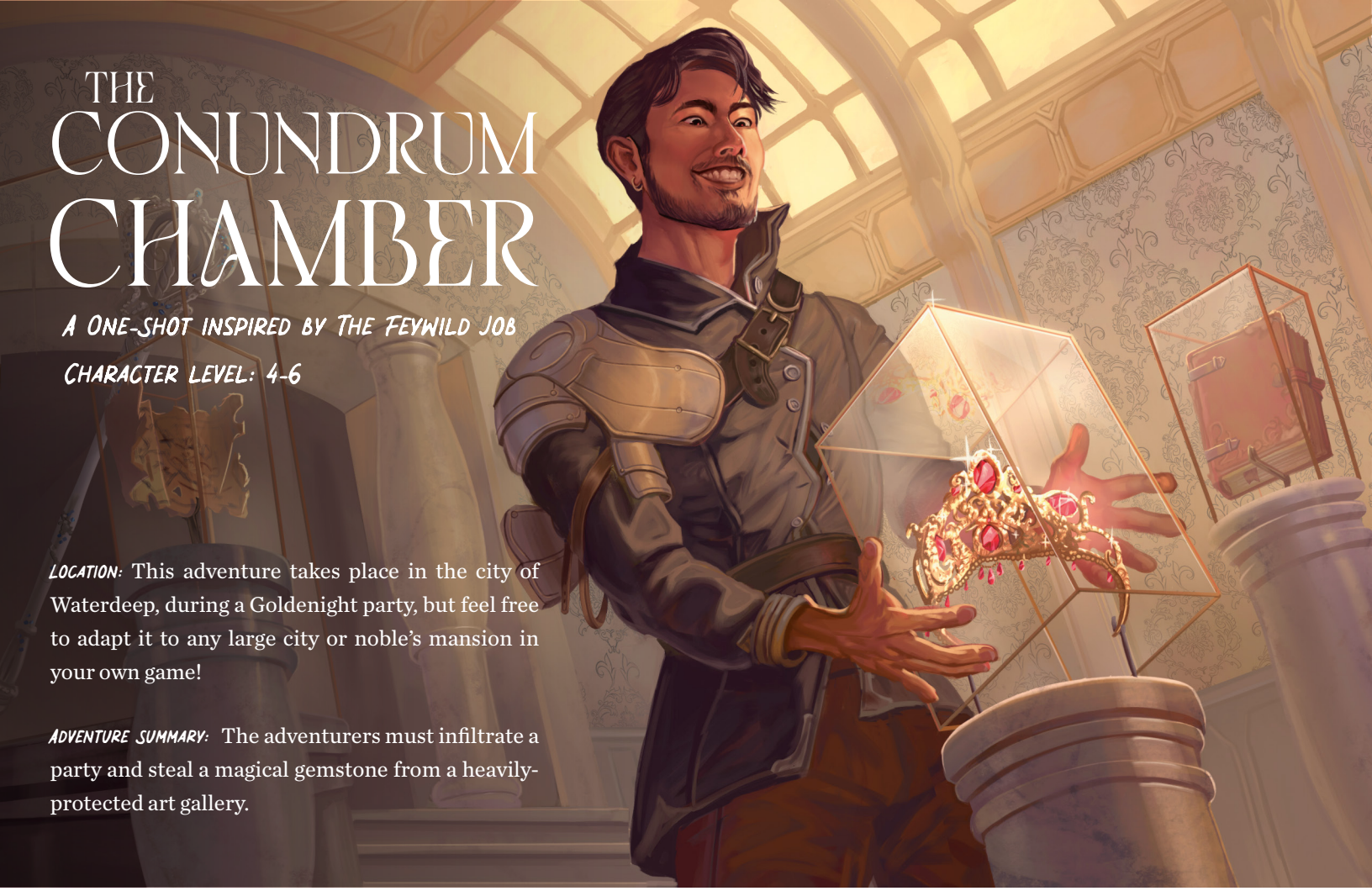


THE CONUNDRUM CHAMBER

A One-Shot Inspired by The Feywild Job

Character Level: 4-6

Location: This adventure takes place in the city of Waterdeep, during a Goldenight party, but feel free to adapt it to any large city or noble's mansion in your own game!

