

WATERDEEP
MONKEYWRENCH

Power Plays III

Monkeywrench

In **Monkeywrench**, characters are hired to make a mercenary guild look foolish. Characters have a short timeline (four days), but wide latitude in how they accomplish the job. This module includes background on the mercenary guild, a description of the mercenary guildhall, rumors that the characters can find through investigation, and two example sites guarded by the mercenaries. This adventure will challenge your group's creativity and roleplaying ability. It is a great change of pace from classic dungeon crawls and wilderness explorations.

Monkey Wrench is an adventure for a party of four characters of levels 3-4. Since this adventure focuses on roleplaying and problem solving in an urban setting, it is easy to adapt for any level. Although there are opportunities for combat, completing the adventure requires a bit of social engineering. The module is based in Waterdeep, but can easily be changed to any large town or city. **Monkey Wrench** is the third adventure in the **Power Plays** story arc (following **Guard duty**, levels 1-2, and **Monster Squad**, levels 2-3), but can stand by itself. The final adventure in the **Power Plays** story arc, **Waterdeep at War!**, will take characters to level 5.

by EBrun

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Monkeywrench

“That’s how you tell a merc is dead; he just stops collecting paychecks.”

— Mercedes Lackey, *By the Sword*

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Introduction

Mac Bondo is emerging as a kingpin in Waterdeep’s underworld and a rising star in the Zhentarim. As his influence increases, he has also become the target of a secretive gang led by a shadowy figure named Iila (ee-la).

Among his many operations, he leads a network of mercenary companies with the goal of creating a monopoly in the northern Sword Coast. One of his mercenary companies is currently competing for a lucrative contract with Neverember, the former Open Lord of Waterdeep, for services along the trade route between Waterdeep and Neverwinter. To ensure success in securing this contract, Bondo hires the characters to humiliate his rivals, the Eagles Mercenary Company.

This adventure is divided into seven sections. **The Tail** describes an optional encounter that can be used at any point in this adventure. **It Starts with a Bang** opens the adventure by throwing characters into the action right from the start as they thwart a robbery after a night of carousing. In **The Job**, characters meet with Mac

Bondo. **The Eagles Mercenary Guild** chapter describes the rival company, provides a series of rumors that the characters can uncover, and describes the **Eagles Guildhall**. The **Amphail Warehouse** and **Hallam Mansion** are two locations guarded by the Eagles that provide opportunities for the characters to complete their mission.

A description for the **Spyglass Tavern** is included. This tavern and inn was introduced in **Guard Duty** and may serve as an excellent “home base” for the characters while in Waterdeep.

This adventure is designed to stand by itself. However, the following **DM’s Guild** resources can help you round out a campaign based in Waterdeep.

- Faction Folio: Waterdeep DM’s City Guide
- Faction Folio: Waterdeep Players’ City Guide (free)
- City Encounters
- Road’s End Robbery
- Guard Duty
- Monster Squad

Monkeywrench is the third adventure in the **Power Plays** story arc, but can easily be run as a stand-alone. **Guard Duty** provided a start to this campaign by introducing the characters to Waterdeep and the beginning of a conflict between major players in the city. In **Monster Squad**, the characters were hired to protect a noble’s wilderness estate from an unusual threat. The broader story arc is described in the “**What’s Next?**” section at the end of the adventure.

If you haven’t played through **Guard Duty** or **Monster Squad**, an appropriate character should either have Mac Bondo as a contact, or a “shady” contact that can arrange a meeting between Bondo and the party.

Improv

Monkeywrench is combat light and requires significant roleplaying to complete. Overt violence, especially in public places, should be

dealt with severely. The Waterdeep City Watch is quite capable.

The strong emphasis on roleplaying makes this adventure difficult to run. To help, keep in mind the central rule of improvisation –

Yes, and...

If your players make a plausible suggestion to solve a problem, even if it doesn't fit your initial thoughts, roll with it. Say "yes" and follow with a twist. Following this rule will draw your players into the story and give them a strong sense of ownership of their characters and the story.



The Tail

This is an optional encounter that can be used at any time during the adventure to increase anxiety. The encounter is connected to the **Power Plays** story arc, but is not connected to this specific adventure.

