

Waterdeep: Dragon Heist

Spring Vengeance

A ONE-SHOT ADVENTURE



CREDITS

Designer: Kenna May (pagesofkenna.com)

Cover Art: Honfleur, by Johan Barthold Jongkind (courtesy of the MET collection)

Interior Art: All interior art courtesy of the DMsGuild free creator resources, except where otherwise noted.

Maps: Kenna May (special thanks to Kevin Macleod for the graph paper generator: Incompetech.com)

Playtesters: Christy Avalos, Justin Ramos, Kayla Hamel, and the illustrious Lady Susan Cox

Template Created by William Tian

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INTRODUCTION

Spring Vengeance is a one-shot supplement to *Waterdeep: Dragon Heist*, which takes a group of 5th level characters through a mission aboard the Sea Maiden's Faire. The purpose of this adventure is to introduce players to villains and NPCs they might not otherwise meet while playing the original adventure. Xanathar is absent in *Spring Vengeance*.

There are three plot hooks, seen on pages 6-8. These set up backstories, so all the players are working for the Harpers, the Cassalanter, or Manshoun. In each backstory, the players are getting revenge against Jarlaxle for how he's wronged the players' employer. There are multiple suggested ways to enact this revenge.

The game takes place on Fey Day, which occurs on Ches 19, or Spring Equinox (see ***Waterdeep: Dragon Heist* p184**). The Sea Maiden's Faire is

hosting a parade in town to celebrate, and most of the carnies and sailors are not on the ships. Your players will sneak through the docks and board the ships in disguise. Once the session ends, night falls and the parade returns to the ships, discovering any trespassers who remain.

The game lasts as long as you want it to; don't worry about making sure in-game time passes realistically. There's a list of events on page 12 which you can use to keep things moving, or ignore as you see fit.

The game is best played with the *Waterdeep: Dragon Heist* core adventure book on hand. Certain statblocks, map details, and other information from that book will be referenced by page number as **WDH ##**. Before running *Spring Vengeance*, read the Maestro's Fall chapter in **WDH 131-146**.



Honfleur, by Johan Barthold Jongkind

BEGINNING AND ENDING

Spring Vengeance works well with 5th level PCs. Choose, or have your players choose, which faction they will be working for, and allow them to build their characters with that in mind.

STARTING EQUIPMENT

Each player character starts with a carnie disguise, acquired for them by their faction. Assume the disguises look convincing.

Each faction has access to a small ship docked in Waterdeep Harbor (the Harpers and the Cassalanter own their own pleasure boats; the Zhentarim were given one by a client to pay a debt). The ship is located further down the docks, and does not come with a driver.

Your players also have a few non-lethal knockout weapons available to them. They can divide these however they seem fit:

WIRE GARROTE (1 PER PARTY)

Simple Melee Weapon. Finesse, two-handed. One medium or smaller target, against whom the player has advantage on the attack. **Hit:** 1d4 bludgeoning damage, and the target is grappled and choking (see **PHB** 183, errata). Until the grapple ends, the target can't breathe, and every attack against the target has advantage. If the garrote is removed from a choking, unconscious target, the target stabilizes at 0 hit points.

SLEEP DARTS (20 PER PARTY)

Simple Ranged Weapon. Finesse, thrown (20/60). One target. **Hit:** 1d4 piercing damage, and target must succeed a DC13 Constitution saving throw or fall unconscious for one hour. The target wakes up if it takes damage, or if anyone uses an action to shake it awake.

SLEEP SPELL SCROLL (3 PER PARTY)

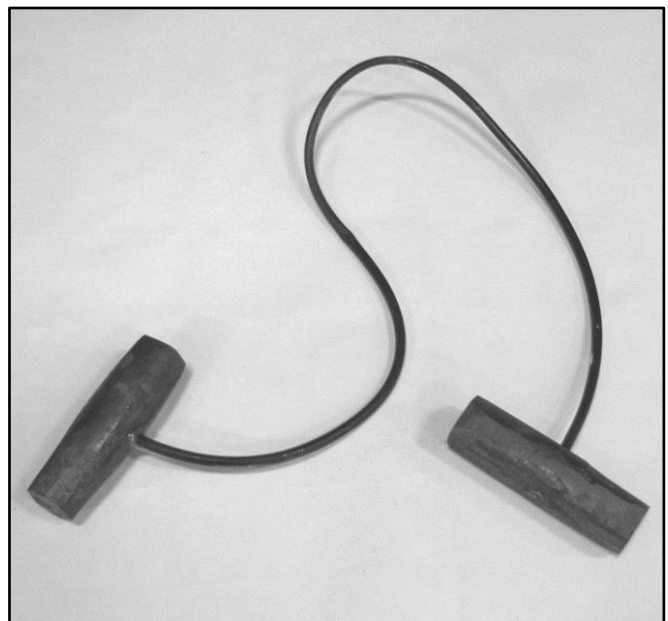
A common spell scroll containing the first level spell, *Sleep* (see **DMG** 200).

Drow PCs

If you have a player who wishes to play a drow character, feel free to allow it. Make sure your player understands they won't be 'visibly' drow the whole game, and that NPCs might respond to them differently because of their race.

Examples of this include:

- Drow NPCs will assume a visibly drow PC is a member of the Bregan D'earthe (regardless of apparent gender)
- Drow sailors will try to stop visibly drow PCs from boarding the ship openly, instead suggesting they cover up first, or sneak up the side of the ship.
- Drow sailors who believe a PC to be drow will not suggest they leave the ship without first covering up, or sneaking down into the water.
- Non-drow NPCs in the Dock Ward may assume a drow PC is up to no good, or express fear of and be especially accommodating towards a drow PC.