Adventure Summary: The adventurers must infiltrate a party and steal a magical gemstone from a heavily-protected art gallery.

ADVENTURE HOOKS

There are many potential reasons the party might want to acquire the gem, so feel free to choose from the following list (or roll a d6 to choose one at random), or pick a hook that fits better for your group. If nothing else, the gem is extremely valuable, though you might have to get out of Waterdeep to fence something so recognizable...

1. The Zhentarim have hired or coerced you to acquire the gem on their behalf; and crossing the Black Network once they have given you a job is ill-advised...
2. You've heard a rumor that the gem is a keystone to a small domain in the Feywild, and whoever holds it can open the long-sealed demiplane and claim its power for themselves...
3. The gem is said to have the power to restore lost memories. You or someone you care for has had memories sealed away by a Sharran priest and only powerful magic can restore them...
4. House Tarm is rumored to have an unbreakable security system. What better way to prove your prowess as an infiltrator or thief than to achieve the impossible?
5. You are originally from the Feywild (perhaps you have the Feylost background), but have been exiled from home for a long time. You have found a powerful mage who can get you home—in exchange from the gem...
6. You are a Warlock of the Archfey, and your patron has commanded you to obtain the gem as a part of one of their many elaborate and protracted schemes...

*NOTE: If anyone in your group chooses to be a Warlock of the Archfey, they may choose Osalor the Beguiling – see **The Feywild Job** for more information on Osalor.*

PART 1 – INFILTRATING THE PARTY

The city of Waterdeep comes alive during Waukeentide, a ten-day festival honoring Waukeen, the goddess of wealth and commerce. People bedeck themselves in fancy clothes trimmed in fringes of gold coins (or, for most, foil circles made to look like them) and shop, gamble, and party. On the holiday of Goldenight, shops stay open late with special bargains, and many nobles display their wealth by hosting lavish parties. This year, one such party is being hosted by ***Lady Elezia Tarm****, a human noble, at her mansion in the North Ward. Lady Elezia is well known for her extensive art collection, and on Goldenight, she is throwing open her gallery to guests at her party for a special viewing of her newest acquisition: a magical gem rumored to come from the depths of the Feywild.*

> "There were so many people on the street. All the shops were open, after all—Goldenight was celebrated with dances, feasts, performances and bargains. Even the banks were open, in case someone needed to deposit their riches or withdraw a few more dragons for something irresistible."
>
> *– The Feywild Job*

Whether they have been hired to steal the gem or have more personal reasons for wanting to acquire it, the adventurers must infiltrate the party, case the gallery, and sneak in to retrieve the gem once things have died down.



Step 1: Getting Invited

Invitations to the party are not exceptionally difficult to come by. Here are a few ideas of ways the players might get into the party:

1. A DC 12 Investigation (Charisma) check to track down someone who is invited, followed by a DC 14 Sleight of Hand (Dexterity) check to steal the invitation. They could alternately try to buy or gamble for the invitation from its original owner—this is Goldenight after all.
2. A DC 16 Forgers or Calligraphy Tools check (Intelligence) can be used to forge invitations. If the party has managed to get a look at a real invitation the check can be made with advantage.
3. A magical or physical disguise to pose as a guest or member of staff. This check (using Arcana or Disguise Kit proficiency) should be opposed by the passive Perception or Investigation checks of the guards.
4. A DC 16 Charisma check to convince the guards on the front door to let them in. Depending on their line of argument, any Charisma-based skill might be appropriate. Abilities or spells that apply the Charmed condition can be used here too!
5. Invitations are only checked at the front gate, so sneaking into a different part of the house (through the busy kitchens or an unused bedroom window) is possible. Depending on the approach, a combination of Stealth (Dexterity) and Deception (Charisma) checks will be necessary. Three successes before two failures will get the party into the ballroom.
6. The party needs performers. A troupe has already been hired, but they could possibly be bribed or waylaid and replaced. If the players choose this approach, it will be much more difficult for them to get a break to view the art.