On at least one occasion, the characters notice that they are being followed by a short, slim, hooded figure dressed in loose fitting dark blue clothing. Once the tail is noticed, the figure will disappear into a crowd. On this first sighting, the characters should not be able to engage with their tail. You may want to have characters spot their tail (either individually or as a group) a few times before they are able to chase her down. You may also let the characters get close, by having them to engage with a **smoke mephit** that accompanies their tail. If the characters capture or fight the mephit, it is upset that it has been abandoned and curses **Squall** (The tail).

Once the characters are able to engage **Squall** (a **Hurricane** from *Princes of the Apocalypse*), she gracefully enters combat with a **smoke mephit**.

Aftermath

If defeated, Squall will take her own life – literally holding her breath until she is blue in

the face! She has no belongings. However, her forearm appears to be horribly scarred from acid or fire (similar to Zalman in **Guard Duty**). A **perception** (DC 10) roll reveals a faint triangular tattoo under the scars. Any character with **Arcane** or **Religion** knows the tattoo as a symbol for the element of air.

Experience

Squall	450 xp
Smoke Mephit	50 xp each

Note: Although the characters may never know, Iila tasked Squall with tailing the characters as a result of their meddling in **Guard Duty** and the botched robbery in the alley. Although Squall was eventually foiled, she did determine the characters "home base" and reported it to Iila. If you continue with **Power Plays**, this will become apparent at the beginning of the next adventure (Waterdeep at War).

Squall – Female Half-elf

AC 14 Hit Points 33, Speed 45 ft,
STR 12(+1) DEX 16(+3) CON 13(+1)
INT 10(+0) WIS 12(+1) CHA 10(+0)

Skills: Acrobatics +5

Senses: passive perception 11

Challenge 1 (450xp)

Spellcasting: 3rd- level spellcaster using Wisdom (spell save DC 11, +3 to hit with spell attacks).

Cantrips: blade ward, gust*, light, prestidigitation
1st level (4slots): feather fall, jump, thunderwave
2nd level (2 slots): gust of wind

Actions.

Multiattack: Squall makes two melee attacks.

Unarmed Strike: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6(1d6+3) bludgeoning damage.

Reactions. *Deflect Missile.* When hit by a ranged weapon, reduce damage from the attack by 1d10+9. If the damage is reduced to 0, Squall can catch the missile if it is small enough to hold.

Gust Cantrip* is found in *Princes of the Apocalypse*. If you don't have it, it does non-damaging wind effects. The main combat use is a **strength saving throw or be pushed 5 feet away.

It Starts with a Bang

This scenario starts a tenday after the end of **Monster Squad** or a period of down time. The characters are walking home after a night of carousing before their meeting with Mac Bondo on the following day. Let the players know that tensions are high as attacks on merchants by an unknown gang have been escalating. If the characters already know Bondo, they do know that his holdings have been disproportionately targeted and he has asked them to keep their eyes open. Provide each player an opportunity to briefly describe what his or her character has done over the last few days.

As one of the players is describing their actions, interrupt and let the character with the highest **passive perception** know that he sees a dark clad thug skulking in the shadows of an alley that they are approaching. The thug is staring directly at the characters.

If the thug realizes that he has been seen and the characters either stop or continue to approach, he growls, "Go the other way, this is none of your business." He will continue to warn them away if they do not leave. If they approach, he will draw his scimitar and ready himself.

One of the characters knows that the building at the corner of the alley houses the apartment and offices of Marellus Forthswain, a ship captain aligned with Mac Bondo.

If the characters approach the mouth of the alley, have them roll **perception** on a **DC 10** or higher, they notice a second story window hanging open and broken. On a **DC 15** or higher, they notice another thug in the shadows 20 ft down the alley – taking aim with a heavy crossbow.

Use the **bandit captain** (Name: Bakor) stats for the thug at the mouth of the alley. Use the **thug** (Name: Warts) stats for the thug deeper in the alley. On the second round of combat, a **spy** (Name: Blueman), will make a sneak attack from the window. The **spy** will continue to attack from the window if it looks like the fight is going

in the thugs favor. If it looks like the thugs are going to lose, the **spy** jumps from the window and tries to flee.

Aftermath

Each thug has d20 silver pieces. In addition, the **bandit captain** has a small garnet worth 25 gp. If captured, the **spy** carries d10 gold pieces, d10 silver pieces, and a small opal worth 70 gp. In addition, the **spy** is carrying a shipping ledger stolen from the offices.

The **spy** also has a tattoo of an inverted greenish-purple triangle on his forearm. Any character that was involved in the **Guard Duty** adventure recognizes the tattoo as the design found on a scroll tube in the cult fanatic's (Zalman) room at the end of that adventure.

