

CULPRITS, SOURCE, AND MOTIVES

This section describes the three things the players must discover in **Liars Bound**: the *culprits*, the *source of the disease*, and the *motives behind it*.

CULPRITS

The people behind the events in **Liars Bound** are a cult of Faithless. If your players ask, they may perform a DC10 Intelligence (History) check to know generally about the Faithless, and if they get a 15 or more they will know about this cult in particular.

Your group can only discover the specifics of the Cult of Nothing once they enter Episode 2.

THE FAITHLESS

The Faithless are mortals who have no divine patron. This could be because the mortal never worshiped a deity (or rejected outright the worship of any deity), the mortal's divine patron has died, or that their divine patron rejected them for whatever reason.

A Faithless soul receives only one sentence when it reaches The City of Judgment on the Fugue Plane: the Wall of the Faithless. The soul is bound onto the wall by a green mold that binds The Faithless (and only The Faithless) to the wall. Over time the soul dissolves into the very substance of the wall.

CULT OF NOTHING

The Cult of Nothing are extremists, who have rejected the worship of any deity, and wish for every other mortal to do the same. They wish for the gods to fade from mortal minds, and are known for doing anything to that end, up to and including mass murder. They haven't been heard from in recent years, so some consider the threat to be over, while others believe they are merely preparing for something big.

This cult is especially known for their attacks on Mystra, the Mother of All Magic, who they consider to be the most fragile major deity. Before they can attack her directly, however, they must remove her ties to this world, including her Chosen, Laeral Silverhand. The attack on Liars' Night and Mask and Leira is simply a chance they're seizing to draw Laeral into a vulnerable position.

SOURCE

The source of the disease plaguing Waterdeep is tainted candy, being delivered to shops by different deliverymen than usual, who originate at an odd store in Waterdeep's Trades Ward. The candy is cursed, not diseased, and is putting the affected children in some sort of stasis, connecting them to the curse. Once Liars' Night comes, if the curse is still unbroken it will truly activate, and as far as Laeral can tell, the curse will remove the concepts of the gods Mask, Leira, and Mystra from the minds of these children, as well as anyone in a fifteen foot circle around them.

Once your group collects 12-24 *clues*, the Lady Mage inspects the evidence, and surmises the *source* of the disease. At this time, provide your players with the explanation above.

MOTIVES

The motives of the culprits seem obvious. Whoever is causing this clearly wants to destroy the celebration of Liar's Night. They seem to be focusing specifically on the aspects of worshiping Mask and Leira, and also mention Mystra at times, even though she has nothing to do with the celebration. It's unclear, but they seem to want to remove these deities from worship, and think disrupting Liar's Night is the best way to do so.

Once your group collects 12-24 *clues*, the Lady Mage inspects the evidence, and surmises the *motives* of those who are spreading the disease. At this time, provide your players with the explanation above.



The emblem of Mystra, Mother of All Magic.



The emblem of the Cult of Nothing. The eclipsing moon represents the end of the reign of the gods, while the fire represents the force of mortals' spirits.

CLUES

This section lists all the clues you will find in **Liars Abound**. There are 35 regular *clues*, as well as 5 *special clues*, for a total of 40. A minimum of 30 clues is necessary to claim the final reward in most scenarios, but more will gain your player other benefits. The regular *clues* can be gained in any order (although the numbered order is recommended), but the *special clues* are numbered according to when they should be received, do not count towards any character's *clue* amount, and should be rewarded to the group as a whole.

REGULAR CLUES

These *clues* will be separated into categories based on which method was used to find them, however this is simply to explain the content, it's not totally necessary to the story as all *clues* are intended to be found eventually. The only *clue* who's order is necessary is *clue #1*, as it's provided to the party by one of Laeral's retainers.

QUESTION CHILDREN

CLUE #1 (THIS CLUE DOES NOT COUNT TOWARDS AN INDIVIDUAL'S TOTAL)

The testimony of a sick child.

