

LIARS ABOUT

Liards' night approaches, the holiday of Mask and Leira, of liars and tricksters. The city of Waterdeep prepares a vast celebration, with feasts, jack-o-lanterns, tricks and pranks, and illusionists and stage magicians putting on performances. Adults replace the money in their pockets with candy and other treats for a tenday beforehand, and children, both skilled and unskilled, attempt to pickpocket the candy and replace them with trinkets and scraps of paper. If they are caught, the adults can demand a silly dance, a scary face, or other such playful tricks in exchange for the treats. On Liars' Night itself, **Marpenoth 30**, adults in costumes emulating the gods Mask and Leira roam the streets, feasts are held in town squares, and illusionists perform elaborate shows. This night is the one night where any lies told or embarrassing acts performed would not harm a person's reputation, and kings mingled with commoners in the streets.

However, this year's celebration has taken a sour turn. Two days into the holiday, children began turning up sick with a mysterious illness, and the healers of Waterdeep are baffled. The sickness doesn't seem to be contagious, but is instead spread by consuming the candies pickpocketed from certain people. The **Lady Mage of Waterdeep, Laeral Silverhand** is attempting to keep this under wraps so as to avoid ruining her favourite holiday, and so has gathered a team of adventurers to investigate the illnesses. She is giving them four days, until **Marpenoth 29**, to find the source of the tainted candy, and put a permanent stop to it.

EPISODES

This adventure is separated into two episodes, about four to eight hours total. It can easily be set into a campaign, either separately or together (numbers will have to be changed for encounters if done at higher levels), or can be provided as a one-off for four to six low level characters. If done at **1st level**, your characters could automatically proceed to **2nd level** by the end.

- **Episode 1: The Lady Mage of Waterdeep.** The players individually have witnessed both the illnesses, and the flyers around Waterdeep asking for help with an unspecified problem the Lady Mage is facing. Putting two and two together, they all decide to join the other adventurers taking on this contract.
- **Episode 2: The Faith Always Finds You.** After discovering the source of the disease, the players attempt to stop a terrible plot set to take place on Liars' Night, one that could not only end the holiday permanently, but even threatens the life of the Lady Mage.

EPISODE 1: THE LADY MAGE OF WATERDEEP

This is the starting point of the adventure, and will introduce your characters to each other, assuming they're not already an established group. **Liars Abound** starts with a small description of each character discovering the disease and flyers individually, but a more famous group of adventurers may be called to the **Lady Mage's Court** personally. Either way, she tells you the full situation: the exciting and intriguing festival of Liars' Night has been corrupted with a mysterious disease, that seems to only affect children who participate in the treat-giving. She sends her chosen group to discover the source of this disease, and stop it from spreading further.

EPISODE 2: THE FAITH ALWAYS FINDS YOU

At this point, the players have uncovered the mysterious source of the disease, and are closing in on those responsible. Unfortunately, they uncover an even more sinister plot, one that may end Liars' Night for good, and threaten the Lady Mage. They race against time to stop the villains, as Liars' Night approaches at an alarming rate.



FOR THE DM

Liars Abound is a medium sized one or two session adventure, around four to eight hours total if played in its entirety. The elements of mystery are the main draw, with a large focus on clue-finding and intrigue, and a lesser focus on combat and a timed dungeon in the second episode, where the players' performance in the first episode decides how long they have to finish the adventure. The loose feel and adaptability of this adventure is sure to delight players and DMs alike, where every decision the players make truly matters.

The reward for beating **Liars Abound** is *The Liar's Mask*, detailed below, which allows whoever wears it to appear as a completely different member of their same race, as long as they still wear the artifact. Each player who does not receive the mask also receives a sizeable sum of gold, and all players are invited to join in the feast at the Lady Mage's court on Liars' Night.

THE LIAR'S MASK

This is an inconspicuous black masquerade mask made of lace. At first glance it appears to be nothing more, but if a creature dons it while picturing the face of another member of their race (including a completely made up face), *The Liar's Mask* shrouds them in a powerful illusion that causes the wearer to appear exactly like them. The mask itself does not disappear while this effect takes place.

