worth 1 sp.*

Make a note that you have searched sepulcher 2, then return to [Part 2-210](#).

❖ PART 2-039

Thirty or more skeletons reside here. Their funerary wraps long ago rotted, the bones have begun to mingle with one another over time.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 8 or higher reveals a collection of twelve **glass beads** (0) that must have once belonged on a necklace. A result of 13 or higher reveals an additional six **glass beads** (0). Each bead is worth 2 cp.*



Make a note that you have searched alcove 5, then return to [Part 2-163](#).

❖ PART 2-040

Markings on this door indicate that the sepulcher beyond is reserved for members of the Splendid Order of Armorers, Locksmiths, and Finesmiths. An additional marking shows the symbol of House Deepwinter as a supporter of the guild.

The heavy iron door presents an obviously difficult barrier.

- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 14} *If you successfully pick the lock, go to [Part 2-065](#). You can make this check multiple times but add **1 minute** to your interval time for each failure.*
- **Excavate:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} *To break down the door or excavate its hinges from the stone, add **9 minutes** to your interval and go to [Part 2-065](#).*
- **Leave:** *To end your examination, **refund the 1 (or 2) minutes** you applied to your interval for searching the sepulcher, then return to [Part 2-015](#).*

❖ PART 2-041

The runes over the stage read “My blood alone may rest within, by blood alone may pass this stone” in archaic Common. Near the stage, you feel a resistance that will prevent you from stepping up on the raised platform.

If you have the code “Deepest Winter,” go to [Part 2-066](#). Otherwise, you must return to [Part 2-015](#).

❖ PART 2-042

With the weapon defeated, you wait to hear if anything else is coming in response to the ringing of the bells in this room. When you are satisfied that something else will not attack you, you resume examining the room in its current state.

Your attacker lies on the ground, now just an inert **shortsword** (2), a few tendrils of webbing still clinging to it.

The remnants of the web still impede movement in this area.

Go to [Part 2-095](#).

❖ PART 2-043

You escape north through the doorway. The rats seem reluctant to follow, retreating through the portcullis back toward their home.

Return to [Part 2-190](#).

❖ PART 2-044

Now defeated, the flying weapon becomes an inert **shortsword** (2).

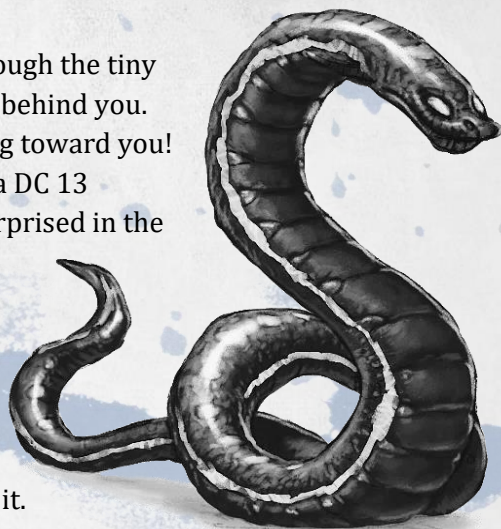
Return to [Part 2-240](#).

❖ PART 2-045 ■■

As you turn sideways to squeeze through the tiny gap, you feel movement in the water behind you. You turn and see a fat serpent lunging toward you!

Sequence. You must succeed on a DC 13 Wisdom (Perception) check or be surprised in the first round of combat. If you lack a bright light, remember to roll with disadvantage.

Skirmisher. The undead serpent tries to bite you repeatedly. It will only try to constrict you if you move away from it.



UNDEAD SERPENT

Small undead

Armor Class 14 (natural armor)

Hit Points 7 (2d6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
(+0)	(+2)	(+0)	(-2)	(+0)	(-1)

Damage Resistances necrotic damage and bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Senses blindsight 30 ft., passive Perception 8

Regeneration. The undead serpent regains 2 hit points at the start of its turn if it has at least 1 hit point. If the creature takes radiant damage,

this trait doesn't function at the start of its next turn.

ACTIONS

Constrict. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, and you are grappled (escape DC 12). While you are grappled, the undead serpent scores a critical hit on you on an attack roll of 19 or 20.

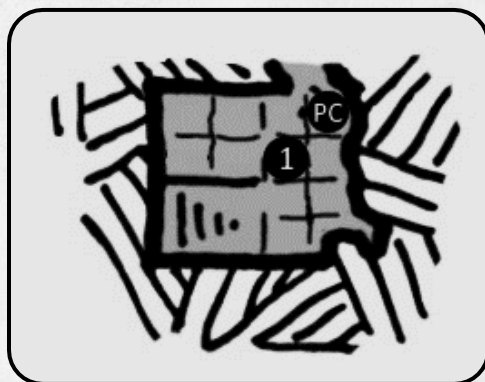
Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 1 necrotic damage. Unless you are resistant or immune to the necrotic damage, your hit point maximum is also reduced by 1 and the undead serpent regains 1 hit point. The reduction lasts until you finish a long rest.

Map. You (PC) begin this encounter 5 feet from the undead serpent. Remember that you are under water and that the ambient illumination here counts as dim light.

COMBAT CONCLUSION

📖 **EVENT:** “Easy Squeeze” (Ch. 2)

- **Win:** If you defeat the undead serpent, go to [Part 2-098](#).
- **Lose:** If the undead serpent instead defeats you, go to [Part 2-123](#).



UNCOMMON RULES: UNDERWATER COMBAT

Submerged creatures have resistance to fire damage.

Unless you have a swimming speed, you are further subject to the following weapon restrictions while fighting under water.

- 1 You have disadvantage on melee weapon attacks unless you are wielding a dagger, javelin, shortsword, spear, or trident.
- 2 Your ranged weapon attacks automatically miss at long range and you have disadvantage on attack rolls at normal range, unless you are using a crossbow, a net, or a melee weapon with the thrown weapon property.



❖ PART 2-046

Each skeleton has tattered, moldering clothes, either on it or nearby. Two weapon sheaths hang from old belts, though they hold no weapons within. Several pouches contain coins and jewelry: **12 cp** (0.24), **9 sp** (0.18), a **snowflake emblem** (0), and a **Thongolir signet ring** (0).

The emblem hangs from a delicate iron chain of ovoid links. A close examination of the intricate shape indicates that the snowflake emblem's many protrusions may work like a key by pressing it into a matching lock.

The signet ring shows the symbol of House Thongolir, a silver scrolled border on a royal blue field. You recognize the symbol as belonging to an ancient noble family with an estate in the Sea Ward.

Return to [Part 2-217](#).

❖ PART 2-047

You've heard stories of undead creatures that hunger for the flesh of the living, but this is the first one you have seen up close. The walking cadaver begins trying to gnaw into your body, even as you are losing consciousness.

Your life and your quest end here.

❖ PART 2-048

The skeleton in this sarcophagus is missing its lower jaw. In the upper jaw, a single golden tooth gleams through the dust. The dirty plaque here reads "Kloff Deepwinter."

*If you wish to take them, the **copper plaque** (1) is worth 5 sp and the **gold tooth** (0) is worth 1 gp.*

Note that you have searched sarcophagus 7, then return to [Part 2-218](#).

❖ PART 2-049

A gargling scream escapes your lips as you die, clutched in the arms of Parnak Deepwinter, his ice-cold teeth buried in your shoulder. The next thing you know, it is nighttime, and you are rising from a shallow grave dug in one of the glades of the City of the Dead. Having freed this ancient being, you have risen as one of his spawn, doomed to serve House Deepwinter until your eventual destruction at the hands of the Good and the Just.

In the coming nights, you help Parnak cement his hold on the Trades Ward. You begin with an invitation to enter the Slipstone Gang's hideout. It is your home after all; this whole time, your friends preserved your small room next to their own individual quarters. The gang's faithful hound Pockets is the first to realize that something is wrong with your strange guest, and she is the first to die. Latchboy and Bell become vampire spawn like you. The old elf, Nonap, slips away by magic and you never see him again. The halfling Too Small is not in the hideout then, and you suspect that Nonap found her because she never returns. Only Rufio gives Parnak any real resistance, wielding radiant power, but the gang's leader is no match for the ancient undead. The vampire takes delight in killing Rufio. He destroys your friend's body utterly, not remaking Rufio as a vampire spawn.

Within a tenday, the new Slipstone Gang has brutally seized territory in neighboring wards and has shattered the Crimson Perytons by killing the gang's sorcerous leader. The open conflict draws the attention of powerful factions, including the Lords of Waterdeep.

A month after your conversion to undeath, a team of adventurers breaks into the hideout while the sun is high, destroying you, but not before you see Latchboy and Bell killed by clerical magic. You never learn whether Parnak Deepwinter escaped.

Your life and your quest end here.

❖ PART 2-050

A quick inspection of the facility reveals a locked strong box. It probably holds coins or other valuables collected while embalming cadavers.

"Hurry," Rufio calls back as your friends exit by the back door. Unwilling to get far behind, you'll have to open the heavy chest quickly or abandon it.

- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 13} *If you do not attempt to destroy the chest's lid (don't roll for the next option), you can try to pick the lock, going to [Part 2-075](#).*
- **Destroy:** {DAMAGE: 8+ POINTS WITH 1 ACTION} *If you do not attempt to pick the lock (don't roll for the previous option), you can attempt to destroy the lid by inflicting 8 or more damage. You have only one turn with which to apply this damage using attacks or spells. If you succeed, go to [Part 2-100](#).*
- **Leave:** *If you fail either of the checks above, or you simply wish to abandon the chest and follow your friends out the back, go to [Part 2-247](#).*

❖ PART 2-051

You search the submerged alcove, finding that some creature has disturbed the bones shaping them into a nest. Inside this basin of bones, you find piles of rat and snake skeletons. Although you search to the bottom, displacing everything, you find nothing of real interest.

Make a note that you have searched alcove 3, then return to [Part 2-053](#).

❖ PART 2-052

You focus your senses on the nature of any mystical things around you. The skeletons, despite their life-like poses, are not undead creatures. They are truly dead. Neither is the area consecrated or desecrated.

If you used Divine Sense, mark off a use of that feature. If you just now cast detect evil and good, mark off the spell slot and note that the spell will last until you accumulate 10 more minutes on your interval, unless you lose concentration sooner.

Return to [Part 2-027](#).

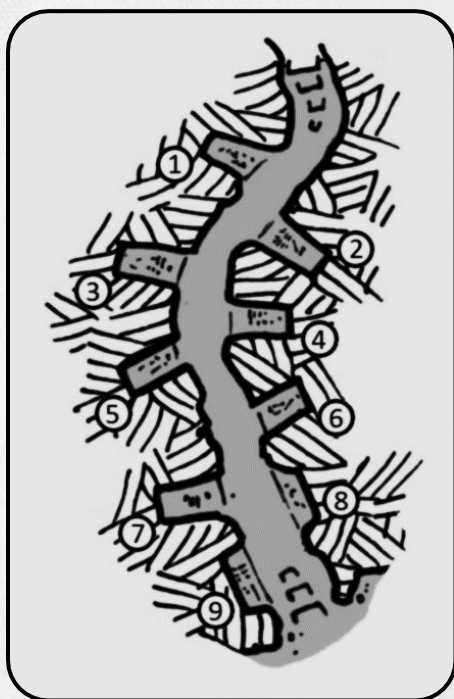
❖ PART 2-053

You find yourself in a winding north-south passage that extends over a hundred feet in length.

The water in this passage is 10 feet deep, leaving only about a foot of space between the surface and the ceiling. You can swim through this water or just bob along, pushing yourself up to the surface if you need to take a breath.

Note: Each of the map fragments in this chapter are oriented so that the top end of the image is the map's northern edge.

In the walls are seven catacomb alcoves, each stacked to the ceiling



with linen-wrapped skeletons. At the south end of the passage are two wider alcoves, each shaped for a horizontal sarcophagus cut from the stone itself.

Any “burning” light source you take into the water, like a torch or lantern, will go out. You will not be able to relight such a light source until you reach the next area.

*If you have darkvision or a magical light source, you can search any of these darkened alcoves. This will take a lot of time, diving into the water and operating below the surface. Each alcove you search adds **4 minutes** to your interval time. You can search thoroughly by taking **8 minutes** instead. Each time you search, decide if you will take extra time before you use the matching prompt. If you use darkvision, remember that your perception of the area as dimly lit applies disadvantage to Wisdom (Perception) checks. You can search each alcove only once.*

Alcove 1: [Part 2-001](#) Alcove 4: [Part 2-076](#) Alcove 7: [Part 2-152](#)

Alcove 2: [Part 2-026](#) Alcove 5: [Part 2-101](#) Alcove 8: [Part 2-175](#)

Alcove 3: [Part 2-051](#) Alcove 6: [Part 2-126](#) Alcove 9: [Part 2-199](#)

The north end of this passage leads back to the catacomb’s entryway.

The other end of the winding passage terminates toward the southeast. Rough cut stairs rise through the water at that end as the tunnel angles upward. The ascent leads to an intersection of only waist-deep water.

*When ready, add **1 minute** to your interval time and go south to [Part 2-223](#).*

❖ PART 2-054

After careful examination, you determine that the skeletons here were all bound by ancient ropes, the pulpy remains of which still encircles some of the bones. Perhaps these people died as prisoners or their embalmers feared that the corpses would rise from the dead.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 6 or higher reveals a dust-covered roll of parchment pages, tied with a string and tucked into a corner. Remarkably, these seven (blank) **enduring spellbook pages** (0) seem unaffected by decay.*

 **LORE:** {IDENTIFY MAGIC ITEM} **129-Enduring Spellbook (Pages).** Use this entry to learn the magical properties of these pages. You needn’t

identify this item again if you have already done so after finding other parts of it.

Make a note that you have searched alcove 4, then return to [Part 2-128](#).

❖ PART 2-055

You are looking at yellow mold. This growth is the bane of adventurers the world over because it can raise a cloud of poison spores when agitated. You've never heard of yellow mold growing as thickly or covering as much surface as the field here. Going forward is a recipe for instant death.

Yellow mold has two weaknesses, sunlight and fire. Unable to produce true sunlight, that just leaves fire to make this patch of the tunnel passable.

📖 **EVENT:** "Dark Botany" (Ch. 2)

Return to [Part 2-030](#).

❖ PART 2-056

Charred residue coats the tunnel, the only remnant of the mold you set on fire here. The flames seem to have burned away the last of the spores and the smoke has finally dissipated.

- **Northwest:** *To follow the passage heading northwest, go to [Part 2-108](#).*
- **Southeast:** *To go southeast, examining the doorway at the top of the stairs, go to [Part 2-080](#).*



❖ PART 2-057

You are looking at yellow mold. This growth is the bane of adventurers the world over because it can raise a cloud of poison spores when agitated. You've never heard of yellow mold growing as thickly or covering as much surface as the field here. Going forward is a recipe for instant death.

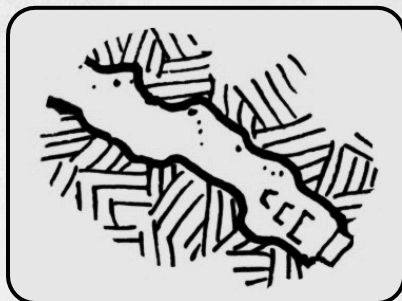
Yellow mold has two weaknesses, sunlight and fire. Unable to produce true sunlight, you can ignite this patch to make the tunnel passable instead.

📖 **EVENT:** "Dark Botany" (Ch. 2)

Return to [Part 2-058](#).

❖ PART 2-058

A thick mustard-colored mold grows on the floors, walls, and ceiling here, covering the entire length of this passage, including the stairway, a stretch of about 50 feet. Wispy spores float in the air, like dandelion seeds on a late summer day.




- **Inquisitive:** {CHECK: INTELLIGENCE (NATURE) 12} *If you recognize this substance, go to [Part 2-057](#). If you have previously made this check at this location, you may not try again.*
- **Knowledgeable:** {EVENT: "DARK BOTANY"} *If you possess knowledge of this substance, this code lets you make use of it by going to [Part 2-082](#).*
- **Northwest:** *If you wish to hurry through the passage, down the rough-cut stairs to the northwest, go to [Part 2-157](#).*
- **Door (Southeast):** *To contemplate the doorway to the southeast, go to [Part 2-007](#).*

❖ PART 2-059

You search through the skeletons here, starting with the dryer ones on top before separating out the submerged bones below the waterline. Four of the skeletons in this alcove are not humanoid; they are large enough to be ogres.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 11 or higher reveals a metal **animal whistle** (0) carved in the shape of a wolf's head.*

 **LORE: 117-Animal Whistle.** *Use this entry to review the properties of this mundane object.*

Make a note that you have searched alcove 1, then return to [Part 2-034](#).

❖ PART 2-060

This 10 by 15-foot room is unfinished; it appears that workers began carving ledges along the walls, probably for the storage of skeletons like those found elsewhere in these catacombs.

You shift all the rubble in this room but find nothing of importance except a single plaque engraved with the words “Provided by a Generous Grant from the Durinbold Alliance.”


*The **copper plaque** (1) is worth 5 sp.*

Make a note that you have searched room 4, then return to [Part 2-010](#).

❖ PART 2-061

The flying serpent is dead. Its lamprey-like mouth still puckers reflexively around sharp needle teeth, prompting you to kick the corpse away from you.

Within the alcove, you find that the garden of fungi hides several well-picked skeletons, mostly those of small rodents and other snakes. However, one is a humanoid skeleton, upon which you find a valuable piece of jewelry, the **serpent skull ring** (0). This narrow bronze band includes serpentine shapes that hold a polished, skull-shaped stone.

 **LORE:** {IDENTIFY MAGIC ITEM} **125-Serpent Skull Ring.** *Use this entry to learn the magical properties of this item.*

Make a note that you have searched alcove 8, then return to [Part 2-010](#).

❖ PART 2-062

Markings on this door indicate that the sepulcher beyond is reserved for members of the Cellarers’ Guild, probably the same organization that is now called the “Cellarers’ and Plumbers’ Guild,” a group that digs foundations under new construction and maintains the structural integrity of the city’s sewer tunnels.

The door is unlocked, but it requires a strong shove to push it open. Within the 10 by 20-foot sepulcher, you find ledges piled with rubble, no skeletons in sight. As you examine this refuse, you sense something is wrong, feeling the danger before you hear the piled rubble begin to fall.

Make a note that you have searched sepulcher 3.

*Then make a Dexterity saving throw. If your result is 9 or higher, you dive out of the way in time as all the rubble in the room comes falling out into the hallway. The sepulcher is caving in! If your result is 8 or lower, you take **1d6 bludgeoning** damage from the impact of the stones. If this reduces you to 0 hit points, go to [Part 2-087](#). Otherwise, return to [Part 2-185](#).*

❖ PART 2-063

Markings on this door indicate that the sepulcher beyond is reserved for members of the League of Basket-Makers and Wickerworkers.

The sepulcher's lock failed long ago, leaving the door slightly ajar.

Within the 10 by 20-foot sepulcher, you find ledges cut into the stone walls, each loaded with the skeletons of basket-makers of various ages.

Amongst the bones, you find 43 **old torches** (1 each). It seems that burying a torch with each of the deceased was a tradition in this guild, back when these catacombs were in use.

These torches each last only 30 minutes when burned, half normal duration.

Make a note that you have searched sepulcher 3, then return to [Part 2-210](#).

❖ PART 2-064

Among the skeletons here, you find what at first appears to be a stone statue of an aged human female. Upon closer inspection, you decide that it is a petrified creature, not something sculpted of stone.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 14 or higher reveals a crystal-tipped **wand** (1) arcane spellcasting focus and a set of broken fragments that form a stone squirrel, perhaps the statue's familiar.*

Make a note that you have searched alcove 3, then return to [Part 2-163](#).

❖ PART 2-065

Inside this 10 by 15-foot room, you find carved ledges along every wall. These contain dozens of linen-wrapped skeletons, like those found elsewhere in these catacombs.

One of the bodies bears an ornate **signet ring** (0). You examine the ring carefully, but you quickly determine that it's not the Deepwinter Seal.

Return to [Part 2-015](#).

❖ PART 2-066

As you approach the stage, a shimmering haze in the air parts, like an opening gate. You move tentatively through the now-empty space, stepping up onto the stage. There is a pulpit and a stairway descending into water.

- **Pulpit:** *If you have not yet searched the pulpit, you may do so by going to [Part 2-091](#).*
- **Stairs:** *To descend the stairs into the brackish water, go to [Part 2-196](#). Sensing your prize close at hand, you decide to take this route only after having completed all the exploration you want to do in any other parts of the catacombs.*
- **Leave:** *To look elsewhere in the room, return to [Part 2-015](#).*

❖ PART 2-067

You fall, hovering at the edge of consciousness. Your attacker seems unsatisfied by your state of incapacitation. It hovers above your body, whirling and administering an occasional cut. Its last act is to strike sparks off the ceiling toward you, attempting to burn your now-dead body.

Your life and your quest end here.

❖ PART 2-068

You destroy the last of the attacking rats. In that moment of reprieve, before more rats amass to attack, you take a moment to examine the portcullis and the door beyond. At this distance, you can see through the many holes and cracks in the door, concluding that stones and rubble fill the passage behind it. You won't have time to excavate the passage in that direction, even if you can get past the portcullis.

More rats begin to accumulate, chittering at you and amassing as though to form another swarm. You decide this is the right moment to step back into the northern end of the hall, out of their sight.

Return to [Part 2-242](#).

❖ PART 2-069

You examine the dusty tools in this rack. Each piece of equipment remains in serviceable condition, despite its age. The rack holds two **shovels** (2 each), two **miner's picks** (10 each), and one **sledge hammer** (10).

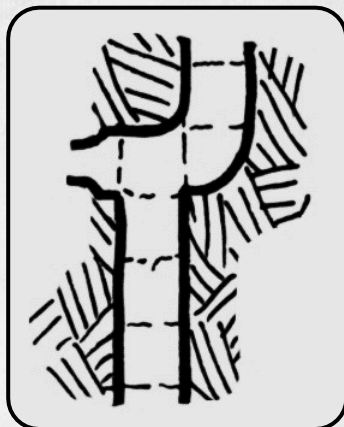
If you previously took any of the tools, either from inside this room or by pulling them through the hole in the door, those items are not on the rack.

Return to [Part 2-240](#).

❖ PART 2-070

You are in a north-south passageway that has a short turn in it, as though going around something within the stone before continuing north in its original direction.

At the turn, there is an archway on the western wall. You can see a large room beyond, but a mysterious force seems ready to prevent you from walking through the empty space. Red runes glow over the archway.



- **Archway:** To examine the archway, go to [Part 2-092](#).
- **North:** To follow the passage north, add **1 minute** to your interval time and go to [Part 2-125](#).
- **South:** To follow the passage south, add **1 minute** to your interval time and go to [Part 2-119](#).

❖ PART 2-071

You approach the archway in the eastern wall. Glowing red runes over the door read “My blood alone may rest within, by blood alone may pass this stone” in archaic Common.

As you get close, bearing the cadaver’s forearm, the shimmering in the air disperses, allowing you to pass through.

- **East:** To pass through the archway to the east, add **1 minute** to your interval time and proceed to [Part 2-070](#).
- **Leave:** To resume inspection of the large room, go to [Part 2-218](#).

❖ PART 2-072

This sarcophagus is empty, not even a naming plaque within it. You take a moment to be sure of your conclusion, feeling around in every corner.

Note that you have searched sarcophagus 8, then return to [Part 2-218](#).

❖ PART 2-073 ■■

You wait a long moment, straining your hearing for the sound of any approaching creatures. Just when you think that the bells did not draw any attention, you hear the clatter of



FLYING SHORTSWORD

Tiny construct

Armor Class 15 (natural armor)

Hit Points 7 (2d6)

Speed 0, fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
(+0)	(+2)	(+0)	(-5)	(-3)	(-5)

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

ACTIONS

Flint Ceiling (Recharge 6+). From within 5 feet of you, the weapon sweeps an arc across the flint nodes on the ceiling, showering sparks that ignite the webs around you. You take 1d4 fire damage if the square you are in has webs which haven't previously burnt away. (See the sidebar.)

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

a metal object bouncing off the walls. From the western passageway, a rusty shortsword flies toward you. It skims over the webs, swinging and spinning to strike at you.

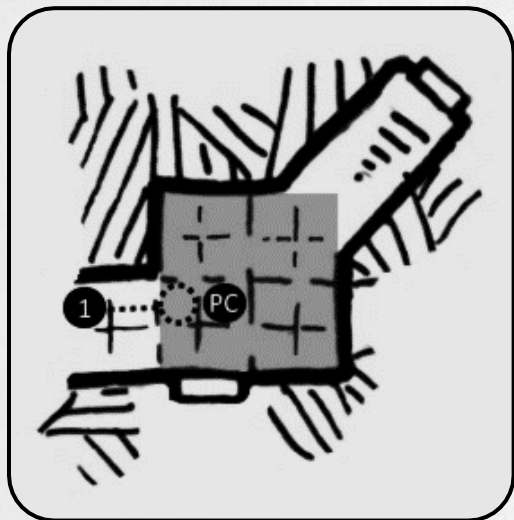
You are in battle with a flying shortsword, an antique object that seems determined to kill you! As the weapon closes in, you get the feeling that something is watching you from afar, as though your predicament is a source of amusement. In the echoing clangor of the shortsword scraping across the ceiling, you imagine you hear a faraway, rattling laugh.

Skirmisher. This creature moves over you, always staying above the webs. It uses its Flint Ceiling action on its first turn,

and again whenever that action recharges. While waiting for the recharge, the flying shortsword simply attacks with its pointy end, relentlessly pursuing you.

Map. The weapon's approach was so quick that you (PC) begin this encounter only 10 feet from it (1).

The grayed-areas indicate the squares where the webbing exists prior to flames destroying any of it. During this battle, track the five-foot squares that still have webs. These squares present an ongoing obstacle that can trap you, or an ongoing danger if you are in those squares when they ignite. (See the sidebar for details about the webs.)



COMBAT CONCLUSION

📖 **EVENT:** “Swords to Plowshares” (Ch. 2)

- **Win:** If you defeat the flying shortsword, go to [Part 2-042](#).
- **Lose:** If the flying shortsword defeats you instead, go to [Part 2-067](#).

COMPLICATIONS (WEBS)

The shaded area of the map indicates the locations that begin covered by webs. Such areas counts as difficult terrain.

Before the first turn of the combat, make a DC 10 Dexterity saving throw. If you fail, the webs grapple you while you are in that area of the webs, until you break free or the webs burn away. While grappled, you can use your action to make a Strength check against a DC of 10. If it succeeds, you escape the grapple.

When you start your turn in a webbed square or enter it during your turn, make the saving throw again.

Any 5-foot square of web exposed to fire burns away before your next turn, dealing **1d4 fire damage** to you if you occupy it. Keep track of which squares get their webs burned away.

If you have a flying speed and can hover, you can stay above the webs, ignoring all its effects.

❖ PART 2-074

You search around the remains of the undead serpent, amongst the bones and rubble on the floor of the room. You find a gaming die made of quartz. Intrigued, you take the time to find the other piece of the set, concealed by rubble on the far side of the room.

*The **quartzite dice set** (0) is worth 5 gp.*

- **North:** *To inch your way through the narrow passage, add **1 minute** to your interval time and go north to [Part 2-148](#).*
- **Stairs:** *To go back up the stairs, leaving the flooded room, add **1 minute** to your interval time and go to [Part 2-066](#).*

❖ PART 2-075

The lock clicks and you lift the lid off the chest. Within, you find a neat row of parchment envelopes, each marked with a name or description of a dead person, ready for their next of kin to claim them.

- **Pocket:** *To empty the envelopes into your pockets, then run after your friends, go to [Part 2-122](#).*
- **Leave:** *To leave the envelopes in place, unopened, and run after your friends, go to [Part 2-151](#).*

❖ PART 2-076

Among the bones in this flooded alcove, you discover a wax tablet proclaiming that one of these bodies is a member of a Waterdhavian house with a name you've never heard of. Neither can you tell which skeleton the tablet once belonged to.

*Make a **Wisdom (Perception)** check (with advantage if you chose to search thoroughly). A result of 14 or higher reveals a tightly wrapped stack of shiny coins, **17 cp** (0.34).*

Make a note that you have searched alcove 4, then return to [Part 2-053](#).

❖ PART 2-077

You carefully examine the skeletons. The bones are old, yellowed with age, as though taken from one of the catacomb alcoves. Someone has carefully arranged the bones using a lot of twine to hold everything together, some

skeletons in standing positions and others sitting on stacks of wooden beams used as furniture. Each skeleton seems posed as though engaged in a conversation, either with another skeleton or with someone who would stand in front of them. Most of the skeletons wear old clothes, of fashions from the last decade or two. All of them have hats of one kind or another. Clay cups and saucers are in some skeletons' hands, tied firmly in place with twine, and other cups sit on the nearby "furniture." The whole arrangement gives the impression of a tea party, frozen in time.

Return to [Part 2-027](#).

❖ PART 2-078

The pile of tools includes small, rusty gardening implements, like an old trowel and hand spade. These are for cultivating the nearby planter boxes. Most of these items have no value, but you do find two **torches** (1 each) and a brittle **yew wand** (1) druidic spellcasting focus.

Return to [Part 2-027](#).

❖ PART 2-079

There are more bones in this alcove than in the others you have seen, stacked all the way to the top. These piled skeletons spilled out of the alcove at some point and were recently restacked, then bound with twine to hold them in place.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 6 or higher reveals four burlap **sacks** (0.5 each), recently stored here. A result of 12 or higher also reveals a thin **alabaster facemask** (1) with delicate engraving, worth 1 gp, hidden beneath rubble.*

Make a note that you have searched alcove 5, then return to [Part 2-128](#).



❖ PART 2-080

You examine the door at the top of the stairs. It bears the engraved pattern of a storm cloud. The door's sturdy hinges are set into the stone of the wall. It has a heavy lock with a tiny, rusted keyhole.

*If you have previously left this cloud door opened (or broken-through), you may pass through by adding **1 minute** to your interval time and proceeding to [Part 2-210](#). Otherwise, choose one of these options:*

- **Key:** {ITEM: CLOUD KEY} *To bypass this door using the cloud key, add **1 minute** to your interval time and go to [Part 2-210](#).*
- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 16} *To bypass this door by picking the lock, go to [Part 2-210](#). You can make this check multiple times. Each attempt adds **1 minute** to your interval time. If you use this option, note whether you leave the cloud door standing open or allow it to close; it will automatically relock if it closes.*
- **Force:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} *To break down the door or excavate its deep-set metal hinges from the stone, go to [Part 2-210](#), first adding **a number of minutes** to your interval time equal to 40 minus your passive Strength (Athletics) score. Additionally, make a note that you have opened the cloud door, permanently.*
- **Leave (Northwest):** *To give up examining the door and leave this passageway going northwest, go to [Part 2-108](#).*

❖ PART 2-081

Knowing that yellow mold is susceptible to fire, you consider burning it away to make the passage safer.

- **Burn (Near):** *If you have a lit torch, or you can cast a spell that inflicts fire damage with a range of 30 feet or less, you can attempt to light the mold from a short distance away by going to [Part 2-106](#).*
- **Burn (Far):** *If you have a spell that can inflict fire damage, with a range greater than 30 feet, you can attempt to light the mold from a longer distance away by going to [Part 2-131](#).*
- **Leave:** *To think better of this plan, return to [Part 2-030](#).*

❖ PART 2-082

Knowing that yellow mold is susceptible to fire, you consider burning it away to make the passage safer.

- **Burn (Near):** *If you have a lit torch, or you can cast a spell that inflicts fire damage with a range of 30 feet or less, you can attempt to light the mold from a short distance away by going to [Part 2-107](#).*
- **Burn (Far):** *If you have a spell that can inflict fire damage, with a range greater than 30 feet, you can attempt to light the mold from a great distance by going to [Part 2-132](#).*
- **Leave:** *To think better of this plan, return to [Part 2-058](#).*

❖ PART 2-083

Markings on this door indicate that the sepulcher beyond is reserved for members of the Southeast Launderers' Guild. You know of only one Launderers' Guild in Waterdeep, so this may have been a splinter organization, or the current guild might be the legatee of a more-recently unified set of guilds.

You inspect the door and find it unlocked, though the water in the tunnel has caused the ancient hardwood door to swell, making it time-consuming to work out of the frame.

Within the 10 by 20-foot sepulcher, you find ledges cut into the stone walls, each loaded with the skeletons of the launderers interred here long ago. A small decorative washing cauldron sits on a shelf against the back wall, as a symbol of the guild. This **iron pot** (10) seems to have survived in good condition.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). Some of these launderers received the dubious honor of burial with a commemorative bar of soap bearing the guild's symbol. You find one bar of **soap** (0) for every point by which your check result exceeds 5, to a maximum discovery of 22 bars.*

Make a note that you have searched sepulcher 3, then return to [Part 2-008](#).

❖ PART 2-084

A massive stone has fallen from the ceiling of this alcove, crushing many of the bones stored here. Flowering fungi have grown along the exposed marrow of the cracked bones.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 8 or higher reveals gaudy **costume jewelry** (1), its paint preserved by submersion in water. The set is worth 6 sp.*

Make a note that you have searched alcove 4, then return to [Part 2-034](#).

❖ PART 2-085

This 10 by 15-foot room is unfinished; it appears that workers began carving ledges along the walls, probably for the storage of skeletons like those found elsewhere in these catacombs.

As you begin to shift the rubble in this room, you find a strange, vine with fat pods that burst into flying shards the moment you reveal it.

Make a note that you have searched room 7.

Then make a DC 12 Dexterity saving throw. On a success, you throw yourself backward in time to avoid the shrapnel. Go immediately to [Part 2-010](#).

*On a failure, you take **1d4 piercing** damage and must make a DC 10 Constitution saving throw against poison or the plant's toxin paralyzes you, adding **1d4 x 10 minutes** to your interval time before you recover. If you take this damage and it reduces you to 0 hit points, go to [Part 2-110](#). If you remain above 0 hit points, go to [Part 2-010](#).*

❖ PART 2-086

You have died to the fangs of a scaly predator in the deep catacombs below the House of the Homeless. Your body will become a nest in which the serpent lays its next clutch of eggs.

Your life and your quest end here.

❖ PART 2-087

The heavy stones come rushing toward you, some bouncing into your body, one bouncing off your head. Your neck snaps back and you fall, but you don't feel yourself hit the ground.

You have reached 0 hit points and are dying. Make death saving throws.

If you fail three death saving throws before succeeding at three, you have died. Go to [Part 2-112](#).

*If you succeed on three death saving throws before failing three, you return to consciousness with **1 hit point**, one leg buried in rubble. Unless you rolled a “20” on a death saving throw, add **1d4 x 60 minutes** to your interval time. Go to [Part 2-185](#).*

❖ PART 2-088

Markings on this door indicate that the sepulcher beyond is reserved for members of the Most Careful Order of Window Cleaners and Gutterers. You are unfamiliar with this guild, but its name seems self-explanatory.

The lock on this door is no sturdier than the others like it in this area.

Within the 10 by 20-foot sepulcher, you find ledges cut into the stone walls, each loaded with the skeletons of window and gutter cleaners.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 14 or higher reveals a single smooth gemstone, an **obsidian** (0) worth 10 gp.*

Make a note that you have searched sepulcher 4, then return to [Part 2-210](#).

❖ PART 2-089

The side of this alcove has caved in. To keep the skeletons in their alcove, someone has roped them together and tied them to the hardwood planks that now buttress the ceiling. These ancient hempen bindings give way at your touch, and the bones spill out into the passageway.

After your search, the only thing of interest you find is a still-functional **grappling hook** (4), once part of the makeshift restraints that held the contents of this alcove together.

Make a note that you have searched alcove 6, then return to [Part 2-163](#).

❖ PART 2-090

Markings on this door indicate that the sepulcher beyond is reserved for members of the Most Careful Order of Skilled Smiths and Metalforgers. An

additional marking shows the symbol of House Deepwinter as a supporter of the guild.

The heavy iron door presents an obviously difficult barrier.

- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 14} *To pick the lock on this door, go to [Part 2-115](#). You can make this check multiple times but add **1 minute** to your interval time for each failure.*
- **Excavate:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} *To break down the door or excavate its hinges from the stone, add **9 minutes** to your interval and go to [Part 2-115](#).*
- **Leave:** *To end your examination, **refund the 1 (or 2) minutes** you applied to your interval for searching the sepulcher, then return to [Part 2-015](#).*

❖ PART 2-091

You search the pulpit, discovering a slim box containing a monogrammed **antique pen set** (1).

The set with its case is worth 2 gp.

Return to [Part 2-066](#).

❖ PART 2-092

The glowing runes above the arch read, "My blood alone may rest within, by blood alone may pass this stone" in archaic, stylized Common. Approaching the entry, you feel a growing resistance that will prevent you from entering the room beyond.

*If you have the event code "Deepest Winter," you can add **1 minute** to your interval time and pass through the arch, going to [Part 2-218](#). If you do not have that code, you cannot pass; contemplate your other directional options by going to [Part 2-070](#).*

❖ PART 2-093

The last thing you hear is the squeal of a hungry rat as it chews into your ear.

Your life and your quest end here.

❖ PART 2-094

The small key rack has three brass hooks. One of the hooks has a key on it. When you brush away the dust, you find that the key has a storm cloud pattern on it.

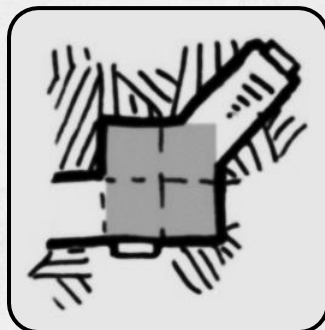
Take the **cloud key** (0) and return to [Part 2-240](#).

❖ PART 2-095

You are amidst thick, sticky webs that cover the floor of this 20-foot square room.

There is a passageway to the west and another angling northeast, up some stairs to a doorway. Another doorway leads to the south. However, navigating through this room is difficult because of the webs.

Because of the intervening webs, you cannot inspect the bells you noticed when you first entered this room.



- **Burn:** If you have a lit torch or you know a cantrip that can produce a significant amount of flames (control flames, create bonfire, or firebolt) you can add **2 minutes** to your interval and safely burn away all the webs in the room by going to [Part 2-117](#).
- **West:** If you wish to extricate yourself from this sticky room via the westward passage, add **2 minutes** to your interval and go to [Part 2-143](#).
- **Northeast:** If you wish to traverse the webs to approach the doorway to the northeast, add **2 minutes** to your interval and go to [Part 2-191](#).
- **South:** If you wish to traverse the webs to approach the doorway to the south, add **1 minute** to your interval and go to [Part 2-215](#).

❖ PART 2-096

The skeleton in this sarcophagus wears an **amulet holy symbol** (1) around its neck, a thin chain with a medallion of a skull biting a scroll. A dusty copper plaque reads “Ralady Deepwinter.”

The **copper plaque** (1) is worth 5 sp.

Note that you have searched sarcophagus 1, then return to [Part 2-218](#).

❖ PART 2-097

Within the sarcophagus, you find a linen-wrapped skeleton. A plaque of dust-covered copper reads “Namia Deepwinter.”

*If you wish to take it, the **copper plaque** (1) is worth 5 sp.*

Note that you have searched sarcophagus 9, then return to [Part 2-218](#).

❖ PART 2-098

The fat serpent coils and twists reflexively, even in true death. An examination of the body shows it to be an undead creature of a type you’ve never seen. A swirl of dark blood leaks from its mouth, mixing with the water around it.

- **Search:** *If you have not yet done so, you can add **2 minutes** to your interval to search this flooded area, going to [Part 2-074](#).*
- **North:** *To inch your way through the narrow passage, add **1 minute** to your interval time and go north to [Part 2-148](#).*
- **Stairs:** *To go back up the stairs, leaving the flooded room, add **1 minute** to your interval time and go to [Part 2-066](#).*

❖ PART 2-099

You have faced the terror of a centuries-old vampire and paid the ultimate price. Your life essence grants Parnak Deepwinter the power to revive himself, escape his prison, and flee into the unsuspecting countryside.

Your life and your quest end here.

❖ PART 2-100

You destroy the top of the heavy chest, pulling apart the remains of the lid. Beneath, you find a neat row of parchment envelopes. Each one bears the name or description of a dead person, ready for the next of kin to claim them.

- **Pocket:** *To check each of the envelopes, then run after your friends, go to [Part 2-122](#).*
- **Leave:** *To leave the envelopes in place, unopened, and run after your friends, go to [Part 2-151](#).*

❖ PART 2-101

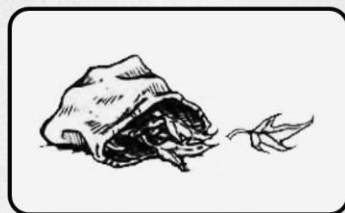
In addition to linen wraps, these skeletons had alchemically treated canvas wraps, sealed shut with resin. The wraps haven't decayed, despite centuries. However, rodents and other vermin have gnawed holes in them, defeating whatever properties they might have had for preserving these bodies; the skeletons within appear no less decayed than the others you've encountered in the catacombs.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 10 or higher reveals a tightly wrapped bundle of waxed canvas containing a fine **spear** (3).*

Make a note that you have searched alcove 5, then return to [Part 2-053](#).

❖ PART 2-102

Heavy wooden beams form each of these five large planter boxes, the same beams you have seen serving as supports for these excavated catacombs. Each box holds rich, dark soil that smells of decay and compost. The plants here are carefully cultivated fungi, mostly mushrooms, that grow in a variety of shapes and colors. You recognize these as ingredients used in the crafting of various healing concoctions.



*If you have an herbalism kit with you, you can add **2 minutes** to your interval time to harvest a set of **herbalism kit craft components** (1) for later use. You can repeat this harvesting at each of the planter boxes, for a maximum yield of five sets of components, each of which requires 2 minutes added to your interval time.*

Each set of craft components you collect offsets 5 gp worth of costs when crafting antitoxins, healer's kits, and potions of healing using the Crafting downtime activity. The components have no other value.

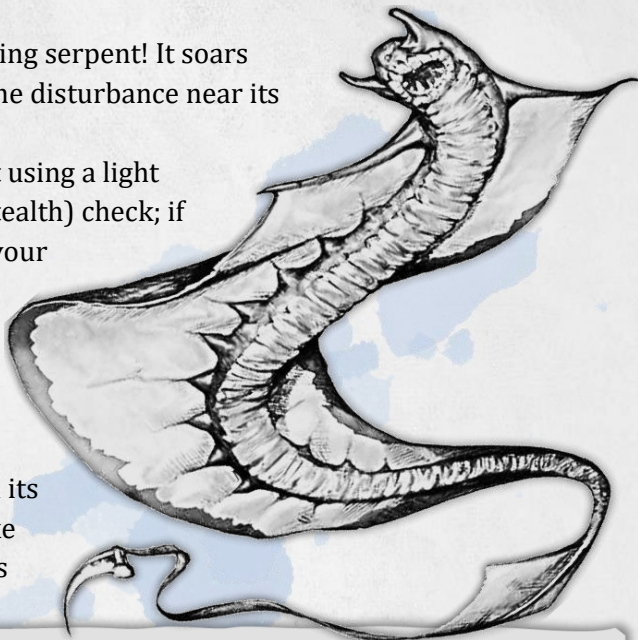
Return to [Part 2-027](#).

❖ PART 2-103 ■■

You are in combat with a flying serpent! It soars from its perch seeking out the disturbance near its nest, eager to feed.

Sequence. If you are not using a light source, make a Dexterity (Stealth) check; if your result is 13 or higher, your foe is surprised in the first round of combat.

Skirmisher. The flying serpent uses its tail spike to attach itself to you, allowing it to follow up with its lamprey-like bite. If the spike misses you, the snake moves



FLYING SERPENT

Tiny beast

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
(-2)	(+2)	(+1)	(-4)	(+0)	(-3)

Senses blindsight 60 ft., passive Perception 10

Flyby. This creature's flying movement doesn't provoke opportunity attacks.

Sticky. While grappled by the serpent, you can still move. You simply pull the serpent along

behind you like a child's balloon; it stays within 5 feet.

ACTIONS

Tail Spike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and you are grappled (escape DC 10) by the harpoon-like spike.

This is a necessary prerequisite to the flying serpent's bite attack.

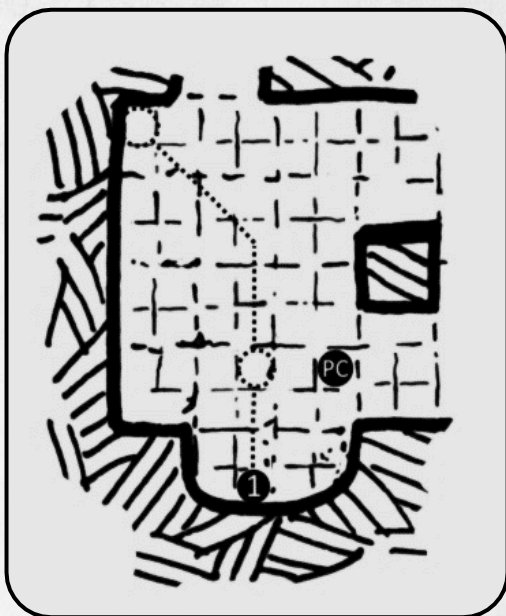
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one grappled target. *Hit:* 3 (1 + 2) piercing damage, and you make a DC 9 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much on a successful one.

away with any remaining movement, preparing to dive in next round with another spike attack.

Map. You (PC) begin this encounter 20 feet from the flying serpent (1).

COMBAT CONCLUSION

- **Win:** If you defeat the flying serpent, go to [Part 2-061](#).
- **Lose:** If your foe defeats you, go to [Part 2-086](#).



A TOXIC GARDEN

The different fungal growths in the west end of this large room are highly susceptible to air currents. Any breeze will produce a billowing deluge of toxic spores of various kinds.

At the end of each round, if any creature has moved at least 30 feet, each combatant must make a DC 14 Constitution saving throw against poison. (The serpent has advantage on this save.) On a failure, the creature must roll a d4 and act as indicated below for its next turn.



- 1 The creature uses all its movement to move in a random direction until it reaches the map's edge, where it stops for the rest of the turn. To determine the direction, roll a d8 and assign a different direction to each die face. The creature doesn't take actions this turn.
- 2 The creature doesn't move or take actions this turn.
- 3 The creature uses its movement to go in a random direction (as indicated for result #1) but performs the rest of its turn normally.
- 4 The creature can act and move normally.

❖ PART 2-104

This simple wooden box has a hinged lid over the top. The chest has some dust on it, but not as much dust as the floor and other nearby objects.

If your passive Wisdom (Perception) score is 10 or higher, go to [Part 2-129](#). Otherwise, choose one of the following options:

- **Open:** *If you have not yet done so, you can open the box and examine its contents by adding **1 minute** to your interval and going to [Part 2-154](#).*
- **Leave:** *If you wish to leave this box alone, return to [Part 2-128](#).*

❖ PART 2-105

You are in a passage extending from the northwest to the southeast. The other end of the passageway leads northwest, down a rough-cut stairway.

If you have the event code “All Clear Now,” go immediately to [Part 2-056](#). If you do not have that code, but instead have the code “Something’s in the Air,” go to [Part 2-227](#). If you have neither of these codes, go to [Part 2-058](#).

❖ PART 2-106

You light the mold and move back from it as quickly as you can. Despite this precaution, you are unprepared for the speed and ferocity with which the mold burns. You feel a blast of hot air as spores and fire billow past you, leaving a cloud of thick, toxic smoke.

*Make a Constitution saving throw against poison. If your result is 14 or lower, you take **1d10 poison** damage. If this reduces you to 0 hit points, go immediately to [Part 2-156](#). Otherwise, continue reading.*

You have filled the corridor with a persistent cloud of toxic spores and smoke, which doesn’t seem to be disbursing.

🔖 **EVENT:** “Something’s in the Air = X” (Ch. 2) *Replace the X in this code with a number equal to 90 + your current number of interval minutes. When your current interval of minutes reaches that sum, replace this event code with “All Clear Now” (Ch. 2).*

Continue to [Part 2-130](#).

❖ PART 2-107

You light the mold and move back from it as quickly as you can. Despite this precaution, you are unprepared for the speed and ferocity with which the mold burns. You feel a blast of hot air as spores and fire billow past you, leaving a cloud of thick, toxic smoke.

*Make a Constitution saving throw against poison. If your result is 14 or lower, you take **1d10 poison** damage. If this reduces you to 0 hit points, go to [Part 2-156](#). Otherwise, continue reading.*

You have filled the corridor with a persistent cloud of toxic spores and smoke, which doesn't seem to be dispersing.

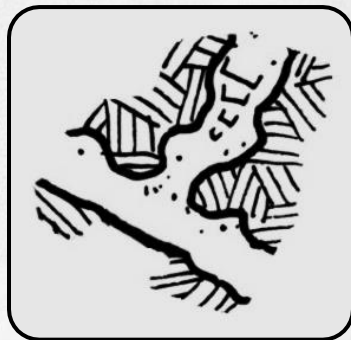
📖 **EVENT:** "Something's in the Air = X" (Ch. 2) *Replace the X in this code with a number equal to 90 + your current number of interval minutes. When your current interval of minutes reaches that sum, replace this event code with "All Clear Now" (Ch. 2).*

Continue to [Part 2-227](#).

❖ PART 2-108

You are in a T-shaped intersection, the main tunnel running from the northwest to the southeast.

A thick fungus coating mires the walls, ceiling, and floor of the southeast passage. Ahead of it, someone has arranged a collection of stones in the shape of a skull, perhaps a warning about the danger of the fungus in the southeast route.



In the center of this northwest-to-southeast tunnel, another passage branches off to the northeast, ascending a set of rough-cut stairs.

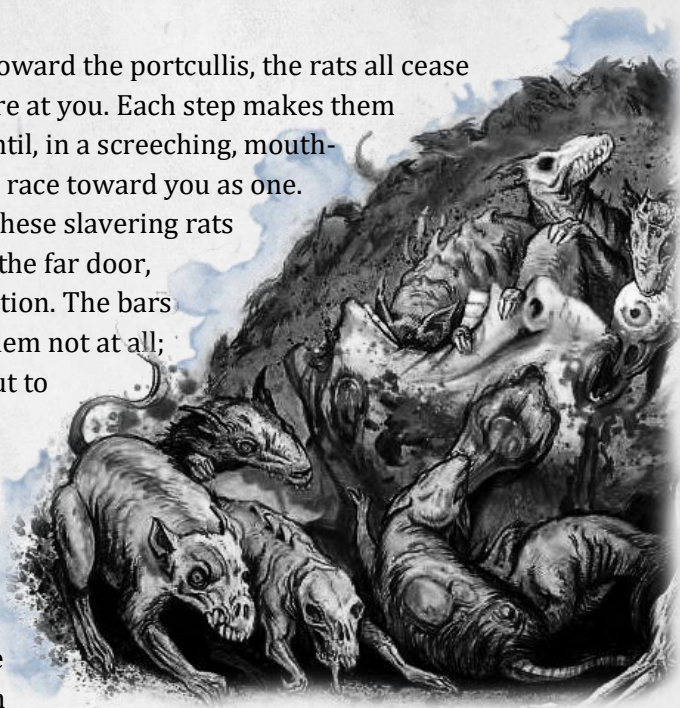
- **Northwest:** *To follow the tunnel heading northwest, go to [Part 2-027](#).*
- **Northeast:** *To follow the tunnel heading northeast, up the rough-cut stairs, go to [Part 2-128](#).*
- **Southeast:** *To follow the tunnel heading southeast, toward the thick fungus field, go to [Part 2-031](#).*

❖ PART 2-109 ■■

The moment you step toward the portcullis, the rats all cease their chittering and stare at you. Each step makes them increasingly agitated until, in a screeching, mouth-foaming frenzy, they all race toward you as one.

As they come, more of these slavering rats flood from the crack in the far door, streaming in your direction. The bars of the portcullis slow them not at all; a tide of rodents is about to wash over you!

Skirmisher. The swarm moves toward you and attempts to engage you in melee combat, applying its diseased bite. The wave of rats will use the Dash



DISEASED RAT SWARM

Small swarm of Tiny beasts

Armor Class 10

Hit Points 17 (7d6 - 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
(-1)	(+0)	(-1)	(-4)	(+0)	(-4)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive

Perception 10

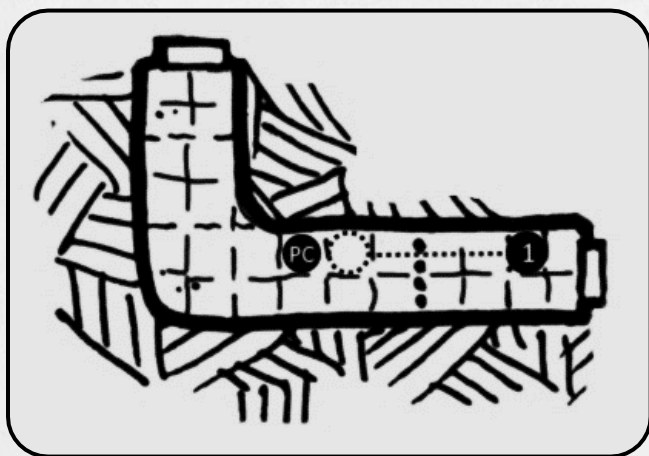
ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half or fewer of its hit points remaining. You must also succeed on a DC 8 Constitution saving throw or contract foaming fever. Until this disease is cured, you cannot regain hit points from short resting or long resting.

action to close with you on its first turn if it cannot reach you with its movement alone.

Sequence. Owing to the sudden reaction of the swarm, and its single-minded gestalt focus on your intrusion into its terrain, the swarm of diseased rats has advantage on its initiative roll.

Map. You (PC) begin 25 feet away from the swarm of diseased rats (1).



OF MICE AND MEN

The few inches of water in this area are no impediment to you, at your size. However, to the swarm of diseased rats, it counts as *difficult terrain*. Each rat must stand snout-deep in the water, else stand upon another rat who is doing so.

The swarm moves at half speed while on this map. Moving 1 foot in difficult terrain costs the creature 2 feet of speed. (The water is normal terrain for you.)

COMBAT CONCLUSION

- **Win:** If you defeat the swarm, go to [Part 2-068](#).
- **Flee (2+):** You can attempt to flee combat in the second and subsequent rounds. If successful, go to [Part 2-043](#).
- **Lose:** If the rats defeat you, go to [Part 2-093](#).

❖ PART 2-110

The shrapnel tears at your body, seeding its toxic paralytic. You taste something strange as your body curls up of its own volition and you fall to the ground, unconscious and bleeding.

You have reached 0 hit points and are dying. Make death saving throws.

If you fail three death saving throws before succeeding at three, you have died. Go to [Part 2-135](#).

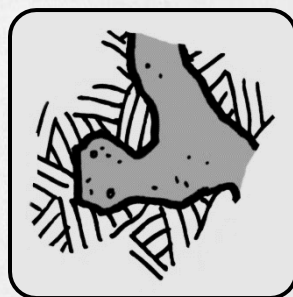
*If you succeed on three death saving throws before failing three, you return to consciousness with **1 hit point**, face down in the rubble. Unless you rolled a “20” on a death saving throw, add **1d4 x 60 minutes** to your interval time. Then return to [Part 2-010](#).*

❖ PART 2-111

This curved segment joins a passage to the north with another that leads eastward. A natural alcove in the stone reaches about 20 feet to the west, to an obvious dead end.

The waist-high water in this area has a sweet odor, like fermented fruit.

- **Search:** *If you have not yet searched the large, natural alcove to the west, you may do so by adding **1 minute** to your interval and going to [Part 2-133](#).*
- **North:** *To enter the north-running passage, go to [Part 2-008](#).*
- **East:** *To explore eastward, go to [Part 2-034](#).*



❖ PART 2-112

The blow to your head is one from which you will never awake. Rubble buries your body and you die before the dust settles.

Your life and your quest end here.

❖ PART 2-113

Among the dry bones on the top half of the alcove, you find a metal case wrapped in leather. Within are the remnants of some barber's tools: several

scalpels, tooth-pulling pliers, and some vials of what might once have been medication. Unfortunately, these have deteriorated long past usefulness.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 17 or higher reveals a **tinderbox** (1).*

Make a note that you have searched alcove 7, then return to [Part 2-034](#).

❖ PART 2-114

You fall into the shallow water, your back and head impacting the hard stone beneath. You lose consciousness as your body floats in the brackish mire.

You have reached 0 hit points and are dying. Make death saving throws.

If you fail three death saving throws before succeeding at three, you have died. Go to [Part 2-139](#).

*If you succeed on three death saving throws before failing three, you return to consciousness with **1 hit point**, floating in the shallow water. Unless you rolled a “20” on a death saving throw, add **1d4 x 60 minutes** to your interval time. Go to [Part 2-223](#).*

❖ PART 2-115

Inside this 10 by 15-foot room, you find carved ledges along the walls. These contain skeletons, interred like those found elsewhere in these catacombs.

At the back of the vault, you find a brazier piled with ancient, brittle coals. Among these are tiny nuggets of various metals in odd shapes. Some of these have value; you identify four **silver nuggets** (0.08) worth 1 sp each and four **electrum nuggets** (0.08) worth 5 sp each.

Return to [Part 2-015](#).

❖ PART 2-116

Several of these skeletons have cuts on their clavicles, as though stabbed in the neck with downward thrusts. You suspect these bodies belong to murder victims, people killed in this location. A slight discoloration on the stone beneath them might indicate blood spilled long ago.

Return to [Part 2-015](#).

❖ PART 2-117

📖 **EVENT:** “White Stone” (Ch. 2) *This code replaces “Square Egg,” which you must now remove from your list of events if you have it.*

With the liberal application of fire, you burn away the webs until they are gone. Once destroyed, the magical webs leave no sign that they ever existed in this area.

Go to [Part 2-142](#).

❖ PART 2-118

You approach the northwest-facing doorway at the northern end of the passage. You find that it bears the engraved pattern of a storm cloud. Its sturdy hinges are set into the stone of the wall. The door has a heavy lock with a tiny, rusted keyhole.

*If you have previously left this door opened (or broken-through), you may pass through it now by adding **1 minute** to your interval time and proceeding to [Part 2-105](#). Otherwise, choose one of these options:*

- **Key:** {ITEM: CLOUD KEY} *To bypass this door using the cloud key, add **1 minute** to your interval time and go to [Part 2-105](#).*
- **Lockpick:** {ITEM: THIEVES’ TOOLS AND CHECK: DEXTERITY (THIEVES’ TOOLS) 16} *To bypass this door by picking the lock, go to [Part 2-105](#). You can make this check multiple times. Each attempt adds **1 minute** to your interval time. If you use this option, note whether you leave the cloud door standing open or allow it to close; it will automatically relock if it closes.*
- **Force:** {ITEM: CROWBAR, MINER’S PICK, OR PORTABLE RAM} *To break down the door or excavate its deep-set metal hinges from the stone, go to [Part 2-105](#), first adding **a number of minutes** to your interval time equal to 40 minus your passive Strength (Athletics) score. Additionally, make a note that you have opened the cloud door, permanently.*
- **Leave:** *To give up examining the door, you can return to [Part 2-210](#).*

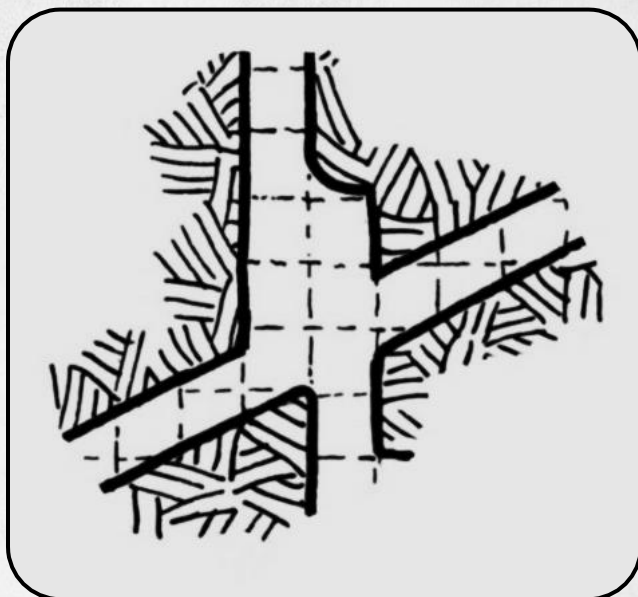
❖ PART 2-119

The north-south passage briefly widens to 20 feet in this location, where it intersects with another passage running southwest to northeast.

The widened portion of the passage contains a set of dust-covered handcars, their wheels locked in place by rust.

A distant red glow twinkles far up the north passageway.

The southern passageway must be a subtle up-trending grade; a thin stream of water flows from it into this intersection, then flows to the southeast, which also grades downward slightly. You see a doorway on the eastern wall of the southern passage, about 20 feet away from you.



- **Handcars:** *To inspect the handcars, add **1 minute** to your interval time and go to [Part 2-144](#).*
- **North:** *To follow the passage north, add **1 minute** to your interval time and proceed to [Part 2-070](#).*
- **Northeast:** *To follow the downward-sloping passage, add **1 minute** to your interval time and proceed northeast to [Part 2-143](#).*
- **South:** *To follow the passage south, add **1 minute** to your interval time and proceed to [Part 2-169](#).*
- **Southwest:** *To follow the passage southwest, add **1 minute** to your interval time and proceed to [Part 2-210](#).*

❖ PART 2-120

This sarcophagus is empty, not even a naming plaque within it.

Note that you have searched sarcophagus 2, then return to [Part 2-218](#).

❖ PART 2-121

As you approach the doorway, you feel a sense of unease as though the door itself is a malevolent presence. The iron bears the symbol of House Deepwinter, a snowcapped mountain with a large, stylized snowflake above and to the left of the mountain peak. (In the typical style of Waterdhavian nobility, the symbol appears inside the outline of a shield.) Long streaks of rust reach from the cut lines of the symbol down the bottom half of the door, and wispy lichen grows in the deepest recesses of the carving. Instead of a keyhole, the complex lock on this door has a depression where a precisely shaped item, inserted properly, allows the locking mechanism to operate.

*If you have previously left this door standing open (or broken open), you can add **1 minute** to your interval and continue to [Part 2-128](#). Otherwise, choose one of the following options:*

- **Sense:** {FEATURE: DIVINE SENSE OR SPELL: *DETECT EVIL AND GOOD*} *If you wish to employ your mystical senses to examine the door and the area around you, go to [Part 2-147](#).*
- **Key:** {ITEM: SNOWFLAKE EMBLEM} *To bypass the door by pressing the snowflake emblem into the “key” recession, add **1 minute** to your interval and go to [Part 2-128](#).*
- **Lockpick:** {ITEM: THIEVES’ TOOLS AND CHECK: DEXTERITY (THIEVES’ TOOLS) 26} *To bypass this door by picking the lock, go to [Part 2-128](#). You can make this attempt multiple times, but each check adds **1 minute** to your interval. If you succeed, make a note of whether you leave this door open or closed; the door will automatically relock if allowed to close.*
- **Force:** {ITEM: CROWBAR, MINER’S PICK, OR PORTABLE RAM} *To start breaking down the door or excavating its hinges from the stone, go to [Part 2-172](#).*
- **Leave:** *To assess the other features in this area, return to [Part 2-218](#).*

❖ PART 2-122

You pocket the little treasures of the deceased, then hurry after your friends.

*You find **17 cp** (0.34), **4 sp** (0.08), and a **silver nose ring** (0) worth 1 gp.*

Go to [Part 2-247](#).

❖ PART 2-123

The undead serpent is not content with draining your life force. It wraps around your body, crushing you into a more digestible shape. No trace of your body remains to find.


Your life and your quest end here.

❖ PART 2-124

There is a gargling scream, and the water swirls as though boiling. A thick cloud rises to the top of the water, coalescing into mist and escaping out the crack in the southern wall. The vampire's burned robes fall slowly through the water, settling on the ground along with an ornate staff and two rings.

*You can take Parnak's **staff** (3) arcane spellcasting focus if you wish.*

*If you have not yet taken the corpse's rings, they are among these dropped possessions: add the **Deepwinter Seal** (0) to your inventory. You can also take the **platinum ring** (0) if you wish; this item is worth 10 gp. (If you have already taken these items, you cannot take them again.)*

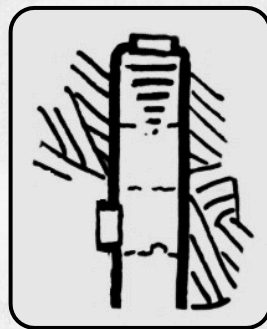
 **LORE:** {IDENTIFY MAGIC ITEM} **126-Deepwinter Seal.** Use this entry to learn the magical properties of this item.