"Before I tried to steal the candy, I saw them buy it from a stand in the Trades Ward."

CLUE #2

The testimony of a sick child.

"Sansy is a nice lady who loves holidays...she wouldn't do this to people on purpose..."

CLUE #3

A candy wrapper, given to you by a sick child. Any mages in your party can sense low levels of magic coming from it.

CLUE #4

The testimony of the mother of a sick child.

"Holly has been gathering candy since the beginning of Liars' Night, but she only got sick last night."

CLUE #5

Tainted candy, taken from a sick child. You notice that the only candy here is higher-end, from the Trades District, rather than homemade. Any mages in your party can sense faint, but impressive magic emanating from it.

CLUE #6

The testimony of a sick child.

"I can feel a buzzing in my head...it's hard to think about stuff..."

QUESTION ADULTS

CLUE #7

The testimony of a pickpocketed adult, who happens to be an apprentice mage.

"I threw all my candy out on the first day. There was something wrong with it, I couldn't tell what."

CLUE #8

A scrap of paper, left in the pocket of an adult, by a child. It depicts what appears to be a crudely drawn Mask, scribbled over with several question marks surrounding it.

CLUE #9

The testimony of a pickpocketed adult.

"All my candy was delivered to my doorway, I figured it was some sort of promotion from a local merchant."

CLUE #10

The testimony of a pickpocketed merchant.

"I only used candy from my own stall, but I've recently changed suppliers."

SEARCH

CLUE #11

The testimony of a disgruntled guard.

"Citizens have been reporting sounds coming from an abandoned store on the edge of the Trades Ward, but every time we send guards to check it out, they come back empty-handed."

CLUE #12

A merchant delivering candy to people. Usually this particular merchant specializes in larger goods, so something must have given them a reason to sell candy out of a stall.

CLUE #13

The testimony of a group of adventurers.

"There are all sorts of groups making noise lately. Kobolds, the Faithless, and the Cult of the Dragon to name a few. Work has been pouring in for us."

CLUE #14

A conversation overheard between two citizens. They discuss how Liars' Night is approaching with less fanfare than usual, which is odd for Waterdeep, since it is widely known as Laeral Silverhand's favourite holiday.

CLUE #15

A priestess of Mystra, preaching in the streets. She announces that the church has sensed a great disturbance centered on this city, and that even Mystra herself was threatened by this.

CLUE #16

A note, found sequestered behind a twisted tree in a courtyard.

*"Another shipment is coming through on Marpenoth 28. Don't forget to reroute it to our base, it's the last shipment and you know she'll be disappointed if anyone remembers Mask after this.
-L"*

CLUE #17

A conversation overheard between two guards. They talk about the disease, and mention that it seems to be focused around the Trades Ward.

CLUE #18

A desecrated shrine to Mask, hidden in an alleyway. The offerings of stolen goods are all but useless, and the mask left behind is covered in question marks.

HARRASS THUGS

CLUE #19

The testimony of a threatened thug.

"Me and my pals were told to look out for you, you know. Stop at nothing to get you to leave this alone. Well, they pay good, but it's not worth my life."

CLUE #20

A note, found in the pocket of a defeated thug.

"I dont ~~no~~ kno about this con. These punks seem like their bad for bisness, backed by the mage and all."

CLUE #21

The testimony of a threatened thug.

"All I know is there's a company hiring guys like me. They go in, they come out with odd contracts to harass priests and stuff, stuff I don't take yaknow?"

CLUE #22

A noticeboard in a local tavern, pointed out by a threatened thug. A parchment tacked to it recently suggests well-paid jobs if they talk to the bartender, and is ended by an unfamiliar symbol, a burning flame inside an eclipsing moon.

INVESTIGATE THE CANDY

CLUE #23

A shipping box of candy, behind a stall in the Trades Ward. The symbol on the side is completely unfamiliar, a burning flame inside an eclipsing moon.

CLUE #24

A conversation overheard between a merchant and his husband. They talk about a recent switch in suppliers, and how the candy they receive costs half as much as it used to.