The artifact's effects only work as long as it is worn, however it can only be revealed by truesight or a similar ability, or a character making a DC15 Wisdom (Perception) check against the wearer. Besides this, the illusion is proof against all other checks, including touch.

EPISODE 1: THE LADY MAGE OF WATERDEEP

(Read this to your players) Episode 1 of **Liars Abound** is focused on gathering *clues* from different parts of Waterdeep. These *clues* will be provided later on, and should be given to players who discover them through a number of different ways, including interrogating certain citizens, tailing criminals, and other activities.

SCENE ONE: WITNESSING THE DISEASE

The first scene of **Liars Abound** is extremely variable, depending on the player characters and their traits and backgrounds. However, some sample beginnings are provided here to ease worldbuilding. This scene can also be skipped entirely, if the group is relatively famous, and the Lady Mage can call for the group personally.

Each player gets a short description of where they start, and how they witness a child afflicted with a terrible illness. The children are bedridden with fevers, and the tips of their fingers are turning blue. Healers and priests are both useless against the disease, it seems to resist all types of healing. Each character has also noticed a flyer announcing a call for help from The Lady Mage of Waterdeep. It does not specify the problem, but most characters will easily work out the connection. Compassionate ones may help for the good of the suffering children, while evil or greedy characters will still recognize a chance to receive a hefty reward. Thus, each character proceeds to the Lady Mage's court. This scene should take no more than a few minutes per character.

SAMPLE BEGINNINGS

DMS may roll a d6 for each player to select a beginning from this list, they may select beginnings for them based on character traits and other factors, or they may invent new beginnings to suit unique characters.

d6 Beginning

- 1 You walk into a healer's shop or temple and witness a sick child and a mother, begging the healers or priests to help them.
- 2 Your own (or a friend's) child has become sick.
- 3 You witness a child collapse in the street.
- 4 You hear about the rash of illnesses from a friend or confidant.
- 5 You are already in court when the Lady Mage announces the search for adventurers.
- 6 Your adventurer friend tells you about the contract.

SCENE TWO: THE LADY MAGE'S COURT

ABOUT THE LADY MAGE

Laeral Silverhand, the Lady Mage of Waterdeep is an intensely organized, and yet friendly and approachable human wizard, and the Open Lord of the city Waterdeep. If your players ask about Laeral, they may roll a DC8 Intelligence (History) check to know parts of her history and personality. Laeral is a Chosen of Mystra, and an incredibly powerful wizard. At one point, she was enslaved to the Crown of Horns for almost twenty years, and thus understands evil better than most leaders. She also has a very hands-on approach to running her city, she enjoys pretending to be other people and often goes to parties magically transformed as someone else, where she would learn something of what it was to be that person and occasionally discover interesting information. When that wasn't an option, she sometimes became someone else simply to enjoy a good tavern brawl. As a magic-user, Laeral is infuriated by those who use magic to deceive and influence others, and particularly dislikes doppelgangers and slave-owners.

Roleplaying Laeral Silverhand. Laeral is kind, compassionate, and fair. She is a skilled diplomat who can always find a way to compromise, can make friends with almost anyone, and enjoys fun much more than other leaders. Make sure to play her with an almost informal air, she should be relaxed even in the presence of people technically beneath her, and treat them as friends.

BEFORE THE MEETING

Your players start in the room outside the court, awaiting their turn to speak to Laeral. The room is empty except for them and a single guard, as Laeral has dismissed all her other responsibilities for the day to focus on this problem. While your players wait, encourage them to ask questions about Laeral, each other, or the sickness afflicting Waterdeep. Make note of their speculations on the sickness, and use that to guide them to *clues* later on.

THE MEETING

Here, your players are called into the court and meet Laeral Silverhand, the Lady Mage of Waterdeep. She is seated on a simple throne, in a splendid and yet oddly cozy courtroom. Several retainers are with her, and will provide the players with their first clue once the meeting is adjourned.