Go to [Part 2-149](#).

❖ PART 2-125

This north-south passage has doorways to the north and west. The north doorway is at the top of a long set of stairs.

- **Door (West):** To examine the doorway to the west, go to [Part 2-145](#).
- **Door (North):** To examine the doorway to the north, go to [Part 2-170](#).
- **South:** To follow the passageway south, increase your interval time by **1 minute** and go to [Part 2-070](#).



❖ PART 2-126

The funerary rights for the skeletons interred in this flooded alcove included the placement of a coin over each eye. You find **6 cp** (0.12) and a tiny metal harp that is too rusted to be of any use or value.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 11 or higher reveals an additional **1 cp** (0.02 each) for each point by which your result exceeded 10, to an additional maximum of 12 cp. If your result is 20 or higher, you also discover **1 gp** (0.02).*

Make a note that you have searched alcove 6, then return to [Part 2-053](#).

❖ PART 2-127

With the expiration of your final light source, utter darkness closes in. You wander for what feels like hours, maybe days, trying to feel your way out of the catacombs. Strange sounds follow you. Creatures are out there, stalking the gloom. You become convinced that something is following you. Finally, you find the entry passage you descended into with your friend's rope. Blessedly, the rope is still there. You climb it, rising from the darkness.

You are in the House of the Homeless. You hear a muffled conversation taking place nearby, and you creep toward the voices. Two strangers are standing in the main hallway, discussing the tomb. They are unaware of your presence. Your three friends are nowhere in sight.

Moving as quietly as you can, you enter the main hallway of the House of the Homeless, stepping over the barrier rope that keeps visitors out of the side passages. Unnoticed by the mourners present, you walk out into the sunlight of a late afternoon. You are about to head to the nearby West Gate when you notice a familiar face. Latchboy is just off the path, resting on a cloak spread over the grass, as though he has just finished a picnic.

You join Latchboy, sitting on the cloak. He says you were lost in the deep catacombs for about nine hours. The deadline for the Seekers' scavenger hunt has long passed. Of more concern, Rufio and Bell descended the rope a few hours after you did, hoping to find you or what remains of you, and they haven't returned.

An hour later, Rufio and Bell emerge from the House of the Homeless. Their frustration over not finding you turns to joy when they see you've found your way out. Reunited, the four of you leave the district in the late

afternoon. You've missed the Seekers' deadline—and the Day of Wonders parade, much to Latchboy's consternation—but at least you're all alive.

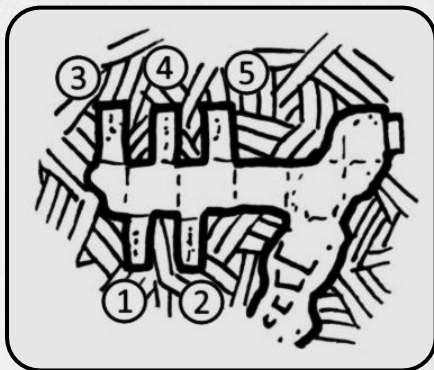
Your quest ends here.

❖ PART 2-128

You are in an oddly formed area. The east end of this passage ends at a doorway. A dusty wooden chest sits at the end of the westward passage.

A set of rough-cut stairs leads downward to the southwest.

Five catacomb alcoves cut their way into the northern and southern walls of the hallway. There are fewer linen-wrapped skeletons than usual stacked in the last alcove on the right. The remnants of linen rags litter the floor, as though someone has cut some skeletons out of their funerary wraps.



*Each alcove you search adds **1 minute** to your interval time. You can search thoroughly by taking **2 minutes** instead. Each time you search, decide if you will take extra time before you use the matching prompt. (Because there are fewer contents to alcove 3, the search is automatically a thorough one, taking only **1 minute**.) You can search each alcove only once.*

Alcove 1: [Part 2-153](#) Alcove 3: [Part 2-029](#) Alcove 5: [Part 2-079](#)

Alcove 2: [Part 2-004](#) Alcove 4: [Part 2-054](#)

- **Chest:** You can examine the wooden chest by going to [Part 2-104](#).
- **Door:** To approach the doorway, go to [Part 2-180](#).
- **Southwest:** To leave this area by the southwestern-headed passageway, down the rough-cut stairs, add **1 minute** to your interval and go to [Part 2-108](#).

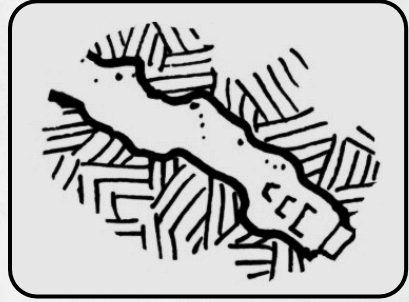
❖ PART 2-129

While examining the wooden chest, you notice that the scratches on one side form a line of crude lettering. You clear away the dust and find “Ace’s Box” there, the words looking like a child carved them. This must be something Ace uses as part of her fungus growing operation.

- **Open:** *If you have not yet done so, you can open the box and examine its contents by adding **1 minute** to your interval and going to [Part 2-154](#).*
- **Leave:** *If you wish to leave this box alone, return to [Part 2-128](#).*

❖ PART 2-130

Spore laden smoke drifts in the air, forming a thick haze that makes it hard to see the far end of the hall. The smell of it carries the promise of a highly toxic residue, should you brave the cloud.



- **Northwest:** *To avoid the cloud, returning northwest, go to [Part 2-108](#).*
- **Southeast:** *To brave the smoke and spores, heading toward the doorway to the southeast, go to [Part 2-155](#).*

❖ PART 2-131

You light the mold from as far back as you can. Once ignited, the toxic substance burns with speed and ferocity, leaving the corridor filled with thick, toxic smoke, which doesn't seem to be disbursing.

📖 **EVENT:** "Something's in the Air = X" (Ch. 2) *Replace the X in this code with a number equal to 90 + your current number of interval minutes. When your current interval of minutes reaches that sum, replace this event code with "All Clear Now" (Ch. 2).*

Continue to [Part 2-130](#).

❖ PART 2-132

You light the mold from as far back as you can. Once ignited, the substance burns with speed and ferocity, leaving the corridor filled with thick, toxic smoke, which doesn't seem to be disbursing.

📖 **EVENT:** "Something's in the Air = X" (Ch. 2) *Replace the X in this code with a number equal to 90 + your current number of interval minutes. When your current interval of minutes reaches that sum, replace this event code with "All Clear Now" (Ch. 2).*

Continue to [Part 2-227](#).

❖ PART 2-133

You search the dead-end area, reaching about in the darkness of the brackish, waist-deep water.

If your passive Wisdom (Perception) score is 15 or higher, go immediately to [Part 2-158](#). Otherwise, continue reading.

As you search, continuing to disturb the water, the smell of fermenting fruit grows stronger.

If you have a 10-foot pole, you can probe the water ahead of where you walk by going to [Part 2-230](#). Otherwise, go to [Part 2-009](#).

❖ PART 2-134

Many of the bones here lie broken and scattered around the alcove, some of them crunching underfoot beneath the surface of the water.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 10 or higher reveals a slick **copper plaque** (1) engraved with the words “Lord Japhyl Cragmere the Third, refused to be buried with his family,” worth 5 sp.*

Make a note that you have searched alcove 2, then return to [Part 2-034](#).

❖ PART 2-135

With your body clenched in paralytic spasms, and your mind in a dying haze, you watch your life force leak from the cut you sustained. You aren't certain if you are conscious or dreaming, nor can you understand why you are dying. In your final moments, you've even forgotten why you're here.

Your life and your quest end here.



❖ PART 2-136

You approach the iron door and see that it has an engraved pattern like a radiating sun. Its sturdy hinges are set into the stone of the wall. The door has a heavy lock with a tiny, rusted keyhole.

*If you have previously left the sun door opened (or broken-through), you may add **1 minute** to your interval and proceed to [Part 2-185](#). Otherwise, choose one of these options:*

- **Key:** {ITEM: SUN KEY} *To bypass the door using the sun key, add **1 minute** to your interval time and go to [Part 2-185](#).*
- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 16} *To bypass the door by picking the lock, go to [Part 2-185](#). You can make this check multiple times, adding **1 minute** to your interval time for each check. Make a note of whether you leave the sun door open or closed; it will automatically relock if closed.*
- **Force:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} *To break down the door or excavate its hinges from the stone, go to [Part 2-185](#), first increasing your interval time by **a number of minutes** equal to 40 minus your passive Strength (Athletics) score. Additionally, make a note that you have opened the sun door permanently.*
- **Leave:** *To give up examining the door, return to [Part 2-034](#).*

❖ PART 2-137

You are in a T-shaped intersection. The main passageway runs from the southwest to a doorway in the northeast. A perpendicular passage leads off to the southeast.

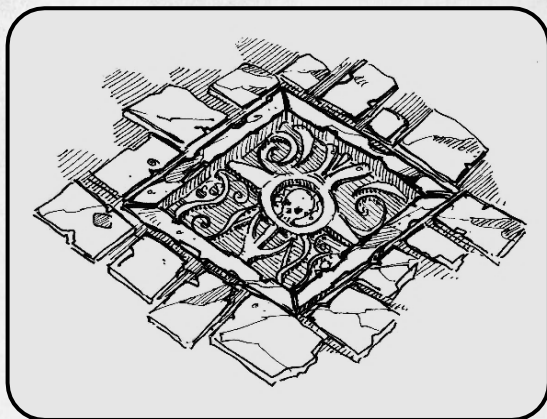
A skeleton curls in a fetal position in the center of the intersection.

- **Search:** *If you have not yet done so, you can search the skeleton by going to [Part 2-246](#).*
- **Door:** *To approach the doorway to the northeast, go to [Part 2-186](#).*
- **Southeast:** *To follow the passage to the southeast, go to [Part 2-163](#).*
- **Southwest:** *To follow the passage to the southwest, go to [Part 2-185](#).*



❖ PART 2-138

Finding your way back out of the catacombs is easier than getting in. You've passed through these tunnels often enough to reach the exit in good time. When you've climbed the long rope out of the deep catacombs, it is Rufio who grabs your hand to help you up. Latchboy, Rufio, and Bell are all here.



The four of you untie the rope and move the iron grate back into its brick frame in the floor. Then you hand the Deepwinter Seal to your friends. Rufio takes the item and examines it with a look of awe.

*Remove the **Deepwinter Seal** from your inventory.*

After a long minute of congratulations and hugs from your friends, you notice that Rufio is limping slightly. He has a cut down his leg and blood crusts his canvas trousers. Seeing that you've noticed the cut, Rufio waves dismissively, as though it is nothing. Instead of explaining the injury, Rufio describes his new plan for getting out of the City of the Dead.

Tally the final number of minutes in your interval and stop tracking time.

- **Still Dark:** {150 OR FEWER INTERVAL MINUTES} *If it is still fully dark, before the changing of the Watch shifts, go to [Part 2-174](#).*
- **Near Sunrise:** {151-270 INTERVAL MINUTES} *If there is no more than the faintest glow of predawn light on the horizon, go to [Part 2-198](#).*
- **Full Dawn:** {271 OR MORE INTERVAL MINUTES} *If the sun has fully crested the horizon, go to [Part 2-229](#).*

❖ PART 2-139

You have died in the deep, hidden catacombs beneath the City of the Dead, within a stone's throw of thousands of corpses. Yours is merely the newest body to find residence in these dark, wet halls.

Your life and your quest end here.

❖ PART 2-140

Markings on this door indicate that the sepulcher beyond is reserved for members of the Splendid Unity of Metallurgical Masters and Smelters, a guild you've never heard of. An additional marking shows the symbol of House Deepwinter as a supporter of the guild.

The heavy iron door presents an obviously difficult barrier.

- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 14} *To pick the lock on this door, go to [Part 2-165](#). You can make this check multiple times but add **1 minute** to your interval time for each failure.*
- **Excavate:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} *To break down the door or excavate its hinges from the stone, add **9 minutes** to your interval and go to [Part 2-165](#).*
- **Leave:** *To end your examination, **refund the 1 (or 2) minutes** you applied to your interval for searching the sepulcher, then return to [Part 2-015](#).*

❖ PART 2-141

You take time to search through the debris in this large room. Among the debris, you find a stack of vellum pages. A single piece of stone rubble sits atop the stack, as though to hold it in place. You find a rusted ink pen nearby.

You have found four blank **enduring spellbook pages** (0), pristine despite the dust, and one more page filled with writing.

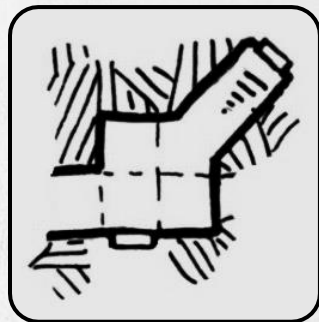
📖 **LORE:** {IDENTIFY MAGIC ITEM} **129-Enduring Spellbook (Pages).** *Use this entry to learn the magical properties of this item. You needn't identify this item again if you have already done so after finding other parts of it.*

📖 **LORE:** **116-Third Page.** *Use this entry to examine the fevered scratchings penned on this crumpled page of vellum.*

Return to [Part 2-015](#).

❖ PART 2-142

You are in a small room, 20-foot square. There is a passageway to the west and another angling northeast, up some stairs to a doorway. Another doorway leads to the south.



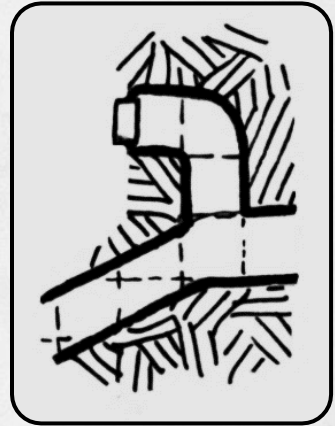
- **Bells:** *If you have not yet inspected the bells attached to the walls, you may do so by adding **1 minute** to your interval time and going to [Part 2-167](#).*
- **West:** *You can add **1 minute** to your interval time and take the westward passage if you wish, continuing to [Part 2-143](#).*
- **Northeast:** *If you wish to approach the northeast doorway, add **1 minute** to your interval time and go to [Part 2-191](#).*
- **South:** *If you wish to approach the doorway to the south, go to [Part 2-215](#).*

❖ PART 2-143

You are in a three-way intersection. A short passage to the east leads into a square room.

Another short passage to the north bends westward and ends abruptly at a doorway.

A third passage angles to the southwest along a slight rise. Water trickles toward you down this incline, a thin stream that continues past you out the eastern passage.



- **Door:** *To approach the west-facing doorway to the north of you, add **1 minute** to your interval time and go to [Part 2-168](#). (If you previously left that door standing open or broken open, you can add **1 minute** to your interval time and pass through it to [Part 2-216](#) instead.)*
- **East:** *To follow the short passage to the east, toward the square room, go to [Part 2-190](#).*
- **Southwest:** *To take the passage leading southwest, go to [Part 2-119](#).*

❖ PART 2-144

You take a minute to inspect the handcarts. Their size is just right for carrying bodies, an aid for those previously tasked with moving corpses down here, centuries ago. The dust-covered carts are now useless, their wheels fused by rust.

You find nothing else of interest or use here.

Return to [Part 2-119](#).

❖ PART 2-145

This 20-foot square room contains the remnants of a mechanical lifting device, a mechanism that once raised and lowered a platform between this level and some area above it. Mortar and stone pack the hole in the ceiling, a result likely achieved by magic.

Beneath the former hole, the lifting mechanism remains intact but useless now from rust. The gears no longer spin. The lifting platform, a circular stage 10 feet in diameter, will never rise again.



Add 1 minute to your interval time and go to [Part 2-125](#).

❖ PART 2-146

This sarcophagus is the one the abominable cadaver sprang from. It holds a dusty plaque that reads "Trisketon Deepwinter" and a child's toy, a top for spinning with four faces it can land on: happy, sad, wrathful, and dead.

*If you wish to take it, the **copper plaque** (1) is worth 5 sp.*

Note that you have searched sarcophagus 3, then return to [Part 2-218](#).

❖ PART 2-147

You focus your senses on the door and the area around you. The door has a desecrating power, a byproduct of prolonged exposure to evil things. It will fortify any undead creature in sight of it, protecting against mystical attacks.

*If you have holy water or holy oil, and you have not yet done so, you can sprinkle the blessed liquid on the door, neutralizing the power of this desecration. This uses up the **holy water** or **holy oil**. If you cleanse the door this way, add this code:*

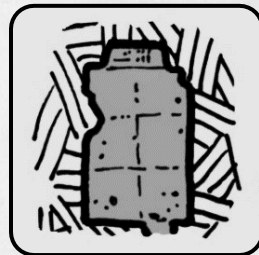
☞ **EVENT:** "Rest in Peace" (Ch. 2)

If you used Divine Sense, mark off a use of that feature. If you just now cast detect evil and good, mark off the spell slot and note that the spell will last until you accumulate 10 more minutes on your interval, unless you lose concentration sooner.

Return to [Part 2-121](#).

❖ PART 2-148

You enter a flooded rectangular chamber, about 20 feet wide and 30 feet long. It has a shelf in the stone wall at the far end. A blackened corpse rests on that shelf. A long stake pins the body to the soggy pallet below it.



Rays of light glimmer off the corpse's right hand, piercing the brackish water. As you approach the north end of the room, these rays of light illuminate threads of darkness swirling through the water. The threads fill the whole room, tracing their way back to the mouth of the burned corpse.

A closer examination shows that the corpse was once human. Its shriveled flesh remains, blackened as though the entire body is terribly burnt. The remnants of its heavy robes show similar signs of immolation. Both hands, each of which bears a ring, clutch a shaft of dark material that pierces the corpse's heart. The glowing signet ring on its right hand is undoubtedly the Deepwinter Seal.

You have found the object of your quest.


Go to [Part 2-173](#).

❖ PART 2-149

You squeeze back through the crack in the south wall. As you bob through the water toward the stairs, you can see by the light of the Deepwinter Seal that you have become entwined in the threads of dark liquid that permeate the water in this flooded tomb.

When you haul yourself out of the water, some of this substance clings to you. It seems that your body has even absorbed it, leaving a subtle mesh of lines on one of your arms. The resulting pattern resembles crystalline snowflakes. Your journey into the Primarch's tomb has left its mark on you.

You climb off the stage, passing under the red runes of power that ward it. Believing you will never need to return, you drop the cadaver's arm that allowed you access to this area, leaving it on a nearby pile of bones.

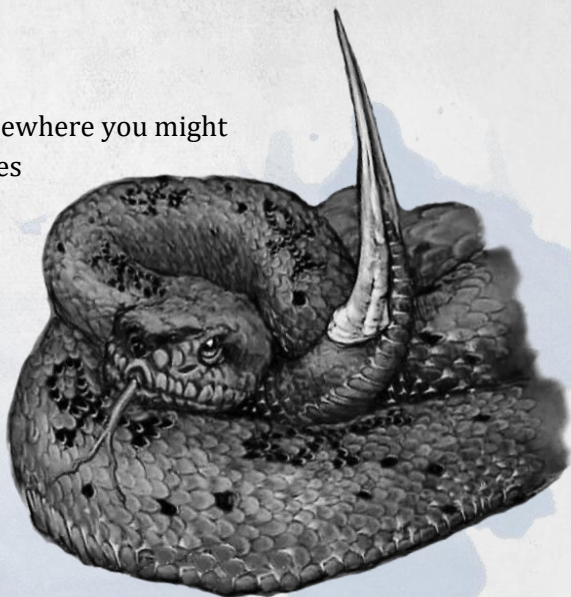
 **LORE: 124-Charm of Kinship.** Use this entry to review the properties of this supernatural gift.

Go to [Part 2-138](#).

❖ PART 2-150 ■■

You look for a convenient spot, somewhere you might remain concealed from any creatures passing by.

*If you have the event code "Venomous Nap," add 60 minutes to your interval time and update your character sheet to reflect having finished a **short rest**, then return to your previous text part. If you do not have that event code, continue reading.*



POISONOUS RATTLING SNAKE

Medium beast

Armor Class 13

Hit Points 9 (2d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
(+0)	(+2)	(+0)	(-4)	(+0)	(-4)

Senses blindsight 10 ft., passive Perception 10

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 2) bludgeoning damage, and you must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Soon after you settle down, a poisonous snake interrupts your rest with this threatening rattle. The creature is eager to make a meal of you.

Skirmisher. The poisonous snake will attempt to close with you and kill you with its bite attack.

Map. If there is one, refer to the map fragment appearing in your current text part. Roll 1d4: Your starting position is in the middle of the north (1 result), east (2 result), south (3 result) or west (4 result) edge, as far in that direction as you can go. Your enemy begins on the

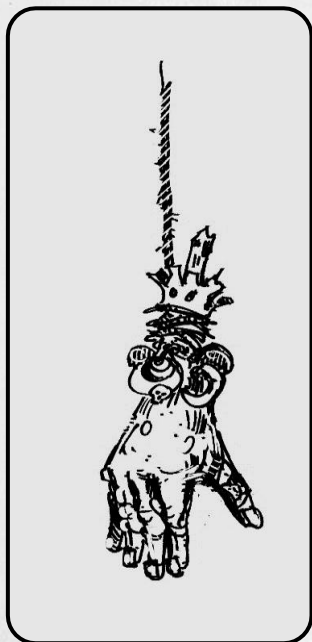
opposite side of the map. Remember that each square of a normal map (if it has grid lines) is 10 feet square.

If the map of the area you are in doesn't have grid lines, or the area doesn't include a map fragment, apply theater of the mind techniques or use the Alternate Map in the sidebar.

COMBAT CONCLUSION

📖 **EVENT:** "Venomous Nap" (Ch. 2)

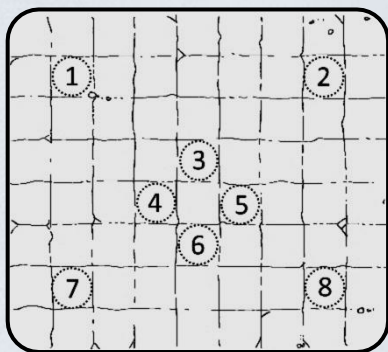
- **Win:** *If you defeat your foe, add **(1d4 + 1) x 5 minutes** to your interval time. (You did not finish the short rest before strenuous combat interrupted it, but you can try again if you wish.) You may then return to your previous text part.*
- **Lose:** *If your foe defeats you, go to [Part 2-086](#).*



ALTERNATE MAP

If for any reason the map segment associated with your current text part isn't suitable for placing tokens as described in the "Map" introduction to this combat writeup, you can use this optional map instead.

Roll 1d8 to find your starting position and another 1d8 for the poisonous rattling snake. Reroll the snake's die if you both get the same result.



❖ PART 2-151

You decide to leave the little treasures so the owners' next of kin can claim them. You feel better doing this, as though you just performed a good deed.

*Note **inspiration** on your character sheet.*

Go to [Part 2-247](#).

❖ PART 2-152

An old iron door here, laid horizontally, separates skeletons above and below it. You find no explanation for the division of this burial; in death, one body is much like another. Drug from the alcove, the old door settles to the bottom of the flooded hall.


*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 12 or higher reveals **2 sp** (0.04) and **4 cp** (0.08). A result of 16 or higher also reveals an **ivory hairpin** (0) worth 1 gp.*

Make a note that you have searched alcove 7, then return to [Part 2-053](#).

❖ PART 2-153

Dozens of skeletons fill the alcove. Their funerary wraps are rotten, allowing random bones to fall out and settle among the skeletons below, forming a dense pile of bones and burial trinkets. Among them is an interesting but worthless egg with a bright blue shell.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 8 or higher reveals a **decoy purse** (1). A result of 15 or higher also reveals a loose stone tile beneath the skeletons, which has shifted amongst its crumbling mortar.*

 **LORE: 123-Decoy Purse.** Use this entry to review the properties of this mundane item.

Make a note that you have searched alcove 1.


- **Loose Tile:** If your check result was high enough to find the loose tile, you can excavate it by adding **1 minute** to your interval and going to [Part 2-177](#).
- **Return:** If you did not discover the loose tile, or you don't wish to excavate it, return to [Part 2-128](#).


❖ PART 2-154

You lift back the lid of the wooden chest. Inside is a set of dirty gardening **robes** (4) that look heavy enough to wear over normal clothing, a **healer's kit** (3) containing herbal poultices, and two **potions of minor healing** (0.5 each), both labeled "thorn-prick salve."

The chest also contains a **filtered facemask** (1) designed to cover the whole face. It has complex straps to hold it in place, a breathing apparatus, and lenses that cover each eye. The overly-complex design looks like something your friend Bell would make.

In the bottom of the chest, you find a slender iron key with a star symbol on it. It looks important, so you slip the **star key** (0) into your pocket.

 **LORE: 112-Filtered Facemask.** *Use this entry to learn the mundane properties of this item.*

 **LORE: 127-Potion of Minor Healing.** *Use this entry to learn the magical properties of these items.*

Return to [Part 2-128](#).

❖ PART 2-155

Covering your face as best you can, you venture into the smoke-filled passage. You will have to hold your breath until you get to the other side.

*Because of exposure to toxic spores, you must make a Constitution saving throw against poison. Roll with advantage if you have the Hold Breath racial trait. On a result of 11 or lower, you take **2d6 poison** damage. If this reduces you to 0 hit points, go to [Part 2-179](#). Otherwise, read on.*

- **Continue:** *To continue to the far end of the hall, ascending the stairs amidst the toxic smoke, go to [Part 2-203](#).*
- **Retreat:** *To turn around instead, leaving this area to the northwest, go to [Part 2-108](#).*

❖ PART 2-156

The deadly spores cling to you, infecting you with their toxic misery. More spores land on your body, coating you with the stuff. Your vision fades as you fight for your life, unsuccessfully.

Your life and your quest end here.

❖ PART 2-157

Bracing yourself for the worst, you move through the tunnel as quickly as you can. With each step you hear a crackling, as though you are walking over tiny, delicate bones beneath the thick mold.

Unfortunately, your steps seem to have agitated this sickly yellow growth, and a thick cloud of toxic spores erupts into the tunnel around you.

*Because of exposure to toxic spores, you must make a Constitution saving throw against poison. On a result of 14 or lower, you take **2d10 poison** damage and gain the **poisoned** condition. If this reduces you to 0 hit points, go to [Part 2-156](#). Otherwise, read on.*

- **Continue:** To continue northwest through the cloud to the far end of the hall, racing past the cloud, go to [Part 2-181](#).
- **Retreat:** To turn around, diving out of the toxic cloud, return to [Part 2-205](#).

❖ PART 2-158

You notice a patch of slime clinging to the ceiling. It seems to be reacting to the disturbance in the water, sagging lower and lower until it finally drops into the waist-high water. Although you thought you were standing far enough back to avoid being under the falling mass, it spreads dramatically as it hits the water, splashing toward you.

*Make a DC 10 Dexterity saving throw. On a success, you manage to jump back even farther, avoiding the spray of water and slime. On a failure, some of the caustic material contacts you, inflicting **1d10 acid** damage, **halved** by dilution with water. If this reduces you to 0 hit points, go to [Part 2-182](#).*

Unfortunately, the floating mass seems too dangerous to wade through, so your search of this small area is over.

Return to [Part 2-111](#).

❖ PART 2-159

Two skeletons in this alcove stand out from the others they rest among, their bones showing signs of repeated breaks and injuries.

Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 8 or higher reveals a submerged metal case behind

*rubble at the back. The case contains what remains of some old military ribbons and **military medals** (1). In their decayed state, the medals are worth only 1 gp for the inherent value of the silver they contain.*

Make a note that you have searched alcove 5, then return to [Part 2-034](#).

❖ PART 2-160

You approach the iron door, seeing that it has an engraved pattern like a radiating sun. Its sturdy hinges are set into the stone of the wall. The door has a heavy lock with a tiny, rusted keyhole.

*If you have previously left this sun door opened (or broken-through), you may add **1 minute** to your interval and proceed to [Part 2-034](#). Otherwise, choose one of these options:*

- **Key:** {ITEM: SUN KEY} *To bypass the door using the sun key, add **1 minute** to your interval time and go to [Part 2-034](#).*
- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 16} *To bypass the door by picking the lock, go to [Part 2-034](#). You can make this check multiple times, adding **1 minute** to your interval time for each check. Make a note of whether you leave this sun door open or closed; it will automatically relock if closed.*
- **Force:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} *To break down the door or excavate its hinges from the stone, go to [Part 2-034](#), first increasing your interval time by **a number of minutes** equal to 40 minus your passive Strength (Athletics) score. Additionally, make a note that you have opened the sun door permanently.*
- **Leave:** *To give up examining the door, return to [Part 2-185](#).*

❖ PART 2-161

This 10 by 15-foot room is unfinished; it appears that workers began carving ledges along the walls, probably for the storage of skeletons like those found elsewhere in these catacombs.

A set of skeletons rests on the partly carved shelves. They sit in haphazard piles, not like the skeletons interred respectfully elsewhere in the catacombs. One of the skeletons clutches a pair of children's sandals, preserved by some alchemy you cannot discern.

Make a Wisdom (Perception) check. On a result of 12 or higher, you find a set of **tiny stone idols** (1) in a rotted pouch. The artistry of these icons means the set would fetch 3 gp if sold.

Make a note that you have searched room 2, then return to [Part 2-010](#).

❖ PART 2-162

You approach the iron door and see that it bears the engraved pattern of a star. Its sturdy hinges are set into the stone of the wall. The door has a heavy lock with a tiny, rusted keyhole visible on this side.

*If you have previously left this star-marked door opened (or broken-through), you may add **1 minute** to your interval time and proceed through it to [Part 2-137](#). Otherwise, choose one of these options:*

- **Key:** {ITEM: STAR KEY} To bypass the door using the star key, add **1 minute** to your interval time and go to [Part 2-137](#).
- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 16} To bypass this door by picking the lock, add **1 minute** to your interval time and go to [Part 2-137](#). You can make this check multiple times, adding **1 minute** to your interval time for each failed check. Make note of whether you leave the star door open or closed; it will relock automatically if allowed to close.
- **Force:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} To break down the door or excavate its hinges from the stone, go to [Part 2-137](#), first increasing your interval time by **a number of minutes** equal to 40 minus your passive Strength (Athletics) score. Additionally, make a note that you have opened the star door, permanently.
- **Leave:** To give up examining the door, return to [Part 2-210](#).

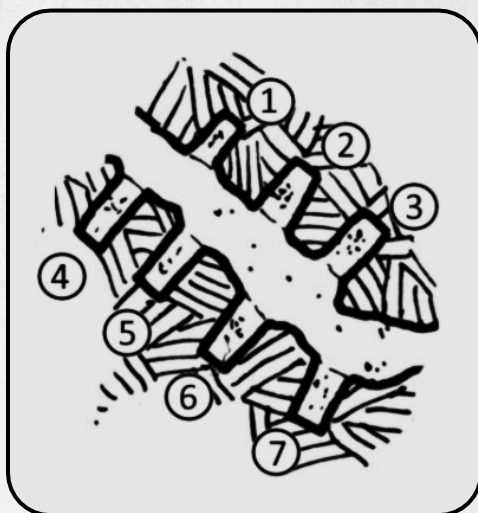
❖ PART 2-163

This long corridor stretches from the northwest to the southeast, where it finally bends east. Seven catacombs line the walls, stacked with ancient funerary wraps.

The walls in this hallway have once-colorful painted murals, a decoration that seems out of place in a catacomb devoted to the burial of the poor and the homeless. Few of the murals remain sufficiently whole to decipher their contents. From what you can discern, these alcoves hold the base citizens of Waterdeep who joined the City Guard in the defense of the

city walls during a siege during some cataclysmic event. There is no reference here to the conflict or the date at which these volunteers made their sacrifice.

*You can search any of these alcoves by adding **1 minute** to your interval time for each one searched. You can perform a thorough search by taking **2 minutes** instead; decide if you will take this extra time before you use the matching prompt. You can search each alcove only once.*



Alcove 1: [Part 2-187](#) Alcove 2: [Part 2-014](#) Alcove 3: [Part 2-064](#)

Alcove 4: [Part 2-211](#) Alcove 5: [Part 2-039](#) Alcove 6: [Part 2-089](#)

Alcove 7: [Part 2-235](#)

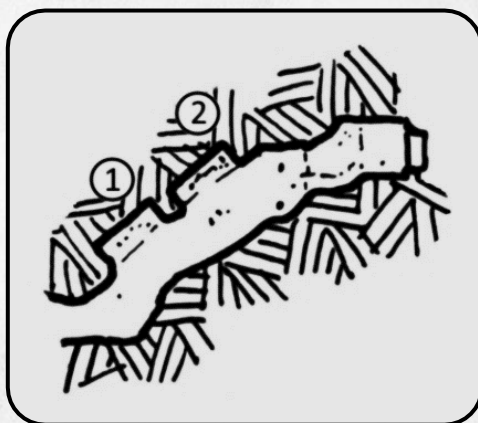
- **Northwest:** To follow the passageway northwest, add **1 minute** to your interval time and go to [Part 2-137](#).
- **East:** To follow the tunnel as it bends to the east, add **1 minute** to your interval time and continue to [Part 2-164](#).

❖ PART 2-164

This short passage extends from a westward door to the southeast, where the passage bends to the west.

Two horizontal sarcophagi, carved from the stone of the wall, line the northern side of the passageway.

*You can search these sarcophagi by adding **1 minute** to your interval time for each*



one searched. You can perform a thorough search by taking **2 minutes** instead; decide if you will take this extra time before you use the matching prompt. You can search each sarcophagus only once.

Sarcophagus 1: [Part 2-188](#) Sarcophagus 2: [Part 2-212](#)

- **West:** To follow this tunnel as it bends to the west, add **1 minute** to your interval time and go to [Part 2-163](#).
- **Northeast:** To approach the doorway to the northeast, go to [Part 2-236](#).

❖ PART 2-165

Inside this 10 by 15-foot room, you find ledges carved into every wall. These shelves hold dozens of wrapped skeletons, like those found elsewhere in these catacombs.

There are only five bodies buried here. Among them you find five fine-quality **daggers** (1 each), one interred with each of the dead.

Return to [Part 2-015](#).

❖ PART 2-166

You approach the doorway, seeing that it contains a flimsy-looking metal door; not the sturdy iron of the doors found elsewhere in this catacomb. The door is unlocked; a southwest-leading passageway lies just beyond it.

- **Southwest:** You can take this passage to the southwest by adding **1 minute** to your interval time and proceeding to [Part 2-164](#).
- **Leave:** If you wish to turn back, return to [Part 2-015](#).

❖ PART 2-167

Twenty-three bells hang at waist level in the northwest and southeast corners of the room. The last of the metal rings is missing its bell, which is nowhere in sight.

You approach the rings to inspect them more closely. What first looked like black iron bell cups turns out to be mere shrouds; each has a second bell inside with a long iron clapper hanging to about a foot below the shroud. The design of these bells seems formulated to interact with the magical web trap in this room. The webs hit the hanging clappers and the shrouds, without striking the bells themselves, thus not muffling the bells' ring.

The oddly made bells seem like too much trouble to make just to facilitate such a simple trap. You remember the many rumors about *downshadow*, the mysterious, multilevel tunnels beneath the city; Waterdhavians are convinced that a mad wizard runs around creating complex traps and puzzles in the tunnels beneath them.

Return to [Part 2-142](#).

❖ PART 2-168

The door here is wooden, unlike the many iron doors you have seen in these catacombs. However, this type of hardwood has many of the properties of iron, making it a very daunting barrier. The thick planks look old and weathered, and you can tell with a glance that this door has swollen tight in its doorframe. Turning the handle or pushing against the door will avail you not.

Despite the material's incredible resilience, you see that the lower corner of the door is missing, chipped or eaten away, leaving a hole the size of a melon.

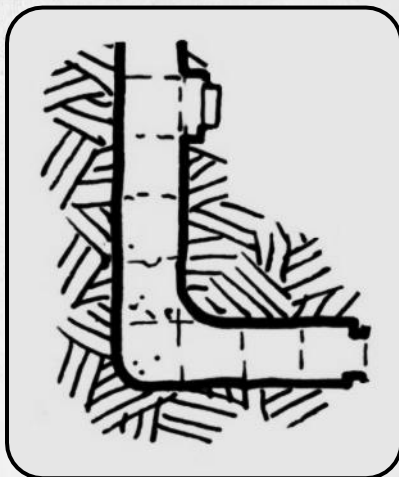
*If you have previously broken through this door, you can add **1 minute** to your interval time and enter the room, going to [Part 2-216](#).*

- **Hole:** *If you have not yet done so, you can crouch down and look through the hole in the door by going to [Part 2-192](#).*
- **Force (Tool):** {ITEM: MINER'S PICK OR SLEDGE HAMMER} *If you have tools suited for excavating this wooden barrier, and you wish to take the time to break through, add **a number of minutes** to your interval time equal to 30 minus your passive Strength (Athletics) score. If you use this option, make a note that you have opened this door, permanently, before going to [Part 2-216](#).*
- **Force (Weapon):** *If you have weapons that inflict bludgeoning or slashing damage, or you have cantrips that inflict acid, fire, force, or thunder damage, you can take the time to break through the sturdy door with these less-efficient methods. Add **30 minutes** to your interval time. If you use this option, make a note that you have opened this door, permanently, before going to [Part 2-216](#).*
- **Leave:** *To give up examining this door, return to [Part 2-143](#).*

❖ PART 2-169

You are in a long passageway with a right-angle bend in it. The northern end passes by an east-facing doorway. Water leaks from under the door, pooling in this area. A thin stream of it drains to the north. The eastern end of the passage leads to a tall archway with a large room beyond it.

- **Door:** To examine the doorway, go to [Part 2-193](#).
- **North:** You can add **1 minute** to your time interval to follow the passage north if you wish, proceeding to [Part 2-119](#).
- **East:** To follow the passage east, into the large room, add **1 minute** to your interval time and go to [Part 2-015](#).





❖ PART 2-170

Low tables line the walls of this 20-foot square room. Various tools lie about, the sort used for embalming, or for repairing burial shrouds.

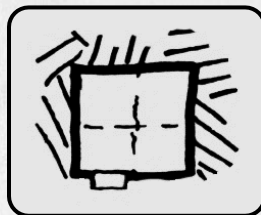
One table has its tools cleared away. A few sheets of vellum sit there, neatly stacked, as though the table served as a low desk.

You have found three blank **enduring spellbook pages** (0), pristine despite the dust, and one more page filled with writing.

 **LORE:** {IDENTIFY MAGIC ITEM} **129-Enduring Spellbook (Pages)**. Use this entry to learn the magical properties of this item. You needn't identify this item again if you have already done so after finding other parts of it.

 **LORE:** **110-First Page**. Use this entry to examine the fevered scratchings penned on this crumpled page of vellum.

Add **1 minute** to your interval time and return to [Part 2-125](#).



❖ PART 2-171

The skeleton in this sarcophagus is missing its head. A dusty copper plaque reads “Yvalon Endol-Deepwinter.”

If you wish to take it, the **copper plaque (1)** is worth 5 sp.

Note that you have searched sarcophagus 4, then return to [Part 2-218](#).

❖ PART 2-172

You set your tool to the door, intending to work it free of its anchoring points. The moment you make contact, a deep sense of dread washes over you and a chill sensation numbs your fingers.

*Unless you have the event code “Rest in Peace,” you take **1d4 cold** damage. If this reduces you to 0 hit points, go to [Part 2-005](#). Otherwise, continue reading.*

*If you have the event code “Rest in Peace,” you can continue excavating the door safely. This fearsome barrier is unnaturally strong, requiring **a number of minutes** added to your interval time equal to 60 minus your passive Strength (Athletics) score. If you use this option, make a note that you have opened this door, permanently, then go to [Part 2-128](#). If you do not have this event code, you must return to [Part 2-121](#).*

❖ PART 2-173

You are facing a stone shelf cut into the northern wall of this room, bearing a burned corpse pinned through the heart with a stake.

- **Sense:** {FEATURE: DIVINE SENSE OR SPELL: DETECT EVIL AND GOOD} *If you have not yet done so, you may employ your mystical senses to examine the corpse and the area around you by going to [Part 2-197](#).*
- **Rings:** *If you have not yet done so, you can remove the rings from the corpse’s fingers by going to [Part 2-221](#).*
- **Shaft:** *If you have not yet done so, you can pull the wooden shaft from the corpse’s heart by going to [Part 2-245](#).*
- **Leave:** {ITEM: DEEPWINTER SEAL} *If you have taken your prize, you can leave by going to [Part 2-149](#).*

❖ PART 2-174

“I have a new plan for getting out of the City of the Dead,” Rufio says. “We were late for our rendezvous with you here at the House of the Homeless because we had chanced on someone sneaking into the district. He came in

through a secret tunnel and we were just lucky to be in the right place to see it. While you were in the catacombs, we explored that tunnel. It goes to an old mortuary just west of the district. Master Rejviik's family must have used it when they were grave tenders for the city. If we hurry, we can get out that tunnel before the mortuary opens for the day."

With the plan in place, the four of you leave the House of the Homeless, moving south across a path, into the lush area surrounding the Merchants' Rest. You continue south in the shadows of some large trees. On your right, several Watch members assemble in front of the West Gate. They appear agitated and are staying close to the lights of their watch towers; they have no chance to spot you in the darkness.

Go to [Part 2-025](#).

❖ PART 2-175

You find the lid of this stone sarcophagus long ago crumbled into rubble, filling in the chamber beneath. It takes considerable time to shift the rubble. Among the rocks you remove, you find a serviceable **whetstone** (1).

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 18 or higher reveals a **golden earring**, worth 3 gp.*

Make a note that you have searched alcove 8, then return to [Part 2-053](#).

❖ PART 2-176

Bracing yourself for the worst, you move through the tunnel as quickly as you can. With each step you hear a crackling, as though you are walking over tiny, delicate bones beneath the thick mold.

Unfortunately, your steps seem to have agitated this sickly yellow growth, and a thick cloud of toxic spores erupts into the tunnel around you.

*Because of exposure to toxic spores, you must make a Constitution saving throw against poison. On a result of 14 or lower, you take **2d10 poison** damage and gain the **poisoned** condition. If this reduces you to 0 hit points, go to [Part 2-156](#). Otherwise, read on.*

- **Continue:** *To continue through the cloud to the far end of the hall, racing up the rough-cut stairs and out of the cloud, go to [Part 2-204](#).*
- **Retreat:** *To turn around, diving out of the toxic cloud, return to [Part 2-228](#).*

❖ PART 2-177

You move the skeletons away from the tile, then pry it up from the crumbled mortar. What you discover is the nest of a giant blood tick, which objects to you invading its home!

Skirmisher. The giant blood tick rushes you, jumping if necessary, and attempts to latch on with its bite.

Map. You (PC) scramble back from the giant blood tick (1) as it leaps toward you. You begin the combat adjacent to one another.

COMBAT CONCLUSION

- **Win:** If you defeat the giant blood tick, go to [Part 2-200](#).
- **Lose:** If your foe defeats you, go instead to [Part 2-225](#).



GIANT BLOOD TICK

Tiny beast

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
(-3)	(+2)	(+0)	(-5)	(-1)	(-5)

Senses darkvision 30 ft., passive Perception 9

Leap. As a bonus action, the giant blood tick can leap 30 feet. It does

not provoke opportunity attacks with this movement.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the giant blood tick attaches to you. While attached, it doesn't attack. Instead, at the start of each of the creature's turns, you lose 4 (1d4 + 2) hit points due to blood loss and the giant tick heals itself for the same amount.

❖ PART 2-178 ■■

You look for a convenient spot, somewhere you might remain concealed from any creatures passing by.

If you have the event code “Wandering Scales,” add 60 minutes to your interval time and update your character sheet to reflect having finished a short rest, then return to your previous text part. If you do not have that event code, continue reading.



You try to settle in but an aggressive snake soon interrupts your rest.

POISONOUS SNAKE

Tiny beast

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
(-4)	(+2)	(+0)	(-5)	(+0)	(-4)

Senses blindsight 10 ft., darkvision 60 ft. passive Perception 10

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1 + 2) piercing damage, and you must make a DC 8 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Skirmisher. The poisonous snake will attempt to close with you and kill you with its bite attack.

Map. If there is one, refer to the map fragment appearing in your current text part. Roll 1d4: Your starting position is in the middle of the north (1 result), east (2 result), south (3 result) or west (4 result) edge, as far in that direction as you can go. Your enemy begins on the opposite side of the map. Remember that each square of a normal map (if it has grid lines) is 10 feet square.

If the map of the area you are in doesn't have grid lines,

or the area doesn't include a map fragment, apply theater of the mind techniques or use the Alternate Map in the sidebar.

COMBAT CONCLUSION

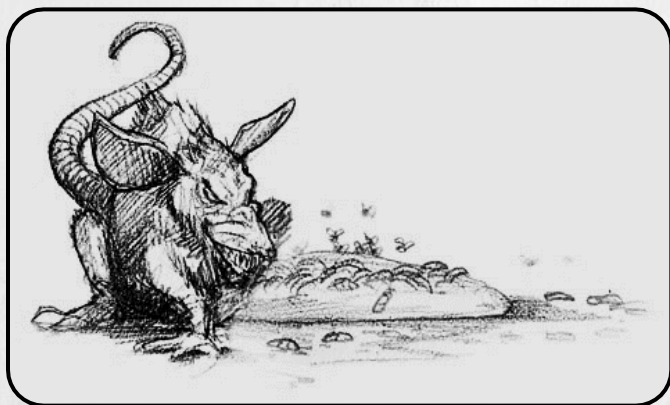
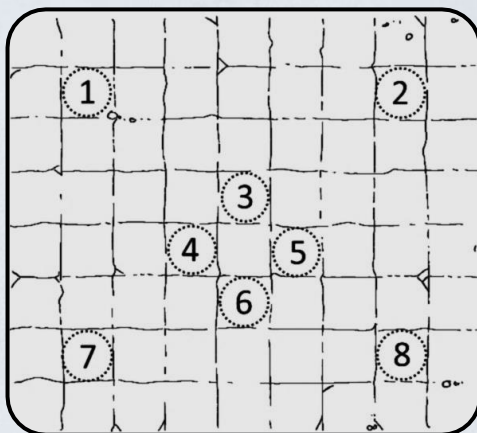
EVENT: "Wandering Scales"
(Ch. 2)

- **Win:** *If you defeat the poisonous snake, add **1d4 x 5 minutes** to your interval time. (You did not finish the short rest before strenuous combat interrupted it, but you can try again if you wish.) Then return to your previous text part.*
- **Lose:** *If your foe defeats you, go to [Part 2-086](#).*

ALTERNATE MAP

If for any reason the map segment associated with your current text part isn't suitable for placing tokens as described in the "Map" introduction to this combat writeup, you can use this optional map instead.

Roll 1d8 to find your starting position and another 1d8 for the poisonous snake. Reroll the snake's die if you both get the same result.



❖ PART 2-179

The spore-laden smoke eventually overcomes your body's resistance and you fall, unable to move as the toxic haze overwhelms you.

Your life and your quest end here.

❖ PART 2-180

As you approach the doorway, you feel a sense of unease as though the door itself is a malevolent presence. The iron bears the etched symbol of House Deepwinter, a snowcapped mountain with a large, stylized snowflake above and to the left of the mountain peak. (In the style typical of Waterdhavian nobility, the symbol appears inside the outline of a shield.) Long streaks of rust reach from the cut lines of the symbol down the bottom half of the door, and wispy lichen grows in the deepest recesses of the carving. Instead of a keyhole, the complex lock on this door has a depression that, when filled by a precisely shaped item, will deactivate the lock.

*If you have previously left this door standing open (or broken open), you can add **1 minute** to your interval and continue to [Part 2-194](#). Otherwise, choose one of the following options:*

- **Sense:** {FEATURE: DIVINE SENSE OR SPELL: DETECT EVIL AND GOOD} *If you wish to employ your mystical senses to examine the door and the area around you, go to [Part 2-201](#).*
- **Key:** {ITEM: SNOWFLAKE EMBLEM} *To bypass the door by pressing the snowflake emblem into the "key" recession, add **1 minute** to your interval and go to [Part 2-194](#).*
- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 26} *To bypass this door by picking the lock, go to [Part 2-194](#). You can make this check multiple times, but each check adds **1 minute** to your interval. If you succeed, make a note of whether you leave this door open or closed; the door will automatically relock if allowed to close.*
- **Force:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} *To start breaking down the door or excavating its hinges from the stone, go to [Part 2-226](#).*
- **Leave:** *To assess the other features in this area, return to [Part 2-128](#).*

❖ PART 2-181

You continue across the field of fungus, each step raising more spores. You burst out the other side of the cloud, finally free of that toxic haze.

*If you have the poisoned condition, make a Constitution saving throw. On a result of 15 or higher, you take no damage and you lose the poisoned condition. On a result of 14 or lower, a round passes, you take an additional **1d10 poison** damage, and you must repeat the saving throw. Continue this round-by-round process until you reach 0 hit points, you lose the poisoned condition with a successful saving throw, or you remove the poisoned condition with some feature, item, or other effect you possess.*

If you do not have the poisoned condition, or you manage to get rid of it, continue northwest to [Part 2-108](#). If instead this reduces you to 0 hit points, go to [Part 2-156](#).

❖ PART 2-182

The caustic substance coats your body. You are unable to wash it off fast enough to keep it from burning you thoroughly.

You have reached 0 hit points and are dying. Make death saving throws.

If you fail three death saving throws before succeeding at three, you have died. Go to [Part 2-206](#).

*If you succeed on three death saving throws before failing three, you return to consciousness with **1 hit point**, floating in the shallow water. Unless you rolled a “20” as one of your death saving throws, add **1d4 x 60 minutes** to your interval time. Go to [Part 2-111](#).*

❖ PART 2-183

There are only eight skeletons in this alcove, arranged carefully on the floor below the waterline. The size and condition of the ancient bones suggest they may once have belonged to a family, with parents, grandparents, and several children. Among the other interesting (but corroded) personal effects, you find a tiny cage with no door. Unfortunately, there is nothing of value to find here.

Make a note that you have searched alcove 3, then return to [Part 2-034](#).

❖ PART 2-184

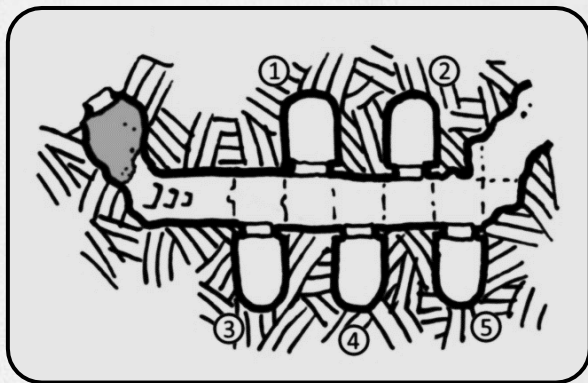
This 10 by 15-foot room is unfinished; it appears that workers began carving ledges along the walls, probably for the storage of skeletons like those found elsewhere in these catacombs.

Atop some rubble rests the bones of a single skeleton in ragged clothes, the back of its skull crushed. One of its hands is missing, replaced with a prosthetic hook. Among its possessions are a metal-studded **greatclub** (10) and a tin **amulet of the Watch** (0). Emblazoned on this tiny shield emblem is the city crest of Waterdeep. The number “528256” appears on the back.

Make a note that you have searched room 5, then return to [Part 2-010](#).

❖ PART 2-185

This east-west passage bends to the northwest at one end and the northeast at the other. The northwest passage descends some rough stairs into a flooded, waist-deep pool, where an iron door blocks the tunnel. The door bears the engraved pattern of a sun.



The central area of this passage includes five sepulcher doors, two on the north side and three on the south. You see a symbol on each door naming some long-forgotten house or guild.

*You can inspect and test the door to each of these sepulchers, adding **1 minute** to your interval time for each one searched. You can perform a thorough inspection and testing by taking **2 minutes** instead; decide if you will take this extra time before you use the matching prompt. You can do this for each sepulcher door only once.*

Door 1: [Part 2-209](#) Door 2: [Part 2-012](#) Door 3: [Part 2-062](#)

Door 4: [Part 2-233](#) Door 5: [Part 2-037](#)

- **Northwest:** To approach the doorway to the northwest, go to [Part 2-160](#).
- **Northeast:** To head up the northeastern passage, add **1 minute** to your interval time and go to [Part 2-137](#).

❖ PART 2-186

You approach the iron door and see that it has an engraved star pattern on it. Its sturdy hinges are set into the stone of the wall. The door has a heavy lock with a tiny, rusted keyhole visible on this side.

*If you have previously left this star-marked door opened (or broken-through), you may add **1 minute** to your interval time and proceed through it to [Part 2-210](#). Otherwise, choose one of these options:*

- **Key:** {ITEM: STAR KEY} To bypass the door using the star key, add **1 minute** to your interval time and go to [Part 2-210](#).
- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 16} To bypass this door by picking the lock, add **1 minute** to your interval time and go to [Part 2-210](#). Make note of whether you leave the star-marked door open or closed; it will relock automatically if allowed to close.
- **Force:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} To break down the door or excavate its hinges from the stone, go to [Part 2-210](#), first increasing your interval time by **a number of minutes** equal to 40 minus your passive Strength (Athletics) score. Additionally, make a note that you have opened the star door, permanently.
- **Leave:** To give up examining the door, return to [Part 2-137](#).

❖ PART 2-187

The skeletons in this alcove are all sized unusually. Many are small, like those of halflings or gnomes. One of the skeletons you are certain belongs to a centaur.

Amongst the skeletons you find a 10-foot length of **chain** (10).


*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 12 or higher reveals a dust-covered **copper plaque** (1) engraved with the words "Unknown Youth," worth 5 sp.*

Make a note that you have searched alcove 1, then return to [Part 2-163](#).

❖ PART 2-188

You work the stone lid off this sarcophagus far enough to search the contents. Within is the skeleton of a small person, perhaps a gnome, and a collection of rusty old clockwork toys.

Make an Intelligence (Investigation) check (with advantage if you chose to search thoroughly or if you have proficiency with tinker's tools). A result of 12 or higher identifies that one of these toys is still functional, a **sparker** (0).

 **LORE: 122-Sparker.** Use this entry to review the properties of this mundane object.

Make a note that you have searched sarcophagus 1, then return to [Part 2-164](#).

❖ PART 2-189

Markings on this door indicate that the sepulcher beyond is reserved for members of the Guild of Trusted Pewterers and Casters. An additional marking shows the symbol of House Deepwinter as a supporter of the guild.

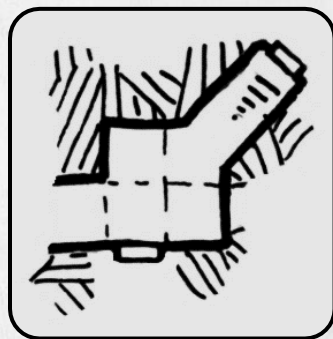
The heavy iron door presents an obviously difficult barrier. It looks far sturdier than similar doors in the area.

- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 14} To pick the lock on this door, go to [Part 2-213](#). You can make this check multiple times but add **1 minute** to your interval time for each failure.
- **Excavate:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} To break down the door or excavate its hinges from the stone, add **9 minutes** to your interval and go to [Part 2-213](#).
- **Leave:** To end your examination, **refund the 1 (or 2) minutes** you applied to your interval for searching the sepulcher, then return to [Part 2-015](#).

❖ PART 2-190

You are in an oddly shaped room, 20-foot square. One passageway leads to the west, toward an intersection, and another angles northeast, up some stairs to a doorway. Yet another doorway leads to the south.

In the room's northwestern and southeastern corners, a series of rings protrude from the walls at waist height. From these rings hang black iron bells, items with no obvious purpose or function.



If you have the event code “White Stone,” go immediately to [Part 2-142](#).

If you do not have that event code, but you do have the code “Square Egg,” go instead to [Part 2-095](#).

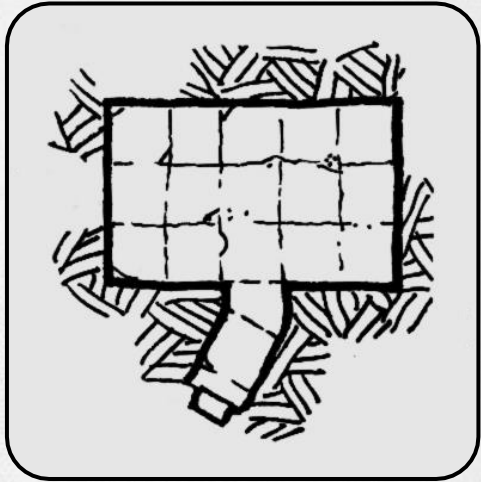
If you do not have either event code, and your passive Intelligence (Investigation) score is 11 or higher, go to [Part 2-214](#).


Otherwise, go to [Part 2-238](#).

❖ PART 2-191

You ascend the stairs to the northeast, approaching a doorway. When you reach the top step, you see that the door hangs open in its tall archway. Beyond it, through a short passage, is a rectangular room, about 50 by 15 feet in dimensions.

The room appears entirely barren at first. Then, under a thick layer of dust, you detect a discolored pattern on the floor. With a sweeping gesture, you clear away the dust to reveal a complex set of sigils beneath. The runes glitter with arcane potential.



 **LORE:** {INTELLIGENCE (ARCANA) 20} **119-Arcane Pattern.** Use this entry to contemplate the meaning of this arcane pattern.

If you have a writing tool (pen and ink) and a page to write on (paper, parchment, or vellum) you can add **15 minutes** to your interval and create a detailed diagram of the arcane pattern; add a **catacomb sigil diagram** (0) to your inventory.

If you have the Keen Mind feat, you can memorize this pattern. If you acquire pen, ink, and a page to write on, before the end of this adventure, you can make a copy of the **catacomb sigil diagram** (0) for later use.

You find nothing else of interest in this room.

Add **1 minute** to your interval time and return to [Part 2-190](#).

❖ PART 2-192

The room beyond is about 30 feet deep and 20 feet wide. From your low angle, stacks of wood block your view of most of the room. These beams were to serve as supports for the excavation of this very catacomb before the construction ended abruptly. Close to the door, you see a moldering wooden rack of excavation tools.

*The rack is too far back to reach, but if you can cast mage hand, you can lift the tools from it one by one, pulling them out through the hole in the door. They include two **shovels** (2 each), two **miner's picks** (10 each), and one **sledge hammer** (10).*

Return to [Part 2-168](#).

❖ PART 2-193

You examine the heavy wooden door, finding it secured by a rusty padlock. A small iron-barred window in the top of the door reveals a small rectangular room beyond. Shapes the size of bodies lie in the shadows of the room. You hear the occasional drip of water coming from within the room, accompanied by the faint odor of mildew.

*If you previously left this door opened or broken through, you may add **1 minute** to your interval and go inside, proceeding to [Part 2-217](#). Otherwise, choose one of these options:*

- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 8} To bypass this door by picking the lock, go to [Part 2-217](#). You can make this check multiple times. Each attempt adds **1 minute** to your interval time. If you use this option, note that you have left the door opened; your picking efforts have gutted the interior of the lock, leaving it unable to latch again.
- **Force:** {CHECK: STRENGTH (ATHLETICS) 10} To break the rusty padlock, go to [Part 2-217](#). You can make this check multiple times. Apply advantage to the roll if you are using a crowbar or miner's pick. Add **1 minute** to your interval time for each attempt. If you use this option, note that you have opened this door, permanently.
- **Leave:** To give up examining the door, return to [Part 2-169](#).

❖ PART 2-194

You enter a rectangular room, 50 by 30 feet in dimension. Standing sarcophagi line the walls. A few fragments of faded blue paint still cling to parts of the walls, but most of it has eroded away, leaving the natural stone to show through. The room has a doorway on its west end and a curtain of power covering the otherwise-open archway to the east end.

If you have the event code “Deepest Winter,” go to [Part 2-218](#). If you do not have that code, go instead to [Part 2-239](#).

❖ PART 2-195

As you begin to slide away the heavy stone door, a diseased rat escapes from it, scampering away. This movement causes a small puff of virulent spores to billow out from the slight opening.



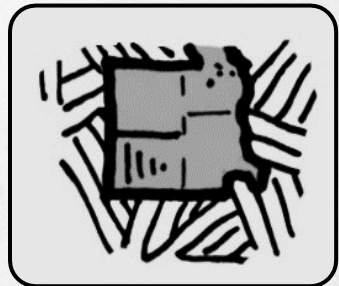
Note that you have searched sarcophagus 5.

*Then make a Constitution saving throw against poison. On a result of 10 or lower, you take **1d4 poison** damage. If this reduces you to 0 hit points, go to [Part 2-156](#). Otherwise, read on.*

- **Continue:** *To continue opening the lid, despite the spores, go to [Part 2-219](#).*
- **Leave:** *To leave the door alone, return to [Part 2-218](#).*

❖ PART 2-196

You descend the stairs at the back of the stage, into the water below. The chamber you descend to is about 20 feet square. The flooded space provides only a few inches of air at the rough ceiling. A faint light illuminates the area, spilling through a crack in the northern wall. The crack looks just wide enough for you to squeeze through.



If you are using a torch, a lantern, or another “burning” light source, taking it into the water means dousing the light. There is some ambient light (dim light) in this room.

- **Search:** *If you have not yet done so, you can add **2 minutes** to your interval to search this flooded area, going to [Part 2-220](#).*
- **North:** *To go north, add **1 minute** to your interval time and inch your way through to [Part 2-244](#).*
- **Stairs:** *To go back up the stairs, leaving the flooded room, add **1 minute** to your interval time and go to [Part 2-066](#).*

❖ PART 2-197

You draw upon divine power and focus your senses on the nature of any mystical things around you. The corpse is an undead creature. The dark swirls in the water are part of the creature, its leaking blood.

If you used Divine Sense, mark off a use of that feature. If you just now cast detect evil and good, mark off the spell slot.

Return to [Part 2-173](#).

❖ PART 2-198

“I have a new plan for getting out of the City of the Dead,” Rufio says. “We were late for our rendezvous with you here at the House of the Homeless because we had chanced on someone sneaking into the district. He came in through a secret tunnel and we were just lucky to be in the right place to see it. While you were in the catacombs, we explored that tunnel. It goes to an old mortuary just west of the district. Master Rejviik’s family must have used it when they were grave tenders for the city. If we hurry, we can get out that tunnel before the mortuary opens for the day.”

With the plan in place, the four of you leave the House of the Homeless, moving south across a path, into the lush area surrounding the Merchants’ Rest. You continue south past some large trees, trying to stay out of sight of the West Gate. Through the foliage, you see dozens of Watch members assembled by that gate, milling about as though waiting for some signal to descend upon the district in force.

If you have the event code “Alert Level High,” go to [Part 2-222](#). If you do not have this code, continue to [Part 2-025](#).

❖ PART 2-199

You push back the heavy lid of this submerged sarcophagus, finding a pair of skeletons beneath. In a place of honor between them sits an iron ring holding a set of keys too rusty for the locks they once serviced.

Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 13 or higher reveals that four of the pitted sling bullets under the skeletons are in usable condition; perhaps even magical:

📖 **LORE:** {IDENTIFY MAGIC ITEM} **128-Magic Bullets.** Use this entry to learn the magical properties of these bullets.

Make a note that you have searched alcove 9, then return to [Part 2-053](#).

❖ PART 2-200

The vile creature explodes as it dies, spraying a gout of bright blood. Within the excavated nest is a mummified bird claw inside a glass vial, some lead fishing weights, and a fragment of **bloodstone** (0) worth 5 gp. Why the creature would have collected these objects remains a mystery.

Return to [Part 2-128](#).

❖ PART 2-201

You focus your senses on the mystic character of the door and the area around you. The door radiates a desecrating power, the byproduct of prolonged exposure to evil things. This foul device will fortify any undead creature in sight of it, protecting against mystical attacks.

*If you have a dose of holy water or holy oil, and you have not yet done so, you can sprinkle the liquid on the door, neutralizing the power of this desecration. This uses up the **holy water** or **holy oil**. If you cleanse the door this way, add this code:*

📖 **EVENT:** “Rest in Peace” (Ch. 2)

If you used Divine Sense, mark off a use of that feature. If you just now cast detect evil and good, mark off the spell slot and note that the spell will last until you accumulate 10 more minutes on your interval, unless you lose concentration sooner.

Return to [Part 2-180](#).

