

TROUBLE IN WATERDEEP

A VISIONS OF THE VAULT ADVENTURE





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TROUBLE IN WATERDEEP

Trouble in Waterdeep is part one of a three part series of introductory adventures designed for four characters levels 1 to 3. Each adventure takes place in Waterdeep but can be easily converted as a module for any city or urban location. They can be run individually or in sequence as a connected story.

Trouble in Waterdeep centers around the actions of characters in the plague stricken Copper District of Waterdeep's Southern Ward. By the end of the first chapter they will have figured out that this plague is no act of nature, but is part of a larger plot. By the end of the second chapter, they will have discovered that their enemy is of House Blackwood. By the end of the third and final chapter, they will have unmasked their adversary as Bran Blackwood and put a stop to his deadly plot.

Bran Blackwood is the bastard son of the wealthy and powerful noble House Blackwood. He believes he should succeed his mother in ruling the House. To aid him in this cause, he is seeking a powerful amulet owned by one of his ancestors. Thought to be no more than a family legend, this amulet has the power to make those of his line live as long as elves.

He has discovered that the amulet is buried somewhere beneath the Copper District and has begun several excavations to unearth it. He caused the plague by having his loyal servants

poison the city's grain shipments to the poor. This act not only serves to remove any witnesses who might interfere with his tunneling, but also provides him with an undead workforce, capable of toiling day and night beneath the cobbled streets.

CHAPTER I: THE COPPER PLAGUE

The Copper District is warren of poor slums and crumbling old foundries in the Southern Ward of Waterdeep. Lacking the abundant wealth of the Trade Ward to the north and the bustling commerce of the Dock Ward to the West, the Copper District lies in a state of neglected disrepair.

Recently the troubles of the Copper District have gotten worse. A sudden and deadly plague has beset the area, afflicting its impoverished denizens. The disease has come to be called the Copper Plague for its localized affliction of the district. City officials have quarantined the district and seem content to simply wait out the affliction with little concern for the humans and half-orcs bearing the brunt of its pestilence.

Unbeknownst to the characters, the Copper Plague is only contracted after prolonged exposure to the district's grain. The characters have no risk of contracting the disease.

A1. TOWN CRIER

The characters should begin in one of the Southern Ward's market squares, near to, but outside of the Copper District.

Standing atop a crate is a haggard looking man, calling out in a voice hoarse from yelling over the indifferent milling of the crowd. "Please! Brothers and sisters of the city, hear me! The Copper District needs your aid! The plague has cost many lives, but many more may be saved -- we need able bodied to help track down the source of the affliction. The young lady Blackwood a reward of fifty platinum suns to who aids in finding its cause.

As he goes on, the small crowd around him thins and disperses and a brutish looking man calls out, "No amount of platinum will get me to go in that infested rat trap." Soon only a handful of onlookers remain.

Sondar Lackman. The man atop the crate is Sondar Lackman, a citizen of the Copper District and part of its council. He has pled with the Blackwoods for silver to hire help for the sick people of his district. While the city has turned a blind eye on the district's plight, House Blackwood has stepped in to offer a relief effort. He knows the following:

The aid from House Blackwood was unexpected as the noble Houses have turned their backs on the District in its hour of need.

The matron of the House, Lady Westra Blackwood, is known for being a cold and pragmatic woman. Lady Westra Blackwood is rumored to be a Masked Lord of Waterdeep.

The three Blackwood children, Bran, Mara, and Ander, are spearheading the relief effort.

If pressed, Sondar will share his belief that the relief effort is simply another calculated plan by Lady Blackwood to make the common people think well of her sickly son, Ander, who she has named heir. Sondar is, however, grateful for the aid, whatever their motivation.

A 2. COPPER DISTRICT GATE

The gates of the Copper District are a pair of ancient, vaulted wooden doors, plated in peeling green copper foil. In front of the tall gates stand a pair of City Guards, hands resting casually on their sword hilts. The City Guards will not allow entry into the quarantined district. They are trained soldiers and cannot be intimidated or persuaded, even with gold.

A 3. STUCK CART

Along the filthy road that exits the gates sits a small, heavily carved, carriage of dwarven make, stuck in the rut on side of the road. A pair of draft ponies paw the cobbles restlessly. A dwarf in fine silks with gold rings on each of his square fingers will approach the characters after they have been turned away by the guards.

Rurik Amberforge. The dwarf introduces himself as Rurik Amberforge, a wealthy merchant. He was taking a detour around the quarantine when his cart ran afoul of the ditch. He offers to use his merchant's papers to grant them entry if they help him move his cart back onto the roadway. The guards won't leave their post to help him, he's even tried to offer them gold. Despite his predicament, he seems good natured and jovial. If there is a Dwarf among the characters he will greet them warmly.