If things at the party are feeling too easy, choose one or more of the following Complications to give your players a social challenge:

1. Someone who knows the real person that a player is pretending to be shouts their name from across the room. They may have fooled guards, but can their disguise hold up under closer scrutiny?
2. Another guest becomes smitten with one of the player characters and insists on dancing with them, accompanying them to the gallery, etc. They won't easily take no for an answer.
3. Players posing as servants or performers are given constant tasks by the house steward, who is keeping a watchful eye on 'slackers'.
4. A pair of famous adventurers, Tevailia Trueshot and Madenhal Dawnsinger (also known as the Silver Arrow and Lathander's Fist) show up at the party. Their experience gives them a high chance of spotting people who are up to no good...



Step 2: The Lay of the Land

In the flickering light of the grand ballroom musicians are playing, people are dancing, gossiping, or playing games of chance, and refreshments are passed by servants. Two grand staircases sweep up to a second floor balcony with two arched doorways, flanked by guards. A tall human woman dressed in an extravagant gown layered with real golden coins steps out onto the balcony and welcomes guests to her party. In short order, a line of guests meanders up the lefthand staircase, evidently being let a few at a time into the upstairs gallery. After viewing the art, guests drift back down the righthand stair to rejoin the party.

During the party, the gallery with the gem is available to guests. Access to the upstairs gallery is only given to a few guests at a time, under the watchful eye of house guards, who will warn guests that the silk ropes around each piece of art are a line of magical protection and should not be crossed. Stealing the gem at this time is inadvisable, but if members of the party take the opportunity to case the room, a successful DC 15 Investigation, Perception, or Arcana check (or the use of spells such as Detect Magic) will grant them Heroic Inspiration, which they can use for advantage during the heist in Part Two. For a detailed description of the Conundrum Chamber and its defenses, see Part Two.

The Gallery includes the following notable works of art and precious items, along with whatever other items you'd like to include. Some also have an (optional) piece of lore/history associated with them, which may be conveyed by plaques, other guests explaining to their friends, or through successful History checks. See the following page for the full list

> "Thank you all for coming. I hope the viewing exceeds your expectations, especially my newest acquisition, the Kiss of Enduring Love. Admire it as you will, but take care not to step within reach of the art."
>
> – Lady Elezia Parm

	Item Decription	Notes
1	An exceptionally heavy-looking iron cauldron carved with sinister-looking animals. Their gem-inlaid eyes seem to follow whoever is looking at them.	This cauldron is carved to resemble that of the Witch-Queen Iggwilv, but has no magical properties, despite being beautifully made.
2	A set of gold-plated bookends made to look like a Blink Dog teleporting through the row of books, all first editions of plays by the Aasimar bard Anodius. The collection includes his all nine volumes of his most famous work: The Trial of Asmodeus	Upon closer inspection, the books are bound in Gnoll hide.
3	A gilded, larger than life statue of Waukeen, the Coinmaiden (see Part 2 – Obstacle 2)	House Tarm are devotees of Waukeen, not just Goldenight revelers. This statue was commissioned specifically for the room by Lady Elezia's father
4	A jeweled music box that, if wound--by one of the guards upon request—plays a tune that is hauntingly familiar but unplaceable	The music box was made by an unknown artist from a small Fey domain called Essanderon's Rest, which was destroyed in the Hungry War
5	A rack of elaborately decorated polearms from the honor guard of a far-off kingdom. Each blade is made of an unlikely material (bone, wood, etc) but still looks sharp enough to behead someone.	
6	A framed needlework piece depicting a faerie ball so finely stitched that from a distance it appears to be painted, rather than embroidered.	
7	A tapestry depicting a flower-filled woodland scene with an Alicorn, which is enchanted to hop around the tapestry at random, occasionally posing for the viewer if its cuteness is sufficiently praised.	This piece was originally intended as a Flying carpet, but the enchanter who made it was better at art than magic, and it has never managed more than a feeble hop.



