



WATERDEEP KITTEN RESCUE

A short adventure for characters of 1st-5th level



TABLE OF CONTENTS

Introduction	2
Adventure Content	2
Chapter 1: A Visit to the Yawning Portal	2
Chapter 2: Homeward Bookshop	2
Chapter 3: The Cat Came Back	2
Chapter 4: Rescuing Laela	2
Chapter 1: A Visit to the Yawning Portal	3
Searching for the owner	3
Trip through Manycats Alley	3
Chapter 2: Homeward Bookshop	4
Caring for the Animals	4
New Homes for Kitties	6
Magical Assistance	6
Chapter 3: The Cat Came Back	7
That Should Have Been Our Treasure	7
Return of the Kitten	8
Searching the Room	8
Something About That Cat	8
Chapter 4: Rescuing Laela	9
Fundraising for Spellcasting Services	9
Seeking out the Watchful Order	9
Seeking out a Cleric	9
Getting Funds	9
Finding an Antimagick Field	11
Conclusion	11
Appendix: Maps	12
.....	12

ON THE COVER

Credit: Three kittens playing in a basket with grass. Chromolithograph after a painting by Lilian Cheviot. Public Domain

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INTRODUCTION

This is a short adventure for characters of 1st-5th level. It is written with suggestions for a group of four 3rd level characters, with additional scaling suggestions for higher or lower level groups. Waterdeep: Kitten Rescue relies primarily on social and exploration with some combat encounters.

Inspiration for this one shot comes from Waterdeep: Dragon Heist and Waterdeep: Dungeon of the Mad Mage. While players do not need to be familiar with these story lines some of the locations, and NPCs such as **Durnan** and **Volo** also appear in those adventures.

Dungeon Masters can also re-set this adventure in any urban or rural location of their choosing.



ADVENTURE CONTENT

This adventure can be run as a one shot adventure or tied in with an on-going campaign. Content includes:

- **Stray cats and kittens**- Characters are given a kitten and asked to find who it belongs to. There is also the opportunity for characters to interact with cats and kittens that are in a cat rescue.
- **Magical transformations**- The NPC Laela has been turned into a kitten against her will by a trap set within a treasure chest.
- **Rivalries**- Some encounters feature members of the Zhentarim faction who work against Casia and Laela. In addition there is an optional encounter where Casia suggests stealing from **Istrid Horn** who runs a money loan business.

All participants in the game are encouraged to discuss the content of the adventure and utilize safety tools that are best suited to the needs of the group. Dungeon Masters (DMs) are empowered to make any alteration to the adventure so that it is enjoyable for everyone at the table.

ADVENTURE OVERVIEW

This adventure takes place over four parts, the length of each section varies depending on the level of social interaction players wish to engage in.

CHAPTER 1: A VISIT TO THE YAWNING PORTAL

Call to Action- Characters meet **Casia**, an adventurer, who has been exploring Undermountain. She gives the characters a kitten that she found in her room at the inn, requesting they find its owner. Unknown to Casia the kitten is her girlfriend **Laela** who has been transformed by a *True Polymorph* spell.

CHAPTER 2: HOMEWARD BOOKSHOP

Characters are suggested to visit Homeward Bookshop in the North Ward. The shop is run by **Abena** a member of the Emerald Enclave. She sells books but also rescues and rehomes Waterdeep's stray cats. Characters have the option to help care for some of the resident cats and help them find good homes.

CHAPTER 3: THE CAT CAME BACK

The characters cross paths with some Zhentarim rivals of Casia and Laela. Later the kitten finds the characters again and guides them to Casia. Back at the Yawning Portal Casia reveals that her girlfriend is gone, and it becomes clear this kitten may not be a kitten after all.

CHAPTER 4: RESCUING LAELA

Discovering that the kitten is really Laela transformed, characters must find a way to reverse the effects of the *True Polymorph* spell. They have the option to seek out spellcasting services and raise money to cover the costs, or find an antimagic field.

RESOURCES YOU WILL NEED FOR THIS ADVENTURE

Player's Handbook (PHB)
Monster Manual (MM)
Dungeon Master's Guide (DMG)

Additional helpful resources for reference but not required to run this adventure.

Waterdeep: Dragon Heist (WD:DH)

CHAPTER 1: A VISIT TO THE YAWNING PORTAL

No trip to Waterdeep is complete without a stop to the Yawning Portal. In this fabled inn adventurers gather to raise glasses in celebration, recuperate from past adventures, or plan further expeditions within the city or down into the huge well in the tavern common room that leads deep underground into Undermountain.

This day begins like any other day, the characters have gathered at their usual table sharing a morning meal and plan their day.

Read or summarize the following:

A human dressed in adventuring gear goes from table to table holding a small tabby kitten at arms-length. She approaches the table, the kitten mewing and squirming in her arms.

“Do any of you own this cat? I found it in my room this morning.”