The cart can be freed with a successful DC 15 Strength (Athletics) check. As the characters help to free the cart, another carriage will pass, splashing them with mud as it enters the quarantined district. Rurik identifies the black tree on its side as the crest of House Blackwood. The City Guard moves swiftly to open the gates as it goes through.

Rurik wipes mud from his robes and says "That carriage was likely the lady of the House, Westra Blackwood. She wouldn't lift a finger to help a drowning pup, but at least her children are an alright lot, managing the relief effort. Gods know, these poor souls need it."

After the cart is free, Rurik will flash his official documents that permit him free movement within the city, and the City Guards will allow the characters to pass into the Copper District.

A 4. COPPER DISTRICT STREETS

As soon as the characters enter the Copper District, the squalor becomes apparent. The air is thick with the stench of sickness and death. Beggars and cripples wander the streets, asking for spare copper nibs.

A pushcart rattles by, piled high with corpses, pulled by a man in black leathers that bear the symbol of House Blackwood. A scrap of black cloth is tied over his nose and mouth. If asked about his duties he will reply that he is taking the plagued bodies to the temple of Mystra for cremation.

As the characters progress further into the district's narrow cobbled streets, they will pass an alleyway with two rag clad beggars fighting over a dirty loaf of bread.

Nearby, a cart rests in the center of a small square. Atop it, a pair of House Blackwood enforcers are standing, throwing out loaves of stale bread to a crowd of dirty humans. As they toss each loaf, they cry, "Young Lord Ander Blackwood is generous! Young Lord Ander Blackwood has not forgotten you!" This spectacle is interrupted as a woman in the crowd shrieks "Help, pickpocket!"

One of the enforcers will jump from the cart to chase after a small figure racing through the crowd, but is caught up in the throng of people, angrily moving towards the cart. Upset at the interruption, the hungry mob swarms the cart, intent on taking the rest of the bread. The characters notice some children who had been picking up fallen crumbs at the base of the cart that will be trampled by the throng.

If the characters either stop the stampede or the pickpocket, or both, they are rewarded with the following explanation. As the district is locked down, not enough food is being traded. Thus there is a famine on top of the spreading sickness and they have been relying solely on the rations from House Blackwood.



A 5. INNER QUARANTINE

As the characters continue to wander the streets, they will come across an upset family pleading with a pair of Blackwood enforcers. The Blackwood enforcers are standing at a makeshift barricade blocking the street, made from stacked barrels and empty crates.

The family, a mother, father, and young daughter are begging to be let through. They are carrying bread from the bread cart. In his pleading, the father mentions that they have a sick son on the other side and need to be let through.

The enforcers say that they will not let the family nor the characters through. They claim that if they go in they will surely die, as this quarter is rampant with the plague; this quarter of the district is under maximum quarantine. They are under direct orders from Lord Bran Blackwood.



BLACKWOOD ENFORCER

Medium humanoid (human), lawful neutral

Armor Class 15 (chain shirt, shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Senses passive Perception 11

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The enforcer makes 2 melee attacks.

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

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

A 6. THE GRAINERY

If the characters decide to investigate the maximum quarantined area, this event will occur there. If they do not, they will encounter it elsewhere; a half-orc gang hired by Bran Blackwood is poisoning the relief bread his family is distributing.

As night begins to fall over the tiled roofs of the Copper District, you notice a group out of place among the thinning masses of poor and afflicted denizens. Three large figures shrouded in black cloaks disappear into an alleyway between two leaning buildings, each carrying a large cast under one burly arm.

These three figures are a group of half-orc mercenaries intent on poisoning the grain stores in the adjacent warehouse. The characters turn the corner just in time to see the figures slipping through tall doors into a large granary warehouse, piled high with mountains of grain. The sacks in side bear the Blackwood family crest.

The orc's casks contain visibly contaminated grain, poisoned with the Copper Plague.

Characters that defeat Krusk and his orcs advance to the 2nd level

KRUSK

Medium humanoid (half-orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Saving Throws Con +5

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, Krusk can move up to his speed toward a hostile creature that he can see.

Tough As Nails. If damage reduces Krusk to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, Krusk drops to 1 hit point instead.

ACTIONS

Multiattack. Krusk makes 2 fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 6 (1d6+3) bludgeoning damage.

HALF-ORC LACKEY

Medium humanoid (half-orc), chaotic evil

Armor Class 12 (leather armor)

Hit Points 7 (1d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	7 (-2)	9 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 1/8 (25 XP)

Aggressive. As a bonus action, the half-orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.