❖ PART 2-202 ■■

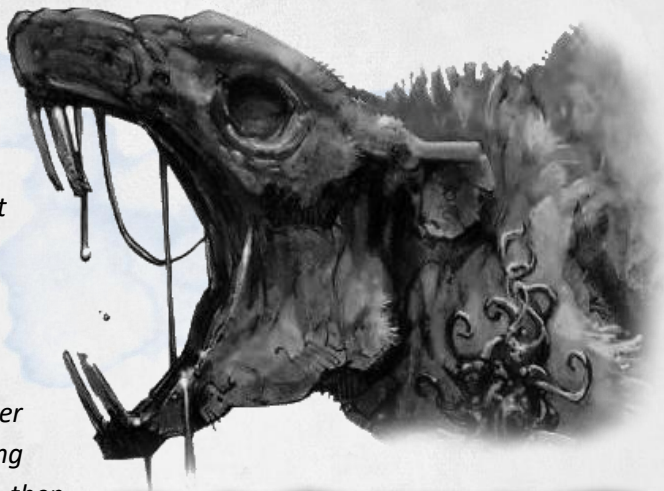
You look for a place to rest, concealed from creatures nearby.

*If you have the event code “Saccharine Screech,” add 60 minutes to your interval time and update your character sheet to reflect having finished a **short rest**, then return to your previous text part. If you do not have that event code, continue reading.*

A huge rat appears. It has a wasting illness and is very hungry.

Skirmisher. The rat has no thought but to kill you with its bite.

Map. If there is one, refer to the map fragment appearing in your current text part. Roll 1d4: Your starting position is in the middle of the north (1 result), east (2 result), south (3 result) or west (4 result) edge, as far in that direction as you can go. Your enemy begins on the opposite side of the map.



DISEASED GIANT RAT

Small beast

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
(-2)	(+2)	(+0)	(-4)	(+0)	(-3)

Senses darkvision 60 ft. passive Perception 10

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and you must succeed on a DC 10 Constitution saving throw or contract the “saccharine screech” disease. Until cured, you cannot regain hit points except by magic, and your hit point maximum decreases by 3 (1d6).

Remember that each square of a normal map (if it has grid lines) is 10 feet square.

If the map of the area you are in doesn't have grid lines, or the area doesn't include a map fragment, apply theater of the mind techniques or use the Alternate Map in the sidebar.

COMBAT CONCLUSION

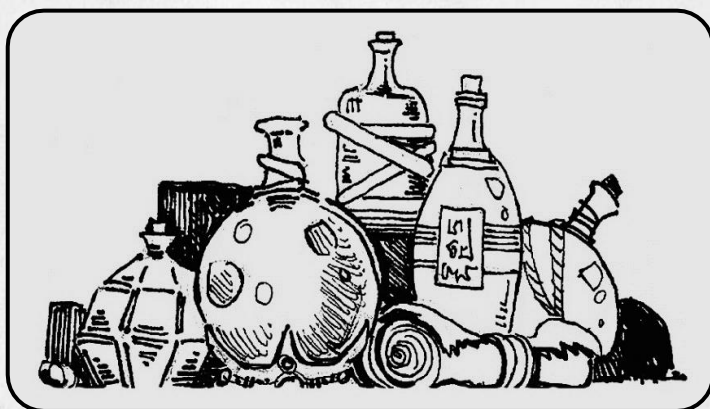
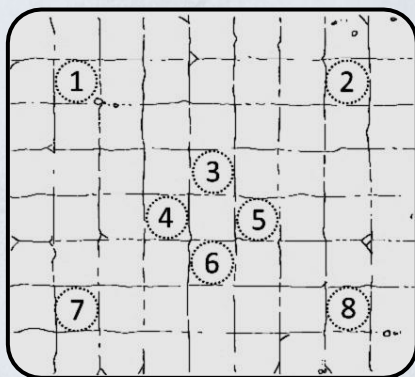
📖 **EVENT:** "Saccharine Screech" (Ch. 2)

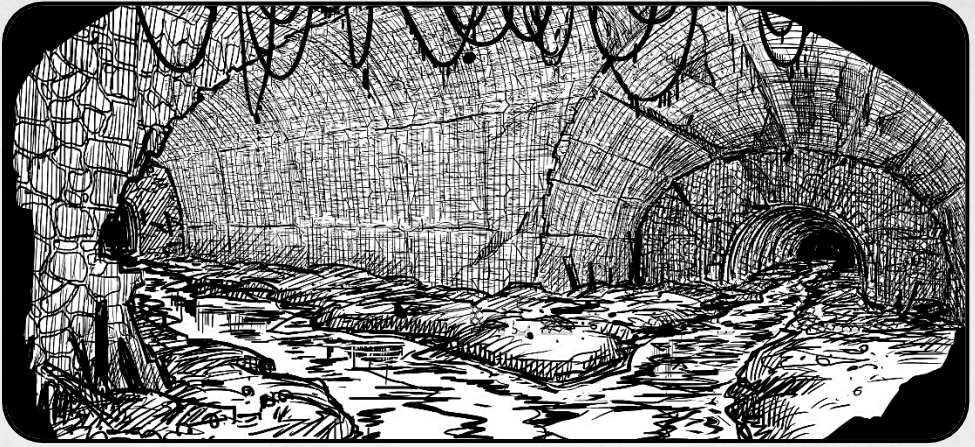
- **Win:** *If you defeat the diseased giant rat, increase your interval time by a further $(2d6 - 2) \times 5$ minutes (minimum of 5 minutes). (You did not finish the short rest before strenuous combat interrupted it, but you can try again if you wish.) Then return to your previous text part.*
- **Lose:** *If your foe defeats you, go to [Part 2-093](#).*

ALTERNATE MAP

If for any reason the map segment associated with your current text part isn't suitable for placing tokens as described in the "Map" introduction to this combat writeup, you can use this optional map instead.

Roll 1d8 to find your starting position and another 1d8 for the diseased giant rat. Reroll the rat's die if you both get the same result.





❖ PART 2-203

You are at the top of the stairs in a passage that stretches northwest to southeast. Heavy, toxic smoke fills the area. The door here that leads to the southeast has a storm cloud pattern engraved on it. Its sturdy hinges are set into the stone of the wall and its heavy lock has a tiny, rusted keyhole.

*Toxic spores fill this area. Just after each minute you add to your interval time here you must also make a Constitution saving throw against poison. Roll with advantage if you have the Hold Breath racial trait. On a result of 11 or lower, you take **2d6 poison** damage. If this reduces you to 0 hit points, go to [Part 2-179](#) instead of another text part.*

*If you have previously left this cloud door opened (or broken-through), you may pass through by adding **1 minute** to your interval time and proceeding to [Part 2-210](#). Otherwise, choose one of these options:*

- **Key:** {ITEM: CLOUD KEY} *To bypass this door using the cloud key, add **1 minute** to your interval time and go to [Part 2-210](#).*
- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 16} *To bypass this door by picking the lock, go to [Part 2-210](#). You can make this check multiple times. Each attempt adds **1 minute** to your interval time. If you use this option, note whether you leave the cloud door standing open or allow it to close; it will automatically relock if it closes.*
- **Leave (Stairs):** *To give up examining the door and head northwest through this smokey passageway, go to [Part 2-006](#).*

❖ PART 2-204

You press on through the field of yellow fungus, each step raising more spores. You ascend the rough cut-stairs at the tunnel's end, desperate to be free of the cloud.

*If you have the poisoned condition, make a Constitution saving throw. On a result of 15 or higher, you take no damage and you lose the poisoned condition. On a result of 14 or lower, a round passes, you take an additional **1d10 poison** damage, and you must repeat the saving throw. Continue this round-by-round process until you reach 0 hit points, you lose the poisoned condition with a successful saving throw, or you remove the poisoned condition with some feature, item, or other effect you possess.*

If you do not have the poisoned condition, or you manage to get rid of it, go to [Part 2-007](#). If instead this reduces you to 0 hit points, go to [Part 2-156](#).

❖ PART 2-205

You hurry back from the billowing cloud, not stopping until you have left the toxic spores behind.

*If you have the poisoned condition, make a Constitution saving throw. On a result of 15 or higher, you take no damage and you lose the poisoned condition. On a result of 14 or lower, a round passes, you take an additional **1d10 poison** damage, and you must repeat the saving throw. Continue this round-by-round process until you reach 0 hit points, you lose the poisoned condition with a successful saving throw, or you remove the poisoned condition with some feature, item, or other effect you possess.*

If you do not have the poisoned condition, or you manage to get rid of it, continue back to the southeastern doorway by going to [Part 2-007](#). If instead this reduces you to 0 hit points, go to [Part 2-156](#).

❖ PART 2-206

You have died in the deep, hidden catacombs beneath the City of the Dead, your body dissolved by acidic green slime.

Your life and your quest end here.

❖ PART 2-207

The skeletons in this alcove belong to animals only. You find a hundred skeletons worth of dogs, cats, lizards, and other domestic animals.

Within this tiny pet cemetery, you find the remains of several collars. Each of these has an attached coin upon which is an address that identifies a location in Waterdeep. Many of these addresses don't exist anymore, the streets destroyed by one catastrophe or another, or simply renovated as the city grew. You suppose that the coin was a fashion in antiquity, a safety precaution in case a pet gets lost.

You find **4 cp** (0.08), each of which you can easily remove from the remains of the pets' collars.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 12 or higher reveals another **3 cp** (0.06). A result of 15 or higher also reveals **2 sp** (0.04).*

Make a note that you have searched alcove 6, then return to [Part 2-034](#).

❖ PART 2-208

This 10 by 15-foot room is the only fully finished room in the area, its carved ledges cut smooth and the rubble cleared away.

Someone seems to have used one of the shelves here as a desk. Under a layer of dust, you find three old **ink pens** (0) and a set of ink vials, their contents dried out and worthless. A large piece of rubble sits beside the shelf like a chair, allowing someone to sit there while writing.

Make a note that you have searched room 3, then return to [Part 2-010](#).

❖ PART 2-209

Markings on this door indicate that the sepulcher beyond is reserved for members of the Order of Street Laborers. You know this organization by its modern name, the "Loyal" Order of Street Laborers, a change that implies some sort of schism that took place since this sepulcher's construction.

You inspect the door and find it unlocked.

Within the 10 by 20-foot sepulcher, you find ledges cut into the stone walls, each loaded with the skeletons of the laborers interred here long ago.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 10 or higher reveals a functional **flail** (2) with a*

heavily worn handle. A result of 14 or higher also reveals a moldering purse containing **2 sp** (0.04) and **2 cp** (0.04).

Make a note that you have searched sepulcher 1, then return to [Part 2-185](#).

❖ PART 2-210

You are in a north-south corridor, the north end of which curves northeast, and the south end of which curves southwest. This area has two doorways, one leading northwest and one at the passageway's southwest end.

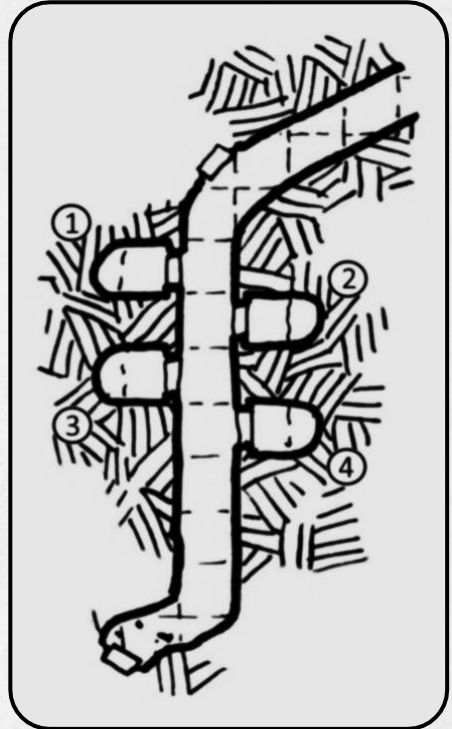
Four sepulcher doors line the hall, two on either side. Each one bears a sigil of some kind, indicating that only members of that association are buried within.

*You can inspect and test the door to each of these sepulchers, adding **1 minute** to your interval time for each one searched. You can perform a thorough inspection and testing by taking **2 minutes** instead; decide if you will take this extra time before you use the matching prompt. You can inspect and test each sepulcher door only once.*

Door 1: [Part 2-234](#) Door 2: [Part 2-038](#)

Door 3: [Part 2-063](#) Door 4: [Part 2-088](#)

- **Door (Northwest):** To approach the northwest-facing doorway at the north end of the passage, go to [Part 2-118](#).
- **Northeast:** To follow the passageway to the northeast, add **1 minute** to your interval time and go to [Part 2-119](#).
- **Door (Southwest):** To approach the southwest-facing doorway at the south end of the passage, go to [Part 2-162](#).



❖ PART 2-211

As you begin removing the skeletons from this alcove, you find that they don't stop at the floor level; a pit beneath the alcove contains yet more skeletons. You excavate another dozen sets of bones before you discover there is nothing of interest here.

Make a note that you have searched alcove 4, then return to [Part 2-163](#).

❖ PART 2-212

The lid of this stone sarcophagus has a crack that splits it in half, making it easier for you to remove each half individually.

The sarcophagus has no body within. Instead, it's filled with various seashells and smooth river stones.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly or if you are proficient with jeweler's tools). A result of 16 or higher reveals that one of the stones is a valuable sliver of **azurite** (0) worth 10 gp.*

Make a note that you have searched sarcophagus 2, then return to [Part 2-164](#).

❖ PART 2-213

The walls of this 10 by 15-foot room have carved ledges that contain dozens of linen-wrapped skeletons.

Aside from a few rotting tapestries, you find nothing of interest here.

Return to [Part 2-015](#).

❖ PART 2-214

As you enter this room, something catches your eye on the floor. At first you take the tiny twinkle to be a reflection off some speck of metal on the ground, but then you notice more of these subtle points across the chamber. As you study them, a pattern emerges. You are observing the subtle markings of a spell trap, one similar to a *glyph of warding*. If stepped on, magical webs will fill the room. Because this pattern only inhabits the 10-foot area in the center, the outer edge of the room is safe to walk around.

Go to [Part 2-142](#).

❖ PART 2-215

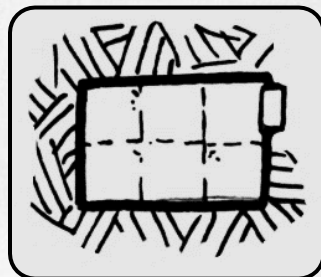
You approach the doorway, finding that the iron-banded door fits poorly in its frame. A brassy plaque on the door warns that it leads to a blocked-off sewer access. The door's hinges are set into the stone of the wall, but they don't look sturdy. The door has a lock built into it.

*If you have previously left this sewer door opened (or broken-through), you may proceed through it by adding **1 minute** to your interval time and going to [Part 2-242](#). Otherwise, choose one of these options:*

- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 10} *To pick the lock on this door, add **1 minute** to your interval time and go to [Part 2-242](#). You can make this check multiple times but add **1 minute** to your interval time for each failure. Make a note of whether you leave the sewer door opened or closed; it will relock automatically if allowed to close.*
- **Force:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} *To break down the door or excavate its hinges from the stone, add **10 minutes** to your interval and go to [Part 2-242](#). Make a note that you have left the sewer door opened, permanently.*
- **Leave:** *To give up examining the door, return to [Part 2-190](#).*

❖ PART 2-216

This rectangular room is 30 feet long and 20 feet wide. The southern half of the room contains stacks of wood. These beams are the type that serve as supports for the excavation and construction of this very catacomb. They stand in uniform stacks, as though workers will soon return to make use of them, but their heavy dust coating belies that notion.



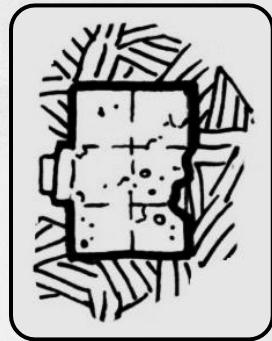
If you have the event code “Swords to Plowshares,” go to [Part 2-240](#). Otherwise, proceed to [Part 2-018](#).

❖ PART 2-217

This rectangular room is 30 by 20 feet in dimension. The eastern wall seems to have suffered a structural collapse. Rubble spills across the floor of the room and a trickle of water leaks in through the cracks in that wall. A few inches of standing water cover the floor, draining slowly out the doorway.

Dark stains mar the inside of the door, patterning the shallow gouges carved there.

Multiple skeletons lie dusty in various places around the room, atop various mounds of rubble.

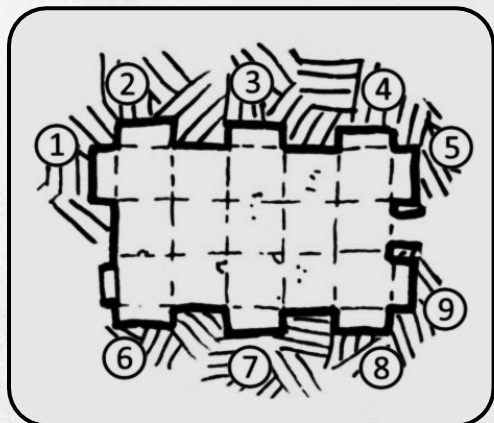


- **Search (Bones):** {CHECK: WISDOM (MEDICINE) 9} *If you have not yet done so, you can add **1 minute** to your interval time to examine the skeletons with a medical eye by going to [Part 2-241](#).*
- **Search (Gouges):** {CHECK: INTELLIGENCE (INVESTIGATION) 9} *If you have not yet done so, you can add **1 minute** to your interval time to examine the interior of the wooden door, going to [Part 2-020](#).*
- **Search (Pockets):** *If you have not yet done so, you can search the dusty pockets of the skeletons here by adding **1 minute** to your interval and going to [Part 2-046](#).*
- **Leave:** *To return to the hallway, add **1 minute** to your interval time and go to [Part 2-169](#).*

❖ PART 2-218

Around the room you are in, alcoves contain nine standing sarcophagi. Each of these stone caskets has remnants of a coating of paint, faded and cracked. A single sarcophagus is now open, the one in the middle of the northern wall, its lid having fallen forward to disgorge its resident.

You can unlatch and remove the stone door into each of these



standing sarcophagi by adding **1 minute** to your interval time for each one opened. You can open each door only once. (Note that sarcophagus 3 is already open; you can search it without adding to your interval time.)

Sarcophagus 1: [Part 2-096](#) Sarcophagus 2: [Part 2-120](#)

Sarcophagus 3: [Part 2-146](#) Sarcophagus 4: [Part 2-171](#)

Sarcophagus 5: [Part 2-195](#) Sarcophagus 6: [Part 2-022](#)

Sarcophagus 7: [Part 2-048](#) Sarcophagus 8: [Part 2-072](#)

Sarcophagus 9: [Part 2-097](#)

In the center of the eastern wall, a tall archway leads out to a hallway. Red runes glow above the arch.

In the western wall is a sturdy-looking black iron door marked with the symbol of House Deepwinter, a snowcapped mountain with a large, stylized snowflake above and to the left of the mountain peak. Looking directly at this door gives you a sense of unease.

- **Archway:** To approach the archway on the eastern side of the room, go to [Part 2-071](#).
- **Black Door:** To approach the doorway on the western side of the room, go to [Part 2-121](#).

❖ PART 2-219

You complete the task of removing the door from the face of this sarcophagus, resulting in a heavy deluge of spores.

*Make a Constitution saving throw against poison. On a result of 15 or higher, you are unaffected; go to [Part 2-243](#). On a result of 14 or lower, you take **2d10 poison** damage and gain the **poisoned** condition. If this reduces you to 0 hit points, go to [Part 2-156](#). Otherwise, continue reading.*



*You have one turn in which to act, then you must repeat the saving throw. On a result of 15 or higher, you take no damage and you lose the poisoned condition; go to [Part 2-243](#). On a result of 14 or lower, you take an additional **1d10 poison** damage and you must repeat this saving throw at the end of your next turn. Continue the process until you reach 0 hit points, you lose the poisoned condition with a successful saving throw, or you remove the poisoned condition with some feature, item, or other effect you possess.*

If this reduces you to 0 hit points, go to [Part 2-156](#).

❖ PART 2-220

In the northwest corner of this flooded room, you find a significant pile of bones, some of them animal and others humanoid.

You are preparing to dig through the submerged detritus when you see movement behind the pile. A serpent's head slowly rises from behind the bones, its unnatural eyes locking with yours.


Go to [Part 2-021](#).

❖ PART 2-221

You loosen the rictus-curved fingers from around the shaft in the corpse's heart, slipping both the rings from them. One of these is a simple platinum band with a shield etched into it. The other is a signet ring that glows with warm light. The stamp is the original symbol of House Deepwinter, a snowcapped mountain with a large, stylized snowflake above and to the left of the mountain peak.

*Add the **Deepwinter Seal** (0) to your inventory.*

*You can also take the **platinum ring** (0) if you wish; this item is worth 10 gp if you later sell it.*

 **LORE:** {IDENTIFY MAGIC ITEM} **126-Deepwinter Seal.** Use this entry to learn the magical properties of this item.

Return to [Part 2-173](#).

❖ PART 2-222

It's alarming to see the Watch assembling in force. Their numbers must be a response to the open conflicts that occurred in the district just hours ago. As you are contemplating the number of guards that are about to begin canvassing the City of the Dead, you hear talking behind you.

You turn to find that Latchboy and Bell have been helping Rufio deeper into the foliage while you were looking toward the gate. Now, with their backs to you, Rufio leaning on Latchboy's shoulder for support, you can see that your friends have encountered two members of the Watch. From their conversation, it appears that Rufio knows one of them.

Seeing that you've caught up, Bell hurries back to you. She signs that one of these Watch members is Rufio's friend, but the other needs a bribe. The others have put together their coins, but they need another 20 dragons. Bell is precise with the number, signing the digits individually so you cannot mistake the demand.

*You must provide **20 gp** worth of coins, gems, or objects of art. You can also contribute weapons, armor, or adventuring gear toward this total, but such items count as only half their purchase costs.*

You hand the items to Bell who hurries back to Rufio and Latchboy. The conversation continues for another minute, then the two guards escort you and your friends out the West Gate. No one questions you as you go.

Go to [Part 2-247](#).

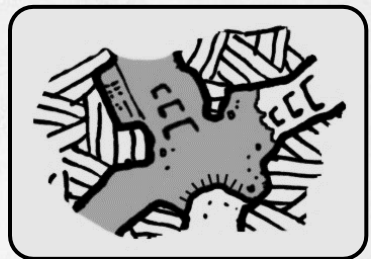
❖ PART 2-223

You are in a wet intersection, water rising above your knees. The intersection has four directions to it, if you count the passage that requires climbing a small cliff.

To the northwest, rough-cut stairs lead downward. The tunnel descends to a point where the water is almost up to the ceiling. That passage leads back to the deep catacomb's exit.

To the northeast is a set of rough-cut stairs where the tunnel rises fully from the water.

To the southwest is a level tunnel, filled with waist-deep water.



To the south, an alcove in the wall stands over 20 feet above the ground, atop the cliff, overlooking the intersection; climbing the damp cliff to reach that ledge looks like a difficult task.

- **Northwest:** *To descend the stairs to the northwest, into the flooded passage that marks the entry to the catacombs, add **1 minute** to your interval and go to [Part 2-053](#).*
- **Northeast:** *To take the dry stairs to the northeast, add **1 minute** to your interval time and go to [Part 2-027](#).*
- **Southwest:** *To follow the southwest tunnel, add **1 minute** to your interval time and wade through the waist-deep water, going to [Part 2-008](#).*
- **South (Fly):** {FLY SPEED} *To soar up to the ledge above, add **1 minute** to your interval and go to [Part 2-010](#).*
- **South (Rope):** {ITEMS: ROPE AND GRAPPLING HOOK} *To throw a rope to hook the ledge above, add **1 minute** to your interval and go to [Part 2-010](#). No need for an ability check if you have this equipment. If you've previously been to the top of the cliff and left a rope tied there, you can select this option and collect your rope when you reach the top or leave it.*
- **South (Climb):** {CHECK: STRENGTH (ATHLETICS) 15} *When you successfully climb the cliff to the ledge above, add **1 minute** to your interval and go to [Part 2-010](#). You can make this check multiple times, but each failure inflicts **1d6 bludgeoning** damage due to falling (**halved** because you land in water). If this reduces you to 0 hit points, go instead to [Part 2-114](#).*

❖ PART 2-224

You look for a convenient spot, somewhere you might remain concealed from any creatures passing by. After selecting a location, you settle down to rest. An hour passes uninterrupted.

*Add **60 minutes** to your interval time and update your character sheet to reflect having finished a **short rest**, then return to your previous text part.*

❖ PART 2-225

The vile creature seems insatiable, drawing in your life essence. Having lost its old home to your excavation, the tick uses your desiccated body as a new shelter, gnawing its way fully into it over the course of the coming tendays.

Your life and your quest end here.

❖ PART 2-226

You set your tool to the door, intending to work it free of its anchoring points. The moment you make contact, a chilly sense of dread washes over you, numbing your fingers.

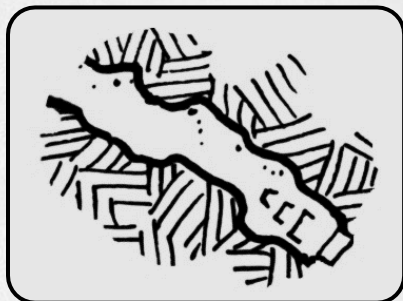
*Unless you have the event code “Rest in Peace,” you take **1d4 cold** damage. If this reduces you to 0 hit points, go to [Part 2-005](#). Otherwise, choose an option:*

- **Force:** {EVENT: REST IN PEACE} *With this event code, you can safely break through the barrier, despite it being so unnaturally strong. Excavation will add **a number of minutes** to your interval time equal to 60 minus your passive Strength (Athletics) score. If you use this option, make a note that you have opened this door, permanently, then go to [Part 2-194](#).*
- **Leave:** *To rethink your approach to this door, go to [Part 2-180](#).*

❖ PART 2-227

Spore laden smoke drifts in the air, forming a thick haze that makes it hard to see. The cloud seems to be clinging to you, and the smell of it promises to leave a highly toxic residue on your body.

- **Northwest:** *To brave additional smoke and spores, heading toward the northwest end of the tunnel, go to [Part 2-006](#).*
- **Southeast:** *To examine the doorway to the southeast, go to [Part 2-203](#).*



❖ PART 2-228

You hurry back from the billowing cloud, not stopping until you are well beyond the toxic spores.

*If you have the poisoned condition, make a Constitution saving throw. On a result of 15 or higher, you take no damage and you lose the poisoned condition. On a result of 14 or lower, a round passes, you take an additional **1d10 poison** damage, and you must repeat the saving throw. Continue this round-by-round process until you reach 0 hit points, you lose the poisoned*

condition with a successful saving throw, or you remove the poisoned condition with some feature, item, or other effect you possess.

If you do not have the poisoned condition, or you manage to get rid of it, go to [Part 2-108](#). If instead this reduces you to 0 hit points, go to [Part 2-156](#).

❖ PART 2-229

“Don’t worry about that, my friend,” Rufio says. You can tell he’s trying to hide his disappointment. “We won’t be able to make the deadline now. We’ll sell the ring somewhere, but the big prize got away from us.”

Sunlight pours in the archway at the entrance to the House of the Homeless. You suspect that the light of day has lain bare the evidence of multiple intruders in the district last night.

Rufio confirms your suspicions. “The orchid banner flies over the West Gate now, meaning the Blackstaff has invoked her power to lock every door in the City of the Dead. The Watch is mustering at each of the gates and will soon begin a systematic search of the district. We’ll have to hide in the demiplane until later in the afternoon.”

Latchboy looks angry. “We’re going to miss the parade,” he grumbles.

You pass through the portal at the back of the House of the Homeless. With nothing to tell time by in the demiplane, you wander amongst the catacombs near the entrance until you think three or four hours have passed. You emerge late in that afternoon to find that the City of the Dead has reopened to regular mourners. You take the opportunity to slip out among those who are leaving. Before nightfall, you are back in the Slipstone Gang’s hideout, planning the next few tendays’ activities.



True to his word, Rufio sells the Deepwinter Seal to an interested collector. It's an antique, and important to the history of Waterdeep, but the pay is not enough to cure the Slipstone Gang's financial troubles. Within a tenday, your friends must pack up the hideout. Years of memories get displaced, many loaded in the gang's wagon, others left behind.

Rufio and Too Small take the wagon south to Daggerford, looking for a place to start anew. They take the gang's pets, Thuds and Pockets, with them. You never see the four of them again.

Bell and Latchboy remain in Waterdeep a few more months, staying in common houses or living rough, continuing to labor on the docks until the work opportunities fall off as seasonal shipping declines. Eventually, they move south to Daggerford too, but they find that Rufio and Too Small have already moved on, leaving for parts unknown.

Nonap and Ace both have skills that allow them to live quietly around Waterdeep. Ace moves to the Undercliff district, where her knowledge of healing and herbcraft win her a place among the poor subsistence farmers. Nonap formally joins the Watchful Order of Magists and Protectors, something he swore he would never do. You still see him there from time to time, working in the organization's spell component sales department.

As for you, your adventuring career takes you elsewhere. You are eventually successful in your chosen trade, pursuing various quests far to the east of Waterdeep, but those are tales for another time.

Your quest ends here.

❖ PART 2-230

You are probing the water from 10 feet back when you see a rush of movement. You flinch away as a mass of dark material falls from above, raising a spray of water and slime. The substance lands on the end of your 10-foot pole, which begins to hiss and crackle from that caustic contact.

*Green slime has splattered on your pole. Roll 1d10. If the result is 5 or higher, the acid has eaten through the **10-foot pole**, destroying it. If the result is 4 or lower, your pole has survived.*

Unfortunately, the floating mass seems too dangerous to wade through, so your search of this dead-end area is over.

Go to [Part 2-111](#).

❖ PART 2-231

Thick moss clings to the walls here, its slimy tendrils floating in the brackish water, waving with the ripples caused by your passing.

The flooded way descends steeply, down a submerged set of stairs. You feel your way forward until the foul water is over your head, completely filling the passage.

If you are using a torch, lantern, or other “burning” light source, the water will extinguish it as you pass through this flooded area. You can relight it on the far side.

*As you push through this fouled water, virulent bacteria assault your system. Make a DC 11 Constitution saving throw against this disease. On a failure, you have become infected with **sewer plague**. The symptoms will not begin to manifest until after the adventure’s conclusion; consult the End Notes for the ongoing effect of this illness.*

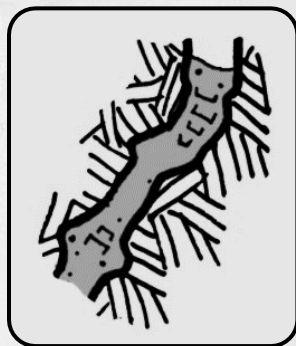
From the middle of this passage, its lowest point, you can see that steep stairs also rise out of the other end.

- **Northeast:** To ascend the stairs to the northeast, add **1 minute** to your interval and go to [Part 2-010](#).
- **Southwest:** To ascend the stairs to the southwest, add **1 minute** to your interval and go to [Part 2-034](#).

❖ PART 2-232

This 10 by 15-foot room is unfinished; it appears that workers began carving ledges along the walls, probably for the storage of skeletons like those found elsewhere in these catacombs.

This room contains a lot of rubble, as though it served as storage for the stone excavated in other parts of the catacombs.



*Make a Wisdom (Perception) check. A result of 15 or higher reveals a heavy **cat sculpture** (20) worth 15 sp. How it got here is a mystery.*

Make a note that you have searched room 6, then return to [Part 2-010](#).

❖ PART 2-233

Markings on this door indicate that the sepulcher beyond is reserved for members of the Guild of Chandlers and Lamplighters.

The door appears unlocked, but upon closer inspection, you find that it has no locking mechanism at all.

Within the 10 by 20-foot sepulcher, you find ledges cut into the stone walls, each loaded with the skeletons of the guild members interred here long ago. Many of them are small, reflecting the young age at which members of this guild end their careers. At the back of the room you find a metal **10-foot pole** (7), the type used to light an older style of streetlamp, some of which still exist in the city's poor Field Ward.

Despite searching the whole room, you find nothing else of interest.

Make a note that you have searched sepulcher 4, then return to [Part 2-185](#).

❖ PART 2-234

Markings on this door indicate that the sepulcher beyond is reserved for members of the Coopers' Guild. An addendum, in smaller text, says that the Guild of Silversmiths and Gilders provided additional funding for the sepulcher's maintenance.

Although locked, the thin latch snaps when you press on the door.

Within the 10 by 20-foot sepulcher, you find ledges cut into the stone walls, each loaded with the skeletons of coopers. You know that the modern Guild of Coopers is a front for a complex, citywide smuggling operation. This must not have been true centuries ago, when this guild needed a sepulcher in the House of the Homeless, plus help from an allied guild to maintain it.

An ancient chest sits in the back of the sepulcher with a heavy lock. An iron plaque on it reads, "His Most Holy Tools" under which smaller letters say, "The Industrious Brothers and Sisters of Carpentry, Cabinetry, Puppetry, and Toymaking." The chest probably holds crafting tools.

Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 14 or higher reveals a key, amongst the bones.

Make a note that you have searched sepulcher 1.

- **Key:** *If you already found the key in this text part with a successful Wisdom (Perception) check, you can instantly open the chest, going to [Part 2-013](#).*
- **Lockpicks:** {ITEM: THIEVES' TOOLS AND CHECK BONUS: +5 OR BETTER} *If you possess thieves' tools and your total bonus on Dexterity checks using thieves' tools is +5 or higher, you can use a methodical approach to open the lockbox without the key. To use this option, add **1 minute** to your interval time and go to [Part 2-013](#).*
- **Force:** {ITEM: BLUDGEONING OR SLASHING WEAPON, OR EXCAVATION TOOL} *You can batter open the ancient chest if you have a weapon that inflicts slashing or bludgeoning damage, or you have a sledge hammer, miner's pick, or similar tool. To use this option, add **10 minutes** to your interval time and go to [Part 2-013](#).*
- **Leave:** *To give up on the chest, return to [Part 2-210](#).*

❖ PART 2-235

None of the skeletons in this alcove are whole. They sit in separate stacks, arranged by bone type, their funerary wraps discarded; all the skulls stand in a line, all the finger bones piled together, and so on.

Only one skeleton here is whole. Rather than having a linen wrap, this dwarven skeleton looks like someone who simply sat down in the alcove to rest and never got up. It cradles a dusty **war pick** (2) in its bony arms.

*Make a Wisdom (Perception) check (with advantage if you chose to search thoroughly). A result of 12 or higher reveals a stack of square coins, **6 sp** (0.12), hidden in a crack where the mortar between two stones has crumbled away.*

Make a note that you have searched alcove 7, then return to [Part 2-163](#).

❖ PART 2-236

You approach the flimsy-looking door. It is unlocked. Opening it reveals a large room beyond.

- **East:** *You can proceed into the large room by adding **1 minute** to your interval time and proceeding to [Part 2-015](#).*
- **Leave:** *If you wish to turn back, return to [Part 2-164](#).*

❖ PART 2-237

Markings on this door indicate it is reserved for members of an unfamiliar guild called the Northern Order of Master Gem Cutters. An additional marking shows the symbol of House Deepwinter as a supporter of the guild.

The heavy iron door presents an obviously difficult barrier.

- **Lockpick:** {ITEM: THIEVES' TOOLS AND CHECK: DEXTERITY (THIEVES' TOOLS) 14} *To pick the lock on this door, go to [Part 2-016](#). You can make this check multiple times but add **1 minute** to your interval time for each failure.*
- **Excavate:** {ITEM: CROWBAR, MINER'S PICK, OR PORTABLE RAM} *To break down the door or excavate its hinges from the stone, add **9 minutes** to your interval and go to [Part 2-016](#).*
- **Leave:** *To end your examination, **refund the 1 (or 2) minutes** you applied to your interval for searching the sepulcher, then return to [Part 2-015](#).*

❖ PART 2-238

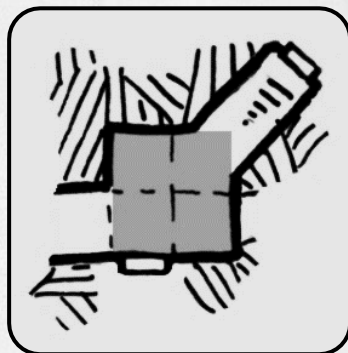
📖 **EVENT:** "SQUARE EGG" (CH. 2)

You examine the room, your eyes drawn to the bells hanging waist-high on the walls.

Just as you notice that one of the rings is missing its bell, a circular pattern of light flares up from the floor. A moment later, masses of magical webs spray everywhere, their gooey fibers crossing horizontally about the room.

Webs now thickly coat the entire area, to a height of about five feet. As the webs settle into position, they pull gently at some of the bells to which their edges adhere. The ringing is probably audible to quite a distance, making you wonder if any creatures are within earshot of the sound.

If you have the event code "Swords to Plowshares," go immediately to [Part 2-095](#). Otherwise, continue to [Part 2-073](#).



❖ PART 2-239 ■■

The moment you enter the room, the lid of one of the sarcophagi falls forward and a cadaver lurches from it. The hideous thing crouches momentarily, contemplating you and working its oversized maw of fangs. Through its scraps of clothes, you can see wiry muscles tense and flex under ossified knobs of the creature's fatty flesh.

Skirmisher. This undead creature rushes you, hissing, hungry for your flesh. It will attempt to coat you in its bloody bile before trying to grab you with its long-nailed fingers, hoping to pull you in for a bite.



ABOMINABLE CADAVER

Medium undead

Armor Class 11 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
(-0)	(+1)	(+0)	(-2)	(+1)	(-2)

Senses darkvision 60 ft., passive Perception 11

ACTIONS

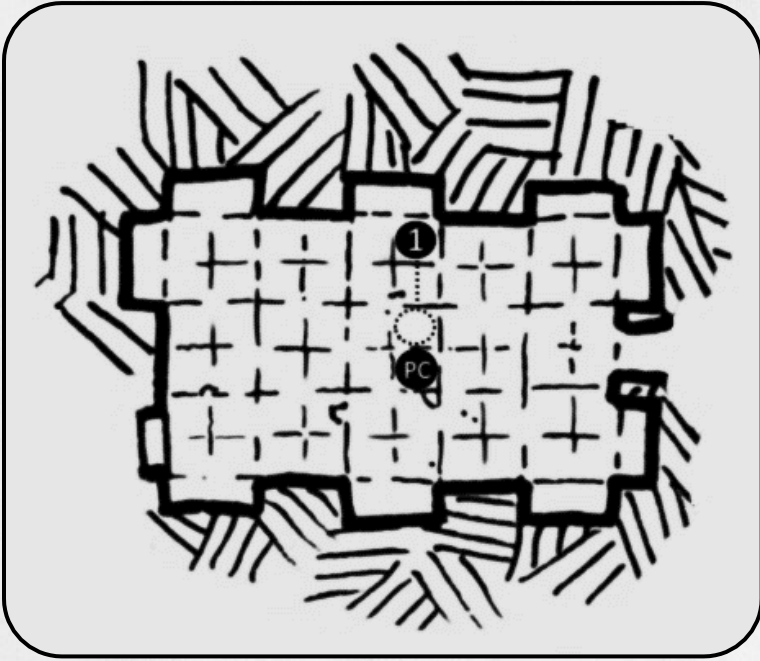
Bloody Bile (Recharge 6+). The cadaver heaves a spray of bloody vomit onto you while you are within 10 feet of it. You must make a DC 8 Constitution saving throw or gain the poisoned condition. You can repeat this saving throw at the end

of each of your turns to get rid of this condition. Alternately, you can remove it immediately if you get at least 1 hp of magical healing.

Sharpened Fingernails. *Melee Weapon Attack:* +3 to hit, reach 5, one target. *Hit:* 3 (1d4 + 1) piercing damage and, unless you are an elf, the abominable cadaver has advantage on its next gnashing bite attack against you before its next turn.

Gnashing Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 2 necrotic damage, and the abominable cadaver heals hit points equal to the necrotic damage inflicted.

Map. You (PC) begin this fight 15 feet from the abominable cadaver (1).



DESECRATED GROUND

Unless you have the code “Rest in Peace,” this area is desecrated; the abominable cadaver has advantage on all saving throws and doubles its Wisdom saving throw bonus (to +6) to resist Channel Divinity features or effects that would apply the frightened condition.

During battle, if you can first identify the source of the desecration by casting *detect evil and good* or using the Divine Sense feature, you can then use another action to expend a vial of holy water or holy oil, removing the taint from this area. If you do this, the abominable cadaver loses the desecration benefits described here and you must add the event code “Rest in Peace.”

COMBAT CONCLUSION

- **Win:** If you defeat the abominable cadaver, go to [Part 2-019](#).
- **Lose:** If it defeats you, go instead to [Part 2-047](#).

❖ PART 2-240

Looking around the room, you see little of value here. The support beams might be valuable for construction, but they are far too heavy to haul out of here. However, the moldering wooden tool rack near the door contains dusty tools of the type suited for excavation. Additionally, a painted key rack beside the door draws your attention.

- **Tools:** *If you have not yet done so, you can examine the tools in the wooden rack by going to [Part 2-069](#).*
- **Keys:** *If you have not yet done so, you can examine the key rack by going to [Part 2-094](#).*
- **Leave:** *To leave the room via the eastern doorway, go to [Part 2-143](#).*

❖ PART 2-241

The disposition of these skeletons tells the distressing story of imprisonment and eventual death from starvation.

Using your knowledge of anatomy, you identify five unique humanoids from these remains. One skeleton is smaller, a halfling or a gnome. Its dismembered parts lie in various locations around the room. These smaller bones bear the marks of dull teeth, evidence of cannibalism among the humanoids imprisoned here.

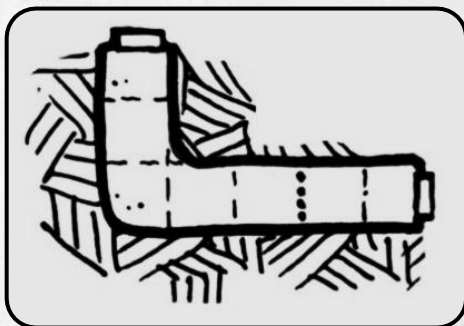
Return to [Part 2-217](#).

❖ PART 2-242

You are in a hallway that turns in a right angle, north to east. The northern part is 20 feet long and the eastern segment is 40 feet long.

A thin stream trickles in from the doorway to the north, joining a shallow pool of standing water that covers the floor of this room.

At the eastern end, a portcullis blocks the last 20 feet of tunnel, beyond which you see a doorway. Rats move in and out of that end of the tunnel through a crack under the door. Some appear to have noticed you, stopping their movements and staring.



By the northern door, one of a series of iron pegs holds the dusty remains of what was once a backpack made of thick, hard leather. The damp air hasn't been kind to it. Through tiny holes eroded into the leather, you can see a roll of vellum sheets that appear intact.

- **Backpack:** *To examine the ruined bag, go to [Part 2-023](#).*
- **Portcullis:** *To approach the portcullis to the east, go to [Part 2-109](#).*
- **North:** *To return through the door to the north, add **1 minute** to your interval time and go to [Part 2-190](#).*

❖ PART 2-243

You give the spores time to settle before inspecting the contents of the sarcophagus. Mold of some kind fills the interior. You find nothing else within; this toxic growth has entirely consumed the corpse.

Return to [Part 2-218](#).

❖ PART 2-244

You slip into the narrow crack. A glimmer of warm light comes from the far end of the crack, which appears to open into another room.

If you have the event code "Easy Squeeze," go to [Part 2-148](#). If you do not have that code, continue to [Part 2-045](#).

❖ PART 2-245


As you reach for the stake, you feel a strong sense of dread, but also the promise of great power.

- **Desist:** *To leave the stake in place, return to [Part 2-173](#).*
- **Continue:** *To remove the stake, go to [Part 2-024](#).*

❖ PART 2-246

You stoop to examine the skeletal remains in the intersection. You notice the garrote; a rusty wire coiled four times around the skeleton's neck, the ends clutched in the skeleton's own boney fingers, like an improbable suicide.

The remnants of tattered clothes indicate that this wasn't a person interred in these catacombs; it appears that a trespasser like yourself died here. The belt has a small sheathed knife, it's blade rusted and useless. One of the pockets holds a sheet of vellum. It contains a carefully-made map.

 **LORE: 130-Careful Map.** Use this entry to review a carefully-made map of the deep catacombs.

Return to [Part 2-137](#).

❖ PART 2-247

You follow your friends into the nearby alley, behind the old Rejviikson mortuary. You are near to the home of the gang's ally, Summer.

You wonder aloud at the number of suspicious loiterers in the area as the four of you slip through narrow gaps between buildings, climb to overhead walkways, even sliding down a sturdy drainpipe at one point.

"I see them too," Rufio says. "The Perytons are a larger gang than you remember. They've recruited dozens of new members since you left Waterdeep. They've also got many of the locals intimidated into spying for them. It's not unusual to see them about, just not in these numbers."

As you enter the familiar alley that passes under Summer's home, you see that recent construction has removed the old staircase that led directly there. Now, the four of you must climb to a rooftop garden to reach a walkway that crosses the alley, which in turn leads to her balcony.

You climb the narrow staircase and wait, keeping low to avoid being in sight of the street below and watching in all directions for any sign of pursuit. When you're confident no one is watching, you follow your friends across the narrow walkway to the balcony. Flowering vines grow from planter boxes here, forming a colorful frame around Summer's front door.

Rufio makes a coded knock on the heavy oaken door. A moment later, the door opens to reveal Summer. You recognize this Tiefling from years back; she has been a friend to the Slipstone Gang for as long as you remember. Summer looks as though she aged far longer than the time you were away from Waterdeep. She wears her years roughly; her wrinkles are not those one gets from a lifetime of smiling. Across her left cheek are two long, thin scars, an injury taken while you were away.

Summer welcomes the four of you with a smile. You enter her cozy apartments, decorated with an enormous number of plants and several stands holding musical instruments. Colorful old handbills cover one wall. These pages advertise past performances played in Waterdeep, the souvenirs of a thirty-year entertainer's career.

When the door closes, Rufio asks Summer about her new scar.

“It was a parting gift from Ravello,” Summer says. “I’m to consider it a reminder that I’m still alive because I obeyed that red-eyed wolf.”

Bell signs an emphatic negation. “Fox,” she signs, insistently.

You look again at the scar. It could not have come from a mundane source or Summer would have cured it with a spell. You remember Rufio and Latchboy telling you about Summer’s broken arm, but her direct interaction with the leader of the Crimson Perytons, and this unnatural scarring, casts that interaction in a new light.

Rufio informs Summer of the night’s events and warns her that Crimson Perytons are searching the neighborhood. She seems unconcerned, still happy to help you against the gang that left her face scarred and stopped her from claiming one of the Seekers’ scavenger bounties. She offers food and healing, which Rufio gladly accepts, despite the hurry you are in.

Latchboy digs into a bowl of boiled grains flavored with cod. The oily residue soon leaves a shine on his lips and chin.

As Summer casts a curative spell on Rufio’s leg, the two begin planning the route to the Purple Palace, a popular festhall in the Docks Ward where the Seekers have set up their temporary headquarters. They decide that the busiest route will be the safest, directly down the Way of the Dragon.

With Rufio’s leg healed, Summer turns her magic on the rest of you.

*If you have the event code “Bell Poisoned” or “Bell Burned,” Summer uses her strongest magic to cure that ailment, leaving you to receive a 1st-level cure wounds spell that heals **1d8 + 3 hit points**.*

*If you have neither code, Summer will use her strongest spell slot on you instead. You can choose to receive a lesser restoration spell that cures you of diseases, or a 2nd-level cure wounds spell that heals **2d8 + 3 hit points**.*

With everyone’s wounds tended, Latchboy asks Summer if she’s willing to buy the pair of merchant scales he stole from the mortuary. From their conversation, it seems this is a common exchange between the two. Summer gives Latchboy some coins, which he carefully stores in a secret pocket.

You can sell items to Summer. She will pay full price for gems and objects of art, and the standard half price for used weapons, armor, and adventuring gear. She will not buy anything described as too low in quality for you to sell.

Continue the adventure in [Chapter 3: A Day of Wonders](#).



Chapter 3

CHAPTER 3: A DAY OF WONDERS

WITH YOUR ROUTE DECIDED, THE FOUR OF YOU PREPARE TO TAKE YOUR LEAVE of Summer. You offer your thanks for the protection of her safe house and arrange your gear. However, before you go, Summer has one more gift, the use of her costume wardrobe. She opens a sliding panel in the wall, revealing dozens of cloaks, robes, and other outfits.

Rufio picks out some large, lightweight cloaks and he hands one to you. Latchboy is delighted by the available makeup and prosthetics. With Summer's help, he is soon sporting a bushy mustache and has a heavier brow, totally changing his appearance. Bell tries a wiry beard, the closest one to her natural hair color, but no one seems to think it matches her sleek, straight hair. While they argue, you peruse the options, eventually finding a disguise you think will be effective.

*You must trade your current set of clothes for the **common clothes** (3), **costume clothes** (4), **fine clothes** (6), or **traveler's clothes** (4) provided by Summer's wardrobe.*

Make a Charisma check to determine how effectively you wear this disguise. Add your proficiency bonus if you are proficient with disguise kits. In the following event code, replace the "X" with your check result. Alternately, replace the "X" with "disguise self" if you can cast that spell and wish to use it now.

📖 **EVENT:** "New Disguise = X" (Ch. 3)

If your check result is 12 or higher, or you cast disguise self, go to [Part 3-036](#). If your result is 11 or lower, and you don't have that spell active, go instead to [Part 3-046](#).

❖ PART 3-001

You feel a sharp pain in your back. You stagger, trying to understand what just happened, but your mind won't engage. You see the sky tumble past your vision as your body falls, but you don't feel the impact.

When you return to consciousness, you find yourself just inside an alley. A merchant is selling fruit and drinks to the crowds nearby, his wagon of supplies blocking most of the alley, creating an excellent barrier to hide behind.

Rufio explains that he carried you into the alley while Bell threw a windup noise-making device to draw attention toward your pursuers. You see an empty bottle in Rufio's hand. You conclude that he roused you with an expensive curative potion.

*The potion restores you to **2d4 + 2 hit points**.*

You take a moment to recover while Rufio keeps watch to make sure that Bell's misdirection worked. He reports that two of the halflings, now the subject of the crowd's attention, skulk on the far side of the street, waiting for you to come out. The third must have run back up the street to get reinforcements.

"We don't have time to elude them through these narrow alleys," Rufio says. "We've just got to hurry along in the open."

Rufio leads you out of the alley, down a block, and then turns south on the Way of the Dragon, following the marked parade route.

Go to [Part 3-010](#).

❖ PART 3-002

With a growing sense of panic, you begin to think that this woman is engaging Rufio in conversation to slow him down. Whether she is a spy placed by the Crimson Perytons, or simply an old friend wanting to catch up without having to hurry alongside him, the effect is the same. Your pursuers will soon catch up with you.

Eventually, your other companions have had enough. Bell abruptly stumbles into the woman, purposefully tripping her, while Latchboy shoves Rufio forward, exhorting him to hurry. The woman falls hard to the ground. She glares at Bell and yells indignantly for the Watch. Since she knows Rufio and his "friends," you suspect that this assault may have lingering consequences for the whole gang.

✱ **RENOUN:** -1 (Waterdeep Watch)

Go to [Part 3-011](#).

❖ PART 3-003

You decide that the safest course is to circle around your current block to Snail Street, approaching the Purple Palace through the back alleys behind it.

Your plan in place, the four of you hurry on your way, very aware of the looming deadline to turn in the Seekers' prize.

When you arrive on Snail Street, you don't see any conspicuous loiterers waiting to intercept you. However, you find it unlikely that the Crimson Perytons left this approach entirely unguarded. Rufio's celestial ally already warned him that there are watchers in these alleys. You will have to carefully navigate these narrow corridors if you are to reach the back of the Purple Palace in safety.

Looking both ways, and seeing no one looking your direction, you duck into the nearest alleyway. The confines are tight enough that you must progress single file; Latchboy, Bell, and Rufio follow you, in that order.

You come to a turn only a few steps into the alley, followed by an intersection beneath a narrow stairway. The stairs climb to a second-story gap between two buildings. Over centuries of construction and rebuilding in the district, this block became a veritable maze of passages and only locals are suited to navigate these mystifying routes.

- **Listen:** {CHECK: WISDOM (PERCEPTION) 13} *To listen carefully at each intersection you encounter, avoiding any routes that sound occupied, go to [Part 3-023](#).*
- **Calculate:** {CHECK: INTELLIGENCE 10, WITH ADVANTAGE IF PROFICIENT WITH MASONRY TOOLS} *To calculate which routes are most likely to avoid dead ends, based on the age and disposition of the various layers of brickwork, go to [Part 3-014](#).*
- **Guess:** *If you cannot determine a safe course through the alleys, you will have to rely on blind luck to get you to your destination, going to [Part 3-031](#).*

❖ PART 3-004

You tear off after the fleeing youth. You round a blind corner and increase your pace, only to realize that you are in the middle of a field of caltrops.

Make a Dexterity saving throw. If the result is 15 or higher, go to [Part 3-042](#). If the result is 14 or lower, go to [Part 3-015](#).

❖ PART 3-005

You grab the automaton's thrashing leg and hold it steady. Your three friends crawl under the machine's front end, and you follow them, all the while fending off the legs as they try to propel the cask harder against the tavern wall. You and your friends make it safely to the other side.

Priests of Gond and curious parade watchers quickly surround the broken automaton. They seem to have lost their fear of its thrashing limbs. With the sidewalk so crowded, your pursuers have no hope of catching you now.

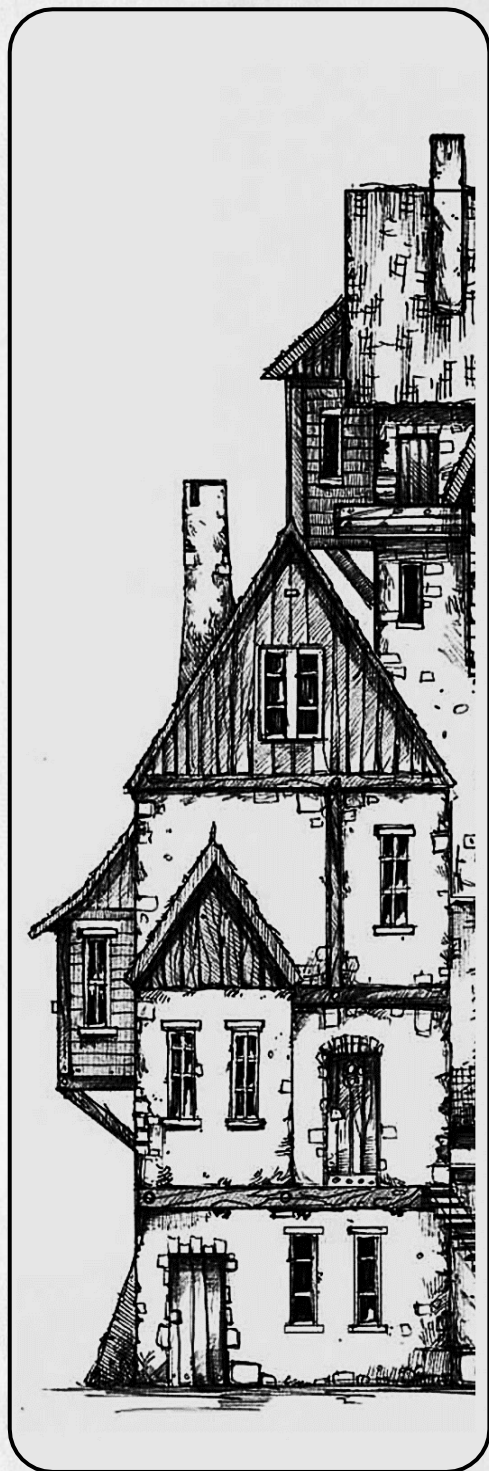
Go to [Part 3-030](#).

❖ PART 3-006

Despite the ferocity of their assault, you quickly realize that your attackers are keeping a distance from the Purple Palace, perhaps determined not to offend the Seekers by fighting on their very doorstep. Exploiting this, you break off combat and hurry across the street, calling your friends to follow.

Keeping their distance from the building, your attackers withdraw to a nearby alley east of the Purple Palace.

Go to [Part 3-059](#).



❖ PART 3-007

"I should have known better," Ravello says. "You haven't taken any of my offers, Rufio. Your friends are hungry. I know your rent is overdue. Why do you continue to resist me?"

Rufio's expression is stony. "We're fine," he says in an even tone. "We don't need your generosity. Or your guidance." Your friend looks at you for a moment before adding, "It's nothing personal."

Undeterred, Ravello slaps Quigley on the shoulder and says, "Give him that necklace you found."

Quigley's smile brightens and he digs into a pouch for something. He hands a golden necklace to Rufio. Your friend inhales a long, deep breath and stares at the glittering chain that dangles through his fingers. Whatever the necklace means, the sight of it has kindled some deep feeling in Rufio.

Just then, the Seekers' agent returns, his teacup brimming. He seems surprised to see the two Perytons still present.

"We thought we'd wait to see how it goes," Ravello says, cutting the tension in the room. Rufio clenches his fist around the golden necklace, and you think he might say something to the Crimson Perytons, but instead he turns his attention to the Seekers' agent.

The agent doesn't object to the Perytons remaining. He holds out a hand, into which Rufio places the Deepwinter Seal. The agent makes the same gestures with the same wand, checking the item's identity. You watch in anticipation. When the agent's spell concludes, his expression looks mixed.

"This is surely the Deepwinter Seal for which the Seekers have offered a substantial bounty," the agent says. "However, the magic of this item is not what the Seekers expected. Before I can make a judgment, I must consult with my employers." The agent hands the Deepwinter Seal back to Rufio. "I am extending the deadline for this bounty until this time tomorrow. Return then and I will have their answer."

Rufio cradles the heavy ring in his hand, contemplating the dangers now facing the Slipstone Gang. Your friends' possession of the Deepwinter Seal will soon be widely known. You doubt returning tomorrow will be as easy as the agent makes it sound. In truth, it wasn't exactly easy to get here today.

Ravello grins in anticipation.

In addition to the Perytons, a dozen factions in the city might rouse themselves to intercept this prize. You wonder how things could get any worse. As though the gods are responding to your thoughts, a loud

commotion breaks out downstairs. Deep voices are shouting, and you hear the heavy thud of furniture falling over on carpeted floors. Through it all, high-pitched whistles pierce the angry din. It sounds like the Watch is raiding the Purple Palace!

The five of you move to the window. Watch members fill the street below wearing their customary colors: white, yellow, and green tabards over chain mail armor. Already they are escorting festhall patrons out, walking each one between a pair of Watch members. An officious looking human holds up a parchment as they pass, as though comparing a sketch to each of the faces he sees. When Watch members escort Latchboy and Bell out, the official with the parchment directs them toward a wagon. Watch members load your friends in and the wagon rolls away under heavy guard.

Go to [Part 3-016](#).

❖ PART 3-008

The Seekers' agent seems reluctant to accept your explanation.

"I can't say for certain that your gang is at fault for our headquarters getting raided. That said, it doesn't look good. Just make sure there are no further questions about your competence, lest you be disqualified."

📖 **EVENT:** "Probationary Status" (Ch. 4)

With that, the agent dismisses you and Rufio to leave, asking Ravello and Quigley to stay for a few minutes. "Just so there are no 'misunderstandings' on the way out," the half-elf says.

Go to [Part 3-026](#).

❖ PART 3-009

The Watch members glare angrily as you leave with the Crimson Perytons. They growl threats and clutch their truncheons impotently, unwilling to endanger the hostages taken by the men you are following. You have no doubt they think you and Latchboy are a part of this knavery.

If the number associated with your "New Disguise" event code is 14 or lower, and you are not using a disguise self spell, apply this adjustment:

✱ **RENOWN:** -4 (Waterdeep Watch)

Once you are in the back alley, Latchboy breaks into a run. You follow him, leaving the Crimson Perytons behind. Burdened as they are with the hostages, the Perytons are too slow to follow at your pace.

As you round the first corner, you glance back and see that you fled just in time, all four Perytons and their hostages are lying on the ground, as though hit by a powerful sleeping spell. A Watch member dressed in the unique robes of the wizard corps aims a wand at you, but you duck out of sight before the next spell can land.

You and Latchboy flee north as fast as practicable given the maze-like configuration of the alleys in the Docks Ward. You wander for an hour, changing directions frequently and staying away from the main streets. Eventually, you find your way to the rooftops and slow down, sure that you are beyond the sight and reach of the Watch.

Go to [Part 3-034](#).

❖ PART 3-010

Crowds on both sides of the street are looking south, eagerly awaiting the parade. With all eyes focused in the same direction as your travel, no one is stepping aside to let you by. The four of you must push through crowds, drawing complaints and yells from jostled people. Eventually, tired of the delays, Rufio leads you into the middle of the street and the four of you start to run. You hear a Watch member blow a whistle and yell at you to get off the street, but he's too far behind to stop you.

Waterdeep's normal parade route starts at the docks in the south and stops at the central market, or it continues to a point just before the slums of the Field Ward, at the city's north end. The normal route follows the boundaries between eastern and western districts, except here in the Trades Ward, where parades pass through the city's largest and busiest intersections. Running down the center of the street, you completely bypass the press of the crowds on the sidewalks. There's something liberating about it; you've never walked these roads without traffic slowing you.

Latchboy, looking over a shoulder, calls out that someone is following you. When you look back, you see two humans and two halflings running down the middle of the street, in hot pursuit, their cloaks flapping. A bit behind them, two members of the Watch are also trying to catch up. Unimpeded by traffic, all three groups are currently matching pace. You

wonder if the street will stay open all the way to your destination, but it quickly becomes clear that it will not. Ahead you, far down the Way of the Dragon, you see the head of the parade moving toward you.

Go to [Part 3-020](#).

❖ PART 3-011

Moving through a crowd quickly is difficult while you are trying to pass unseen. Staying low, you almost miss the street sign for Fillet Lane. Fortunately, Rufio seems to know exactly where he's going, perhaps guided by some celestial force. In a sudden change of direction, he leaps into the street, threading his way through a line of automaton maids dressed in funny hats, and running into the crowd on the far side. Latchboy and Bell follow quickly behind, and you hurry to keep up.

As you cross through the parade, you look down the Way of the Dragon where the procession stretches farther than you can see. The thought of stopping to watch the parade distracts you for a moment; you won't get another chance to see a sight like this until next year. Then Bell grabs your wrist and urges you along.

You reach the far side of the street and the four of you push your way onto Fillet Lane. Once through the crowds, Rufio slows, breathing heavily. The other two are similarly tired from running so far through the city. Now, almost at your destination, you finally allow yourself to believe you will make it on time. At the intersection west of you, the eleven lanterns of the Purple Palace finally come into view.

You have almost reached your destination when you hear the distant cry of a hunting hawk, rising above the din of the nearby procession.

Go to [Part 3-039](#).

❖ PART 3-012

You grab the automaton's thrashing leg and hold it steady. As your three friends crawl under the machine's front end, you feel another of the limbs pummel your midsection with a mighty, whipping blow. Tense with the pain, you follow your friends, scrambling quickly to avoid any more injuries.

Although the four of you make it past the giant ale cask, the injury to your side makes it hard for you to raise one of your arms.

📖 **EVENT:** “Restricted Arm Movement” (Ch. 3) *Remove this code when you finish a long rest or receive at least 1 point of magical healing.*

Priests of Gond and curious parade watchers quickly surround the broken automaton. They seem to have lost their fear of its thrashing limbs. With the sidewalk so crowded, your pursuers have no hope of catching you now.

Go to [Part 3-030](#).

❖ PART 3-013

You find a rickety staircase nearby, one that takes you to a rooftop where locals prepare laundry for drying. A series of lines stretches across Fillet Lane, their pinned-on linens and other clothing drying in the sun.

Latchboy, supremely confident, steps onto one of the lines and begins to walk across it, arms stretched out for balance. Rufio and Bell each take different lines, hanging beneath and wrapping arms and legs securely around the heavy cords. You pick your own line and check that its fastening is secure before starting over.