This is **Casia Fairweather** (she/ her) a human **Scout** (MM p. 349) who has been exploring the Undermountain with her girlfriend **Laela Berevan** (she/ her) a half-elf **Scout**.

Casia is in a hurry and she hasn't had any luck finding the kitten's owner, she gives the characters 5gp each if they agree to take the kitten off her hands and find its owner.

SEARCHING FOR THE OWNER

Asking or searching around the tavern common room quickly reveals that no one has seen this kitten or its owner anywhere.

Durnan the owner and bar tender of the Yawning Portal or another NPC offers the suggestion that there is a bookshop in the North Ward that houses stray cats and helps them find good homes if anyone is looking for a lost cat that is a good place to start. Durnan or another NPC can provide clear directions to Homeward Bookshop.

TRIP THROUGH MANYPATS ALLEY

The fastest way to get to Homeward Bookshop is through Manycats Alley. Upon arriving at the alley...

Read or summarize the following:

The long alley spans the length of two and a half city blocks. Occasionally a stray cat darts from its hiding place to hiss as you pass. Along the buildings are carved stone heads of cats, griffons, wild boar, wolves and people. There is the faint sound of whispering in the distance.

Throughout the alley the characters encounter 1d6+2 cats (MM p. 320) these are used to having food scraps left out for them, but they are cautious around strangers and unsure of this kitten the characters bring with them. If startled or surprised they may hiss or attempt to scratch a passing character before running away.

One of the carved cat heads whispers to one of the characters as they walk past.

CRYPTIC MESSAGE

d100	Message	Meaning (For DM only)
01-25	<i>“Beware the winged snake”</i>	Warns of Zhentarim rivals
26-50	<i>“Abandoned blades spell doom”</i>	Warns of Flying Swords in the Antimagic field of the old tower
51-75	<i>“Lost love is never far away”</i>	Hints that the kitten in Laela
76-100	<i>“Keep an eye on the cat”</i>	Hints that the kitten is Laela

Dungeon Master Tip- If using this as part of a larger campaign you can have this carved head whisper additional clues related to events or NPCs in the ongoing campaign.



CHAPTER 2: HOMEWARD BOOKSHOP

A small townhouse near Manycats Alley in the North Ward has been converted into a second-hand bookshop. The shop is owned by **Abena Kerla** (she/her) a human **Commoner** (MM p. 345). Abena is part of the Emerald Enclave faction. Much of her work is to house and manage the stray cat population within Waterdeep.

Area 1 of the shop has shelves of gently used books for sale. Area 2 is a room with large windows so it is possible to see into the room or into the shop. Inside are comfortable chairs for reading and cats roam freely, playing with customers or sleeping on chairs or cat-beds. Area 3 is a smaller room adjoined to area 2. Within are comfortably sized kennels each with cats that are a little too shy to interact with people. All of these cats are available for adoption.



Read or summarize the following:

Entering the shop you are greeted with the smell of old books and the sounds of content cats and kittens. A young human woman sorts books on a trolley, casually leaning on a pink forearm crutch as she ponders the placement of a book. After a moment she turns, smiling

“Welcome to Homeward Bookshop, feel free to look around and if you wish to see the cats just ask and I’ll help you with the door.”

Abena does not know the owner of the kitten, but she delights in the animal’s rambunctious personality.

She asks if the characters have a name for the kitten. If the characters seem particularly interested in the bookshop cats she invites them to help her for the morning. (If the characters are not interested in assisting with the cats skip ahead to chapter 3)

Read or summarize the following:

“If you want to help with the cats I’m not about to say no to that. There are several cats and kittens here waiting to be adopted, come along and I’ll introduce you.”

CARING FOR THE ANIMALS

The cats in the reading room are used to being around people but the cats in the kennels are a bit shy. To care for a cat in the kennels requires a successful DC 12 animal handling check to care for a kitten requires a successful DC 10 animal handling check. On a successful check the character is able to feed and care for the creature without any difficulty.

On a fail check roll a d100 to determine how the cats (MM. P 320) react.

CAT REACTIONS

d100	Result
01-25	The cat bites or scratches for 1 piercing damage
26-50	The cat escapes the cage and runs to hide a DC 12 acrobatics is needed to catch the animal as it bounds and leaps around the room.
51-75	The cat hisses startling the other animals, further animal handling checks will be at disadvantage for the next minute
76-100	The cat hides in its kennel and is afraid of you for 1 minute.

OPTIONAL SHOPPING

BOOK PRICES

Book	Price range
Children’s books	2cp
Novels, books of poetry, plays, and songbooks.	5cp-5sp
History books, technical manuals, educational textbooks, and how-to books	2sp-1gp

Abena will also purchase used books should characters wish to sell. Her shop does not deal in spellbooks or spell scrolls but she can recommend a shop in Trollskull Alley (see chapter 2 of Waterdeep: Dragon Heist for details) should characters wish to buy or sell magical texts.

