

LAWFUL DISORDER:

FROZEN VICTIMS UNIT

*A Tier I Adventure from
Zeke Gonzalez*



LAWFUL DISORDER

FROZEN VICTIMS UNIT

A serial killer is stalking the unsavory citizens of Baldur's Gate and freezing them solid! Discover who or what is responsible for these chilling crimes and unravel the killer's twisted motivations in this adventure for *Baldur's Gate: Descent into Avernus!*

A 3-5 hour Dungeons & Dragons 5th Edition adventure for Tier 1 characters.

by **Zeke Gonzalez**
cover art **DMsGuild Creator Resources**



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INTRODUCTION

Lawful Disorder is an adventure designed for D&D 5th Edition that should take between 3 to 5 hours to complete. It can be played by D&D veterans, beginners, or anybody in-between. It uses rules, monsters, and concepts from the Wizards of the Coast's D&D 5th Edition. In particular, the monsters in this adventure come from the 5th Edition Monster Manual.

I created this adventure as a level 3 adventure for *Baldur's Gate: Descent into Avernus*, but it can easily be played as an adventure in any campaign setting. The adventure is set in Tripstone Alley, a single location that can be added to any large city. This adventure is three chapters long, each with their own objective and challenges. Some challenges may end in combat but do not have to and offer opportunities for roleplay and discovery as well.

TIPS FOR THE DM

As with any adventure, *Lawful Disorder* should be adapted to work for your group. If you don't like the way an element works, please feel free to change it. If encounters are too difficult for your players, remove monsters or replace them with an easier, but fitting foe.

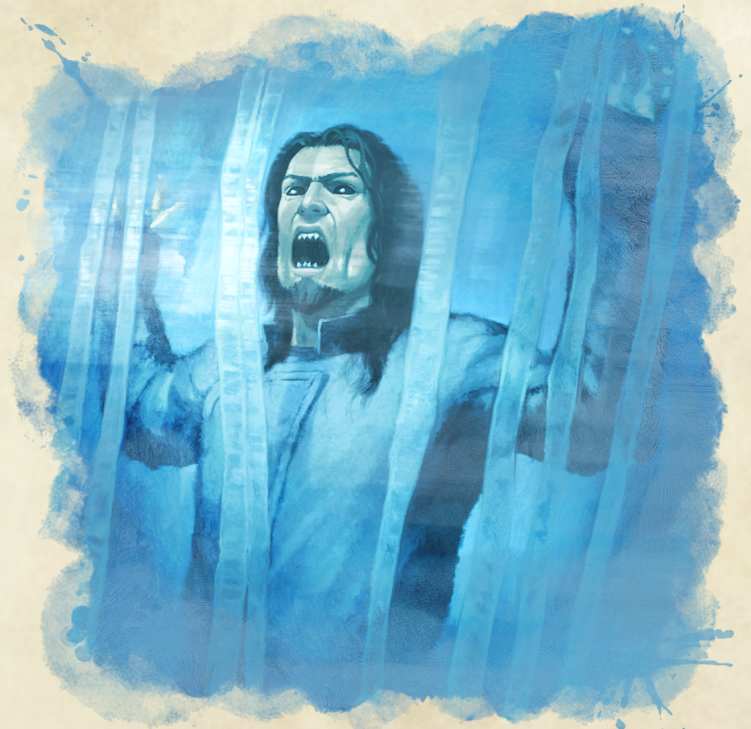
Similarly, if you would like to adapt *Lawful Disorder* for your world, you can easily substitute appropriate plot hooks, NPCs, and items.

To deliver an optimum experience for your players, it would be best to read the adventure in full before attempting to run it. You have the power to provide the necessary clues to advance players to the next chapter whenever you feel is most appropriate for your group. Therefore, it is essential that you understand the important clues in advance.

In my opinion, players need not level up during or following this adventure, but do so at the DM's discretion. I suggest rewarding players xp for defeating monsters, solving puzzles, and besting traps. Alternatively, you can use the popular Milestone Levelling system.

Text to be read aloud to the players is in grey boxes. Feel free to tinker with and paraphrase this text to fit your roleplaying needs, but try to keep the original messages clear as they may contain important information.

Have fun running this adventure. It was very enjoyable to create and play with my own group, and I hope that you can share in that experience!



ADVENTURE BACKGROUND

The Nine Hells are a wicked place of violence, manipulation, scheming, and betrayal. Stygia, the fifth circle of the Nine Hells, is a frozen ocean ruled by the Archduke Levistus. Long ago, Levistus was frozen inside a vast glacier by Asmodeus, the Supreme Ruler of the Nine Hells, for a tremendous betrayal. Despite his imprisonment, Levistus uses his servants to maintain his position as Archduke of Stygia and manipulate events on the Material Plane.

One such servant of Levistus is the owner and operator of the Blackwater Productions theater: Parisa Bleakrazor (she/her/hers; lawful evil human). Three months ago, she discovered one of her actors, Merrill Blackthorn (he/him/his; halfling) was a cultist of Tiamat. She killed Merrill with her letter opener as an act of devotion to Levistus. Erridon Alaka (he/him/his), an ice devil & servant of the Archduke of Stygia, visited Parisa in the guise of a beautiful human. Erridon offered Parisa supernatural gifts and arcane power in return for her soul. Parisa accepted and has since used her newfound arcane prowess to kill two more Cult of the Dragon members: Glass Undercarriage (she/her/hers; half-elf) and Maly'reth Thunderstrike (he/him/his; wood elf), freezing them solid in the process. The people of Baldur's Gate refer to these murders as the work of the Iceheart Killer.

In these last three months, Parisa has swayed the actors of Blackwater Productions to participate in her devil worship. Overconfidence led Parisa to attack her most recent quarries Andrew Blooming (he/him/his; human) and Thom Blooming (they/them/theirs; human) in Tripstone Alley at night. Andrew was killed, though Thom escaped and has been keeping a low profile while gathering intel on the so-called Iceheart Killer.