- **Tightrope:** *To walk across the rope like Latchboy, utilizing your sense of balance, go to [Part 3-022](#).*
- **Suspension:** *To hang beneath the rope as you cross, relying on your strength to hold you as you go hand over hand, crawl to [Part 3-033](#).*

❖ PART 3-014

Based on your calculations, you follow the routes most likely to go through, avoiding dead ends and blind corners where the Perytons’ agents might be lurking. Although you select a convoluted route, your tactic works. You soon find yourself next to the back-alley entrance to the Purple Palace.

A vigilant door attendant stands at the back door, under a purple awning. The large man wears elegant silks over a functional suit of scale mail armor. A heavy truncheon hangs from his belt. Although he appears ready to deny entry to any riffraff, Rufio approaches the man with confidence.

Go to [Part 3-059](#).

❖ PART 3-015

A caltrop has pierced your sole, sending a shock of pain up your leg.

*You take **1 piercing damage** and your **speed is reduced by 10** until you recover at least 1 hit point. If this reduces you to 0 hit points, go to [Part 3-032](#). Otherwise, continue reading.*

In the moment it takes you to pull the caltrop from your foot, you're sure your quarry has eluded you. Indeed, you soon hear a shrill signal whistle from the next block. With the alarm raised, you'll have to hurry to avoid interception. You tell your friends to run, rushing toward your destination. Shortly after, the four of you reach the back entrance to the Purple Palace.

A vigilant door attendant stands at the back door, beneath a colorful awning. The large man wears elegant silks over a functional suit of scale mail armor. A heavy truncheon hangs from his belt. Although he appears ready to deny entry to any riffraff, Rufio approaches the man with confidence.

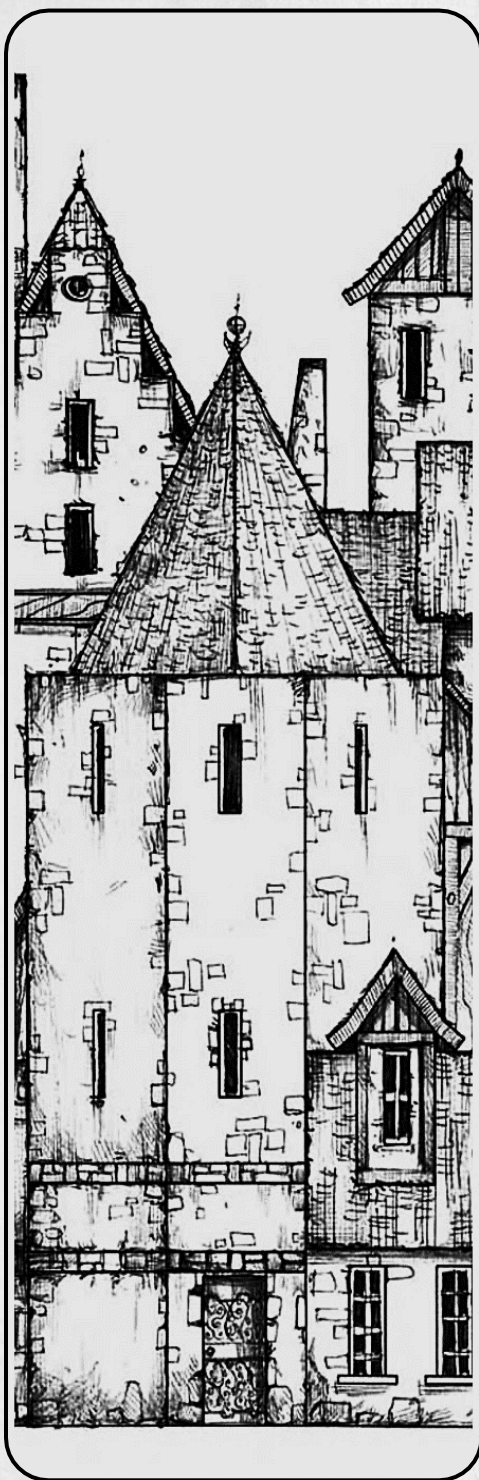
Go to [Part 3-059](#).

❖ PART 3-016

Understandably, the Seekers' agent seems displeased by the arrival of the City Watch. Likewise, you and Rufio aren't pleased to see your friends taken away. But Ravello seems delighted. Despite the Watch sweeping up several of his own spies around the building, the leader of the Crimson Perytons looks triumphant.

"The rules," Ravello says, "are clear in a situation like this. No one can claim a bounty if they bring censure down upon the Seekers. Your employers won't let you pay someone who brought the Watch right to your door." He points an accusatory finger at you.

This seems unfair. If there was a disturbance, the Crimson Perytons caused it by trying to intercept you on the way here. You look at Rufio, expecting him to provide one of his dazzling speeches about justice and the spirit of the rules. However, your friend still seems shaken. He still clenches the golden necklace in one of his hands. Whatever the Perytons gave him, it's had its calculated effect. Rufio will be of no assistance convincing the Seekers' agent not to disqualify you from the bounty.



The agent turns away from the window. “The Watch has been looking for a reason to shut us down since these scavenger hunts began. It doesn’t matter that we don’t condone lawbreaking. If a prize is on private property, it’s up to participants to negotiate access through legal channels.” The agent’s eyes focus on yours. “Did you lead the Watch here?” he asks.

“Of course, they’ll...,” Ravello begins to say.

If you have the charmed condition, you feel compelled to let your “friend” get in a few words, thinking he’s probably got something reasonable to say. Go immediately to [Part 3-025](#). If you do not have the charmed condition, you can answer the Seekers’ agent normally, talking over Ravello’s interruption with one of these options.

- **Protest:** *To protest the Slipstone Gang’s innocence of any serious lawbreaking, go to [Part 3-035](#).*
- **Dissemble:** *To be deceptive about your gang’s involvement in events that might have drawn the Watch’s ire, go to [Part 3-060](#).*
- **Blame:** *To point out that the Crimson Perytons activities in this area are probably what drew the Watch, go to [Part 3-069](#).*

❖ PART 3-017

The Seekers' agent nods, eager to accept your explanation.

"No, I can't blame you for the Watch raiding our peaceful headquarters. It's just one of the costs of doing business."

With that, the agent dismisses you and Rufio to leave, asking Ravello and Quigley to stay for a few minutes. "Just so there are no 'misunderstandings' on the way out," the half-elf says.

Go to [Part 3-026](#).

❖ PART 3-018

You point Latchboy toward the three mysterious patrons who were sitting at the triangular table. Each of them seems to be working on one of the windows in this room. Latchboy agrees with your choice. The two of you hurry to help one of them try to unlatch the heavy shutters.

Comically, it takes you a long while to figure out the window shutter's unique locking mechanism. Only then do you realize that the mysterious patron you are "helping" isn't trying to open the window. He is trying to join two sliding components so he can apply a padlock! A quick glance reveals that the other two patrons from the triangular table are similarly securing the windows rather than trying to open them. These must be disguised Watch members, sent to surveil the festhall before the raid!

By the time you realize you are working at cross-purposes, it is too late to find another exit. A dozen Watch members, wearing their traditional green, white, and yellow tabards, are flooding into the room. Half the patrons have already fled, while the rest seem resigned to arrest and questioning by the Watch.

You worry that Latchboy will try to fight his way out but when you lay a restraining hand on his arm, you see that he is having the same worry about you. Glad to be in agreement, the two of you sit at your table and wait for the inevitable.

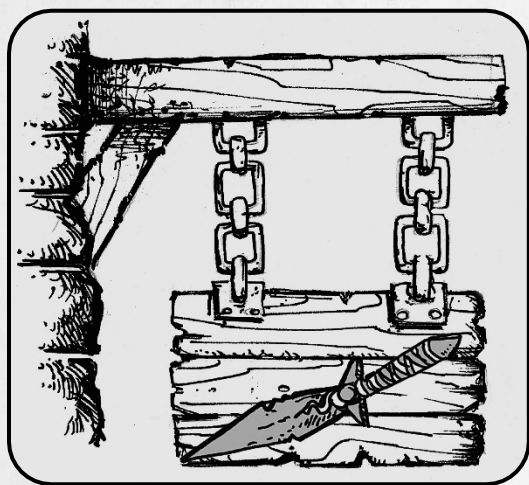
Go to [Part 3-027](#).

❖ PART 3-019

You nod your head toward the right side of the street. At this suggestion, Rufio leads you and your friends into the crowd on the right side of the parade route. You leave the road in time to avoid the attention of the city

guards at the head of the procession. Your pursuers likewise dive into the crowd and begin shoving their way toward you. However, with the skill of native-born urchins, your gang makes better time slipping through the throng of parade watchers, blending into the crowd. Your pursuers must slow their pace even more because they've lost sight of you; they must scan down each alley to make sure you haven't left the Way of the Dragon.

As you push south, the Day of Wonders parade passes you in the other direction. Behind the giant turtle, automatons in every size and shape march, dance, and caper along the street. Some wear fancy clothes and closely resemble humanoids of various races. Others look like clockwork animals, children, and multi-limbed contraptions with no resemblance to any living thing. Among them walk the Gondar, the saffron-robed priests and artisans who serve Gond, the god of invention. They wave to the spectators from beneath their traditional broad-brimmed hats.



Just as you are about to look back to check how close your pursuers are, you see one of the parade's automatons veer off the road and onto the walkway ahead of you. A giant ale cask with six legs and six arms bowls into the crowd, sending spectators running in either direction. It doesn't seem to know it's gone off course. The six legs continue their wild oscillation, pressing the

automated ale machine's barrel-body against the door of a popular tavern. The six arms continue to pull ale cups from a repository, filling and dispensing them to anyone in reach. Tavern patrons and parade watchers take mixed reactions, some trying to grab the awkwardly proffered drinks and others trying to stay away from the long, swinging limbs.

Latchboy steps forward and grabs a foamy mug, then leaps back as one of the legs flails toward him. Rufio looks about for a way to bypass the automaton but doesn't seem to have any ideas. Bell signs that your pursuers are getting closer. It's up to you to think fast and find a way to bypass this obstacle.

- **Climb:** *To help your friends climb over the cask-shaped automaton, risking the flailing arms, go to [Part 3-038](#).*
- **Crawl:** *To help your friends crawl under the machine, risking its flailing legs, go to [Part 3-072](#).*
- **Skirt:** *To herd your friends around this obstacle, stepping into the street and passing near the other automatons in the procession, go to [Part 3-029](#).*

❖ PART 3-020

You are running down the center of the Way of the Dragon, heading straight toward the oncoming parade. In the lead, you can make out a giant mechanical turtle, as large as a cottage, billowing steam from its nostrils. As the lumbering apparatus approaches, streamers and sparkling cantrips fly, celebrating the creature's advance. A dozen riders are waving to the crowd from atop the turtle's shell, and a phalanx of soldiers holds back the crowd on either side of it.

Your little group slows as you duck around a concessions wagon that's wandered too far into the street. Rufio looks unsure which sidewalk you should take. The crowds to either side are large enough to hide within. Rufio scans each side of the street for potential obstacles, then looks to see if you have any input.

If you choose the right side of the street, you can easily leave the main road when you reach your destination. But your pursuers will expect that and may focus their search on that side of the roadway. If you choose the left side, you will eventually have to cross back, finding a gap in the parade. Seeing nothing inherently different in either crowd, you will have to guess, hoping for Lady Tymora's blessing.

- **Left:** *To move into the crowd on the left side of the street, go to [Part 3-028](#).*
- **Right:** *To move into the crowd on the right side of the street, go to [Part 3-019](#).*

❖ PART 3-021

You grab the automaton's thrashing leg and hold it steady. Your three friends crawl under the machine's front end, getting safely to the other side. You contemplate following them, but your grip on the bucking ale cask is about to fail.

Fortunately, a nearby member of the City Watch sees your predicament and moves in to help you hold down the wild automaton. You lock eyes with the Watch member for a moment, seeing a look of surprise and then anger as you abandon her to hold the machine by herself.

✱ **RENOVN:** -1 (Waterdeep Watch)

Unfortunately, as you duck under the giant ale cask after your friends, another of the machine's limbs pummels your midsection with a mighty, whipping blow. You tense with pain as you roll free to the other side. You don't seem badly hurt, but the injury to your side makes it hard for you to raise one of your arms.

📖 **EVENT:** "Restricted Arm Movement" (Ch. 3) *Remove this code when you finish a long rest, or when you receive at least 1 point of magical healing.*

Priests of Gond and curious parade watchers quickly surround the broken automaton. They seem to have lost their fear of the machine's thrashing limbs. With the sidewalk so crowded, your pursuers have no hope of catching you now.

Go to [Part 3-030](#).

❖ PART 3-022

You step onto the line and begin to feel it shift beneath your foot.

Make a Dexterity (Acrobatics) check.

- *Apply advantage if you carry a 10-foot pole.*
- *Apply disadvantage if you have the code "Turned Ankle."*

If your check result is 10 or higher, go to [Part 3-040](#). If your result is 9 or lower, go to [Part 3-049](#).

❖ PART 3-023

You try to take the most direct route possible, but unexpected turns and strange intersections turn you around several times. You hesitate further at the sounds of people lurking down several prominent alleyways, routes which you take care to avoid. Eventually, you and your friends reach your destination, the back-alley entrance to the Purple Palace.

A vigilant door attendant stands at the back door, beneath a colorful awning. The large man wears elegant silks over a functional suit of scale mail armor. A heavy truncheon hangs from his belt. Although he appears ready to deny entry to any riffraff, Rufio approaches the man with confidence.

Go to [Part 3-059](#).

❖ PART 3-024

You wait for about 15 minutes, loitering in view of the Purple Palace, wondering when Rufio and Bell will return. Then you hear the tromp of booted feet approaching from behind.

You turn to see a dozen Watch members sweeping through the alley. They are clad in their traditional white, green, and yellow tabards. Latchboy looks like he wants to flee, but you notice that more Watch members are coming out of other alleys in view of the Purple Palace, surrounding the colorful festhall.

A squat dwarf with the badge of an *armar*, a low-ranking patrol leader, points his mace and directs four Watch members to escort you along with them. In moments, you are standing right outside the Purple Palace, held under scrutiny, as the Watch raids the building from multiple directions.

Go to [Part 3-027](#).

❖ PART 3-025

“Of course, they’ll blame others for their own clumsy lawbreaking,” Ravello continues. You struggle to justify your new friend’s seeming hostility. Your mind refuses to believe that Ravello means you harm. You decide to avoid a direct contradiction, simply talking your way around his arguments.

- **Protest:** *To protest the Slipstone Gang’s innocence of any serious lawbreaking, go to [Part 3-035](#).*
- **Dissemble:** *To be deceptive about your gang’s involvement in events that might have drawn the Watch’s ire, go to [Part 3-060](#).*

❖ PART 3-026

You descend the hidden staircase toward the Purple Palace’s kitchen. When you reach the ground floor, the same host who showed you this secret panel here instead directs you to a trapdoor in the floor.

“This reaches a tunnel that connects to the neighboring building,” the host says. Don’t get caught leaving.” You and Rufio drop into the tunnel and pass beneath an alley, arriving in the cellar of the neighboring building. The whole structure seems abandoned and you have no trouble getting out, escaping the cordon of Watch members still surrounding the Purple Palace. From there, you follow a sheltered route up Pearl Alley before losing yourself in the traffic on Snail Street.

A block east, you can hear the Day of Wonders parade still in full swing. You take your time, moving carefully through back alleys and over rooftops, eventually crossing the Way of the Dragon after the parade has gone by. Somewhere in this time, you take the chance to ask Rufio about the golden necklace he got from Bartholomew Quigley.

“It’s mine,” Rufio says, “for my initiation at the Monastery of the Sun.”

You remember Rufio’s ambition to formally train at the monastery. The old building stands at the northernmost point of the Trades Ward and is one of the sources of community support in the Slipstone Gang’s territory. You didn’t know he’d gone through with his desire to become one of the monks.

Rufio continues. “I lost it last year. I lost it when I was... when I died.”

You know the gang paid for your aasimar friend’s return from death a year ago. You saw the receipt last night for the expensive diamond that is necessary for such a spell. The receipt was on a stack of papers in the hideout. You meant to ask Rufio about it, but in the excitement of last night’s adventure, you never had the chance to bring it up.

“I don’t remember how I died,” Rufio says. “I only know that our friends paid too much to bring me back. We had to liquidate everything and we’re still in debt. And now we know the Crimson Perytons were involved. No wonder they’ve been sniffing around, offering to back us financially. They know we’re vulnerable right now.”

When you left Waterdeep, striking out on your own to practice adventuring, you thought your friends would be safe here on the streets where they grew up. You never dreamed that life would become more difficult after you became adults.

Its near high sun when the two of you arrive at home. As you climb the narrow stairs to the hideout, a woman in a shopkeeper’s robe hails you from the alley below. Rufio goes down to meet her and you overhear their conversation. The shopkeeper brought a basket of meat pies to thank Rufio for the gang’s help with something. You don’t overhear any other details, but

the interaction reminds you that your friends are a force for good in their territory. Rufio gratefully accepts the food and the shopkeeper excuses herself.

When he gets back to the top of the stairs, Rufio hands the basket of pies to you and unlocks the door.

If you left any equipment here, you may recover it now.

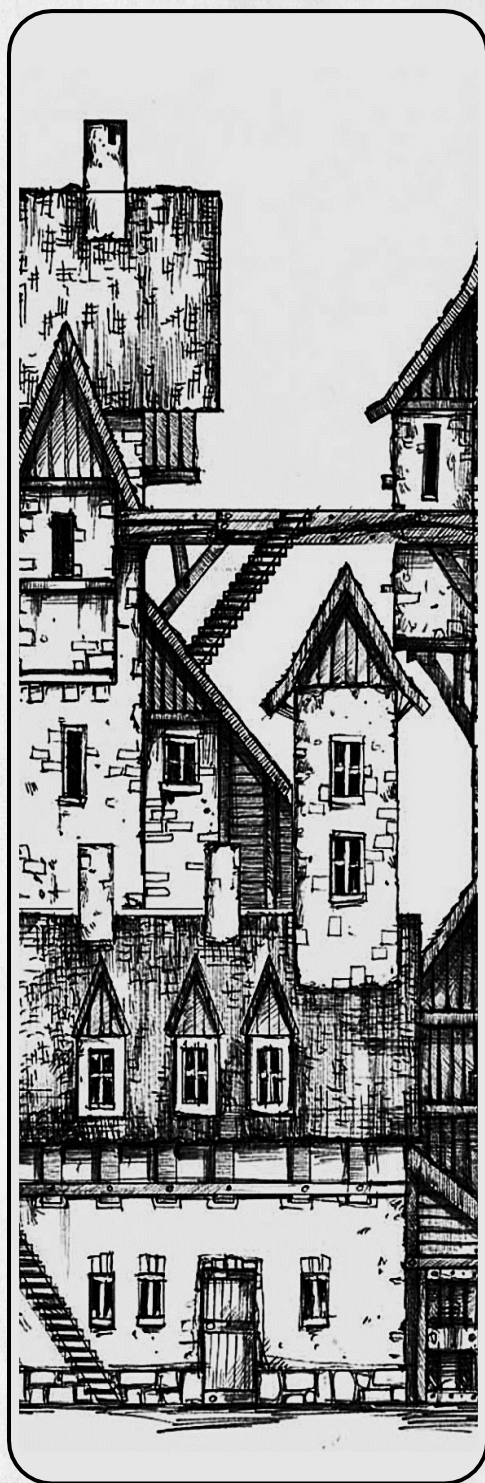
*If you have the **charmed** condition, remove it now.*

Go to [Part 3-053](#).

❖ PART 3-027

Things soon quiet down. Watch members lead away the festhall's armed guards, then begin escorting the patrons outside in small groups. You and Latchboy find yourselves placed among a group of angry patrons from the festhall. An officious looking Watch member walks about the scene, holding up a parchment to compare its sketch to the faces of the detainees. With a gesture, she directs your escorts to load you into an enclosed wagon. The wagon has enough room for a dozen prisoners, so you are surprised by the Watch members closing and locking the doors with just you and Latchboy inside, and the wagon rolling away.

You hear the normal sounds of city traffic as you roll by. The



narrow slit of a window doesn't afford much of a view, but you think you're headed north. Eventually, the wagon turns a sharp corner and rolls to a stop. Through the window slit, you can see that you are not at one of the Watch's many posts throughout the city. Instead, you are in a wide alley. You worry that this might be an ambush but Latchboy reminds you that the Watch hasn't stripped you of your weapons or searched you for spell components. If your destination was a cell or a beating, they surely would have done so.

You wait for over an hour, the wagon no longer moving. Eventually, the back of the wagon opens, and a half-orc climbs inside. He wears the colors of the watch but isn't wearing armor. His waxy black mustache curls into a tight circle at each end and his beard is close-shorn. This is not an ordinary patrol member. The half-orc sits on the bench seat beside Latchboy and waits for his subordinates outside to close the door.

"My name is Crugetor," the half-orc says once the door shuts.

You recognize the name of your local civilar. He's been the senior Watch member assigned to the Trades Ward for as long as you can remember. Although you've never seen Crugetor, you know that every patrol in the Slipstone Gang's territory reports to him. You also know that the Purple Palace, located in the Docks Ward, is far outside of Crugetor's jurisdiction.

"I want to assure you that you're not under suspicion," Crugetor says. "The Purple Palace got raided because the Seekers started using it as an operational base, and their so-called 'scavenger-hunts' have been playing havoc with the peace and dignity of Waterdeep. They pretend not to encourage criminal acts, but they know that the desperate and downtrodden will resort to any means to achieve some of these bounties. We also observed several 'persons of interest' there at the same time, which made it the right moment to show our hand."

"What do you want with us?" Latchboy asks. You hear an edge of hostility in your friend's voice. If they want information, Latchboy isn't likely to oblige them, not simply because a code of silence pervades the streets, but also because the Watch isn't very friendly to people who live at the fringes of society. The Slipstone Gang sees to the security of their territory, and they sometimes feel like they don't need the City Watch. Patrols only take interest when a crime has a high profile.

"You're here because Civilar Dorma has been reporting that a gang called the Crimson Perytons has grown dangerously large in the Docks Ward, and I've simultaneously noticed them encroaching on the Trades Ward."

Crugetor locks eyes with Latchboy as he talks. You think he's watching for some sign of recognition. "We suspect this gang to be involved in the murders of several rivals, including one of your known associates, Rufio Rudra. Since it's now a matter of intra-ward security, I'm here to ask you what you know about that particular murder."

Latchboy's expression remains stony, but you know your old friend is suddenly paying close attention. You were already aware that Rufio died last year; you saw the receipt last night for the expensive diamond that is necessary for the spell to return him to life. The receipt was on a stack of papers in the hideout. However, you never got a chance to ask Rufio what happened. If Latchboy knows, he isn't offering an explanation now.

After a long wait, Crugetor seems to accept that you don't want to talk about street business with the Watch. "If you change your mind," he says, "come see me. I keep an office above Saern's Fine Swords." The half-orc hands a **Watch token** (0) to you, and another to Latchboy. The wooden coins bear the stamped sigil of the City Watch on one side and Crugetor's name and title on the other. "That will get you in to see me, should you remember anything you think I should know about those Crimson Perytons."

With that, Crugetor opens the door and waves you out. He says nothing else in the presence of the other Watch members, simply climbing onto the front of the wagon and signaling the driver. The wagon pulls onto Soldier Street and rolls away, leaving you and Latchboy behind.

Go to [Part 3-034](#).

❖ PART 3-028

You dive into the crowd on the left side of the parade route. You leave the road in time to avoid the attention of the city guards at the lead of the procession. Your pursuers likewise dive into the crowd and begin shoving their way toward you. However, with the skill of native-born urchins, your gang makes better time slipping through the throng of parade watchers, losing yourselves in the crowd. Your pursuers must slow further because they have lost sight of you; they must scan down each alley to make sure you haven't left the Way of the Dragon.

As you push south, the Day of Wonders parade passes you in the other direction. Behind the giant turtle, automatons in every size and shape march, dance, and caper along the street. Some wear fancy clothes and closely

resemble humanoids of various races. Others look like clockwork animals, children, and multi-limbed contraptions with no resemblance to any living thing. Among them walk the Gondar, the saffron-robed priests and artisans who serve Gond, the god of invention. They wave to the spectators from beneath their traditional broad-brimmed hats.

You have just looked back to check for pursuers when you hear someone call Rufio's name. A woman wearing a shopkeeper's apron falls into step with Rufio, exclaiming how long it has been since she's seen him. The gang's leader tries to keep up a friendly banter while still making good time. He is hesitant to be rude, and the whole group is slowing as a result.

- **Arcanist:** {PASSIVE INTELLIGENCE (ARCANA) 16+} *If you have an eye peeled for nearby arcane threats, go to [Part 3-056](#).*
- **Crowd Watcher:** {PASSIVE WISDOM (INSIGHT) 13+} *If you are good at reading the body language of those around you, go to [Part 3-063](#).*
- **Pushy:** {CHECK: CHARISMA (PERSUASION) 16} *If you wish to convince Rufio to break off this conversation abruptly and pick up the pace, go to [Part 3-071](#).*
- **Rude:** {CHECK: CHARISMA (INTIMIDATION) 11} *If you wish to warn away this friendly person, go to [Part 3-080](#).*
- **Incapable:** *If you cannot resolve this situation, you can simply wait for Rufio to handle it, going to [Part 3-002](#).*

❖ PART 3-029

You turn to step into the street, going around the thrashing automaton, but a press of soldiers accompanying the parade makes you think twice. As you look for a gap to move past them, a troupe of Gondar priests arrives to reinforce the pressing soldiers, trying to tame the flailing ale cask as it contorts and grinds against the nearby tavern.

The press pushes you back to the sidewalk. With your pursuers closing in, you have only two options.

- **Climb:** *To help your friends climb over the cask-shaped automaton, risking the flailing arms, go to [Part 3-038](#).*
- **Crawl:** *To help your friends crawl under the machine, risking its flailing legs, go to [Part 3-072](#).*



❖ PART 3-030

Your group eventually reaches Fillet Lane, the turnoff you must take to reach the Purple Palace.

As you turn to leave the parade route, you look down the Way of the Dragon where the procession stretches farther than you can see. The thought of stopping to watch distracts you for a moment; you won't get another chance to see a sight like this until next year. Then Bell grabs your wrist and urges you along.

Leading the way, Rufio pushes through the crowds to reach the side street. Once past the throng of parade watchers, Rufio slows, breathing heavily. The other two are similarly tired from running so far through the city. Now, almost at your destination, you finally allow yourself to believe you will make it on time. At the intersection west of you, the eleven lanterns of the Purple Palace finally come into view.

You have almost reached your destination when you hear the distant cry of a hunting hawk, rising above the din of the nearby procession.

Go to [Part 3-039](#).

❖ PART 3-031

You try to take the most direct route possible, but unexpected turns and strange intersections turn you around several times. You hesitate further at the sounds of people lurking down several prominent alleyways, routes which you try to avoid.

Unfortunately, you fail to detect the presence of an unexpected lurker; you round a corner and find a teenage human sitting cross-legged on an old water collection barrel. The two of you lock eyes, neither moving for a

moment. Then the scrawny human leaps from the barrel and turns to sprint down a narrow passage.

- **Catch:** *If you wish to grapple the youth before he can get away, go to [Part 3-041](#).*
- **Harm:** *If you wish to stop the escapee with a damaging spell or ranged attack before he ducks around the corner, go to [Part 3-061](#).*
- **Enchant:** *To use a non-lethal spell on this teenager, one that won't also block your own progress through the area, cast charm person, command, Tasha's hideous laughter, or sleep by going to [Part 3-083](#).*
- **Chase:** *To run after the youth, go to [Part 3-004](#).*
- **Continue:** *To allow the scrawny human to escape, continuing at your own pace, go to [Part 3-051](#).*

❖ PART 3-032


The attack robs you of your last shred of life force. Your body goes limp and you fall, rolling in some broken glass on the cobbles.

Some time later, you wake inside the Purple Palace. You are sitting at a table with Latchboy, who is checking a bandage wound around your leg.

*You recover to **1 hit point**.*

Examining your surroundings, you see that silk draperies and thick carpeting decorate the festhall along its walls and floor, all of it in shades of lavender. Gauzy hangings separate sections and heavy perfume saturates the air. In one corner, a musician plays a soft lute, contributing to the ambiance.

Several burly guards wearing silk-covered scale mail add a touch of discordant menace to the lavish space. You get a good look at the badge worn by one of them.

 **LORE:** {CHECK: INTELLIGENCE (HISTORY) 13 OR BACKGROUND FEATURE: MERCENARY LIFE} **101-Red Shields.** *Use this entry to review information about this mercenary company.*

The festhall is full, with customers at every table. However, few of them are eating. Some of them are simply watching you with interest. Around the room, the guards are openly carrying heavy truncheons, as though to discourage the guests from arguing amongst themselves. Rufio and Bell are nowhere in sight.

Seeing that you are awake, Latchboy explains that they had to carry you the rest of the way into the Purple Palace. While Latchboy stayed here to bandage you, Rufio and Bell took the Deepwinter Seal into the back rooms where an Agent of the Seekers holds court, ready to judge the veracity of the scavenger hunt's prizes. Latchboy explains that protocol allows only two members of a team or faction into the secret back rooms at a time, so the two of you must wait for your friends to return.

Go to [Part 3-054](#).

❖ PART 3-033

You lean out onto the line and begin to haul yourself along beneath it.

Make a Strength (Athletics) check. Apply disadvantage if you have the code "Restricted Arm Movement." If your check result is 8 or higher, go to [Part 3-040](#). If your result is 7 or lower, go to [Part 3-049](#).

❖ PART 3-034

You and Latchboy find yourselves between Soldier Street and Crossbow Lane, near a smithy used to repair the armaments of the City Watch and the City Guard. You are a block west of the Trades Ward, only ten minutes from home. You take Scroll Street to the High Road. When you cross over to Slipstone Street, you are mindful to avoid stepping in piles of litter left by the parade watchers. Despite the procession being over less than an hour, the streets are already beginning to empty and members of the Dungsweepers' Guild are maneuvering their wagons to clean up the mess.

Latchboy laments having missed most of the parade. "There's always next year," he says, but you don't hear any optimism in his voice.

It's near the hour of highsun when you arrive at the gang's hideout. Rufio and Bell are already there, standing outside and talking to a woman in a shopkeeper's robe. You overhear a bit of their conversation; the shopkeeper brought a basket of meat pies to thank Rufio for the gang's help with something. You don't overhear any other details, but the interaction reminds you that your friends are a force for good in their territory. Rufio gratefully accepts the food and the shopkeeper excuses herself. When he gets back to the top of the stairs, Rufio hands the basket to you so he can unlock the door.

The four of you walk through the empty planning room, and you leave the meat pies in the kitchenette. Then you tell Rufio and Bell what you

experienced with Latchboy and you ask him about their meeting with the Seekers' agent.

"I don't want to alarm you," Rufio says, "but there might be a problem with the ring. The agent said it's the correct one but not what he anticipated. He has to consult his employers and he wants us to meet back there tomorrow, same time."

You're not looking forward to another race across the city, hounded by those who want to take the Deepwinter Seal and claim the bounty for their own. However, you think it will be an easier journey when the deadline isn't looming so close. There are plenty of covert ways to get across Waterdeep, given enough lead time.

Rufio shrugs as though accepting fate. "There's nothing we can do at this point. We need that bounty."

With that, Rufio, Bell, and Latchboy retire to their quarters to get some sleep, as much as they can, given the tense circumstances. You follow them down the hall toward the private quarters, finding your old room. Your straw pallet is still there, on top of a table, along with a few of your old things. You find Pockets' blanket under the table with a collection of her dog toys. The gang's pet hound must be quite old by now.

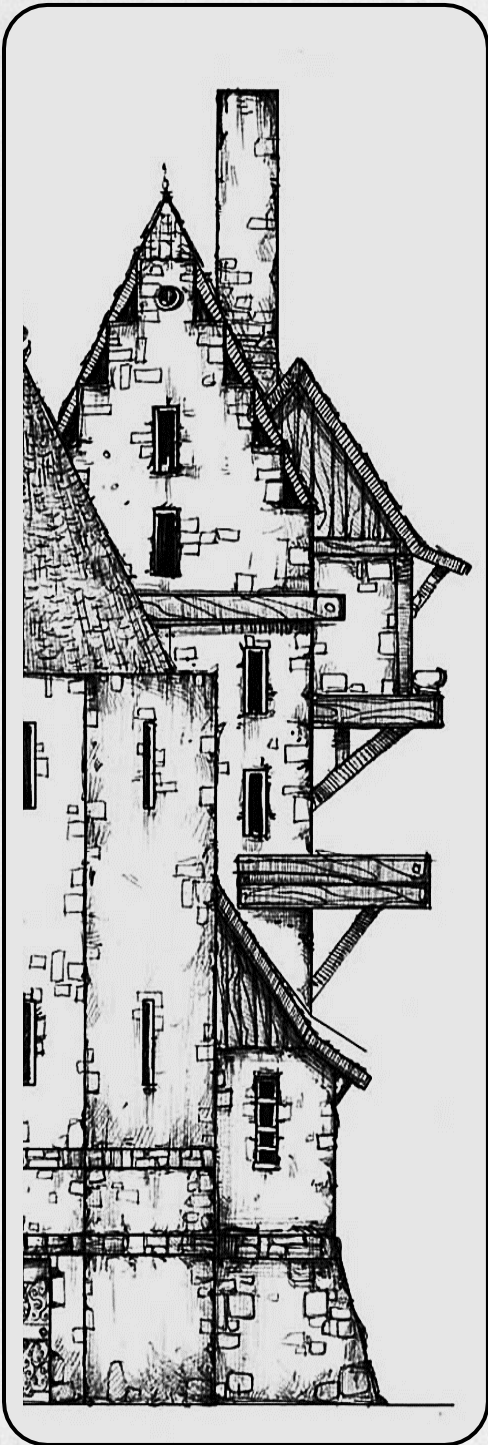
If you left any equipment here in chapter 1, you may recover it now.

"You should try to rest," Rufio says, poking his head into your little room. "Latchboy and Bell have to leave for their work shifts soon, but there's no reason for you to wait up. Ace, Nonap, and Too Small will also be out late. We won't see them till morning."

Rufio retires to his own room and you settle down to recover from the exertion of the previous night.

*Update your character sheet to reflect having finished a **long rest**. **Remove the 5-point bonus to your hit point maximum** from the aid spell Rufio cast last night.*

Later that evening, you find yourself wondering when your friends will get back. While you wait, you pass time exploring the old hideout, stepping through your colorful memories of the place. You are sitting in your room, thumbing through a book of poems you found on a shelf, when the hideout's front door slams open.



The sound is loud; you're sure it's woken Rufio. You enter the planning room, expecting trouble. You're almost relieved to see several members of the gang there, then you see that they're injured. Nonap and Latchboy are carrying Ace between them, and Bell has recent cuts on her face. Pockets is following closely; blood mats the fur of the hound's muzzle and she whines while trying to nuzzle Ace's dangling hand.

Nonap sweeps papers off the table with a swipe of his long arm, then Bell and Latchboy haul Ace onto it. Blood begins to pool beneath your friend. You are uncertain whether she'll survive without your intervention.

If you can heal Ace magically, restoring hit points with a curative spell, potion, class feature, or racial trait, you may do so by going to [Part 3-037](#). Otherwise, you must continue to [Part 3-044](#).

❖ PART 3-035

You explain that you and your friends haven't done anything that would warrant the City Watch following you or raiding a festhall you were in.

If you have the event code "Watch Member Killed," go immediately to

[Part 3-043](#). Otherwise, continue reading.

If your renown with the Slipstone Gang is -1 (negative one) or lower, go immediately to [Part 3-052](#). Otherwise, continue reading.

Knowing that no one can trace last night's serious carnage back to you or your friends, you give the Seekers' agent a full description of your activities, beginning from the moment you and your friends split into teams to enter the City of the Dead.

Make a *Charisma (Persuasion)* check. If your result is 9 or higher, go to [Part 3-017](#). If the result is 8 or lower, go to [Part 3-008](#).

❖ PART 3-036

You leave Summer's apartments by a side door, crossing a walkway to a neighboring tenement and descending the stairs to street level. The morning sun is starting to peak up over the tall buildings, and crowds are starting to fill the streets.

"We need to hurry," Rufio says, taking the lead.

You and your friends walk south along the Street of the Tusks. When you get to the High Road, you pass right by a trio of red-haired halflings lined up with others who are waiting for the parade. Their dyed hair makes them easily identifiable as Crimson Perytons, while you, with your new disguises, seem to escape their scrutiny.

Rufio leads you east for a block, and then turns south on the Way of the Dragon, following the marked parade route.

Go to [Part 3-010](#).

❖ PART 3-037

You see that some hastily tied bandages have already staunched Ace's blood loss, but your friend remains unconscious. You apply your curative magic and your friend's eyes immediately flutter open. She remains dazed from her injuries, but you are sure she is stable. The rest of the gang looks on with palpable relief.

✧ **RENOWN:** +1 (Slipstone Gang)

Remember to note the expenditure of a spell slot, feature, potion, or whatever else it was you used to apply this magical healing.

At that moment, Rufio enters the room, taking in the sight of the injured gang members. "Report!" he barks, as he strides to a heavy trunk beneath a shuttered window. Rufio opens the armaments chest and starts carrying weapons to the table by the armload.

Nonap speaks first. "They got Too Small. I was coming back from docks labor when I saw Bell and Latchboy run past. I followed them, soon finding Too Small and Pockets trying to fight off several rogues."

"They were Perytons," Latchboy says. Bell nods vigorously and signs at her own hair. "Yes, red-dyed hair," Latchboy confirms. "Too Small went down fast. They'd have got me too if it weren't for Nonap's spells."

Nonap takes over again. "They fought us into a corner. We tried to hide and move, but they tracked us, even running through the Zoarstar. They burned some bridges doing that. They must be getting a lot of coin..."

Here Rufio interrupts. "Where's Too Small? Is she alive?" There's a moment of quiet as your three friends simply look at one another. Pockets begins to whine.

Latchboy is the first to speak. His square, stubby jaw trembles. "They took her, Rufio. We couldn't fight and carry her at the same time. When two of them saw a chance, they snatched her up. They snatched her up and just ran. She'd lost a lot of blood by then, but she was still alive. I think they wanted a hostage."

Rufio seems torn between rage and distress. The rest of the gang are looking at him for answers.

Then you hear a soft knock on the frame of the still-open door.

Go to [Part 3-087](#).

❖ PART 3-038

Putting one foot on the low windowsill of the nearby tavern, you launch yourself onto the giant cask. An arm wielding an empty ale mug whips past your head. You dive on the thrashing limb and hold it down. Rufio picks up Bell and heaves her up beside you, then he and Latchboy clamber up the same way you did. While you and Bell each restrain an arm, Latchboy and Rufio scramble down the far side of the automaton. They wait to catch Bell as she slides after them.

You are about to follow your friends when the rumbling, flailing automaton beneath you goes perfectly still. You don't know if this

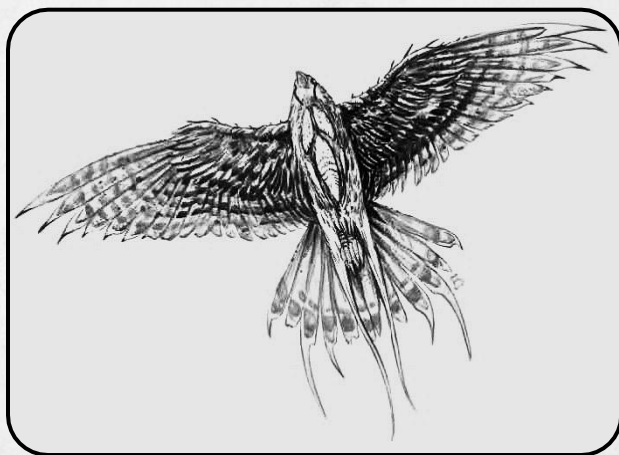
ambulatory ale cask finally suffered a terminal malfunction or if the nearby Gondar priests, chanting and waving their hands, stopped it with magic. In the absence of the whirring and grinding from the machine's movement, you can now hear the whiz of missiles flying past your head. Your pursuers are throwing darts at you!

You dive off your elevated perch toward your waiting friends.

Make a Dexterity (Acrobatics) check. If your result is 15 or higher, go to [Part 3-047](#). If your result is between 10 and 14, inclusive, go to [Part 3-057](#). If your result is 9 or lower, go to [Part 3-064](#).

❖ PART 3-039

The hunting hawk's warning is something you haven't heard for years. The gang reacts instinctively by changing direction, moving south off Fillet Lane. You follow your friends into the interior of the next block and Bell leads you to a secluded hiding place behind an old perfume shop. There, the four of you stop so Rufio can commune with Asker, his celestial ally circling high overhead. He concentrates on the sky for a long minute before speaking.



“They’ve got the Purple Palace surrounded,” Rufio says. “The Perytons are watching to intercept anyone turning in the prize. If I didn’t have Asker spying too, I might have missed that suspicious cobblestone repair crew. They’re all wearing hats to cover their red hair. Asker says those sailors in front of the Old Xoblob Shop have been loitering since dawn. I assume there are more spies than that. They’re either watching for us specifically, or they’re trying to dissuade anyone who looks like they came to claim the Seekers’ bounty.”

Bell suggests just walking in, her hand signs showing disdain for these spies. She tugs on her fake beard, insisting your disguises are convincing.

Latchboy suggests another approach. “Perhaps the rooftops?” he says. “There were clothes lines across Fillet Lane. We could get over to the same block with a bit of balance work.”

“We might try to get behind the block, then come in the back way from Snail Street,” Rufio says. “Asker sees several people in those alleys, but they don’t look like Perytons. Whatever we do, we need to decide now. Time is short.”

Your three companions look to you for insight on this decision.

- **Disguises:** *To rely upon your disguises, walking up to the front door of the Purple Palace, go to [Part 3-048](#).*
- **Rooftops:** *To climb to the rooftops and cross Fillet Lane using the clothes lines, go to [Part 3-013](#).*
- **Alleys:** *To circle around the block and approach the Purple Palace through back alleys, go to [Part 3-003](#).*

❖ PART 3-040

Your progress is slow but sure. You reach the far side of Fillet Lane, where Latchboy waits to help you onto the solid rooftop. Rufio arrives next, followed by Bell a minute later. You have reached the city block that contains the Purple Palace with no one seeming to have noticed.

From there, it’s simply a matter of moving quietly as you cross some clay-tiled roofs to get to your destination. The Purple Palace is a large, three-story building. It has no rooftop access, so you’ll have to climb down somewhere. From your high vantage, the four of you watch the movement of various loiterers in the alley below. When you find the right moment, you each descend a sturdy drainpipe in turn, reaching the alley’s cobblestones just a wagon’s width from the back door of the Purple Palace.

A vigilant door attendant stands at the back door, underneath an awning. The large human wears elegant silks over a functional suit of scale mail armor. A heavy truncheon hangs from his belt. The attendant must have watched each of you descend the pipe. Although he appears ready to deny entry to any riffraff, which you think pipe-climbers like yourselves might qualify as, Rufio approaches the man with confidence.

Go to [Part 3-059](#).

❖ PART 3-041

You leap for the skinny teenager as he tries to twist away from you.

Make a Strength (Athletics) check to grapple. If your result is 11 or higher, go to [Part 3-050](#). If the result is 10 or lower, continue reading.

Unfortunately, you grab only a piece of the youth's rags, tearing a bit of his clothing. He sprints down the narrow alley and around a corner.

- **Chase:** *To run after the youth, go to [Part 3-004](#).*
- **Continue:** *To allow the scrawny human to escape, continuing at your own pace, go to [Part 3-051](#).*

❖ PART 3-042

You narrowly avoid stepping on one of the many glittering spikes scattered across the alley. You slow to pick your way through the remaining caltrops, only to notice that additional fields of the little spikes lay ahead as well. The scrawny youth must have had several pockets full of them.

In the time it takes to sweep a path through the little spikes, your quarry eludes you. Indeed, you soon hear a shrill whistle from the next block. With the alarm raised, you will have to hurry to avoid interception. You tell your friends to run, hurrying toward your destination. Shortly after, the four of you reach the back-alley entrance to the Purple Palace.

A vigilant door attendant stands beneath a colorful awning. He wears silks over scale mail armor. A truncheon hangs from his belt. Although he appears ready to block any riffraff, Rufio approaches with confidence.

Go to [Part 3-059](#).



❖ PART 3-043

The agent ignores your protest of innocence.

“We already have a report that someone matching your description killed a member of the Watch in the City of the Dead last night.”

You remember the dwarven guard you left on the path, bleeding into the quartzite gravel. The only witness was a member of the Crimson Perytons. Whether or not that account is biased, the Seekers’ agent has the truth of it.

Go to [Part 3-008](#).

❖ PART 3-044

At that moment, Rufio enters the room, taking in the sight of his injured followers. He rushes to the table and lays a glowing hand on Ace’s forehead. You sense power flowing into Ace’s wounds.

“Report!” Rufio barks.

Nonap speaks first. “They got Too Small. I was coming back from docks labor when I saw Bell and Latchboy run past. I followed them, soon finding Too Small and Pockets trying to fight off several rogues.”

“They were Perytons,” Latchboy says. Bell nods vigorously and signs at her own hair. “Yes, red-dyed hair,” Latchboy confirms. “Too Small went down fast. They’d have got me too if it weren’t for Nonap’s spells.”

Nonap takes over again. “They fought us into a corner. We tried to hide and move, but they tracked us, even running through the Zoarstar. They burned some bridges doing that. They must be getting a lot of coin...”

Here Rufio interrupts. “Where’s Too Small? Is she alive?” There’s a moment of quiet as your three friends simply look at one another. Pockets begins to whine.

Latchboy is the first to speak. His square, stubbly jaw trembles. “They took her, Rufio. We couldn’t fight and carry her at the same time. When two of them saw a chance, they snatched her up. They snatched her up and just ran. She’d lost a lot of blood by then, but she was still alive. I think they wanted a hostage.”

Rufio seems torn between rage and distress. The rest of the gang are looking at him for answers.

Then you hear a soft knock on the frame of the still-open door.

Go to [Part 3-087](#).

❖ PART 3-045

You wait calmly at the table. You've dealt with the City Watch before, so you're not concerned about their festhall raid.

In moments, a dozen Watch members, wearing their traditional green, white, and yellow tabards, are flooding into the room. Half the patrons have already fled, while the rest seem resigned like you, unconcerned about arrest and questioning by the Watch.

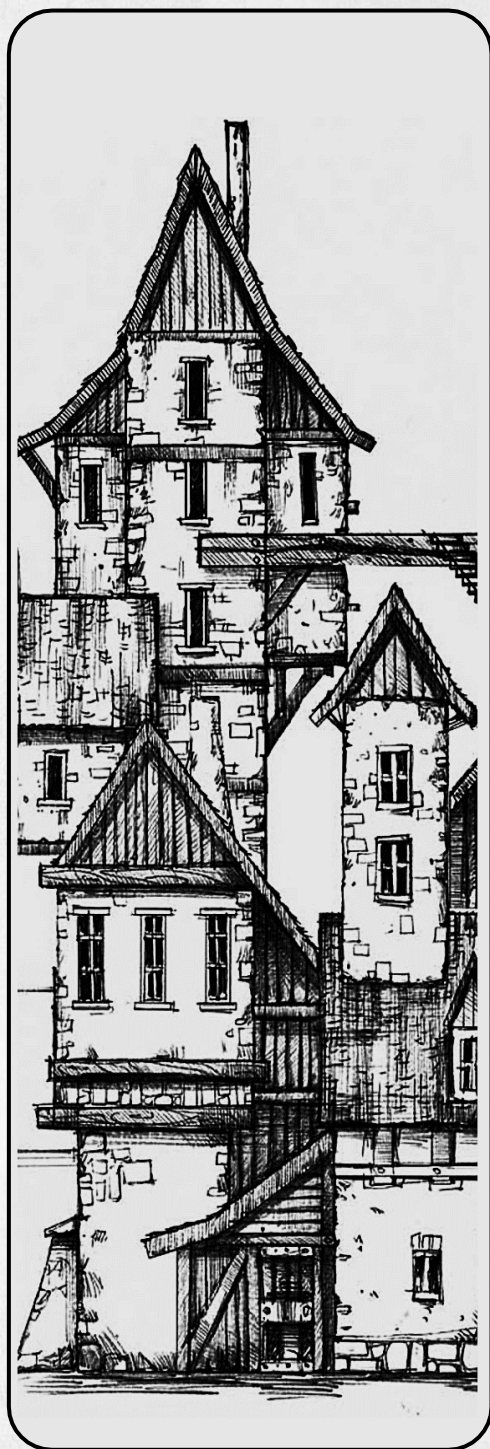
Go to [Part 3-027](#).

❖ PART 3-046

You leave Summer's apartments by a side door, crossing a walkway to a neighboring tenement and descending the stairs to street level. The morning sun is starting to peak up over the tall buildings, and growing crowds are starting to fill the streets.

"We need to hurry," Rufio says, taking the lead.

You and your friends walk south along the Street of the Tusks. When you get to the High Road, you notice a trio of red-haired halflings lined up with others who are waiting for the parade. Their dyed hair makes them easily identifiable as Crimson Perytons. The moment you make eye contact, you know



they have spotted you. You alert your friends, who pick up their pace.

Suddenly, a speeding projectile shatters against a stone wall beside you. People in the crowd begin to look around, not sure what just happened. When you glance back, you see the three red-haired halflings following you. One appears to be readying a handful of darts beneath his voluminous cloak. The others are holding forward the side of their cloaks to conceal their own darts, which they aim at you. Because you are the farthest back of your party, they both throw their weapons at you.

*Make these two attack rolls against your Armor Class. Each attack has a +3 to hit bonus but rolls with disadvantage because of the range. Each dart's normal damage is **3 (1d4 + 1) piercing** damage.*

If this reduces you to 0 hit points, go to [Part 3-001](#). Otherwise, go to [Part 3-010](#).

❖ PART 3-047

You leap off the giant ale cask and into the arms of your waiting friends. They catch you easily and set you on your feet, like trained circus performers.

Priests of Gond and curious parade watchers quickly surround the broken automaton, no longer intimidated by the machine's thrashing limbs. Your pursuers have no hope of catching you now.

Go to [Part 3-030](#).

❖ PART 3-048

You and your friends walk boldly toward the front door of the Purple Palace. Despite it being morning, and the day of a parade, there are already customers visible through the front window.

You are about to cross the street, toward the festhall's front door, when half a dozen of the oncoming pedestrians change direction, hurrying forward to intercept you as a group.

Consult your "New Disguise" event code. If the associated number (your previous check result for this disguise) is 15 or higher, or you used a disguise self spell, go to [Part 3-055](#). If the check result was 14 or lower, and you don't have that spell active, go to [Part 3-065](#).

❖ PART 3-049

You are several stories above Fillet Lane, just over the center of the street, when you feel the line vibrating. There is a jerk as some of the hempen threads separate. The line drops a few inches lower, though it does not snap.

Unfortunately, this short movement is too much for your physicality to compensate for, and you tumble from the line.

Make a Dexterity saving throw. If the result is 10 or higher, you manage to catch yourself before you fall beyond reach of the line. In this case, go to [Part 3-040](#).

If your result is 9 or lower, your flailing limbs miss their last chance to catch the line. You do have time to cast the feather fall spell with a reaction, if you know that spell and wish to make use of it, going to [Part 3-082](#). Otherwise, continue to [Part 3-058](#).

❖ PART 3-050

Your swift action has rendered the scrawny youth immobile. Your friends rush to restrain the teenage human and check him for injuries. You haul your new captive along with you, alive but now restrained, since you need only keep him from calling reinforcements until you get to your destination.

Eventually, you and your friends reach the back-alley entrance to the Purple Palace. You leave the teenager there, confident that nothing can stop you now. Then you approach the festhall.

A vigilant door attendant stands at the back door, beneath a colorful awning. The large man wears elegant silks over a functional suit of scale mail armor. A heavy truncheon hangs from his belt. Although he appears ready to deny entry to any riffraff, Rufio approaches the man with confidence.

Go to [Part 3-059](#).

❖ PART 3-051

You ignore the fleeing youth, proceeding at your own pace, keeping a wary eye for traps or ambushes. Soon, you hear a shrill whistle from the next block. With the alarm raised, you will have to hurry to avoid interception. You tell your friends to run, hurrying toward your destination. Shortly after, the four of you reach the back entrance to the Purple Palace.

A vigilant door attendant stands at the back door, beneath a colorful awning. The large man wears elegant silks over a functional suit of scale mail armor. A heavy truncheon hangs from his belt. Although he appears ready to deny entry to any riffraff, Rufio approaches the man with confidence.

Go to [Part 3-059](#).

❖ PART 3-052

The agent ignores your protest of innocence.

“While I was getting more tea, the guard at the back door informed me that one of the locals’ was found dead in the alley just after you approached the Purple Palace from that same direction. The timing suggests your culpability.”

You remember the scrawny teen who ran to warn the Perytons of your approach through the back alleys. You also remember how you dealt with the youth. You consider denying it, but you doubt the Seekers’ agent would believe you.

Go to [Part 3-008](#).

❖ PART 3-053

You walk through the empty planning room, leaving the meat pies in the kitchenette, then proceed down the hallway to the private quarters. You find your old room. Your straw pallet is still there, on top of a table, along with a few of your old things. Under the table, you find Pockets’ old blanket and a collection of her dog toys. The gang’s pet hound must be quite old by now.

“No one’s here,” Rufio says, poking his head into your little room. “I expect Latchboy and Bell will get released tonight. The Watch shouldn’t have anything to hold them on. Ace, Nonap, and Too Small have jobs they’re about to start. We won’t see them till morning. If Latchboy and Bell aren’t back by morning too, we’ll go down to the watch post and see if we can pull some strings.”

After Rufio advises you to get some rest, he retires to his own room. You settle down to recover from the exertion of the previous night.

*Update your character sheet to reflect having finished a **long rest**.*

*Additionally, **remove the 5-point bonus to your hit point maximum** from the aid spell Rufio cast last night.*

Later that evening, you find yourself wondering when Latchboy and Bell will get back. While you wait, you explore the old hideout, stepping through your colorful memories of the place. You are sitting in your room, thumbing through a book of poems you found on a shelf, when the hideout's front door slams open.

The sound is loud, and you're sure it's woken Rufio. You enter the planning room, expecting trouble, finding several members of the gang. You're almost relieved, then you see that they're injured. Nonap and Latchboy are carrying Ace between them, and Bell has several recent cuts on her face. Pockets is following close behind; blood mats the fur around the hound's muzzle and she whines while trying to nuzzle Ace's dangling hand.

Nonap sweeps the papers off the table, then Bell and Latchboy haul Ace onto it. Blood begins to pool beneath your friend. You are uncertain whether she'll survive without magical intervention.

If you can heal Ace magically, restoring hit points with a curative spell, potion, class feature, or racial trait, you may do so by going to [Part 3-037](#). Otherwise, continue to [Part 3-044](#).

❖ PART 3-054

You and Latchboy sit at an empty table in the festhall.

"Is everyone looking at us?" Latchboy asks.

Glancing about, you notice your small table is a subject of interest.

To your left, four young humans sit at a round table. Each has red-dyed hair and appears armed. These Crimson Perytons speak in quiet voices, making occasional, furtive glances in your direction. Overhearing parts of their conversation, you discover that Ravello, the leader of the Crimson Perytons, is also in the building, submitting his own Deepwinter Seal for the Seekers' consideration. From what you know of the Perytons, you are very certain Ravello will submit a fake item of some kind.

To your right, two women sit at a square table. They studiously avoid looking at you and Latchboy, enough so that their feigned indifference is obvious. You notice that both women wear medallions that match the badges worn by the many silk-clad guards in the festhall. When you try to overhear their conversation, you find that these women are laying odds for when certain of the patrons will initiate an open conflict. They don't particularly like the looks of you.

Directly behind you, a triangular table in the corner seats three mysterious patrons, one human and two elves. They don't seem to be conversing at all. You notice the tall human sizing up you and Latchboy. He gives you a curt nod when you make eye contact. These three patrons wear chain mail beneath their cloaks. Like others in the festhall, they seem to be expecting trouble.

You're wondering how long Rufio and Bell will be gone when you hear a shout from the front of the building. You think it might be an angry customer, denied entry by the door attendant, but then more yells follow, along with several shrill whistles. It sounds like the Watch is raiding the Purple Palace!

Other patrons have come to the same conclusion. The tables empty quickly, their occupants fleeing in all directions. Latchboy looks on the verge of panic as he leaps up. You consider fleeing with the other patrons. You don't want to get caught up by the Watch. If they never lay hands on you, there'll be no uncomfortable questions to answer. On the other hand, you don't want them to catch you trying to flee. People who run look guilty.

- **Flee:** *If you want to look for a way out before the Watch arrests you along with everyone else in this shady festhall, examine your options by going to [Part 3-062](#).*
- **Wait:** *If you think the Watch will catch you anyway or you don't want to give them another reason to suspect you, you can keep your seat by going to [Part 3-045](#).*

❖ PART 3-055

The “pedestrians” are certainly trying to determine if you match the description of someone they should stop. Nothing else could justify the scrutiny to which they subject you. Fortunately, you are sufficiently disguised. Your examiners, after slowing and staring blatantly, do not try to stop your approach to the festhall.

You cross the street and approach the front door, where a large human attendant wears elegant silks draped over a functional suit of scale mail armor. He has a heavy truncheon that hangs from his belt.

Go to [Part 3-059](#).

❖ PART 3-056

You recognize signs of enchantment in the woman that is following you. Her eyes have a slightly glazed appearance and her speech is slow and repetitive. If the Crimson Perytons are using magic to recruit their agents and spies, there's no telling which members of the crowd are truly bystanders.

Realizing you won't be able to get this woman to leave you alone, you push her away from Rufio. With a look of uncomprehending shock, the woman stumbles backward into a bystander, then falls to the ground.

Rufio is surprised by your sudden rudeness, but he trusts your judgment. Without looking back, he picks up the pace, leading the others away from the fallen woman.

Go to [Part 3-011](#).

❖ PART 3-057

You leap from the giant ale cask, missing the arms of your waiting friends. You land heavily, turning your leg with the impact.

📖 **EVENT:** "Turned Ankle" (Ch. 3) *Remove this code when you finish a long rest, or when you receive at least 1 point of magical healing.*

Go to [Part 3-030](#).

❖ PART 3-058

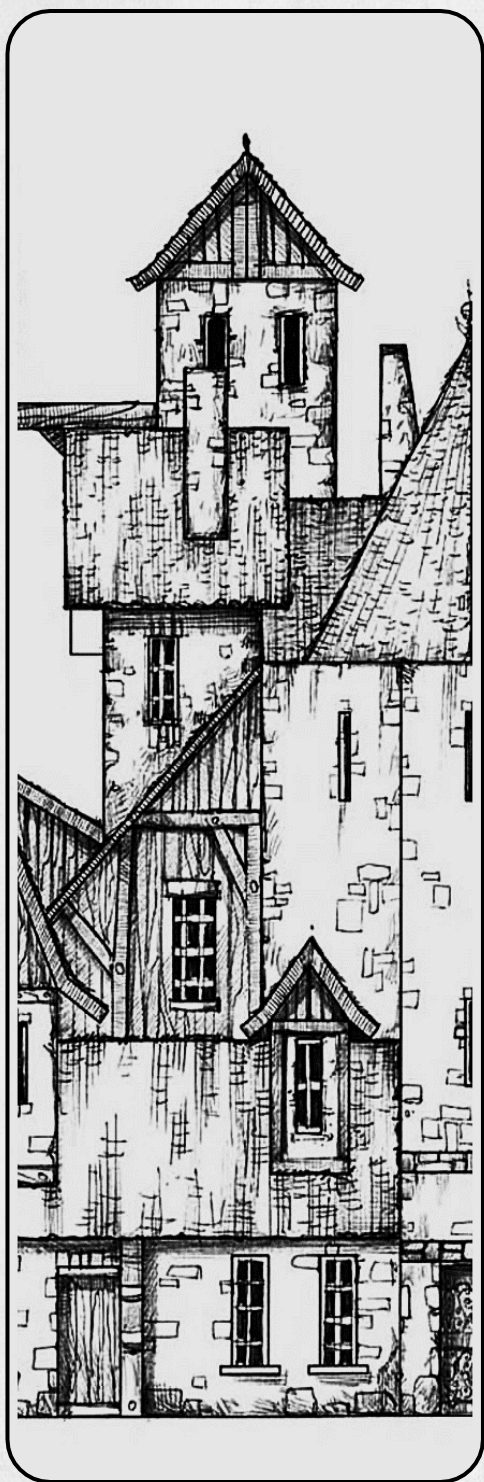
You tumble through the air, falling several stories onto the hard cobblestones below.

*You take **2d6 bludgeoning** damage from falling onto the cobblestones. If this reduces you to 0 hit points, go to [Part 3-066](#). If it does not, go to [Part 3-073](#).*


❖ PART 3-059

Rufio speaks briefly with the door attendant. He flashes something in his palm that you can't see. You presume it is the Deepwinter Seal. The door attendant reaches back to open the door for the four of you, and you hurry inside with your friends.

Examining your surroundings, you see that silk draperies and thick carpeting decorate the festhall along its walls and floor, all of it in shades of lavender. Gauzy hangings separate sections and heavy perfume saturates the



air. In one corner, a musician plays a soft lute, contributing to the ambiance. Several more guards, dressed identically to the door attendant outside, stand around the room, adding a discordant menace to the lavish space. You get a good look at the badge worn by the closest of them.

 **LORE:** {CHECK: INTELLIGENCE (HISTORY) 13 OR BACKGROUND FEATURE: MERCENARY LIFE} **101-Red Shields.**
Use this entry to review information about this mercenary company.

A festhall host approaches you, asking if you've come to eat. Rufio again shows the Deepwinter Seal. The host nods and points to an exotic water clock standing in a corner. You have arrived with less than an hour before the scavenger hunt's deadline. To this, Latchboy gives an excited whoop, drawing attention from patrons sitting at nearby tables. It is then you notice that almost no one is eating. Most seem simply to be waiting for something.

After a short conversation with the host, Rufio leads your group to a table that the host points to. Once the four of you take your seats, Rufio explains that he and one other gang member will go into the back room to meet the Seekers' agent,

who will verify the item's authenticity. The Seekers have complex rules for these scavenger hunts, one of which says that only two members of the same team or faction can meet with the agent at a time. This is for security reasons. Two of you will have to wait in the dining area until the meeting concludes.

- **Talk:** *To accompany Rufio, following the host to meet the Seekers' agent, go to [Part 3-068](#).*
- **Wait:** *To wait in the dining area with Latchboy, letting Rufio and Bell go to the back offices with the host, go to [Part 3-054](#).*

❖ PART 3-060

Thinking your actions may have crossed a line, more than the Seekers' agent will find acceptable, you decide to lie about your involvement in some of the recent events.

Make a Charisma (Deception) check. Roll with disadvantage if you have the code "Watch Member Killed." If your result is 13 or higher, go to [Part 3-017](#). If your result is 12 or lower, go to [Part 3-008](#).

❖ PART 3-061

You see that the skinny teenager is about to escape, but you know one sure way to keep him from reaching his reinforcements.

You have a single action with which to reduce your target to 0 hit points with an attack or with a spell. If you wish, you can draw a weapon or spellcasting focus for this task.

Your target is 40 feet away, with a 12 Armor Class, 4 hit points, and the following saving throw modifiers: STR (-2), DEX (+2), CON (+0), INT (+0), WIS (-2), CHA (-2).

If you inflict 0 to 3 damage go to [Part 3-074](#). If you inflict 4 to 7 damage in this single action, go to [Part 3-050](#). If you inflict 8 or more damage, go to [Part 3-067](#).

❖ PART 3-062

Latchboy seems intent on trying to evade the Watch. You stand up and take stock of your options. Patrons are fleeing toward the back, toward the high windows, and even toward the front, where most of the shouts are coming

from. You quickly identify three fleeing groups, the ones that were at the nearby tables, who you think you might get lucky following.

- **Round Table:** *If you like your chances with the four Crimson Perytons from the circular table, follow them toward the kitchen by going to [Part 3-070](#).*
- **Square Table:** *If you think the two women dressed like the festhall's guards might know a good way out, follow them toward the front by going to [Part 3-079](#).*
- **Triangular Table:** *The mysterious trio from the corner table seem to be working on the nearby windows; if you think they have divined an exit, attend them by going to [Part 3-018](#).*

❖ PART 3-063

This woman seems distracted and is purposefully not looking in the direction of your pursuers. You suspect that her goal is to slow your pace so that the Crimson Perytons can catch up.