ADOPTABLE CATS AND KITTENS

d100	Cat	Personality	d100	Kitten	Personality
01-08	Kippers Small male short hair brown tabby.	Brother to Quippers. Playful and friendly.	59-64	Durnan Long hair male tuxedo cat that looks like it had a mustache	Friendly but will scratch and bite if startled
09-13	Quippers Small male short hair brown tabby.	Brother to Kippers. Playful and friendly but is a biter.	65-74	Jenkins Short haired male grey tabby	Friendly and mischievous, loves attention from people and loves to steal food.
14-19	Bluebell Large female long hair grey cat.	Loves to sleep in a sunny spot. Indifferent towards people but likes to be a housecat.	75-78	Lady Silverhand Short grey	Likes to explore and pounce on things
20-22	Dale Large male longhair orange tabby	Doesn't like people but gets along with other animals. Hates being in a house.	79-80	Fireball Short male dilute orange tabby	Very active likes to play fight with other cats
23-27	Duchess Medium female tortoiseshell	Loves attention and treats and a warm bed to sleep in. Doesn't like other animals or children	81-83	Cormyr Long hair male white and black	Friendly to other cats and people, loves to Practice hunting.
28-42	Magic Missile Medium female all white	Runs around constantly. Seems to get along with people, but hard to say because she doesn't stop running and climbing	84-85	Volo Long hair male Tabby	Meows all the time.
43-44	Treasure Large male longhair all black	Very timid but friendly once he opens up. Tends to hide under things.	86-92	Bag of Beans Short hair female calico	Friendly one minute, then hissing and scratching the next. Very cautious around people.
45-53	Caltrop Small female long hair calico	Likes to lie on the floor or hide under furniture and attack feet.	93-94	Wish Short hair female grey	Very friendly to children. Loves to cuddle and play quietly.
54-56	Zariel Medium female short hair black and white	Likes to rule the roost. She will tolerate other cats and kittens as long as they know their place. She insists on sleeping near a warm fire.	95-96	Ranger Short hair male tabby	Climbs and explores everything. Loves to climb up legs of furniture or people.
57-58	Mirt Large male long hair tabby	Very friendly loves to sit in laps and adores attention. Loves treats.	97-00	Imp Short hair female ginger tabby	Scratches everything in sight to shreds. Always Appears as if out of nowhere.

NEW HOMES FOR KITTIES

Once all the animals are fed and cared for people begin arriving looking to adopt cats. Each individual is looking for a different type of cat. Characters can help find the perfect cat for each person.



ANIMAL ADOPTERS

d100	Adopter
01-25	An older Ships Captain in need of a cat for their ship to help keep the rodent population at bay
26-50	A family with three young children eager to add a pet to their family
51-75	A priest of Gond looking for a pet to keep them company in their workshop
76-100	A retired tavern server looking for a house cat

Each of these individuals have been pre-approved to adopt a cat or kitten having completed application forms Abena previously provided that were vigorously background searched by other agents of the Emerald Enclave

To take a cat out of a kennel to show a potential adopter requires a DC 10 wisdom (Animal handling) check. Characters can make a DC 15 Intelligence (Nature) check to determine which cat's personality is best suited to which adopter.

Dungeon Master Tip- If using this as part of a larger campaign you can use this encounter to introduce or revisit important NPCs.

MAGICAL ASSISTANCE

If characters appear to be struggling with the task of caring for the rescue's cats. Abena may offer one of two magical items to help.

STUFFED MOUSE OF CAT FRIENDSHIP

Wondrous item, common

This cloth mouse has button eyes, felt ears and a ribbon for a tail. It emits a scent that cats find irresistible

- You have advantage on animal handling checks towards any cat or cat-like creature CR rating 1/2 or lower for 1 minute.

GLOVES OF CAT HANDLING

Wondrous item, uncommon

These thick hide gloves provide additional protection against cat related injuries, and make it easier to handle stressed animals.

- You have advantage on all acrobatic rolls.
- You have resistance to piercing damage.

CHAPTER 3: THE CAT CAME BACK

When characters are ready to depart *Homeward Bookshop* Abena takes the kitten promising to find its owner or a good home for it (if a home hasn't previously been found)

OPTIONAL SCENES

d100 Scene

- 01-25 High above the Griffin Calvary performs dramatic inflight stunts to a cheering crowd watching from the street. Unfortunately a merchant's mule is startled by the events and breaks away from the cart running down the road. A DC 15 Wisdom (Animal Handling) check is needed to calm the animal.
- 26-50 A family of goblins from Undermountain and a family of halflings from Daggerford are waiting for a dray to go back to their inn. The families both have children close in age and they've spend most of the day together shopping and sightseeing. The youngest of each family has gone missing and the parents are worried. A DC 12 Wisdom (Perception) check finds the two little kids hiding behind a sidewalk sign, giggling and thinking it all a great game.
- 51-75 Three priests of Ilmater are having a fundraiser for the Hospice of St. Laupsenn selling donated baked goods. There are a variety of cookies, cakes, and breads each for sale by donation. When buying an item roll a d20 on a 10 or higher the baked good acts as a *goodberry* spell.
- 76-100 It suddenly starts to rain heavily. A DC 12 dexterity saving throw is needed to get out of the rain without getting soaked. The heavy rain only lasts 1 minute.