Garrote by cchauvet on Flickr

TO READ

At the start of your game read the following section aloud to your players. Then, read the section indicated by whichever plot hook you've chosen.

Fey Day comes but once a year, a day of revelry and fun as the veil between our world and the Feywild grows thinner than ever. There are extravagant parties all across the city of Waterdeep, with people dressed in fantastical costumes and alcohol flowing freely. And of course, the carnival is in town!

The Sea Maiden's Faire docks in Waterdeep harbor twice a year, bringing strange delights from faraway lands. They have a brilliant parade planned for Fey Day, traveling all through the city from sunup to sundown, with miraculous displays of magic and daring! It will certainly not be a sight to miss.

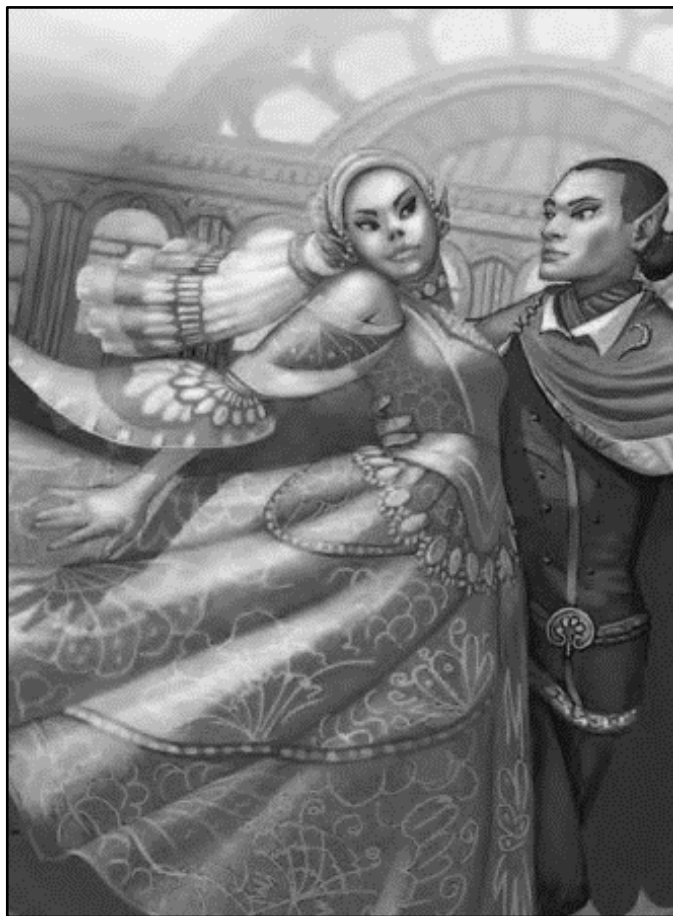
Which of course means you'll be missing it. The parties and alcohol too – no, you have a job to complete today. And while the three ships of the Sea Maiden's Faire – the Heartbreaker, the Hellraiser, and the Eyecatcher – are relatively unguarded, now is the only time to do it.

PLOT HOOKS

HARPERS

Remallia Haventree – the head of the Harpers in Waterdeep – invited you to her mansion when the ships first docked to let you know of her suspicions. She has reason to believe the Faire is really a cover for the Bregan D'earthe, a gang of drow thieves and murderers who work for a man named Jarlaxle. The Harpers recently learned that the Bregan D'earthe have been blackmailing the city, trying to join the alliance of city-states along the Sword Coast. Doing so would legitimize their operation, showing mercenaries everywhere just how easy it is to strong-arm your way to power.

This can't happen. If the Harpers can prove the Sea Maiden's Faire is connected to the Bregan D'earthe, the city can finally take legal action against them, throwing a wrench in this whole



scheme. The problem is finding that proof. The Harpers know there are drow hiding on those ships, and Jarlaxle has been spotted within the city in the last tenday. Unfortunately, we still don't have proof tying Jarlaxle to the Faire. So that's where your crew comes in.

Lady Haventree has supplied the carnie disguises, plus a garrote wire, a packet of sleep darts, and three Sleep spell scrolls. Your job is to sneak aboard those ships and find whatever proof you can that the Bregan D'earthe are disguised among the sailors. Try not to waste your resources, and definitely don't kill anyone innocent. There's a nice bonus included if you can find out how Jarlaxle's been blackmailing the city, and steal whatever blackmail material he has without getting caught.

Joining you on this mission is Renaer Neverember, who's been a member of the Harpers for a couple years now. He's handy in a fight and a quick thinker, so hopefully you'll be able to put him to good use.

You can read more about Renaer on page 9.

CASSALANTERS

Lord and Lady Cassalanter – the heads of the secret Cult of Asmodeus in Waterdeep – have a bone to pick with the Faire. Or more accurately, with the Bregan D'earthe, the drow mercenary gang that secretly runs the Faire.

See, an unsigned note was left on their doorstep a few nights ago, and the family used their devilish resources to trace it back to Jarlaxle, the man who runs the gang. The note contained evidence that the Cassalanters are devil-worshippers, perform human sacrifices, and illegally manipulated the financial climate in Waterdeep. The note also 'politely' asked for help getting rid of a few of Jarlaxle's enemies in the city, in return for him not sharing this information publicly.

The threat of this note is clear, and it will not go unpunished. The Cassalanters have no interest in allying themselves with a brigand such as Jarlaxle, but they can't let this evidence go public either. Unfortunately, they used up their goodwill with the Lord of the Nine Hells in just finding the Bregan D'earthe. Now it's up to you to finish the job.