Realizing this woman is not simply an acquaintance wanting to greet a chance-met friend, you push her away from Rufio. With a look of uncomprehending shock, the woman stumbles backward into a bystander, then falls to the ground.

Rufio is surprised by your sudden rudeness, but he trusts your judgment. Without looking back, he picks up the pace, leading the others away from the fallen woman.

Go to [Part 3-011](#).



❖ PART 3-064

You try to leap from the giant ale cask, but you find yourself momentarily caught on the automaton. One leg reaches up randomly as you are about to jump, forcing you to remain another moment in view of the dart throwers. Unwilling to remain a target for much longer, you fling yourself high over the automaton's up thrust leg, without heed to how you will land. You fly past the reach of your friends, crashing into a tarp stretched over an apple cart. You hear a cracking sound as you roll off the tarp, but the wagon loses none of its precious cargo. This doesn't seem to mollify the apple seller, who begins a fearsome tirade about "tourists" in the city.

With no time to explain or make amends, you and your friends run down the Way of the Dragon, leaving behind the angry apple seller who yells threats about giving a description of you "hoodlums" to the Watch. You feel a new pain in your ankle as you run; you must have turned it badly in the fall.

✱ **RENOWN:** -1 (Waterdeep Watch)

📖 **EVENT:** "Turned Ankle" (Ch. 3) *Remove this code when you finish a long rest, or when you receive at least 1 point of magical healing.*

Go to [Part 3-030](#).

❖ PART 3-065

The "pedestrians" are certainly trying to determine if you match the description of someone they should stop. Nothing else could justify the scrutiny to which they subject you. Your examiners, after slowing and staring blatantly, signal to the nearby cobblestone repair team. You don't know if they saw through your disguise or if they simply aren't taking any chances. They throw off their cloaks and advance with weapons drawn.

As you and your friends face off with these aggressors, you find yourself face to face with the largest of them, a well-armed elven mercenary that sprints directly toward you.

Go to [Part 3-076](#).

❖ PART 3-066

The last thing you see is the look of horror on Latchboy's face as he watches you fall. You land in a violent heap. You are unconscious and bleeding to death long before the waiting spies of the Crimson Perytons rush to "help"

you. While one pretends to cast a healing spell on your mangled form, the other is quietly applying a stiletto, stabbing you over and over, ensuring that you are well and truly dead.

Your life and your quest end here.

❖ PART 3-067

You react quickly, doing what adventurers do. You bring down your target with the swift application of violence. The youth sprawls in the narrow alley, clearly dead.

Surprised by the violence of your assault, Rufio lets out an angry cry. He tries to resuscitate the youth, with no effect. Eventually, he gives up, steeling himself to the rest of his task. However, you can tell from Rufio's expression that he intends to confront you later about what you've done.

✱ **REOWN:** -4 (Slipstone Gang)

Finding no further obstacles, you and your friends eventually reach the back-alley entrance to the Purple Palace.

A vigilant door attendant stands at the back door, beneath a colorful awning. The large man wears elegant silks over a functional suit of scale mail armor. A heavy truncheon hangs from his belt. Although he appears ready to deny entry to any riffraff, Rufio approaches the man with confidence.

Go to [Part 3-059](#).

❖ PART 3-068

You tell Rufio that you would like to be with him when he presents the Deepwinter Seal to the Seekers' agent.

"You earned that choice," Rufio says. "We owe this success to your adventuring prowess in the deep catacombs."

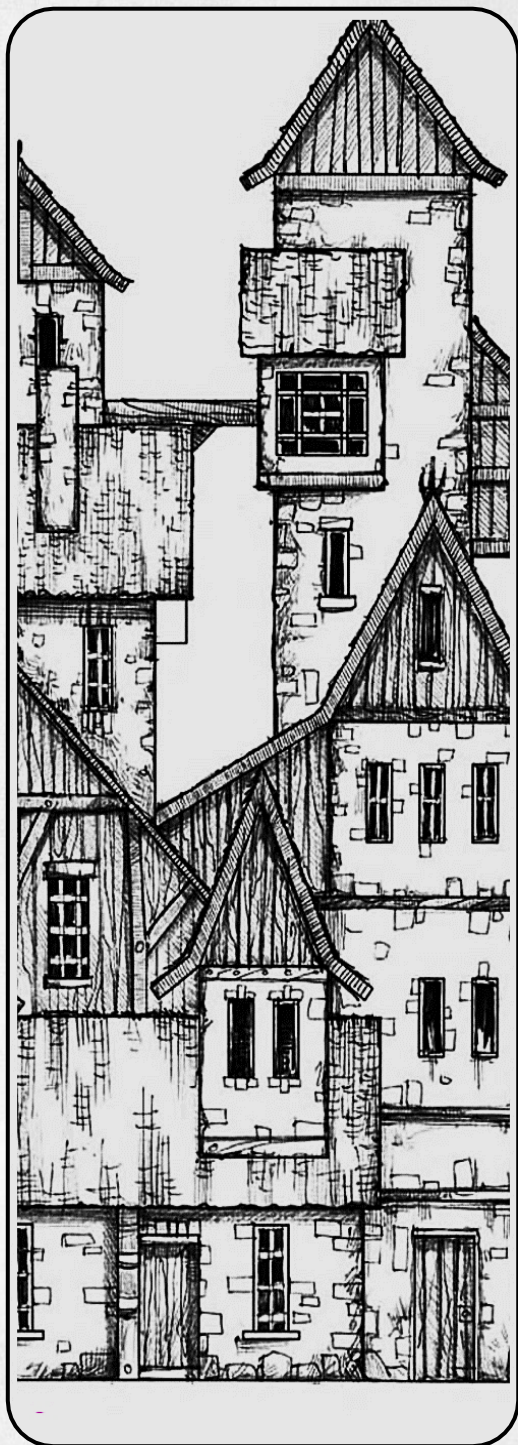
Bell and Latchboy heartily agree. They stay seated when the host returns to collect you and Rufio. The host leaves a paper menu on the table, but your friends do not order food. If they could afford it, they are too nervous to eat.

You follow the festhall's host past gauzy barriers, into the kitchen, with Rufio right behind you. In the back of a cold storage chamber, a secret panel reveals a stairway that goes up several floors. The host waits for you to enter the stairway, then replaces the secret panel behind you. Rufio takes the lead as you ascend to the festhall's third floor.

At the top of the stairs, you enter a wide office with windows overlooking Zastrow Street. A dark-haired half-elf sits behind a desk, facing a row of chairs. Two familiar people occupy the chairs. The first is Ravello, the leader of the Crimson Perytons, who almost never leaves his lair near the docks these days. The other man is Ravello's overly friendly lieutenant, Bartholomew Quigley, who rises from his seat and nods a greeting as you enter the office.

"Another entry for the prize?" asks the agent from behind his desk. "Please have a seat and I'll look at your offering as soon as I'm done with this one." The agent points to a pair of chairs somewhat separated from the Crimson Perytons. You look at Rufio. He shrugs and sits in one of the chairs.

"Now, as for this Deepwinter Seal you've brought," the agent says, turning to Ravello and Quigley. "Let me just give it a little check." The elf draws a slim wand tipped with a pearl and waves it over his desk. You now notice a heavy ring sitting there, the target of the agent's spellcasting. A minute later, he determines the ring to be inauthentic. "Alas, gentle souls,"



he says. “Whoever sold this ring to you has played a trick. I regret you came all this way for nothing.”

“Surely there is some doubt,” Ravello says, “but that will not prevent us from negotiating the authenticity.” Ravello’s lustrous tenor seems to resonate in the air.

“Our business is done,” says the agent. “You can find your way out. “I have another appointment to attend, once I’ve refilled my tea.”

Bartholomew Quigley seems surprised by the sudden dismissal. He looks at Ravello as though expecting an argument. However, Ravello says nothing. He watches as the agent picks up a porcelain teacup and descends the stairs. Once you and Rufio are alone with the Perytons, Ravello turns to you.

“What a fun reunion,” Ravello says silkily. “Just give me what you have. I’ll make sure you and your friends are rewarded. Protected, even.” Ravello extends his hand, as though expecting you or Rufio to hand him something.

Make a Wisdom saving throw against Ravello’s charm. If your result is 12 or greater go to [Part 3-075](#). If the result is 11 or lower, go to [Part 3-084](#).

❖ PART 3-069

You explain to the Seekers’ agent that the Crimson Perytons have been attacking you at every opportunity. They’ve probably been interfering with anyone they think has a chance to claim the Seekers’ bounty.

If you have the event code “Fillet Lane Fight,” go immediately to [Part 3-078](#). Otherwise, continue reading.

If your renown with the Crimson Perytons is -4 (negative four) or lower, go immediately to [Part 3-085](#). Otherwise, continue reading.

You try to describe the nature of the Crimson Perytons’ interference, but you are light on details with which to make your case.

Make a Charisma (Persuasion) check. If your result is 11 or higher, go to [Part 3-017](#). If the result is 10 or lower, go to [Part 3-008](#).

❖ PART 3-070

Despite your gang’s enmity with the Crimson Perytons, you think following these four might be your best bet for escaping the Watch’s dragnet. The four men hurry toward the back of the festhall, obviously intending to go out

through the kitchen. They waste no time, tearing aside gauzy curtains as they go.

As the Perytons burst into the kitchen, you and Latchboy following right behind, the back door flies open and more Watch members pour in from the alley. Unsurprised, each of the Perytons grabs one of the kitchen staff as a hostage. The oldest among them pulls an elderly chef into a one-armed embrace and presses a dagger to her neck. The Watch members pause, uncertain how to deal with the sudden taking of hostages.

Latchboy looks just as alarmed as the Watch members, taken aback by the ruthlessness of the Crimson Perytons. The red-haired men slowly maneuver toward the exit, using their hostages to keep the Watch at bay. You face a choice. You can go along, escaping with the Crimson Perytons, or stay back, far away from these hostage-takers, returning to your table and waiting for the Watch to detain you.

- **Escape:** *To stay close to the Crimson Perytons, escaping out the back with them, go to [Part 3-009](#).*
- **Distance:** *To stay far away from the hostage-taking, returning to your table in the festhall, go to [Part 3-045](#).*

❖ PART 3-071

You insert yourself into the conversation, at first trying to convince the woman that you don't have time to linger. However, she seems unresponsive to the suggestion. She links her arm through Rufio's and begins walking close beside him.

Fortunately, your attempt to convince this woman has broken through to Rufio and he realizes she is slowing you down on purpose. He yanks his arm away. With a look of uncomprehending shock, the woman stumbles backward into a bystander, then falls to the ground. Rufio, unapologetic, leads your group quickly away from the fallen woman.

Go to [Part 3-011](#).

❖ PART 3-072

You stoop and check the way under the giant ale cask. As it pushes itself into the wall of the tavern, the automaton's front end rises slightly off the ground. If you can just grab one of the machine's thrashing front legs, you can hold it in place to let your friends clamor underneath and out the other side.



If you have the Rage feature and wish to expend one of your uses of it for this task, go to [Part 3-081](#). Otherwise, read on.

Make a Strength (Athletics) check. If your result is 15 or higher, go to [Part 3-005](#). If your result is between 10 and 14, inclusive, go to [Part 3-012](#). If your result is 9 or lower, go to [Part 3-021](#).

❖ PART 3-073

You hit the ground with a loud clatter, cracking one of the cobblestones with the impact. Several pedestrians look alarmed by your sudden appearance. They rush over to help you up.

Unfortunately, these are agents of the Crimson Perytons. As they help you to your feet, one of them draws a stiletto and tries to stab you with a quick thrust. A javelin spoils the attack, piercing your attacker's shoulder and spinning him away from you.

You and the remaining "pedestrians" look to the rooftop for the source of the attack. Bell stands there, looking triumphant. Latchboy is sliding down a broken clothesline and is almost at the street, a shortsword in one hand and a look of exhilaration on his face.

Overawed by the sudden response of your friends, your attackers pick up their wounded comrade and flee.

Latchboy lands easily nearby, sliding down the line. He ushers you back into the nearby alley where the four of you recently hid. Separated from Rufio and Bell, the two of you resolve to let your friends go on without you, waiting for them to exit the Seekers' headquarters.

Go to [Part 3-024](#).

❖ PART 3-074

Unfortunately, your efforts fail to stop the fleeing youth. He sprints down the narrow alley and around a corner.

Surprised by the potential lethality of your violent assault, and worried you might try that again, Rufio angrily demands that you let the youth go. Since your target has already fled beyond your line of sight, you have no choice but to do as Rufio says.

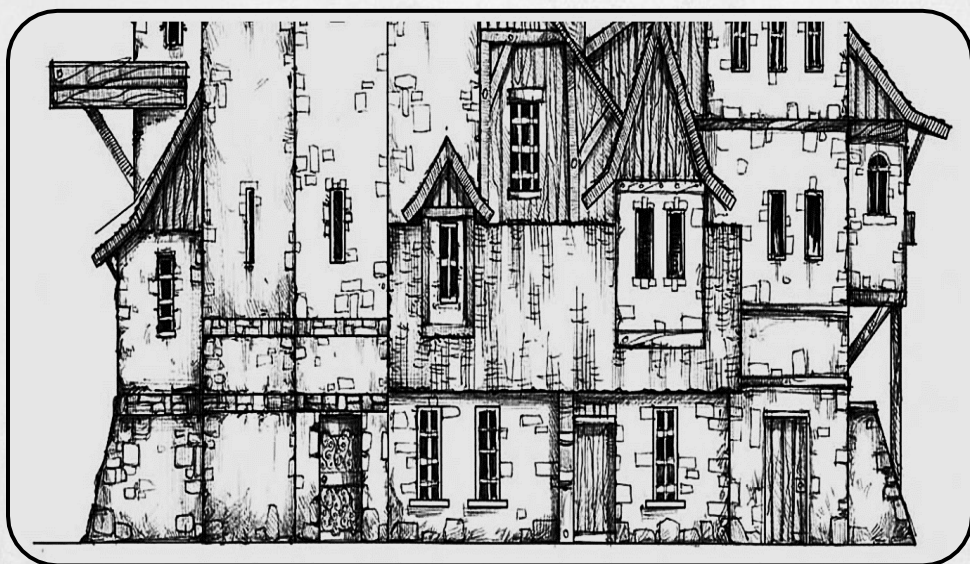
Continue to [Part 3-051](#).

❖ PART 3-075

You feel hypnotic power in Ravello's voice, but you resist it. Looking at Rufio, it seems he hasn't succumbed either.

When neither of you offers anything to Ravello, the leader of the Crimson Perytons retracts his hand with a look of disappointment.

Go to [Part 3-007](#).



❖ PART 3-076 ■■

You and your friends are outside the Purple Palace, facing six mercenaries employed by the Crimson

MERCENARY

Medium humanoid (elf)

Armor Class 14 (shield)

Hit Points 22 (4d8 + 4)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
(+1)	(+2)	(+1)	(+0)	(+0)	(+0)

Skills Athletics +3

Senses darkvision 60 ft. passive
Perception 10

ACTIONS

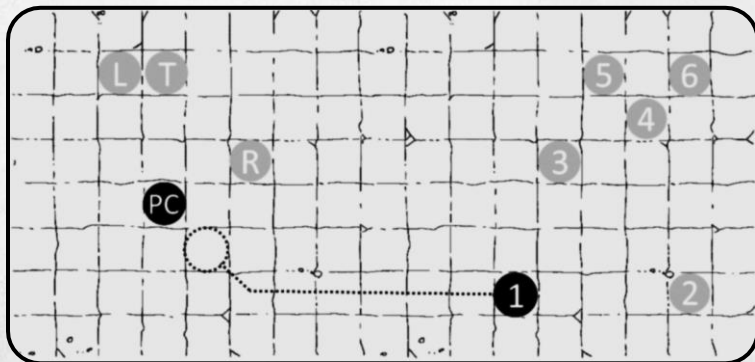
Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 10/30 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.



Perytons. The largest of them sprints directly at you, exploiting her elven speed, while the others face off against your allies.

Skirmisher. The mercenary moves directly toward you on her initiative, trying to



engage you in melee and finish you before your friends come to your aid. She will throw her spear if in need of a ranged attack.

You face a durable enemy. If you do not flee, you must hold out until your friends can come to your aid in subsequent rounds, eventually bringing down this terrible enemy.

Map. You (PC) begin this encounter 40 feet from this mercenary (1).

ASSISTANCE

At initiative count 16 of round 2, Latchboy will appear by the mercenary you are fighting, attacking her on that and subsequent rounds. (Single-minded in her rage, the mercenary will continue to attack only you.)

☉ **Shortsword (Action)**

Melee Weapon Attack: +5 to hit, reach 5 ft., one target

Hit: 1d6 + 3 piercing damage

At initiative count 12 of round 3, Rufio will appear next to the mercenary you are fighting, also attacking her on that and subsequent rounds.

☉ **Armored Gauntlet (Action)**

Melee Weapon Attack: +4 to hit, reach 5 ft., one target

Hit: 1d4 + 2 bludgeoning damage

At initiative count 10 of round 4, Bell will appear next to the mercenary you are fighting, also attacking on that and subsequent rounds.

☉ **Warhammer (Action)**

Melee Weapon Attack: +4 to hit, reach 5 ft., one target

Hit: 1d8 + 2 bludgeoning damage

COMBAT CONCLUSION

📖 **EVENT:** “Fillet Lane Fight” (Ch. 3)

- **Win:** If you defeat your foe, go to [Part 3-077](#).
- **Flee (2+):** You can attempt to flee beginning in the second round of combat, calling your friends to follow. If you succeed, go to [Part 3-006](#).
- **Lose:** If your foe defeats you, go to [Part 3-032](#).

❖ PART 3-077

✱ **REOWN:** -3 (Crimson Perytons)

✱ **REOWN:** +1 (Waterdeep Watch)

You hurry across the street, leaving your attackers defeated, lying on the ground. Not wanting them to leave you behind, you don't take time to search your attackers for any clues as to their identities. However, you do have time to snatch up a single item, your enemy's fallen **handaxe** (2), **spear** (3), or **shield** (10), if you wish.

Go to [Part 3-059](#).

❖ PART 3-078

The Seekers' agent seems convinced by your description of the various attacks the Crimson Perytons made against you and your friends.

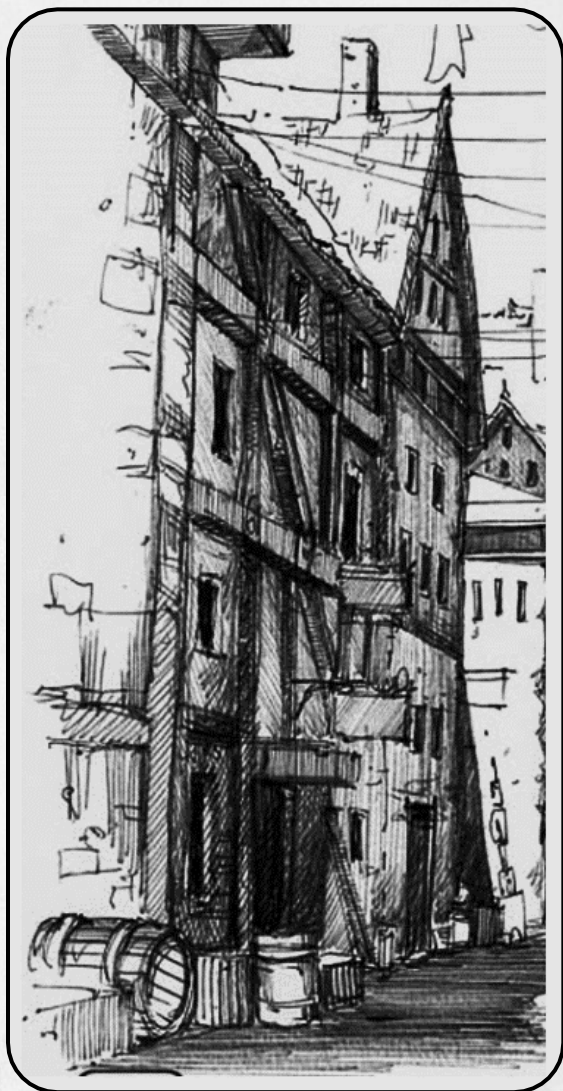
"I saw that little dustup when you came to the front door," the agent says, gesturing to the broad window behind him.

Go to [Part 3-017](#).

❖ PART 3-079

Even though these women are rushing toward the sound of the commotion, you think they might know a way out. With Latchboy in tow, you hurry after them, brushing aside the gauzy section dividers, trying to keep up.

As you near the front of the festhall, you lose sight of



the two women. Then you notice a side hallway covered by silk hangings. You duck in, finding a dead end. The two women must have used a hidden door. You search about, hoping to find a secret panel or some other opening. As you look, the commotion of the Watch raid moves steadily closer.

Make a Wisdom (Perception) check to find the secret door here. Roll with advantage because Latchboy is helping. If your check result is 12 or higher, go to [Part 3-086](#). Otherwise, continue reading.

Unable to find any secrets in the dead end, you eventually rule it out as a means to escape. Disappointed, you resolve not to appear as though you are trying to flee when the Watch finally finds you. You and Latchboy return to your table and wait for the inevitable.

Go to [Part 3-045](#).

❖ PART 3-080

Whether she means to or not, this woman is slowing you down. You decide to take decisive action, stepping directly in front of her and leaning in with a scowl. With a look of uncomprehending shock, the woman stumbles backward into a bystander, then falls to the ground.

Rufio is surprised by your sudden rudeness, but he trusts your judgment. Without looking back, he picks up the pace, leading the others away from the fallen woman.

Go to [Part 3-011](#).

❖ PART 3-081

You reach for the primal anger that lurks inside you, drawing it to the fore. Enraged, you throw yourself against the automaton's front leg, holding it in place, then you shoulder the machine's front end, lifting it off the ground.

Bell, Latchboy, and Rufio hurry under the giant ale cask as you hold up its front end. You follow them, dropping the machine's end back to the sidewalk with a mighty crash. As you come out of your rage, you notice where the automaton's thrashing limbs had struck you repeatedly while you held it, but your rage prevented you from feeling these blows.

Go to [Part 3-030](#).

❖ PART 3-082

With a flourish of spellcasting, you land safely on the cobblestones. Before anyone on Fillet Lane is the wiser, you duck back into the alley in which you previously hid with your three friends.

Latchboy soon joins you, descending the rickety stairs from the laundry perch. He must have passed back over the clotheslines to check on you. Owing to how close the Seekers' deadline is, you and Latchboy resolve to let your friends go on without you, waiting for them to come out of the Seekers' headquarters.

Go to [Part 3-024](#).

❖ PART 3-083

You dash off a quick bit of enchantment magic, hoping to stop the fleeing youth long enough to restrain him.

Spend a spell slot. If you cast sleep, the spell works automatically because of your target's low hit points. If you cast one of the other spells, make the teenager's Wisdom saving throw using your spell save DC. His saving throw bonus is -2.

If this teenager succumbs to your spell, you and your friends have time to subdue the hapless spy by going to [Part 3-050](#). If he succeeds on his saving throw, continue reading.

Unfortunately, your spell has no effect on the scrawny youth. He sprints down the narrow alley and around a corner.

- **Chase:** To run after the youth, go to [Part 3-004](#).
- **Continue:** To allow the scrawny human to escape, continuing at your own pace, go to [Part 3-051](#).

❖ PART 3-084

You realize what a huge favor that Ravello is offering. He's the type of person who will make sure to take care of you. He'll keep you safe. Despite the rumors to the contrary, he seems like a well-meaning person.

*You now have the **charmed** condition. You consider Ravello to be a friendly acquaintance. You cannot attack Ravello, nor can you target him with harmful abilities or magic.*

You reach into your pocket, intending to give the Deepwinter Seal to the leader of the Crimson Perytons. Only then do you remember that you already gave it to Rufio, and Rufio doesn't seem convinced by your new friend's request.

Ravello retracts his hand with a look of disappointment.

Go to [Part 3-007](#).

❖ PART 3-085

The Seekers' agent seems convinced by your description of the many, many times the Crimson Perytons openly attacked you and your friends. As the litany of incidents goes on, the agent seems to be nodding with increasing agreement.

Go to [Part 3-017](#).

❖ PART 3-086

It takes you but a moment to find and depress the catch that holds the entire back wall in place. The large panel slides to one side, revealing a small closet containing the two women you were following. One of them gestures at you to go away, but Latchboy simply presses in, pulling you behind him. Inside, the panel has a handle that you use to slide the secret door back in place. Unable to complain lest members of the Watch overhear the noise and find this hiding place, the two women simply wait quietly, listening to the Purple Palace getting raided.

Outside the cramped closet, you hear the tromp of boots and the complaints of festhall patrons. Watch members escort them from the building. Ever diligent, you hear the Watch making a thorough search of the premises. You even hear them tapping walls looking for secret doors.

Over an hour passes before the Watch withdraws. Finally, the four of you leave the secluded closet, exiting to the tangled disorder left in the wake of the raid. Silks lie in piles, pulled down from the walls. The Watch rolled back the carpets and even overturned potted plants. After all this, you are still uncertain what the Watch was looking for.

You try to find the host to ask what that commotion was about, but most of the staff left, either on their own or as the Watch escorted them away. The few remaining employees are locking up the building, securing the doors and window shutters. You decide this is a good time to leave.

You think the back exit is the safest way to go, and you eventually find yourself wandering the narrow, maze-like alleys in the Docks Ward, headed vaguely north.

Go to [Part 3-034](#).

❖ PART 3-087

Standing in the doorway is a shopkeeper, the same one you saw talking to Rufio only a few hours ago, the one who brought the meat pies.

“Did I come at a bad time?” she asks.

Nonap hurries to the door and looks out over the alley. Seeing nothing, they sweep the shopkeeper into the planning room, closing the door behind the two of them. Then Nonap turns the lock and drops the security bar behind the door.

“Edelmus,” Rufio says, “What are you doing here?”

The shopkeeper looks in horror at your friend lying on the bloody table. With a bit more prompting she finds her tongue and says, “Two men were looking for you. They asked me to deliver this the first chance I got.” The squat woman holds out a rolled parchment, sealed in gray wax and stamped with the image of a flying peryton, a magical giant hawk with the head of a stag.

Rufio takes the rolled parchment and asks Edelmus for any more details, but the shopkeeper knows nothing else of interest. While you wait with the rest of the gang, Rufio escorts the shopkeeper home, returning a few minutes later.



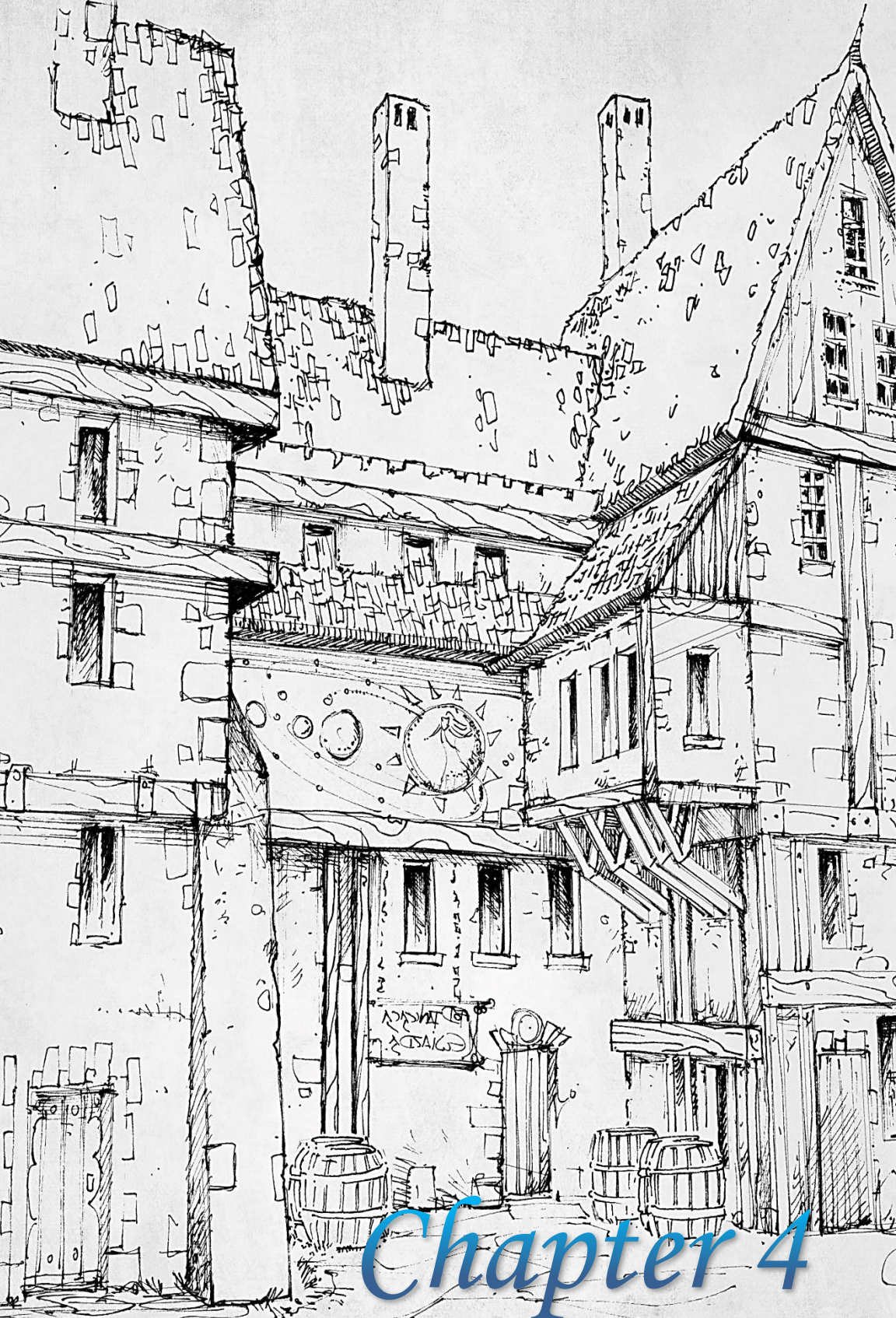
“I’ve read the letter,” Rufio says. “It’s everything you’d expect. The Crimson Perytons want the Deepwinter Seal. In exchange, they’ll release Too Small. That’s the end of it. The end of the scavenger hunt. It’s the end of everything,” Rufio says, his gaze sweeping around the room before he drops into a chair.

When Rufio goes silent, Latchboy and Nonap start to argue with Bell. None of them are sure what will happen if you don’t turn over the seal. Latchboy suggest fabricating a copy, but Bell doesn’t think it’s worth the risk. Nonap suggests not turning it over at all; there’s no reason for the Crimson Perytons to honor the deal. After they claim the Seekers’ prize, they’ll just use your friend’s life as leverage to take over the Trades Ward.

“They won’t stop until someone stops them,” Nonap says. No one has a response to this.

Eventually, Rufio breaks the silence. “Alright,” he says, “Let’s stop them.”

Go to [Chapter 4: The Argent Gate](#).



Chapter 4

CHAPTER 4: THE ARGENT GATE

RUFIO LOOKS LIKE HE HAS A PLAN. YOUR FRIENDS REACT WITH PALPABLE relief; Rufio's plans are typically good, if not great. It's not for nothing that your friend has been the gang's unchallenged leader since its inception.

"We need a guarantor," Rufio says, "a broker to make the Perytons keep to the deal instead of going back on their word when they get the ring."


"Do you mean working with the Watch?" Nonap asks. "Perhaps setting up a contingency to give them information in case the Perytons betray us?"

"That's one idea," Rufio says. "It might work but including the Watch might spook the Perytons before we can trade. I was thinking about someone a bit closer to our side of the law. I was thinking about Letty."

After all these years, the mention of Letty's name comes as a surprise. Bell particularly looks skeptical. She clasps her hands together, interlocking her fingers to prevent herself from signing a response.

Letty used to be a friend. She grew up in Waterdeep alongside the gang. Although Letty lived in a more affluent neighborhood, she and Rufio were sweethearts. They split due to "philosophical differences." Before you left Waterdeep, Letty joined the Guild, a notorious organization of slavers, and that was enough for you to stop caring what happened to her. The last you heard of Letty, she attained a high rank in the Guild. She has the influence to broker an exchange like the one Rufio contemplates.

The Guild has its hands in all manner of criminality, drugs, extortion, blackmail, gambling, and smuggled goods, meaning they have an interest in maintaining peace between the street gangs they use as their pawns. They sometimes intercede when open violence would force the Watch to crack down on crime throughout the city. However, given her history with the Slipstone Gang, simply preventing open conflicts between you and the Perytons might not be motivation enough for Letty to use that influence on your behalf.

 **LORE:** {INTELLIGENCE (HISTORY) 15} **102-The Guild.** *Use this entry to review information about this criminal organization.*

"As much as I dislike the Watch," Latchboy says, "I think Nonap has the right idea. We're safer dealing with the Watch than with the Guild. I have this token from Civilar Crugetor. It will guarantee we get in to see him. We know he's desperate for information on the Crimson Perytons. We could leverage

that. We give the Deepwinter Seal to the Perytons so no one can say we doubled crossed them, then the Watch coincidentally raids their safe house while we're all chatting with the Seekers' agent, thus freeing Too Small."

Nonap nods along with this, siding with Latchboy's plan. Ace sides with Rufio's plan, but she doesn't say why.

You think about the options for a while, then you all determine to come to that decision in the morning. The gang spends the evening securing the hideout and planning how to survive a conflict with a rival street gang. Latchboy sharpens the slim shortswords that most of the gang members carry. Rufio services several ancient crossbows from the armament chest, waxing their strings and oiling their rails. Bell checks the leather armor most members wear, adjusting the fit and replacing missing studs. Ace prepares extra bandages and poultices and starts brewing an antidote to the poison that the Crimson Perytons often use. Nonap casts several arcane spells from their collection of scrolls, girding the windows and door with magic alarms.

Throughout the preparation, you feel the gang's reassurance from your presence. They think you are an "experienced" adventurer. You don't have the heart to remind your friends that you're relatively new to that role.

Having recently rested, you volunteer to take one of the evening watches. You take yours between Nonap and Rufio. There is little to do besides pacing between the armored windows and staring out their shutters. Ace and Latchboy get some much-deserved rest, sleeping through the night. Bell joins you in the dimly lit planning room, claiming she is unable to sleep. The two of you converse with hand signs for a long time. You both avoid talking about the gang's recent hardships, preferring older, better memories. Bell eventually falls asleep next to Pockets, her head resting on the dog's shaggy shoulder.

Just before Rufio's shift, you see a light source flicker briefly on a rooftop to the west. It was too high up to have been in a window. The location is ideal for watching Slipstone Street, where your hideout's alley intersects it. You report all this to Rufio when he comes to relieve you. He doesn't seem surprised.

"That's where I would put a lookout if I wanted to keep eyes on us," Rufio says.

Rufio carries Bell, still asleep, back to her room, then returns to start his watch shift. You return to your own room, waiting for the morning to come.

Go to [Part 4-002](#).

❖ PART 4-001

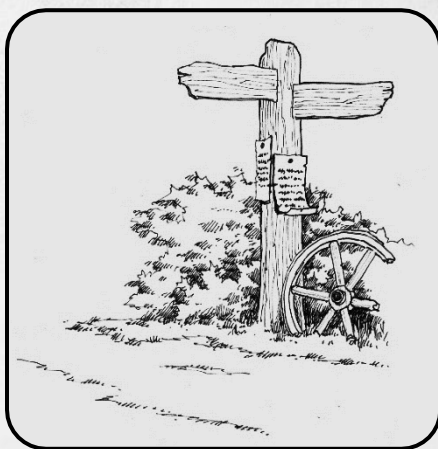
Letty lives in Wayride House, a building in the south-central portion of the Trades Ward. It's situated off Lathin's Cut, just south of the intersection of the Way of the Dragon and the High Road. The nearest landmark is the Plinth, a spire-shaped temple open to worshippers of any faith.

Letty works for the mysterious organization that owns Wayride House. The Guild controls other, smaller crime factions through a complex information-passing system. This communication network protects the Guild by separating it from any overt criminal activity. Wayride House is the heart of that network, at least the portion affecting the Trades Ward. It is to this building that you head with your friends.

The sun is peaking above the rooftops when the gang's wagon rolls onto Slipstone Street, turning south toward the High Road. Bell sits on the driver's bench while Rufio stands behind her. The rest of you sit in the wagon's bed, concealed beneath a tarp, with crossbows and other weapons at the ready to defend against an attack.

Bell's chosen route takes you east then south down the High Road. The morning traffic is already thickening. Rufio keeps an eye out for anyone taking an interest in the wagon, but the number of people already on the street makes it impossible to spot followers.

Bell coaxes Thuds into a gap between two larger wagons, trying to keep the old draft horse from making a show of the transition. Once you are in the flow of traffic, you feel much safer and Thuds picks up her pace. Bell soon turns the wagon off the High Road, entering Lathin's Cut. The building has a covered wagon bay behind it for loading and unloading deliveries, away from prying eyes. A guard dressed in street clothes stands as you approach the iron gate. Rufio tells him that you are Letty's old friends and you want to see her. The use of Letty's name is enough to get the gate open. Bell drives the wagon through it, then turns under a covered area designed for wagon loading.



Using Letty's name might get you in, but it doesn't buy any trust. The first person out the door is not Letty; instead, you see a dozen armed people approach and surround the wagon. Finally, a tall human woman exits the building. Even years later, you recognize Rufio's former sweetheart. From beneath the hood of her red cloak, a braid of Letty's platinum hair coils around her shoulders like a necklace. Or like a snake. You look at Rufio and find him staring; you don't know if your friend still harbors unresolved feelings for Letty. Things ended abruptly, with no chance for closure.

After a few tense questions, which Rufio answers, Letty invites the gang in for tea on the condition that you leave all weapons outside. Bell isn't thrilled by the prospect, but there are enough guards in the building to make short work of you, whether you're armed or not. One by one, you and your friends dismount the wagon, drop your weapons in the empty bed, and follow Letty into the Wayride House.

Go to [Part 4-015](#).

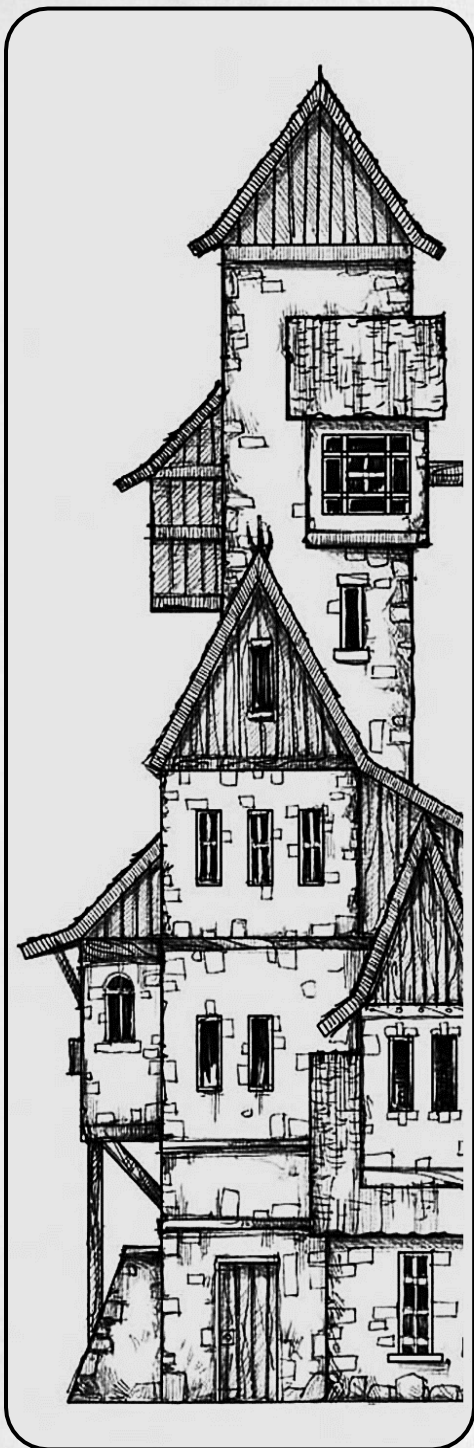
❖ PART 4-002

In the hour before dawn, the gang assembles, preparing to survive the coming day.

You find Ace and Latchboy cooking a pigeon breakfast. They are already wearing their armor. Latchboy places two fresh-plucked squabs into a pan and Ace piles some onions on top. The acrid aroma of the recently cut onions is enough to drive anyone from the kitchenette, including Pockets. You wonder if there are any of the shopkeeper's meat pies left over from last night. It feels like a small betrayal to disdain your friends' meager diet, but you put that thought out of your mind. Your thoughts drift and you remember that Too Small used to love pigeon pie. You try not to think about the halfling's absence; you try not to imagine her already dead.

You enter the planning room and find a set of extra weapons that Rufio laid out on the table. Ace's blood still stains the dark wood, a fresh reminder of the peril you will soon face. The extra armaments include a **light crossbow** (5), **10 crossbow bolts** (0.5) tied together with a string, and an old **shortsword** (2). You can take any of the items for the coming conflict, but you must return them to the armaments chest when the conflict is over.

If you take any of these weapons, note in your inventory that you must return them after this adventure's epilogue. Alternately, you can return



weapons with equal or greater value to what you took, keeping the items you trade for.

You conclude your examination of the weapons just as Rufio returns. He and Nonap must have already snuck around the block to collect Thuds from the Gentle Rest Stable. You hear Nonap outside, speaking gently to the old draft horse. Her harness jingles by the base of the stairs. Nonap concludes by casting a spell on Thuds, protecting her with an invisible layer of armor before joining you in the hideout.

If you are not wearing armor, Nonap offers to cast the same spell on you. Mage armor provides a base AC of 13 + your Dexterity modifier. This protection disappears after eight hours, or immediately if you don armor or you consciously dismiss the effect.

When everyone has eaten, checked their weapons (again), and taken a turn petting Pockets, it's time for the six of you to finalize which of the two plans to use. Nonap and Latchboy still prefer to seek the help of the Watch, citing the lower risk of betrayal as a benefit. Bell remains neutral, while Rufio and Ace vote for asking Letty to get the Guild involved.

It's down to you to tip the vote one way or the other.

- **Waterdeep Watch:** *To enlist the aid of the Watch in recovering Too Small, go to [Part 4-018](#).*
- **The Guild:** *To ask the Guild's agents to guarantee that the Crimson Perytons will keep their side of the deal, go to [Part 4-001](#).*

❖ PART 4-003

“Now that those fools are gone, I need more information about how you found this seal. I’m not one to put stock in divine communions, but my employers tell me that the Deepwinter Seal ‘marks’ the one who finds it.” The Seekers’ agent doesn’t look at you as he speaks, he simply toys with the heavy ring on the table, prodding it with his wand.



Seeing no reason to conceal the truth, you show the half-elf the marks on your arm, the ones you got in the blood-tainted water of Parnak Deepwinter’s tomb. When you finish, the agent reveals some information of his own.

“The Seekers are done in this city. They’re moving on. Maybe to Neverwinter. They amused themselves following a bit of prophecy and spreading a bit of wealth, but now they’ve run

afoul of the Watch. Soon there will be an investigation. Some brilliant mind will put together the clues, finding some greater meaning behind the little toys they’ve been collecting. I’ll be leaving with them tonight.”

You are a bit surprised at this implication, that the mysterious Seekers are physically present in Waterdeep. You imagined something more grandiose, that they manipulated events from afar, using agents like this one.

“I’m told that was the last scavenger hunt,” the agent says. “However, for my own amusement, and because the winner of the last bounty was supposed to get an exclusive offer for the next hunt, perhaps you’ll be interested in one last prize.”

The half-elf calls for the guards to attend you. Once more, the two armored men enter the room, one carrying a small chest. Again, they open the chest revealing a wealth of glittering harbor moons.

“I confess that I suffered confusion yesterday. I expected some magic in this ring. After consulting my employers, I believe that the magic is in the blood of power that now marks your arm. By finding the Deepwinter Seal, you brought back the expected magic. That was to be an important key to

the next scavenger hunt. Since I have the payment available, and you already have the key, it seems like a waste not to offer you this final bounty.”

As though unbidden, your eyes fall to the faint lines that infuse your arm, the snowflake pattern made by the Deepwinter primarch’s mystic blood. You think about the wealth on offer and how much your friends need it. Those coins could make a huge dent in their debt. You don’t need any greater motivation. You agree immediately.

The agent seems pleased. He quickly gets down to explaining the next hunt. “You probably noticed that the Lantanese are sailing trade missions from their island nation once more, a place we thought destroyed over a century ago. Although they’ve kept to themselves, the Seekers believe the return of the Lantanese means their artifacts will work once more, including those still locked away in the old Lantanese embassy, here in Waterdeep. For your payment, you simply need to get into the embassy, activate a magic portal, and bring me whatever comes out of it. Just as important there should be a ledger locked in a secure room, one that logged the daily use of the portal before Lantan was lost.”

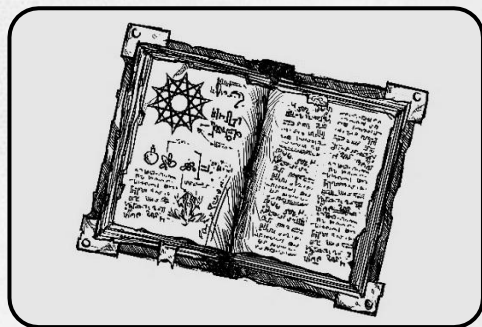
“Take these with you.” The Seekers’ agent removes a leather-bound diary from his pocket, sliding it across the desk to you along with the Deepwinter Seal. The stamp of a four-spoked cog marks the book’s cover, the symbol of Gond, a god of invention

worshiped by humans and gnomes, and the patron deity of the Lantanese nation. You leaf through a few pages and find cramped columns of writing interspersed with esoteric diagrams.

“One of the earlier bounties,” the agent explains. “An old invention diary stolen from an archive beneath the House of Inspired Hands.”

You remember the explanation of these journals you heard just days ago, on your trip into the city. The temple of Gond must have hundreds, even thousands of them locked away somewhere. You are beginning to see the connections between the Seekers’ various scavenger hunts.

“Within this book,” the half-elf says, “you will find the means to activate the Argent Gate. I’ve marked the page. When you have proof of the portal’s function, meet me by eventide at the pier opposite Sea Lion Street. I’ll be on



the *Homeward*. And be mindful now, we leave on that tide, an hour before sunset. Don't bother coming if you're late." The lid to the small treasure chest snaps closed, as though to emphasize the agent's point.

If you have the code "Probationary Status," go to [Part 4-027](#). If you do not have that code, go to [Part 4-014](#).

❖ PART 4-004

Embassy row is one of the quietest areas of the Castle Ward. That is, on any normal day. Today, however, the Lantanese Embassy is the site of a busy encampment. A row of large tents lines the street in front of the building and several tables stand on the grassy lawn. Even at a distance, you recognize the dozens of people in the area by their broad-brimmed hats.

The temple of Gond must be using the grounds as a place to encamp visiting priests. The temple expects every Gondar in range of the city to make the annual journey here for the Day of Wonders, to turn in the year's invention diaries and renew ties. The House of Inspired Hands must have had too many visitors to house in Gondwatch Lane this year.

You approach the embassy cautiously, trying not to draw attention to yourself while still getting close enough to examine your target. You find a convenient statue about a block away from the crowd. Not only can you hide behind it, you might also claim to be a tourist admiring the sculpture should anyone question your loitering.

You spend some time observing the Gondar. They leave and arrive in groups, as though attending meetings or services in other locations. Those at the encampment seem engaged in animated



debates while they eat and drink at the large tables. Attendants bring food out of the embassy, probably from a temporary kitchen erected there. The atmosphere is one of leisure.

Just then, you feel a tap on your shoulder, the prearranged warning that someone is coming. You shift your attention to the statue you were looking past, now pretending to admire it.

Then you hear someone call your name.

You turn, surprised. You don't recognize the two tall figures who approach, not until they throw back their cloaks revealing their stilt-like footwear. It is Habrad and Glutch, the gnomes you journeyed alongside from Daggerford! They seem to have mastered the practice of walking in their heightening footwear. The gnomes are overjoyed at this chance encounter.

"Come along to our camp!" Glutch says, inviting you down the road to where the Gondar are taking their leisure.

You are about to protest when Habrad adds, "Come and get some food while it lasts; we've all got to get packed up and over to the Sea Ward before the highsun conference."

At these words, a plan forms in your mind. If you mingle with the priests coming and going from the embassy building, you might be able to linger after they leave for their meeting or find some easy way to get back in. This may be an easy option, but it will cut a couple of hours off your timeline.

- **Accept:** *To join the priests at the embassy and wait for them to leave for their meeting at the hour of highsun, go to [Part 4-028](#).*
- **Decline:** *To decline your friends' invitation and try to find a faster way into the embassy, go to [Part 4-042](#).*

❖ PART 4-005

This iron door is slightly convex in shape, pushing out of its frame toward you. Around the frame, black marks scar the walls as though some partly-contained explosive escaped past the heavy door.

The door's latching mechanism, no longer aligned with the door frame, is of no help to you; a tug on the handle reveals that the door's tortured shape has jammed it in place. Only great strength will prevail here.

- **Pry:** {ITEM: CROWBAR OR ABILITY SCORE: STRENGTH 16+} *To apply enough torque to rip the door out of its frame, go to [Part 4-013](#).*
- **Leave:** *To consider your other options, return to [Part 4-046](#).*

❖ PART 4-006

The balcony's door is a decorative one, an ornate iron frame with glass panes that filter light into prismatic colors. The lock is a strange mechanism of movable religious symbols where a keyhole should be. These probably have some significance to worshipers of Gond, something that would make their correct order obvious to a member of the church.

- **Clever:** *If you have not yet done so, you can try to decipher the correct positions for the symbols in this row, going to [Part 4-017](#).*
- **Dexterous:** {ITEM: THIEVES' TOOLS} *If you have not yet done so, you can try to defeat the locking mechanism using tools, going to [Part 4-033](#).*
- **Forceful:** *If you wish to shatter one of the small glass panes and try to reach through to unlatch the door, go to [Part 4-043](#).*

❖ PART 4-007

You examine the door and find it to be unusually sturdy. It resembles the doorways in the deep catacombs beneath the House of the Homeless. The resemblance is so strong that you can hardly think it a coincidence.

If you have the code "Entry Door Unlocked," you can pass through by going to [Part 4-016](#). Otherwise, you must contend with another option.

- **Key:** {ITEM: EMBASSY KEY} *To bypass the door using the **embassy key**, go to [Part 4-044](#).*
- **Lockpick:** {ITEM: THIEVES' TOOLS AND "CHECK": DEXTERITY (THIEVES' TOOLS) 23} *You have enough time to test this lock repeatedly. If you have thieves' tools, determine your check result by assuming you will eventually roll a 20, then add applicable bonuses. If the lock is not completely beyond your ability, you can bypass this door by going to [Part 4-044](#).*
- **Force:** {ITEM: CROWBAR OR MINER'S PICK} *Although this door is too strong to break with brute force, you can excavate the mortar in the surrounding stonework with some extreme effort. To take this route, check off a box on your "Sail with the Tide" event and gain one level of **exhaustion**, then go to [Part 4-044](#).*
- **North:** *To ignore the door and take the northern passage instead, go to [Part 4-056](#).*

❖ PART 4-008

The automaton clatters to the floor, dust erupting from the resonating impact. Its mangled arm tries to resume waiving, but that grinds to a halt a few seconds later, all signs of life in the machine now extinguished.

Go to [Part 4-045](#).

❖ PART 4-009

The vault is mostly empty. On a stone shelf, you find a pile of metal, a glint of copper shines from beneath the dust. A roll of brittle parchment next to the object draws your eye. Its faded ink explains that the object needs a special permit before going to Anchoril; it contains coins that would normally require exchanging for Lantanese currency.

Upon closer examination, you find this to be a once-functional suit of scale mail armor, its scales individually plated with bent copper coins. The leather components have cracked and broken from lack of maintenance. All that remains is a pile of misshapen copper pieces from around Faerûn: Amnian fanders, Calashite unarches, Cormyrian thumbs, Silverymoon glints, Waterdhavian nibs, and Zhentish fangs.

*If you have not yet removed it, you can take the **broken coin armor** (40). You can sell it for 25 gp, mostly for the value of its copper elements. Alternately, you can repair it with 5 days of downtime if you possess (and are proficient with) smith's tools, resulting in a functional set of scale mail armor.*

Return to [Part 4-101](#).

❖ PART 4-010

You open the vault door to find an empty chamber beyond. You check everywhere but find nothing in this barren room.

Return to [Part 4-101](#).

❖ PART 4-011

Searing fire streams in pulses from the eyes of the statues, burning through you completely. You smell your own charred flesh, the last sensation you recognize before you die.

Your life and your quest end here.

❖ PART 4-012

The two corpses here have been dead for less than a tenday. They fell in positions that suggested they were simply walking past the brassy stripe on the ground.

Several holes bore through both bodies, the flesh seared by heat; not a drop of blood has fallen in the dust. It is as though fiery lances shot through them, killing both instantly.

These intruders were human males, dressed for this sort of misadventure. They wear masks that, once removed, show no unusual features. Both bodies have armor, though whatever caused these impressive injuries destroyed both suits. However, the rest of their gear looks useful.

*You can take any of the following items that you have not previously taken from this location: five **sacks** (0.5 each), a **signet ring** (0), an **embassy key** (0), a **miner's pick** (10), a **sledge hammer** (10), three **quivers** (1 each), each containing 20 **arrows** (1 per set of 20), a **shortbow** (2), and a **war pick** (2).*

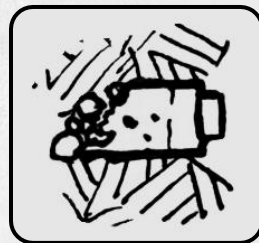
Return to [Part 4-114](#).

❖ PART 4-013

Once a small room with weapons racks on the walls, this 10-foot wide chamber dead ends in a wall of rubble. The scarring on the walls indicates that a potent explosive force brought down the ceiling. Old wooden splinters and several iron rings cover the floor. These look like they once belonged to some small casks, perhaps storing explosive *smokepowder*.

A pair of broken pistols and a trio of bent muskets are here, their barrels all shattered as if they burst from within. A set of parchment sheets scattered about illustrate a baffling **firearm schematic** (0), something you think Bell might be interested in, but you find nothing else useful.

Go to [Part 4-046](#).



❖ PART 4-014


The agent gestures to the other guard, the one not carrying the small chest. He produces a wrapped bundle from inside his silks and lays it on the table.

“We know a bit about what you might face in the embassy basement,” the half-elf says. “This might help you.”

Here, the Seekers’ agent unwraps the item, revealing a heavy-bladed dagger. The blade is a swirl of black and gray metal. You recognize the metal as one that adventurers crave.

“Star metal,” the agent confirms. “Adamantine. You can borrow it if you like, but I’ll need it back when you’re done. Consider this a show of faith. I think you’ll go farther than... well, farther than other factions.”

*If you borrow the **star metal dagger** (0), consult the following lore entry.*

 **LORE: 118-Star Metal Dagger.** Use this entry to review the properties of this mundane item.

Continue to [Part 4-027](#).

❖ PART 4-015

You and your friends follow Letty into a comfortable parlor. Although she instructs the guards to wait in the hall, you suspect they can overhear the conversation. You wonder if the meeting will be awkward, given the lack of privacy and Letty’s past with the gang, but Rufio seems driven by the urgency of the situation. He gets right down to business, explaining Too Small’s kidnapping and asking Letty to arrange the Guild’s intercession.

Rufio tells Letty where he thinks the Crimson Perytons are holding Too Small and the operation he otherwise plans to mount for her rescue. You are a bit shocked at the brutality of it. You wonder if that is truly Rufio’s alternative, or if he’s simply trying to convince Letty that the Docks Ward might burn without the Guild stepping in. Rufio’s knowledge of the Crimson Perytons’ operations makes the proposed violence seem possible. However, it is the little details that make the plan seem imminent, like calling upon a decade of favors earned with various residents.

One detail discomforts Letty. Rufio explains that he already sent a message to Odgard, a member of the Watchful Order of Magists and Protectors. The favor Odgard owes the Slipstone Gang would ensure that any building Rufio targeted in the Docks Ward would burn before the Magists’ firefighting elementals could put a stop to it.

As Rufio continues to describe a merciless assault on the Perytons’ criminal enterprises, you wonder what it was about Odgard that caused Letty to react like that.

Make a Wisdom (Insight) check. You can roll with advantage if you have the Thieves' Cant class feature, or if you have the City Streets or Criminal Contact background feature. If your check result is 11 or higher, go to [Part 4-091](#). If your result is 10 or lower, continue reading.

Rufio finishes describing his planned war with the Crimson Perytons. He ends with a plea for the Guild to keep the peace. Rufio doesn't resort to emotion or try to use his past with Letty as a means of convincing her.

In the silence of Letty's contemplation, you sense that she is not convinced. If this plan is to work, you will have to add something to tip the balance in your favor.

- **Enterprise:** *To try to recollect the history of relevant property ownership in the Docks Ward, go to [Part 4-025](#).*
- **Intimidate:** *If you wish to drop a subtle threat, saying your only alternative to the Guild's help is to involve the Watch in this conflict, go to [Part 4-050](#).*
- **Promise:** *Knowing that the Slipstone Gang is just the sort of organization that the Guild wants under its thumb, you could suggest that the gang would owe the Guild a favor in the future by going to [Part 4-064](#).*

❖ PART 4-016

The large hallway here leads east, where it intersects with another hallway coming from the same direction. Where the passages intersect, there is an alcove. The ceiling continues to glow with a warm, bright light. Heavy dust coats the floor.

If you have the code "Empty Corner," go to [Part 4-057](#). Otherwise, go to [Part 4-035](#).

❖ PART 4-017

You decide that the position of each icon has to do with its religious importance relative to the prior icon. You test a few sequences and consult with your companion, trying to decipher the code.

Make an Intelligence (Religion) check. If you yourself are a Gondar—you have no other personal deity but Gond—you can roll with advantage. If your result is 11 or higher, go to [Part 4-081](#). If your result is 10 or lower, return to [Part 4-006](#).

❖ PART 4-018

Civilar Crugetor has an office in Saern's Fine Swords. The heavily fortified building squats next to the High Road west of the City of the Dead. Although privately-owned, the building has served as an emergency outpost in the past, when the City Guard had to reinforce the Watch during times of civil disorder. The building's intimidating crenellations and the arrow slits above the iron-bound door ensure that only serious customers patronize this weapons shop.

The sun is peaking above the rooftops when the gang's wagon rolls onto Slipstone Street, turning north toward the cemetery. Bell sits on the driver's bench while Rufio stands behind her. The rest of you sit in the wagon's bed, concealed beneath a tarp, with crossbows and other weapons at the ready to defend against an attack.

Bell's chosen route takes you north, right to the gates of the City of the Dead. Then turning west, you follow the district's outer wall, staying close to its over-watching towers. You peak from under the tarp to watch your progress. The back streets are empty at this time of morning, particularly so far off the main thoroughfares. When you reach the wall's western extremity, you cross the Street of the Tusks to the far block, rolling into the fatefully named Burnt Wagon Way.

It is here that you encounter the ambush.

An arrow from a nearby rooftop takes Bell in the side, splitting her ring mail with a wet-sounding impact. Another hits her shield and rings off it like a bell. Two missiles glance off the invisible armor protecting Thuds. One of them cartwheels away from the glancing impact, flashing past the horse's head. Thuds rears in her harness, giving the wagon a mighty jolt.

"Shoot back," Rufio says. He pulls off the tarp that was covering you, Latchboy, Ace, and Nonap. You can now see a row of hooded heads cresting the horizon of the rooftops as more archers advance to fired down on your little wagon.

Rufio lays his other hand on Bell, sending healing power into her. "Keep going," he says calmly. "Just a few more blocks."

Bell slaps the reins to get Thuds' attention, and the animal surges forward. The wagon jerks and the straps groan as the wagon leaps to follow. Arrows rain down in the wagons' wake, shattering on cobblestones. Ace and Latchboy lift crossbows to return fire. Nonap unleashes a fiery cantrip.

You can see eight archers on the rooftops above. Each has 5 hit points. Track damage and check off those reduced to 0 hp (or otherwise incapacitated):

1 () 2 () 3 () 4 () 5 () 6 () 7 () 8 ()
□ □ □ □ □ □ □ □

Each ambusher is 50 feet away from you and 10 feet from one another. Each has a 14 Armor Class (2 points from half cover). The ambushers have the following saving throw modifiers: STR (-1), DEX (+1), CON (+0), INT (+0), WIS (-1), CHA (-1).

Take your first turn. You cannot move from the wagon, which is itself moving.

After your turn, make one attack for each of your companions, as shown:

☉ **Ace's Light Crossbow**

Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target

Hit: 1d8 + 1 piercing damage

☉ **Latchboy's Light Crossbow**

Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target

Hit: 1d8 + 3 piercing damage

☉ **Nonap's Fire Bolt**

Ranged Spell Attack: +5 to hit, range 120 ft., one target

Hit: 1d10 fire damage

When all four of you have taken your turns, roll 1d4 for each of the attackers that is not yet incapacitated. Each "1" result indicates that an arrow comes at you! Make these attacks against your Armor Class using the ambushers' +3 bonus to hit. Because your attackers are firing steeply downward, you cannot take cover against their shots, nor does falling prone impose disadvantage on their attack rolls. Each arrow that strikes you normally inflicts **4 (1d6 + 1) piercing** damage.

If these attacks reduce you to 0 hit points, go to [Part 4-026](#). Otherwise, hold on tight and go to [Part 4-053](#).

❖ PART 4-019

You and your companion circle around the Lantanese Embassy, cautiously approaching the Gondar priests. You find Habrad and Glutch, who seem overjoyed that you've changed your mind and joined them. "That's great!" Glutch says, slapping Habrad on the back. "Let's get some of this food!"

The two elderly gnomes lead you to the food tables. An attendant at the first table grabs you by the arm and pushes a plate into your hand. "Eat now while the kitchen's open," she says.

You follow Habrad and Glutch from table to table, watching the two sample the food as they go. You try not to stand out in this crowd, but you soon find you have nothing to worry about in that sense. Your two friends are quite popular among their fellow priests. The group's attention never wanders from their stories of past years' parades.

While Glutch tells a tale about the year Marchell's magnificent chair stole the show, you excuse yourself from the table. "It flew so well," Glutch says, "but Marchell never designed a way to land!"

While laughter erupts from the table behind you, you carry your plate toward some kitchen facilities just inside the front door of the embassy. The kitchen staff are busy preparing more plates of food. They don't object to your presence, but you decide not to do anything too suspicious. You examine the beautifully carved frescoes in the entryway, biding your time until the kitchen staff become preoccupied.

When you see your moment, you duck around a corner, moving deeper into the embassy. Some attentive cook will soon wonder where you went, so you search quickly until you find a large room, its furniture covered with sheets to protect from dust. You find a side door here and remove the heavy locking bar. With your mission accomplished, you return to the kitchen and pick up a plate of food waiting to go out. Some of the kitchen staff eye you suspiciously, but you carry the plate outside before anyone asks questions.

You rejoin your friends at one of the tables. No one seems to have noticed your absence. You wait here for two more hours, enjoying the hospitality of the temple of Gond. As the hour of highsun approaches, the priests begin to tie on their tool sashes and don their distinctive sun hats, preparing to move elsewhere. The kitchen staff pack up, carrying extra food to a waiting wagon, then they lock the embassy doors behind them. One of the priests lays a spell over the door to reinforce it before the column of Gondar starts walking north.