Over the course of this adventure, the players will investigate the latest in a series of serial murders. They will discover clues and speak with Thom, who implicates the Blackriver Productions theater. They will investigate the theater, discover a secret base of devil worshippers, and be offered a deal by the Iceheart Killer herself.

BALDUR'S GATE

This adventure takes place in the Sword Coast of the Forgotten Realms in the city of Baldur's Gate. In particular, this adventure is set within Tripstone Alley, a new neighborhood for the Outer City. Order of law most certainly applies in this urban adventure and it is important to keep in mind the following factors when running this adventure.

- **Guards! Guards!!** If someone calls for the Flaming Fist or the Watch, 2d6 Flaming Fist **guards** will arrive in 6d8 minutes. When they arrive, roll on the *Flaming Fist Reactions* table to determine how they behave when they arrive (page 163 of *Baldur's Gate: Descent into Avernus*).
- **Tripstone Alley.** This is a new neighborhood for Outer City of Baldur's Gate designed specifically for this adventure. This neighborhood takes its name for the poorly maintained cobblestone road that makes up the main avenue through the heart of the neighborhood. The community here is mostly half-elves and humans who work in a handful of small breweries and distilleries. Secretly, this neighborhood is home to a small group of dragon cultists who worship Tiamat led by Indryll Bladegaze, a lawful evil high elf **cult fanatic** (he/him/his).
- **Random Encounters.** If you require random encounters for Tripstone Alley, use the Outer City Random Encounter table on page 195 of *Baldur's Gate: Descent into Avernus*.

ADVENTURE HOOKS

This adventure was designed to take place as part of the *Baldur's Gate: Descent into Avernus* campaign. If the characters are moving quickly through the story, then you may find the **Surprise! Dead Cultists!** hook to be the most effective start to this adventure. If the characters spend more time exploring the city and meeting NPCs, then one of the other hooks will be a more effective way to kick off the adventure.

Surprise! Dead Cultists!

Dragon cultists caught Parisa's attention while moving through the city. Parisa and 3 members of her troupe were able to catch the cultists unaware and quietly kill them outside the Vanthampur's bathhouse. This adventure will take place between the *Dungeon of the Dead Three* and *The Low Lanturn* key events in the flow chart of Chapter 1 of the campaign (see page 11 of *Baldur's Gate: Descent into Avernus*).

When the characters leave the *Dungeon of the Dead Three*, they are not ambushed by dragon cultists (see page 27 of *Baldur's Gate: Descent into Avernus*). Instead, the characters discover the frozen-solid corpses of the dragon cultists, which frightens Mortlock Vanthampur. Mortlock believes it is unwise to oppose his family without first discovering who or what is behind the crimes of the Iceheart Killer and what they know about the fate of Baldur's Gate.

Detectives for Hire.

Captain Darmin Zodge of the Flaming Fist, a lawful evil human **veteran** (he/him/his), has heard reports of the Iceheart Killer but the Flaming Fist is spread too thin to handle the problem. Zodge offers the characters 50 gp per person if they root out the Iceheart Killer and bring the killer to the Flaming Fist alive or dead.

Curtain and Dagger.

The owner and director of the Oasis Theater is Jonas Goodnight, a chaotic neutral human **spy** (he/him/his). The last victim of the Iceheart Killer, Andrew Blooming, was a stage director for the Oasis Theater and Jonas will offer the characters 20 gp and free tickets to his latest spectacle *Whims of the Heart: A Beholder Love Story* if they can discover the identity of the Iceheart Killer and bring the killer to justice with any authority within the city.

Greasy Palms.

High Constable and Master of Walls Osmurl Havanack, a lawful neutral male shield dwarf **veteran** (he/him/his), suspects (incorrectly) that the Iceheart Killer has been able to get away with their crimes by bribing the Watch that patrol Tripstone Alley. Osmurl offers the characters 80 gp or a set of plate armor if they can bring the Iceheart Killer and evidence of their crimes to his office at the Watch Citadel.

Alms for the Poor.

Mother Rowena, a lawful good wood elf **priest** (she/her/hers) at the Watchful Shield, is increasingly disturbed by the continued murders of the Iceheart Killer. Disappointed by the inability of the Watch or the Flaming Fist to catch the murderer, Mother Rowena will hear tales of the characters' deeds and offer the characters a *spell scroll of protection from evil and good* if they capture the Iceheart Killer and deliver them to the High Hall.



CHAPTER I: MURDER MOST FOUL

The characters are directed to the scene of the latest murder, a narrow cobblestone avenue within the Tripstone Alley neighborhood of Baldur's Gate. Characters with a passive Wisdom (Perception) of 12 or higher notice that the air feels crisp and cold despite the sunny weather. Characters with a passive Wisdom (Perception) of 15 or higher smell the undercurrent of a choking stench that should not be emanating from a frozen corpse. Once the players can see the crime scene, read or paraphrase the following:

Approaching the crime scene, the corpse of Andrew Blooming comes into view. The human man is wearing dark leather clothes and appears to have frozen to death. Icicles hang from his hair and fingers and blue frost covers his face.

Clues. A character who succeeds on a DC 14 Intelligence (Investigation) or Wisdom (Medicine) check can learn one of the following clues.

- Andrew's arms and fingers bear stab wounds from piercing weapons such as a dagger or a spear, but he was frozen to death.
- Andrew is wearing a ring that is much nicer than his simple clothes. The ring is a lead band depicting a black dragon consuming its own tail with tiny chips of ruby for its eyes (25 gp).
- Andrew has a receipt for *The Breakfast Nook* in his pocket, where it appears he purchased a romance novel entitled "His Dark Eyes" and a cup of coffee for 1 sp.
- If anyone had seen anything, it would have been the owner of Franzel's Furry Friends, directly across the street.



