

APPENDIX A: FEY DAY CELEBRATION

In *Putting the Cart Before the Horse*, the PCs infiltrate the Coachmen's Gala and steal back Horus Dobbin's magical leatherworking tools before they are fenced by the dastardly Valenzo Arraletti. The PCs must use all their cunning and guile — and perhaps a few well-placed coins — to sneak into the gala and recover the magical tools. The PCs must then rely on a lot of heart and a little luck to escape the gala with Horus' tools in tow.

This appendix suggests revisions to the adventure so you may run it on **Fey Day** (Ches 19). While not perfectly analogous, this holiday shares a number of elements with the celebration of St. Patrick's Day. In this appendix, you'll find suggestions on how to run this adventure in the spirit of that holiday.

As always, use your judgment, discretion and imagination when running this adventure. Most of all — don't forget to listen to your players, as they may inadvertently make a great suggestion!

FEY DAY MASQUERADE BALL

Instead of hosting the Coachmen's Gala, the Fellowship of Carters and Coachmen (Fellowship) is hosting a Fey Day Ball. This masquerade ball has long attracted many nobles and celebrities as being the premier place to revel on Fey Day.

The description of Fey Day can be found on pages 184-85 of *Waterdeep: Dragon Heist*. This adventure adds the following information:

- As it celebrates creatures of the verdant Feywild, Fey Day is a green holiday. One typically eats green-colored foods like leeks and cabbages, and celebratory drinks are often dyed green. If a costume is not itself green, one usually includes a complimentary piece of green flair.
- In the afternoon, the Open Lord leads a parade through Waterdeep. The parade starts at the Heroes' Garden in the Sea Ward and takes a meandering path south to the Market. From there, the parade takes the High Road south before revelers start dispersing in the Southern Ward.
- While Waterdhavians are not as superstitious as their rural counterparts, many still fear that improper revelry may lead to faerie punishment.

ADVENTURE BACKGROUND

Because Fey Day is a day of drinking, singing and dancing in Waterdeep, most taverns make decent coin serving cheap ale dyed fey green to traveling revelers. Several neighbors in Trollskull Alley have told the PCs that they aren't coming the Trollskull Manor due to the lack of furniture. Instead, they are going to revel at Frewn's Brews or another nearby tavern.

The obvious loss of business to nearby competitor is likely added incentive for the PCs to assist Tally and Horus with the heist.

I. INTRODUCTION

With the following exceptions, the Introduction largely remains the same.

Tally can disclose the following pieces of information:

- Tonight, the Fellowship hosts its annual Fey Day Ball. The Fellowship attracts many nobles and celebrities to the Ball with their promise that "Tonight, Everyone's a Fellow!"
- The guest list for the Ball has doubled in the past week, and the Fellowship is scrambling to find enough workers to cover the event. This is made more difficult because poorer folk also celebrate the holiday.
- In addition to selling fine clothes, Tally knows that Nurneene's Marvelous Masks sells masks of fey lords and ladies, such as Queen Titania, Oberon, and Hyrsam, the Prince of Fools.

Avid readers of the *Waterdeep Wazoo* know that the paper has been touting the Ball as the premier place for revelers to end their parade. Its pages also discuss the nobles and celebrities who are rumored to attend in masquerade.

II. CASING THE JOINT

With the following exceptions, the methods of Casing the Joint largely remain the same.

Making Deliveries. Because most guild members wish to march in the parade or otherwise revel, the guilds are looking for willing workers. Consequently, the PCs don't need to call in a favor to make a delivery.

Hired Help. While workers are ordinarily paid at the end of the night, K'Linq is willing to pay workers at the beginning of the night. Guards watch the exits to make sure the hired help doesn't leave before Ball is over.

K'Linq isn't looking to hire entertainers. Instead, K'Linq expects poorer folk to come entertain the guests (see below).

K'Linq is looking hire valets to work the Ball. As most revelers will be drinking to excess, the Fellowship is providing rides home at the end of the evening. These valets don't take alcohol from the kitchen during the Ball.

Other Ways Through the Door. It is customary for the poorer folk to be admitted to balls if they are willing to perform for food. The PCs may prepare a song, speech or short plays to perform at the Ball.

MR. WUGGAMUB

The head of security is just as stealthy on Fey Day as he is during the Coachmen's Ball. During the Ball, he is dressed a bright green suit with black trim. He also wears a matching green hat with a stinging and front-facing buckle. He should look like a dapper, if not horrific, combination of frog and leprechaun.

III. INFILTRATING THE GALA

With the following exceptions, the PCs can infiltrate the Ball in a similar fashion.