CHAPTER 2: BENEATH THE COBBLES

The Copper District is warren of poor slums and crumbling old foundries in the Southern Ward of Waterdeep. Lacking the abundant wealth of the Trade Ward to the north and the bustling commerce of the Dock Ward to the West, the Copper District lies in a state of neglected disrepair.

Recently the district has been hit with a calamity of plague and famine, receiving aid from only the noble House Blackwood and a handful of volunteers. Some denizens whisper of poison.

B1. THE INFIRMARY

The characters begin in a ramshackle infirmary, overflowing with the coughing sick of plague stricken denizens injured and displaced by various quarantined areas.

Amid the chaos, the players are approached by S Lackman, a member of the Copper District's council. He claims he has an urgent matter to discuss but refuses to speak until he is alone with the characters. Once he is confident he is not being overheard, he will tell the characters that he has seen a strange and troubling sight.

House Blackwood enforcers have stated they have been taking carts laden with bodies to the temple of Mystra for cremation.

He recently went to the Temple of Mystra to pay his respects and discovered that no dead have been delivered, not a single one.

He followed one of the plague carts, it passed the temple, but he lost it in the winding streets.

He pleads with you to investigate, but to do so discretely so as not to cause panic amongst the already troubled citizens.



B2. FOLLOWING THE CART

If the characters wander the streets, it will not take them long to stumble upon a pushcart, piled high with the charred remains of victims from last night's fires, being pulled by a pair of House Blackwood enforcers.

If the characters follow the cart without detection by making a DC 15 Dexterity (Stealth) skill check, it will lead them to a sewer entrance where the enforcers will hand the cart off to a pair of half orcs. The half orcs will pull the cart into the darkness of the sewer tunnel.

If the characters fail their stealth roll, the enforcers drawing the cart will pretend not to notice, and take the cart into an alleyway where they will confront the players. If either of the enforcers is caught and questioned, he can be compelled to give the following pieces of information.

They are taking the bodies to the sewers.

They do not enter the sewers themselves, but turn the bodies over to half-orcs.

They do not know what happens to the bodies.

A successful DC 15 Intelligence (Investigation) or Wisdom (Survival) skill check of the cart also reveals that the mud on the cart wheels is from a sewer.

BLACKWOOD ENFORCER

Medium humanoid (human), lawful neutral

Armor Class 15 (chain shirt, shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Senses passive Perception 11

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The enforcer makes 2 melee attacks.

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

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

B3. THE SEWERS

The dark, looming arch of the sewer entrance is guarded by pair of large figures wrapped in dark cloaks. This pair of half-orc thugs is expecting a delivery of corpses. They will turn away anyone who attempts to enter the sewers and only fight those who try and gain entry.

HALF-ORC LACKEY

Medium humanoid (half-orc), chaotic evil

Armor Class 12 (leather armor)

Hit Points 7 (1d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	7 (-2)	9 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 1/8 (25 XP)

Aggressive. As a bonus action, the half-orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

GAR

Medium humanoid (half-orc), chaotic evil

Armor Class 16 (spiked armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Senses passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Spiked Ward. Whenever a creature within 5 feet of Gar hits him with a melee attack they take 3 piercing damage.

ACTIONS

Multiattack. Gar makes 2 melee attacks, one with his spiked chain and one with his gauntlet.

Spiked Chain. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) piercing damage. The target is grappled (escape DC 13) if Gar isn't already grappling a creature. Until this grapple ends the target takes 3 piercing damage at the start of each of its turns.

Gauntlet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., *Hit:* 5 (1d4+3) piercing damage.

The sewer tunnels are square cut with a low ceiling and a narrow walkway that runs parallel to a slowly flowing filthy channel. One end of the hallways is blocked with a rusted iron grate, the other ends in a rusted iron door.

A character who listens at the door hears the guttural voice of a half orc and that of a human.

“Not enough silver,” grunts the half orc, “Three of my clan are dead. Need more.”

“Of course,” replies a nasal human voice, “House Blackwood will provide whatever you need. We are so close.”

Opening the iron door will reveal a man in black leathers bearing the House Blackwood crest handing a huge half orc a pouch, heavy with silver. They are in a wide, low ceilinged room lit by torchlight.

The room is furnished with a crude wooden table and chairs, as well as stacks of crates, boxes, and sacks. Upon inspection, these contain moist black earth. Behind a ragged tarp hanging along the room's back wall is the ragged entrance to a freshly dug tunnel.



B4. THE TUNNEL

The tunnel is roughly hewn through rock and wet earth, shorn up with wooden supports. It winds down and away from the sewers. Soon you hear the sound of steel scraping stone, and the echoing fall of picks.