If the ring is removed from Andrew's finger or if Andrew's body is disturbed, read the following:

A ghastly rattling emerges from Andrew's mouth as a dark apparition slides free from his body. "Where is Thom? What did you do to my beloved?!"

Monsters. The confused and angry **specter** of Andrew Blooming attacks the characters until he drops to 0 hit points, which causes him to evaporate.

TRIPSTONE ALLEY

Following this encounter and after investigating the corpse, the characters will likely wish to explore Tripstone Alley for further clues. Following are the key locations and characters they may encounter & the rumours, secrets, and clues they may discover.



Quoth the Raven. After the characters inspect Andrew's body and defeat his specter, an **imp** named Gnasher, one of Parisa Bleakrazor's minions, follows the characters disguised as a raven. A character who succeeds on a DC 20 Wisdom (Perception) check notices that the raven has been following the characters. At the first sign of any violence, Gnasher will turn invisible and report back to Parisa Bleakrazor.

APPLE OF MY EYE DISTILLERY

This distillery has a large common room and the walls are lined with huge barrels. The stone fireplace is always lit and the aroma of cinnamon and apples floats through the air. The proprietor Thrim Sidebuckle (they/them/theirs; neutral good half-elf **veteran**) lives above the distillery, which is a popular place for happy hour.

APPLE OF MY EYE SPECIALS

Autumn Vodka. This aromatic liquor is the house special. It's made in-house with notes of apple and cinnamon. It can be served as a shot for 1 copper or a glass on ice for 4 copper.

Apple Pie. 2 copper. A beautiful slice of homemade apple pie fresh from the oven.

BLACKWATER PRODUCTIONS

The front of house is draped in opulent tapestry and curtains embroidered with the crest of Blackwater Productions: a black rapier plunged into a cube of ice, bobbing downstream in a dark river while a white dragon flies overhead.

Arrandel Highblossom (she/her/hers), a neutral evil high elf **thug**, and Meris Stars (she/her/hers), a lawful evil red dragonborn **cultist**, are sitting in the box office and selling tickets for that evening's performance of *The Fall of Dragons*. Tickets cost 5 sp and both women will encourage the characters to buy tickets to the show in exchange for answers to their questions.

In fact, all employees of Blackwater Productions are also members of Parisa's Levistus-worshipping cult. They know that Parisa Bleakrazor is the Iceheart Killer but will not give her up and claim she is busy working. Instead, the women are friendly and answer questions about the neighborhood but give vague answers to questions about Parisa Bleakrazor. Both look for an opportunity to tell the characters the following information to throw them off the scent:

- The book club at the Hoard of the Dragon Taproom is a cover for a cult that worships Tiamat, of which Andrew & Thom are members.
- The Iceheart Killer is doing everyone in Tripstone Alley a favor by killing off dangerous cultists.

A character who succeeds on a DC 14 Wisdom (Insight) check intuits that these women know more about the Iceheart Killer murders than they are letting on.

Hidden Symbols. A DC 20 Intelligence (Religion) check identifies the black rapier plunged into the cube of ice as the symbol of an Archduke of the Nine Hells. A check that succeeds by 5 or more identifies that Archduke as Levistus.

FRANZIEL'S FURRY FRIENDS

The interior of this pet store is a blur of activity. Strange animals slink, hop, and run around the small store and make a cacophany of sounds. Moving amongst the chaos is Franziel, a chaotic good human **mage** (they/them/theirs), who is feeding the animals. Franziel is affable, if a bit scatter-brained.

Witness to the Crime. When characters ask about Andrew's murder, Franziel tells the characters that they saw Thom and Andrew get into a fight with a cloaked person last night while they were closing the store. Franziel gave a report to the Flaming Fist but is worried that the Flaming Fist won't take action. Franziel tells the characters the following information:

- Andrew and Thom fought their attacker with curved blades reminiscent of dragon claws.
- Andrew was killed by an explosion of icy magic that swirled around him after he struck a blow on his attacker.
- Thom fled the scene crying after Andrew was killed, but the attacker got in a shot with a crossbow on him.
- The attacker left the scene of the crime in the direction of the Hoard of the Dragon Taproom and Blackwater Productions.

FURRY FRIENDS FOR SALE

The following pets can be purchased at Franziel's Furry Friends for 25 gp:

Blink Kitten. Beautiful pink-and-white kittens that cannot yet perform their distinctive teleportation, but they are very friendly and love head scratches.

Death Dog Puppy. Two-headed puppies that have been reared by Franziel to have a calm and playful temperament, though they require a great deal of meat in their diet.

Tarantula. These enormous spiders crawl calmly about and love to snuggle into the nape of their owner's neck.

HOARD OF THE DRAGON TAPROOM

The Hoard of the Dragon taproom is a spacious place with several long tables. Each stool is painted to look like a small treasure chest and the ceiling has a mural of several dragons fighting over a large pile of golden coins. Idle chatter fills the interior and Indryll Bladegaze, a lawful evil high elf **cult fanatic** (he/him/his), runs the taproom from his seat behind the bar. Characters can purchase ale (3 cp), manticores steak (6 sp), and potatoes with gravy (7 cp) from the bar.

Innocent Until Proven Guilty. If the characters confront Indryll about the after-hours book club or the cult of Tiamat, he will deny any knowledge of either activity. A character who succeeds on a DC 12 Wisdom (Insight) check can discern that Indryll is lying. If a character succeeds on a DC 14 Charisma (Deception, Persuasion, or Intimidation) check, Indryll will admit to the truth of these rumours, but assert the following information:

- The book club is a cover for peaceful Tiamat worship.
- All of the victims of the Iceheart Killer have been worshippers of Tiamat.
- Indryll suspects that Thom fled to The Breakfast Nook in the wake of Andrew's death.