You've been given outfits matching the costumes worn on the Sea Maiden's Faire, to help you sneak in during the parade. You've also been given a garrote wire, a packet of sleep darts, and three Sleep spell scrolls. Kill Jarlaxle, and any of his highest-ranking agents, if you can, or find the evidence he's compiled against the Cassalanter family and destroy it. If you find any evidence of the Bregan D'earthe's other illegal activity you should grab that too, so the Cassalanters can blackmail him right back.

Joining you on this mission is Willifort Corwelle, Lord Cassalanter's butler and the only known doppelganger in the Cult. As you'd expect, he has a way of getting in and out of places unseen.

You can read more about Willifort on page 9.

MANSHOON

The great wizard Manshoon – your boss, and the secret head of the Zhentarim operations in Waterdeep – knows some secrets about the Faire. Like the fact that it's really a front for the Bregan D'earthe, a rival mercenary gang of drow led by a man named Jarlaxle. Manshoon also knows Jarlaxle is in town himself, running the Faire in disguise while he tries to gain a foothold in this city. And that Jarlaxle was the one who ordered the death of all those Zhentarim agents last week, in a literal gunfight that spilled out into the streets and resulted in half the surviving Zhentarim arrested for gang violence.

So now Manshoon wants revenge. Ideally Jarlaxle would be dead, but with the best of the Zhentarim in jail for the foreseeable future, it's up to you to do the next best thing and get the Bregan D'earthe arrested. There may be some proof that it was Jarlaxle who started the gunfight, but at the very least you should be able to find evidence of the Bregan D'earthe's other criminal activity.

Another agent secured disguises, so you look like any other carnie hireling. You can kill anyone you wish, but try to keep a low profile – if anything you do gets traced back to Manshoon, no doubt Jarlaxle will cause more problems in the future. To help, you've been supplied a garrote wire, a packet of sleep darts, and three Sleep spell scrolls. Don't waste them.

Joining you on this mission is Agorn Fuoco, a devoted servant of Manshoon's. He may not be very strong, but he's got a magical talent that may come in handy, and he's good with a disguise.

You can read more about Agorn on page 9.

STARTING INFORMATION

Regardless of which plot hook you use, your players have access (through their faction leader or their faction ally) to the following information:

- The three ships of the Sea Maiden's Faire are the Heartbreaker, the Hellraiser (both docked at a pier), and the Eyecatcher (which has dropped anchor further out in the harbor).
- No drow have been seen aboard the ships themselves.
- Rowboats ferry supplies between the Eyecatcher and the other two ships regularly.
- The Sea Maiden's Faire is led by a human man named Zordoz Zord who is participating in the parade today.

FINDING PROOF

The following are suggested ways your player might achieve their goal:

FIND JARLAXLE'S JOURNAL

Of particular interest to the Cassalanter. The journal, inside the Nimblewright in J30, contains blackmail material Jarlaxle has gathered on a



few noble families of Waterdeep, including that the Cassalanter are followers of Asmodeus, and speculation that they sold their oldest son to the Lord of the Nine Hells for their wealth.

FIND NOTE TO SOLUUN

Of particular interest to Manshoon The note, carried by Soluun, is written in Elvish and signed by Jarlaxle. It mentions that Jarlaxle had previously given Soluun permission to kill a particular elf, but not an entire gang, and chides Soluun for letting the fight get out of hand.

FIND EVIDENCE AGAINST LAERAL

Of particular interest to the Harpers. This stack of papers, found in the secret compartment of the trunk in U4, contains the following: a cutout from a tabloid, claiming the Open Lord has been replaced by a doppelganger; a note from Blackstaff Sahfar assuring a noble that the Open Lord is feeling fine and the city is safe; a cipher; a coded letter from Open Lord Laeral Silverhand to an agent from the Lord's Alliance, claiming the runestone she needs is in the Undermountain (See **W:DotMM 9**).

DESTROY THE FIGUREHEADS

If the figureheads of the Heartbreaker and/or Hellraiser are destroyed, all sailors on deck will suddenly appear drow, causing alarm amongst passerbys. The City Guard will appear within ten minutes, during which time the drow will attempt to hide or repair the figureheads if they can. Being drow is not illegal, but if the City Guard start to look too closely, the ships will flee rather than risk an investigation.

DESTROY THE SHIPS

For particularly daring players. The smokepowder in the lower holds of the Heartbreaker and Hellraiser will explode if ignited, sinking the ships. Doing so causes the City Watch to arrive within minutes, arresting anyone they believe is responsible. If the Eyecatcher is in danger, Jarlaxle will attempt to flee in the Scarlet Morpenoth.

ENDING EARLY

Your players might accomplish their goal very quickly, ending the game in a couple hours. The events listed on page 12 are designed to keep things moving, to raise suspicion, and make it difficult to return to shore. If the game moves too fast, consider which events have not yet triggered, and perhaps increase the number of NPCs in areas your players have not yet explored.

In certain situations, you can also do the following:

FIGUREHEADS DESTROYED

If the figureheads on the Heartbreaker or Hellraiser are destroyed early, allow their ship captains to repair them using a magical ritual, which takes one minute to perform. Any guards who arrive are either appeased or dealt with. The sailors are now on high alert for saboteurs and all figureheads are under careful watch.

EVIDENCE FOUND

All pieces of written evidence mentioned in the previous section are found in highly secure areas of the Eyecatcher or Scarlet Morpenoth. If these are obtained early, a nosey NPC may discover the players and raise the alarm. Any rowboats sailing away from the Eyecatcher are easily visible and attacked, and a flag is raised to alert the Hellraiser and Eyecatcher.