A retainer will provide the characters with their official contract: discover the source of the mysterious illness, and put a permanent stop to it. The reward, 50gp for each character, and an unnamed artifact to whoever finds the most *clues*. The gp reward can be changed if your characters are higher than level 1, and any character who attempts to negotiate the amount can perform a DC16 Charisma (Persuasion) check to raise the gp reward.

If the characters accept the contract, Laeral Silverhand will speak at this time, offering them details. The sickness started five days ago, on **Marpenoth 20**, the exact day the Liars' Night celebration began. The afflicted are only children, and only those who have participated in pickpocketing candy. The candy that came from each adult only made some kids sick, so it is unlikely that the adults are the source, and instead the candy, and it is likely they were planted there intentionally rather than coming from a tainted batch. Laeral's city guards have been attempting to solve this mystery, but so far they have had little luck, and so they've turned to the characters for help. Laeral asks the characters to discover the source of the sickness and stop it before Liars' Night, giving them four days until **Marpenoth 29**. If they do this, they will all receive the rewards listed, as well as a personal invitation to Laeral's court feast on **Marpenoth 30**. She also offers them a small room to stay in connected to the court, so they may report to her at the end of each day (during this adventure, each characters' lifestyle expense is 0gp, and their lifestyle is comfortable). She thanks the characters for taking on this contract, and after a retainer hands them their first *clue* (which acts as a *special clue* i.e. does not count for any one character), she dismisses them.

BONUS. If your players ask, Laeral will gladly explain Liars' Night to them. It is a holiday celebrated in many places, but Waterdeep holds an annual celebration every year. Its primary purpose is to appease the gods Mask and Leira, and guard against their unwanted attention. However, many people take it as an opportunity to act as they want to, for any lie told or embarrassing act performed while the jack-o-lanterns still burn will not harm a person's reputation. In the spirit of this, most people wear masks or even glamers disguising their features, and masks fashioned in honour of Leira, and Mask himself were very common.

SCENE THREE: GATHERING CLUES

This scene, much like the first one, is very variable. Special events will happen when certain amounts of *clues* are found, however most of the *clues* will be provided through miscellaneous events that your players choose. As DM, your responsibility in this section is to guide the players to scenarios that will allow you to reward them with *clues*, so a list of sample scenarios will be provided along with the scripted events.

Characters can split up, either alone or in groups of two or three, depending on how many characters are present. Each group of one gets three chances to gather *clues* a day, each group of two gets five chances, and each group of three gets six chances. Larger groups get less total chances, but have a higher chance of success at finding clues. At the end of the day, the group meets up at the Lady Mage's court, reports to her how many clues they've gathered, and then takes a long rest in their room to advance to the next day.

The main objective of this scene is for the players to discover the *culprits*, the *source*, and the *motive*. These will all be provided automatically by gathering *clues*, but opportunities will be available for the players to come up with them themselves.

REGULAR CLUE GATHERING

These *clues* are gathered through the searching methods described below, as well as any other methods a DM or player may come up with. Some of them are guaranteed as the rewards of fights, skill checks, and other sources, while some have an aspect of luck to them. All in all, you should plan for your characters to succeed a majority of the time, but think of contingencies if they don't manage to gather all the necessary *clues* before **Marpenoth 29** (30 *clues* are necessary to succeed in most scenarios)

GOING HOME

Once your players report to Laeral about their progress each day, they return to the room provided for them at night for a long rest. At this time, encourage them to speculate on the *clues* they've found. They can't do anything with them right now, but you should write down any ideas they have, and use them to guide them to *clues* later on.

SPECULATING

Once your group gathers twelve *clues*, they will discover either the *motive* or *source*. Upon getting this information, they will get a chance to guess the other two. Sit them down during that night's long rest and ask them to speculate on what the *clues* are saying. Ask them who they think the culprits are, how they think the disease is being spread, or what they think the ultimate purpose of all this is. At this time, they get a chance to decide upon a culprit, method, and motive, and bring them to Laeral. Warn them that if they get it wrong they forfeit most of their reward at the end, but any answer will immediately start Episode 2. Once your group gathers twenty-four *clues*, give them this opportunity again, except this time provide them with both the *motive* and *source*. Guessing correctly in this way will provide them with all the missing *clues*.