CLUE #25

A flyer, given by a general goods merchant. It details their lowered prices, among those being candy, which dropped in price dramatically to meet the competitive market.

CLUE #26

A jack-o-lantern in front of a stall. Instead of the normal carvings, it's been carved with a large X, and inside is tainted candy, almost pouring out.

CLUE #27

The testimony of a wealthy merchant.

"As far as I know, everyone on this block is using the new company for their candy. Liar's Night is coming up quickly, we gotta get our stock while we can, and they have a lot of it."

CLUE #28

The testimony of a poor merchant.

"Usually I can't afford the higher-quality candy you'd normally find in the Trades Ward, but this new supplier's prices are so low, even I can stock plenty of it!"

INVESTIGATE SUSPICIOUS NPCs

CLUE #29

A glimpse of a tattoo on the shoulder of what appears to be a young mage. The tattoo is of a burning flame inside an eclipsing moon.

CLUE #30

The testimony of a cultist, begging for their life.

"Please, okay we don't mean to hurt anyone. I don't know the whole plan, but I know it involves the Lady Mage, that's all. My job was just to hire thugs to harass priests, I don't know anything else."

CLUE #31

A conversation overheard between several suspicious npcs, one of them who seems to be in charge of the others. The conversation is indistinct and muttered, but you clearly catch the words "Mystra", "Mage", "Liars", and "Forget".

CLUE #32

A robe, discarded by a suspicious npc after delivering candy to a stall. Inside the robe is a slip of paper, a delivery charge for several vials of *crawler mucus*, at over a hundred gold per vial.

CLUE #33

A card on the body of a cultist. It shows a crude drawing of a map of the Trades Ward, with small x's over several stall locations, and a large check over the location of an abandoned shop.

CLUE #34

The testimony of a crazed cultist, shortly before committing suicide. *"Leira, Mask, Mystra, Auril, Bane, Helm, Kelemvor, Myrkul, Selûne! I denounce you!"*

CLUE #35

A note found in the pocket of a dead cultist.

"A curse befalls this city, congratulations to us all. The timing is almost complete, once Liars' Night comes our job will be made clear."

SPECIAL CLUES

These *special clues* are found by the group through special events, that happen after a certain amount of *clues* are found. They don't count towards a single character's *clue* amount, instead being rewarded to the group as a whole, and operate more as a source of extra rewards and information.

SPECIAL CLUE #1

Special clue #1 is the testimony of a young child, found secreting a threatening note in a character's pocket.

"I didn' mean anythin' by it! This guy in a hood told me to give you this, and if I did he'd give me a silver piece. He looked kind though, and he told me not to gather candy here."

SPECIAL CLUE #2

Special clue #2 is a note handed to you by a thug (or taken off his corpse). It states that the thugs are to tail "Mystra's dogs", and if they think they're getting too far, to stop them however they decide best. It also threatens the thugs, telling them that if the job fails, they wouldn't be seen again. The bounty on the group's head is astounding.

SPECIAL CLUE #3

Special clue #3 is a piece of paper that was nailed to the chest of a dead guard, along with an empty vial of poison. The paper reads simply "We warned you". If you take the vial to Laeral, she will cast *identify* on it, revealing that it contained *crawler mucus*, a rare poison that paralyzes its victim. The poison is relatively pricey and dangerous to gather, meaning no common thugs could get their hands on it.

SPECIAL CLUE #4

Special clue #4 is a note, dropped by a cultist after attempting to kidnap a member of the group.

"The operation is very important. We need to send a message to these dogs, a message that we can get into wherever we want, and do whatever we want. Pick the strongest looking one, crippling them is vital to our plans. Praise Nothing -L"

SPECIAL CLUE #5

Special clue #5 is the testimony of Laeral Silverhand. She rants to the characters, explaining everything that the cultists have been doing. The details of this *special clue* can be found under Episode 2, Scene One-D.