GUNFIRE

Drow gunslingers try to save their guns as a last resort, as using them draws City Guard (and can cause issues below decks; see sidebar). If gunfire takes place on the Heartbreaker or Hellraiser (gunfire on the Eyecatcher is easily mistaken for fireworks), a small force of City Guard arrives within minutes to investigate. The drow are on alert, and may try to turn the players over to the guard, or lure guards below decks to attack, depending on the situation.



Damaging the Hull

There are several Drow Gunslingers in this game, meaning there's a likelihood of gunfire happening on one or more of the ships. A single pistol shot on the lower hold can be heard by anyone on the ship, making an easy battle quickly turn into a dogpile, as every sailor on board rushes to stop the intruders.

If your players prefer a stealthy approach, consider implementing the following:

Drow Gunslinger Naval Tactics. A gunslinger will only use his gun below the waterline as a last resort, instead relying on his shortsword until he can get up to the Orlop deck or higher. The gunslinger will also try to shout for help, and go fetch the mate on duty.

If the gunslinger fires a gun below the Orlop deck and misses his target, assume it hits the hull instead, allowing a small but steady stream of water to start leaking into the ship. Unchecked, this will flood the lower levels of the ship and cause the ship to sink in 1d4 days.

NPCs

FACTION ALLIES

RENAER NEVEREMBER

Renaer has worked with the Harpers for a few years now and has experience with the Force Grey as well, protecting the city from dire threats. He's the son of the previous Open Lord of Waterdeep, who he doesn't get along with well, and he's looking for more productive ways to spend his time.

He's levelheaded and focused when he needs to be, but enjoys having a good time when he can. In danger, Renaer will prioritize getting his team out safely. On his own, Renaer will work through the ships slowly and methodically before being discovered (see 'Neverember Caught' page 12). Renaer uses the statistics of a **Swashbuckler (WDH 216)**.

WILLIFORT CROWELLE

Willifort is an original member of the Cult of Asmodeus, having served the Cassalanters since before their pact. He's loyal to a fault, believing he owes the family for accepting him.

Willifort is skilled at acting while in disguise, but is naturally stoic and suspicious. He prefers to take the form of an older male tiefling while at the Cassalanters villa, and an older male half-elf while out on missions. In danger, Willifort will prioritize covering the team's tracks and destroying anything that links them to the Cult. On his own, Willifort will use his shapeshifting to sneak into well-guarded rooms before being discovered (see 'Will the Real Sailor...?' page 12). Willifort uses the statistics of a **Doppelganger (Monster Manual 83)**.

AGORN FUOCO

Agorn was a poor musician living in obscurity until Manshoon found him and gave him a place within the Zhentarim. He's devoted himself to the life of a mercenary, using his magical

abilities to assist his Zhentarim allies and even murdering his own mother so she could not tie him back to his old life.

Agorn throws himself headfirst into whatever he's doing, taking no half measures. In danger, Agorn will try to save himself, believing his wellbeing is worth more to Manshoon than the rest of the team's. On his own, Agorn plays up the carnie act, blundering through his investigation before being discovered (see 'Song Over' page 12). Agorn uses the statistics of a **Bard (WDH 195)**.

ZELIFARN

Zelifarn is a young bronze dragon who's created a lair at the bottom of Waterdeep Harbor. He's been there almost a year, scouring shipwrecks and tempting passersby into tossing him coins. Zelifarn cannot pass the city's Dragonward and has been intending to move on soon, but before he does he wants to solve the mystery of the Sea Maiden's Faire.

Whenever the Faire enters the city, Zelifarn notices a strange craft on the underside of the Eyecatcher. The sailors refuse to parlay with the dragon, leading Zelifarn to believe the sailors of the Faire are rude and inhospitable. He's also seen drow rowing away from the ship, but does not find anything strange about that.

If the players take a rowboat to the Eyecatcher, there's a chance Zelifarn may take notice and start to speak with them. See 'The Friendly Dragon' page 12 for more details.



JARLAXLE

Jarlaxle is smart, charming, and incredibly ambitious. His greatest skill lies in manipulating situations for his personal benefit, followed closely by tricking people into doing whatever he wants. As such, it's unlikely the players will ever present much of a problem to him.

He's in Waterdeep running multiple missions with the Bregan D'earthe; primarily, he is attempting to get the city of Luskan, which he secretly runs, entered into the Lord's Alliance. Though most of the Bregan D'earthe are relaxing for Fey Day, Jarlaxle is always on alert for things that might get in the way of his plans, or surprises he can use to his advantage.

During the early day, Jarlaxle is out in the city leading the parade on his summoned diatryma. He relishes the chance to be right under his enemies' noses without anyone knowing.

Later he returns to the Eyecatcher to rest (see 'The Return of Zordoz' page 12). If anything's amiss, he prefers to watch and assess before charging in to attack. If Jarlaxle discovers the players aboard his ship, he'll try to manipulate them into doing something for him (such as leading him back to their employer, or taking falsified evidence). If they've left his crew alone, he sees no reason to try to kill them.

If the players prove dangerous, Jarlaxle will try to capture them, so they can be interrogated. He may even allow them to think they've escaped, if only so he can follow them back to their employer.

However you choose to play Jarlaxle, keep in mind that he's neither evil nor a bumbling villain. His goals are self-serving and calculated, but not malicious or cruel.

You can read more about Jarlaxle and see his statblock on **WDH 206**.