A figure approaches slowly from the shadows of the tunnel. It is a humanoid shape, carrying an armful of wet earth and stones. As it draws closer you realize it is a diseased corpse.

Though eyeless, the corpse drops its armful of rubble when it senses your presence. As it does so, the noises of tunneling from behind it cease and two other twisted forms emerge from the darkness.

Behind them, a hooded figure raises his arms and shrieks, "No! We are too close! You cannot interfere!"

NECROMANCER

Medium humanoid (human), neutral evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	16 (+3)	14 (+2)

Skills Deception +4, Arcana +4, Religion +4

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Spellcasting. The necromancer is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The necromancer has the following cleric spells prepared:

Cantrips (at will): *light, mending, thaumaturgy*

1st level (4 slots): *bles, command, inflict wounds*

2nd level (3 slots): *blindness/deafness, hold person*

ACTIONS

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

ZOMBIE WORKER

Medium undead, neutral evil

Armor Class 8

Hit Points 19 (3d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	14 (+2)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 8

Languages understands common but can't speak

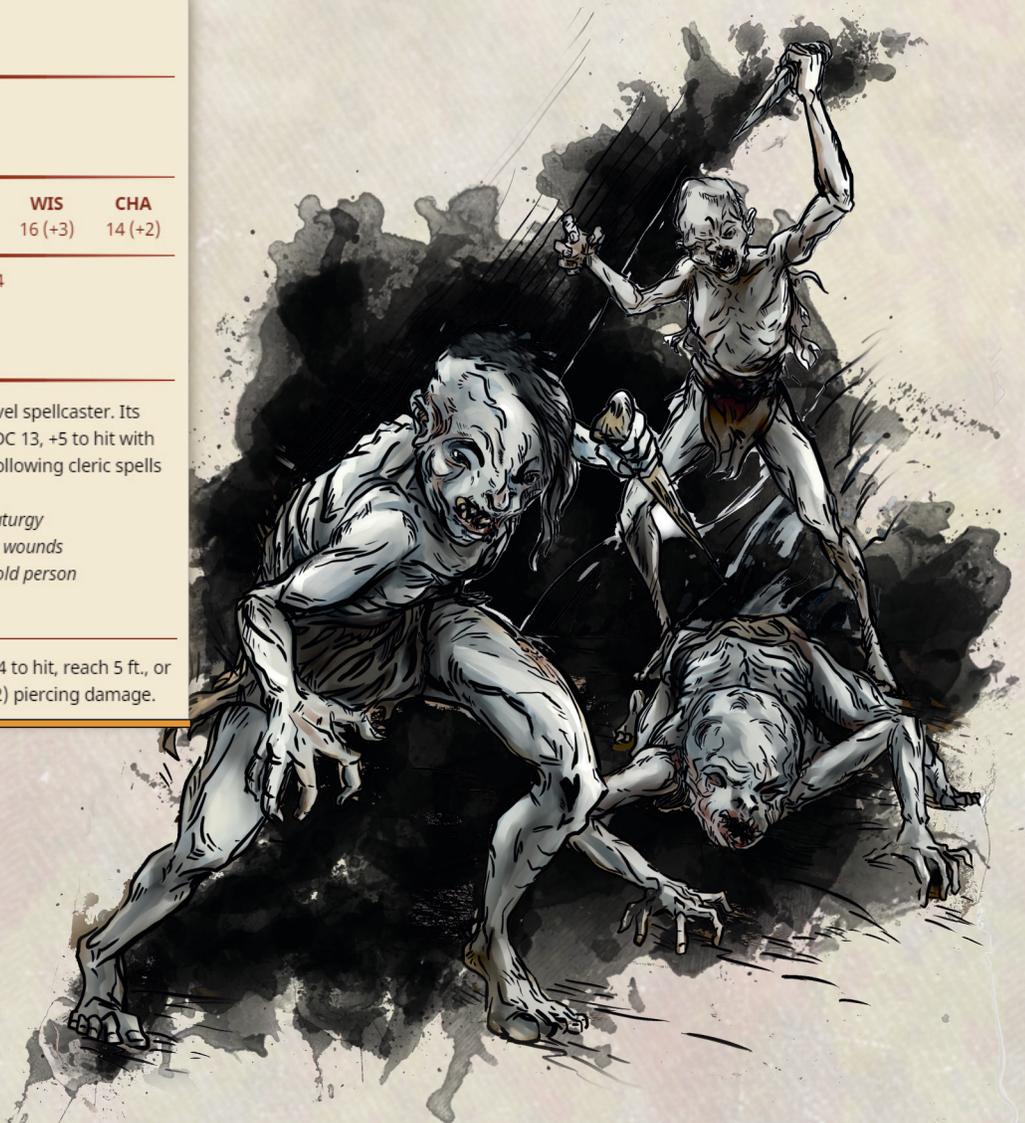
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, the zombie must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, it drops to 1 hit point instead.