THAT SHOULD HAVE BEEN OUR TREASURE

As the characters depart the bookshop a DC 12 Wisdom (perception) check reveals **Andry** (she/her) a halfling, and **Eloise** (she/her) a human, who are **Spies** (MM p. 349) have been following. A DC 15 Intelligence (History) check is enough to remind a character that these two individuals were also at the Yawning Portal earlier.

If the characters decide to confront the spies read or summarize the following

"We saw you with Casia this morning. What did she give you? Whatever treasure it is, it should be ours. We were searching that passage for days, then Casia and Laela show up and suddenly find treasures that should be ours."

Andry and Eloise are very upset about not finding treasure. A DC 17 Charisma (Persuasion or Intimidation) is enough to convince them to go away otherwise they will demand the characters tell them what Casia gave them. If the characters refuse, one of the spies shows off a winged snake tattoo a symbol of the *Zhentarim* faction. They threaten the characters with trouble if they do not listen but do not otherwise act hostile.

OPTIONAL COMBAT: If the players wish to engage in combat the characters can fight the **Spies**. For stronger parties add 3 **spies**. For weaker parties remove 1 **spy**.

If the characters offer any information about the kitten, Andry and Eloise listen then go about their business. They are only interested in treasure not lost kittens.



RETURN OF THE KITTEN

Following the encounter with the **spies** the kitten that was turned over to the characters at the Yawning Portal returns. The kitten is meowing insistently trying to gain the characters attention then starts running towards the Yawning Portal.

If the characters ignore it, the kitten will return, meowing and pulling at the characters to come with it.

At the Yawning portal the kitten quickly finds Casia sitting at a table alone surprised by the return of the kitten. The kitten tries to climb up in Casia's lap, but she doesn't want the kitten.

Read of summarize the following:

"I thought I paid you to find the cat's owner. Get it away from me, I have bigger problems right now."

If asked about her problems Casia reveals the following

- She and her girlfriend Laela were exploring Undermountain when they found a small treasure chest.
- They left in a hurry because Undermountain was filled with tourists and treasure hunters and they didn't want to lose what they found.
- They had a disagreement when they got to the Yawning Portal about whether or not they should open the chest or wait until the morning.
- Casia is worried because when she woke up Laela was gone, she has asked around at all their usual places but no one has seen her. She is hoping Laela will return soon and they can talk about their disagreement and make amends.

If asked about Andry and Eloise, Casia reveals the following:

- Andry and Eloise are members of the Zhentarim who have been exploring levels of Undermountain.
- They once tried to get Casia and Laela to join the faction but that wasn't something that interested them.
- Laela likes to play pranks and pick on the spies, which rarely goes well.
- The Zhentarim can be a dangerous enemy to cross, best be careful.



SEARCHING THE ROOM

Characters who ask to investigate Casia and Laela's room at the Yawning Portal are led there by Casia.

The room is a standard inn room with double bed, small wardrobe for belongings and a night table. Everything about the room is neat and tidy. There is a small chest in the corner the lid is closed but the lock has been opened. If opened the chest is empty and a DC 17 Intelligence (investigation) reveals a small carved message written in elvish

*Whomever dare steal from me shall quiver and bow
For instead of your screams all we'll hear is meow*

A DC 17 Intelligence (Arcana) reveals that inside of the chest is a powerful glyph of warding. The glyph has been expended and contained a powerful spell (9th level)

SOMETHING ABOUT THAT CAT

Characters who choose to investigate the kitten can make a DC 17 Wisdom (Perception) or DC 17 Intelligence (Nature) check to determine that the kitten isn't acting like a kitten at all. It seems to know Casia even though Casia doesn't have a cat.

Casting *Detect Magic* on the kitten will reveal a spell has been cast upon it from the school of *transmutation* (True Polymorph) a DC 17 Arcana Check or *Identify* reveals it to be *True Polymorph*.

Having the kitten examined by a mage can also confirm that the kitten became a kitten through *True Polymorph*.

Once characters realize that the kitten isn't really a kitten, it will likely become clear that the kitten is Laela transformed by the *True Polymorph* spell. If characters do not catch on to this Casia will make the observation both relieved to finally know where her girlfriend is but also very worried and anxious to have her turn back into herself.

CHAPTER 4: RESCUING LAELA

Having uncovered that the kitten is really Laela under a *True Polymorph* spell there are a variety of options on how the characters can proceed.