GATHERING ALL CLUES

If your players manage to gather 30 *clues* total before **Marpenoth 29**, they should immediately proceed to Laeral, who will begin Episode 2. They can also decide to keep searching, if they have extra time. If they manage to gather all 35 regular *clues*, Laeral Silverhand herself will join them in the final battle of Episode 2, providing a major buff to the party. If they manage to gather all 35 regular *clues*, and all 5 *special clues*, for a total of 40, after turning them into Laeral, they will automatically proceed to the final battle, skipping the dungeon entirely.

SEARCHING METHODS

Every day, your characters will decide what methods they will use to search for clues that day. They can A. pick a method from the list provided, B. come up with a completely new method to search, or C. forfeit one of their clue-finding slots to do something else, such as rest, shop, or work on a profession. As the DM, it is your responsibility to narrate their clue-finding endeavours.

Each method described in this table can only be done a total of ten times before it is exhausted, so keep track of what each player decides to do. If the players work in groups, award the *clue* to whichever player rolled the best, fought the best, or otherwise contributed the most to the search.

GATHERING METHODS

Method Description

Question Children The characters go find children who have contracted the disease, and ask them for any information they might have on the source of the disease. The DM describes the characters questioning multiple children, asking for anything they might remember. Once they've been lead to a *clue*, they must move on.

Question Adults The characters find adults who have been pickpocketed for candy, and ask them for information. They are able to question three adults, and each character with them gets a separate chance to find a *clue*. Once this happens, you must move on to a new search.

Search The characters go to areas where pickpocketing candy happens frequently, and search for *clues*. The DM describes the characters searching for a while, and then they roll a DC16 Intelligence (Investigation) check. Each character with them gets a separate roll. If at least one character succeeds, they gain a chance to find a *clue*. They may do this a total of three times regardless of if they succeed or not, and then must move on.

Method Description

Harass Thugs The characters go to taverns, courtyards, and other places where thugs might gather, and question them about anyone who has approached them with shady jobs recently. They either roll a DC13 Charisma (Intimidation) check for information, or initiate combat with one thug. If they succeed in the check, or defeat the thug, they gain a *clue*, otherwise they must move on.

Investigate the Candy The characters go to general stores, food stalls, and other places where the candy for Liar's Night is being sold. The DM describes them questioning several shopkeepers on the sources of their candy, then provides an encounter that may lead to a *clue*

Investigate Suspicious NPCs The characters go to courtyards, and tail three suspicious-looking NPCs. Each character with them must pass a DC10 Dexterity (Stealth) check, or the NPCs will reveal themselves as cultists, and initiate combat. Passing the check, or defeating the three cultists will grant the characters a *clue*, and they must move on.

SPECIAL CLUE GATHERING

These events will provide players with *special clues* and extra rewards, however they're not totally necessary if you want to shorten the adventure. Their purpose is to add intrigue and a sense of impending disaster, as well as build on the lore of the culprits behind the sickness. Feel free to alter them as you see fit. They also don't count for a single player towards the final reward, and should be rewarded to the entire group.

TWO CLUES: THREATS

Once a single player collects two *clues* personally, a piece of paper will be slipped into their pocket by a young child, that reads "Leave this alone" in common. If the player passes a DC8 Wisdom (Perception) check, they will notice the child slipping the piece of paper in their pocket, otherwise they'll miss this opportunity, and only notice the paper upon reaching the room. If they notice the child, they can confront them about the note, at which point the child will give them *special clue #1*.

TEN CLUES: THUGS

Once the group collects ten *clues*, they will be approached by a group of thugs on the street after leaving their room in the morning. The thugs will threaten the players with violence if they continue the investigation, and then disappear into a nearby alleyway. If the players are quick enough, they can pass a DC13 Dexterity check to stop the thugs from leaving, and then either persuade, threaten, or fight them into revealing who sent them. This will provide the players with *special clue #2*, as well as whatever loot the DM decides was in their pockets. Otherwise, the players miss this opportunity.