If any of the opponents are questioned (persuasion or intimidation **DC 15**), they admit that they are working for **Iila**, but have never seen their employers face. Instructions have only been provided to Blueman in writing.

Experience

Bandit Captain	450xp
Thug	100xp
Spy	200xp

If the characters return the ledger to Forthswain, Mac Bondo will eventually hear and be appreciative of their actions. If the characters turn the ledger and information over to Bondo at their meeting, he will give them each a free night of food and drink (after they complete their new job) at the **Spyglass Tavern**.

The Job

The characters are scheduled to meet with **Mac Bondo** late in the morning after the botched robbery. The meeting can take place either at the **Spyglass Tavern** or at Bondo's shop, **Glassworks**. Bondo is accompanied by his bodyguard, the half-orc **Bladgrul**.

The job offer is quite simple. The characters have four days to find a way to embarrass **The Eagles** mercenary company. Bondo explains that they have a reputation of competence that does not match their actual skill. Their leader, Tyne Nabil, is a fool – the characters just need to make that obvious to the well-to-do of Waterdeep. Bondo does reinforce that he doesn't want things to get too complicated, so it would be best if killing is avoided.

Mac Bondo offers 50 gp up front to cover potential expenses. Each character will receive 100 gp after they are done, with an additional bonus depending on how successful they are. If any character attempts to negotiate, roll a contested persuasion check (Bondo has a +2 on the roll). If the character succeeds, he will increase the payment to 150gp per character.

*The following description of Mac Bondo and Bladgrul are taken from **Faction Folio: Waterdeep, A DM's City Guide** – found on DMSGuild.com*

Mac Bondo is a gruff male human that owns and operates Glassworks in the Dock Ward. Bondo rose through the ranks of the Black Network as a successful mercenary and now controls most of the Zhentarim activities in Waterdeep. He is a Zhentarim agent and controls most of the activities of the Black Network in Waterdeep. Of these activities, the most successful has been the creation of a near monopoly on mercenary and private guard business in the city. This has been accomplished through the careful cultivation of loose network of “independent” mercenary companies that all pledge allegiance to the Black Network.

Dungeon Master Notes: Mac Bondo is a ruthless pragmatist. He maintains good relationships with many of the movers-and-shakers in the city and deals quickly with those who cross him. Bondo may make for an excellent contact for PCs, since he often needs unaffiliated help for his plots. **Stats:** Use the Gladiator entry, but modify as follows: Use an axe and heavy crossbow instead of a spear, add *Leadership* (Recharges

after a Short or Long Rest). Bondo can utter a command or warning whenever a non-hostile creature that can see him within 30 feet makes an attack roll or saving throw. That creature can add d4 to the roll. This effect lasts for 1 minute or until Bondo is incapacitated.



Bladgrul, Mac Bondo's bodyguard, is a gigantic and repulsive half-orc. He is usually found brooding near Bondo, making everyone uncomfortable with his annoying tic -continually licking his lips. **Dungeon Master Notes:** Bladgrul is a member of the Black Hand mercenary company (see below). His tic is caused by his cannibalism. **Stats:** Use the Veteran entry, add *Reckless*. At the start of its turn, Bladgrul can gain advantage on all melee weapon attack rolls, but attack rolls against him have advantage.

Location: Mac Bondo's base of operations is the Glassworks in the Dock Ward. He can be found here in the late morning and afternoons, either working on his art (glassblowing) or taking private meetings. The storefront and workshop take up the entire first floor of this multi-story rowhouse. The upper floors contain a few meeting rooms and apartments. The subcellar is connected to the sewers and a nearby safehouse, holding cells and an interrogation room.

Mercenary Companies Mac Bondo controls a network of independent mercenary companies that work in Waterdeep and the northern Sword Coast. The Zhent will provide mercenaries for anything – private security, crushing rebellions, starting rebellions, banditry – and often engage mercenaries on both sides of a conflict to maximize profit.

The Bronze Talons are Waterdeep's largest mercenary company and are often found providing security for residence and businesses throughout the city. Their guildhall is located adjacent to Virgin's Square in the Trade Ward. *Captain Jos Hawkwood* (male human, use Gladiator entry) can be found sleeping off a hangover in the Guildhall during the day and off carousing at night. The company's symbol is a bronze eagle talon on a black circle.