THE BREAKFAST NOOK

The interior is a small but cozy coffee shop & bookstore. Floor-to-ceiling bookshelves line the walls and the smell of coffee fills the air. Small blue candles float overhead to provide ambiance, though the candles attempt to escape if the door is left open. The owner Grendel Villimar (she/her/hers), a chaotic good human **priest** of Oghmar, is a cheerful but mischievous elder who can always be found with a book in hand.

Harboring a Fugitive. Grendel does not trust the characters and avoids answering their questions unless they succeed on a DC 14 Charisma (Deception or Persuasion) check. Characters who do not use Thom's preferred pronouns of they/them/theirs cannot succeed on this check. A character who succeeds on such a check learns the following information:

- Grendel found Thom bleeding out in the common room this morning from a bolt in their shoulder. Grendel treated Thom's wounds but they fled before she could remove the bolt and she has not seen Thom since.
- Thom rambled fearfully about "the Archduke of the Fifth" and the Iceheart Killer, who was "hidden among us all along."

RUMOURS, SECRETS, & CLUES

ABOUT THE BLOOMINGS

- Andrew Blooming and Thom Blooming are a married couple who live on Tripstone Alley. They often frequent the Apple of My Eye Distillery after work.
- The couple are both members of a book club that meets after-hours in the Hoard of the Dragon taproom.
- Andrew was a stage manager at the Oasis Theater and Thom works at The Breakfast Nook.

- Andrew recently argued with Meris Stars about the mocking portrayal of Tiamat in Blackwater Productions' current show.

ABOUT THE ICEHEART KILLER

- The Iceheart Killer has murdered four people in the last three months: Glass Undercarriage, Maly'reth Thunderstrike, Merrill Blackthorn, and Andrew Blooming.
- Each of the victims worked in different neighborhoods in the Outer City, though they all lived in Tripstone Alley.
- All of the murders took place at night in the homes of the victims or in dark alleyways that the Watch and Flaming Fist don't frequent.
- The victims bore wounds from piercing weapons and some even had bolts embedded in their bodies, but the cause of death was always sudden and intense exposure to magical ice.

ABOUT TRIPSTONE ALLEY

- Some believe the after-hours book club at the Hoard of the Dragon Taproom is a cover for devil-worship while others say that Blackwater Productions is the devil-worshippers.
- Everyone in Tripstone Alley regards one another warmly, though some are put off by the sudden surge in success of Blackwater Productions under Parisa Bleakrazor's leadership.
- Thrim Sidebuckle, owner of the Apple of My Eye Distillery, fought alongside the Flaming Fist at the Well of Dragons but has since retired from the mercenary company.

TRANSITION TO CHAPTER II

Encounters on Tripstone Alley will likely lead the party to develop suspicions about the identity of the Iceheart Killer. When the characters begin to suspect Parisa or if they confront Indryll, Arrandel, or Meris about the clues they've heard, Gnasher will turn invisible and fly back to Parisa, who will send Blackwater Productions employees after the characters as described in Chapter II. If Gnasher has already fled, then Parisa will send her goons after the characters after they have visited all five key locations.



LAWFUL DISORDER



CHAPTER II: LONE SURVIVOR

When Parisa Bleakrazor catches wind of the characters investigating the Iceheart Killer murders, she sends a group of her servants to threaten the characters. As the characters exit any of the key locations and return to the main street of Tripstone Alley, they are confronted by a gang determined to end the investigation.

Read or paraphrase the following boxed text to set the scene:

As you emerge onto the main street of Tripstone Alley, a duo of figures emerge from a nearby alleyway to confront you. They wear dark leather armor and black bandanas tied over their faces. Each figure carries a heavy club wrapped with thick rope to form a makeshift mace and resting on each of their shoulders is a corpulent blue imp.

The figures are two half-elf **thugs**, each of which is accompanied by an **imp**. These lawful evil worshippers of Levistus are stagehands at Blackwater Productions who have been sent by Parisa Bleakrazor to end the investigation into the Iceheart Killer by any means necessary.

The pair will begin by warning the characters to stop asking questions about the Iceheart Killer, claiming that she is doing the neighborhood a favor by killing followers of Tiamat. When the characters rebuff their threat, the group will attack in earnest.

Help From Above. Thom, the lawful neutral human **bandit** (they/them/theirs), has been hiding on the rooftop of The Breakfast Nook since fleeing the premises that morning. They immediately notice the encounter and will fire their crossbow at the **thugs** and **imps** in order to assist the party.

Treasure. In addition to their weapons and armor, the stagehands each carry a pouch containing 12 sp worth of coins and a holy symbol depicting a black rapier piercing a block of ice (10 gp). One stagehand also carries the playbill for Blackwater Productions' current show *The Fall of Dragons*. A DC 20 Intelligence (Religion) check identifies the black rapier plunged into the cube of ice as the symbol of an Archduke of the Nine Hells. A check that succeeds by 5 or more identifies that Archduke as Levistus.



MEETING THOM

When the encounter ends, Thom painstakingly crawls down from the roof and begins to make their way to the party when they finally collapse from the pain. Read or paraphrase the following:

As the wounded form of Thom staggers towards you, it is clear that a bolt is protruding from their leather armor. Thom's face suddenly pales and they collapse on the cobblestone street.

Wounded in Action. Thom bears in their shoulder an *unbreakable bolt* fired by Parisa Bleakrazor as Thom fled the previous night's ambush. Thom is not missing hit points, but they will not rouse to consciousness until the bolt is removed. A character who succeeds on a DC 12 Wisdom (Medicine) check is able to free the bolt without causing further harm, causing Thom to awaken.