8	A crystalline sculpture of a faerie knight riding a moth, rendered in exquisite detail	
9	A beautifully painted tall vase full of blue roses made of a glittering metal	The air around the roses is cold, and the petals slightly furred with frost. If stolen, they function as Chromatic Roses, but burden whoever carries them with a heavy, aching sadness. These were gifted to Lady Elezia's great-grandmother by a dragon whom she helped
10	A wooden harp embossed with mother of pearl in the shapes of clouds and lightning bolts.	
11	A strange fan of verdigris-covered metal sharpened to wicked points, sitting atop a plinth.	Evidently a broken piece from a larger work, perhaps a ceremonial mask of some kind. It was found near a site associated with interplanar portals.
12	A taxidermy displacer beast rampant, with ornamental lamps held in each of its tendrils, and in its mouth	
13	A kite shield sized for a Huge creature, with lumps of crystal growing out of the wood, and faded markings that might be runes. Gouges in the wood suggest that it has seen battle.	The rune is Giant, and is the Uven rune, meaning enemy. This once-magical shield was carried by a stone giant in a battle against fomorians, and then seeded with crystals to preserve it as a reminder of its glory.
14	A large painting in a silver frame, depicting a woodland scene at night, with a distant tower. In front of the painting, suspended in midair is a large gem that sparkles with prismatic colors.	The painting is called 'Lost Menoriath'. It is the last work of an infamous painter named Kalain, who went mad after being rejected by a prominent lord and whose paintings are said to have mystical properties (For more about Kalain, see Waterdeep: Dragon Heist).

