

but sets up the existence of such rituals as foreshadowing for later events. See the “A Horse is a Corpse, of Course” section and “The Magic of Convenience” sidebar in episode 2 for more information.

**Treasure.** In her belt pouch, Jelayne carries a *potion of healing*, 10 gp, and the bones of four of her toes that have fallen off. She used to be really attached to them.

### THE MYSTIC

Continuing on through Dock Ward, the characters catch unexpected sight of a kidnapping.

An old male human hobbles up the street, his long staff bearing most of his weight. His wrinkled face tells a tale of many hard years lived in poverty. As he passes an alleyway entrance, he looks up at you and grins, revealing his last few remaining teeth. But even as he opens his mouth as if to speak, a pair of meaty gray arms emerge from the alley entrance and yank him into the darkness.

The characters are 20 feet from the alley entrance when the old man—a seer named Kal Ruudheart (NG male human **commoner**)—is grabbed. The perpetrators are Big Gustava (NE female **duergar**) and her friend who goes by the name Devil Dog (CE female tiefling **acolyte**). The two are street thieves trying to work their way up to larger scores. Devil Dog uses the acolyte stat block with these racial traits:

- She knows the *thaumaturgy* cantrip, and Charisma is her spellcasting ability for this spell.
- She has resistance to fire damage.
- She has darkvision out to a range of 60 feet.
- She speaks Common and Infernal.

Big Gustava is the muscle of the duo. Devil Dog stays out of harm's way, fleeing quickly if it looks like the situation might turn dire. She saves her spells to aid her escape rather than using them offensively.

The thugs grabbed Kal because they heard the old fool can predict the future. They don't want to hurt him, but simply hope to persuade him to help them make as much coin as possible with little risk.

**Questioning Kal.** If the characters save Kal, he looks at them with the same grin. He doesn't express gratitude, though, because his mind wanders through a different level of existence, as is the case for many mystics, celebrities, and financial planners. He laughs when asked a question. He answers questions that no one asked. He nods but says no, or vice versa, even when he has no reason to do so. However, when the second sight grips him, all that changes.

Kal's eyes come into focus and he becomes as sober as a priest of Ilmater at sunup. “Their plans are afoot,” he whispers. “Their staff are ready. Their balance sheets are totaled, and that total is grim. They mean to bring the end of all things! You must seek the magic! Only you can stop them! Only you! You ... are who again, sorry?”

After this suitably dramatic and stylishly vague telegraphing of the adventure's archplot, Kal reverts to his normal abnormal state of mind for good.

**Treasure.** Gustava wears a set of stylish silver earrings worth 40 gp.

Devil Dog carries nothing of value, but in exchange for her life, she promises to take her captors back to her apartment, where she says she keeps her money. Instead of doing so, however, she leads the characters on a merry walk through the worst parts of Dock Ward, where she knows six **bandits** who will attack them and allow her to flee.

### WAREHOUSE ENVIRONS

Eventually, the characters spot the sign for Jolly's Lamp Emporium. Read the following as they move toward their goal:

Jolly's Lamp Emporium is an unassuming, ramshackle shop in the midst of other unassuming, ramshackle shops—including the collapsed warehouse next door. People in nearby shops and apartments peer warily through their shutters as you approach. Next to the warehouse, three members of the Waterdeep City Watch stand guard. No one else is on the street, except a seemingly inebriated halfling who stumbles toward you.

### GRAY HANDS SPY

The stumbling figure is Otis Adalgrim (NG male halfling **spy**). Otis works for the Gray Hands—members of the City Watch or the City Guard invited to join a special security force working directly for Vajra Safahr, the Blackstaff of Waterdeep. The Blackstaff fears that some evil faction might have been involved in the earthquake, and she has tasked Otis with watching the area in disguise to see who comes to investigate.

Otis pretends to ignore the group, although he makes note of their presence as he staggers by. Any character who succeeds on a DC 17 Wisdom (Insight) check gets the feeling that the halfling is only acting the part of a drunken passerby. If confronted, Otis does his best to maintain the facade. He moves away from the adventurers as quickly as possible, but he circles back to watch them as they interact with the City Watch and enter the sinkhole fissure.

Otis can be used as a wild card later in this episode of the adventure. For example, if the characters are faring poorly during the encounters under the warehouse, the halfling could follow and intervene on their behalf, healing unconscious party members or dragging them away from danger. Later in the campaign, Otis might act as a recurring NPC who crosses paths with the characters while they're in Waterdeep, making sure they have information they need and don't run afoul of the law.

### THE CITY WATCH

The three members of the City Watch standing guard at the collapsed warehouse make sure no unauthorized