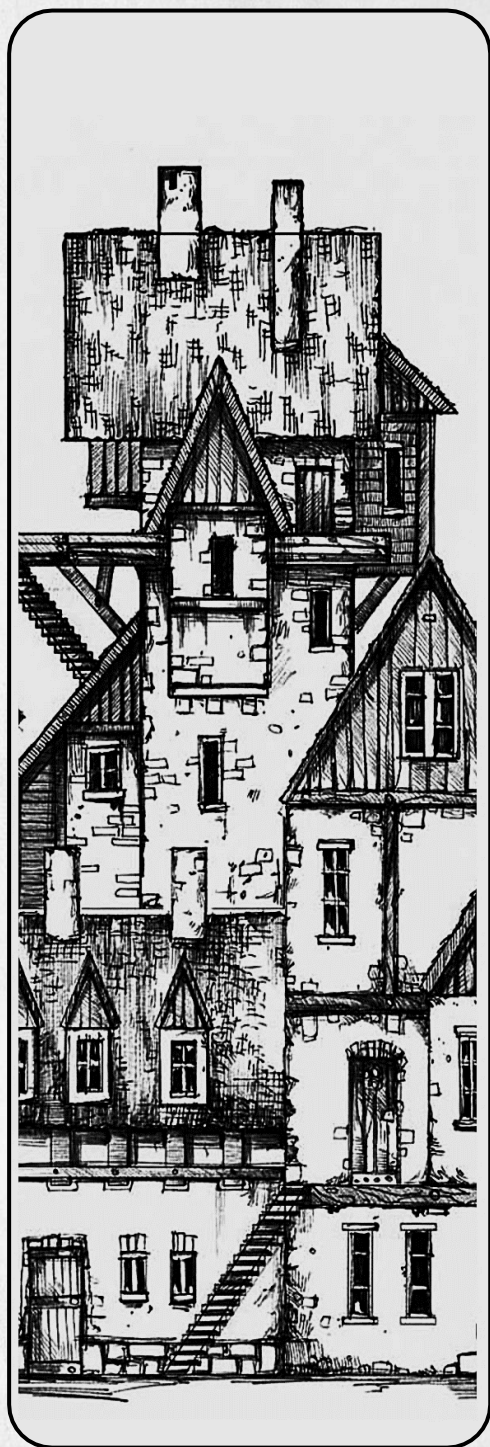
You say your farewells to Habrad and Glutch, a warmer goodbye than your last parting. The gnomes make you promise to meet for one last drink before they leave Waterdeep tomorrow. Then they hurry to catch up with their fellow priests. You almost feel bad about using their friendship like this, but the moment soon passes. The Slipstone Gang will be out of their home if you fail at this last scavenger hunt.

With that heavy thought on your mind, you lead your companion around the side of the embassy, cutting through a well-tended hedge. You find the side door that you unlocked while you were inside the embassy and the two of you slip inside.

Check off two boxes on your “Sail with the Tide” event code. Then go to [Part 4-107](#).

❖ PART 4-020

The automaton shudders and collapses to the floor, a small cloud of dust billowing up from the resonating impact. Its arm tries to resume waving, but this literally grinds to a halt a few seconds later, all signs of life in the machine now extinguished.



Unfortunately, your dear friend, someone you have known since your youth, lies dead at your feet.

You will have to continue without the assistance of a sidekick; you are unable to use your sidekick's stat block for the rest of the adventure.

You remove your companion's cloak and wrap it around the body. With no time to mourn, you will have to return here to carry your friend from the embassy when your mission is over.

Go to [Part 4-045](#).

❖ PART 4-021

You approach the vault to examine it. The door seems crafted of a durable metal, as is this entire wall. The combination lock includes a set of four numbered dials.

A quick glance at the other doors reveals that the metal of this one is a different hue and the dials look a bit different. On the floor in front of the door, you find a pile of dust-coated metal shavings, a few small gears, and some odd scraps of metal sheeting. One of the metal sheets has writing scratched onto it using the Draconic alphabet. You surmise that this vault's door is not original, that repairs or replacement was underway right before the Lantanese abandoned the embassy.

If you can read Lantanna (or Gnomish), you can decipher this by going to [Part 4-031](#). If not, continue reading.

You contemplate the set of four dials, doing some quick calculations to determine how long it would take you to systematically check each combination.

If you have not yet cracked this vault, you can try to do so by using each combination sequentially. You can input half the possible combinations in an hour. Do not begin the attempt unless you are willing to commit at least one hour to it.

If you don't wish to try your luck, return to [Part 4-101](#).

To start checking combinations, roll percentile dice (d100).

- *If the result is 10 or less, you got lucky and found the combination early in your search.*


- If the result is 11 to 55 (inclusive), you found the combination in the first half of the codes. Check one box off your “Sail with the Tide” event code.
- If the result is 56 or higher, you did not find the right combination in the first half of the codes. You can check one box off your “Sail with the Tide” event code and give up, going to [Part 4-101](#), or finish entering possible combinations until you get it, checking a second box off the event code.

If you open the vault, go to [Part 4-058](#).

❖ PART 4-022

You approach the western vault door.

At the door’s center, you find an ornate plate with a row of circular depressions. The plate is a true work of art, carved with a complex mural of cogs and religious symbols surrounding the depressions. Near the bottom, you see the maker’s mark, the words “Guild of Silversmiths and Gilders, Waterdeep” engraved in Common.

 **LORE:** {INTELLIGENCE (HISTORY) 12, WITH ADVANTAGE IF PROFICIENT WITH JEWELER’S TOOLS} **104-Silversmiths and Gilders.** Use this entry to contemplate Waterdeep’s Guild of Silversmiths and Gilders, an historic organization.

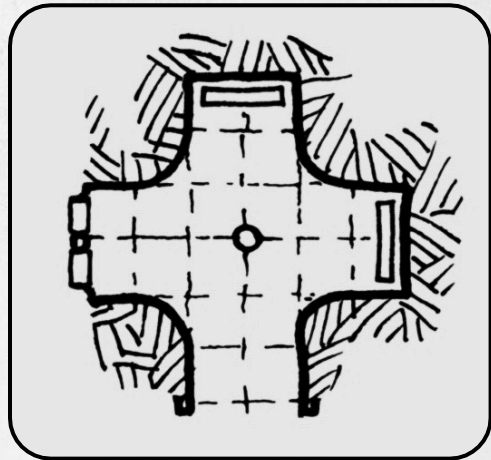
Each of the plate’s depressions has a complex pattern within. The style of the patterns in these depressions makes you think you are looking at a type of lock; inserting a signet ring might open it like a key. However, this is not merely a mechanical lock. The six depressions look as though designed to fit different signet rings, but you think it would be too simple to fabricate a replica that would fit. There must also be some accompanying magic to the device.

- **Deepwinter Seal:** {ITEM: DEEPWINTER SEAL} To insert the Deepwinter Seal into one of the depressions, go to [Part 4-029](#).
- **Other Ring:** {ITEM: SIGNET RING} To insert any other signet ring that you happen to possess, go to [Part 4-051](#).
- **Leave:** To leave this vault door alone and examine your other options, return to [Part 4-101](#).

❖ PART 4-023

You are in a cross-shaped room about 60 feet across. The stone pillar that began flickering when you entered can't seem to maintain consistent lighting; it's slow blinking casts bright light intermittently, punctuated by long moments of utter darkness.

The northern and eastern ends of the room each contain a circular metal frame about eight feet in diameter. A short set of low stairs leads up to each portal frame. A small, dusty plaque stands on a post beside each frame.



The western end of the cross-shaped room has two doors, each labeled with a plaque, and the southern end continues past a pair of alcoves toward a set of double doors.

- **North:** To inspect the portal in the north end, go to [Part 4-062](#).
- **East:** To inspect the portal in the east end, go to [Part 4-032](#).
- **West:** To inspect the pair of doors in the west end, go to [Part 4-089](#).
- **South:** To move south toward the alcoves, go to [Part 4-114](#).

❖ PART 4-024

In the aftermath of combat, the room smells of rust and burnt metal. Tendrils of smoke rise from the wreckage of the crablike construct, whose spindle has finally stopped spinning. The only sound is the patter of pebbles that still rain intermittently from the ceiling.

You have defeated the swarm of spider-like automatons, leaving its members crushed, mangled, and scattered across the floor. You carefully collect a handful of the tiny machines, as well as one rusty, mossy gear that fell out of the larger automaton when it arrived through the portal. You also take the iron petal that unlocked the portal, lest anyone else use this dangerous device in your absence. Seeing no cause for delay, you and your companion head toward the stairs that lead up from the basement.

You find the embassy still abandoned, as you expected. You unlock one of the side doors and slip out onto the embassy grounds, where Rufio and the other gang members are waiting, alongside your short friend Too Small! Reunited at last, your friends hug one another and cheer your success.

The mood is one of high spirits when you finally leave the embassy grounds. You cross the street with your friends and you all pile into the gang's wagon. Too Small takes the reins and directs Thuds toward Sea Lion Street, near the pier where the Seeker's ship is waiting.

Go to [Part 4-113](#).

❖ PART 4-025

One of the buildings Rufio mentioned got a reaction from Letty. You struggle to recollect the relevance. Just before you left Waterdeep, striking out on your own to become an adventurer, many factions were vying for the rights to redevelop that part of the Docks Ward.

Make an Intelligence (History) check. Roll with advantage if you have the Down Low background feature. If your check result is 11 or higher, go to [Part 4-039](#). Otherwise, continue reading.

You mention your vague recollections, adding your observation to Rufio's comments as though to emphasize the building in question. Letty seems surprised that you caught on to the importance of that location, but your lack of follow-up detail leaves an awkward silence hanging in the air.

"I will help you, Rufio," Letty says, speaking directly to your friend as though he is the only one in the room. "But you will need to do something for me in the future."

Rufio nods, knowing what that commitment means.

Go to [Part 4-104](#).

❖ PART 4-026

In the confusion of the running battle, no one notices when you slump unconscious in your position. It is not until the wagon is beyond range of the ambush, and within sight of the armored little fortress that is Saern's Fine Swords, that the desperate shooting stops and someone will check on you.

Make death saving throws. If you stabilize before you die, go to [Part 4-115](#). If you die before you stabilize, go to [Part 4-040](#).

❖ PART 4-027

With business concluded, the Seekers' employees make their exit. The two guards, the agent, and a few kitchen staff enter a hidden cellar. You presume it contains a secret passage away from the building, allowing them to avoid the crowds on the street. The cellar door booms closed, leaving you and Rufio by yourselves in the empty festhall.

You take the **invention diary** (2) and **Deepwinter Seal** (0) from the table and put them in a pocket. You're eager to start. You have about six hours, but you're not sure what sort of obstacles you will face before you can reach your goal.

📖 **EVENT:** "Sail with the Tide" □□□□□□ (Ch. 4) *Check off a box each time the text instructs you to, and each time you take a short rest or perform a similar whole-hour activity. If you check off the last box, go to [Part 4-095](#).*

Although it pains you to leave your friends, you tell Rufio that the gang needs to return to the hideout to meet Too Small. She is probably alone and afraid right now.

"You don't mean to go by yourself, do you?" Rufio asks. "At least take one of our friends along."

You contemplate which of your friends is most likely to be useful in such a scenario. You know that experienced adventurers travel with companions whose skills compliment their own, each one's strengths covering for the other's deficits. Which of your friends can do that for you? Is it Ace, Latchboy, Nonap, or Bell?

If you need to review the general capabilities of the Slipstone Gang, remember that you can check the [103-Slipstone Gang](#) lore entry at any time.

- **Ace:** *If you think Ace's knowledge of plants and curatives will best support you in the coming adventure, go to [Part 4-041](#).*
- **Bell:** *If your gnomish friend's sturdy shield and hammer best compliment your capabilities, go to [Part 4-080](#).*
- **Latchboy:** *If you prefer Latchboy's stealth and lock breaking expertise, go to [Part 4-054](#).*
- **Nonap:** *If arcane power and esoteric knowledge are what you need, you can select Nonap by going to [Part 4-067](#). If you choose Nonap, remember that they already used one or two of their daily spells casting mage armor earlier.*

❖ PART 4-028

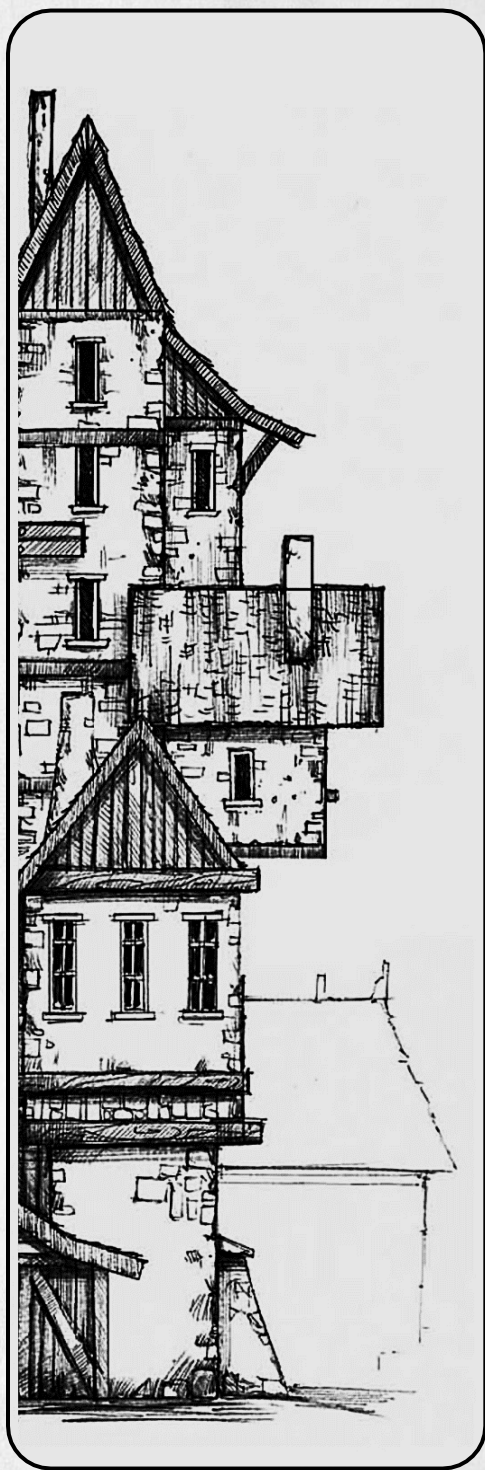
“Wonderful!” Glutch says, slapping Habrad on the back. “Come along with us!”

The two elderly gnomes lead the way down the block, you and your companion in tow. An attendant at the first table you pass grabs you by the arm and pushes a plate into your hand. “Eat now while the kitchen’s open,” she says.

You follow Habrad and Glutch from table to table, watching the two sample the food as they go. You try not to stand out in this crowd, but you soon find you have nothing to worry about in that sense. Your two friends are quite popular among their fellow priests. The crowd’s attention never wanders from their stories of past years’ parades.

While Glutch tells a tale about the year Marchell’s magnificent chair stole the show, you excuse yourself from the table. “It flew so well,” Glutch says, “but Marchell never designed a way to land!”

While laughter erupts from the table behind you, you carry your plate toward some kitchen facilities just inside the front door of the embassy. The kitchen staff are busy preparing more plates of food. They don’t object to your presence, but you decide not to do anything too suspicious. You examine the



beautifully carved frescoes in the entryway, biding your time until the kitchen staff become preoccupied.

When you see your moment, you duck around a corner, moving deeper into the embassy. Some attentive cook will soon wonder where you went, so you search quickly until you find a large room, its furniture covered with sheets to protect from dust. You find a side door here and remove the heavy locking bar. With your mission accomplished, you return to the kitchen and pick up a plate of food waiting to go out. Some of the kitchen staff eye you suspiciously, but you carry the plate outside before anyone asks questions.

You rejoin your friends at one of the tables. No one seems to have noticed your absence. You wait here for two more hours, enjoying the hospitality of the temple of Gond. As the hour of highsun approaches, the priests begin to don their distinctive hats and prepare to move elsewhere. The kitchen staff pack up, carrying extra food to a waiting wagon, then they lock the embassy doors behind them. One of the priests lays a spell over the door to reinforce it before the column of Gondar starts walking north.

You say your farewells to Habrad and Glutch, a warmer goodbye than your last parting. The gnomes make you promise to meet for one last drink before they leave Waterdeep tomorrow. Then they hurry to catch up with their fellow priests. You almost feel bad about using their friendship like this, but the moment soon passes. The Slipstone Gang will be out of their home if you fail at this last scavenger hunt.

With that heavy thought on your mind, you lead your companion around the side of the embassy, cutting through a well-tended hedge, and slipping inside through the building's side door.

Check off two boxes on your "Sail with the Tide" event code. Then go to [Part 4-107](#).

❖ PART 4-029

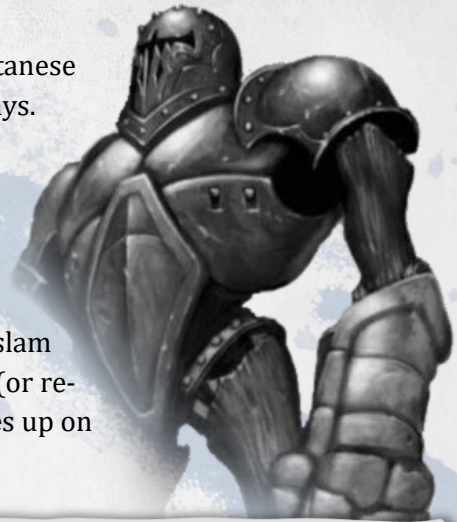
You slip the heavy signet into the first depression. The Deepwinter Seal doesn't go in deeply enough to reach the patterns carved at the back, but the ring seems to fit snugly just the same. Even with this shallow insertion, you feel a tingle in your arm and the door swings silently open, reacting to the Deepwinter blood you carry, not the ring.

Go to [Part 4-059](#).

❖ PART 4-030 ■■

You are in the basement beneath the Lantanese Embassy, in an odd intersection of hallways. From its alcove, an ancient guardian automaton leaps forward to attack you!

Skirmisher. This creature will attempt to grapple its target and keep it grappled. Once it has succeeded, it will revert to bludgeoning the target with its slam attack. If the Gondsman fails to establish (or re-establish) a grapple twice in a row, it gives up on grappling and sticks to its slam attack.



GONDSMAN (DILAPIDATED)

Medium construct

Armor Class 13 (natural armor)

Hit Points 12 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
(+2)	(+0)	(+2)	(-1)	(-1)	(-3)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened,

paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9

ACTIONS

Grapple. *Special Melee Attack:* +4 to Strength (Athletics) check, opposed by the target's choice of a Strength (Athletics) or Dexterity Acrobatics check, reach 5 ft., one target. *Hit:* Check success imposes the grappled condition.

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

UNCOMMON RULES: GRAPPLED CONDITION

A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler becomes incapacitated or an effect removes the grappled creature from the reach of the grappler or grappling effect.

MISHAPS

This ancient Gondsman hasn't had any maintenance for the last century. Although larger than the guardian at the basement's entrance, this creature's internal components are less reliable.

At the start of each of the Gondsman's turns, roll 1d6 and apply the resulting effect to the creature's actions or stat block for that turn.

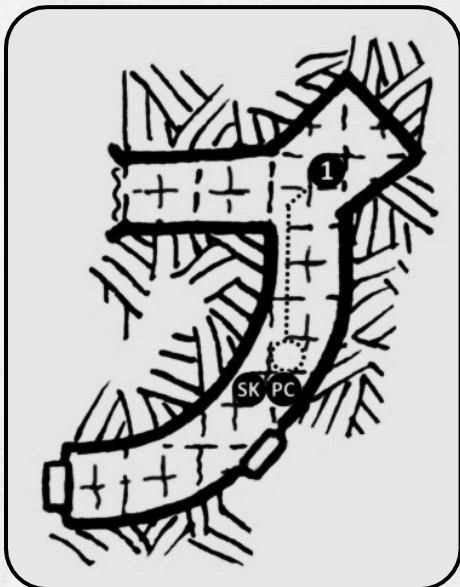
- 1 The Gondsman makes a slam attack, rolled with disadvantage. If the attack hits, it inflicts an additional 2 points of bludgeoning damage.
- 2 The creature has the blinded condition for its turn.
- 3 The Gondsman's movement becomes 0 for its turn.
- 4 The creature is unable to take reactions until the start of its next turn.
- 5 The Gondsman is slow; attacks against it have advantage and it suffers disadvantage on Dexterity saving throws until the start of its next turn.
- 6 Something in the creature explodes, flinging components and shrapnel in every direction. The creature loses its turn and takes 4 hp of damage. Every other creature within 15 feet of it must succeed on a DC 12 Dexterity saving throw or take 1d4 slashing damage.

Map. The Gondsman (1) begins 30 feet from you (PC) and from your sidekick (SK), as shown on this map.

COMBAT CONCLUSION

📖 **EVENT:** "Empty Corner"

- **Win (Full):** If you defeat the Gondsman, and your companion still lives, go to [Part 4-057](#).
- **Win (Partial):** If you defeat your foe but your sidekick dies in this battle, failing the requisite death saving throws, go instead to [Part 4-020](#).
- **Lose:** If you and your companion are both defeated, go to [Part 4-034](#).



❖ PART 4-031

You read the three lines of Draconic letters scratched into the metal.

Couldn't find you to give you the combination
Dial numbers set to match riddles in entry hall
Combination = bees, Jess' age, flowers

To open the combination lock, you can go to [Part 4-000](#). Replace these four boxes with the four numbers derived from these two riddles, in the order explained above. (You will have to navigate to the revealed text part manually since the template prompt is, understandably, not a hyperlink.)

If you have not yet found these puzzles or solved the mystery of this lock, return to [Part 4-101](#).

❖ PART 4-032

You approach the portal in the east end of the room. An interconnected collection of gears and mechanical gewgaws forms the frame.

Unlike the portal you saw at the back of the House of the Homeless, this one lacks the opaque field of light that signifies its operational state. The wall behind the frame is clearly visible through its open area.

A small plaque stands on a post beside the frame. Wiping away the dust reveals strings of Draconic letters.

- **Inspect:** {LANGUAGE: LANTANNA (OR GNOMISH)} *If you can read the plaque, you may do so by going to [Part 4-047](#).*
- **Leave:** *To abandon this close inspection and go elsewhere in the room, return to [Part 4-023](#).*

❖ PART 4-033

You examine the lock to see where tools might defeat it. A few carefully placed picks are enough to bend some of the icons to the side, exposing a small amount of the mechanism beneath.

Make a Dexterity check, adding your proficiency bonus if you are proficient with thieves' tools. If your result is 13 or higher, go to [Part 4-081](#). If your result is 12 or lower, you have damaged the mechanism beyond use and must return to [Part 4-006](#).

❖ PART 4-034

The Gondsman's attacks are relentless. It continues to strike your limp form, long after you have fallen. Your pulpy corpse will rest in the sealed embassy for dozens of years. Eventually, during the building's renovation, workers haul away your unrecognizable remains with the rest of the detritus.

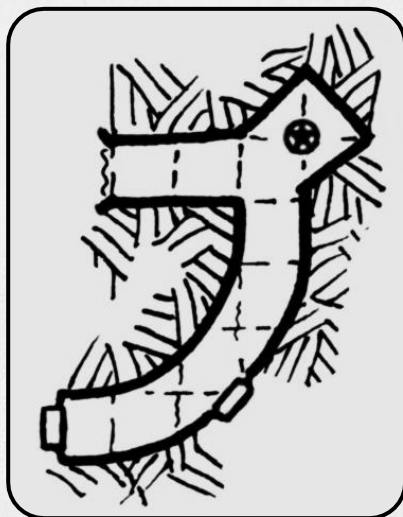
Your life and your quest end here.

❖ PART 4-035

The western passage at the north end of the area leads to a heavy curtain. The western passage at the south end of the area leads to a doorway. Along the curving hallway in the south end of the area, about halfway down, there is a southeast-facing wooden door standing slightly ajar.

A fearsome looking automaton stands in the alcove where the two passages come together.

If you do not possess a security insignia, go to [Part 4-030](#). If you do possess that object, continue reading.



The automaton moves slightly, as though contemplating your presence, but it makes no move to stop you.

- **West (North End):** To pass west through the curtain at the north end of this area, go to [Part 4-060](#).
- **West (South End):** To approach the western doorway at the south end of this area, go to [Part 4-070](#).
- **Southeast:** To go through the unlocked door to the southeast, go to [Part 4-046](#).

❖ PART 4-036

You move toward the larger chamber to the north.

If you or a companion possesses a security insignia, go to [Part 4-060](#). If neither of you possess such an item, go to [Part 4-038](#).

❖ PART 4-037

When the cloaked figure speaks to the agent, he says,

*You will disembark now and stay in Waterdeep.
Continue the first plan and stay on schedule.
I have a good feeling about these candidates.
Let them have the benefit of the previous prizes.*

You take this to mean the Seekers will offer more bounties soon.

Go to [Part 4-132](#).

❖ PART 4-038

As you pass between the two alcoves on either side of the hall, over the brassy stripe between them, the statues' eyes glow bright red and fiery beams shoot out of them.

*Make four attack rolls against each creature in this area, including you, your sidekick, your familiar (if you have one), and any other creature that is present. (The corpses on the floor are each attacked four times as well, but you can skip those rolls.) Each attack has a +12 bonus to hit and is unaffected by concealment or invisibility. Each hit normally inflicts **3d6 fire** damage and **3d6 radiant** damage.*

If this onslaught of power reduces you to 0 hit points, go to [Part 4-011](#). In the unlikely event that you survive, go to [Part 4-060](#).

❖ PART 4-039

Something about your recollection seems to fit like a puzzle piece. The building's owner died under mysterious circumstances. The sale of development rights was fraught with complications, the sort a powerful criminal syndicate might be responsible for if they wanted to drive down the price. Then it hits you; Letty's reaction means that the Guild owns one of the buildings threatened by Rufio's plan.

When Letty seems to ponder Rufio's offer, as though she'll make some additional demand, you point out how important the building in question is, particularly adding details about the trouble the Guild went to in acquiring it. Your insight stops Letty from asking for some additional commitment from Rufio.

“I agree,” Letty says finally. “An open conflict with the Crimson Perytons would burden our operations. It’s in our interest to intercede.”

Go to [Part 4-104](#).

❖ PART 4-040

The arrows of your ambushers prove deadly. Your life leaks out around a wooden shaft transfixing your leg. By the time the wagon gets to safety, you are too far gone.

Your friends grieve for your loss. Although they later recover Too Small, they must give up the Deepwinter Seal. None of them has the coin to bring you back from death, nor have they won a respite from their other debts.

Days later, under the hot Marpenoth sun, a small procession of the Slipstone Gang, Summer, and a few other locals, carries you to the House of the Homeless, where they inter you in the seemingly endless demiplane of the catacombs. As your friends are paying their respects, their lenders’ agents arrive at the hideout to evict the gang and seize their possessions. Your friends return to empty apartments, the door barred against them.

With no home left to the gang, Rufio and Too Small take the wagon south to Daggerford, looking for a place to start anew. They take the gang’s pets, Thuds and Pockets, with them.

Bell and Latchboy remain in Waterdeep a few more months, staying in common houses or living rough, continuing to labor on the docks until the work opportunities fall off as seasonal shipping declines. Eventually, they move south to Daggerford too, but they find that Rufio and Too Small have already moved on, leaving for parts unknown.

Ace and Nonap both have skills that allow them to earn a quiet living around Waterdeep. Ace moves to the Undercliff district, where her knowledge of healing and herbcraft win her a place among the poor subsistence farmers. She marries and lives happily thereafter.

Nonap formally joins the Watchful Order of Magists and Protectors, something he swore he would never do. He lives out his next decades working in the organization’s spell component sales department before finally leaving Waterdeep, taking passage on a ship sailing west, never to see his friends again.


Your life and your quest end here.

❖ PART 4-041

You tell Rufio that you would like to take Ace with you.

“I’m sure she would appreciate that,” Rufio says. “She tends to second guess herself and this will come as a big vote of confidence in her abilities.”

A sidekick has a stat block that includes abilities like what a second player character would provide. You will control your sidekick in and out of combat. Remember that you can roll each option’s prerequisite only once, regardless of how many allies you have with you, but the sidekick can roll in your place.

 **LORE: 106-Ace.** Use this entry to review Ace’s stat block.

When you and Rufio leave the Purple Palace, Latchboy and Nonap are waiting outside. You notice that the door attendant is gone, although you have no idea where. The crowds have also departed, already having witnessed Ravello emerge with the Seeker’s bounty chest in hand.

Left to yourselves, the four of you climb into the wagon with Ace and Bell. It’s hard to imagine that just hours ago, multiple factions in the city were clamoring to find you, perhaps kill you, to claim the Seekers’ bounty for themselves. Now you travel openly and unfollowed. Your friends leave their extra weapons in the back of the wagon, hidden under a tarp.

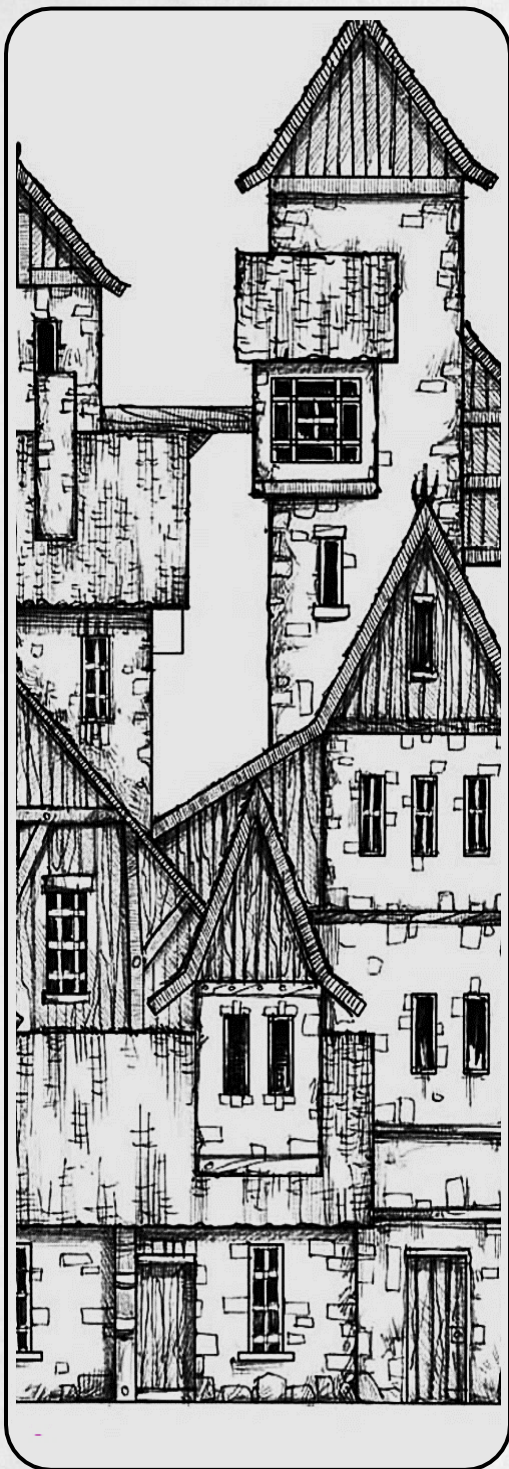
On your way north up Snail Street, you explain the Seekers’ last scavenger hunt. After getting so close to the last bounty, and the disappointment of losing it, your friends hesitate to be hopeful again. But Ace agrees to accompany you. Your friends have an unusually high level of confidence in your abilities, and you resolve not to disappoint them.

When you reach the intersection of Crossbow Lane, Bell pulls the wagon out of traffic and stops. You and Ace get out and wave your goodbyes as the wagon hurries away, your friends eager to get home and check on Too Small.

Go to [Part 4-093](#).

❖ PART 4-042

You decline the offer from Habrad and Glutch, telling the two gnomes that you have urgent business elsewhere. Although disappointed, they extract a promise from you to meet them for a drink before they leave Waterdeep tomorrow night. You agree, trying to move them along before their exuberance draws unwanted attention.



The two gnomes waddle away on their telescoping footwear, toward the Lantanese Embassy. When they're far enough down the road, you and your companion cross the street, intending to approach the embassy from the back. Unfortunately, the buildings in this district don't stand so closely together as to have secret alleys to creep through. This forces you to travel openly, nodding and bowing to passersby like the other pedestrians here, pretending to be going about some normal business. You eventually find a high hedge the two of you can duck behind, then you cross a manicured lawn, approaching the back of the Lantanese Embassy. A cursory inspection reveals that the doors are not only locked, but also reinforced by magic.

Not deterred, you eventually discover what might be a vulnerability in the boarded-up embassy's security. The building includes a tower, which has a fourth-story balcony ringed by crenelated stones. Whatever door provides access to that balcony might have a weaker lock and isn't likely to be magically reinforced. You think for a while before suggesting a couple ways to get to the balcony from your position.

- **Climb:** *Since your companion has a rope, it would be a simple matter for one of you to climb the outside of the building and drop the line for the other to climb after. To try this option, go to [Part 4-066](#).*
- **Detour:** {ITEM: GRAPPLING HOOK} *If you can sneak your way past the guards at the base of the neighboring bell tower, you can climb the interior staircase and throw a grappling hook across the gap, using your rope or your companions, to reach the balcony. Choose this option by going to [Part 4-094](#).*

❖ PART 4-043

You examine the door to see which of the many cut-glass panes would give you easiest access to the back of the lock when broken.

If your passive Intelligence (Investigation) score is 15 or higher, go to [Part 4-074](#). Otherwise, go to [Part 4-052](#).

❖ PART 4-044

Although this formidable door might have presented an insurmountable challenge to ordinary visitors, it will no longer bar your way.

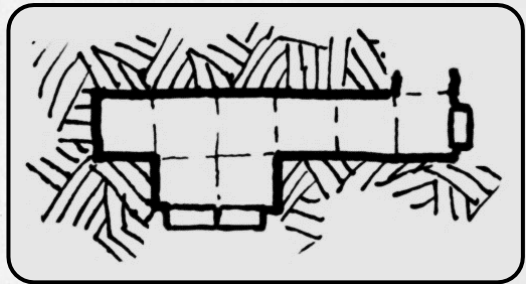
📖 **EVENT:** “Entry Door Unlocked” (Ch. 4)

Go to [Part 4-016](#).

❖ PART 4-045

You are in a short east-west passage illuminated by some brightly glowing ceiling stones.

At the western end, the passage widens into a 20 by 20-foot entry room, with a large alcove farther west and double doors to the south.



The wreckage of an automaton lies here, a puddle of grimy fluid growing beneath it on the floor.

The dust here is thick and gritty, the accumulation of a century. You can feel it with each step, making the ground slippery to walk on. The dust also reveals two sets of unfamiliar tracks moving from the south to the east, a sign that others came through here recently.

On the south side of that room is a set of familiar double doors. These lead to the stairway back to the embassy's ground floor. Not yet having found the objects of your mission, you decide to ignore the double doors, looking at the eastward option.

The passage eastward goes 30 feet before turning to the north. At the turn, there is a doorway on the east wall.

- **North:** *You can take the northern turn by going to [Part 4-056](#).*
- **Doorway:** *To inspect the eastern doorway, go to [Part 4-007](#).*

❖ PART 4-046

You are in a 30 by 30-foot room lit brightly with warm light emitted by stones in the ceiling.

A trio of iron bunk beds line the wall in the southeast, each with a hardwood chest at its foot. A set of practice dummies made of brittle straw, now coated in dust, stand sentry against the south wall.

This room has three doorways, north, west, and northwest.



- **Chests:** *To search the chests, go to [Part 4-083](#).*
- **North:** *To inspect the doorway to the north, go to [Part 4-108](#).*
- **West:** *To inspect the doorway to the west, go to [Part 4-005](#).*
- **Northwest:** *To go through the unlocked door to the northwest, go to [Part 4-016](#).*

❖ PART 4-047

The plaque here says, “The Welcome Gate,” under which is written, “Nonresident access between dawn and dusk, except from highsun to afternoon. Prepare to show portal pass and endorsements.”

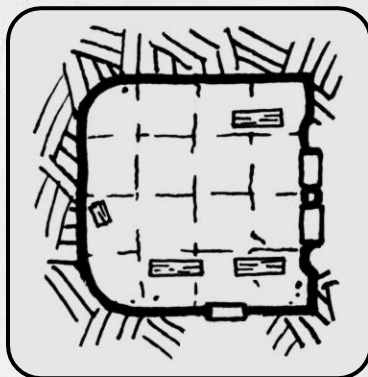
Return to [Part 4-023](#).

❖ PART 4-048

You are in a square room about 40 feet long on each side. Bright warm light floods down from the illuminated stones in the ceiling.

You find the wreckage of several desks here, a row of them around the room's exterior. You can imagine a line of people entering one door and going around in a semi-circle, visiting the administrators at each desk, before leaving via the other door.

A single door stands in the south wall. It looks sturdy, like hardened metal, with no handle, keyhole, or other means of opening.



- **Search:** *If you have not yet done so, you can examine the wreckage of the desks by going to [Part 4-061](#).*
- **East:** *To leave through one of the doors to the east, go to [Part 4-023](#).*
- **South:** *To examine the doorway on the south wall, go to [Part 4-077](#).*

❖ PART 4-049

Ever gentle, Ace was the one who salved all the gang's cuts, cooked their food, and generally took care of everyone. Her death feels meaningless.

"We will take her to the Zoarstar," Rufio says. "They'll preserve her body against the chance that we can afford a diamond in the future."

📖 **EVENT:** "Ace Died." *You can remove this code by providing 500 gp to pay the cost of a raise dead spell, bringing your friend back to life.*

The mood is somber when you finally leave the embassy grounds. You cross the street with your friends and you all pile into the gang's wagon. Too Small takes the reins and directs Thuds toward Sea Lion Street, near the pier where the Seeker's ship is waiting.

Go to [Part 4-113](#).

❖ PART 4-050

Knowing that the Watch's involvement would inhibit the Guild's criminal operations, you suggest that the rational alternative to Letty's intercession would harm her organization's business.

Unfortunately, your threat to invite additional scrutiny by the authorities is a dangerous ploy, violating a code of silence implicit among those who operate on the wrong side of the law.

✱ **RENOWN:** -1 (The Guild)

Despite this, the added weight of your threat influences Letty.

Make a Charisma (Intimidation) check. You can roll with advantage if you have the Kept in Style, Position of Privilege, or Watcher's Eye background feature. If your check result is 10 or higher, go immediately to [Part 4-073](#). If your result is 9 or lower, continue reading.

"I will help you, Rufio," Letty says, speaking to your friend like he's the only one in the room. "But you will need to do a future favor for me."

Rufio nods, knowing what that commitment means.

📖 **EVENT:** "A Favor to the Guild"

Go to [Part 4-104](#).

❖ PART 4-051

You touch the ring to the first depression. It doesn't fit, but you feel a tingle in your arm as the ring touches the plate. The door swings silently open, reacting to the Deepwinter blood you carry, not the ring.

Go to [Part 4-059](#).

❖ PART 4-052

You decide to break the pane that is directly above the latch. It's thick enough that breaking it will require a serious impact. As soon as you hit the pane, a sense of dread washes over you.

*You and your companion must each make a DC 17 Wisdom saving throw or become **cursed** for 8 hours. A cursed creature suffers disadvantage on Dexterity saving throws and Dexterity ability checks.*

As the magic floods out from the broken pane of glass, you get a strange sense of having forgotten something or having blacked out. You dismiss the feeling and open the balcony door, then step inside.

Go to [Part 4-081](#).

❖ PART 4-053

The furious exchange of missiles continues as the wagon careens down the street. You are surprised to see that your attackers don't look like members of the Crimson Perytons. Their bow fire is accurate, and each shooter takes care to maintain a degree of cover. You suspect that someone other than the Perytons is trying to kill you and take the Deepwinter Seal.

As you move into the next block, a trio of pike wielders rush to intercept you, but the wagon moves beyond them before they can get into position.

You have one round to recover, to use a healing spell, a potion, or the like.

Ahead, you see a new set of attackers on the rooftops. They rise from concealed positions and draw their bows. You also see Saern's Fine Swords coming into view. You are almost to your destination.

Eight archers are on these next rooftops. Each has 5 hit points. Track damage and check off those reduced to 0 hp (or otherwise incapacitated):

1 () 2 () 3 () 4 () 5 () 6 () 7 () 8 ()
□ □ □ □ □ □ □ □

Each ambusher is now 50 feet away from you and 10 feet from one another. Each has a 14 Armor Class (2 points from half cover). The ambushers have the following saving throw modifiers: STR (-1), DEX (+1), CON (+0), INT (+0), WIS (-1), CHA (-1).

Take your second turn. You cannot move from the wagon, which is itself moving.

After your turn, make one attack for each of your companions, as shown:

⊙ **Ace's Light Crossbow**

Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target
Hit: 1d8 + 1 piercing damage

⊙ **Latchboy's Light Crossbow**

Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target
Hit: 1d8 + 3 piercing damage

⊙ **Nonap's Fire Bolt**

Ranged Spell Attack: +5 to hit, range 120 ft., one target
Hit: 1d10 fire damage

*When all four of you have taken your turns, roll 1d4 for each of the attackers that is not yet incapacitated. Each “1” result indicates that an arrow comes at you! Make these attacks against your Armor Class using the ambushers’ +3 bonus to hit. Because your attackers are firing steeply downward, you cannot take cover against their shots, nor does falling prone impose disadvantage on their attack rolls. Each arrow that strikes you normally inflicts **4 (1d6 + 1) piercing** damage.*

If these attacks reduce you to 0 hit points, go to [Part 4-026](#). Otherwise, hold on tight and go to [Part 4-065](#).

❖ PART 4-054

You tell Rufio that you would like to take Latchboy with you.

“That’s a smart choice for an infiltration mission,” Rufio says. “I know he’ll appreciate you choosing him. Latchboy really looks up to you.”

A sidekick has a stat block that includes abilities like what a second player character would provide. You will control your sidekick in and out of combat. Remember that you can roll each option’s prerequisite only once, regardless of how many allies you have with you, but the sidekick can roll in your place.

 **LORE: 107-Latchboy.** Use this entry to review Latchboy’s stat block.

When you and Rufio leave the Purple Palace, Latchboy and Nonap are waiting outside. You notice that the door attendant is gone, although you have no idea where. The crowds have also departed, already having witnessed Ravello emerge with the Seeker’s bounty chest in hand.

Left to yourselves, the four of you climb into the wagon with Ace and Bell. It’s still morning and it’s hard to imagine that just hours ago, multiple factions in the city were clamoring to find you, perhaps kill you, to claim the Seekers’ bounty for themselves. Now you travel openly, unmolested and unfollowed. Your friends leave their extra weapons in the back of the wagon, hidden under a tarp.

On your way north up Snail Street, you explain the Seekers’ last scavenger hunt. After getting so close to the last bounty, and the disappointment of losing it, your friends hesitate to be hopeful again. But Latchboy agrees to accompany you. Your friends have an unusual level of confidence in your abilities, and you resolve not to disappoint them.

When you reach the major intersection of Crossbow Lane, Bell pulls the wagon out of traffic and stops. You and Latchboy get out and wave your goodbyes as the wagon hurries away, your friends eager to get home and check on Too Small.

Go to [Part 4-093](#).

❖ PART 4-055

You wait until a patrol of the City Guard moves past the block, then you fly up to the balcony. You land behind the stone crenellations, tie one end of the rope, then drop the coil down the outside of the building for your companion. A minute later, after you have untied and recoiled the rope, you and your companion approach a single door that leads from the balcony to the interior of the embassy.

Go to [Part 4-006](#).

❖ PART 4-056

The short passage north leads toward a room with some rubble on the floor. The passageway itself is taller than the one leading back toward the basement entrance, with a rounded ceiling. Walking through this area will cause you to pass over several stripes of brassy metal that cross the floor.

Decorative patterns carved into the stone walls contain various sets of writing composed with Draconic script.

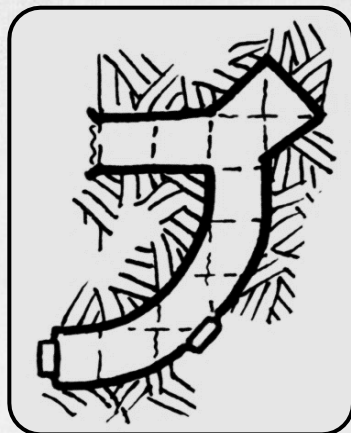
A pair of recent footprints, not your own, mar the dust in the floor here, having gone from the south to the north.

- **Interpret:** {LANGUAGE: LANTANNA (OR GNOMISH)} *If you can read the language of the island nation of Lantan, interpret the writing by going to [Part 4-110](#).*
- **Continue:** *You can continue through the northern passage by going to [Part 4-068](#).*
- **Doorway:** *To inspect the eastern doorway instead, go to [Part 4-007](#).*

❖ PART 4-057

The western passage at the north end of the area leads to a heavy curtain woven of metal fibers. The western passage at the south end of the area leads to a doorway. Along the curving hallway in the south end of the area, about halfway down, there is a southeast facing doorway, its wooden door slightly ajar.

The wreckage of an automaton lies here, and the dust on the floor shows the marks of your recent battle with the creature.



- **West (North End):** *To pass west through the curtain at the north end of this area, go to [Part 4-060](#).*
- **West (South End):** *To approach the western doorway at the south end of this area, go to [Part 4-070](#).*
- **Southeast:** *To go through the unlocked doorway to the southeast, go to [Part 4-046](#).*

❖ PART 4-058

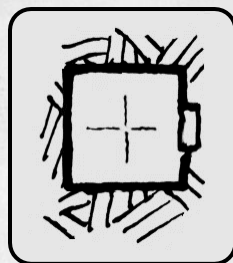
You open the vault door to find what looks like an empty chamber beyond. As you turn to leave, you see a single, small pyramidal bottle resting in the corner. A roll of brittle parchment next to the bottle explains, in faded ink, that the owner of the bottle could not carry it to Anchoril because the item violates the “volatile alchemies” prohibition. The small bottle has a label with the image of a flame on it, identifying it as a vial of **alchemist’s fire** (0).



Return to [Part 4-101](#).

❖ PART 4-059

You enter a 20 by 20-foot chamber lined with shelves. Most of the storage space is empty. Thin shreds of what were once metal containers now litter the floor. The shelf on the southern wall has cracks and black marks, as though struck by an explosive or a fiery spell.



*You can take any of the following items that you have not previously taken from this location: three **security insignias** (0 each), a **potion of minor healing** (0.5), two sets of **manacles** (6 each), a bone **scroll tube** (1) containing a **spell scroll** of hold person (0), three **spears** (3 each), and a **shield** (10).*

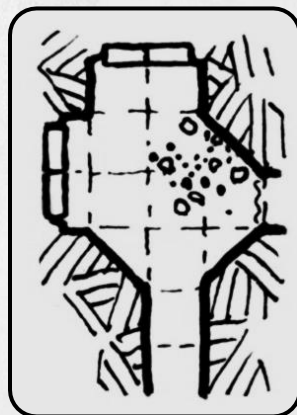
📖 **LORE: 127-Potion of Minor Healing.** Use this entry to learn the magical properties of this potion.

When you finish in this room, return to [Part 4-101](#).

❖ PART 4-060

This 30 by 40-foot room has rubble covering half the floor. Part of the ceiling has crumbled and fallen, and pebbles and dust still fall from it in occasional trickles.

The room has a set of heavy double doors to the north and another set to the west. These wood-carved doors have ornate patterns of metal filigree crisscrossing them. Now, the wood has swollen with age, bulging from between the metal bars like bloated wineskins trapped inside flattened birdcages. Rough scrape-marks indicate where someone recently used a tool of some kind to twist off both doors' latches.



A heavy curtain woven of metal fibers conceals an eastern passageway behind it, and an open passageway leads to the south.

Footprints in the dust here show two recent intruders entering from the southern passage, moving through the western doors, and then returning to proceed through the northern doors.

When you entered the room, a spectral figure appeared in the northwest corner, standing between the two sets of doors. The image of a well-

groomed gnome in a pinstriped robe, sparkling in shades of blue and silver, spoke in a thick, melodic language that went on for a long moment. When he finished, the gnome bowed and faded to nothing. You recognized the words as Gnomish or some dialect of that language. Now, the illusion is reappearing, repeating the speech before bowing and disappearing once more. This cycle repeats every few minutes.

- **Interpret:** {LANGUAGE: LANTANNA (OR GNOMISH)} *If you understood the illusion's words, you may contemplate them by going to [Part 4-071](#).*
- **Companion:** {SIDEKICK: BELL} *If Bell is with you, she can interpret for you by going to [Part 4-085](#).*
- **North:** *To use the double doors to the north, go to [Part 4-075](#).*
- **West:** *To use the double doors to the west, go to [Part 4-101](#).*
- **East:** *To pass through the curtain to the east, go to [Part 4-016](#).*
- **South:** *To check the southern passageway, go to [Part 4-082](#).*

❖ PART 4-061

The desks in this room are composed of metal and hardwood components, some pieces of which were more durable than others. In an old tin box, you find a collection of thin rectangular plates amongst the wreckage, each stamped with “Portal Pass” in multiple languages, including common. These items have a look of officiousness to them, but they obviously lack value now, a century after the embassy's closure.

Return to [Part 4-048](#).

❖ PART 4-062

You approach the portal in the north end of the room. An interconnected series of leaves, vines, and flowers, all made of dusty metal, form the frame, giving it the appearance of a circular garden. Several leaves are absent from along the righthand side, leaving a conspicuously empty space. Inserting the leaves probably turns on the portal or controls something about its use.

Unlike the portal you saw at the back of the House of the Homeless, this one lacks the opaque field of light that signifies its operational state. The wall behind the frame is clearly visible through its open area.

A small plaque stands on a post beside the frame. Wiping away the dust reveals strings of Draconic letters.

- **Inspect:** {LANGUAGE: LANTANNA (OR GNOMISH)} *If you can read the plaque, you may do so by going to [Part 4-076](#).*
- **Activate:** {ITEM: IRON PETAL AND EVENT: "READ INVENTION DIARY"} *If you possess an **iron petal** and you have this event code, you can insert the item as indicated by going to [Part 4-128](#).*
- **Leave:** *To abandon this close inspection and go elsewhere in the room, return to [Part 4-023](#).*

❖ PART 4-063

Latchboy was the heart of the gang. There was never a situation he didn't have a joke for. Latchboy's loss is the loss of humor in the face of despair and the gang's oppressive poverty. This wasn't the life he was meant for. You remember that Latchboy wanted to be an actor or musician.

"We will take him to the Zoarstar," Rufio says. "They'll preserve his body against the chance that we can afford a diamond in the future."

🔓 **EVENT:** "Latchboy Died." *You can remove this code by providing 500 gp to pay the cost of a raise dead spell, bringing your friend back to life.*

The mood is somber when you finally leave the embassy grounds. You cross the street with your friends and you all pile into the gang's wagon. Too Small takes the reins and directs Thuds toward Sea Lion Street, near the pier where the Seeker's ship is waiting.

Go to [Part 4-113](#).

❖ PART 4-064

When Rufio finishes describing the plan, you can tell that Letty is not fully convinced. When he offers to owe the Guild a favor, you add your own voice to that, and your other friends agree. A favor from the entire Slipstone Gang seems like just enough to bring Letty around.

"I will help you, Rufio," Letty says, speaking directly to your friend as though he is the only one in the room. "But you will remember the favor that your gang owes me for some future event."

Rufio nods, knowing what that commitment means.

🔓 **EVENT:** "A Favor to the Guild"

Go to [Part 4-104](#).

❖ PART 4-065

The wagon's wheels make a terrible clatter as they bounce over cobblestones at high speed, directly toward the back of Saern's Fine Swords.

A contingent of the Watch stands behind the crenellations of the squat building. Normally a boring post, these four Watch members are unprepared to react to the spate of violence taking place just east of them. Bell nearly tips the wagon, turning Thuds sharply into the alley behind the shop. The Watch members hurry to their combat positions, unsure if you mean to attack the building or if they too will come under fire from the rooftops.

You spill out of the wagon and line up in the alley, ready to defend your new position. Lathering at the shoulders, Thuds snorts and blows, dragging the wagon in short lunges, despite the breaks being locked. A tense minute passes until you are sure that your ambushers have given up. Bell pulls the pin on the wagon's evener, separating it from Thuds harness. Ace hurries to calm Thuds and walk her in circles in the alley. You see that each of your allies took wounds from the rain of arrows. You are a bloody company that comes knocking at the weapon shop's back door.

A thin window slides open and a pair of stern eyes look out into the alley. A gruff voice calls for you to identify yourselves. Rufio steps up to the door. He has no visible weapons. You are all too aware of the arrow slits above the door, certain they conceal archers with bows aimed at you.

You can't hear the conversation between Rufio and the door guard from this distance. However, Rufio soon signals Latchboy to bring over Civilar Crugetor's Watch token, meaning Rufio must have been convincing. A moment later, the back door opens, and you see a mailed arm wave Rufio in. Your friend indicates that you and Latchboy should enter with him, while Ace, Bell, and Nonap stay with Thuds and the wagon.

The morning sun is already bright enough that the shop seems dark in comparison. Your eyes adjust quickly as you enter, revealing dozens of shelves and stands of finely cared-for weaponry, both new and used. The repeated clanging of metal on metal comes from the attached smithy. Everywhere you look, the building's fortified construction is equally apparent on the inside as it was from outside.

As you enter, a Watch member wearing the white, green, and yellow tabard of her organization points you toward a wide stairway. "Top floor, end of the hall," she says in a surprisingly gruff voice. "I yelled up, so he should be expecting you."

The three of you climb the stairs, following the directions to Civilar Crugetor's office. The door is open when you arrive, and you find the civilar of the Trades Ward sitting behind a small desk. A stack of papers sits in a basket, ignored. The half-orc stands as though to observe the hand-clasping tradition that humans seem to love, then realizes that mustache wax covers his fingers. Instead, he uses the extended arm to indicate a row of seats, then he returns to his own chair and resumes curling his black mustache hair.

"I'm Civilar Crugetor," the civilar says. "I am mightily pleased to see you. Those Watch tokens I've been giving out have finally paid off."

In response, Latchboy takes a Watch token from his pocket, flips it in the air, and slaps the wooden coin onto the civilar's desk.

*If you possess your own **Watch token**, go to [Part 4-079](#). Otherwise, continue to [Part 4-092](#).*

❖ PART 4-066

You wait until a patrol of the City Guard moves past the block before putting your plan into motion.

Scaling the exterior of the stone building won't be easy and reaching the fourth-floor balcony will be a long climb. You'll have to hurry; the next City Guard patrol might happen by at any moment.

If you can fly, you can skip this whole process, going to [Part 4-055](#). If you cannot fly, you must climb instead.

You can attempt this climb yourself or relegate your sidekick to the task. Whoever tries these checks must carry a rope and must make both rolls.

*This climb requires two consecutive DC 10 Strength (Athletics) checks. Failing the first check means a fall, taking **1d6 bludgeoning** damage on impact. Passing the first check but failing the second means a longer fall, taking **3d6 bludgeoning** damage on impact instead. **Halve** these damage rolls because you land in the soft hedges along the base of the wall.*

If you succeed at both checks consecutively, go directly to [Part 4-087](#).

You can make these two checks again after each fall. Alternately, you can give up on this plan and try another of the options below.

A sidekick reduced to 0 hit points from falling will not try the climb again. Although you can easily stabilize your unconscious friend by mundane means, you must check off 1d4 boxes from your “Sailed with the Tide” event code unless you can provide instant revival through magical healing. Your sidekick otherwise recovers with 1 hp.


- **Bell Spire:** *If you have not yet done so, you can try to sneak past the guards at the bell tower, going to [Part 4-094](#).*
- **Gondar Party:** *If you prefer to circle around the building to where Habrad and Glutch are staying with the other priests of Gond, go to [Part 4-019](#).*

❖ PART 4-067

You tell Rufio that you would like to take Nonap with you, thinking his arcane expertise may come in handy.

Rufio nods at your choice. “Maybe let Nonap look at the journal before you get to the embassy,” he says. “They don’t get much opportunity to use the arcane arts anymore, and I think they’re eager to be more useful.”

A sidekick has a stat block that includes abilities like what a second player character would provide. You will control your sidekick in and out of combat. Remember that you can roll each option’s prerequisite only once, regardless of how many allies you have with you, but the sidekick can roll in your place.

 **LORE: 108-Nonap.** *Use this entry to review Nonap’s stat block.*

Remember: Nonap already used a spell slot today to cast mage armor for Thuds, and they might have used another to give you the same protection.

When you and Rufio leave the Purple Palace, Latchboy and Nonap are waiting outside. The door attendant is gone, as are the crowds, already having witnessed Ravello emerge with the Seeker’s bounty chest in hand.

Left to yourselves, the four of you climb into the wagon with Ace and Bell. It’s still morning and it’s hard to imagine that just hours ago, multiple factions in the city were clamoring to find you, perhaps kill you, to claim the Seekers’ bounty for themselves. Now you travel openly. Your friends leave their extra weapons in the back of the wagon, hidden under a tarp.

On your way north up Snail Street, you explain the Seekers’ last scavenger hunt. After getting so close to the last bounty, and the disappointment of losing it, your friends hesitate to be hopeful again. But

Nonap quickly agrees to accompany you. Your friends have an unusual level of confidence in your abilities, and you resolve not to disappoint them.

When you reach the intersection of Crossbow Lane, Bell pulls the wagon out of traffic. You and Nonap get out and wave your goodbyes as the wagon hurries away, your friends eager to get home and check on Too Small.

Go to [Part 4-093](#).

❖ PART 4-068

As you cross the brassy stripes on the ground, a green light floods the hall.

Unless you or a companion possess a security insignia, make a DC 15 Dexterity saving throw for yourself (and another for your companion if you still have a sidekick). Success avoids the magic. A failure limns the affected creature in green light, like a faerie fire spell:

Security Fire. An affected creature sheds dim, green light in a 10-foot radius. Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

This effect persists until you check the next box off your "Sail with the Tide" event code or until you or a companion pick up a security insignia.

Go to [Part 4-060](#).

❖ PART 4-069

You open the vault door to find an empty chamber beyond. You check into every corner but find nothing.

Return to [Part 4-101](#).

❖ PART 4-070

You approach the iron door and find it to be of unusually sturdy design. It closely resembles the construction of the doorways in the deep catacombs beneath the House of the Homeless, near the hidden Deepwinter tombs. The resemblance is so strong that you can hardly think it a coincidence.

If you do not yet have the "Entry Door Unlocked" code, you can choose to unlock the door from this side, adding that code:

📖 **EVENT:** “Entry Door Unlocked” (Ch. 4)

- **Continue West:** {EVENT: “ENTRY DOOR UNLOCKED”} *If you have this code, you can continue west through this doorway by going to [Part 4-045](#).*
- **West (North End):** *To pass west through the curtain at the north end of this area, go to [Part 4-060](#).*
- **Southeast:** *To go through the unlocked doorway to the southeast, go to [Part 4-046](#).*

❖ PART 4-071

The illusion is speaking Lantanna, the language used on the Island of Lantan. Lantanna is a regional dialect of Gnomish, shared by the gnomes and humans of that nation.

The illusion’s speech welcomes you to the embassy’s portal facilities. It describes a list of forbidden items that cannot go to Lantan, including invasive species of plants and creatures. It also forbids a long list of magic items and volatile alchemical compounds.

Storage vaults are available through the doors to the west. For a small charge, you can keep personal items safe, or store forbidden items that you cannot take through the portal.

Passage into the eastern hall is only for authorized personnel. Likewise, security features in the southern passage will react if you try to navigate them without the accompaniment of embassy personnel.

The illusion further gives instructions for when you enter the portal room. At this, the illusion gestures to the double doors to the north. You are to check in with customs inspection and administration to the west of the portal launch ways, prior to queuing up for a portal.

- **North:** *To use the double doors to the north, go to [Part 4-075](#).*
- **West:** *To use the double doors to the west, go to [Part 4-101](#).*
- **East:** *To pass through the curtain to the east, go to [Part 4-016](#).*
- **South:** *To check the southern passageway, go to [Part 4-082](#).*

❖ PART 4-072

You approach the vault to examine it. The metal door matches the same durable material as the rest of the wall. The lock includes a set of four numbered dials.

If you have not yet cracked this vault, you can try to do so by using each combination sequentially. You can input half the possible combinations in an hour. Do not begin the attempt unless you are willing to commit at least one hour to it.

If you don't wish to try your luck, return to [Part 4-101](#).

To start checking combinations, roll percentile dice (d100).

- *If the result is 10 or less, you got lucky and found the combination early in your search.*
- *If the result is 11 to 55 (inclusive), you found the combination in the first half of the codes. Check one box off your "Sail with the Tide" event code.*
- *If the result is 56 or higher, you did not find the right combination in the first half of the codes. You can check one box off your "Sail with the Tide" event code and give up, going to [Part 4-101](#), or finish entering possible combinations until you get it, checking a second box off the event code.*

If you open the vault, go to [Part 4-069](#).

❖ PART 4-073

The Guild does business by controlling a network of criminal factions. Threatening any of them threatens the profits that flow to the Guild from those independent organizations.

You add to your friend's plan by emphasizing how thoroughly the building in question might be damaged, and how long the authorities would be crawling over it in the aftermath. Letty's reaction confirms your insight.

"I agree," Letty says. "An open conflict with the Crimson Perytons would significantly burden our operations. It's in our interest to intercede."

Go to [Part 4-104](#).

❖ PART 4-074

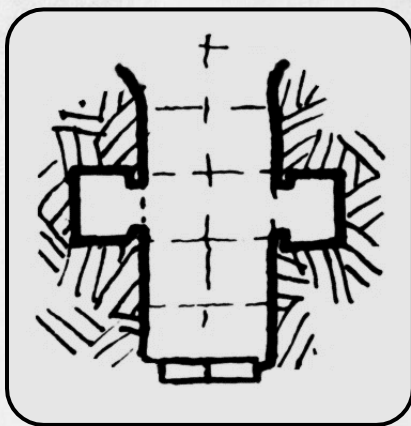
As you examine the glass closely, you feel the telltale resonance of lingering magic. Breaking the glass will trigger a magical glyph of some sort.

- **Proceed:** *To carry on with your plan to break the glass, go to [Part 4-052](#).*
- **Abandon:** *To give up on breaking the glass, return to [Part 4-006](#).*

❖ PART 4-075

You find yourself in an extra-wide hall, about 20 feet across and 40 feet long.

A double doorway stands to the south, and at the north end, the passage widens into an oddly shaped room with a pillar in its center. A brassy strip of metal crosses the floor halfway up the hall, connecting the two narrow alcoves on either side. A metal statue stands in each alcove, facing the hall.



Two corpses lay sprawled across the floor next to the brassy stripe. The lingering odor of burnt flesh is a testament to the recentness of their demise.

- **Admire:** *To examine the statues in the alcoves, go to [Part 4-088](#).*
- **Triage:** *To examine the two corpses, go to [Part 4-098](#).*
- **North:** *To proceed north into the room, passing the two alcoves, go to [Part 4-112](#).*
- **South:** *To pass the double doors southward, go to [Part 4-060](#).*

❖ PART 4-076

The plaque here says, “Argent Gate,” under which is written, “Master gate access. Authorized use only. Portal key required.”

- **Activate:** {ITEM: IRON PETAL AND EVENT: “READ INVENTION DIARY”} *If you possess an **iron petal** and you have this event code, you can remove that item from your inventory, inserting it as indicated in the diary by going to [Part 4-128](#).*
- **Leave:** *To abandon this close inspection and go elsewhere in the room, return to [Part 4-023](#).*

❖ PART 4-077

You approach the metal door, finding no handle or keyhole. It doesn’t appear to have hinges or any other mechanism by which it might open or unlock.

If you have the event code “Long, Thin Vault,” you can bypass this door by going to [Part 4-117](#). Otherwise, select one of the following options.

- **Unique Resonance:** {ITEM: PRISTINE HAT} *If you have the pristine hat, you can contemplate its strange attraction to this door by going to [Part 4-090](#).*
- **Search:** {CHECK: INTELLIGENCE (INVESTIGATION) 17} *If you manage to decipher the trick of this door, go to [Part 4-102](#).*
- **Extensive Search:** {PASSIVE SCORE: INTELLIGENCE (INVESTIGATION) 12} *If you wish to take an extensive amount of time, carefully investigating every inch of the door, check off a box on your “Sail with the Tide” event, then go to [Part 4-102](#).*
- **Force:** {ITEM: CROWBAR OR MINER’S PICK} *Although this door is obviously too strong to break with brute force, you can excavate the mortar in the stonework around it with extreme effort. Gain one level of **exhaustion** when you take this route and check off a box on your “Sail with the Tide” event before going to [Part 4-117](#).*
- **Leave:** *To look elsewhere in the room, return to [Part 4-048](#).*

❖ PART 4-078

Nonap joined the gang later than the other members, and they were older than every other member too. Their stoic reliability is matched only by their acerbic wit and magical curiosity. The gang owes its existence to Nonap’s magical prowess, at least twice over.

“We will take them to the Zoarstar,” Rufio says. “Their body will be preserved against the chance that we can afford a diamond later.”