The Golden Lions are distinctive for their impeccable and flamboyant appearance. This company only employs the most attractive applicants and is often used as "show guards" for the city's elite. Xandar (pompous, male high-elf, use the Knight entry) leads this company from his offices northwest of Virgin's Square. Although they are often outfitted in the colors of their employer, they always sport the company's symbol – a silver circle around a lion's head. They are incredibly disciplined, but not always the best fighters.

The Black Hand are Mac Bondo's shock team. They are savage killers that work in small groups or as individual assassins. They sport no symbol and carry no identifying information.

The Red Blades are low class mercenaries, led by *Captain Draeyl "Mad" Maros* (female, flee-ridden, half-elf, use the Assassin entry). The Red Blades run protection rackets in the Downshadow and are often used as hired thugs. The Red Blades is a diverse company, with many members being from undesirable humanoid stock. The company's symbol is a black shield with crossed red glaives.

The Eagles Mercenary Company

The Eagles are a small mercenary company based near Virgin Square in the Trade Ward of Waterdeep. The company currently employs about fifty mercenaries (use a combination of **guard**, **thug**, and **bandit** stats), but recently have been aggressively recruiting additional members.

The company uses the symbol of a golden eagle emblazoned on a dark green shield and is led by **Captain Tyne Nabil** (use **knight** stats). Nabil is a muscular six feet tall and is in the prime of life. He is comfortable with command and expects to be obeyed. Nabil is demanding, but consistent and understands that he needs to treat his mercenaries well to get the most from them. He is genuinely friendly with his brothers-in-arms and socially adept in noble and merchant circles.

Nabil's second is **Three-Fingered Fazul** (use **Bandit Captain** stats). Fazul is strikingly handsome, arrogant, and the stereotypical foppish swashbuckler. The rank and file of The Eagles generally do not like Fazul, but he is respected for his strategic thinking and fighting prowess.

Sid Kamron is the quintessential military sergeant (use **veteran** stats). Taciturn and dull, he spends most of his time in the company offices - executing contracts, keeping order, and drilling the troops in the guildhall courthouse.

Rumors

The characters should start their job by hitting the streets to gather information. Appropriate contacts can reveal the following information:

- Nabil and Fazul often visit El Hrocha, a high-class gambling house and brothel in the Trade Ward near the Caravan Court. [Note: if the characters visit El Hrocha, they might learn that the both use the brothel more than the gambling tables... it appears that Fazul rents a room, but doesn't take advantage of the services.]
- They have been heavily recruiting additional mercenaries, it sounds like they are expecting business to be booming soon.
- Most of the recruiting efforts occur in Virgin Square and surrounding taverns, armorers, and weapon smiths.
- Fazul made his mark as a successful mercenary around Baldur's Gate.
- The Eagles have a few contracts protecting nobles and merchants around Waterdeep – mostly small time.

If the characters visit taverns near the Eagles Guildhall, they will encounter a group of Eagles out drinking the night away at **The Shield and Flagon** in the Trade Ward. The group includes: Alfred, Big Toes, Wallenford, Mako, and Gimpy Pelk. Characters can easily engage them in gambling – dice, cards or throwing daggers.

Throwing Daggers: In this simple game, players bet against each other as they throw daggers or knives at a target on the wall. Each player throws three times. Scoring is as follows: Hit AC 10-14 = 1 points., Hit AC 15-19 = 2 points, Hit AC 20 + = 5 points. If the thrower misses AC 10, the knife hits hilt first and bounces to the ground...amidst plenty of guffaws. A natural roll of "1" means that a random patron is hit for 2 pts of damage instead of the target.



Characters can learn a lot from this group of mercenaries.

- We're hiring – business must be booming. If you want a job, go see Sid in the morning. See **Eagles Guildhall** section.
- I heard Nabil tell Sid to keep everyone clean, something big is going to happen soon. Show me the money!
- Gimpy Pelk is frustrated because he gets the worst gigs. He's heading out to some noble's fancy flower warehouse tomorrow with Big Toes and a few other guards. *Note:* If the characters follow up on this lead, they can easily learn that this is the Ammakyl warehouse in Underhill, just outside the city walls.

