

LEVERAGE: WATERDEEP

PUTTING THE CART BEFORE THE HORSE

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DEDICATION

This adventure is dedicated to the memory of Dan Klink, an adventurous soul who passed away far too soon.

CREDITS

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INSPIRATION

This adventure is inspired by our love of television and movies that depict heists. The Complication Point mechanic described herein is inspired by roleplaying games like [Dungeon World](#), [7th Sea](#) and Modiphius' 2d20 system used in [Star Trek Adventures](#). We strongly encourage you to purchase these games to explore different ways to tell your 5E D&D stories.

COVER ART

Carters and coachmen taking the High Road through the Southern Ward.

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**EASTMAN
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EP 3: PUTTING THE CART BEFORE THE HORSE

As more customers trickle into Trollskull Manor, you find that service has become standing room only. After much of the furniture was destroyed while the tavern stood derelict, you discover that you must replace most of your tables, benches and stools.

One of your neighbors has worse luck than you — he has a degenerate gambler brother-in-law who is about to lose his livelihood. Luckily for you, they're both in the furniture business, and you've developed a reputation for helping these kind of people. If you can sneak into an elegant gala and recover leatherworking tools from a dastardly coachman, they will fill Trollskull Manor with all the furniture you need.

When planning a job of this magnitude, it's imperative not to put the cart before the horse. Can you infiltrate the gala and recover the leatherworking tools before time runs out?

ADVENTURE BACKGROUND

After saving Floon Blagmaar in Chapter 1 of *Waterdeep: Dragon Heist*, Volo rewarded the player characters (PCs) with the deed to Trollskull Manor. Once the heart of Trollskull Alley, the tavern has seen better days. To reopen for business, the PCs must scabble together enough coin for repairs and requisite guild licenses.

Having repaired much of the Manor, the neighbors have begun to frequent the establishment again. With the sudden influx of customers, the PCs realize that they lack most of the furniture require to run a busy tavern. They are now in search of new and used couches, tables and stools — to say nothing of the empty party room that is sitting unused.

The PCs solicited multiple bids from licensed members of the Guild of Fine Carvers. Including guild license, the lowest offer runs 300 gp. Even if the PCs can pool their resources to pay the full fee, it may not be the best use of their limited resources.

ADVENTURE SUMMARY

One resident of Trollskull Alley is Talisolvanar “Tally” Fellbranch, a half elf woodcarver who owns the Bent Nail. He is aware of the PCs' need for furniture, and he already tendered a bid for the work.

RUNNING THIS ADVENTURE

While enjoyable whenever low-level PCs are in Waterdeep, Leverage adventures work best when the PCs are working to reopen Trollskull Manor. Instead of joining factions, the PCs aid guild members who need the PCs' skills. As one hand washes the other, the guild members provide discounted or free work to repair the tavern.

This adventure can easily be adapted for higher levels by increasing the DC of challenges. Consider increasing the listed DC by 1 for 3rd and 4th level characters or by 2 for 5th level characters.

Tally's got a problem of his own — a degenerate gambler of a brother-in-law named Horus Dobbins. After defaulting on a loan, Horus' prized (and magical) leatherworking tools were recently repossessed. In two days' time, the tools will be sold unless Horus can come up with the 1000 gp he owes the Fellowship of Carters and Coachmen — a sum he doesn't have.

If the PCs can retrieve the tools before they're sold, Tally will build 300 gp worth of furniture. To further sweeten the pot, Horus will upholster 300 gp worth of furniture.

Tonight is the Coachmen's Gala, and the Fellowship's guild house will be open to all kinds of people — servants, guildmasters, celebrities and nobles. By casing the guild house, the PCs determine several ways to infiltrate the Gala.

Making their way into the Gala, the PCs interact with several guests and knit together clues about the whereabouts of the magical tools. They must be careful because the coachman Valenzo Arraletti and his chief of security, Mr. Burglbap Wuggamub, are watching at all times.

Moving upstairs, the PCs are able to find the desk where the magical tools are kept. Once in hand, the PCs might think they're home free.

No matter their approach, something eventually goes wrong and the heist goes sideways. Valenzo or Mr. Wuggamub may trail them upstairs, or a drunken Horus may reveal their true identity in front of the whole Gala. They might even set off a magnetic security countermeasure that traps them to the floor!