📖 **EVENT:** “Nonap Died.” *You can remove this code by providing 500 gp to pay the cost of a raise dead spell, bringing your friend back to life.*

The mood is somber when you finally leave the embassy grounds. You cross the street with your friends and you all pile into the gang’s wagon. Too Small takes the reins and directs Thuds toward Sea Lion Street, near the pier where the Seeker’s ship is waiting.

Go to [Part 4-113](#).

❖ PART 4-079

The civilar thanks you and Latchboy for agreeing to his request, which he assumes is the reason you’ve come.

You tell Crugetor that your friend—here you nod toward Rufio—has knowledge of the Crimson Perytons’ comings and goings, their criminal

enterprises, their members' identities, and other critical details that could slow the threat that is rapidly growing out of the Docks Ward.

With the introduction complete, you sit down, happy to let Rufio explain the difficult parts.


Go to [Part 4-106](#).

❖ PART 4-080

You tell Rufio that you would like to take Bell with you. The little gnome is a sturdy combatant and you appreciate the protection of her shield.

"She's an able fighter," Rufio says, nodding at your choice. "I'm glad you two will get more time together. I think Bell was hit hardest by your leaving.

A sidekick has a stat block that includes abilities like what a second player character would provide. You will control your sidekick in and out of combat. Remember that you can roll each option's prerequisite only once, regardless of how many allies you have with you, but the sidekick can roll in your place.

 **LORE: 109-Bell.** Use this entry to review Bell's stat block.

When you and Rufio leave the Purple Palace, Latchboy and Nonap are waiting outside. You notice that the door attendant is gone, although you have no idea where. The crowds have also departed, already having witnessed Ravello emerge with the Seeker's bounty chest in hand.

Left to yourselves, the four of you climb into the wagon. It's still morning and it's hard to imagine that just hours ago, multiple factions in the city were clamoring to find you, perhaps kill you, to claim the Seekers' bounty for themselves. Now you travel openly, unmolested and unfollowed. Your friends can leave their weapons in the back of the wagon under the tarp.

On your way north up Snail Street, you explain the Seekers' last scavenger hunt. After getting so close to the last bounty, and the disappointment of losing it, your friends hesitate to be hopeful again. But Bell agrees to accompany you. Your friends have an unusual level of confidence in your abilities, and you resolve not to disappoint them.

When you reach the major intersection of Crossbow Lane, Bell pulls the wagon out of traffic and stops. She gets out of the wagon with you and Rufio takes over driving. The two of you wave your goodbyes as the wagon hurries away, your friends eager to get home and check on Too Small.

Go to [Part 4-093](#).

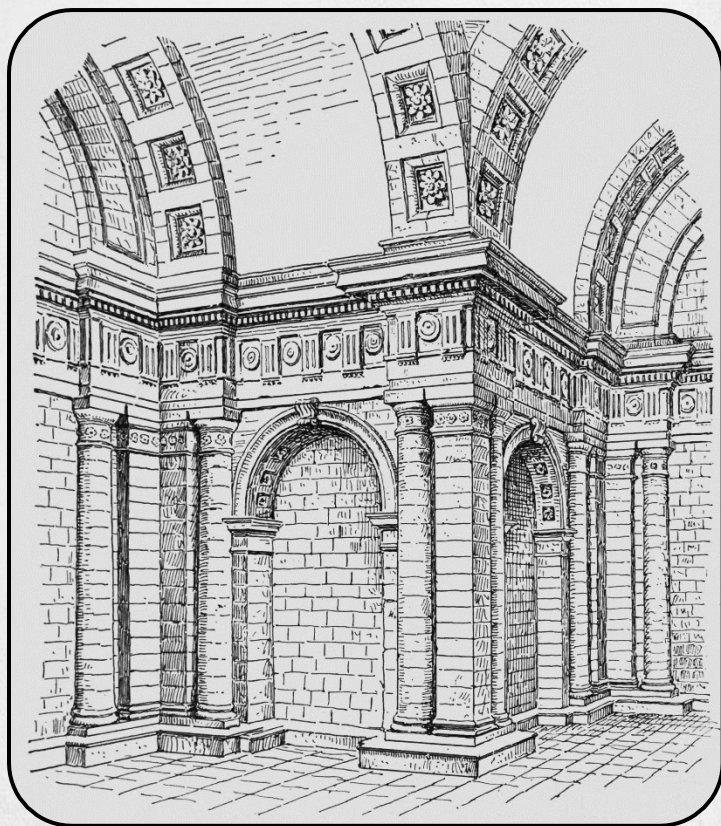
❖ PART 4-081

You enter the door to find yourself inside a small sleeping chamber. Sheets cover a bed and wardrobe, as though to keep dust away during a period of extended disuse. The door on the far side of the room is unlocked, leading you into the center of the tower.

The central portion of the tower is an open-air shaft that drops four stories to the ground floor. From the large stained-glass ceiling, a multicolored shaft of light falls downward through the open air. Motes of dust dance in the rainbow of sunlight.

A spiral staircase winds around the interior of this shaft, with intermittent landings. The doors on each landing open into small sleeping chambers like the one you entered through, but none of these have their own balconies.

You take the stairs to the ground floor, which opens into a large hall. This area hosted banquets and other formal events. Sheets cover a large central table. Sheets likewise cover the 54 heavy chairs around the table. Beautiful



frescoes line the wall and ceiling, and an ornate chandelier rests on the floor, waiting for someone to light its candles and winch it to the ceiling.

Everywhere you look, you find magnificent artisanship in the construction of this building. It is no wonder that the temple of Gond intervened to prevent this building's

destruction or repurposing after the loss of Lantan a century ago. The artistic value is immeasurable.

So engrossed are you in the examination of these features that you don't realize your companion has gone until you hear a snapping noise coming from the entryway. Your sidekick is drawing your attention to the stairway you must take to reach the basement of the embassy. You resolve to come here again at some point in the future, then the two of you descend the wide staircase to a pair of double doors, pushing through to the basement beyond.

Go to [Part 4-107](#).

❖ PART 4-082

The passage goes a short way south before turning west. At that corner, a door is visible on the eastern wall. The southern passageway itself is taller than others in this basement, with a rounded ceiling. Walking through it will cause you to pass over several stripes of brassy metal that cross the floor.

Decorative patterns carved into the stone walls contain various sets of writing composed with Draconic script.

A pair of recent footprints, not your own, mar the dust in the floor here, having gone from the south to the north.

- **Interpret:** {LANGUAGE: LANTANNA (OR GNOMISH)} *If you can read Lantanna, interpret the writing by going to [Part 4-096](#).*
- **Continue:** *You can continue through the southern passage by going to [Part 4-122](#).*
- **North:** *To use the double doors to the north, go to [Part 4-075](#).*
- **West:** *To use the double doors to the west, go to [Part 4-101](#).*
- **East:** *To pass through the curtain to the east, go to [Part 4-016](#).*

❖ PART 4-083

The chests contain military uniforms sized for humans and gnomes. The clothes' antiquated style and the fragile, century-old cloth give you no hope that the items could be of any value.

You also find a set of six small, identical books with brittle pages. The writing within uses the Draconic alphabet.

If you can read Lantanna (or Gnomish), you can decipher the books by going to [Part 4-097](#). If not, return to [Part 4-046](#).

❖ PART 4-084 ■■■

You are in a cross-shaped chamber below the Lantanese Embassy. You face dozens of tiny automatons that pour from a crab-like burrowing machine. They attack in swarms.

Sequence. The clockwork swarms exit the burrowing machines on their initiative counts, on the rounds shown in the Combat Events sidebar.

Skirmisher. The swarms approach and attack their assigned targets single-mindedly, but will use the Disengage action when it would avoid opportunity attacks.



CLOCKWORK SWARMS (x4)

Medium swarms of *Tiny constructs*

Armor Class 12 (natural armor)

Hit Points 7 (3d6 - 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
(-4)	(+1)	(-1)	(-5)	(-2)	(-5)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantine weapons, plus acid, cold, fire, necrotic, and radiant damage

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 9

ACTIONS

Razer Saws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage, or 3 (1d4 + 1) slashing damage if the swarm has half of its hit points. *These attacks do maximum damage (7 or 5 slashing) to inanimate objects, like the portal frames or the central pillar in this room.*

COMBAT EVENTS

When the combat begins, only the wreck of the burrowing machine, the two portal frames, and the central pillar are present with you and your sidekick. They are potential targets in this fight, but they do not roll initiative or act. Each has its own AC and hit points.

Round 1: On its initiative, the first clockwork swarm (1) exits the burrowing machine (A), moves to the northern portal frame (B), and begins attacking it. *If the frame reaches 0 hit points, stop the fight.*

Round 2: On its initiative, the second clockwork swarm (2) exits the burrowing machine (A) and tries to attack you (PC) or your sidekick (SK), whoever is closer. In any round that it cannot find a target, it attacks a portal frame or the central pillar, whichever is closest.

Round 3: On its initiative, the third clockwork swarm (3) exits the burrowing machine (A), moves to the central pillar (D), and begins attacking it. If the pillar reaches 0 hit points, this swarm reverts to #2's combat routine, attacking you or your sidekick.

Round 4: On its initiative, the fourth clockwork swarm (4) exits the burrowing machine (A), moves to the eastern portal frame (C), and begins attacking it. *If the frame reaches 0 hit points, stop the fight.*

CENTRAL PILLAR

Large object

Armor Class 10

Hit Points 13

Special. If the swarms reduce this light-emitting pillar to 0 hit points, the crumbling support structure malfunctions; it begins emitting magical darkness over the entire battlefield. See “Vision and Light” in chapter 8 of the *Player's Handbook*.

PORTAL FRAMES (x2)

Huge object

Armor Class 10

Hit Points 20

Special. If the swarms destroy (reduce to 0 hit points) either of the portal frames, the very objects the Seekers are interested in, proceed immediately to Combat Conclusions, below.

BURROWING MACHINE

Large object

Armor Class 14

Hit Points 17

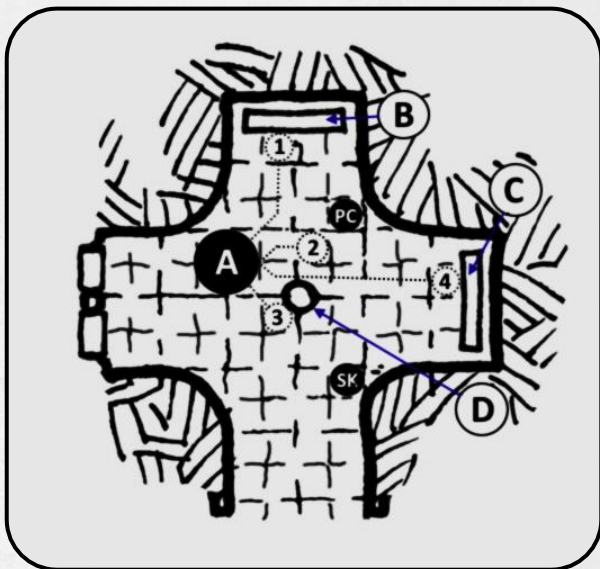
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks not

made with adamantine weapons
Damage Immunities poison, psychic

Special. If you reduce the machine to 0 hit points, no more clockwork swarms exit it; you defeat any swarms that have yet to appear.

Map. This is a large combat, with as many as ten participants to track at once. Carefully study each stat block (particularly the results of destroying objects) and the Combat Events sidebar.

You (PC) and your sidekick (SK), if you still have one, begin 15 feet from the inanimate burrowing machine. Each round, a clockwork swarm (1, 2, 3, 4) bursts from the burrower, attempting to achieve its own combat goals.



COMBAT CONCLUSION

- **Win:** If you defeat all four clockwork swarms, and your companion still lives, go to [Part 4-024](#).
- **Win (Sidekick Killed):** If you defeat the swarms but your sidekick died, either in this or a previous battle, go instead to [Part 4-129](#).
- **Lose (Portal Destroyed):** If a clockwork swarm reduces a portal frame to 0 hit points, go to [Part 4-131](#).
- **Lose:** If the swarms defeat you and your companion, go to [Part 4-100](#).

❖ PART 4-085

Whatever this language is, Bell can understand it, at least in part. She translates it for you using hand signs. You try to decipher each combination, but you are out of practice interpreting your mute friend's hand language, particularly as fast as she's signing to keep up with the illusionary voice.

"Welcome to portals."

"No illegal magic permitted."

"No illegal alchemy permitted."

"Personal-use safes west."

"Small charge."

"No trespassing east."

"Employees only."

"Do not go south alone."

"Check tax rooms near portals."

"Queue for portal."

- **North:** *To use the double doors to the north, go to [Part 4-075](#).*
- **West:** *To use the double doors to the west, go to [Part 4-101](#).*
- **East:** *To pass through the curtain to the east, go to [Part 4-016](#).*
- **South:** *To check the southern passageway, go to [Part 4-082](#).*

❖ PART 4-086

Bell was the most reliable of the gang, hearty in battle and ever a "voice" of reason. She continually placed herself between danger and her friends. Bell was always the first one to risk her own skin to keep others safe. Her bravery finally took its toll.

"We will take her to the Zoarstar," Rufio says. "They'll preserve her body against the chance that we can afford a diamond in the future."

🔓 **EVENT:** "Bell Died." *You can remove this code by providing 500 gp to pay the cost of a raise dead spell, bringing your friend back to life.*

The mood is somber when you finally leave the embassy grounds. You cross the street with your friends and you all pile into the gang's wagon. Too Small takes the reins and directs Thuds toward Sea Lion Street, near the pier where the Seeker's ship is waiting.

Go to [Part 4-113](#).

❖ PART 4-087

By climbing through the crenellations, you and your companion have both made it safely to the balcony, out of sight from the ground. You hurry to pull in the rope before someone below spots it.

Then the two of you approach the single door that leads from the balcony to the interior of the embassy.

Go to [Part 4-006](#).

❖ PART 4-088

The two statues wear heavy aprons, and each has a smith's hammer tucked in the crook of one bent arm. The statues would be identical, their features all matching, but for the fact that one is a human and the other is a gnome.

The plaque on the base of the human statue reads, "Gond (Nebelun)" in Common script. The one on the shorter gnome statue reads, "Nebelun (Gond)," also written in Common.

The eyes of both statues glow with baleful red light.

Return to [Part 4-075](#).

❖ PART 4-089

You approach the set of doors in the western wall. You see no locking mechanism on either; they look like they will swing open if pushed.

Each door has a plaque with Draconic writing on it.

- **Inspect:** {LANGUAGE: LANTANNA (OR GNOMISH)} *If you can read the plaques, you may do so by going to [Part 4-099](#).*
- **West:** *To push through one of the doors leading west, go to [Part 4-048](#).*
- **Leave:** *To abandon this close inspection and go elsewhere in the room, return to [Part 4-023](#).*

❖ PART 4-090

As you lean toward the door, you feel a strange resonance in the air. The *pristine hat* begins to vibrate and the door's illusory façade fades. Beneath is a simpler door, not the reinforced iron it previously seemed to be. The real door has a handle making it easy to access the room beyond.

Go to [Part 4-117](#).

❖ PART 4-091

The Guild does business by controlling smaller criminal factions, usually from a distance. Something in what Rufio said got a reaction from Letty. In a flash of insight, you interpret that reaction to mean the Guild has some interest or investment in one of the buildings Rufio mentioned.

You interrupt your friend to emphasize how thoroughly the building in question might be damaged, and how long the authorities would be crawling over it in the aftermath. Letty's reaction confirms your insight.

"I agree," Letty says. "An open conflict with the Crimson Perytons would significantly burden our operations. It's in our interest to intercede."

Go to [Part 4-104](#).

❖ PART 4-092

Rufio introduces himself but does not give your name or Latchboy's. He explains that he is aware that the Watch has been trying to get information about the Crimson Perytons, a threat that is growing out of the Docks Ward with alarming rapidity. The civilar is not surprised when Rufio links the raid on the Purple Palace with the Watch's desire to catch some of the Perytons. He is surprised, however, when Rufio offers to tell him anything he wants to know about your rival gang.

Go to [Part 4-106](#).

❖ PART 4-093


As the wagon pulls away, you reflect on all that's transpired and what you've learned in the past hour. The rush of recent events has finally slowed, giving you a chance to prepare for what comes next. You feel refreshed, eager to meet the next challenge on your own terms.

*You may count the respite of the past hour as sufficient to finish a **short rest**.*

You check the position of the sun. You have seven hours until eventide. You can't imagine what would take so long inside the Lantanese embassy that you would need all that time, but the stakes are high enough that you shouldn't delay. That said, there are a couple of things to consider first.

To prepare yourself to break into the embassy, you might want to acquire additional equipment. You happen to be next to Virgin Square, a market that specializes in weapons and equipment for adventurers.

The other thing to consider is the invention diary the Seekers' agent provided. You have yet to examine it, so you might want to take the time to do so before you need the information within.

 **LORE: 111-Invention Diary.** Use this entry to peruse the marked content of this invention diary.

If you wish to check the market, go to [Part 4-130](#). Otherwise, continue to [Part 4-116](#).

❖ PART 4-094

The nearby bell tower serves as a warning system for citywide emergencies. When rung by a team of rope pullers, the bells atop of this edifice can be heard across the city, and even as far away as ships at the harbor's edge.

Members of the City Guard stand watch by the tower door, ostensibly to prevent saboteurs from destroying one of Waterdeep's early warning mechanisms. However, the city's magical protections make the tower something of a redundancy, meaning only a pair of guards stand stationed here at any given time.

You cross the grounds of the embassy toward the neighboring tower, taking care to keep the hedge between you and the base of the tower. A quick peak shows that only one soldier stands watch right now. He walks in a slow circle around the base of the tower. You don't know where the other guard has gone, but you don't question your good fortune. This will be easier than you thought!

You wait for the bell tower guard to move to the farthest point of his patrol, then you slip from behind the hedge and run toward the tower, your companion in tow.

Make a Dexterity (Stealth) check. Roll with disadvantage if your sidekick is Bell; her lower speed and heavy armor are a detriment to your swift, quiet approach. If your check result is 10 or higher, go to [Part 4-105](#). If your result is 9 or lower, go to [Part 4-118](#).

❖ PART 4-095

Time is your worst enemy in the basement of the Lantanese Embassy. When you finally leave, you find your growing sense of trepidation validated; you have taken too long below ground. The sun is setting on the horizon,

meaning you missed the tide. The Seeker's agent will have already sailed. It is too late to claim the bounty and save your friends from their debt.

Your quest ends here.

❖ PART 4-096

The writings are short riddles written for children, religious sayings relative to Gond, and pieces of poetry. The writings appear in a way that might entertain visitors queuing in this hallway.

Each side of the hall has a riddle that stands out. These larger carved letters are inset with a dull, brassy metal that shines through a layer of dust.

The first riddle reads:

*This garden has flowers and bees.
When each bee lands on a different flower, one bee has
no flower to land on.
If two bees share a flower, one flower has no bee.
How many flowers and how many bees are in the garden?*

The riddle on the opposite side reads:

*In two years, Twill's daughter Jess will be twice as old
as five years ago.
How old is Jess?*

- **Continue:** You can continue through the southern passage by going to [Part 4-122](#).
- **North:** To use the double doors to the north, go to [Part 4-075](#).
- **West:** To use the double doors to the west, go to [Part 4-101](#).
- **East:** To pass through the curtain to the east, go to [Part 4-016](#).

❖ PART 4-097

The little books are all the same. They are a set of instructions for Lantanese soldiers stationed to guard the embassy. Most of the instructions are rudimentary, related to dealing politely with visitors of various kinds. Of incredible importance to you, these books also explain security features and protocols for the embassy's basement.

The first line of defense is the pair of Gondsman that stand guard in the nearby hall alcoves. Although these automatons pose in a friendly manner, waving to visitors, they have a “sentry mode” that activates when the embassy is closed. In sentry mode, the Gondsman will attack, but they will let pass anyone carrying a “security insignia” (stored in the “key hold”), or anyone who recites the most recent security pass phrase.

The arched entry passage that leads to the basement’s illusionary host is likewise a security feature. Absent a security insignia, or not accompanied by someone using such an insignia, intruders will get ensorcelled by a magical fire that shows them to be sneaking in, even defeating invisibility.

The two magical statues of Gond at the entry to the “portal room” are the deadliest of the basement’s defenses. They are likely to incinerate any intruder with beams of fiery power, making it critical that anyone passing that hallway bear a security insignia or accompany someone carrying an insignia. Although a security pass phrase will also suffice, this one is different than the one that disarms the Gondsman and it’s known only to the ambassador and her most important aides.

Finally, the book’s protocols give clues as to what awaits in other parts of the embassy. The protocols for handling firearms inform you that such weapons are in the barracks armory and in the key hold. Firearms must stay on embassy grounds because Waterdeep laws restrict “smokepowder” and similar volatile substances.

The protocols for the personal vaults regulate what items portal-users may store within them, and how long to permit such storage before the items become forfeit. The duration of storage seems to hang on whether the items are contraband, either in Waterdeep or in Anchoril, or whether the traveler is simply unable to pay import duties at the time of arrival. Users of the personal vaults set their own combinations, but in the case of failure to return for the items stored, it will only take a couple of hours to try every possible combination and seize the forfeited items.

The protocols for the key hold, which stores the most valuable and secure items, require the ambassador herself to open the door. One of the preeminent magical jewelers of the day crafted the complex magical lock, which is guaranteed secure against almost any intrusion. Bypassing the lock requires one of a set of five rings, created at the same time as the lock. Important Lantanese officials in Waterdeep and Lantan hold these rings.

Return to [Part 4-046](#).

❖ PART 4-098

The two corpses here have been dead for less than a tenday. They fell in positions that suggested they were simply walking past the brassy stripe on the ground.

Several holes bore through both bodies, the flesh seared by heat; not a drop of blood has fallen in the dust. It is as though fiery lances shot through them, killing both instantly.

These intruders were human males, dressed for this sort of misadventure. They wear masks that, once removed, show no unusual features. Both bodies have armor, though whatever caused these impressive injuries destroyed both suits. However, the rest of their gear looks useful.

*You can take any of the following items that you have not previously taken from this location: 5 **sacks** (0.5 each), a **signet ring** (0), an **embassy key** (0), a **miner's pick** (10), a **sledge hammer** (10), three **quivers** (1 each), each containing 20 **arrows** (1 per set of 20), a **shortbow** (2), and a **war pick** (2).*

Return to [Part 4-075](#).

❖ PART 4-099

The plaque on the right-hand door has one word, "Exit."

The other plaque says, "Enter," below which are three lines: "Passport check," "Proof of residence," and "Gate passes."

- **West:** *To continue through one of the doors leading west, go to [Part 4-048](#).*
- **Leave:** *To abandon this close inspection and go elsewhere in the room, return to [Part 4-023](#).*

❖ PART 4-100

As the swarm of clockwork spiders climbs over you, sawing at your body with tiny whirling blades, you lament how close you were to achieving your goal, just to have it all come crashing down in ruin at this moment.

Your life and your quest end here.

❖ PART 4-101

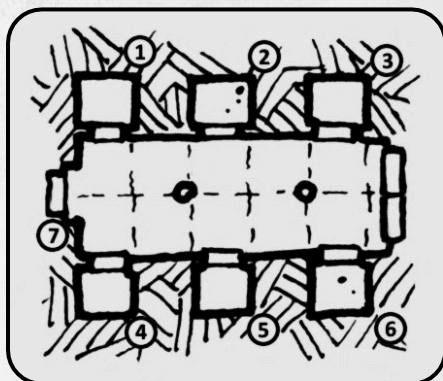
You are in a rectangular room, 20 by 55 feet in dimension. Two glowing pillars bathe the entire room in a warm light.

Secure-looking vault doors line the walls, three each on the north and south walls, and one on the western wall. They are easily large enough to step through, should you be able to bypass their locks.

Combination locks secure the vault doors. They might slow a would-be thief but couldn't stop one; given time, you could try enough combinations to open any of the vaults. The vault door to the west is slightly different; where the other doors have a combination lock, this one bears an ornate engraved plate, without the numbered dials of the other locks.

A set of double doors to the east swing on pin hinges, leading back to the room where you encounter the talking illusion.

A pair of footprints mark the dust on the floor here, from feet that are not yours. Two people entered from the east, approached every door here, then returned west.



- **Vault 1:** To examine the northwestern vault, go to [Part 4-111](#).
- **Vault 2:** To examine the north-central vault, go to [Part 4-119](#).
- **Vault 3:** To examine the northeastern vault, go to [Part 4-021](#).
- **Vault 4:** To examine the southwestern vault, go to [Part 4-072](#).
- **Vault 5:** To examine the south-central vault, go to [Part 4-103](#).
- **Vault 6:** To examine the southeastern vault, go to [Part 4-127](#).
- **Vault 7:** To examine the western vault, the one with the ornate plate, go to [Part 4-022](#).
- **Leave:** To leave this area through the double doors to the east, go to [Part 4-060](#).

❖ PART 4-102

As you touch the door, you find something strange about it. Your sight and your sense of touch disagree about the door's size and shape.

Examination eventually reveals it to be an illusion. When you make this conclusion, the door's illusory façade fades, becoming partly transparent. Beneath is a simpler door, not the reinforced iron it previously seemed to be. The real door has a handle that allows easy access to the room beyond.

Go to [Part 4-117](#).

❖ PART 4-103

You approach the vault to examine it. The metal door matches the same durable material as the rest of the wall. The lock includes a set of four numbered dials.

You find sewing needles pushed into the narrow openings that two of the four dials are set in, jamming them in place. Scratches mark several numbers on the first dial, as though someone tried all the related combinations and wanted to mark those dial settings as invalid.

You find that the vault door is still locked. Whoever was trying the combinations gave up after checking only half of the possibilities.

If you have not yet cracked this vault, you can try to do so by using each combination sequentially. You can input half the possible combinations in an hour. Do not begin the attempt unless you are willing to commit an hour to it.

If you don't wish to try your luck, return to [Part 4-101](#).

To start checking the remaining combinations, roll percentile dice (d100).

- *If the result is 5 or less, you got lucky and found the combination early in your search.*
- *If the result is 6 or higher, you found the combination in the second half of the codes. Check one box off your "Sail with the Tide" event code.*

With either outcome, go to [Part 4-109](#).

❖ PART 4-104

You have secured Letty's agreement to intercede with the Crimson Perytons. All that remains is to work out the details. She seems reluctant to apply too much pressure to your rivals; they are a growing faction with a lot of potential to enrich the Guild through various collaborations.

Throughout the talk, you can tell Rufio wants the Guild to punish the Perytons, in addition to securing Too Small's release, but it's a delicate negotiation given how both groups' businesses seem to overlap. Rufio satisfies himself telling Letty where the Perytons' criminal enterprises are vulnerable to hostile takeovers. It is enough for him that the Guild will reduce your rivals' income and influence, in addition to saving Too Small.

When they conclude these details of the arrangement, Letty calls for a messenger to arrange a meeting between her and Ravello in the nearby Plinth temple. An hour later, she leaves for the meeting, instructing you and your friends to wait in the Wayride House.

You sit in the parlor for another hour, trying not to discuss anything of importance that might get overheard. You politely decline the refreshments offered. When Letty returns, she motions for you to sit as she hangs her cloak on a nearby rack. She takes the same soft chair she sat in before, looking at the undisguised expressions of anticipation on your faces.

"I have your friend, Too Small," Letty says. "Here's what happened. I met with Ravello. He tried to use his enchantments on me, for which I rebuked him with my own. Once I convinced him of our relative positions, things went smoothly. Ravello claimed you brought heat down on his operation, that you got his people swept up in a dragnet at the Purple Palace yesterday. He had to pay a significant sum to secure their release. He said you owe him, and that he expected to be compensated before releasing Too Small."

Letty looks to Rufio for a response, but your friend has nothing to add.

Letty continues. "I thought the claim might have merit, so I didn't want to argue it with him. I told Ravello I would hold your friend in escrow while I investigated the claims. We strongly discourage killing or kidnapping between factions because it invites open retribution, which is bad for everyone's businesses. We agreed that there would be no further hostilities, once you tell the Seekers' agent you are giving the Deepwinter Seal to Ravello and that he is the winner of the bounty. When that happens, I'll release Too Small and there'll be no further violence between your factions."

"I accept," Rufio says, not stopping to consider the costs.

“Good,” Letty replies. “Now you will go to the Purple Palace, do what needs doing, and we can put this all behind us. I will put out the word that no one is to interfere with you on the way.”

Despite losing the bounty you worked so hard for, Too Small’s imminent release is a great relief. You sit back as Letty describes more of the details to Rufio. Then Rufio gives Letty one of the two matching wooden rings he normally wears on a thong around his neck. “This trinket will grow warm when I rub the matching ring, signaling you that the exchange is complete. By this, you will know that Too Small can be returned home.”

“I’m glad you’re onside,” Letty says, satisfied.

✧ **RENOWN:** +4 (The Guild)

You and your friends return to the wagon where Thuds is patiently waiting. You retake your previous positions and Bell guides Thuds west to the Way of the Dragon, then south toward the Purple Palace.

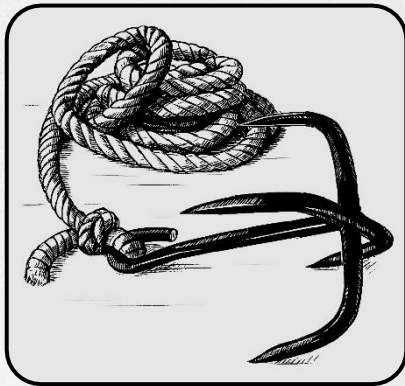
Go to [Part 4-121](#).

❖ PART 4-105

Safely inside the tower, you and your companion hurry up the spiral staircase toward the bell puller’s platform. The platform offers a beautiful view of Embassy Row, with its striking architecture and carefully tended gardens. Six massive bells hang above you, silent for the moment.

From this vantage, you can clearly see Castle Waterdeep on its bluff overlooking the city. You take a moment to enjoy the view of Timehands, the ornate golemwork clock in the castle’s highest tower. This timepiece was a gift from Lantan over a hundred years ago. It thankfully never needed repairs during the century of Lantan’s loss, but even with that nation’s recent return, the mysterious Lantanese have yet to resume their place in the politics of the Sword Coast. You hope the clock continues to operate smoothly until the Lantanese are ready to reestablish diplomatic ties.

You shift your focus to the nearby Lantanese Embassy, right next door. It is close enough for a rope to span the gap to its fourth-story balcony, just



below your current height. You waste no time tying a loop in one end of your rope and dropping it over a short metal post. The purpose of the watchtower having such posts is unclear, but this one seems perfectly designed to help you in this scenario. You throw the grappling hook across the gap, sinking it between the crenellations on the far balcony.

A bit surprised at how easy all of that was, you and your companion slide down the rope to the balcony. Standing on the crenellations, you jerk the rope until the looped end comes free of the metal post on the bell tower.

Go to [Part 4-087](#).

❖ PART 4-106

The rest of the meeting goes quickly, with Rufio giving a few details to prove he can deliver the promised information. Then Rufio lays out the gang's predicament with Too Small's kidnapping and the conflict over the Deepwinter Seal. He tells Crugetor what you want in exchange. After a bit of haggling, the two of them come to an agreement. Rufio reveals the location where he believes the Perytons are holding Too Small and he describes the size of the force necessary to rescue her.

"The timing is the most important part," Rufio says. "The rescue must take place as we finalize the exchange of the Deepwinter Seal, yielding our bounty to the leader of the Crimson Perytons. We must give them the seal to end the conflict between our factions, but if we give it up after Too Small's rescue, we'll look weak. On the other hand, if we give it up before Too Small's rescue, they'll either kill her or move her to maintain their advantage."

Then Rufio gives Crugetor one of the two matching wooden rings he wears on a thong around his neck. "This trinket will grow warm when I rub the matching ring, signaling you that the time is right to strike."

Crugetor grips a towel to wipe the wax from his fingers, then he and Rufio rise to shake hands in agreement. He shakes your hand in turn, then Latchboy's, although your young friend offers his hand only grudgingly.

✧ **REOWN:** +4 (Waterdeep Watch)

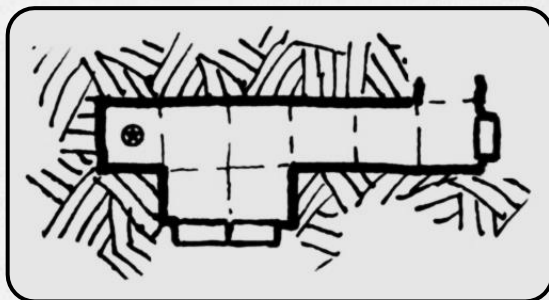
When you leave the weapon shop, you find your friends ready to go. Thuds is re-harnessed and wiped down, and Ace is feeding her dribbles of water from a waterskin. Nonap is keeping watch at the corner, a crystal-tipped wand in his hand.

You all recheck your equipment before remounting the wagon. Bell backs the wagon, circling to the front of Saern's Fine Swords, then turns south down the High Road. There is no sign of pursuit or ambush as you ride among the morning traffic. However, out of an abundance of caution, Bell drives south through the Castle Ward instead of taking the direct route down the Way of the Dragon.

Go to [Part 4-121](#).

❖ PART 4-107

You find the wide basement stairs and descend several flights before reaching a set of ornately carved double doors. Despite their obvious weight, they swing easily on their pin hinges, revealing a 20 by 20-foot antechamber.



As you enter the room, the large stones in the ceiling flicker then begin to emit a warm, bright light that illuminates the area.

The dust on the floor is thick and gritty, the accumulation of a century. You can feel it with each step, making the ground slippery to walk on. The dust also reveals two sets of tracks moving from the south to the east, a sign that others came through here recently.

On your left, an alcove contains a clockwork humanoid standing on a low pedestal, as dust covered as the floor. One of the construct's arms waves slowly, as in greeting. The motion is slow and stilted. You can hear the arm's internal components cracking bit by bit as the greeter continues its automated task.

SHARING TREASURE (MANDATORY NOTE TAKING)

According to your understanding of proper adventuring parties, you and your companion should split any treasure discovered here. Keep track of anything of value you find in the embassy basement, beginning now; half that wealth rightly belongs to your friend! In the case of any magic items you might find, your companion will agree that you should keep them since you are more likely to put them to good use.

On your right, a wide passage extends eastward to an east-facing doorway, then turns sharply north.

As you are contemplating the eastward passage, you hear a crack followed by the grind of rusty gears. The automaton in the western alcove is animating! Although the creature is having difficulty moving, it seems bent on stopping you from going farther into the basement. As it approaches, the guardian opens its massive hands in a grasping gesture and a reedy, crackling voice emanates from it. “You will surrender to this machine,” it says. But the machine doesn’t seem to be waiting to accept a surrender. It lumbers straight at you!

Go to [Part 4-120](#).

❖ PART 4-108

You examine the iron door in the northern doorway. It is sturdier than the door you passed to get into this room, implying a higher level of security. You’ve seen a lot of doors with a similar design quite recently, in the deep catacombs beneath the House of the Homeless.

If you have previously opened this door, continue through by going to [Part 4-125](#).

- **Key:** {ITEM: EMBASSY KEY} *To bypass the door using the **embassy key**, go to [Part 4-125](#).*
- **Lockpick:** {ITEM: THIEVES’ TOOLS AND “CHECK”: DEXTERITY (THIEVES’ TOOLS) 23} *You have enough time to test this lock repeatedly. If you have thieves’ tools, determine your check result by assuming you will eventually roll a 20, then add applicable bonuses. If the lock is not beyond your ability, you can bypass this door by going to [Part 4-125](#). Make a note that you have opened this door before proceeding.*
- **Force:** {ITEM: CROWBAR OR MINER’S PICK} *Although this door is too strong to break with brute force, you can excavate the mortar in the stonework around it with extreme effort. Gain one level of **exhaustion** when you take this route and check off a box on your “Sail with the Tide” event before going to [Part 4-125](#). Make a note that you have opened this door.*
- **Leave:** *To consider your other options, return to [Part 4-046](#).*

❖ PART 4-109

The vault door swings open. Inside the otherwise empty room is a single book, resting in the middle of the floor.

A roll of brittle parchment explains that the book contains lore contraband in Lantan, as defined by the High Holy Crafhhouse of Inspiration.

 **LORE: 120-Book of Languid and Loathsome Lore.** *Use this entry to learn the mundane properties of this item.*

Return to [Part 4-101](#).

❖ PART 4-110

The writings are short riddles written for children, religious sayings relative to Gond, and pieces of poetry. The writings appear in a way that might entertain visitors queuing in this hallway.

Each side of the hall has a riddle that stands out. These larger carved letters are inset with a dull, brassy metal that shines through a layer of dust.

The first riddle reads:

*This garden has flowers and bees.
When each bee lands on a different flower, one bee
has no flower to land on.
If two bees share a flower, one flower has no bee.
How many flowers and how many bees are in the
garden?*

The riddle on the opposite side reads:

*In two years, Twill's daughter Jess will be twice as old
as five years ago.
How old is Jess?*

- **Continue:** *You can continue through the northern passage by going to [Part 4-068](#).*
- **Doorway:** *To inspect the eastern doorway instead, go to [Part 4-007](#).*

❖ PART 4-111

You approach the vault to examine it. The metal door matches the same durable material as the rest of the wall. The lock includes a set of four numbered dials.

You find sewing needles jammed into the narrow openings that each dial is set in, holding the dials in place. Scratches mark seven of the eight numbers on the first dial, as though someone tried all the related combinations and wanted to mark those dial settings as invalid.

You test the vault door and find that the current combination is correct. The door swings open revealing six sturdy wooden pallets. On one corner of one of the pallets is a small stack of iron bars. Each bar has a stamp, a shield outline (the heraldic device of Waterdhavian nobility) within which a jagged lightning bolt drops from a cloud. From the number of empty pallets, you presume that this shipment once included a lot more of the bars.

*You can take any of the 27 **iron bars** (10 each) that you have not previously taken. An individual bar is worth 1 gp but weighs ten pounds! Be mindful of your carry weight limitations if you take any of this heavy treasure.*

Return to [Part 4-101](#).

❖ PART 4-112

You move toward the larger chamber to the north.

If you or a companion possesses a security insignia, go to [Part 4-023](#). If neither of you carry such an item, go to [Part 4-124](#).

❖ PART 4-113

Despite her age, Thuds has no trouble pulling the wagon with you and your friends in it. Her high step echoes over the cobblestones as you leave the Castle Ward.

Although a patrol of the City Guard eyes your group as you pass, you manage to remain above suspicion, and no one tries to stop you on the way. Too Small turns the wagon onto Lackpurse Lane, moving west between the Castle Ward and the Docks Ward. The familiar roads bring back memories of the years you spent here in your youth. You allow yourself a moment of happy nostalgia, rolling along under the warm Marpenoth sun. You

eventually turn onto Sail Street before arriving at your destination, the pier across from Sea Lion Street.

Although you have plenty of time remaining, you are hugely relieved to see the *Homeward* still at anchor. You approach some of the ship's crew who are loading supplies at the pier and they agree to ferry two of your group out to the ship. You and Rufio climb into the boat. It takes only a few minutes of rowing before the crew has you alongside the *Homeward*. You climb onto the deck of this mid-sized sailing ship.

A dozen people bearing the badge of the Red Shields greet you. They escort you to a large cabin at the back of the ship where the Seekers' agent waits behind a low table. You sit across from the agent in a manner reminiscent of your last meeting. He smiles, removing his familiar wand and pointing with it at the tabletop.

You place the items you brought back for the Seekers on the table.

*In addition to the components from the automatons you encounter, you must turn over the following items: **Deepwinter Seal, heavy ledger, iron petal, invention journal, and star metal dagger** (if you have it).*

The Seeker's agent inspects the items, particularly the ledger, large cog, and one of the tiny spidery automatons you collected, then takes them from the room. When he returns, a guard accompanies him, carrying a small, familiar chest. Still tired from your ordeal beneath the embassy, you ask Rufio to handle the payment. He inspects the coins in the small chest, and you see him doing some calculations in his head. Rufio's smile tells you all you need to know.

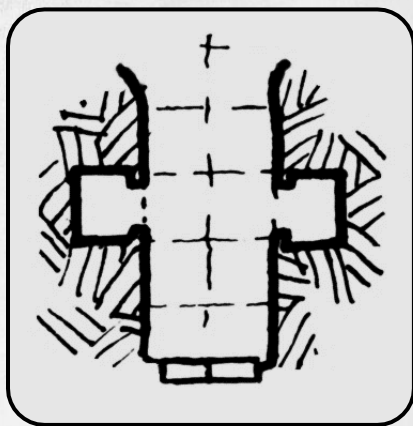
The two of you are getting up from the table to leave when a cloaked figure walks into the room, his hood pulled up and his face wrapped in cloth. You've never seen a more blatant display of someone trying to hide his appearance. The man speaks quietly to the Seekers' agent before leaving the room, never bothering to look in your direction.

If you understand the Chondathan language and have a passive Wisdom (Perception) rating of 14 or higher, you can overhear these words at [Part 4-037](#). Otherwise go to [Part 4-132](#).

❖ PART 4-114

You are in an extra-wide hallway, about 20 feet across and 40 feet long.

A double doorway is to the south, and at the north end, the passage widens into an oddly shaped room with a pillar in its center. A brassy strip of metal crosses the floor halfway up the hall, connecting the two narrow alcoves on either side. A metal statue stands in each alcove, facing the hall.



The two corpses you previously encountered remain sprawled across the floor next to the brassy stripe. The lingering odor of burnt flesh is a testament to the recentness of their demise.

- **Admire:** To examine the statues in the alcoves, go to [Part 4-126](#).
- **Triage:** To examine the two corpses, go to [Part 4-012](#).
- **North:** To return north into the room, go to [Part 4-023](#).
- **South:** To pass through the double doors southward, first going past the two alcoves, go to [Part 4-036](#).

❖ PART 4-115

You wake to find Ace tending to your wounds. She smiles at you, but you can see that she has taken an arrow wound of her own across the forehead. A swath of her light hair shines crimson in the morning sun. Instinctively, you reach for your injury, finding one of Ace's herb-packed poultices tied over it.

*Ace's healing ministrations restore you to **1d4 + 1 hit points**.*

You feel better and sit up. You find that you are still in the wagon, now parked in the alley behind Saern's Fine Swords. Bell is tending to Thuds while Nonap watches the street from the corner of the alley, a crystal-tipped wand in their hand. Moments later, Rufio and Latchboy exit the back of the shop, signaling that it is time to leave.

The six of you huddle in the alley to discuss the meeting with Civilar Crugetor. Rufio explains that he promised to reveal his information about the Crimson Perytons criminal enterprises, information collected over the last several years. In exchange, the Watch will raid the location the Perytons

are holding Too Small and rescue her. The timing is important; Rufio wants the Perytons to think they've won and that the raid is coincidental.

"If they rescue Too Small before the exchange," Rufio says, "we'll look weak for going through with it. But the truth is, we are weak. And vulnerable. Conversely, they're likely to kill or move Too Small once they get the Deepwinter Seal, so we can't wait until after the trade." Here Rufio shows the group a wooden ring on this finger. "When this signal ring grows warm, I'll know the Watch is in position. I'll delay the exchange until that moment. Now let's get to it."

Your friends recheck their equipment before remounting the wagon. Bell backs the wagon, circling to the front of Saern's Fine Swords, then turns south down the High Road. There is no sign of pursuit or ambush as you ride among the morning traffic. However, out of an abundance of caution, Bell drives south through the Castle Ward instead of taking the direct route down the Way of the Dragon.

Go to [Part 4-121](#).

❖ PART 4-116

Leaving Virgin Square behind, you cross Snail Street headed west into the Castle Ward. As you pass the various administrative and military buildings of the government district, you notice the presence of large patrols of the City Guard, Waterdeep's professional militia. Few people here have any business that doesn't relate to some governmental purpose.

You soon arrive at embassy row, which sits at the base of a hill under the watch of the high-perched Castle Waterdeep. The district's warning spire stands in the middle of this set of old buildings, a tower from which hang bells so large, their warning can be heard throughout the city. Next to the warning spire, in the center of this row, sits the Lantanese Embassy.

The island nation of Lantan disappeared during the Spellplague. Its embassy in Waterdeep has been closed for the last century, its doors and windows sealed. Because Gond worship was Lantanese state religion, the priests of Gond in Waterdeep took up the care of the abandoned embassy. Their stewardship not only preserved the paint and prevented the elegant ironwork of the facade from erosion, the influence of the House of Inspired Hands prevented the redevelopment or repurposing of the building, keeping

the embassy ready for the day when the Lantanese returned to occupy it once more.

As you walk down embassy row, your companion following a short distance behind, you come in sight of your destination. You stop suddenly. What you see makes you think that your task might be more complicated than you expected.

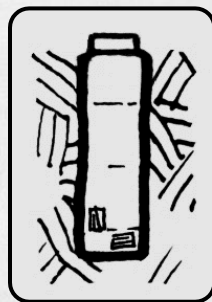
Go to [Part 4-004](#).

❖ PART 4-117

📖 **EVENT:** “Long, Thin Vault” (Ch. 4)

You are in a thin room, about as wide as a hallway and 30 feet deep. At the far end, you see a stack of old crates, crumbling under the weight of time.

You also find the shattered remains of a potion bottle, it’s glittery red liquid soaking into the dust on the ground. It looks like you broke the bottle when opening the door.



*Unless you previously visited this room, you have time to scrape most of the dusty red paste into your mouth (careful to avoid the glass), **healing 2d4 + 2 hit points**. Alternately, your sidekick can do so.*

*Unless you previously picked it up, you take the **heavy ledger** (0) that sits on a shelf, here, the one exactly matching what the Seeker’s agent requested.*

*Additionally, you find a dusty **iron petal** (5) on the shelf, unless you’ve already taken that too.*

Finding nothing else of interest, you leave the storage room behind.

Return to [Part 4-048](#).

❖ PART 4-118

“You there!” a voice calls out.

You see the guard, returning sooner than predicted from his patrol. He must have heard your approach and turned back toward the front of the tower, catching your approach.

“You can’t cut through this area, it’s restricted,” the guard says angrily. “Didn’t you see that sign?” The guard stalks toward you, pointing to the back

of a sign you hadn't previously noticed. "You'll have to go down to that intersection if you want to get to Cook Street."

You apologize for the confusion, relieved the guard thought you were trying to sneak past the tower rather than into it. You thank him for pointing out the sign and apologize again as you leave in the direction he indicated.

When you are beyond the guard's sight, you duck off the road, using the cover of some hedges to return to the Lantanese Embassy. Unfortunately, the bell tower guard is likely to be on alert, foreclosing that option to you.

- **Climb:** *To find your way to the back of the embassy and try to climb the outer wall, go to [Part 4-066](#).*
- **Gondar Party:** *If you prefer to circle around the building to where Habrad and Glutch are staying with the other priests of Gond, go to [Part 4-019](#).*

❖ PART 4-119

You approach the vault, finding that the metal door matches the same durable material as the wall. The lock includes four numbered dials.

If you have not yet cracked this vault, you can try to do so by using each combination sequentially. You can input half the possible combinations in an hour. Do not begin the attempt unless you are willing to commit at least one hour to it.

If you don't wish to try your luck, return to [Part 4-101](#).

To start checking combinations, roll percentile dice (d100).

- *If the result is 10 or less, you got lucky and found the combination early in your search.*
- *If the result is 11 to 55 (inclusive), you found the combination in the first half of the codes. Check one box off your "Sail with the Tide" event code.*
- *If the result is 56 or higher, you did not find the right combination in the first half of the codes. You can check one box off your "Sail with the Tide" event code and give up, going to [Part 4-101](#), or finish entering possible combinations until you get it, checking a second box off the event code.*

If you open the vault, go to [Part 4-009](#).

❖ PART 4-120 ■■

You are in the basement beneath the Lantanese Embassy, in the entry chamber. A creaky, rusty automaton is attacking you!

Skirmisher. This creature will attempt to grapple its target and keep it grappled. Once it has succeeded, it will revert to bludgeoning the target with its metal fist, using its slam attack. If the Gondsman fails to establish (or re-establish) a grapple twice in a row, it gives up on grappling and sticks to its slam attack.

Map. The Gondsman (1) begins 15 feet from you (PC) and your sidekick (SK), as seen on the map.



GONDSMAN (DILAPIDATED)

Medium construct

Armor Class 13 (natural armor)

Hit Points 9 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
(+2)	(+0)	(+2)	(-1)	(-1)	(-3)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened,

paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9

ACTIONS

Grapple. *Special Melee Attack:* +4 to Strength (Athletics) check, opposed by the target's choice of a Strength (Athletics) or Dexterity Acrobatics check, reach 5 ft., one target. *Hit:* Check success imposes the grappled condition.

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

UNCOMMON RULES: GRAPPLED CONDITION

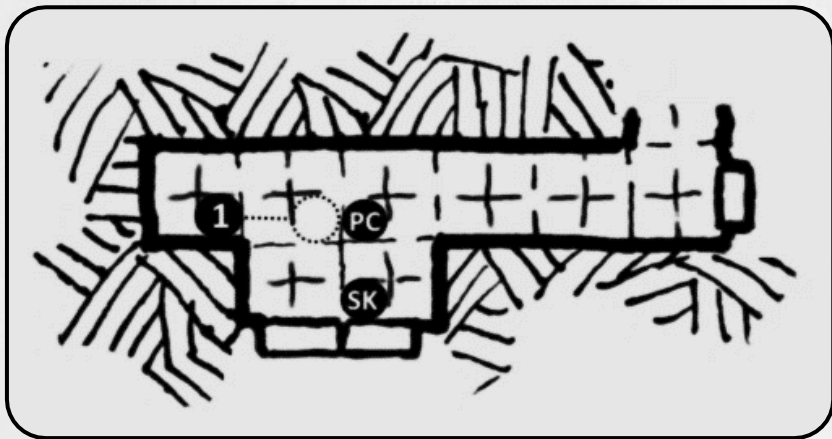
A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler becomes incapacitated or an effect removes the grappled creature from the reach of the grappler or grappling effect.

UNCOMMON RULES: SIDEKICKS IN COMBAT

A sidekick is an active participant in combat, one whose unique strengths you can find in the lore entry you previously noted for the one you selected.

Sidekicks are “special nonplayer characters.” They get to make death saving throws when reduced to 0 hit points instead of immediately dying. If your sidekick truly dies, ignore references to your sidekick in future narrative text as well as the “(SK)” icon in future combat maps.

If your sidekick dies, in battle or elsewhere, simply ignore future references to that companion.



COMBAT CONCLUSION

- **Win (Full):** If you defeat the Gondsman, and your companion still lives, go to [Part 4-008](#).
- **Win (Partial):** If you defeat your foe but your sidekick has died, failing the requisite death saving throws, if applicable, go instead to [Part 4-020](#).
- **Lose:** If you and your companion are both defeated, go to [Part 4-034](#).

❖ PART 4-121

The City of Splendors is waking as you roll south down the thoroughfare. The rising sun warms one side of your face and the traffic is gradually thickening as you go.

The Day of Wonders seems a distant memory now. Just one day later, and there is no sign of the parade. Even the hundreds of Gondar, the priests and acolytes of Gond, are nowhere in sight; despite having flooded the streets for the parade, they've all disappeared overnight.

All traces of the Day of Wonders are gone, that is, but for the one large vehicle ahead of you, slowing your progress. A pair of oxen pull a flatbed wagon upon which rests some monstrous apparatus obviously purchased from the House of Inspired Hands. You find yourself wondering at its purpose, examining its limbs and what looks like a head. You try to determine if the thing's design lets it walk on its own, but Bell soon finds a way around the slower wagon, cutting short your attempt to decipher the clockwork contraption. Thuds snorts a challenge at the oxen as she passes, but the lumbering animals ignore her.

No one tries to stop you between here and the Purple Palace. Nonap reports that someone is following you at one point in the trip, but nothing seems to come of it. When you arrive at the festhall where the Seekers' agent dwells, you are several hours ahead of the deadline.

The intersection by the Purple Palace has an unusual number of loiterers today. You recognize members of the Crimson Perytons by their red-dyed hair. However, there are also a few Watch members present, and eager spectators of various factions wander across Fillet Lane. They all part as your wagon approaches, as though expecting your arrival. Bell pulls up beneath the festhall's eleven purple lanterns, lit despite the daylight. She locks the breaks and you, Rufio, Nonap, and Latchboy climb down from the wagon. Ace and Bell stay behind with Thuds.

When you get to the front door, the armed attendant opens it for you. You follow Rufio in, but the attendant holds up a hand showing two fingers and bars your friends from entering. You remember the rule about only two of a faction meeting with the Seekers' agent a time. You signal Nonap and Latchboy to wait by the door.

Inside, you find the Seekers' agent sitting at a table in the empty dining hall. Ravello sits opposite, alongside his lieutenant, Bartholomew Quigley. No one else is present; the festhall allowed no other patrons admittance

today. You follow Rufio to the table and you both sit when the agent invites you to take the empty chairs.

“I have been informed,” the agent begins, “that you wish to yield the bounty to your friend here.”

“Yes,” Rufio says. “But first, perhaps we can have a cup of wine to celebrate my friend’s victory.”

Ravello’s eyes narrow with suspicion. The Seekers’ agent, however, seems delighted at the idea. He calls for wine, and Rufio regales the table with a made-up version of how you acquired the Deepwinter Seal, pretending that you found a secret tunnel into Deepwinter Vault. He makes no mention of the House of the Homeless or any of the true challenges your gang faced in the recent days.

At one point in the festivities, as Ravello and Quigley sit quietly, Rufio raises a hand to you as if inquiring whether you have anything to add. The hand he uses is the one with the magical wooden ring; this gesture lets you know that Rufio just a confirmation signal from the matching ring. Your friend abruptly pulls the Deepwinter Seal from a pocket and sets it heavily on the table. The Seekers’ agent uses his wand to verify that you have not switched the object with a fake, then calls for his guards to bring the payment.

Two silk clad humans enter, one of them carrying a chest. You are surprised at its small size. However, when the guard lifts the lid, you see that the box is full of harbor moons, special platinum coins minted in Waterdeep that are worth 50 gold dragons apiece. It is a handsome reward indeed. The guard closes the chest and hands it to Ravello, who accepts it with grace.

With that, the agent dismisses Ravello and Quigley, asking you and Rufio to stay for a few minutes. “Just so there are no ‘misunderstandings’ on the way out,” the half-elf says, repeating the phrase he used last time you exited his office. The two Crimson Peryton leaders rise to leave. Ravello only pauses to ensure you get a good look at the smirk of triumph on his face. Then he and his lieutenant stalk out of the festhall.

Rufio finishes his wine and reaches for his purse, but the Seekers’ agent tells him to keep his coin. “It was my honor to drink with you,” the half-elf says. “But now it is time for us to get down to the real business.”

You wonder if the look of surprise on Rufio’s face mirrors your own.

Go to [Part 4-003](#).

❖ PART 4-122

As you cross the brassy stripes on the ground, a green light floods the hall.

Unless you or a companion possess a security insignia, make a DC 15 Dexterity saving throw for yourself (and another for your companion if you still have a sidekick). Success avoids the magic. A failure limns the affected creature in green light, like a faerie fire spell:

Security Fire. An affected creature sheds dim, green light in a 10-foot radius. Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

This effect persists until you check the next box off your "Sail with the Tide" event code or until you or a companion pick up a security insignia.

Go to [Part 4-045](#).

❖ PART 4-123

You solve the riddles and find those numbers on the dials, arranging them in the order indicated on the note. The combination works; the door opens.

Go to [Part 4-058](#).

❖ PART 4-124

As you pass between the two alcoves on either side of the hall, over the brassy stripe between them, the statues' eyes glow bright red and fiery beams shoot out of them.

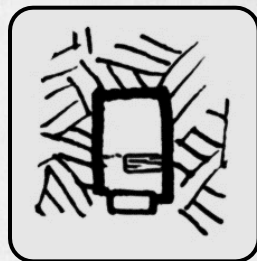
*Make four attack rolls against each creature in this area, including you, your sidekick, your familiar (if you have one), and any other creature that is present. (The corpses on the floor are each attacked four times as well, but you can skip those rolls.) Each attack has a +12 bonus to hit and is unaffected by concealment or invisibility. Each hit normally inflicts **3d6 fire** damage and **3d6 radiant** damage.*

If this onslaught of power reduces you to 0 hit points, go to [Part 4-011](#). In the unlikely event that you survive, go to [Part 4-023](#).

❖ PART 4-125

The area appears to have been an office of some kind, equipped with a hardwood desk, a now-broken chair, some shelves, and the remains of writing materials. Dim light from the barracks to the south spills into this room.

A search of the desk reveals a broken oil lamp and a few other items of interest.



*You can take any of the following items that you haven't previously removed from this location: a small bottle of **ink** (0), three **ink pens** (0 each), a flask of **oil** (1), and a **pristine hat** (0) made of blue felt with a feather in the band.*

Beneath the felt hat, a brittle envelope contains a letter written in Common and stamped with an official-looking seal:


Sergeant Yarus:

Here is the device you requested. I hope you find it stylish, for there are no more currently available to us. To use it, simply place the device on your head. The magic of the hat will work without needing a code word or any other method of activation.

I have no idea what the Home Office was thinking by supplying a guard sergeant who can't speak Lantanna, but I suppose that's something I'll have to take up with the administrators the next time I'm in Anchoril.

Good Day,

- Ambassador Kem Vafblan

 **LORE: 105-Pristine Hat.** Use this entry to learn the magical properties of the item described in the letter. With the letter's explanation, this simple magic item needs no further investigation to determine its function.

Finding nothing else useful, you decide to leave this little office.

Go to [Part 4-046](#).

❖ PART 4-126

The two wrought-iron statues wear aprons, and each has a smith's hammer tucked in the crook of one bent arm. The statues would be identical, their features mirrors of one another, but that one is a human the other a gnome.

The plaque on the base of the human statue reads, "Gond (Nebelun)" in Common script. The one on the shorter gnome statue reads, "Nebelun (Gond)," also written in Common.

The eyes of both statues glow with baleful red light.

Return to [Part 4-114](#).

❖ PART 4-127

You approach the vault to examine it. The metal door matches the same durable material as the rest of the wall. The lock includes a set of four numbered dials.

If you have not yet cracked this vault, you can try to do so by using each combination sequentially. You can input half the possible combinations in an hour. Do not begin the attempt unless you are willing to commit at least one hour to it.

If you don't wish to try your luck, return to [Part 4-101](#).

To start checking combinations, roll percentile dice (d100).

- *If the result is 10 or less, you got lucky and found the combination early in your search.*
- *If the result is 11 to 55 (inclusive), you found the combination in the first half of the codes. Check one box off your "Sail with the Tide" event code.*
- *If the result is 56 or higher, you did not find the right combination in the first half of the codes. You can check one box off your "Sail with the Tide" event code and give up, going to [Part 4-101](#), or finish entering possible combinations until you get it, checking a second box off the event code.*

If you open the vault, go to [Part 4-010](#).

❖ PART 4-128

You insert the iron petal, placing it in a hole in one of the frame's many iron flowers. Several other petals are missing from that spot, but the portal reacts after you replace just one, thrumming to life.

When you step back from the frame, you no longer see the wall behind it. A plane of deep blue light now covers the open area. As you watch, a circle of silver light appears in the middle of the portal and begins to spin. Eight silver strands unfold from that circle, stretching out to points along the frame. The strands thicken, eventually becoming petals in a silvery flower pattern before the whole light show fades.

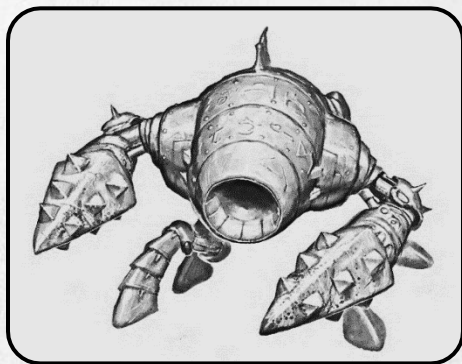
You feel a wave of warm air rush out of the portal, carrying the sweet scent of rotting leaves and tropical flowers. As you stare in wonder, you hear a new sound from within the frame, a terrible sound, a whine like the grinding of metal gears, followed by the approach of heavy footfalls.

You leap aside as a hulking shape bursts from the portal. It smashes into the flickering pillar behind you and careens away from it. A cloud of gritty dust falls from the ceiling, followed by the thump and crack of larger stones hitting the floor. The crablike automaton tries to right itself, but it cannot. It falls to the ground with a resonating boom, raising a mighty cloud of dust.

You wait to see if the creature will move again. When the dust finally settles, you approach and examine the thing. It is an engine of large-scale construction, one designed for drilling. Although crablike in shape, the creature's arms end in spiked spindles instead of claws. One of the spindles spins with enough speed you have no doubt it could grind through stone. As it rotates, the spindle throws sparks and a shower of rust flakes. The other spindle is unmoving, as though fused in place. Thick moss covers the joints of that arm, as well as the creature's back, enhancing its resemblance to a carapaced crab.

You are about to get closer when you see something moving under the moss. You see a mass of tiny, spider-like creatures moving inside the guts of the automaton, swarming through it. As one, the creatures turn their attention toward you.

Go to [Part 4-084](#).



❖ PART 4-129

Your victory is bittersweet. You defeated the swarms of automatons, leaving them crushed, mangled, and scattered. Unfortunately, your dear friend, someone you've known since your youth, died in these halls.

In the aftermath of combat, the room smells of rust and burnt metal. Tendrils of smoke rise from the wreckage of the crablike construct, whose spindle has finally stopped spinning. The only sound is the patter of pebbles that still rain intermittently from the ceiling.

You collect a handful of the tiny machines, as well as one rusty, mossy gear that fell from the larger automaton when it rebounded off the pillar. You also remove the iron petal that unlocked the portal, lest anyone else use this dangerous device in your absence. Then, you carry the body of your fallen friend out of the basement.

You find the embassy abandoned, as you expected. You unlock one of the side doors and slip out onto the embassy grounds, where you find Rufio and the other gang members waiting, including your short friend Too Small! They are happy to see you but dismayed at the sight of the body in your arms. Rufio takes the wrapped figure from you. Healing power flows from his hands, to no avail. The others gather around the two of you as Rufio weeps with great, shuddering sobs.

- **Ace:** *If your dead companion is Ace, go to [Part 4-049](#).*
- **Bell:** *If your dead companion is Bell, go to [Part 4-086](#).*
- **Latchboy:** *If your dead companion is Latchboy, go to [Part 4-063](#).*
- **Nonap:** *If your dead companion is Nonap, go to [Part 4-078](#).*

❖ PART 4-130

You decide you can afford a trip into the market at Virgin Square. Instead of crossing the street to the west, you enter the marketplace east of you.

Virgin Square got its name from an old legend about dragons, one dating back before the founding of the city. Dozens of mercenaries wander the open market, loitering at corners and trying to attract potential employers. Merchant stalls and wagons show a wide selection of martial weapons and new armor in various sizes. You also find other adventuring gear. There are packs of rations displayed in mounds, dozens of coils of rope strung like beads between two pillars, and a wagon full of 10-foot poles that don't seem to be selling very well.

You can buy any armor, weapons, or adventuring gear listed in chapter 5 of the Player's Handbook. You can also sell any extraneous items here.

Finished with your business, the two of you leave the market.

Go to [Part 4-116](#).

❖ PART 4-131

As the spinning saws of the tiny automatons cut through a critical portion of the frame, sparks fly and waves of nauseating power flow from the device.

The ceiling begins to crumble. Huge sections fall, cracking the dusty tile floor, sending shards and chips flying in all directions. You think the entire Lantanese Embassy is about to crush you to death as it sinks in on itself, but that is not your fate. Instead, the teleporting magic of the ruined portal intensifies, washing over you as both portals explode in a chain reaction.

You find yourself cold, and falling. You look down into the darkness of a crevasse between two mighty icebergs, just before you plunge into freezing water. A cracking, shuddering groan resonates, impossibly loud, as the rolling sea brings these ice flows together, crushing your body between them and sending a geyser of arctic water spraying into the air.

Your life and your quest end here.