ACTIONS

Shovel. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6+1) bludgeoning damage.



B5. THE FINAL CHAMBER

[The tunnel opens into a freshly exposed crypt like chamber, hewn from ancient stone. Mold blossoms over the walls and worn stone pillars.]

A stone sarcophagus sits squarely in the center of the chamber. Chiseled atop the slab covering it is the likeness of a handsome and noble looking man. The heavy slab can be shifted with a strength check to reveal a dusty skeleton, hands folded across its chest.

Around the skeleton's neck is a golden amulet of elvish make, etched with the clearly recognizable sigil of House Blackwood. The back of the amulet bears the following inscription:

'To my beloved, Lord Urth Blackwood, that you may share in the youth and longevity of my people, and I in the centuries of thine love.

- King Erdan

Treasure. Several small stone coffers at the side of the room contain between them, 30,000 cp. The coins are green and worn with age, though beneath the grime, they bear the slender profile of an elvish king.

B6. A GRIM TRUTH

If the characters report what they have seen to Stor Lackman he will be shocked and horrified to learn the truth. Though he does not wish to share the truth with his people he vows to spread word that the Blackwoods cannot be trusted and the people must start organizing themselves.

Characters that defeat the necromancer and recover the amulet advance to the 3rd level





CHAPTER 3: THE BLACKWOOD CONSPIRACY

The Copper District is warren of poor slums and crumbling old foundries in the Southern Ward of Waterdeep. Lacking the abundant wealth of the Trade Ward to the north and the bustling commerce of the Dock Ward to the West, the Copper District lies in a state of neglected disrepair.

Stricken by plague and scared by a recent fire, the district's problems have only gone from bad to worse. More terrible still, rumors have begun to spread that House Blackwood, supposedly providing aid and relief, has been defiling the dead. There are murmurings of of plot and conspiracy.

CI. AN INVITATION

The characters receive a letter from the dwarvish merchant, Rurik Amberforge inviting them to a party hosted by House Blackwood to raise relief funds for the efforts being made in the Copper District.



C2. THE TORCHLIT STREETS

As they make their way through the city towards the Northern Ward, they will be ambushed by The Wooden Man, an assassin sent by Bran Blackwood. Word of their meddling has reached him and he has sent this hired killer to retrieve the amulet at all costs.

WOODEN MAN

Medium humanoid (elf), neutral evil

Armor Class 16 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Saving Throws Dex +5, Int +5

Skills Acrobatics +7, Deception +6, Perception +5, Stealth +7

Damage Immunities poison

Condition Immunities poisoned, deafened, frightened

Senses passive Perception 15

Languages Common, Elvish, Thieves' cant

Challenge 4 (1100 XP)

Fey Ancestry. The wooden man has advantage on saving throws against being charmed, and magic can't put it to sleep.

Evasion. If the wooden man is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Imbue Weapon. As a bonus action, the wooden man can expend a spell slot to cause its melee weapon attacks to magically deal an extra (3d4) poison damage to a target on a hit. This benefit lasts until the end of the turn. If the wooden man expends a spell slot of the 2nd level or higher, the extra damage increases by 2d4 for each level above 1st.

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

Cantrips (at will): *friends, mage hand, message, minor illusion*

1st level (3 slots): *disguise self, expeditious retreat, jump*

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

3rd level (2 slots): *nondetection, hypnotic pattern*

ACTIONS

Gnarled Clutch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) poison damage.



C3. THE FEAST

The Blackwood manor rises on a cliff above the Northern Ward, a castle in all but name, with stone towers and spires looming over the lamplit city below. A long drive winds up to the gates, thrown open, spilling warm and inviting light on the crowd of finely dressed nobles chattering in the courtyard.

Inside is a marble floored banquet hall, with long oaken tables set for a grand feast. The ceiling is high and vaulted, bedecked with chandeliers. Huge fires crackle in the marble hearths, radiating light and heat. Nobles are already taking their seats.

Rurik Amberforge is seated at a smaller side table with other non-noble figures whose wealth or connections have seen them thus far. He eagerly beckons the character over and pours them some wine. No sooner are characters seated then a portly Damaran clangs his knife against his goblet to signal a speech.

None of the nobles fall silent, and the man's speech is lost in chatter. "Kosef Blackwood," says the dwarf, "Not a proper noble, just merchant, like myself, though with quite a few more gold dragons to his name -- that's why she picked him." He gestures at the woman seated to his left, steely haired and steely eyed. The lady of the House, Westra. Rumor has it she killed her first husband, poison they say."