With tools in hand, the PCs can escape the gala by donning cunning disguises, traipsing through the sewers or by high-speed coach chase through the streets of Waterdeep! They give the tools to their new friend Tally, saving money on repairs — but making new enemies in turn.

I. INTRODUCTION

While you try to balance a plank of wood across two uneven sawhorses, a half elf with a familiar face drags an ill-dressed human with a bruised left eye into the taven “Come on Horus,” the half elf says. “These are the heroes who are going to save your family.”

Talisolvanar “Tally” Fellbranch is a half elf woodcarver who owns the Bent Nail, the woodshop in Trollskull Alley. He introduces the human as his brother-in-law Horus Dobbins, a member of the League of Skinners and Tanners. Tally has a proposition for the PCs.

Until recently, Horus was part owner in a set of magical leatherworking tools used to upholster fine leather furniture. Horus made a fine living as a tanner and upholsterer, and his work can be found in many villas throughout Waterdeep.

Horus is also a degenerate gambler who has never found a bet he wouldn't take. The League took partial ownership in his magical tools in exchange for 250 gp, and he has recently defaulted on a massive 1000 gp loan from the Fellowship of Carters and Coachmen (“the Fellowship”). He received

his bruised eye when the Fellowship enforcers repossessed the magical tools, which will be sold in two days' time.

Losing the tools would be traumatic for Horus' business, which is thriving in spite of his luck at the gaming table. Tally's sister and her three children would likely need to move into the Bent Nail (which is an already cramped space).

Tally knows the PCs are still hard up for coin, and he suspects that the PCs would engage in acts of derring-do as part of a deal. If the PCs can recover Horus' magical tools, he will build 300 gp worth of furniture free of charge. (He also intends to get his brother-in-law treatment for his gambling addiction.)

Tally also remembers when the residents of Trollskull Alley would rent out the Manor's party room. He finds it sad that it's being unused because he would like to reserve it for his daughter's 8th birthday party next month. To sweeten the pot, he has convinced Horus that it's in his best interest to craft 300 gp of his finest leather furniture to go in the party room.

If the PCs accept his offer, Tally discloses 3 pieces of information. For every *Leverage: Waterdeep* adventure the PCs have previously completed, he discloses one additional piece of information.

- The magical tools are being stored at the Road House — the Fellowship's guildhall in the Southern Ward.
- The Fellowship sent out feelers to many fences in Waterdeep. They want to sell the magical tools as soon as possible to avoid a competing claim from the League.
- Tonight is the Coachmens' Gala, the one night a year where celebrities and nobles attired in black ties and party dresses hobnob with the carters and coachmen that convey them across the City of Splendors.
- The Gala's guest list has doubled in the past week, and the Fellowship is scrambling to find enough workers to staff the event.
- If the PCs use Tally's name while shopping at Nurneene's *Marvelous Masks* in the Castle Ward, the proprietor will make sure that the PCs get whatever clothing they want (at full price, however).

Horus knows more than Tally, but he doesn't trust the PCs. A successful DC 13 Charisma (Intimidation or Persuasion) check helps loosen his tongue, and he discloses the following information:

- The coachman who repossessed the magical tools was named Valenzo Arraletti.
- Valenzo is known to act without the knowledge of the rest of the Fellowship, who may not even know that he loaned Horus the money.
- After Valenzo's repossession, Horus was visited by a woman calling herself the Lady Catherine. She arrived in the finest carriage he'd ever seen, and she was very interested in his story.

Avid readers of the *Waterdeep Wazoo* have already heard about the upcoming Gala. Its gossip pages are abuzz with news about who will attend and who has been snubbed, as well as who Waterdhavian celebrities will be wearing.

II. CASING THE JOINT

Once the PCs accept the job, Tally provides them with accurate directions to the Road House.

You take the High Road south past the City of the Dead and through the Trades Ward. Reaching the corner of Coach Street and Carter's Way, you see the Fellowship's guildhall — the Road House.