JARLAXLE'S LIEUTENANTS

FEL'REKT LAFEEN

Fel'rekt is a young trans male drow who's been working for Jarlaxle and the Bregan D'earthe for most of his life. He has no love for drow culture, and is eager to prove his devotion and value to his new family. Fel'rekt is clever and charming, and lacks the cruelty some drow display.

Today, Fel'rekt is keeping an eye on the Heartbreaker (see Ship Layouts, pages 14-16).

KREBBYG MASQ'IL'YR

Krebbyg joined the Bregan D'earthe when his family was destroyed. He's young and looking to prove himself, but doesn't always think before he acts. Krebbyg considers Fel'rekt a moral guide, and tries (and often fails) to model his actions on what he believes his friend would do.

Today, Krebbyg is keeping an eye on the Hellraiser (see Ship Layouts, pages 14-16).

SOLUUN XIBRINDAS

Soluun works for the Bregan D'earthe because Jarlaxle allows for his cruel, sadistic behaviors. He'll kill anyone in his way, but specifically enjoys killing non-drow elves and half-elves, believing them inferior and weak. Soluun repays Jarlaxle's protection with a loyalty that borders on obsession.

Today, Soluun is keeping an eye on the Eyecatcher (see Ship Layouts, pages 14-16).

SHIP CAPTAINS

TYLAN ILUEPH (ALIAS: KLARR BESHAM)

Captain of the Heartbreaker, Tylan resents having to answer to Fel'rekt during parade days. Though normally he'd be out on deck making sure his crew is keeping busy, today he's resting alone in his cabin, staying out of the sun.

VELGOS EPHEZZRIN (ALIAS: FERGUS CRABWATER)

Captain of the Hellraiser, Velgos prefers to relax and enjoy himself, and doesn't mind Krebbyg protecting the ship for the day. As it's a day off he sees no reason not to drink all day, and spends his time either in his personal cabin or the dining cabin

LLORATH PHARN (ALIAS: TARWIND ARRYHOOK)

Captain of the Eyecatcher, Llorath is used to answering directly to Jarlaxle and doesn't mind that Soluun is in charge of protecting the ship for the day. He's prone to boredom and restlessness, and can only be found in his cabin if he can't find anything better to do.

OTHER NPCs

Each NPC on the ships (as described in Ship Layouts, pages 14-16) is one of three types of characters, unless they're a lieutenant or captain:

Sailors: All **Drow** men who appear to be human men while under the effect of the figurehead illusion. Sailors operate the ships and keep guard.

Mates: All **Drow Elite Warrior** men who appear to be human men while under the effect of the



figurehead illusion. Second and third in command after the Captains, the mates have seniority over the sailors.

Carnies: All **Commoners** of various races, excluding elves, and genders. Generally unaware of the true nature of the Sea Maiden's Faire though they have their suspicions.

EVENTS

TIGER MOM

On the Heartbreaker, in J20, is a single **panther** who was left behind during the parade because she recently gave birth. The 4 cubs were taken from the mother, and are kept in the captain's quarters on the Hellraiser (J10), being weaned.

The mama panther is not happy about this.

The two handlers attempt to soothe her, but eventually she gets loose. Unchecked, she will follow the scent of her cubs to the main deck and across the pier to the Hellraiser, attacking anyone who gets in her way.

The sailors will attempt to stop the panther without killing her (they don't want to lose a valuable asset) by catching her in nets they have on hand.



LATE TO THE PARTY

There are several parties going on up and down the docks. A group of three drunk human **commoners** are making the rounds and eventually stop at the Hellraiser, thinking there's a party they're missing. The mate and several of the sailors on that ship are distracted as they try to get rid of these guests.

NEVEREMBER CAUGHT

If he's not with the party, Renaeer sneaks aboard a Faire ship anyways, working for the Harper's

quest. He methodically works his way through the various decks before he's caught by one of the drow, and taken to the brig.

WILL THE REAL SAILOR...?

If he's not with the party, Willifort polymorphs into a human sailor and infiltrates a Faire ship, working for the Cassalanter's quest. Eventually, the sailor whose form he copied sees the double, and guesses what has happened. The two argue over who the fake is, much to their captain and lieutenant's displeasure. They're both thrown into the brig for questioning

SONG OVER

If he's not with the party, Agorn disguises himself as a carnie to board the ships, on Manshoon's quest. He sings and plays an instrument to sell his disguise, but eventually it annoys the sailors enough that they throw him into the brig anyways for being a nuisance.

THE FRIENDLY DRAGON

Zelifarn, the young bronze dragon, has been eying the strange craft beneath the Eyecatcher for a while now. He wants to know more about it and find out if it's a threat or not. However, the Sea Maiden's Faire sailors won't talk to him.

If the players take a rowboat from the Heartbreaker or Hellraiser, Zelifarn can be seen watching from a distance while they row. If they try to talk to him, he will willingly speak. If the players take any other means of transportation, Zelifarn approaches them first if he can.

Zelifarn asks the players to learn what they can about the underwater craft – particularly if it has weapons or treasure, and if it's polluting the harbor. In return for this information, the dragon promises a portion of his slowly growing treasure horde (see **WDH 145**).

THE RETURN OF ZORDOZ

Jarlaxle is out leading the parade at the start of the day on his magically summoned diatryma, in his human disguise as Zordoz Zord.

After 6 hours, though, the summoned diatryma disappears, and Jarlaxle decides to head back to the ships to rest. He uses his Cloak of Invisibility to travel through town, invisibly asking the lieutenant on either the Heartbreaker or the Hellraiser to row him back to the Eyecatcher.