Once awake, Thom ushers the characters into a quiet alleyway, where they explain what occurred the previous evening when Thom & Andrew were attacked by the Iceheart Killer. Thom will also answer the character's questions to the best of their ability. Having seen the party fight off agents of the Iceheart Killer, Thom trusts the party and will tell them the following information:

- Thom & Andrew were ambushed the previous night by Parisa Bleakrazor, the owner and operator of Blackriver Productions.
- Parisa killed Andrew with an icy blast of magic, a reaction to Andrew striking her across the back with his blade.
- Thom spent the morning lurking quietly about Triptstone Alley and noticed stagehands moving in and out of a secret entrance in the rear of Blackriver Productions.

- When asked about Tiamat worship, Thom replies that the worship is peaceful and a reflection of the difficulty of life in the Outer City. The more common deities of Baldur's Gate offer little to the poor and underrepresented, whereas Tiamat offers the possibility of wealth and power to all comers.

A Dangerous Request. After the exchange of information is complete and the identity of the Iceheart Killer is revealed, Thom asks the characters to handle Parisa & the rest of Blackwater Productions. Thom is unable to help due to their injuries, but Thom offers the characters 25 sp for bringing Andrew's killer to justice. A character who succeeds on a DC 16 Charisma (Deception, Intimidation, or Persuasion) convinces Thom to join the party in their assault on Blackwater Productions.

A Quiet Approach. When sneaking through the back alleys to the secret entrance of Darkwater Productions, the characters must make a DC 14 Dexterity (Stealth) check. If half or more of the party fails this check, then 2 more stagehand **thugs** hear them and attack in the alleyway behind the theater. If at least half of the characters succeed on this check, then the characters are able to sneak up on the secret entrance. Read or paraphrase the following:

Lying scattered about the alleyway behind Blackwater Productions are a collection of large wooden crates. The cobblestones are littered with trash and grease.

The Secret Entrance. Characters with a passive Wisdom (Perception) of 14 or higher notice a set of stairs behind a stack of crates that lead downwards to a wooden door. The secret entrance to Blackwater Productions is locked and can be picked with a successful DC 14 Thieves' Tools check.



CHAPTER III: BLACKWATER PRODUCTIONS

Beneath Blackwater Productions is a secret basement which contains the leftover props and materials from a variety of previous shows. Recently, the secret basement has become the place of worship for the employees of Blackwater Productions, who summon devils and perform dark rites in the name of Levistus.

1. COSTUME HALL

The cobblestone stairs descend into a stone hallway filled with wooden crates. Leaning against the north wall is a rack of costumes and spare leather armor.

Treasure. A successful DC 10 Intelligence (Investigation) check while searching the wooden crates allows a character to discover a dark metal bracelet (14 sp). Characters who search the costume rack find the materials to assemble a *disguise kit*.

Unearthly Worship. Characters with a passive Wisdom (Perception) of 15 or higher hear a terrible squishing sound and faint chanting coming from behind the door to the Sacrificial Chamber (Area 3).

2. MANNEQUIN STORAGE

This chamber is filled with stage mannequins, each dressed in different garb. Some of the mannequins bear frost marks that bloom across their torsos and faces. A tall statue of a pale man looms in the northern alcove.

Hidden Victims. Hidden among the mannequins are the frozen corpses of four **guards** of the Watch, now dressed in once-opulent but now ragged costumes. A character who succeeds on a DC 14 Intelligence (Investigation) check discovers these corpses. A character who succeeds on a DC 10 Wisdom (Medicine) check is able to discern that these guards were killed in the same fashion as Andrew Blooming.

Treasure. In addition to their weapons and armor, the guards carry a total of 11 gp worth of coins, a silver belt buckle (2 sp), a silvered longsword in a scabbard embedded with a sapphire (15 gp), and their personal identification.

Likeness of Levistus. The statue stands about 8 feet tall and depicts a haughty man draped in elegant finery. His eyes are solid black, well-coiffed hair falls to his shoulders, a goatee comes to a sharp point beneath his chin, and his arrogant smile exposes his pointed teeth. A character who succeeds on a DC 16 Intelligence (Religion) check discerns that this statue depicts Levistus.

The statue is freezing cold to the touch and there is an empty sheath at the statue's side, too large to fit any ordinary blade. If the large black rapier from the Sacrificial Chamber (Area 3) is placed inside this scabbard, the statue slides aside to reveal Parisa's sanctum (Area 4). Engraved in the base of the statue is a prayer in Infernal, which reads: "Cloaked bladereavers, strike down our foes. When Tiamat falls, our power grows."

Petty Spite. Any creature who mocks Levistus within 10 feet of the statue is spited by the Archduke of Stygia. The offender feels as though they have been bathed in ice water and must make a DC 18 Constitution saving throw or gain a level of exhaustion. A level of exhaustion gained this way can be removed by a long rest as well as *remove curse* or similar magic.

GENERAL FEATURES

The following features are common throughout the secret basement of Blackwater Productions.