❖ PART 4-132

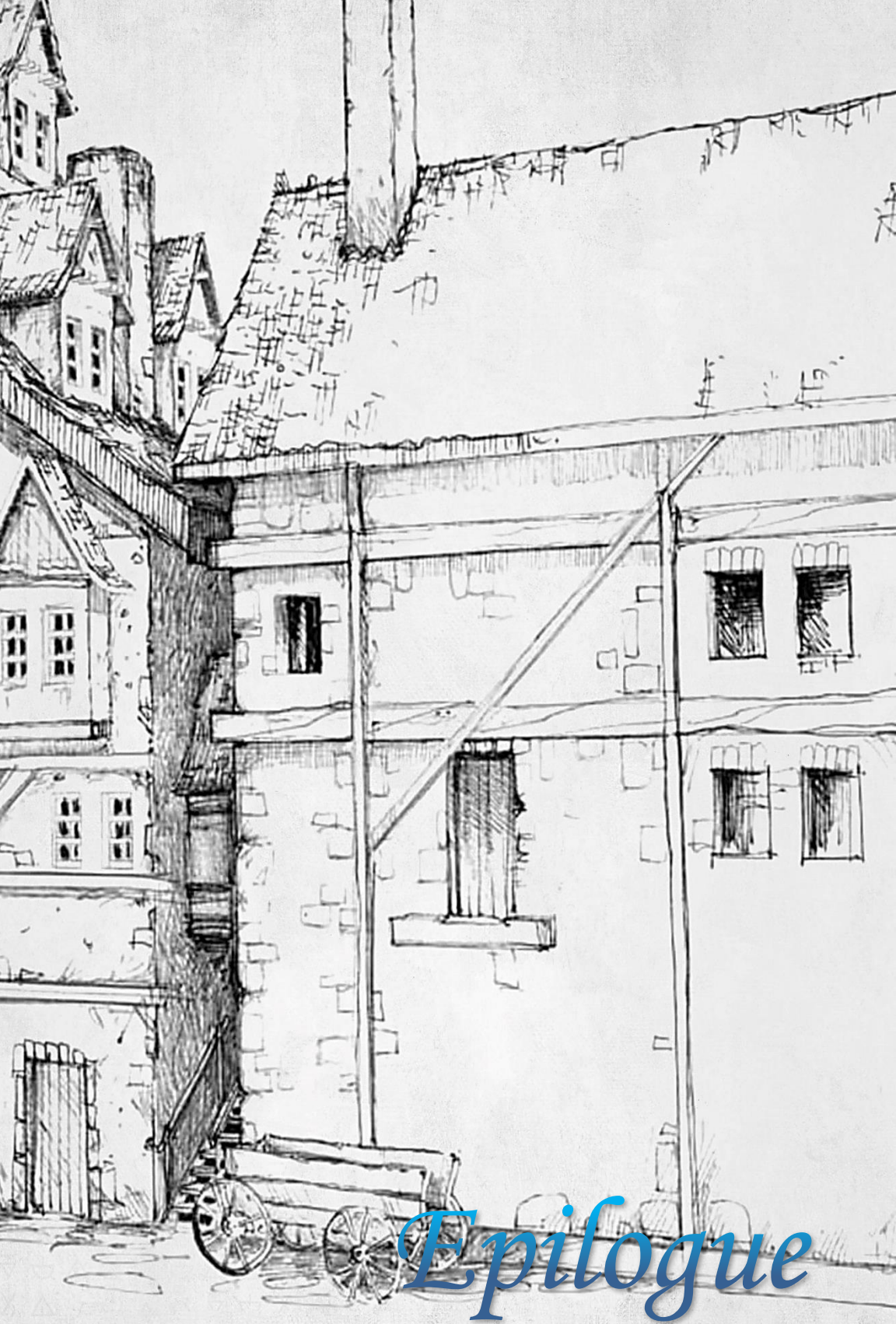
The Seeker's agent accompanies you back to the upper deck. As you climb down to the launch, you find that the agent is still accompanying you, the crew lowering his luggage into the boat behind you.

"I've been instructed to remain in Waterdeep," the agent explains. "I'm to continue the bounties, and to offer some to you exclusively." When you reach the pier, the Seeker's agent adds, "The next bounty will be ready in a tenday or two. Expect a messenger when it's ready for you."

Rufio nods his agreement, giving the agent the gang's address above the bakery off Slipstone Street. You are about to head for the wagon when the agent stops you. Surprisingly, he offers his hand to shake. "Call me Rald," he says. "I think we should know each other if we're to work together again."

You clasp hands with the mysterious half-elf, uncertain what this new familiarity portends for the future. Then you follow Rufio to the wagon.

Go to [Epilogue: Back and Home Again](#).



Epilogue

EPILOGUE: BACK AND HOME AGAIN

SLIPSTONE STREET IS QUIET WHEN YOU RETURN. PEOPLE ARE GOING ABOUT their business in the early evening as though the world hasn't changed. For you, it has, quite dramatically. In the span of two days, you've walked dangerous paths, where few have tread in a century or more, doing so in two different parts of the largest, busiest city on the Sword Coast. You've finally proven yourself an able adventurer. The irony is not lost on you, that you had to come home to find that which you left home in search of.

Your friends park the wagon and lock the axle, then return Thud to her stall in the Gentle Rest Stable. After, the group assembles in the planning room to talk about the last two days' adventure. Pockets is excited by your return and runs circles around the group, eventually resorting to a plaintive howl when your friends are too tired to give her the attention she wants.

As the evening goes on, Too Small tells the rest of the gang about her time in captivity and listens intently when they describe the events that occurred in her absence. While they talk, Rufio goes over to the kitchenette to cook a celebratory meal, flat cakes made with a pinch from his secret stash of cinnamon. You decide to join Rufio, thinking this might be the right time to discuss the future.

As Rufio lights the wood in the cookstove, he fills you in on the finances. "With these harbor moons, we've got the money to pay our debt for the last diamond we bought, with enough left over to pay some past rents. We're still behind, and we've got some interest outstanding, but we're not getting evicted any time soon."

You decide this would be a good moment to separate the treasure you recovered in the embassy basement, handing over the half of it owed for your friend's assistance. Rufio is pleased by the addition. "This will help too," he says. "I'll get Too Small to do a final accounting of our financial standing and have it ready at the next family meeting."

Here Rufio turns to a topic that's of greater concern to you. "While Ravello thinks he's got the best of us, he won't give us any trouble. But when the Crimson Perytons realize the Seekers' agent is still in town, that's going to change. They'll know the scavenger hunts are back on and they'll want in on the action." Rufio pauses. "No," he corrects himself, "they're going to want *all* the action. To better manage the Seekers' bounties, and to keep our little gang safe, I've decided we all need to start training like you did, as

adventurers. I've got some training partners in mind, but I know I speak for the rest of the group when I say we'd be happy if you stay and help us. Your old room is still available, and we really need the help."

While you think about the offer, Pockets sniffs at your knee then lies down at your feet, curling herself around your ankles.

You think about your time away from Waterdeep. Pursuing your dream of adventuring was neither exciting nor lucrative, and you barely have any good stories to tell. In that light, the answer seems obvious. You tell Rufio that you'll stay.

A cheer explodes from the nearby table. You turn to see that your friends, no longer in conversation between themselves, were all listening to hear your response to the offer. Their joy at having you back again, for longer than a short visit, makes you wonder why you ever left Waterdeep behind. Friends really should stick together.

Complete your adventure by processing the following End Notes.

CHARACTER LEVEL

In the days following your adventure, you spend time teaching your friends the ins and outs of adventuring, practicing and training with them. This helps you absorb and reflect upon what you've learned, internalizing the lessons of your two days of adventuring.

SOLITAIRES use standardize leveling; completing future four-chapter books will likewise result in a level gain, until you are 5th level, after which each level gain requires you to complete eight chapters (two adventures).

*Because you completed the four chapters of Eight Petals Argent, your character is now **2nd level**. Make the necessary adjustments to your character sheet, preparing for your next adventure.*

DOWNTIME ACTIVITIES

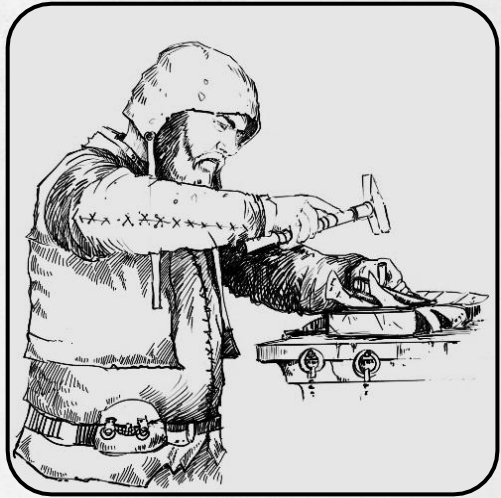
The Seekers' next bounty is over a tenday away, leaving you with plenty of time to pursue your own interests.

*Limit yourself to the downtime activities described below. Choose which ones you want to pursue and pay their (parenthetically) listed downtime costs. You have a total of **12 downtime days** to spend.*

Make a log of your downtime activities in your play journal!

Craft (varies). Given the free time you have available, you decide to use some of it crafting or repairing equipment. After all, why are you toting around these tools if you don't mean to use them?

Use the crafting rules and costs in the Player's Handbook and in any optional source books you've decided to use in your campaign.



Gain Renown (varies). Given the volatile perceptions of the various factions in Waterdeep, you decide to spend some time performing minor tasks for (and socializing with the members of) one or more of these groups.

You must already have a renown rating with a faction to pursue this activity.

You can gain +1 renown with any faction you have thus far earned renown with, positive or negative. The number of downtime days required is equal to your current tally, positive or negative (minimum of 1 day). For example, a +4 or -4 rating both require 4 downtime days to improve by 1 point.

Note that this activity varies from the one described in the Dungeon Master's Guide; its modification suits the rate of renown advancement contemplated by SOLITAIRES adventures.

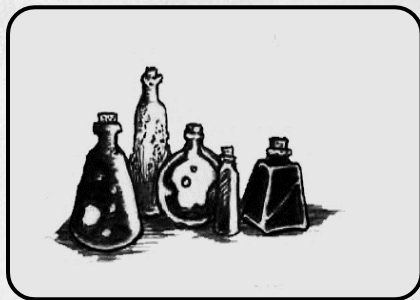
Help Ace (2 or 4). You decide to help Ace, the unsung hero of the gang, who spends so much of her time tending the gardens, preparing food, and crafting curatives for the gang. By sharing her work load, Ace has time to brew for you one or two doses of "thorn-prick salve," funneling her mother's secret recipe into random leftover bottles. Of course, you offer to provide the ingredients.


You cannot perform this activity if you have the "Ace Died" event code.

For 10 gp and 2 days of downtime, Ace will craft one potion of minor healing for you. For 20 gp and 4 days, she will craft two of the potions for you.

You can use herbalism kit craft components (if you collected these from Ace's garden) to offset 5 gp of the costs per set of components collected.

If you owe Bell or Latchboy a 20 gp debt, giving your friend one of these potions will remove that debt.




 **LORE: 127-Potion of Minor Healing.** Use this entry to learn the magical properties of this item.

Help Bell (3). While you were in the basement beneath the Lantanese Embassy, you discovered a set of firearm schematic pages that Bell is very interested in. After helping her build some prototype components, you accompany Bell to the House of Inspired Hands in the Sea Ward where the Master of Smoke is impressed by Bell's artisanship. The two of you negotiate an apprenticeship for Bell to study the secret arts of the Wonderbringer.

You cannot perform this activity if you have the "Bell Died" event code.

*For this activity, you must have (and now remove) the **firearm schematic**.*

Choosing this activity gives you the following code:

 **EVENT:** "The Gifts of Gond"

Help Latchboy (1). In the coming days, Latchboy shows you around the various places where he earns coin for the gang. This includes a shift of docks labor (which you can work alongside Latchboy because he is a member of the Guild of Watermen). In the evenings, the pair of you tour the taverns in the lower wards, where Latchboy tries his hand at playing music.

You cannot perform this activity if you have the "Latchboy Died" event code.

For each day of downtime spent with Latchboy, you can earn 1 gp and enjoy a Modest lifestyle that day. If you are proficient in Performance, you can perform with him, earning a further 2 gp that day.

Help Nonap (1). Eager for the chance to compare arcane interest with Nonap, you set aside a day to work with your elvish friend. After a day of this collaboration, Nonap deems you worthy to copy any of the spells you want from their birch-bound spellbook.

You cannot perform this activity if you have the “Nonap Died” event code.

You can copy any of the following into your spellbook (or book of shadows, if applicable): comprehend languages, identify, mage armor, and sleep. The regular costs for spell copying will apply.



Help Rufio (10). Having had too many close calls, you decide that you should go with Rufio to the Monastery of the Sun. You join him for the sacred rights performed each morning, and you stay for the later services performed even after Rufio returns to the hideout. After this tending of sacred rights, you feel a lasting blessing, giving you confidence for your coming quest.

You cannot benefit from this downtime if your character has an evil alignment or worships a non-good deity.

This lengthy downtime grants you **inspiration** every time you finish a long rest during your next adventure.

Help Too Small (1). Owing to your halfling friend’s fascination with history and numbers, you decide to show her the *book of languid and loathsome lore* that you found beneath the embassy. The two of you spend the day talking about the subject matter and other research topics. She shows you her own stash of lore books and offers to trade with you.

You must have the **book of languid and loathsome lore** to perform this downtime activity. You can exchange the book for one of the following. Each book works identically to the book of languid and loathsome lore, except that it covers the lore of a different skill:

- The Rise and Fall of Ancient Netheril (*History*)
- Swartum’s Index of Natural Wonders (*Nature*)

Alternately, you can give the book to Too Small, resulting in this adjustment:

✱ **RENOUN:** +1 (Slipstone Gang)

Meet Habrad and Glutch (1). You decide to keep your promise to your gnomish “friends,” Habrad and Glutch, before they leave Waterdeep, spending the afternoon drinking with them. These two priests of Gond are enjoyable company when they’re not talking about complex mechanics.

This downtime activity costs you 3 gp. If you select it, add the following event code:

📖 **EVENT:** “Friends of Gond”

Recuperate (3). Having no magical means by which to remove diseases, and not wanting to pay for a curative spell, you decide to spend several days in bed, hoping to shake the plague that infects you.

The diseases you have encountered in this adventure are not so virulent as to require additional saving throws to remove if you spend days on this downtime activity. This activity removes all diseases.

Report to the Guild (1). You decide to be thorough in meeting your commitments to the Guild, spending an afternoon reporting everything about the Seekers and their bounty to the Guild, as well as describing everything you encountered under the Lantanese Embassy. The Guild is very interested to know what the Seekers are up to.

You must have a Guild renown rating of +3 or better to pursue this activity. Choosing this activity gives you the following code:

📖 **EVENT:** “Reported to the Guild”

Report to the Watch (1). While in the catacombs, you discovered one or more pages of writing by the infamous Heart Taker, a serial killer who stalked the City of the Dead nearly a century ago. For various reasons, you think the authorities will want to know what really happened, closing some cold cases and recovering the Heart Taker’s victims for burial. You spend the entire afternoon with the bureaucracy of this report.

Choosing this activity gives you the following code:

📖 **EVENT:** “Reported to the Watch”

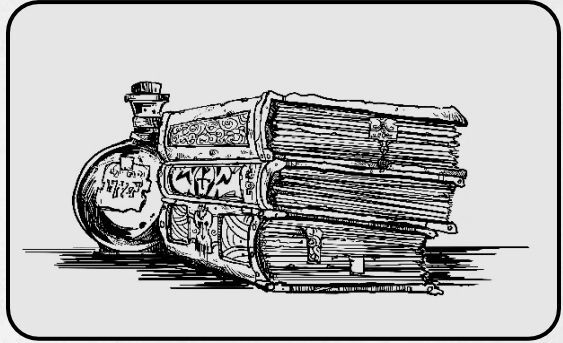
*In this process, you can also turn in the **amulet of the Watch** belonging to one of their investigators who went missing during the time of the Heart Taker’s murders, gaining additional renown:*

✧ **RENOWN:** +1 (Waterdeep Watch)

*In this process, you can also turn over the **Thongolir signet ring**, which belonged to the Heart Taker's most prominent victim, acquiring further acclaim:*

✧ **RENOWN:** +1 (Waterdeep Watch)

Research (1). The libraries in Waterdeep are the grandest on the Sword Coast, and opportunities for research abound. You decide to take advantage of the bounty to unravel some of the mysteries you encountered during your adventure.



For each Lore entry that you recorded but whose prerequisite you did not meet, you can spend 1 gp and 1 day of downtime to research it. Thereafter, you may access that lore entry. (Use the checklist on the first page of the appendix to mark which entries you have free access to now.)

- *Ignore the gp cost for this downtime activity if you have the Library Access background feature.*
- *If you have the Researcher background feature, you can perform two research activities in a single day of downtime instead of one.*

Other Downtime (n/a). You briefly contemplate other activities to fill your time, but you think better of them. You don't know how long the next bounty will take, so it's best not to start a long project if you don't know when you'll be able to finish it.

Avoid the other downtime activities, like training or making magic items, because they contemplate long time ranges. They are beyond the downtime awards this adventure set will provide, even across every book in the series.

WEALTH AND EQUIPMENT

Knowing you have further adventures ahead, you take the opportunity to update your equipment and sell any unwanted treasure you've acquired.

You can now buy and sell items. Armor, weapons, and adventuring gear sell for half the listed value (unless the item description makes it non-resalable). Coins, gems, and objects of art fetch their full listed values. You can change your coins to whatever denominations (pp, gp, sp cp) that you desire.

You previously read instructions to keep track of which items you recovered beneath the Lantanese Embassy so you could split it with your sidekick. Total the value of these items (not counting anything magical you recovered), then remove items and coins from your sheet equaling half that value.

GANG FINANCES

While awaiting the Seekers' bounty, the gang helps you clean the storage boxes from your old room and decorate it to be a comfortable place to stay. Meager food is also available on the gang's budget, but everywhere you look, you see ways the gang cuts corners on food and other expenses.

*The Slipstone Gang's headquarters gives you a **Poor** lifestyle at no cost to you. You can enjoy a better lifestyle if your downtime activities provide it, or if you pay the difference between a Poor lifestyle and the one you want.*

If you have debts to gang members (see event codes), and you cannot pay them at this point, you must ask their forgiveness. Your friends will let your debts go, but they may be less likely to lend you money in the future:

✱ **RENOWN:** -1 (Slipstone Gang) Apply this adjustment for each event code debt thus forgiven.

HEALTH

You realize that you've borne most of the danger involved with recovering the Seekers' prizes. You repeatedly put your health on the line to help your friends, but that's what friends do, right?

If you have a disease, you can cure it through the recuperation downtime activity or through your own spells or class features if you have any that

apply. Alternately, you can pay 40 gp to the Zoarstar temple to have all diseases removed at once.

If you have **web waste** and do not cure it, your hit point maximum is reduced another 1d4 points for your next adventure, or until you cure the disease magically or through the recuperating downtime activity.

If you have **saccharine screech** and do not cure it, you cannot regain hit points by resting; only magic will heal your body. Your hit point maximum is reduced by a further 1d6 points for your next adventure or until you cure the disease magically or through the recuperating downtime activity.

If you have **sewer plague** and do not cure it, you regain only half the normal number of hit points from spending hit dice and you regain no hit points from finishing a long rest. You also gain 1 level of exhaustion that you cannot remove during your next adventure or until you cure the disease magically or through the recuperating downtime activity.

MISCELLANEOUS RENOWN

Sometimes, your reputation reflects who your friends are and what they're connected to, more than your own actions.

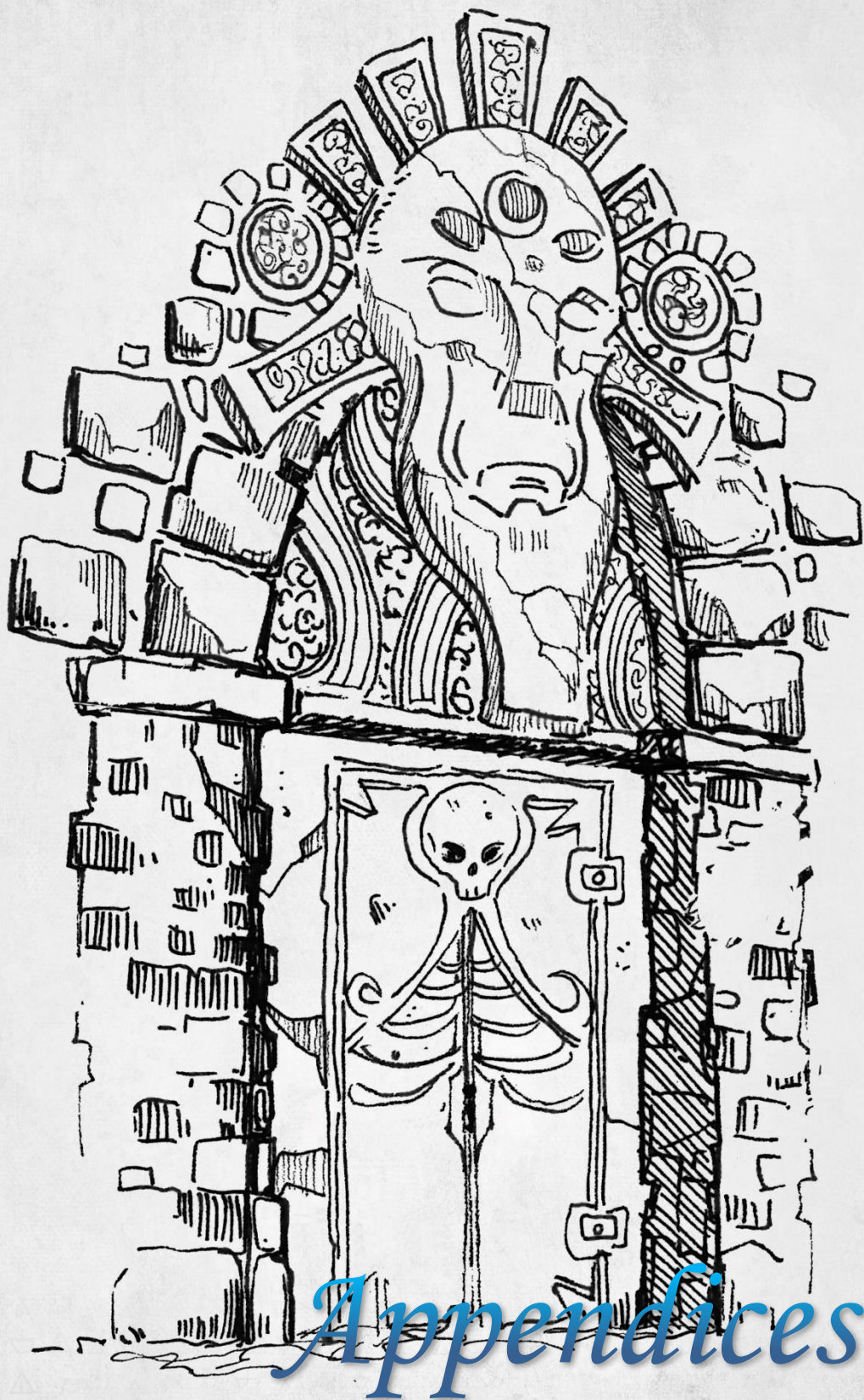
If you have the "Watch Member Killed" event code, make the following renown adjustment:

✱ **RENOWN:** -3 (Waterdeep Watch)

CONCLUSION

With your post-adventure activities concluded, you can do little else but enjoy the company of your friends while you wait for the Seekers' agent—Rald, that is—to send a messenger with information about your next quest.

The adventure continues in Book 2: [Fight for the Dawn Saber!](#)



Appendices

APPENDIX (AND CHECKLISTS)

YOU CAN USE THE FIRST TWO PAGES OF THIS APPENDIX AS MODEL CHECKLISTS, making sure you haven't missed anything in the adventure. (The first checkbox of the Lore Checklist indicates you encountered the lore; the second box means you can access it.)

The appendix pages that follow include the various lore entries referred to in other parts of the adventure.

LORE CHECKLIST

For any entry you encounter but cannot access initially, you can later unlock it using the "research" downtime activity, described in the Epilogue.

- | | |
|--|---|
| <input type="checkbox"/> <input type="checkbox"/> 101-Red Shields | <input type="checkbox"/> <input type="checkbox"/> 117-Animal Whistle |
| <input type="checkbox"/> <input type="checkbox"/> 102-The Guild | <input type="checkbox"/> <input type="checkbox"/> 118-Star Metal Dagger |
| <input type="checkbox"/> <input type="checkbox"/> 103-Slipstone Gang | <input type="checkbox"/> <input type="checkbox"/> 119-Arcane Pattern |
| <input type="checkbox"/> <input type="checkbox"/> 104-Silversmiths and Gilders | <input type="checkbox"/> <input type="checkbox"/> 120-Book of Languid and
Loathsome Lore |
| <input type="checkbox"/> <input type="checkbox"/> 105-Pristine Hat | <input type="checkbox"/> <input type="checkbox"/> 121-Fourth Page |
| <input type="checkbox"/> <input type="checkbox"/> 106-Ace | <input type="checkbox"/> <input type="checkbox"/> 122-Sparker |
| <input type="checkbox"/> <input type="checkbox"/> 107-Latchboy | <input type="checkbox"/> <input type="checkbox"/> 123-Decoy Purse |
| <input type="checkbox"/> <input type="checkbox"/> 108-Nonap | <input type="checkbox"/> <input type="checkbox"/> 124-Charm of Kinship |
| <input type="checkbox"/> <input type="checkbox"/> 109-Bell | <input type="checkbox"/> <input type="checkbox"/> 125-Serpent Skull Ring |
| <input type="checkbox"/> <input type="checkbox"/> 110-First Page | <input type="checkbox"/> <input type="checkbox"/> 126-Deepwinter Seal |
| <input type="checkbox"/> <input type="checkbox"/> 111-Invention Diary | <input type="checkbox"/> <input type="checkbox"/> 127-Potion of Minor
Healing |
| <input type="checkbox"/> <input type="checkbox"/> 112-Filtered Facemask | <input type="checkbox"/> <input type="checkbox"/> 128-Magic Bullets |
| <input type="checkbox"/> <input type="checkbox"/> 113-Second Page | <input type="checkbox"/> <input type="checkbox"/> 129-Enduring Spellbook |
| <input type="checkbox"/> <input type="checkbox"/> 114-Ace's Instructions | <input type="checkbox"/> <input type="checkbox"/> 130-Careful Map |
| <input type="checkbox"/> <input type="checkbox"/> 115-Mark of the Scaled Roots | |
| <input type="checkbox"/> <input type="checkbox"/> 116-Third Page | |

RENOWN TALLIES

Use this section to model your renown tallies with various factions.

These renown totals carry forward to future adventures.

_____ = Waterdeep Watch

_____ = The Guild

_____ = Slipstone Gang

_____ = Crimson Perytons

EVENT CODE CHECKLIST

Cross off codes when you are past their parenthetically noted chapters.

CHAPTER 1

- 20 gp Debt to Latchboy (Epilogue)
- 5 gp Debt to Latchboy (Epilogue)
- 20 gp Debt to Bell (Epilogue)
- 5 gp Debt to Bell (Epilogue)
- Alert Level Low (Ch. 1)
- Alert Level Medium (Ch. 1)
- Alert Level High (Ch. 2)
- Grave Tender Disguise = ____ (Ch. 1)
- Gray Water (Ch. 1)
- Bell Burned (Ch. 1)
- Bell Poisoned (Ch. 1)
- Undercliff Alarm (Ch. 1)
- Watch Member Killed (Epilogue)

CHAPTER 2

- Dark Botany (Ch. 2)
- Deepest Winter (Ch. 2)
- Easy Squeeze (Ch. 2)
- Lost in Darkness (Ch. 2) *When out of light sources, go to [PART 2-127](#).*
- Rest in Peace (Ch. 2)
- Saccharine Screech (Ch. 2)
- Silent Night (Ch. 2)
- Something's in the Air = ____ (Ch. 2)
After 90 minutes, replace with:
- All Clear Now (Ch. 2)
- Square Egg (Ch. 2)

- Swords to Plowshares (Ch. 2)
- Venomous Nap (Ch. 2)
- Wandering Scales (Ch. 2)
- White Stone (Ch. 2)

CHAPTER 3

- A Favor to the Guild
- New Disguise = ____ (Ch. 3)
- Fillet Lane Fight (Ch. 3)
- Probationary Status (Ch. 3)
- Restricted Arm Movement (Ch. 3)
- Sail with the Tide (Ch. 3)
When filled, go to [PART 4-095](#).
- Turned Ankle (Ch. 3)

CHAPTER 4

- Ace Died
- Friends of Gond
- Entry Door Unlocked (Ch. 4)
- Latchboy Died
- Long, Thin Vault (Ch. 4)
- Nonap Died
- Bell Died
- Read Invention Diary (Ch. 4)

EPILOGUE

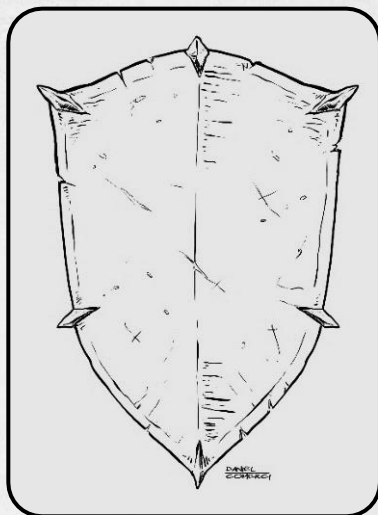
- Reported to the Guild
- Reported to the Watch
- The Gifts of Gond

101-RED SHIELDS

The Red Shields are an organization of merchants and mercenaries based in Scornubel. Also called the Caravan City, the Red Shields' headquarters is well-positioned to exploit trade, sitting east of Baldur's Gate along the River Chionthar, and southeast of Waterdeep along the Trade Way. Trade also passes through Scornubel from eastern Amn and the Dragon Coast. In addition to accompanying caravans from Scornubel in every direction, the Red Shields many trained warriors serve as auxiliaries for Scornubel's standing army.

Waterdeep is the northern extreme for the Red Shields' caravan routes; the fact that their mercenaries are working for the Seekers in this location implies that the Seekers came to Waterdeep from the south, either through Baldur's Gate or even faraway Amn.

The Red Shields are known for their frequent conflicts with yuan-ti, a foe they will go out of their way to oppose whenever detected.



102-THE GUILD

This secretive criminal organization is based in Waterdeep, with influence reaching up and down the Sword Coast. They are known for having a hand in criminality of every kind, particularly the slave trade, but also drugs, extortion, blackmail, gambling, and smuggling.

The Guild calls its leader "the Xanathar," a title of unknown origin. Its agents, usually ruthless and powerful, have various sight-related titles like "gazer," "spectator," and "examiner." Despite having a centralized structure, the organization uses layers of agents and mouthpieces to keep the authorities from tracking their activities, and they run much of their criminal trade through subsidiaries and subservient criminal organizations.

103-SLIPSTONE GANG ■■

The members of this small alley gang grew up hard on the streets of Waterdeep. Their activities are mostly non-criminal, although some of their jobs have crossed that line in the past. Most of their income derives from legitimate protection operations and manual labor.



RUFIO

The leader of the Slipstone Gang, Rufio was born with celestial ancestry. He feels called to a higher purpose and spends time studying in the Monastery of the Sun. Rufio is an inspiring leader, keeping the gang away from trouble and operating within his personal code of honor.



TOO SMALL

This clever halfling has a head for complex calculations and obscure lore. She's the gang's go-to member for appraisal, bargaining, and long-term strategizing. It is Too Small's tiny financial investments that have kept the gang operating (and eating) during some of the lean years.



NONAP

Nonap joined the gang a few years ago, after meeting Ace while wandering in the City of the Dead. Rufio makes sure this agender high elf has enough access to sources of lore to satisfy their magical curiosity, and Nonap makes sure the gang has all the arcane support it needs.



ACE

Ace is a healer and herbalist. She loves growing plants and she tends a secret garden of herbs and fungi beneath the House of the Homeless, in the City of the Dead. Ace crafts the gang's healing salves and looks after their general health, bandaging wounds and selecting healthy food.



LATCHBOY

Latchboy left his old gang after some adventurers in Trollskull Alley killed most of its members. He is deeply loyal to Rufio, who he sees as an exceptional leader. Latchboy has all the skills of thievery, but he would prefer to be an actor and longs to join an entertainer's troupe.



BELL

Bell ran away from home at a young age, hoping to find adventure. She never speaks, instead relying upon expressive hand gestures and written notes. Although an able fighter, her gnomish size makes Bell an unlikely candidate for her role as the gang's enforcer.



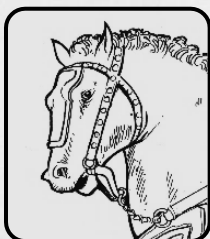
ASKER

This raptor is Rufio's angelic familiar. More potent than a normal aasimar's guide, Asker keeps a weather eye out for danger in the Trades Ward. Invisible except to the members of the Slipstone Gang, it follows and watches over each member of the gang from time to time.



POCKETS

Pockets is a large, loyal hound. She knows all manner of useful tricks, like wearing a harness of pouches full of tools and supplies. The gang raised Pockets from a pup and she is a fierce defender of its members. She has fought alongside them reliably in several past scuffles.



THUDS

Thuds' name comes from her showy, high steps, something she learned during her time in the circus. She never resorts to the "pedestrian" gait of other horses. The Slipstone Gang uses Thuds for odd jobs around the Trades Ward, usually for pulling the gang's wobbly-wheeled delivery wagon.

104-SILVERSMITHS AND GILDERS

House Deepwinter controlled this ancient guild during the Guild Wars of 1256, when a consortium of guilds overthrew the Lords of Waterdeep and ruled the city for over a decade.

The Guild of Silversmiths and Gilders was well known, not just for the creation of jewelry and similar works, but for their ability to enchant these objects with useful magic. The guild was particularly renowned for its gem-encrusted devices that provided magical protection and security.

Few know the tale of how House Deepwinter took control of the guild, of its primarch exploiting the guild's trusted reputation by seeding vulnerabilities in its magical works of art. Alarms, locks, and other security enchantments made thereafter would not deter anyone with pure Deepwinter blood—*this includes you, because of the blood-infused mark you now bear on your arm*. Long after the Deepwinters disappeared from the city, the guild's enchantment patterns remained altered, infecting its products with vulnerabilities imagined centuries ago.

105-PRISTINE HAT

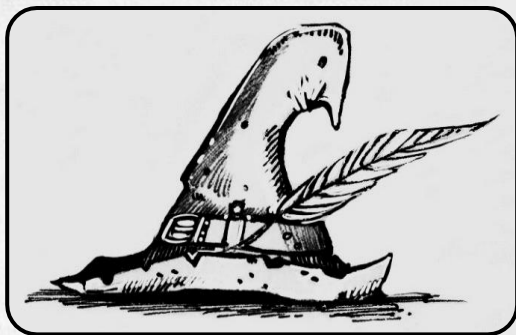
Wondrous item, common (minor)

While wearing this blue felt cap, you can understand the literal meaning of any words you hear in Lantanna.

Lantanna is the official language of Lantan; it is also spoken in parts of the Nelanther Isles and Tethyr.

You likewise understand writing in Lantanna. (Lantanna is written in Draconic script.) You must be touching the surface on which the words appear, and it takes about 1 minute of reading per page of text. This reading is literal; it doesn't decode secret messages or translate idioms.

This hat has no appreciable weight separate from your clothing. If you *really* want to sell it, the hat will fetch a price of 12 gp.



106-ACE (SIDEKICK)



Medium humanoid (human); AC 13 (studded leather); HP 13 (2d8 + 4); Speed 30; STR 15 (+2), DEX 13 (+1), CON 14 (+2), INT 11 (+0), WIS 16 (+3), CHA 11 (+0); Proficiency light armor, simple weapons, rapier, shortsword; cook's utensils, herbalism kit; Languages Common, Druidic; Skills Animal Handling +5, Medicine +5, Nature +2, Perception +5, Survival +5; Saving Throws Con +4

☉ Quarterstaff (Action)

Melee Weapon Attack: +4 to hit, reach 5 ft., one target

Hit: 1d8 + 2 bludgeoning damage

☉ Dagger, Melee or Thrown (Action)

Melee (or Ranged) Weapon Attack: +4 to hit, reach 5 ft. (or range 20/60 ft.), one target

Hit: 1d4 + 2 piercing damage

☉ Sling (Action)

Ranged Weapon Attack: +3 to hit, reach 5 ft., one target

Hit: 1d4 + 1 bludgeoning damage

☉ Heal (Action)

Ace can use a healer's kit on a creature within 5 feet of her, restoring hit points equal to 1d4 + Ace's level. An affected creature can't regain hit points from this trait again until it finishes a short or long rest.

ACE'S EQUIPMENT (WEIGHT)

Studded leather (13), dagger (1) quarterstaff (4), sling (0), backpack (5), 5 rations (10), 20 sling bullets (1), tinderbox (1), 3 torches (1 each), waterskin (5), 50-foot hempen rope (10), cook's utensils (8), healer's kit with 10 uses (3).

Ace can carry another 160 lb. of gear.

107-LATCHBOY (SIDEKICK)



Medium humanoid (human); AC 15 (studded leather); HP 11 (2d8 + 2); Speed 30; STR 14 (+2), DEX 16 (+3), CON 12 (+1), INT 11 (+0), WIS 11 (+0), CHA 13 (+1); Proficiency light armor, simple weapons, rapier, shortsword; lute, thieves' tools; Languages Common, Thieves' Cant; Skills Acrobatics +5, Athletics +4, Investigation +2, Sleight of Hand +5, Stealth +5; Saving Throws Dex +5

Side Cut. Latchboy has advantage on attack rolls against a creature if you are within 5 feet of the creature and you aren't incapacitated.

☉ **Shortsword (Action)**

Melee Weapon Attack: +5 to hit, reach 5 ft., one target

Hit: 1d6 + 3 piercing damage

☉ **Dagger, Melee or Thrown (Action)**

Melee (or Ranged) Weapon Attack: +5 to hit, reach 5 ft. (or range 20/60 ft.), one target

Hit: 1d4 + 3 piercing damage

LATCHBOY'S EQUIPMENT (WEIGHT)

Studded leather (13), 4 daggers (4), shortsword (2), antitoxin (0), backpack (5), 5 rations (10), crowbar (5), tinder box (1), 3 torches (1 each), waterskin (5), 100-foot hempen rope (20), lute (2), thieves' tools (1)

Latchboy can carry another 139 lb. of gear.

108-NONAP (SIDEKICK)



Medium humanoid (elf); **AC** 13 or 16 (*mage armor*); **HP** 11 (2d8 + 2); **Speed** 30; **STR** 10 (+0), **DEX** 16 (+3), **CON** 12 (+1), **INT** 16 (+3), **WIS** 13 (+1), **CHA** 11 (+0); **Proficiency** dagger, dart, longbow, longsword, shortbow, shortsword, sling, quarterstaff, light crossbow; **Languages** Common, Draconic, Elvish; **Skills** Arcana +5, History +5, Investigation +5, Perception +3; **Saving Throws** Wis +3

Fey Ancestry. Nonap has advantage on saving throws against being charmed, and magic cannot put them to sleep.

Trance. Nonap doesn't sleep. Instead, they meditate for 4 hours, after which they finish a long rest.

Spellcasting. Nonap's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). They have 2 first-level spell slots.

Nonap can cast (at will) the *firebolt*, *light*, and *mending* cantrips.

Spellbook. Nonap has *mage armor* and *sleep* in their spellbook. After each long rest, choose one to be readied; the other is unavailable. During this adventure, Nonap has already selected the *mage armor* spell to ready for the day.

Rituals. Nonap can cast *comprehend languages* and *identify* as ritual spells if they have their spellbook and the correct material components.

☉ **Shortsword (Action)**

Melee Weapon Attack: +5 to hit, reach 5 ft., one target

Hit: 1d6 + 3 piercing damage

NONAP'S EQUIPMENT (WEIGHT)

Shortsword (2), backpack (5), 5 rations (10), spellbook (3), 50-foot hempen rope (10), wand (1), waterskin (5)

Nonap can carry another 114 lbs. of gear.

109-BELL (SIDEKICK)



Small humanoid (gnome); AC 16 (ring mail, shield); HP 15 (2d8 + 6); Speed 25; STR 14 (+2), DEX 10 (+0), CON 16 (+3), INT 14 (+2), WIS 13 (+1), CHA 10 (+0); Proficiency light armor, medium armor, heavy armor, shields; simple weapons, martial weapons; Languages Common, Gnomish, Thieves' Cant; Skills Athletics +4, Arcana +4, History +4, Stealth +0 (disadvantage); Senses darkvision 60 ft.; Saving Throws Con +5

Artificer's Lore. When Bell makes an Intelligence (Arcana or History) check related to a magic item, alchemical object, or technological device, double her proficiency bonus (currently +2).

Tinkerer. Bell can spend 1 hour and 10 gp of materials to construct a tiny clockwork device (AC 5, 1 hp) using tinker's tools. The device only functions for 24 hours unless Bell spends 1 hour repairing it each day to keep it functioning. Bell can also dismantle the device to reclaim the materials. Bell can have three such devices at one time.

☉ **Warhammer (Action)**

Melee Weapon Attack: +4 to hit, reach 5 ft., one target

Hit: 1d8 + 2 bludgeoning damage

☉ **Javelin, Melee or Thrown (Action)**

Melee (or Ranged) Weapon Attack: +4 to hit, reach 5 ft. (or range 30/60 ft.), one target

Hit: 1d6 + 2 piercing damage

● **Protection (Reaction)**

With a shield, Bell imposes disadvantage on the attack roll of (or against) a creature she can see within 5 feet of her whose target isn't Bell. She must use this reaction before the attack is rolled.

BELL'S EQUIPMENT (WEIGHT)

Ring mail (40), shield (6), warhammer (2), javelin (2), backpack (5), 5 rations (10), healer's kit (3) holy water (1), waterskin (5), 100-foot hempen rope (20)

Bell can carry another 116 lb. of gear.

Parnak Deepwinter so beloved his blood as to DRAW boundaries that bar any pretenders who would lie in the same tomb. The arches remain closed, except to let pass a body of Deepwinter blood, carried FORTH to its final rest. My own consanguinity is too tenuous to pass the arch. I have tried these dry bones, now piled here, but they too are not enough to open THE arch.

Skeletons have not availed me; the "blood" of the arch's demand must be literal. No fragment nor SHARD of Deepwinter bones opens the way. I have searched as far as I could through these catacombs and found nothing TO suffice. I will LET myself out again, back to the surface to hunt. I cannot disappoint HIM. His house is no more, but its blood must still be out there in some remnant stronger than my own. I will RISE to this challenge as he demands. I will find another far flung Deepwinter, another long-lost descendant of a nameless by-blow, and the arch will open to us.

III-INVENTION DIARY

The text parts of this diary are in Common. However, most of the journal's pages are just diagrams, many of which illustrate machines of dubious potential.

The marked page is a description of the author's visit to one of the islands of Lantan. It talks about a portal beneath the Lantanese Embassy that connects to Anchoril and to other locations important to the Lantanese nation. The journal's owner described many details about the appearance and configurable parts of the portal frame and recorded the activation password. The password is *whof*, the Gnomish word for "enjoy."



Having read the invention diary, add the following event code:

📖 **EVENT:** "Read Invention Diary" (Ch. 4)

II2-FILTERED FACEMASK

This mask wraps around the entire face, filtering toxic particles from the environment. It covers your eyes, nose, and mouth, the common routes by which such infectives might attack the body. While wearing this device, you have advantage on Constitution saving throws to resist airborne poisons, diseases, and magic effects like dust of sneezing and choking.



Because of the mask's restrictive nature, you also have disadvantage on Charisma (Persuasion) and Wisdom (Perception) checks while wearing it. (Remember that your passive score is reduced by 5 points when you would suffer disadvantage on related checks.)

Donning or doffing the mask takes one minute. (Adjust your interval if you're tracking time in segments of minutes or rounds when you do it.)

This item weighs 1 lb. and you can sell it for 5 gp.

I can no longer see the blood **UNDER** their features.
THE truth is unknowable. They walk past my alley by
the **RIVER** and I see Deepwinter
in all their faces.

The last few were but guesses,
driven by my hunger.

HE commands me not to stop trying. I **WILL** get to
him, but who will I be when it finally happens? I am
deaf now to all the world. I hear nothing but his voice
in my ears. In

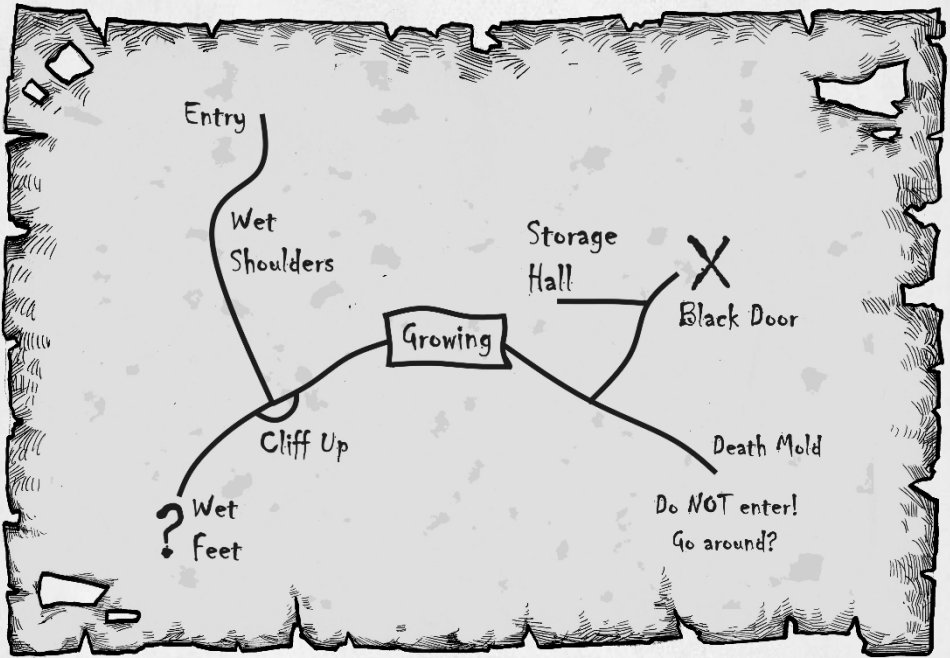
deafness, I cannot question
those I hunt. Nor can I **FIND** traces of
their lineages, for the
libraries are barred to one with clothes such as mine.

Clothes such as they are, unchanged for all these years,
in **HIS** service. And flesh, loose and hanging in waste,
and the smell of the grave upon me. This is my
FINAL chance. The next time I return to the catacombs,
it will be my **GRAVE** for true.

One more try.

One more guess.

114-ACE'S INSTRUCTIONS

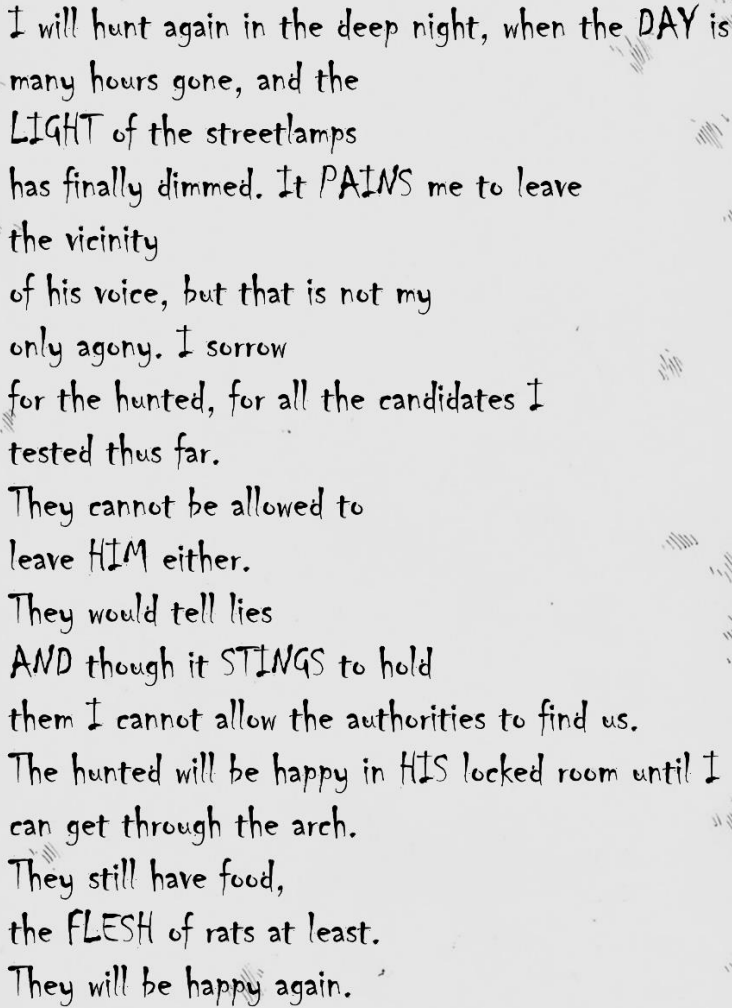


115-MARK OF THE SCALED ROOTS

This circular sigil is of two serpents, twisted around one another in opposite directions, each biting its own tail. Inside the circle of their bodies is a star.

This symbol is a reference to an elder power associated with utter destruction and eventual renewal. The two serpents represent the same being, one that destroys and one that gives a dream of rebirth in the wake of that destruction.

The common name for this elder power is Dendar. Yuan-ti, various cultists, and friends of serpents worship her. The symbol is common to those who dream of a time when Dendar will remake all of reality in a shadowy image of its current form.



I will hunt again in the deep night, when the DAY is
many hours gone, and the
LIGHT of the streetlamps
has finally dimmed. It PAINS me to leave
the vicinity
of his voice, but that is not my
only agony. I sorrow
for the hunted, for all the candidates I
tested thus far.
They cannot be allowed to
leave HIM either.
They would tell lies
AND though it STINGS to hold
them I cannot allow the authorities to find us.
The hunted will be happy in HIS locked room until I
can get through the arch.
They still have food,
the FLESH of rats at least.
They will be happy again.

117-ANIMAL WHISTLE

This whistle produces a sound so high pitched that only creatures with the Keen Hearing and Smell trait, the Keen Hearing trait, or the Keen Senses trait (related to hearing) can hear it. Those who can hear the whistle can hear it from up to 600 feet away.

The whistle has no appreciable weight. You can sell it for 1 gp.

118-STAR METAL DAGGER

Simple melee weapon (1 lb.)

This large dagger has a heavy blade, curved slightly toward its cutting edge. The design is suited for chopping but it also has a sharp tip. The black and gray swirls of the blade identify it as adamantine, a metal highly effective for breaking objects.

Whenever this weapon hits an object [*like an inert burrowing machine!*], the hit is a critical hit. Additionally, this dagger counts as adamantine for the purpose of creatures with resistance or immunity to damage from non-adamantine weapons.



119-ARCANE PATTERN

This unique sequence of sigils serves as an easily targetable destination for such spells as *plane shift*, *teleport*, and *teleportation circle*. Creating a permanent circle of this sort requires the daily casting of a high-level spell for a year, with total material components just under 2,000 gp. You can find no clue as to why such a circle is in the ancient catacombs beneath the House of the Homeless, or whether it is still in use.

120-BOOK OF LANGUID AND LOATHSOME LORE

This heavy tome, written in Common, contains a wealth of information about various religious topics, particularly evil deities.

If you have time to spend a minute consulting the book immediately before making an Intelligence (Religion) check, you may roll with advantage. The book does not apply its benefit if the DC for the check is higher than 15; such checks imply that their topics are too rare or esoteric to appear in a reference book of this size.

This heavy book weighs 5 lbs. You can sell it for 20 gp.

I should be writing to my children,
not filling this
journal. I should be with them now, not **WAITING**
for him **IN** these dark catacombs beneath a cemetery.

I just cannot unhear him.

THE call is my every
dream, in every **NIGHT**. And **HE** leaves me no peace.

His voice **HUNTS** me down, wherever I flee!

So often

I have dreamt, **FOR** now I hear it in daytime.

"Deepwinter," he calls me.

"**BLOOD** of the clan," he insists.

"Come and see," he whispers **TO** me.

"Open my tomb!" he screams. I can no longer sleep,
not for exhaustion nor excess of **DRINK**.

I will not be

rid of my ancestor until I silence his voice for good.

122-SPARKER

You can activate this device with a reaction, causing it to throw a tiny stream of sparks. This functions as a lightweight tinderbox.

The sparker has no appreciable weight. You can sell it for 5 gp.

123-DECOY PURSE

This decoy container looks like a pouch stuffed with coins. The outline of the coins is clearly visible beneath the purse's tight-stretched leather. Really, the contents are a single piece of worthless metal shaped to resemble a mass of coins and stuffed into a sewn-closed pouch. If worn as an obvious target for thieves, and if you are ever the victim of a successful pickpocketing attempt, you lose this item instead of your real purse.



The decoy purse weighs 1 lb. You can sell this clever item for 2 gp.

124-CHARM OF KINSHIP

Minor supernatural gift

The blood of House Deepwinter has infused your body. Centuries of exposure to the clan's undead primarch have distilled this magical fluid into a potent charm.

While you bear this charm, you know the *dancing lights* cantrip, which you can cast without providing spell components. You also qualify as having Deepwinter blood for the purpose of magic that detects or reacts to members of that lineage.

When you take necrotic damage, it weakens the mystical blood infusing your body. The *charm of kinship* disappears after you take a total of 100 points of necrotic damage, tallied from the moment you receive the charm. You cannot otherwise remove a charm by anything short of divine intervention or a *wish* spell.

125-SERPENT SKULL RING



Ring, common (minor) (requires attunement)

This narrow bronze band appears in the shape of serpents claspng a polished, skull-shaped stone. Tiny runes etched in the bottom of the skull say, “Guild of Silversmiths and Gilders” in Common.

While wearing this ring, reduce by 2 points any poison damage you take.

You can sell this magic ring for 15 gp.

126-DEEPWINTER SEAL

Ring, common (minor)

This official seal belonged to the clan primarch at the time of House Deepwinter’s demise. The ring is ornate, decorated with laughing faces. The symbol on the flat signet is a snowcapped mountain with a large, stylized snowflake above and to the left of the mountain peak.



The signet ring has the *beacon* minor property; the wearer can use a bonus action to make the ring shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.

127-POTION OF MINOR HEALING

Potion (common) (minor)

This thin, rust-colored liquid feels gritty to drink. The potion heals 1 hit point when consumed, plus an additional 1 hit point at the start of the imbiber’s turn for the next 1d4 rounds.

The potion (in its vial) weighs 0.5 lbs. You can sell it for 10 gp.

128-MAGIC BULLETS

Weapon, uncommon (minor)

You have a +1 bonus to attack and damage rolls made with these sling bullets. Once a bullet hits a target, the ammunition is no longer magical.

129-ENDURING SPELLBOOK (OR PAGES)

Wondrous item, common (minor)

This entry applies to the *enduring spellbook* and to the individual pages torn from it. The spellbook, its pages, and anything written on its pages, are immune to damage from fire or immersion in water, and these items do not deteriorate with age.

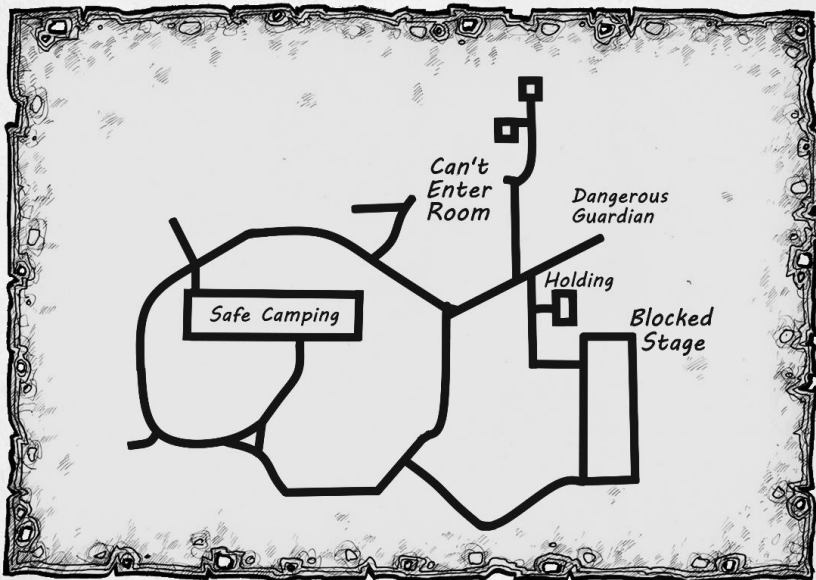


A wizard can scribe a single spell on a loose (blank) page, just like the page of a whole spellbook. Alternately, you can use the pages to make durable notes that aren't subject to decay.

The leather-bound spellbook has 28 blank pages in it when found, plus 2 filled pages containing the spells *charm person* and *sleep*. You can reinsert torn out pages, but only blank pages can hold new spells.

The *enduring spellbook* weighs 3 lbs., while the individual vellum pages have no appreciable weight. You can sell the spellbook for 30 gp, but the pages alone have no independent value.

130-CAREFUL MAP



ABOUT THE AUTHOR

Randall Right is an author, editor, typographer, layout stylist, and game designer with freelance writing credits for White Wolf Game Studios and By Night Studios. He is the creator of the mithral-bestselling *Comprehensive Equipment Manual* and other products, available on the Dungeon Masters Guild under his imprint, Wraith Wright Productions. Randall has a decade of computer game testing experience and he remains a Washington-licensed attorney. These careers, and his decades of running tabletop and LARP roleplaying games, inform Randall's meticulous and imaginative approach to game design.

- You can contact the author via Twitter [@RandallRight](#).
- Randall has several other products on the [Dungeon Masters Guild](#).
- Anyone interested in writing single-player interactive adventures can join our discussion forum on [Facebook](#).

CONTINUE THE ADVENTURE

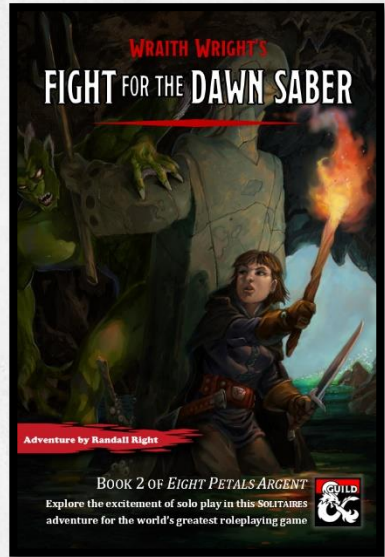
The thrilling saga of *Eight Petals Argent* continues in these upcoming titles.

FIGHT FOR THE DAWN SABER

Play the set's second adventure at 2nd level.

The Seekers new scavenger hunt is a dangerous one! Using the Argent Gate beneath the Lantanese Embassy, you will leap across the Sword Coast to an island in the Trackless Sea, searching for the wreck of the *Dawn Saber*. Resist the elements and navigate hostile jungle terrain to reach the wreck of this treasure ship before the local pirates beat you to it!

What dangers will you face on the island? What dangers beneath it? Find out in the next exciting adventure, *Fight for the Dawn Saber*!



SIEGE AT LAMSTRAND LONG

Play this as the third adventure, at 3rd level, or as the fourth adventure, at 4th.

Seeking new information about the destinations of the Argent Gate, you will travel to the village of Lamstrand Long to uncover the secrets of the gnomish inventor from whom the village gets its name. To protect your prize, you must prepare Lamstrand Long for siege by an orcish army, shore up defenses, smooth old grudges, and root out traitors in your midst.

Will the little village survive the coming assault? Will it fall, putting your prize beyond your reach? Answer these questions in *Siege at Lamstrand Long*!

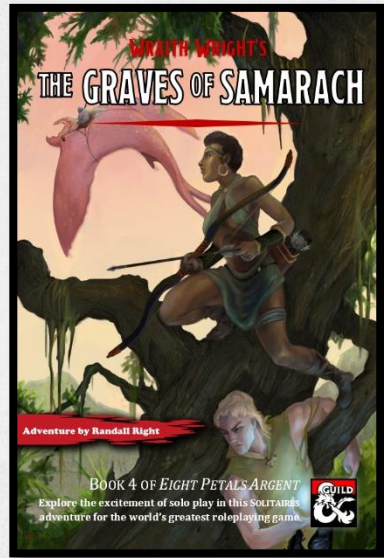


THE GRAVES OF SAMARACH

Play this as the third adventure, at 3rd level, or as the fourth adventure, at 4th.

Sail with the crew of the *Homeward* in search of a Lantanese logging colony, lost a century ago in the jungles of Samarach. Decipher the mystery of an abandoned camp, brave the dangers of an overgrown necropolis, and defeat the ancient guardian to claim the latest bounty for the Seekers.

Can you survive the ravages of the deep jungle? Will the hungry dead find your resting place in the night? Or will you triumph, uncovering the graves of the lost Lantanese explorers? Find out in the next adventure, *The Graves of Samarach!*

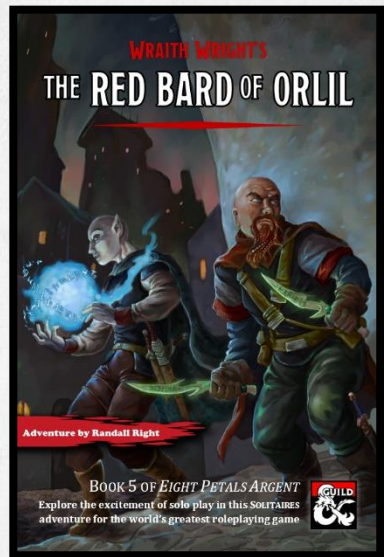


THE RED BARD OF ORLIL

Play this adventure at 5th level, as your fifth or sixth adventure in the set.

When embassy ships arrive in the port at Waterdeep to rebuild diplomatic ties with the Nation of Lantan, the Seekers ask you to investigate an unexpected rift between these visiting diplomats and the temple of Gond. Infiltrate a stately dinner, track assassins through back alleys, and discover the identity of the Seekers.

Can you lay bare the dangerous secrets of the Red Bard, and will the authorities believe you in time if you do? The answer lies in the pages of this next adventure, *The Red Bard of Ortil!*

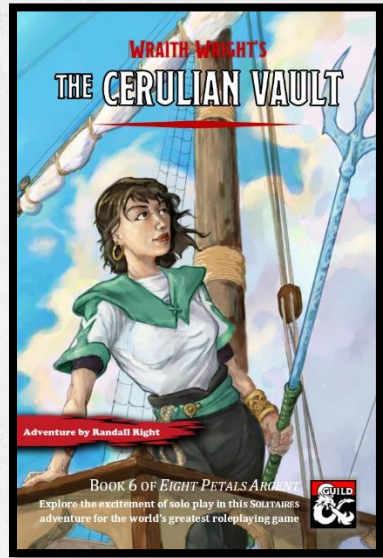


THE CERULEAN VAULT

Play this adventure at 5th level, as your fifth or sixth adventure in the set.

Finally, through clues assembled from around the Sword Coast, the Seekers decode the location of the Cerulean Vault, an underwater cache of Lantanese military artifacts. Journey to these coordinates with the crew of the *Homeward* and dive under the waves to plunder the century-old secrets concealed below.

What traps did the Lantanese lay in your path? What dangers can hope to deter you, the Seekers' most successful agent? Find out in the next exciting installment of the series, *The Cerulean Vault*!



FIRE IN THE ISLES

Play this capstone at 6th level, the seventh and final adventure of the set.

Chase the Bloody Fleet through the Nelanther Isles, battling from island to island, seeking finally to end the threat this cult poses to Waterdeep. Command your forces in ship-to-ship combat, save besieged colonies, and stop an infernal ritual.

Will the *Homeward* survive the struggle for naval dominance? Will you find the missing ships before they can disgorge their demonic cargo? Will you stop the ritual that will threaten trade with Lantan for decades to come? Discover the answer to these and other threats in *Fire in the Isles*!



VENTURE INTO THE UNKNOWN, ALONE

When you left Waterdeep, you did so to become an adventurer. Now, you return to the City of Splendors to catch up with the friends you left behind and to enjoy the Day of Wonders celebration, only to discover that your prowess is needed here more than it was out on the road.

You are quickly drawn into a scheme to steal an artifact from the city's cemetery district, a quest that pits you against your old rivals, the Crimson Perytons. The fate of your friends now hangs in the balance as you navigate between powerful factions, uncover ancient mysteries, and test a dangerous magic portal hidden in the abandoned Lantanese Embassy at the heart of the City of Splendors.

A 1st-level SOLITAIRES starter for the *Eight Petals Argent* adventure set

For use with the DUNGEONS & DRAGONS *Player's Handbook*® and *Dungeon Master's Guide*®