If nothing seems amiss, Jarlaxle will head to the sauna before retiring to his room to wait until nightfall.

If he spots the players and takes an interest in them (either because they're taking the same

rowboat across, or he sees them sneaking around) he will follow them invisibly to determine what they're up to. Jarlaxle may decide to fetch backup for an ambush, or stay invisible to manipulate his unexpected guests.

Jarlaxle is more concerned with why the players are on board his ship than with killing intruders, and will tie them up to interrogate if they're captured. There's also a decent chance he'll allow them to escape, so he can follow them back to their employer.

If the ships come under attack, the captains' first action will be to send Jarlaxle a *Sending* spell message. In that case, Jarlaxle will return to the ships right away.

SHIP LAYOUTS

Maps of the three ships, separated by ship and in black and white, ready for printing, can be found in Appendix A, on pages 17-19.

The following pages contain all NPCs and major features found on the various ships. For more detail on each room, see **WDH 134-145**.

THE HEARTBREAKER

Fel'rekt Lafeen is keeping watch over the Heartbreaker. During the day he patrols the whole ship, particularly focusing on the upper decks. He stops to chat with the sailors often, only occasionally remembering to check the holds.

AFT CASTLE

One sailor is stationed at J11, keeping an eye on the deck and anyone approaching the ship. He signs to the others if he sees anything suspicious.

FORE AND AFT DECKS

Two sailors are stationed at J9. They're keeping an eye on the deck and the anchor, but spend most of their time chatting.

The figurehead at J8 is being watched by the sailors on the decks. If the sailors grow suspicious of anyone spending too much time in this area, the mate on duty heads over to see what's going on.

Klarr Besham (the human disguise of the captain Tylan Ilueph) is alone in his cabin, where he prefers to stay while the sun is out (his Nimblewright was taken to perform in the parade).

MAIN DECK

One sailor and one mate are stationed on J1, guarding the ship in case anyone tries to board. They spend most of their time chatting, and if anyone approaches they both go to see what's going on.

Four rowboats are attached to rigging on the side of the deck, across from the pier. They can be lowered one by one into the water.

One more mate sleeps, unarmored, in J3.

Three off-duty sailors sleep in their rooms in J4 or visit the dining cabin in J7 throughout the day. They are unarmored unless they hear an alarm, though they do carry their weapons.

A carnie cook works in the J5 galley.

ORLOP DECK

The Orlop deck is usually empty. Fel'rekt will occasionally pass through this deck on his way to the lower holds.

UPPER HOLD

During the parade, only one animal (a **panther**) is being held in the hold, along with two carnie handlers. The panther is restless until it finally manages to escape (see 'Tiger Mom' page 9).

LOWER HOLD

Two **Drow Gunslingers**, in human disguise, wander the lower hold. They're bored and easily distracted, feeling cooped up.

THE HELLRAISER

Krebbyg Masq'il'yr is keeping watch over the Hellraiser. During the day he patrols the whole ship, methodically going through each open area. If he and Fel'rekt are both on deck, they may sign to each other from across the pier.

AFT CASTLE

Two sailors are stationed at J11. They're playing a card game, but check occasionally for anyone approaching the ship.

FORE AND AFT DECKS

One mate is lounging at J9, watching the deck, the anchor, and anyone approaching the ship. He moves down to the main deck if anyone tries

to board the ship, but otherwise kicks his feet up and hums to keep himself awake.

The figurehead at J8 is being watched by the sailors on the decks. If the sailors grow suspicious of anyone spending too much time in this area, the mate on duty heads over to see what's going on.

Fergus Crabwater (the human disguise of Velgos Ephezrin) rests in J10 with his **Nimblewright**. He's been day drinking, and is slightly tipsy earlier in the day and very drunk towards the end of the day. He regularly visits the dining cabin. Also in his cabin is a large kennel with four panther cubs (**Cat**).

MAIN DECK

One sailor is stationed on J1, guarding the ship in case anyone tries to board. He's playing a dice game with himself.

Four rowboats are attached to rigging on the side of the deck, across from the pier. They can be lowered one by one into the water.

One more mate sleeps, unarmored, in J3.

Five off-duty sailors relax in their J4 cabins or the dining cabin, and may occasionally wander down to the Orlop deck to the privy or to steal ale. They are unarmored unless they hear an alarm, though they do carry their weapons.

There is no cook in the gallery.



ORLOP DECK

The Orlop deck is almost entirely empty. There is a sailor in the J15 brig, who was thrown in there that morning by Krebbyg after he punched another sailor during an argument. Krebbyg checks this deck regularly, and sailors occasionally sneak down here to steal ale.

UPPER HOLD

The Upper Hold is mostly cleared out, with just remains of parade supplies that were left behind. Krebbyg regularly checks through these rooms.

LOWER HOLD

One **Drow Gunslinger**, in human disguise, wanders the lower hold, keeping a vigilant eye out for intruders.

THE EYECATCHER

Soluun Xibrindas is keeping watch over the Heartbreaker. During the day he patrols the ship, usually sticking to the lower levels to stay out of the sun.

Plot Goal. If the players pick Soluun's pocket, or kill him and search his body, they will find a letter to him from Jarlaxle (see 'Find Note to Soluun' page 7) linking the Bregan D'earthe to the Zhentarim massacre.

AFT CASTLE

Two sailors are stationed here, keeping an eye on the deck as well as watching for boats that approach the ship. They're eating as they stand guard, and occasionally throw seed pits and scraps into the water, seeing who can throw them the furthest.