FUNDRAISING FOR SPELLCASTING SERVICES

Spellcasting services can be purchased in a number of locations throughout the city. The cost of these services may be a little out of the character's reach. Casia can come up with half the price from her savings and will implore the characters help in finding the rest either through fundraising efforts or through thievery.

SEEKING OUT THE WATCHFUL ORDER

The Watchful Order of Magists and Protectors are a group of mages and other magical users who help maintain order within Waterdeep. Travelling to Castle Waterdeep characters can find a member of the order **Kava Mysteran** (she/her) a silver dragonborn **Mage** (MM p. 347)

Kava is willing to reverse the spell effects for 500gp to cover the cost of the time and resources that are needed.

SEEKING OUT A CLERIC

Waterdeep has temples and sites dedicated to just about every deity known to Toril. Characters who are clerics, paladins or have the acolyte background may already know where some of these places are in the city.

Any **priest** in any of these temples are able to be hired to assist. The price for these spellcasting services is 500gp.

GETTING FUNDS

If characters are unable or unwilling to contribute to the cost of the spellcasting services they may opt to help Casia find enough money.

If characters struggle to come up with a fundraising idea Casia or another NPC may suggest the following:

- Return to Homeward Bookshop and ask for a contribution or help
- Steal money from the Zhentarim

GETTING FUNDS FROM HOMEWARD BOOKSHOP

Abena is willing to help restore Laela, however she doesn't quite have enough funds to loan the characters. She suggests to the characters that they hold an event at the shop. She can have a donation box and bring in refreshments. She suggests the characters to approach **Volo** (**Volo Geddarm** the author of *Volo's Guide to Monsters* (For more information on Volo see Waterdeep : Dragon Heist) about hosting a reading at the bookshop for a charity event.

Volo can be found at the Yawning Portal. A DC 12 Charisma (persuasion) is enough to convince him to help out with the event.

Abena can provide flyers to distribute for the event. A DC 10 Charisma (persuasion) or a DC 15 Charisma (intimidation) is needed to spread the word for the event. Each character must successfully convince at least one person to attend.

During the event Volo signs books and meet with fans. The bookshop is fairly crowded with customers coming and going throughout the event. Characters can encourage more generosity from the crowd by engaging in their own performances with a DC 10 Charisma (performance) check or by telling the crowd about Laela's fate with a DC 10 Charisma (persuasion or deception) check.

COMPLICATIONS

d100	Adopter
01-25	A commoner (MM p. 345) who detests Volo's books arrives and complains loudly about the whole event.
26-50	A Zhentarim Spy (MM p. 349) arrives attempting to intimidate people into leaving the event.
51-75	Three of the cats get out of their room and run around the book shop, they scratch books and climb book cases.
76-100	A Bandit (MM p. 343) attempts to steal the donation box.

At the end of the event **Volo** bids the characters well on their endeavor to rescue their friend. Characters can make a group DC 17 Charisma (performance) check on a successful check they have raised enough to pay for spell casting services. If characters fail to raise enough funds they may opt to steal money from the Zhentarim or seek out an antimagic field





STEAL MONEY FROM THE ZHENTARIM

Casia knows where **Istrid Horn**, a member of the Zhentarim, operates her loan business out of a warehouse in the Dock Ward. She suggests sneaking in and stealing what they need after the business closes.

The outside of the warehouse appears rundown. The large door is bolted with an iron chain and lock. The door has an AC of 20 and the lock requires a DC 17 Dexterity (Slight of hand) with thieves' tools to unlock. After hours there are no lanterns lit in the building. There are windows that lead into area 1 and 2 as well as a door. There are 3 **Thugs** (MM p. 350) guarding area 1, and 2 **Thugs** guarding the main door. They will become hostile towards the characters if alerted to their presence.

In area 1 there are crates and barrels that contain trade goods. In the back there is an office (area 2) with a desk, chairs, and a locked cabinet. Behind a map of Waterdeep there is a secret door to area 3, a vault dug underground.

The cabinet has an AC of 17 or can be unlocked with a DC 12 Dexterity (Slight of hand) using thieves tools. Inside are ledgers that contain information on loans and when they are due. There is also a *Wand of Secrets*.

Characters who make a DC 15 Intelligence (Investigation) check or use the *Wand of Secrets* find a hidden door behind the map of Waterdeep. The door has an AC of 20 and is locked but can be unlocked with a DC 15 Dexterity (Slight of hand) check with thieves' tools. Inside the secret room is a locked chest filled with gold. The total amount housed in the room is 1,000gp. The lock has an AC of 17 or can be opened with a DC 15 Dexterity (sleight of hand) with thieves' tools.

The stairs lead up to area 4 which is more storage and some smaller side rooms that are empty.