Business over the last decade has been good for the Fellowship of Carters and Coachmen, and this is most apparent than when you survey the Road House. Surrounded by ten-foot-tall brick walls, this broad mansion is painted white. Its windows are covered with dark blue shutters that match the guild's uniform, and in the courtyard are statues of carters and coachmen performing their thankless work.

While most of the Road House is a single story, there is a small second story toward the front of the mansion — almost like a small bowler cap, waiting to be doffed to a loyal client

The PCs can spend time around the Road House trying to find ways into the Gala. High-ranking members of the Fellowship of Carters and Coachmen are onsite coordinating the Gala, directing caterers and deliveries around the Road House. Security guards keep watch throughout the premises under the direction of Mr. Burglbap Wuggamub (see sidebar on page 5 for more information).

COMPLICATION POINTS

Normally, a PC discerns the consequences of failed checks immediately. While this functions effectively during combat or dungeon crawls, it may bog down heist adventures which rely heavily on skill checks.

Instead, *Leverage: Waterdeep* uses the **Complication Points** mechanic. Instead of suffering the immediate consequences of a failed check, the PCs succeed at a cost — one or more complication points. Failed checks can alert foes as to the PCs' presence, leading them to coordinate stronger and better-armed allies. Failed checks may also mean that it takes longer for PCs to complete tasks. Every failure generates a narrative resource that the DM later draws upon to engage in creative storytelling that serves to keep the plot moving.

When the threat of failure is more remote, complication points are generated when the PCs fail by 5 or more. For example, the threat posed to the PCs who are *Casing the Joint* (Section II) is much more distant than the threat posed to PCs who are sneaking around upstairs where they don't belong (Section IV). In the more direct and dangerous scenarios, any failure generates a complication point.

Whenever appropriate, the DM can spend complication points to create a new threat or condition which the PCs must overcome. Throughout the adventure, you will see recommendations on ways to spend these points.

MR. WUGGAMUB

Mr. Burglbap Wuggamub (NE male **bullywug mastermind**) is the head of security for all of the Fellowship's major events. He is a master of stealth, seeming both everywhere and nowhere at the same time. As a bullywug, he should easily stand out in a crowd, but this well-dressed gentlefrog appears whenever you least expect him. He can be seen in one place and be in another place the moment you turn around. Conversely, he may pop out from behind a bush, politely asking the PCs what they are doing.

Feel free to use him to surprise to PCs who think they are being stealthy. In Section II and III, you can spend 1 complication point to have him pop out of nowhere and question the PCs. (In Section IV and V, you must spend 3 points instead.)

Outside the gates, three urchins are begging for spare change. The first is a portly turami boy named **Jenks**, the second is a tiefling boy wearing an eye patch named **Squiddly**, while the third is a deaf Illuskan girl named **Nat** who communicates through sign language. (Her companions understand her and will translate on her behalf.)

If the PCs give the urchins at least 2 silver pieces, the urchins later repay the favor by helping the PCs throughout the adventure. (See the **Spotted!** sidebar and the **Chase Through the Streets** description in Section V.)

SKULKING AROUND

By sneaking around nearby buildings, the PCs can identify the following points of entry where infiltration can occur.

- PCs that succeed on a DC 10 Wisdom (Perception) check see the servants' entrance at the ground floor of the Road House.
- PCs that succeed on a DC 12 Wisdom (Perception) check spot a small patio on the on the small second floor roof.
- PCs that succeed on a DC 15 Wisdom (Perception) check spy a secret door in the wall that surrounds the Road House.
- PCs that succeed on a DC 15 Wisdom (Insight or Perception) check notice a large man-made pool on the premises. There is a large pool drain that leads to the sewers, and it looks like a person could squeeze through.

MAKING DELIVERIES

Most deliveries of food, drink and desserts will be made by other guilds on the day of the Gala. PCs who have a guild contact and succeed on a DC 13 Charisma (Intimidation or Persuasion) check can help make deliveries. Unless they have a favor to call in, the PCs should expect to owe the guild a favor (3 complication points, usable only at the Adventure Conclusion).

Delivery people gain access to locations around the first floor of the Road House where their goods are expected to be delivered.

HIRED HELP

Outside the gates, an elf holding a quill and clipboard watches you pensively. "Are you looking for work?" the elf inquires. "Do you need some?"