TWENTY CLUES: ASSASSINS

Once the group collects twenty total *clues* and then takes a long rest for the night, the next morning they will wake up to find one of Laeral's guards dead outside their room, with an empty vial of poison next to him. Nailed into his chest will be a piece of paper, this paper and poison vial are *special clue #3*. After reporting this to Laeral, she will provide the party with the guard's longsword and a *potion of poison resistance*, telling them to take revenge for him, and encouraging them to leave one member awake at nights to guard them against future dangers.

THIRTY CLUES: KIDNAPPINGS

Once the group collects thirty total *clues*, a group of three cultists will attempt to kidnap one member of the group during that night's long rest (or the next night's, if the twenty *clues* event is happening that night). They will sneak into the room through the window three hours after the long rest begins, and a DC16 Wisdom (Perception) check will wake a player. If there is a guard who stayed awake they will require a DC8 Intelligence (Investigation) check to notice something is wrong and wake everyone before one of the cultists manages to smear *crawler mucus* on them, rendering them paralyzed for one minute. In either of these events, failing the skill check will allow them to poison one member of your party, kidnapping them for the rest of Episode 1. Passing one of the skill checks will immediately begin combat with the cultists. *Special clue #4* will either be dropped by one of the cultists on their way out, or be on the body of one of the cultists after being defeated. If the cultists are defeated, one of the bodies will contain either a *potion of healing* or a random magical item.

THIRTY-NINE CLUES: ENDINGS

Immediately upon collecting the thirty-ninth total *clue*, an *arcane gate* will appear in front of each character (including the kidnapped one, assuming one has been kidnapped). Walking through will take them straight to Laeral's court, where she will be found absolutely furious. She will provide them with *special clue #5*, and the group will immediately proceed to Episode 2.

EPISODE 2: THE FAITH ALWAYS FINDS YOU

(Read this to your players) Episode 2 of **Liars Abound** is the ending act. The players have discovered the *source*, *motive*, and most importantly the *culprits*. The villains behind the events of **Liars Abound** are an offshoot group of the Faithless, known as the Cult of Nothing. They seek to destroy the image of the gods in mortals' minds, and are focusing their current attack on the deities Mask, Leira, and Mystra. Mask and Leira are being threatened with annihilation from the minds of the citizens of Waterdeep, but that is only the secondhand plot. It is being used to draw out the Lady Mage of Waterdeep, Laeral Silverhand, one of the Chosen of Mystra. If the cult manages to kill her, they will remove a vital tether of Mystra to this world, and be one step closer to destroying the goddess entirely.

SCENE ONE: THE CULT OF NOTHING

Scene One of Episode 2 has several different variations, depending on how well players did during the first Episode of **Liars Abound**. Certain variations may lead to skipping parts of Episode 2, and may give extra or less rewards.

SCENE ONE-A: FAILURE

If the players fail to gather thirty *clues* before Marpenoth 29, or wrongfully guess the *motive*, *source*, and *culprits*, use this scene.

The players are called to the Lady Mage's Court, where she can be seen with a frown upon her face. All of her jovialness from before is gone, she is clearly disappointed in the group. She sighs, and tells them that her own soldiers have discovered the source of the illness, and are closing in on the cultists now. The group did the best they could however, so she authorizes one of her retainers to provide them with 50gp split between the members of the group, and asks them to leave the court. That details the end of the adventure.

SCENE ONE-B: DUNGEONEERING

If the players manage to gather thirty *clues* before Marpenoth 29, use this scene.

The players are called to the Lady Mage's Court. She thanks them for their service, and asks for one final favour. The cultist base has been discovered, and she wants the group to enter, and destroy them once and for all. If a character has been kidnapped, she also tasks them with freeing the character. Once they manage to end the curse and defeat the cultists, they will be greatly rewarded. Proceed to Scene Two after this.

SCENE ONE-C: HELP

If the players manage to gather thirty-five *clues* total before Marpenoth 29, use this scene.

Scene One-C proceeds mostly the same as Scene One-B. However, before dismissing the group, Laeral tells them how much the dedication of the group has inspired her. She gives them a *scroll of teleport* specially coded to her, and says that once they encounter the leader of the cultists, it will automatically summon her, so she can help them in their final battle. Proceed to Scene Two after this.