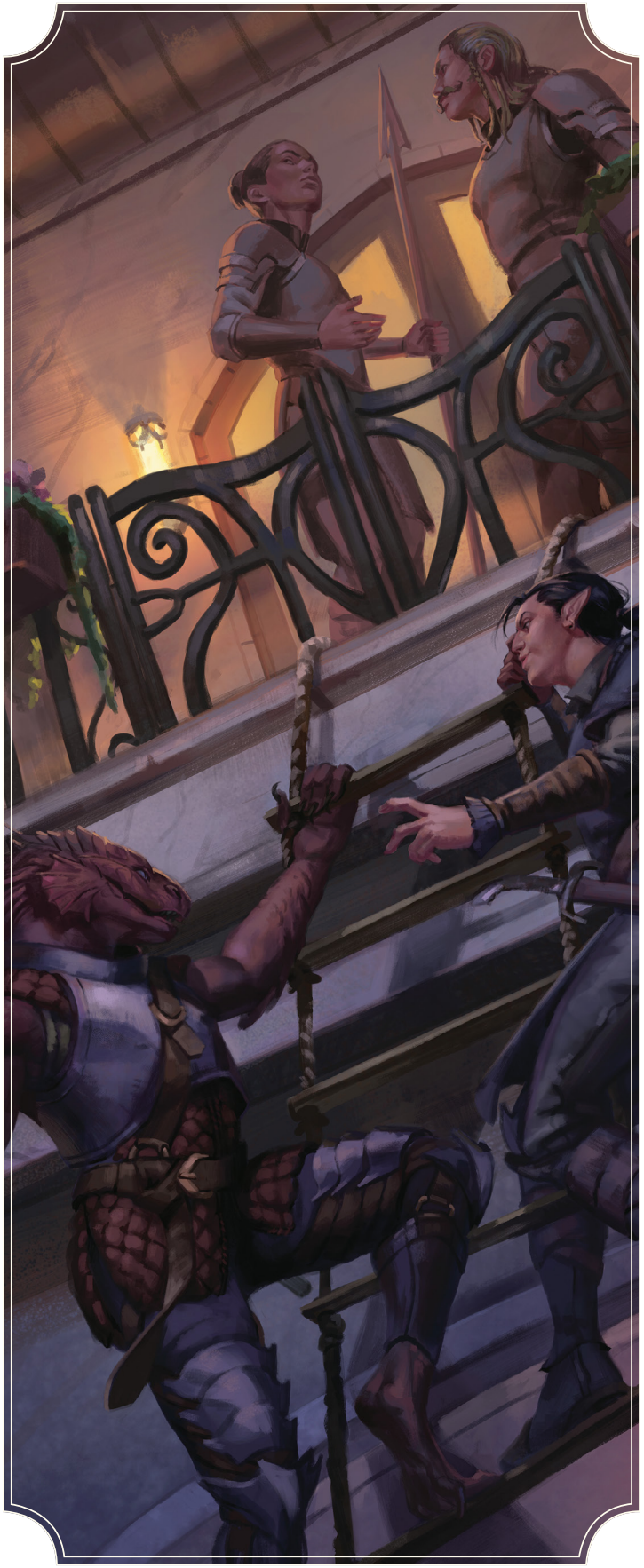


Step 3: After-Hours Access

Since robbing the gallery during visiting hours is unwise, the party will have to find a way to stick around after the party and navigate the gallery's defenses after they've been turned back on. Let them be creative, but here are a few ideas in case they get stuck:

- A DC 12 Investigation check followed by a DC 14 Stealth check will let them find a good place to hide (like a closet or unused chamber) until the house is quiet. If they beat the Investigation check by 5 or more, give them advantage on the Stealth check.
- The guards can't see invisibility, so any spells or items they have that will turn them invisible will allow them to wait for the patrol to pass them.
- If the players find a place to hide relatively close to the gallery entrance, they can attempt a DC 15 Perception check to overhear what the guards do to arm the traps on the Conundrum Chamber. Succeeding on this check will grant them Heroic Inspiration that they can use to gain advantage on a single check made during Part 2.

> "Spells coated the gallery . . . magic smeared on the floor, the walls, the picture frames, the pedestals, and tables. That turquoise glow was for divination—cool, pale, looking for the condition that would trigger them. Those ones on the frames and cases were obviously triggered by touch."
>
> *– The Feygold Job*





PART 2 – THE CONUNDRUM CHAMBER

Time Pressure [Optional]. *Guards patrol the house in a pattern that brings them into the Gallery doors approximately every 12 minutes. To easily track this, get a d12 and keep it on the table in front of everyone. For every successful check, increase the number facing up by one. For every failure, advance it by two, and for every critical failure advance it by 3. Critical successes do not advance the number. This represents the time the players are spending. When the count reaches 12, a guard is outside the door and might overhear the group or notice signs of their presence. If they remain undetected, the counter re-sets.*

Features:

- Despite having no windows, the Gallery is suffused with Dim Light, the effect of spotlights of bright light on each of the works of art. These lights are magical.
- Silk ropes in golden stanchions stand at the edge of each pool of light, suffused with Abjuration magic. Moving or reaching across this line will set off an Alarm spell. Each piece of art has its own instance of the spell. Each can be dispelled with Dispel Magic as a 1st level spell, or disarmed as a physical trap (DC 13 Sleight of Hand or Thieves Tools check)

Obstacle 1: Quickened Barrel Tumblers

Both doors on the Gallery have excellent quality locks created by the gnomish locksmith Fimmelden, known as Quickened Barrel Tumblers. They require a DC 18 Dexterity check (Thieves Tools or Sleight of Hand) to open. The door can only be unlocked with the key (or by being picked), even from the inside, so teleportation inside will not avoid needing to unlock the door, unless everyone can teleport inside.

Obstacle 2: Waukeen's Grace

The front part of the room features an elaborate parquet floor, inlaid with exotic woods and metal filigree. A delicate metal screen separates the room in two, just on the far side of this floor. Information they might glean about this puzzle is as follows:

- Every parquet square is a pressure plate. Disarming them all would take a lot of time, and likely be noisy. Anyone who overheard the guards setting the traps would have heard them jumping in a sequence across the floor.
- Each square features a metal filigree border, but every single square is a different type of metal. In no particular order the metals are: Steel, Iron, Lead, Copper, Bronze, Brass, Gold, Silver, Platinum, Electrum, Aluminum, Titanium, Adamantine, Tin, Nickel, Mercury, Tungsten, Mithril.Players may have learned that House Tarm have long been worshippers of Waukeen (Goddess of Coin), or may notice a statue of the Goddess in the center of the room with the motto: "From richest to poorest, all walk the path of the Coinmaiden" emblazoned on the base.
- Deactivating this trap requires jumping on the correct plates in the correct order: Platinum, Gold, Electrum, Silver, and Copper.
- If players need **additional hints** to help solve this puzzle, a DC 15 Investigation check may reveal heavier scuff marks on the correct tiles from the guards setting the trap (though this will not reveal the correct order). Alternatively, a DC 13 Perception check will reveal that the statue of Waukeen has one hand outstretched, and each of her fingers bears a ring stylized to look like a different denomination of coin, with a copper on her pinky and an platinum on her thumb, etc.
- You can jump diagonally, but for plates that have more than a single plate (5 foot gap) between them, players must succeed on a DC 10 Athletics (strength) or Acrobatic (Dexterity) check to make the jump. Increase the DC by 5 for each additional square they must clear. The Jump spell or teleportation will negate the need for this check.



- Failing one of the jumping checks or stepping on an incorrect plate will force the player to make a DC 14 Constitution saving throw or take 2d8 Lightning damage and be stunned for 1 minute, repeating the save at the end of every turn. On a successful save, the player takes half as much damage and is not stunned. If this damage would reduce a player to 0 HP, they are unconscious but stable and do not need to make death saves.
- Once the trap is disarmed, the metal screen will fold like an accordion into a slot on the ceiling. Before the trap is disarmed, the screen is electrified, just like the floor, and touching it forces the same Con save and consequences. Attempting to move the grate by force or break it requires a DC 25 Strength (Athletics) check. The screen has 50 hp, a damage threshold of 10, and is immune to all damage except Acid, Force, and Bludgeoning damage. Freezing the screen doesn't damage it but makes it vulnerable to Force and Bludgeoning damage for 1 minute.

Obstacle 3: Medusa's Maze

The back of the room seems suspiciously clear, although there is a faint hum of active magic that spellcasters or characters with high passive perception might notice.

The Trap

- The walls are lined with pairs of citrine gems which carry **divination magic**, a variation on the Arcane Eye spell**.** An invisible line stretches between each pair of gems, creating a complex web (like an arcane laser grid).
- These lines are faintly visible with a DC 20 Perception or Investigation check, or through spells like Faerie Fire or See Invisibility. Creating a disturbance in the air such as throwing powder or using a Fog Cloud spell will also reveal the spells.
- If the lines are visible, they can be navigated with a successful DC 18 Acrobatics (Dexterity) check. If they fail the check, see below for the consequences.
- The arcane eye sensors can be fooled by placing mirrors in front of each set of sensors. If only some of the sensors are blocked, reduce the DC of the Acrobatics check (see above) by 5. There is a large standing mirror in the Comfort Room downstairs, but it will take time to retrieve.
- The sensors can also be fooled with illusion magic of various strength. Cantrips can fool a few sensors, reducing the DC the acrobatics check by 2. Reduce the DC by a further 2 per spell level, or have the players make a Spellcasting check if you prefer.
- The trap can also be dispelled completely with Dispel Magic and a successful DC 18 Spellcasting check. If they get at least a DC 13, they will dispel some of the sensors, reducing the DC of the Acrobatics check required by 5.



The Consequences

- The ceiling tiles are elaborately carved with a tangled mass of monsters. The tiles carry traces of **transmutation magic**, a variation on the Flesh to Stone spell.
- Perceptive characters might notice a repeated motif of Gorgons, basilisks, and cockatrices. The magic seems concentrated in these areas.
- If a player fails the acrobatics check to navigate the trap, they must make a DC 14 Constitution saving throw or be affected by the Flesh to Stone spell. If they fail the acrobatics check by 5 or more, they must make the initial saving throw against the spell with disadvantage.
- Players who realize that the transmutation spell originates from the ceiling can also simply bypass this trap by walking with something large (like the shield at #13) held over their head. This will cause the item they hold to turn to stone and be very heavy (perhaps requiring a Strength saving throw to continue) but will protect them from the effect.