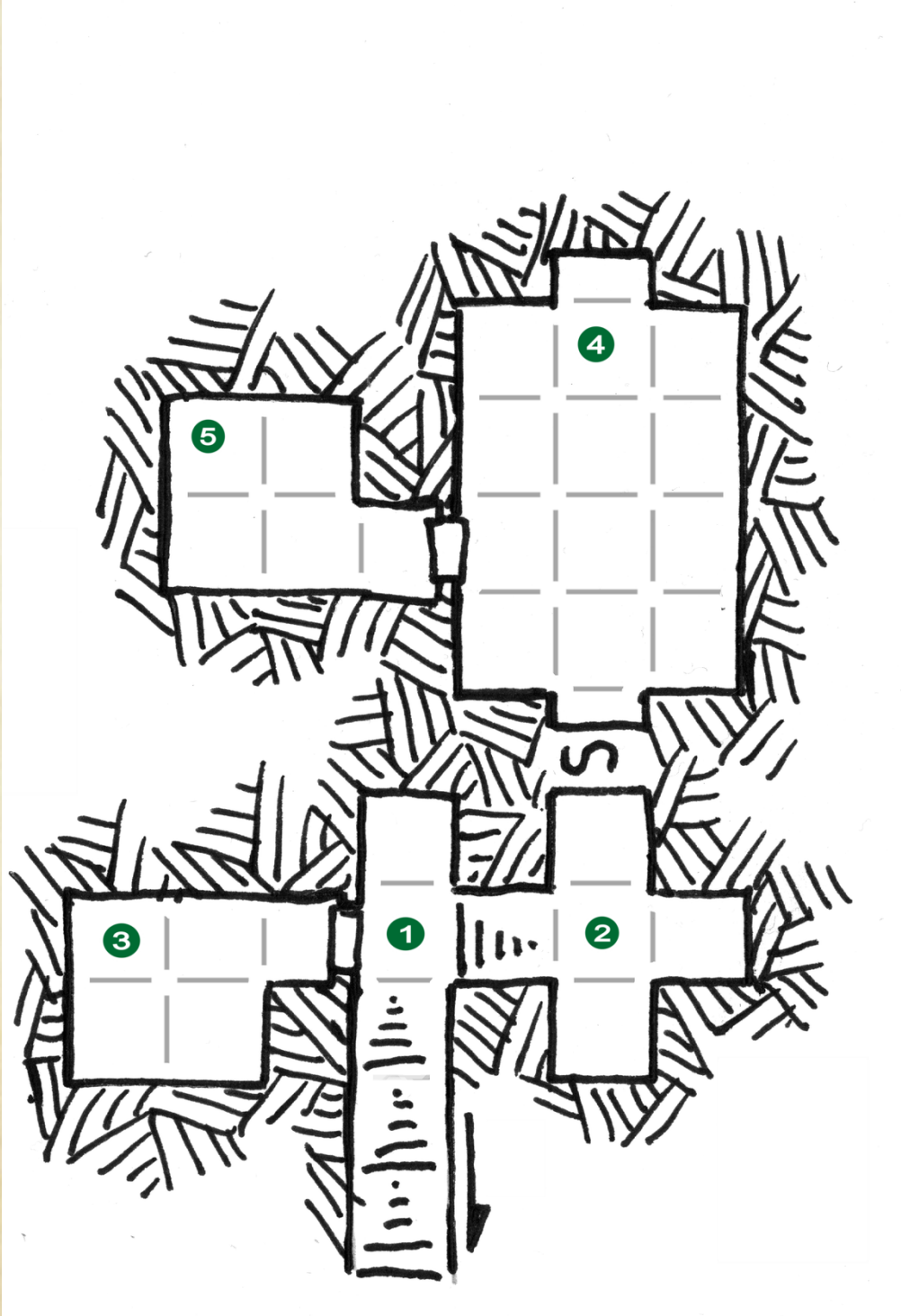
Crates. The entirety of the secret basement of Blackwater Productions is filled with crates, with the exception of Parisa's sanctum (Area 4). When a character opens a crate, roll 1d8. If the result is odd, the crates are filled with moth-eaten costumes from old shows. If the result is even, the crate is filled with a random assortment of nails, screws, and leftover hardware.

Ceilings. The ceilings of the secret basement stand 25 feet high.

Light. The secret basement of Blackwater Productions is dimly lit by torches set in iron sconces on the walls.



MAP - BLACKWATER PRODUCTIONS



Blackwater Productions - 1 square = 5 feet





3. SACRIFICIAL CHAMBER

The floors and walls of this small room bear arcane scrawlings made with chalk. In the center of the room, a repugnant mass of flesh writhes on the ground with a humanoid torso emerging from it. Its face is locked in an expression of agony and it observes silently as the cloaked tiefling before it kills a human man lying on the ground with a dramatically oversized black rapier.

Monsters. The tiefling man is Turner Black, a lawful evil **cult fanatic** (he/him/his), who has been luring other actors of Blackwater Productions to this room in order to kill them in a ritual to create devils. The fleshy creature is a **lemure** which is bound to Turner's service and follow his telepathic commands. On Initiative count 20, if the **commoner** Turner has just killed is still at 0 hit points, he is transformed into a second **lemure**. Read or paraphrase the following:

The arcane scrawlings burst into dazzling red light as the dead man's corpse begin to jump and shake on the ground. His flesh sizzles and dissolving into a horrific squishy mass bearing an unsettling visage.

Treasure. In addition to their weapons and armor, characters who search Turner's corpse and the corpse of his victim discover a pouch containing jeweled chalk (50 gp worth), a pouch containing 12 gp, and the oversized black rapier. If this rapier is sheathed at the side of the statue of Levistus in Mannequin Storage (Area 2), it will open the secret door to Parisa's Sanctum (Area 4).

4. PARISA'S SANCTUM

Icicles hang from the ceiling of this large, cold room. A red-haired human woman wearing an exquisite green dress, a dark stone amulet, and long red gloves is seated at a desk on the north side of the room on which sits a candle shaped like a vicious gargoyle. Comfortable couches and armchairs are organized haphazardly throughout the room and an oak bookshelf stands against the eastern wall.

The woman seated at the desk is **Parisa Bleakrazor** (Appendix A). When the characters arrive, she is extremely pleasant and complimentary to them, asking them to take a seat and offering them a glass of Autumn Vodka from the Apple of My Eye Distillery. Parisa will admit to everything and explain her motivations, leading up to and offering the characters a deal.

Infernal Contract. Parisa explains that her master Levistus has taken an interest in the characters and that she can use her *infernal candle* (Appendix B) to summon Erridon Alaka, an **ice devil**. Erridon is capable of providing the characters with riches, magic items, or infernal service in exchange for simply allowing Parisa to continue to work as the Iceheart Killer in Tripstone Alley (Appendix A of *Baldur's Gate: Descent into Avernus*). If the characters attempt to manipulate Parisa, they must succeed on a DC 15 Charisma (Deception or Persuasion) check. If Parisa senses that the characters are going to attack her, she will attempt to subtly smash her *shard of containment* on the floor. A character with a passive Wisdom (Perception) of 16 or higher can see what Parisa is trying to do before she does it.