COMBAT: The **thugs** will investigate any suspicious sounds they hear while on watch and attack if they catch the characters in the warehouse. For weaker parties remove 3 **thugs**, for stronger parties add a **Gladiator** (MM p. 346)

FINDING AN ANTIMAGIC FIELD

There are said to be some permanent Antimagic Fields in Waterdeep. Any character who is familiar with Waterdeep can make a DC 15 Wisdom (History or Arcana) to see if they know of any Antimagic Fields within the city.

If characters are unsuccessful they can ask around. Casia is not aware of any antimagic fields, but she knows someone who might.

Basilia Wands (she/her) a human Noble (MM p. 348) Basilia is on a break from studies at Blackstaff Academy and makes a side income helping buy and sell magical items. Casia has worked with her frequently in the past. Basilia lives in the family home a tower in the Castle Ward.

Basilia is willing to help for a fee of 25gp. The fee can be waived with a successful DC 12 Charisma (Persuasion) check.

Read or summarize the following:

“There is an old wizard tower in the Dock Ward. They say it is haunted or whatever. I heard a sorcerer was living there and kept having trouble with wild magic, so they set up an Antimagic field or something or other inside.”

For additional information on the old tower see Chapter 4 Waterdeep: Dragon Heist.

Basilia can give clear directions to the location. The tower is abandoned, and parts are starting to crumble. The door has an AC20 and is locked but a DC 12 Dexterity (sleight of hand) with thieves’ tools can open it.

Inside the tower is covered in cobwebs and dust. Near the door are 6 beautifully crafted short swords neatly stacked against the wall. These are **Flying Swords** (MM p. 20) but are inactive in this Antimagic Field. In some cobwebs is a wand. Inside the room the wand does nothing but outside of the room it is a *Wand of Magical Detection*.

The moment the kitten enters the room the True Polymorph is dispelled and a very relieved Laela is in its place.

If the characters decided to take the **Flying Swords** out of the tower the constructs regain their abilities and attack.

Using the *Wand of Magical Detection* outside of the tower reveals that the group has been followed by Zhentarim agents, 4 **Spies** (MM p. 349) and 4 **Scouts** (MM p. 349) all invisible from an Invisibility spell. They attack either on detection or as the characters pass to leave.

COMBAT: The spies and scouts attack when their invisibility is detected or as the characters prepare to leave. On their attack they become visible. For weaker parties remove 2 **spies**. For stronger parties add a **Mage** (MM p. 347)

CONCLUSION

If the characters are successful in rescuing Laela from being a kitten either by paying for spellcasting services or using the antimagic field, both she and Casia are thankful to the characters. The couple laugh about their past disagreement over the treasure chest and are very relieved that the magical mishap is resolved.

If the characters did not opt for spellcasting services Casia gives the group 250gp as a thank you for their help.

If the characters opted for spellcasting services Laela gives the characters her necklace which contains a gem worth 250gp.

CONTINUED ADVENTURES

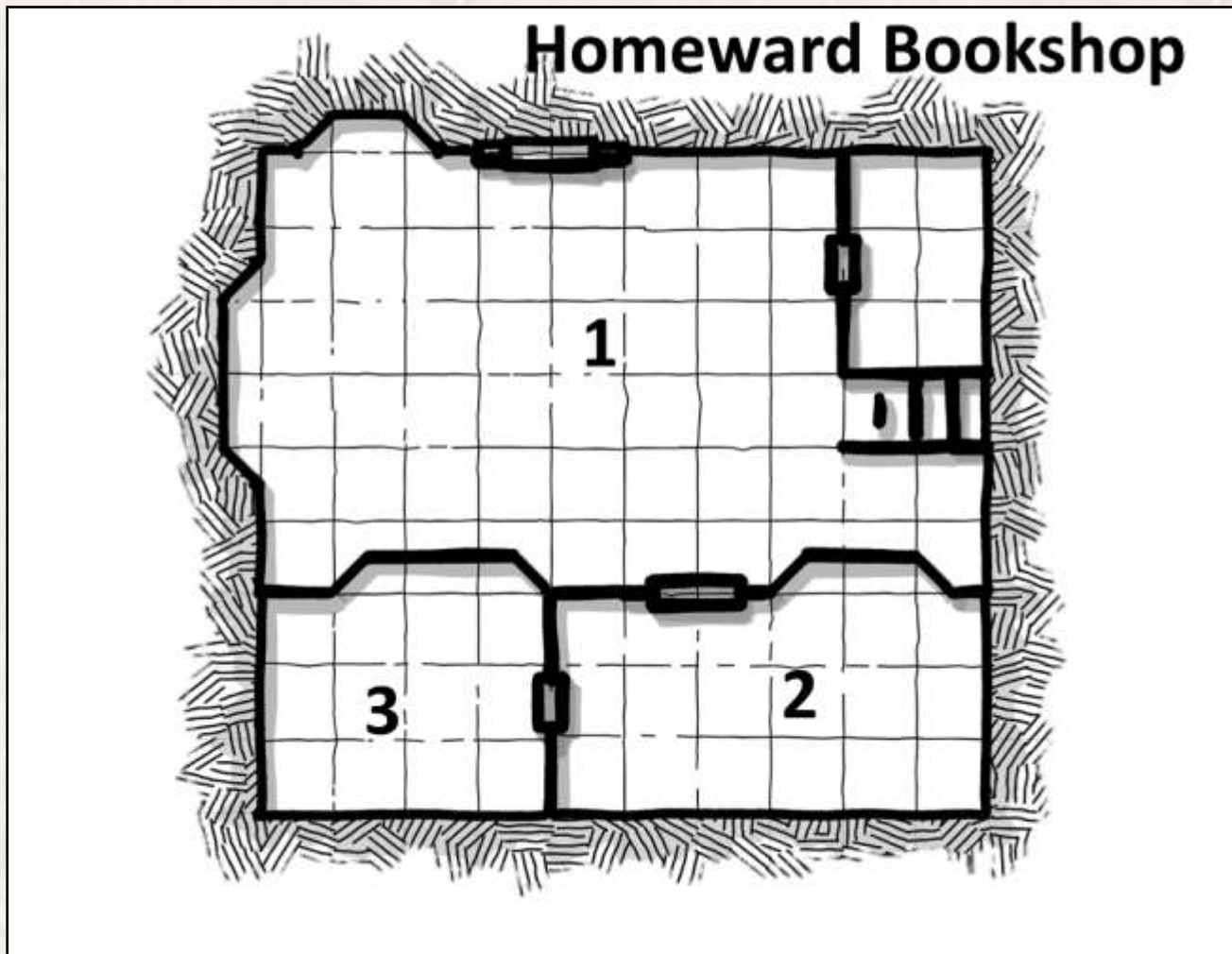
If characters continue their adventures in Waterdeep either through **Waterdeep: Dragon Heist**, **Waterdeep Dungeon of the Mad Mage**, or another ongoing campaign both Laela and Casia offer to further assist the characters if they need their help.