Obstacle 4: A Brush with the Feywild

The gem is not in a case but instead suspended in midair in a shaft of magical moonlight, in front of a painting of a beautiful, haunting scene of the Feywild in an elaborate silver frame. Vines that appear to be made entirely of paint, complete with brushstroke texture, have twined out of the painting to wrap barely around the gem. The vines were not present when the players toured the gallery during the party.



- Like all other works in the gallery the gemstone has a silk rope Alarm spell around it. This one is slightly stronger than the others: it can be dispelled with Dispel Magic as a 5th level spell (DC 15), or disarmed as a physical trap (DC 15 Sleight of Hand or Thieves Tools check). It can also be temporarily suppressed with a successful Arcana check, at your discretion.
- The gemstone itself is dazzling, sparkling with an impossible spectrum of prismatic colors that hint at its powerfully magical nature. Those who stare at it feel an overwhelming desire to touch it. If you wish, make this a DC 15 Charisma saving throw against a charm effect
- If you examine the painting closely, there appear to be creatures hidden among the foliage, although they are often gone at a second glance.
- If the players didn't learn of the painting's provenance in Part 2, they can learn some or all of the same information from a successful History check. Depending on how well they roll, give them as much of the information as you like.
- The painting and its frame are both saturated in powerful **Conjuration and Abjuration magic**, and it functions as a Mirror of Life Trapping. Rather than a command word, it is activated by the presence of moonlight.
- If you wish to run the combat encounter in **Part 3**, use the following: Any creature that damages the vines or the painting, or attempts to pull the gem free activates the magic of the painting and must make a DC 20 Charisma saving throw or be sucked within. Any creature within 15 ft of them must also make the saving throw, though they have advantage.



PART 3 - SHARDS OF MENORIATH

NOTE: *This part is optional. If you don't feel like adding a combat encounter, are running out of time in your session, or want to reward your players for successfully avoiding the traps of the Conundrum chamber, feel free to omit this part. Alternatively, you can have the creatures in the painting break out into the Gallery as a result of a bad roll (something that damages the painting, for example) for maximum chaos!*

The clearing in the woods depicted within the painting has a dense, dark feel, the trees twisted and the atmosphere predatory. In the distance, illuminated with dazzling moonlight is a shattered tower of weaveglass. No matter how well the players roll to navigate, it is impossible to reach the tower, and traveling through the woods somehow always leads back to the same clearing.

Within the painting are several Meenlocks, spawned from Kalain's madness and despair. A shard of Kalain's spirit is also trapped within. It uses the statistics of a Banshee.

When players appear within the painting, the creatures will first try to frighten them, rather than kill them, wanting more spirits to share in their pain and torment. They will lead the players in circles, always returning to the vantage of the shattered tower, hoping to drive them to despair.

Players can escape the painting by defeating Kalain and the Meenlocks in combat, which will lift the curse on the painting. If you or your players prefer to handle this as a social encounter, you could use one of the following approaches, or something else that feels appropriate to you.

- Using the power of the gem (if they grabbed it) to restore the memories of the shattered spirits within
- Convincing the spirit of Kalain to let them go, perhaps using details of her life that they learned, or simply with persuasion and charm

CONCLUSION

Once the players deal with Kalain, the adventure is over. You can conclude in one of the following ways, or link this session into your larger campaign.

- They reappear with the gem in front of the painting, which now exudes a gentle scent of jasmine and has a noticeably brighter hue. But they'll still need to sneak out of the manor...
- A door of twisting vines and silvery shards appears, dropping them in the moonlit garden of the manor, near the gates.
- They burst out of a painting in their favorite tavern or base of operations—or somewhere less convenient, if you prefer!

Alternately, if you want a jumping off point for further Feywild hijinks, feel free to have the painting transport them to the Truewild. For more information on the Truewild, consult *The Feywild Job*.