Treasure. In addition to her weapons, armor, and other equipment, Parisa carries a pouch filled with 35 gp of coins, an iron key, her red velvet gloves (5 gp), and diamond earrings (15 gp). A character who searches the bookshelf finds a *spell scroll of hellish rebuke* and a character who searches the desk will find the *infernal candle*.



5. DEEP FREEZER

The walls of this small room are covered by smooth sheets of ice. Broken and frozen crates are stacked high in the room and the smooth, icy floor gleams in the dim light of the torches.

CONCLUSION

Depending on the actions of the party in Parisa's Sanctum, the adventure could end one of several ways. Some of them are more involved than others, and it is worth reading through all of the possibilities before running the adventure in order to be well prepared for the actions of your characters.

DIABOLICAL DEAL

If the party is interested in Parisa's deal, she will use the *infernal candle* to summon Erridon Alaka, who can offer the characters each up to 5,000 gp worth of art objects, coins, or gems; an uncommon or rare magic item that would appeal to them; or his loyal service for a period not exceeding nine days. In exchange, Erridon would be happy to accept the morally questionable act of leaving their quest unfulfilled and leaving Parisa to continue killing peaceful Tiamat cultists in Tripstone Alley. Erridon is also interested in the souls and fealty of the characters, but is aware that those terms are often a much harder sell. Erridon hopes to create a deal that could pave the way for a future deal with the characters.

Should the characters make deals with Erridon, the covering up of the Iceheart Killer murders could make for an appropriate dark secret (see page 208 of *Baldur's Gate: Descent into Avernus*) that could come into play later in the campaign. The characters may find that they seek another deal with Erridon or Levistus during their time in Avernus. When considering such deals, remember that Levistus wants to bring himself closer to freedom and an object like the Companion could be an excellent way to do so.

Treasure. A character who searches the room discovers a hidden safe of dingy metal. The safe is locked and can be opened with the iron key or picked with a successful DC 18 Thieves' Tools check. Inside the safe is a small hoard of coins totalling 100 gp, a diamond (50 gp), and an uncut ruby (15 gp).

LEGAL TROUBLE

Also worth considering is the possibility that the official from whom the characters accepted the adventure hook, especially Captain Darmin Zodge, Mother Rowena, and Osmurl Havanack, may want an update or report after not hearing from the characters for a few days. This could lead to future adventures as the characters must go about their business in Baldur's Gate without catching the attention of an NPC who they have slighted.

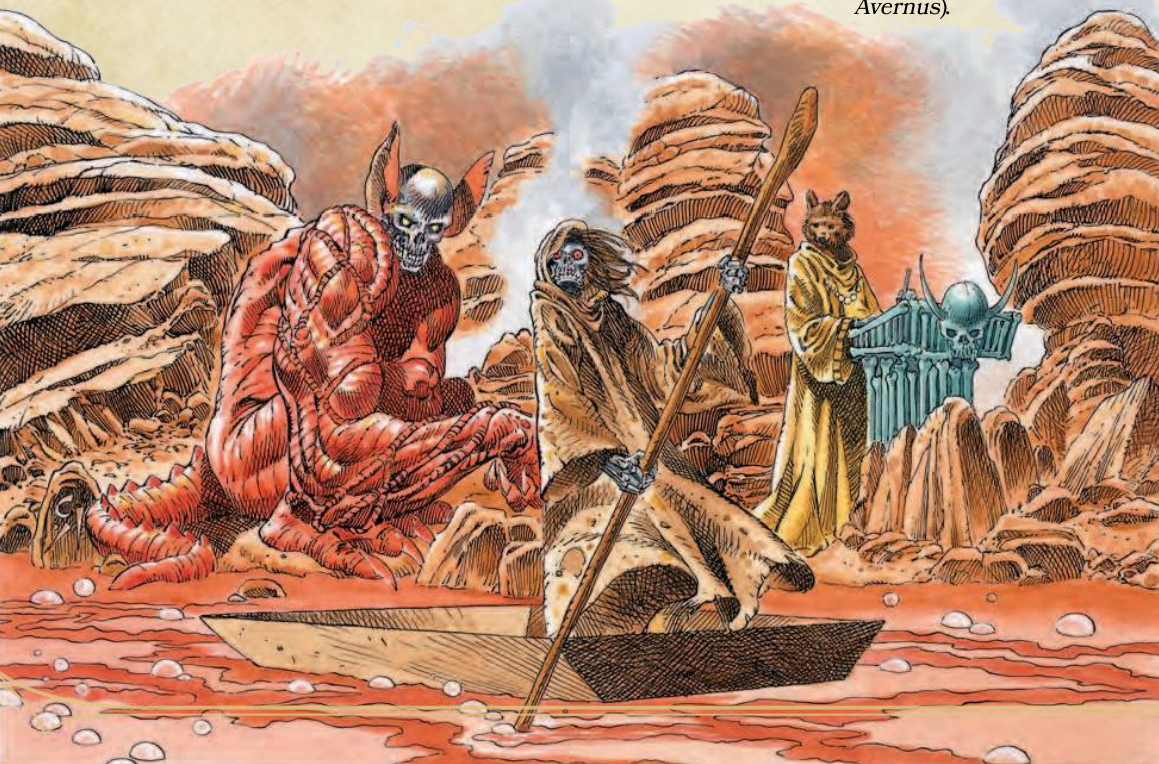
DEAFEATING PARISA

If the party kills Parisa, the candelabra in her sanctum and the ice covering the walls of the deep freezer immediately melt. If the party kill or capture Parisa, as specified in their adventure hook, the characters will be able to resolve their adventure hook successfully. Additionally, if the characters accepted Thom's request, Thom will grant the characters the promised 25 sp.