Boxed Text. The Fellowship still rolls out the welcome carpet for their honored guests — but it's a festive green instead.

INFILTRATION METHODS

By Invitation. If a PC is underdressed for the Ball, **Kemya Hearthember** offers a black and green houndstooth jacket as the loaner jacket. While slightly less hideous than the normal loaner jacket, it generates the same amount of complication points.

By Sneaking In. As it's early spring, the pool is closed and therefore the PCs can't infiltrate the Ball this way.

GUESTS AT THE GALA

As this is a masquerade ball, everyone is wearing a mask — guests, guild members and staff. When interacting with others, the PC can deduce the identity of that person by making an appropriate DC 15 ability check. For example:

- With a Perception check, a PC may see an identifying mark or piece of jewelry that betrays the reveler's identity.
- With an Insight check, a PC may identify the reveler's profession or interests.
- With a Religion or Arcana check, the PC may identify the revelers as being priests or magists.

PCs have advantage on these checks if they have previous met a reveler.

CHANGES TO NPCs

Other than general thematic changes to account for the Fey Day Ball, make the following revisions to these NPCs.

Ymerverra. Instead of including this priest of Shaundakul, consider using a representative of the Fey Courts. Instead of a **priest**, you may substitute a **warlock of the archfey** (see p. 219 of *Volo's Guide to Monsters*).

Dunning Swanseger. Dunning still looks just as out of place. She is wearing the houndstooth jacket, and her mask rarely covers her face.

The Cormyrean Lustre. These four **bards** weren't hired to work the event. After being asked to leave, they change disguises and return to perform again.

The Urchins. Jenks, Squiddly and Nat enter the Road House to perform for food. Their "performance" involves them swinging from chandeliers around the room. While they are promptly ejected from the Ball, this may grant advantage on Dexterity (Stealth) checks for PCs who wish to sneak upstairs — but only if they treated the urchins kindly.

INTERACTING WITH THE GUESTS

As a masquerade ball, some of the complications must be altered slightly.

- **Can I Get Your Autograph?** A renowned PC is pulled aside by a reveler who's a big fan — so big, in fact, that she saw through your mask. (1 point).
- **I Know Your Face From Somewhere!** This should only be used if PCs remove their masked while in the Ball.

- **You're No Jhak Q'Netty.** This should only be used if PCs use the heraldry of a noble house as part of their disguises.

IV. GETTING UPSTAIRS

The upstairs section of the Road House can be used with the following revisions.

3. GUEST SLEEPING QUARTERS

This room is filled with 1d6+1 drunken revelers who are passed out. If the room is opened, roll a d6. On a 1, a reveler wakes up and follows the PCs around this area.

8. CHRONICLER'S STUDY

Omit the unexpected treasures.

V. THE HEIST GOES SIDeways

With the following exceptions, the ways that the Heist Goes Sideways largely remain the same.

Confrontation. Since the PCs are masked, Horus must physically remove a PC's mask. He will be ejected after the first person unmask, and therefore he can't out more than 1 PC.

Tampered Food. PCs who are poisoned likely vomit green-colored liquid.

The Unexpected Guest. Omit this option.

In addition, you may consider adding thematic complications in the section, such as:

Green Footprints. You didn't notice when you stepped in a puddle of green liquid. Now you're leaving footprints all over the Road House floor (1 point).

Improper Revelry. After viewing your celebration, the archfey have deemed you wanting. A **satyr** pierces the veil of the Feywild to chastise you loudly (1 point). Actually, it's a speedy **quickling** zipping around the Ball (see p. 187 of *Volo's Guide to Monsters*; 3 points). Instead, the blood dripping from that gnome's hat suggests that it's a murderous **redcap** who wants to chastise you with his sickle (see. p. 188 of *Volo's Guide to Monsters*; 5 points).

VI. ESCAPING THE GALA

Between the season and the nature of the masquerade ball, the methods of escaping the Ball change substantially.

Through the Sewers. As the pool is not open, the PCs are unlikely to be able to escape through the the pool drain. Instead, the PCs would must open a nearby grate that leads to the sewer.

By Disguise. As they are attending a masquerade ball, everyone is disguised to some degree. To use this method, the PCs must assume a completely different disguise from the one that they used to enter the Ball.

DESIGN

Benjamin L. Eastman and Matt Dunn of Eastman Dunn Press. Like us on Facebook at [Eastman Dunn Press](#) or follow us on Twitter at [@edpresskey](#).

ARTWORK

Page backgrounds by [Nimgyu](#).

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