Help can come in the following ways

- They can cover one debt or expense up to 100gp.
- They can spy on Zhentarim agents on behalf of the characters for a ten-day reporting back their findings.
- They can act as guides for the first level of Undermountain.

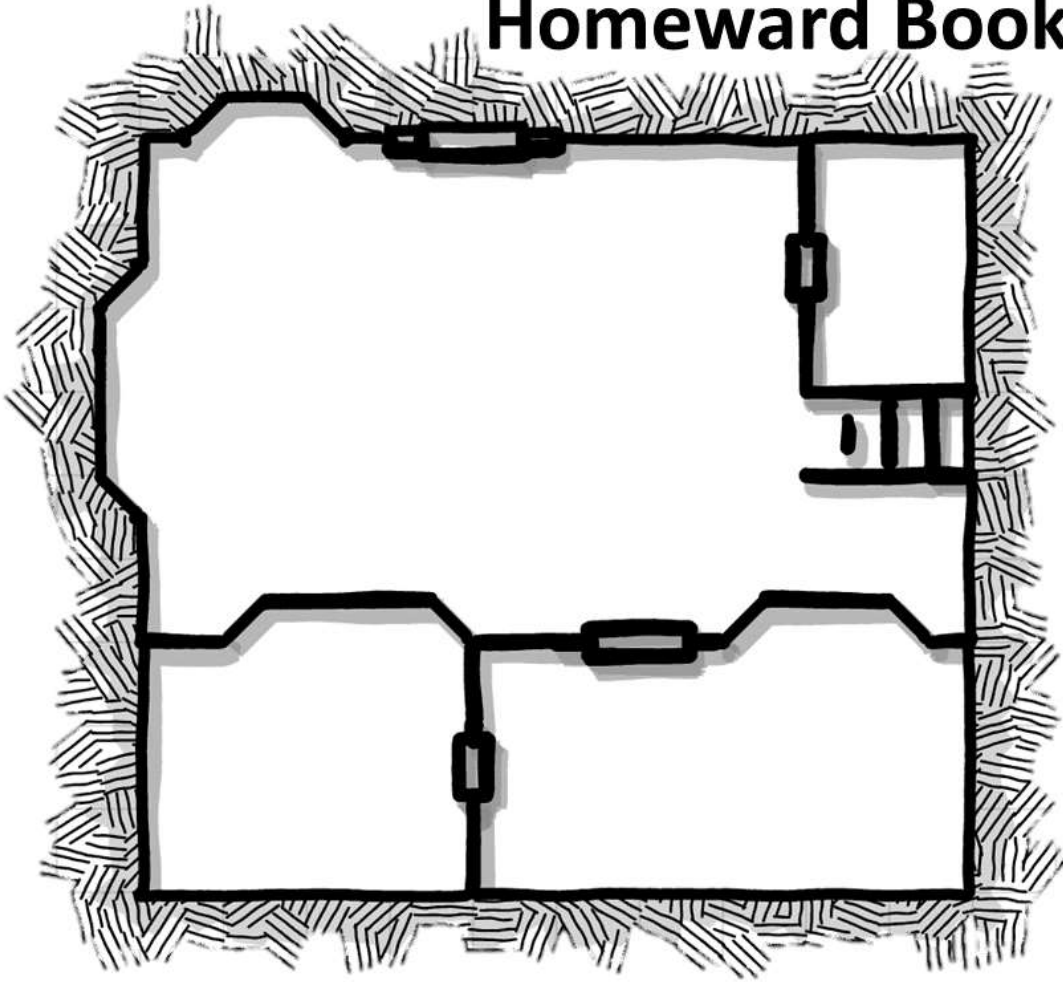


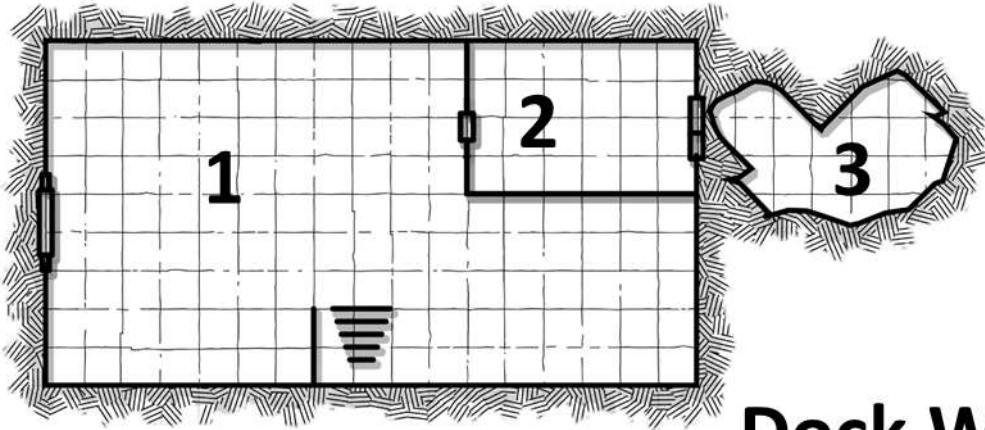
APPENDIX: MAPS



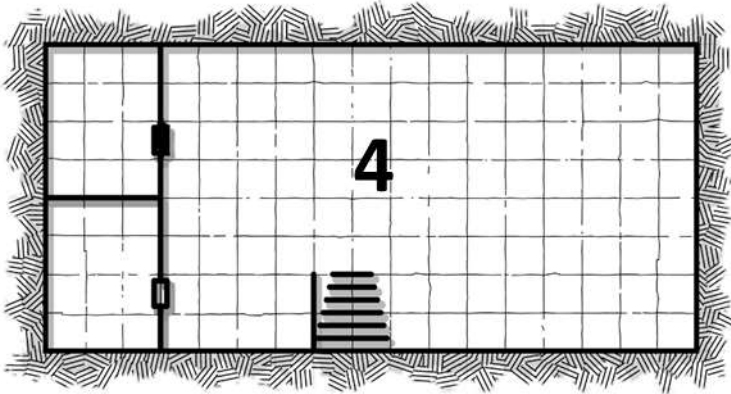
1 square = 5ft

Homeward Bookshop

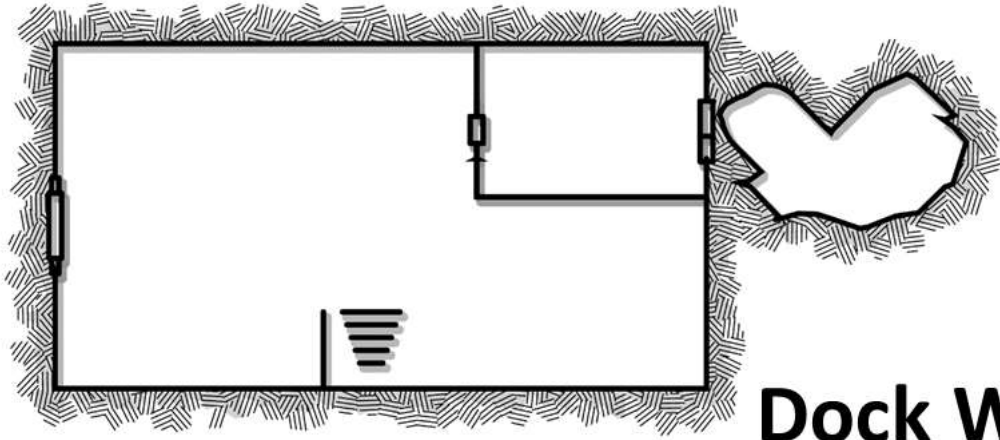




Dock Ward Warehouse



1 square = 5ft



**Dock Ward
Warehouse**