The DM may find it appropriate for there to be tension with the Watch or Flaming Fist if the characters killed any humanoids during the course of this adventure.

CONTINUING THE CAMPAIGN

If you used the **Surprise! Dead Cultists!** adventure hook, any outcome of this adventure will satisfy Mortlock. Assured that the Iceheart Killer will not pose additional complications, Mortlock Vanthampur encourages the characters to capture or kill his brother Amrick at a dockside tavern called The Low Lantern (see page 28 of *Baldur's Gate: Descent into Avernus*).



APPENDIX A: CREATURES

PARISA BLEAKRAZOR

Armor Class 14 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	16 (+3)	17 (+3)	14 (+2)

Saving Throws Dex +5, Wis +5

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

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal

Challenge 5 (1,800 XP)

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

Dark Devotion. Parisa has advantage on saving throws against being charmed or frightened.

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

Medium humanoid (human), lawful evil

Special Equipment. Parisa wears a *darkshard amulet* (Appendix B), wields a *bloodthirsty dagger* (Appendix B), and carries one *shard of containment* (Appendix B).

Spellcasting. Parisa is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Parisa has the following spells prepared:

Cantrips (at will): *chill touch*, *prestidigitation*, *frostbite*

1st level (1 slot): *charm person*, *unseen servant*

Actions

Bloodthirsty Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 7 (1d4 + 3) piercing damage. If Parisa reduces a creature to 0 hit points or rolls a 20 on an attack roll, she restores 2d6 hit points.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Frigid Rebuke. When Parisa takes damage from a creature she can see within 5 feet of her, Parisa can force that creature to succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage.



APPENDIX B: MAGIC ITEMS

BLOODTHIRSTY DAGGER

Weapon (dagger), rare (requires attunement)

When you reduce a creature to 0 hit points or roll a 20 on an attack roll with this magical dagger, you restore 2d6 hit points.

DARKSHARD AMULET

Wondrous item, common (requires attunement by a warlock)

While you are wearing this amulet, you gain the following benefits:

- You can use the amulet as a spellcasting focus for your warlock spells.
- You can try to cast a cantrip that you don't know. The cantrip must be on the warlock spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

INFERNAL CANDLE

Wondrous item, very rare

If you spend 10 minutes meditating with this candle while it is lit, you may contact the **ice devil** Erridon Alaka, servant of Levistus, as if by the *message* spell. Erridon may choose not to respond to the *message* and instead teleport to your location as if by the *planeshift* spell, requiring no material components. Once this property is used, the candle loses its magic and turns into ash.

SHARD OF CONTAINMENT

Wondrous item, very rare

This glittering shard of ice is broken from the glacier that acts as Levistus's prison in the Stygia and can be used to trap the being of powerful creatures native to Stygia. Deep within the shard, a small mote of cold light can be seen flickering faintly.

When you use an action to break this shard, a **direwolf** named Snowflake is summoned as if you cast the *conjure animals* spell, and the shard's magic is lost.

UNBREAKABLE BOLT

Weapon (bolt), common

This bolt can't be broken, except when it is within an *antimagic field*.

CREDITS & ACKNOWLEDGEMENTS

A huge thanks to those artists whose work has been used in this adventure!

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APPENDIX C: DRAMATIS PERSONAE

Character	Pronouns	Description
Andrew Blooming	He/Him/His	Lawful neutral human cultist who was killed by Parisa just prior to the start of the adventure and husband of Thom Blooming. Stage manager the Oasis Theater.
Arrandel Highblossom	She/Her/Hers	Neutral evil high elf thug , worshipper of Levistus, and actor at Blackwater Productions.
Asmodeus	He/Him/His	Supreme ruler of the Nine Hells and Archduke of Nessus, ninth circle of the Nine Hells.
Captain Darmin Zodge	He/Him/His	Lawful evil human veteran and captain in the Flaming Fist.
Erridon Alaka	He/Him/His	Ice devil servant of Levistus who granted Parisa her deal.
Franziel	They/Them/Theirs	Chaotic good human mage who owns Franziel's Furry Friends.
Glass Undercarriage	She/Her/Hers	Half-elf cultist of Tiamat, killed by Parisa two months ago.
Gnasher	He/Him/His	An imp in the service of Parisa.
Grendel Villimar	She/Her/Hers	Chaotic good human priest of Oghmar. The cheerful but mischievous owner of the Breakfast Nook.
Indryll Blade gaze	He/Him/His	Lawful evil high elf cult fanatic who secretly leads the dragon cultists of Tripstone Alley. Publically runs the Hoard of the Dragon Taproom.
Jonas Goodnight	He/Him/His	Chaotic neutral human spy and owner/director of the Oasis Theater.
Levistus	He/Him/His	Archduke of Stygia, fifth circle of the Nine Hells, and frozen inside a glacier.
Maly'reth Thunderstrike	He/Him/His	Wood elf cultist of Tiamat, killed by Parisa one month ago.
Meris Stars	She/Her/Hers	Lawful evil red dragonborn cultist of Levistus and actor at Blackwater Productions.
Merrill Blackthorn	He/Him/His	Halfling cultist of Tiamat, killed by Parisa three months ago.
Mother Rowena	She/Her/Hers	Lawful good wood elf priest at the Watchful Shield.
Osmurl Havanack	He/Him/His	Lawful neutral shield dwarf veteran . High Constable and Master of Walls in the Watch.
Parisa Bleakrazor	She/Her/Hers	Lawful evil human; owner and operator of Blackwater Productions
Thom Blooming	They/Them/Theirs	Lawful neutral human bandit and worshipper of Tiamat who escaped from Parisa's ambush and partner of Andrew Blooming.
Thrim Sidebuckle	They/Them/Theirs	Neutral good half-elf veteran who runs the Apple of My Eye Distillery.
Turner Black	He/Him/His	Lawful evil cult fanatic who works at Blackriver Productions.