SCENE ONE-D: THE LADY MAGE'S WRATH

If the players manage to gather all forty *clues* before Marpenoth 29, use this scene.

An *arcane gate* appears in front of all the characters, including the one who was kidnapped, and when they step through they appear in the Lady Mage's Court. Laeral is pacing around the room, clearly furious.

She tells the group that her scrying has finally discovered the leader behind the cultists. **Arnthiir Windriiv**, an ex-member of Laeral's old adventuring group, the Nine. He had become dispirited with the gods after their adventures, and formed the Cult of Nothing to defeat his old ally, Laeral Silverhand.

Laeral is clearly shaken up by this, but her eyes hold deep determination. She tells the group that she spent hundreds of gold on a specialized *gate* spell that will lead them directly to Arnthiir, and asks them to join her in defeating her old friend. Proceed to Scene Three-C after this.

SCENE TWO: THE CULTIST BASE

This scene begins at the start of the dungeon detailed below. There are encounters planned for each area, but you may also design your own encounters.

The entrance to the dungeon is found in the basement of an abandoned store in the Trades Ward, underneath a hidden trapdoor.

After proceeding through the trapdoor, your party finds itself in **Tunnel 1**

TUNNEL 1

A single cultist stands in front of a door made of fresh wood. It clearly stands out of place in the rough-hewn tunnels, and is definitely a recent addition. After defeating the cultist, if your party inspects the door they'll find it is locked, and requires a DC12 Dexterity check to pick the lock, or a DC10 Strength check to shatter it.

After Tunnel 1, the players come to a fork in the tunnel. Down the left tunnel they can hear shuffling and muttering, while down the right tunnel they can hear shouting (if a character has been kidnapped). A DC8 Wisdom (Perception) check will reveal that the shouting is from the kidnapped character.

CELL

If a character has been kidnapped, when the party proceeds down the right tunnel they will discover a locked cell, with a cultist standing in front of it. After defeating the cultist, they can take the keys off his belt and unlock the cell door, releasing the character. Otherwise, this hallway only contains an open, empty cell.

TUNNEL 2

When the party proceeds down the left tunnel, they will not come across any cultists. However, halfway down the tunnel is a hidden trap. Any characters with a passive Wisdom (Perception) of 13 or higher will notice a slightly raised part of the ground. A DC13 Wisdom (Perception) check will reveal it to be a pressure plate, and the party needs only to notice it to be able to avoid it. If they do not notice the trap, the first character to step on it releases spikes from the floor, and they and any other character within 5ft take 1d10 piercing damage. Once the trap is released, a DC10 Dexterity check is required to jump across.

STOCKROOM

After passing by the trap, the party will come to a room filled with supply boxes marked with the Cult of Nothing's emblem. If they inspect the insides of the boxes they will be found to contain candy bearing traces of the same curse infecting Waterdeep. Inside this room is also three cultists, who must be defeated to pass by. After defeating the cultists, the characters will come to a ladder, leading down to a small hallway, at the end of which is a grand door. Exiting through the door will bring them to Scene Three.

SCENE THREE

Scene Three of Episode 2, like Scene One, has small variations based on the party's actions up until now. No matter what, Scene Three involves the players confronting **Arnthiir Windriiv**, the leader of the Cult of Nothing, and old friend to Laeral Silverhand.

When the party enters the boss room, they are confronted by a large ritual circle made of pillars, in the shape of a pentagon. Behind the circle stands Arnthiir Windriiv, and situated behind him are several odd statues, lined up in a crevice in the wall. Here is where the scene splits.