If asked, he will happily divulge all he knows about the rest of the Blackwood family as the speech ends and the feast is served.

Lady Blackwood is said to have poisoned her late husband, Lord Geth Blackwood, when she was pregnant with Bran, her bastard son.

Lord Geth was supposedly more generous and less cold than Lady Blackwood.

Mara is the eldest child, daughter of Lord Geth and her father's child, she genuinely seems to care about the people.

Ander, the young sickly looking boy of less than ten years has been named heir by his mother. He is the child of her and Kosef, a merger of her family name and his vast trading wealth. She is trying to groom him to take over when she dies.

C4. THE PARTY

Lady Blackwood. Lady Blackwood, a cold looking matriarch, is seated at the head of the table. A long line of nobles have lined up to speak with her. If asked about her involvement with the relief effort she will say reveal following:

She is bitter about the “pet project” of her noble children.

While she wishes her children would focus their efforts on more important matters, she realizes the importance having the support of the people.

If accusations are brought to her attention, she will smile coldly and ignore them, gesturing for guards to escort them out.

Ander Blackwood. Ander sits at his mother’s side. Despite his age, the boy is still attended by nurse maids who fuss over him to no end. If Ander is asked about his involvement with the relief effort, he will reveal the following:

His mother says he is not allowed to go the Southern Ward, and that commoners are dirty.

He will think for a moment, then repeat what sounds like a memorized sentence about the importance of the ‘less fortunate’.

If accusations are brought before Ander, he will get upset and begin to throw a tantrum over their mean words. His nursemaids will close around him, comforting him a pair of guards will step forward, but if the characters back way, the nursemaids will dismiss the guards.

Bran Blackwood. Bran sits with the lords, though apart from his family. He is accepting gifts and donations to the relief effort, looking bored. If Bran is questioned about his involvement with the relief effort he will reveal the following:

He could not play as direct a role as he would like, as he has been on a hunting trip.

If Bran is confronted with accusations, he will laugh them off and claim their words to be absurd. If the press the matter, he will grow serious and unamused, saying loudly that they have had too much wine and threaten to call the guards.

Kosef Blackwood. Kosef has moved away from his wife and is mingling with the non-noble portion of the crowd, eating and drinking with much enthusiasm. He loves to hunt and delights in hearing about fights and adventures. He will instantly take an interest in characters that appear physically strong, well armed, or well armored. He expresses remorse that none of his children share his love of hunting. Anders is too young and frail (though one day he is sure to grow up strong), Mara is too kind, and Bran is too busy playing alchemist.

If asked about Bran's alchemical interests, he will have little understanding of the subject, but assure the players that spending so much time locked up in his room is unhealthy.

If confronted by accusations towards his family, he will make a joke about his wife not being as cold as people say, and winking broadly.



Mara Blackwood. Mara is alternately dancing on the ballroom floor and resting by its edge, beset by suitors. If a character approaches her one of her more forward suitors will take offense and insist on a duel for his honor. Characters can avoid this with a successful intimidation or persuasion skill check.

If they chose to duel him, he and the other suitors as well as Mara and a group of onlookers move to the garden. The noble's footman presents them with a velvet lined box containing two silvered rapiers. The duel is to first blood.

If they win, the noble will bow and tell them to keep the rapier as trophy. Should the noble win, he will turn expectantly to Mara who will excuse herself.

Should the character attempt to continue the duel after first blood, the nobles will mutter amongst themselves and two house guards will intervene.

If asked about her involvement with the relief effort, she will reveal the following:

Mara was surprised it was all her brother Bran's idea.

She expresses frustration that he started the project, then abandoned it to go hunting.

She wonders if it is just a publicity stunt for him like it is for Ander.

She thinks her mother is only financing the thing to give Ander a good reputation.

If accusations are brought against her family, she will slap the character and fervently deny the accusations. She personally vouches for each member of her family.



OFFENDED SUITOR

Tiny humanoid (human), lawful neutral

Armor Class 16 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	12 (+1)	14 (+2)	12 (+1)

Skills Deception +5, Insight +6, Persuasion +5

Senses passive Perception 12

Languages Common, Elvish

Challenge 1/8 (25 XP)

ACTIONS

Silver Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage.

REACTIONS

Riposte. When a creature misses the suitor with a melee attack, he may use his reaction to make a melee weapon attack against the creature.



C5. THE CHAMBERS

The house is open to the guests, with Blackwood guards idly stationed at doorways or walking the halls. Guests spill into the garden and converse on balconies.

ANDER'S CHAMBER

This chamber is a child's room. The bed and small desk are proportioned for a young lordling. On the desk are sheets of ink stained paper, with lines of text copied as if part of a tutor's lesson.