- Mako says with a smile that they get the butt end of jobs because they are so ugly. *Note:* Mako is probably correct!
- General grumping about Sid Kamron busting everyone's humps, but at least he doesn't play favorites.
- Snickering that Three Fingers has a "male friend" half-breed that he visits in the field ward when Nabil is at the brothel...no offense to any half-elf in the group, of course. He's keeping it a secret from Nabil.
- Wallenford brags that he has a cake job guarding a party at the Hallam mansion this weekend.
- The others laugh that Wallenford will probably be too good to drink with them once he impresses Nabil with his ability to not ogle the noble princess too much during that wedding.
- Alfred grumps that he's heading off to guard that noble Ammakyl's estate in Amphail (3 days away). There is barely a proper ale house in that town, but at least he'll get double pay for the travel.

Digging Deeper

If the characters follow up at El Hrocha or dig deeper about the rumors of a big new contract, they can learn that Lord Ammakyl is a friend of Neverember, the former Open Lord of Waterdeep. They also learn that Neverember is looking to hire additional security for his interests in Neverwinter and along the trade route between Waterdeep and Neverwinter. Rumor has it that The Eagles and The Bronze Talons are finalists for the contract and a decision will be made soon.

Fazul does have a "male friend" in the field ward. If the characters spend time tailing Fazul and the half-elf, they do notice that the half-elf makes a brief visit to the Fearless Fletcher shop directly after each meeting with Fazul. All the half-elf knows is that he gets paid for giving information to Ianfeard, the owner of the Fearless Fletcher. If the characters have appropriate contacts, they can learn that Ianfeard is a Harper agent.

The Eagles provide security for the Ammakyl family. This noble family supplies crops and the majority of flowers to Waterdeep. Their holdings in Amphail are too far away to do anything within the timeline of the job. However, they do have a large warehouse in the Underhill Ward, directly outside of Waterdeep's walls. See the [Ammakyl Warehouse](#) section.

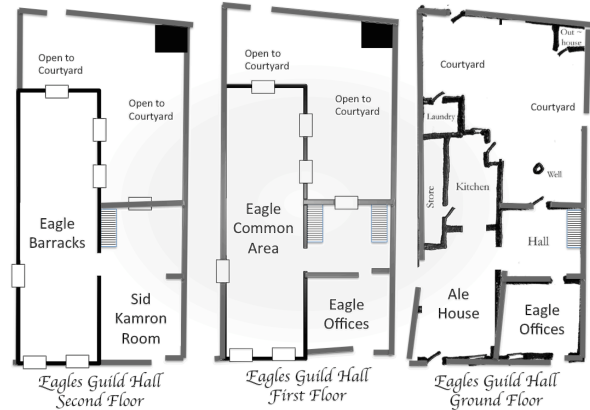
The Eagles are providing security for a high-profile party celebrating the engagement of the children of two merchants, Craddock Hallam (an exclusive Vintner) and Rupert Tannenbay (a developer and owner of many apartments in the Trade and South Wards). The party will be held in two nights. See the [Hallam Mansion](#) section.

The Eagles Guildhall

The Eagles Guildhall occupies an old three-story structure a few blocks from Virgin Square. The building is approximately 50 feet wide and 120 feet deep. The first floor is made of stone, while the upper floors are wood.

Virgin Square is a market area in Waterdeep's Trade Ward that caters to mercenaries and those seeking to hire mercenaries. A number of mercenary companies have their headquarters in the area. Armorers, weaponsmiths, and other outfitters are common in the blocks around the square.

Sid Camron (**veteran** stats), The Eagle's sergeant, is almost always found at the guildhall. After dark, he can be found in his room. Nabil (**knight** stats) and Three Fingered Fazul (**bandit captain** stats) live in apartments across the street and can be to the guildhouse in minutes if trouble breaks out. The mercenary company is comprised of approximately fifty troops (use a variety of **guard**, **thug**, and **bandit** statistics).



For daytime and early evening encounters, roll d100 three times:

- 0-10 Nabil is in the common room, 11-35, Nabil is in the courtyard drilling troops, 36+ Nabil is not at the guildhall.
- 0-15 Fazul is in the courtyard, 16-30 Fazul is in the second floor office, 31+ Fazul is not in the guildhall
- 0-10 Sid is in the Ale House eating, 11-50 Sid is in the courtyard, 51+ Sid is in his second floor office.

In addition, during the day and early evening the rooms are occupied as follows:

- First Floor Offices: d4 Guards
- Ale House: d4 guards & d4 thugs eating (double in the evening)
- Courtyard: d6 guards, d6 bandits, d4 thugs training and milling about.
- Common Area: d4 guards, d4 thugs, d4 bandits
- Barracks d4 thugs (unarmored) lightly dozing in the afternoon and evening. d10 thugs, d6 bandits (unarmored) dozing in the morning

At night, there could be as many as 25 mercenaries sleeping in the barracks and common areas. Two **guards** will be stationed in the first floor office and two **thugs** are stationed in the courtyard.