SCENE THREE-A: FIGHT

If your party is not accompanied by Laeral Silverhand, they approach Arnthiir. He is a human bard, who appears normal at first. However, his eyes shine with a manic gleam. When he opens his mouth, the words rush out, as though in a hurry to leave his body. If asked, he explains his plan. Laeral Silverhand was an old friend of his, the leader of his old adventuring group, The Nine. However, when Laeral was enslaved by the Crown of Horns, the group splintered. Arnthiir wound up alone, bitter and left behind by even the gods. So, he denounced them. He started the Cult of Nothing, and wound them up with his particular hatred of Mystra, the patron goddess of his old ally. He used the tainted candy as a draw, to lure Laeral into a trap and kill her. He sneers that she doesn't seem as worried as she should be, and so failed to fall to his plan. He then activates the statues behind him with a flick of his hand. Lightning shudders from them, passes through the pillars, and strikes the party. While the party is in this chamber, if they would have advantage on an attack roll, they do not, and if they would not have disadvantage or advantage, they have disadvantage on the attack roll. Inspiration bypasses this, and allows them to attack using advantage.

SCENE THREE-B: ARNTHIIR'S TRAP

If your party was given the *scroll of teleport* by Laeral, it activates and she appears at this time. She expresses confusion, and then anger at the sight of her old friend Arnthiir. She asks him why he did this, and he gives the same speech detailed in Scene Three-A, and then while Laeral is distracted, activates the statues behind him. The lightning strike hits Laeral this time however, and while she is incapacitated for the rest of the fight, it prevents the lightning debuff from affecting the players.

SCENE THREE-C: LAERAL'S ANGER

If your party was teleported directly here by Laeral, they skip the entirety of Scene Two and appear right here. Laeral confronts Arnthiir, interrupting his speech and telling him off for what he decided to do. Arnthiir activates the statues behind him prematurely out of anger, and although Laeral is struck, she manages to block most of the effects. Due to this, the players are protected from the effects of the lightning, and even though she is incapacitated for the fight, Laeral manages to cast a spell on Arnthiir before succumbing to the lightning, causing him to have disadvantage on all attack rolls during the fight.

SCENE FOUR: FAITH

Scene Four only has two variations: one if Laeral Silverhand is not present, and one if she is. After defeating Arnthiir, if Laeral is not with the group, he dies. The group can then proceed through the door to the right of the entrance, which will take them back to the entrance of the dungeon, and begin Scene Five. If, however, Laeral is with the party, Arnthiir does not die immediately.

Arnthiir lies on the ground, and Laeral kneels above him, weeping silently. She takes his hand, and asks him again why he did what he did. Arnthiir, the gleam in his eye now gone, tells her that he lost hope. He lost faith in the gods, but especially in her, after seeing her so easily controlled by the Crown of Horns. Laeral asks him if he could ever forgive her for leaving The Nine behind for so long, and as Arnthiir takes his final breath, he admits that he never truly blamed her.

Laeral blesses his body, then stands and leads the party out of the dungeon.

SCENE FIVE: FEAST

After defeating Arnthiir, and checking in with Laeral Silverhand in her court, she thanks the party profusely for their help, and promises to remember them next time Waterdeep is in trouble. She invites them all to the Liars' Night Feast at her court, and after they attend she gives them their rewards: 50gp for each character, and the *Liar's Mask* to whichever character gathered the most *clues* in Episode 1. She admits to using the mask to sneak into parties around Waterdeep without anyone noticing, and asks the party to keep her secret for her.

This ends the adventure, thank you so much for playing!

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armour)

Hit Points 11 (2d8+2)

Speed 30ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, reach 80/320 ft., one target. *Hit:* (1d8+1) piercing damage.

CULTIST

Medium humanoid, lawful evil

Armor Class 13 (studded leather)

Hit Points 9 (2d8)

Speed 30ft.

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

Saving Throws Con +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 10

Languages Common

Challenge 1/8 (25xp)

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

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

CULTIST LEADER, ARNTHIIR WINDRIIV

Medium human, lawful evil

Armor Class 13 (leather armour)

Hit Points 53 (6d8 + 26)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

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

Spellcasting. Arnthiir is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). Arnthiir has the following bard spells prepared:

Cantrips (at will): *blade ward*, *vicious mockery*, *mage hand*

1st level (4 slots): *bane*, *sleep*, *faerie fire*

2nd level (3 slots): *crown of madness*, *heat metal*

Actions

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