MARA'S CHAMBER

This chamber has a four poster bed, a wardrobe, and vanity table. The vanity supports a large ovular mirror and is covered in various cosmetic supplies. The wardrobe holds a selection of fine dresses. Inside the draw of the vanity is a pile of letters from various noble suitors, many unopened.

BRAN'S CHAMBER

This chamber is locked. Inside it is bare and sparsely furnished, save for the two small bookshelves, lined with various tomes. A bed and alchemy desk sit against one wall. At the room's far end, a window looks out over the lamplit city. In chest at the foot of the bed is brand new, seemingly unused hunting gear.

On the alchemy desk are various bottles and, vials, and several papers.

One is a familiar illustration, a depiction of the amulet the character's found in the tunnels.

Another is a map of the Copper District, various locations have been circled and marked. The characters easily recognize one as the location of the excavation.

The final paper details a cure for the Copper Plague.

Bran's room is guarded by his invisible familiar, an imp named Bahezar. Bahezar immediately informs Bran of the intruders. The imp will not attack until his master arrives. Bran will arrive to confront them.

The door flies open, framing Bran, eyes shining madly. "I think you've seen enough. Ah the cure... yes, I was going to give it to them, after I got my amulet, of course, they would have called me savior."

He advances, hands crackling with energy, "You common swine, meddling in matters greater than you. I'm surprised you survived my assassin. But no matter, all those lives, all those I killed, with my little plague, cursed with undeath, I would do it all again, a hundred times for this. I'll be taking my amulet and your reward will be a swift death."

When Bran would be hit in combat, the blow glances off a shimmer of frost. Frost crackles over his familiar and it cries out in pain.

BRAN BLACKWOOD

Medium humanoid (human), unaligned

Armor Class 16

Hit Points 67 (9d12 + 9)

Speed 30 ft.

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

Senses passive Perception 11

Languages Common, Elvish, Infernal

Challenge 3 (700 XP)

Damage Transfer. Whenever Bran is dealt damage and his familiar is within 30 ft, all damage that he would take is instead dealt to his familiar as cold damage.

ACTIONS

Multiattack. Bran Blackwood makes 2 eldritch ray attacks.

Eldritch Ray. One target within 30 ft of Bran must make a DC 13 Constitution saving throw, taking 16 (3d10) force damage on a failed save, or half as much damage on a successful one.

BAHEZAH

Small fiend (devil), lawful evil

Armor Class 14

Hit Points 26 (4d8 + 8)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	13 (+1)	12 (+1)	16 (+3)

Skills Deception +7, Insight +5, Intimidation +7, Stealth +8

Damage Immunities poison, fire

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 120 ft. passive Perception 11

Languages Infernal, Common

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Flyby. The imp provokes no opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 8 (1d8+4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

C6. TRADES IN SILENCE

After Bran is slain, Mara will rush into the room.

"That traitor -- I heard everything." Tears well up in her eyes, "What the people are saying, about the corpses," she puts a hand to her mouth. And takes a shuddering breath, composing herself.

She spits on her half brother's corpse and steps over him, "I can buy some time -- you need to flee this place. If it is ever discovered what you did, no power in Waterdeep, not even I, can save you from punishment, the penalty for killing a noble is death. But we shall trade in silence. I will not reveal you if you do not speak of my brother's dark deeds -- My family's reputation in exchange for your lives."

"What do you intend to do with my family's ancestral amulet?"

If the characters give her the amulet, she will hand them a pouch from her belt containing 60 platinum suns.

She speaks with practiced composure, "That monster," she casts a glance at Bran's corpse, "He would have killed Ander and I for the throne. I am in your debt. Even if the people cannot know of the lives you saved, the wrongs you righted, I will not forget what you did for my family. You have a friend in Waterdeep, on this day, and all days hence."

Characters that defeat Bran and Bahezar advance to the fourth level.



SOUTHERN WARD

THE COPPER DISTRICT



A2.



A4.



A6.