Secrets

Characters that make their way to the second floor office can find contracts for guarding Ammakyl properties (see [Ammakyl Warehouse](#)) and security at the [Hallam Mansion](#). A guest list and invitations for the Hallam party are also found in a locked (**DC 15**) drawer of Sid's desk. In addition, the characters can find a copy of the proposal, valued at thousands of gold pieces, for providing security for Lord Neverember.

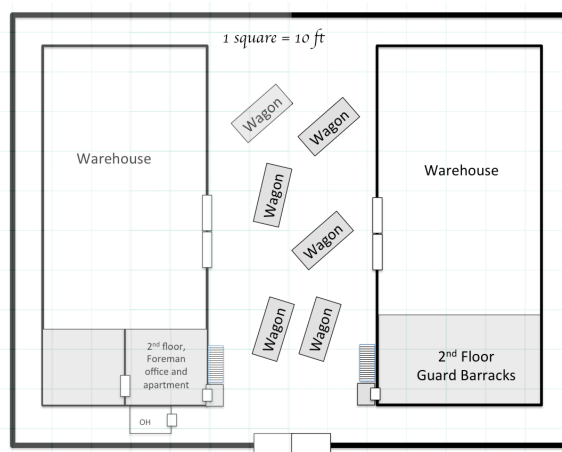
Planning

The characters should now have enough information to develop a plan of action to embarrass [The Eagles](#). If needed, provide reminders that their actions should not intentionally cause death.

The Ammakyl Warehouse

The noble Ammakyl family is known throughout Waterdeep and the Sword Coast for their agriculture prowess. They own cropland throughout the region, providing Waterdeep with fresh produce. In addition, their flower growing operations are famous with the wealthy, and even paupers on a special occasion.

Their warehouses outside of the city wall are hives of activity as they load and unload a constant stream of wagons bringing wares from the fields and delivering produce and fresh flowers to shops throughout Waterdeep.



During the day, the warehouse yard is teeming with activity from a dozen or more laborers and drivers. The foreman, Arkem (**commoner**) and his wife Lily, oversee the activity. The warehouses are sectioned with wood dividers and filled with produce and flowers.

The warehouses are guarded by three patrols (1 **thug** and 4 **guards**), each operating on rotating four-hour shifts. At any time, one patrol is on duty, another is resting in the barracks, and the third is off duty in Underhill. At night, one patrol is on duty while the others are sleeping in the barracks.



https://upload.wikimedia.org/wikipedia/commons/7/7c/Drawing_of_lotus.jpg

*Note: In my playtest, the characters planted a rumor with the off duty guards that the streets around the warehouse are haunted by dwarves that died in a cave-in while tunneling through the cliffs of Waterdeep. They then proceeded to use illusions to scare the guards later that night...while sneaking in and destroying the warehouse contents. **Remember, arson is a crime punishable by death!** It is quite dangerous to start a fire in a densely populated city.*

The Hallam Mansion

An engagement party at the Hallam Mansion will be held on the third night of the party's contract with Mac Bondo.



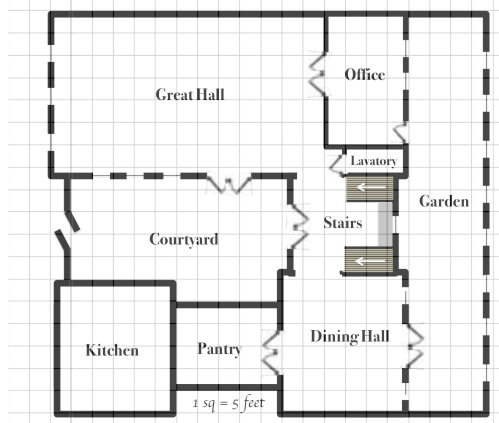
Cradduck and Gertrud Hallam are prosperous merchants, whose prowess as Vintners have allowed them to rent a lavish mansion in Waterdeep's Sea Ward. Their mansion is

the location of a fancy "to do" in celebration of their son's (Gareth) engagement to Norah Tannenbay. Rupert and Brinley Tannenbay are wealthy developers that own many buildings throughout the Trade and South Wards. Although their wealth firmly establishes them in the upper crust of Waterdhavian society, they are only tolerated, with some contempt, over their roles as Waterdeep's slumlords.