FORE AND AFT DECKS

One sailor is stationed at J9, keeping an eye on the deck and the anchor. He's cleaning and sharpening his weapons.

The figurehead at J8 is being watched by the sailors on the decks. If the sailors grow suspicious of anyone spending too much time in

this area, the mate on duty heads over to see what's going on.

Tarwind Arryhook (the human disguise of Llorath Pharn) wanders about the ship, bored and in need of excitement. He joins card or dice games, and tries to stick to the upper decks. His **Nimblewright** stands guard in his cabin.

MAIN DECK

One mate and two sailors patrol J1. They have lively chats with their captain.

Four rowboats are attached to rigging on the side of the deck. They can be lowered one by one into the water.

One more mate sleeps, unarmored, in J3.

Five off-duty sailors rest on the ship, either sleeping in their J4 cabins or eating in the dining cabin. They are unarmored unless they hear an alarm, though they do carry their weapons.

A carnie cook works in J5, occasionally taking food up to the captain's cabin in J10 or to the dining cabin in J7.

ORLOP DECK

A sick carnie rests in one of the J14 rooms. Unable to sleep, this carnie investigates strange sounds, and make their way to the main deck or to Soluun to report any strange sightings.

UPPER HOLD

Four **Giant Spiders** in the rear of J17 notice if anyone approaches, and hold still to determine if they are drow. They attack any non-drow (they are not tricked by the figurehead illusion), and relax if there are only drow nearby. Soluun occasionally stops to pet the spiders.

LOWER HOLD

Initially the Lower Hold is fairly empty (Margo and Khafeyta are at the parade) besides for Soluun, who checks here regularly. After **Jarlaxle** returns to the Eyecatcher, he spends

some time in the J32 sauna before returning to his quarters in J30.

Standing guard in Jarlaxle's quarters, J30, is a **Nimblewright**. This construct only attacks if it is attacked, if anyone tries to open the trapdoor down to the Scarlet Morpenoth, or if anyone tries to open the hatch on its chest.

Plot Goal. Inside a hatch in the Nimblewright's chest, visible to anyone who takes an action to examine the construct, is a journal (see 'Find Jarlaxle's Journal' page 7). The journal lists various noble families of Waterdeep, along with details that might be used to blackmail them.

THE SCARLET MORPENOTH

If the Eyecatcher comes under attack, Jarlaxle retreats to the Scarlet Morpenoth, trusting Soluun to take care of intruders, or retreat to the submarine as well so they can escape to safety. He can be found in U7a

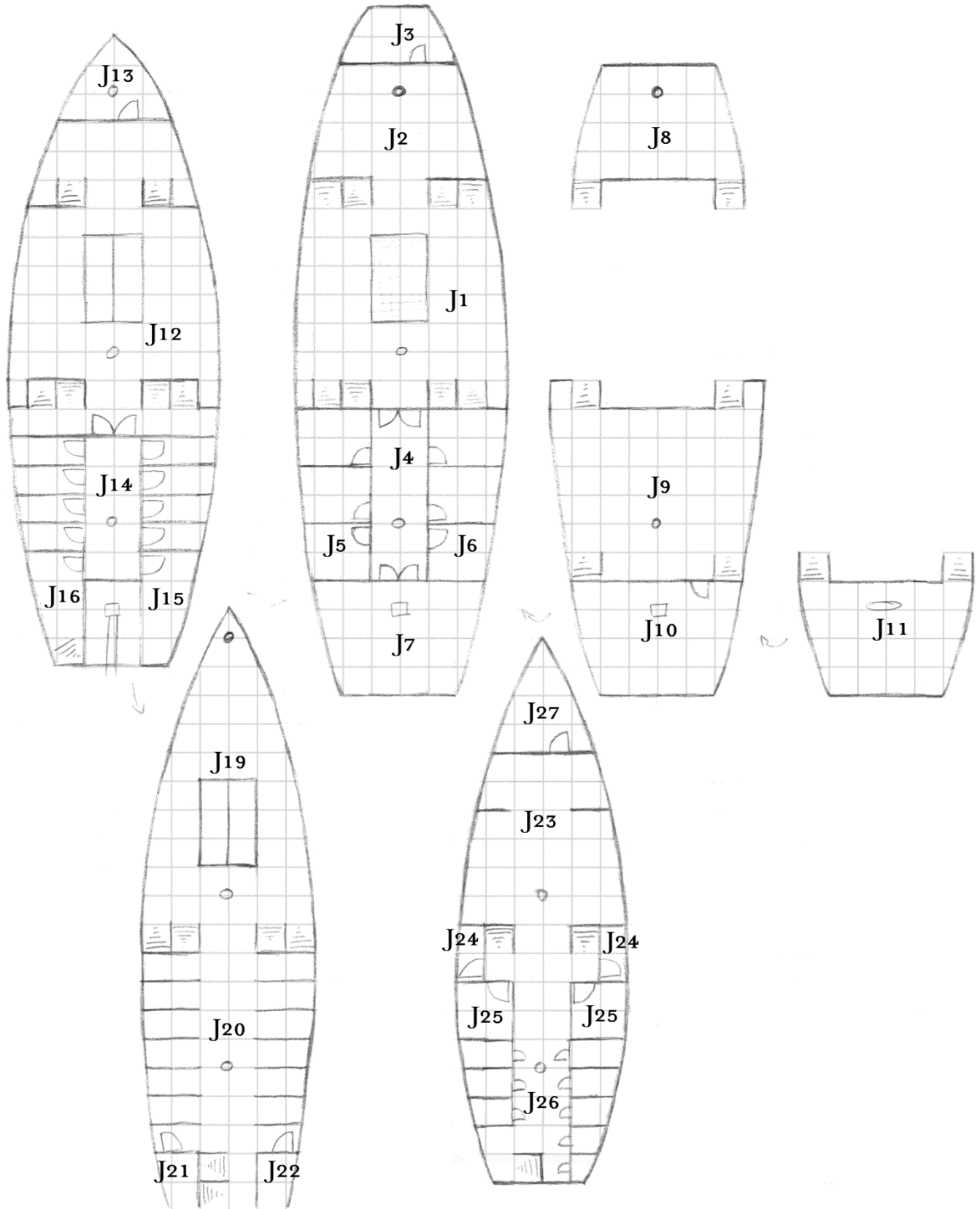
8 rock gnomes (**Apprentice Wizards**) operate the submarine. They are Neutral Good, and don't know much about the Bregan D'earthe, but have been contracted by Jarlaxle to operate the submarine. They are treated fairly, and don't have much reason to believe they're doing anything illegal or wrong. They will fight to protect themselves if they need to, but surrender if they are overwhelmed, and will ally with the players if given adequate reason.