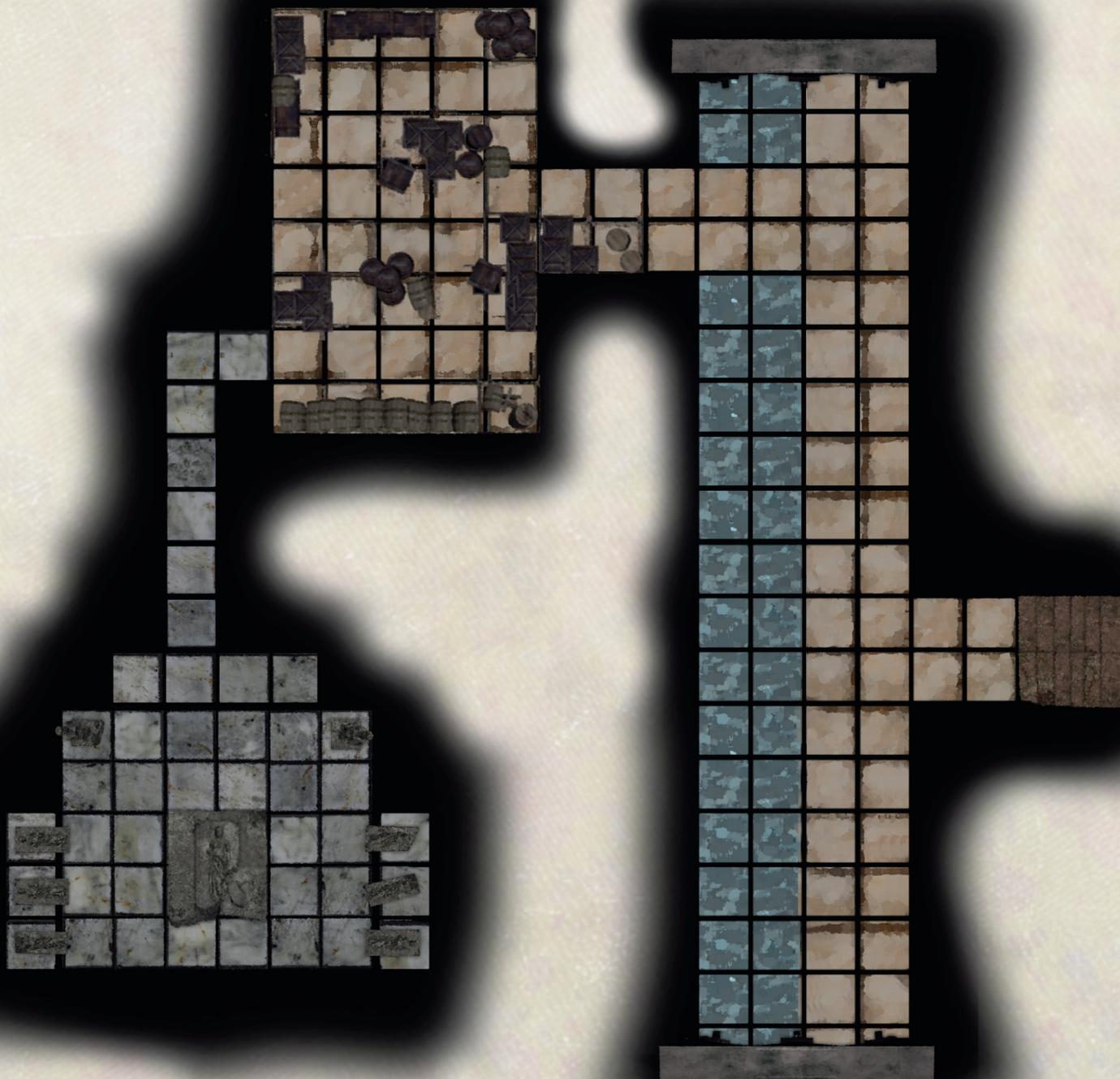
B3.

B1.



SOUTHERN WARD

THE SEWERS



By Order of House Blackwood

All able bodied denizens of the Southern Ward are called to aid in the relief efforts of the plague stricken Copper District.

Four silver shards will be awarded for each day spent working to aid the district.

Rewards to be paid by the generosity of House Blackwood and distributed by the Copper District counsel.

• Lady Mara Blackwood



GREETINGS AND GOOD HEALTH.

I HEAR THE COPPER DISTRICT IS TREATING YOU TO ALL
MANNER OF DELIGHTS. ASSUMING YOU HAVEN'T DROPPED DEAD
OF THE PLAGUE BY THIS EVENING, I'D HOPE YOU'LL
JOIN ME IN A LITTLE BIT OF AN ADVENTURE.
THE BLACKWOODS ARE HOSTING A DINNER TO RAISE FUNDS
FOR THE DISTRICT.

HUMANS MAKE SOME DRINKING COMPANIONS.
I'D SOONER SIT NEXT TO ONE WHO CAN SWING A SWORD
THAN ONE WHO KNOWS HOW TO USE A BLOODY GOLDEN FORK.
COME AS MY PERSONAL GUESTS.

A FINE FEAST SEEMS LIKE A FITTING REWARD FOR
YOUR HELP THE OTHER DAY, ESPECIALLY ON THE BLACKWOOD'S COIN.

RURIK NABERFORGE