Cradduck has contracted **The Eagles** for security during the event. Since this is a high profile event, **Tyne Nabil (knight stats)** and **Three-Fingered Fazul (bandit captain stats)** are personally overseeing the security. The Eagles will be at the mansion all day during preparations and during the event that night.

In addition to Nabil and Fazul, two **guards** (Tomil and Grazen) will be stationed at the main entrance to the courtyard. Two more **guards** (Channer and Freck) are posted in front of the stairs and another **guard** (Santer) is posted in front of the door to Hallam's office. It may be possible to forge invitations to the party (**DC 15**) or (**DC 10**) if the characters have an example.

Four elite guards (use **spy** stats – Azire, Esther, Brannon, Berryn), dressed in fine clothes patrol the courtyard and great hall. Two **thugs** (Wallenford, Artemis) patrol the upper floor. If a fight breaks out, multiple guests (5 **nobles**) will jump in to help protect the others *Note: Wallenford may recognize the characters from an earlier encounter!*



The iron front gate opens into a grand **Courtyard**, floored with white marble and whitewashed stone walls. Polished wood double doors open into the Great Hall and Entry / Stairs. Ornate columns line the walls on the kitchen and pantry side.

The **Great Hall** is a grand space reaching two stories tall. Skylights let in sun or moonlight to sparkle on the tile floor. Wood panel walls are lined with rich tapestries depicting landscapes. A fireplace graces the north wall and a small dais is placed on one end for entertainers.

The **Office** is richly decorated in dark wood, with antique vintner equipment displayed on shelves. A black stone desk dominates the room and is flanked by multiple leather chairs.

The entryway and **Stairs** reaches three stories to a window-lined brass cupola. The stairs lead to the family living quarters and Cradduck's private study.

The **Dining Hall** is decorated with paintings of the family's holdings. A large table and side buffets dominate this room.

A well-manicured **Garden**, studded with trees and benches can be accessed through the dining room and office.

The large **Kitchen and Pantry** also provides access via a ladder and trap door to the cellar and servant quarters above the kitchen.

NPC Guests

Happy, the halfling minstrel, is hired to provide entertainment for the evening. She has a strong reputation as a musician throughout the Sea and Castle Ward. She has a small group of minstrels that accompany her. It may be possible for a bard or other performer in the party to convince Happy to let them join her band. At one point in the middle of the evening, she announces that she has a new song for the happy couple. This beautiful song traces the rise and fall of an ancient elven nation – the reception is wildly positive and brings elves and half-elves in the audience to tears. Additional details on the song, **Voices of the Lost**, is included in the “What’s Next?” section at the end of this adventure.

Cissy is a greying, pot-bellied gnome and owner of **The Turnip**, a fancy restaurant in the Sea Ward. He was hired as the executive chef for the event. His team is busy running the kitchen like a drill sergeant. It may be possible for characters to bluff their way onto the cook or serving staff.

Craddock and Gertrud Hallam enjoy being the life of the party. Both are made-up in the latest style. They mix both individually and together throughout the hall and courtyard acting as consummate hosts. The characters do have the opportunity to hear Gertrud complain to one of the other Ladies about her son’s choice of families – she hopes it doesn’t hurt her station too much that she is now associated with “those slumlords.”

Rupert and Brinley Tannenbay are an aging couple that are exquisitely dressed, but look out of place with the other wealthy guests. Rupert is bald with a bit of an enlarged waistline. He looks tired. Although dressed in high fashion, Brinley’s hairstyle is dated. Early in the evening, she is friendly, but grows irritated at perceived snubs from other guests. As her irritation grows, so does Rupert’s frustration. He just hopes that they can get through the evening without his wife making a scene about perceived slights.

Gareth and Norah seem to be an odd couple. Gareth is plain, short and “husky,” while Norah is tall and stunningly graceful. Despite this, their attraction seems genuine. They move group to group throughout the evening

Vincent Tannenbay (use **bandit** stats) is Norah’s younger brother. Thick with muscle, he takes full advantage of the food and drink provided. He is often on his own as other groups find ways to excuse themselves when they find him in their company. Once drunk, will respond aggressively to any real or perceived slight to his sister or parents.