One rock gnome is always in U2, and one is always in U7b. The others may be sleeping in U8 in their hammocks, operating the submarine in U7a, eating in U9, or preparing food in U10.

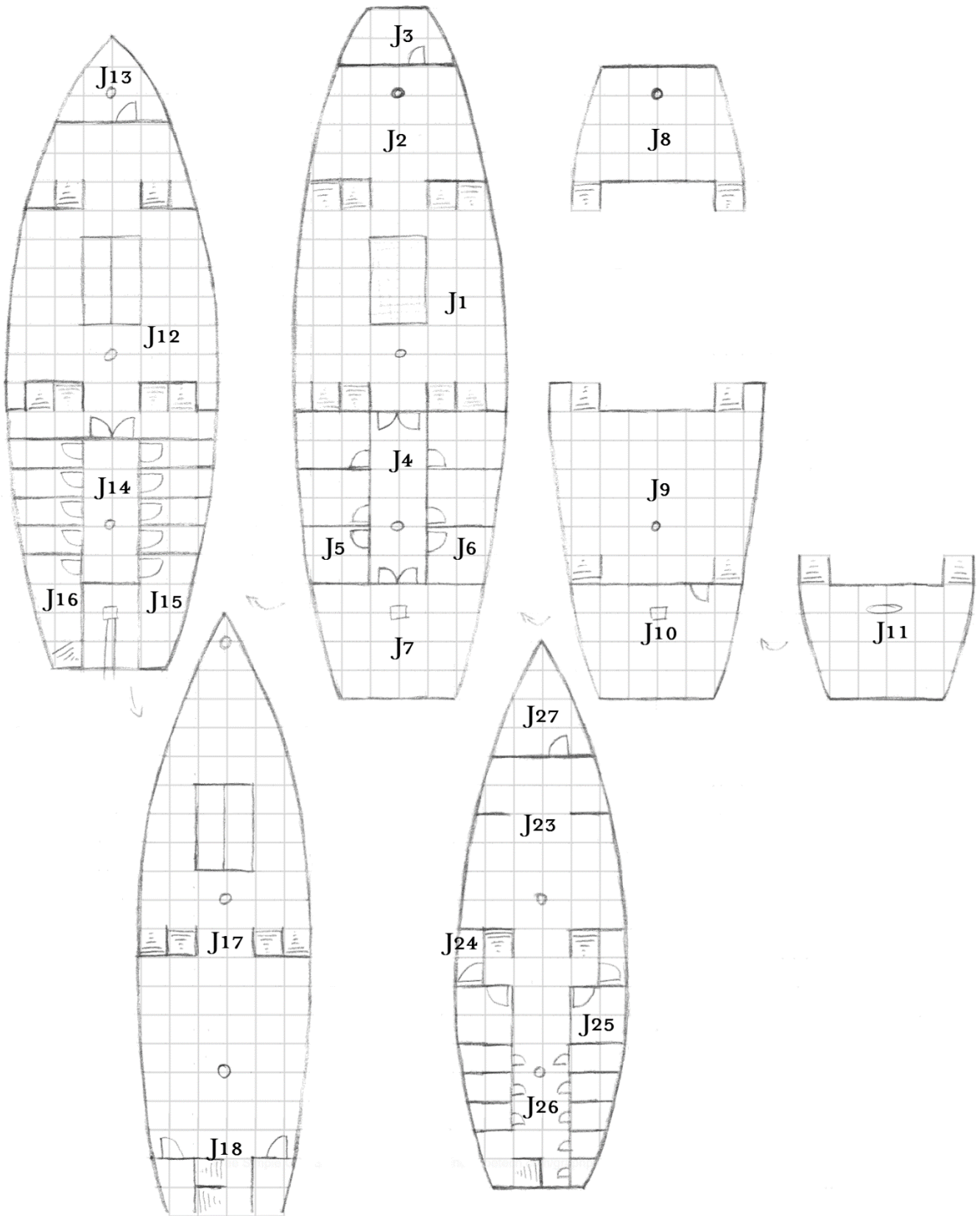
Plot Goal. In Jarlaxle's stateroom (U4) is a trapped wooden trunk. Hidden in a secret compartment is a stack of papers, suggesting something's wrong with the Open Lord Laeral Silverhand (see 'Find Evidence Against Laeral' page 7).

APPENDIX A: SHIP MAPS

HEARTBREAKER



HELLRAISER



EYECATCHER