Dugald Flammery (**noble** stats) is the striking half-elf son of Eltar and Brynn Flammery, wealthy jewelers. Dugald and Norah had a short-lived, but intense courtship that ended a few months ago. He remains infatuated with her and desperately jealous of Gareth. He isn’t shy about his feelings when in a group of other young men. He is a potential target as he could be persuaded (perhaps with a cleverly applied spell) to publicly (and embarrassingly) share his devotion to Norah.

Eleri Ammakyl is an attractive young noble and social gadfly. A perceptive character may notice Rupert and her frequently share quick glances and soft caresses in passing. If characters are keeping track, they notice that they slop away to an upstairs room at some point during the evening. Characters may overhear some guests whispering about their scandalous affair.



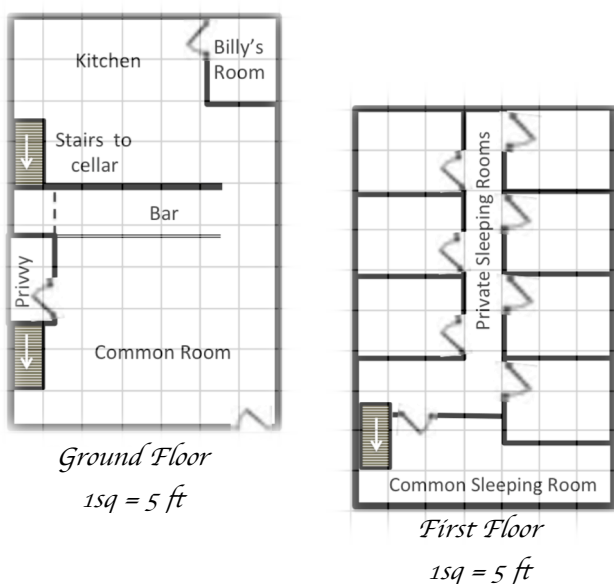
Filaurel Varcays is a glamorous high-elf and proprietor of the **Snowflower**, a clothier in the Sea Ward. She becomes emotional during Happy’s new song and becomes obsessed with learning more about the song and Happy’s background.

The Spyglass Tavern

The Spyglass Tavern is a seedy tavern and inn near the center of the docks in Waterdeep's Dock Ward. It serves as a convenient meeting place for the characters. Rooms are available on the second floor if characters need a place to stay.

The tavern is a popular place for rowdy sailors and other ruffians. **Billy Benbow** (A barrel-chested, black-bearded, classic pirate type – use **veteran** stats) is the proprietor and almost always behind the bar. They serve a few simple dishes (pig knuckle, ham steak, bread, ale cheese) and one style of ale – take it or leave it.

Scurvy (blind, disheveled, male human – use **bandit** stats) is a fixture at the bar – he sports an eye patch over one eye and the other is sewed shut and scarred. He loves to talk about his adventures as a pirate and a few times each hour, he'll ask those near him if a one-armed man has come in yet. When pressed, he'll name the man as 'Black Dog' and remains certain that he will show. Scurvy recently purchased room and board (bought, not rented) from Billy for a small fortune, so his antics are tolerated.



Aftermath

Mac Bondo will pay the negotiated fee of 100 (or 150) gold pieces. A few days later, the characters learn that the Bronze Talons mercenary company received a large contract from Lord Neverember. If the characters dig a little, they learn that The Eagles have disbanded. The talk on the street is that many of The Eagles, including Sid Kamron (unless he too was humiliated) have joined the Bronze Talon.

If you feel that the characters were creative and roleplayed well, a package from Bondo will arrive with a black opal worth 250 gold pieces for each character.

Success in this assignment establishes the characters as competent adventures – able to handle themselves in both combat and social situations. However, it is difficult to determine experience for this adventure. If the characters started at 3rd level, advance them to 4th.

What's Next?

Waterdeep at War (available in late February, 2017) concludes the **Power Play** story arc. The violence between Mac Bondo's organization and his rivals come to a head. The rivals engage in terrorism throughout the city while Mac goes on the offensive.

You can also build further adventures off of **Happy's** new song, **Voices of the Lost**. The song was found in an old book given to her by a lover, but actually dates to the ancient elven empire of Illefarn. Now that the song has been played publicly, the elven terrorist group, Eldreth Veluuthra, will stop at nothing to retrieve the book. For more on Voices of the Lost and the Illefarn portal network, visit:

<http://www.realmshelps.net/faerun/portals/lost/illefarn.shtml>

Credits

The artwork used in this adventure is from many of Patrick Pullen's collections available on the DMs Guild.