K'Linq (N high elf **commoner**) is the owner of The Taste of Home and was hired to coordinate the Gala. As the guest list doubled in the past week, K'Linq is looking to hire anyone competent who is willing to work for as little as 5 sp. (K'Linq is willing to pay up to 1 gp for someone with the right skills.)

Like the elven god Corellon Larethian, K'Linq is neither male nor female. If addressed as "he" or "she," K'Linq gently requested to be addressed by name or as "they."

K'Linq directs willing PCs to different locations in the Road House based on their professed skill set. If hired to work at the party, the PCs have an excuse to be onsite at the Road House during the heist.

Cooks and Servers. As the guest list has nearly doubled in the past week, K'Linq is scrambling to find enough staff to work the Gala. Anyone willing to work as a server or bartender is hired on the spot.

Cooks must demonstrate special skills by succeeding at a relevant DC 13 ability check. This ability check could be modified by skills like Medicine, Nature or Survival, or tool proficiencies like brewer's supplies or cook's utensils. A PC hired as a cook is expected to work the whole day.

Servers and cooks are given a tour of the Road House on the afternoon of the Gala. They are shown the locations where they are expected to work.

Entertainers. Tonight's guests expect to be entertained. While the headliners have been booked for months, K'Linq still needs other entertainers — musicians, dancers, storytellers and comedians. PCs who succeed at a DC 12 Performance check will be hired as entertainers.

Entertainers are given a tour of the main floor of the Road House on the morning of the Gala where they are assigned their rooms for the evening.



Valets. The carters and coachmen attending the Gala intend to arrive in style, and they have reserved their best carriages for the event. With most coachmen in attendance or off-duty, K'Linq must hire non-members as drivers.

Valets are given access to the stables attached to the Road House. After delivering the guests, they are expected to remain in the stable until the Gala ends (when they will drive the guests home).

SECURITY DETAIL

With the expanding guest list, the Fellowship must hire additional security guards. PCs with the Criminal or Soldier backgrounds are hired on the spot. K'Linq tests PCs with lesser pedigree by asking them to find the dagger hidden in K'Linq's coat. A successful DC 13 Wisdom (Perception) or Dexterity (Sleight of Hand) check correctly suggests that it is concealed in K'Linq's collar.

In the afternoon, security guards are given a tour of the Road House, including "the upstairs." Due to their proximity to the Coachmen's chief of security, Mr. Burglbap Wuggamub, each PC who is a security guard generates 1 complication point.

SPOTTED!

With so many members of high society attending the Coachmen's Gala, the Fellowship has hired many guards to secure the premises against danger. At the same time, the Fellowship has invited dozens of new faces onsite to prepare for and work at the Gala.

Thus, the PCs can remain generally inconspicuous by passing a DC 12 Dexterity (Stealth) check (use passive Stealth scores unless the PCs are actively trying to avoid detection). Failure means that the PCs have been **Spotted!**

The PCs are unlikely to realize that they have been spotted. Unless they are making an overtly dangerous act, the security guards are instructed to report their description to Mr. Wuggamub. If spotted, all DCs are increased by 2 in Sections III and IV.

The urchins **Nat**, **Squiddly** and **Jenks** are begging outside the Road House. PCs who treat them with kindness see their investment repaid in kind, as the urchins run interference on their behalf of the PCs — thereby removing the effects of being **Spotted**.

OTHER WAYS THROUGH THE DOOR

Instead of casing the joint, the PCs may use this time to find other ways into the Gala.

The PCs may attempt to obtain an invitation. PCs with the Noble background can obtain an invitation with a successful DC 10 Charisma (Persuasion) check — or a 20 gp bribe. PCs also can obtain an invitation by calling in favors with another guild. This requires a successful DC 13 Charisma (Persuasion or Intimidation) check.

The PCs may also attempt to make their own invitation by using a forgery kit. The PC makes a Wisdom (Forgery Kit) check which serves as the DC for the Investigation check to detect the forgery. A PC may also pay 20 gp for a forged invitation (DC 16 to identify as a forgery).

ON THE OUTSIDE LOOKING IN

It may occur to some PCs that their skills are not particularly suited to infiltrating the Gala. These PCs should be encouraged to serve as event staff like security guards or valets.

While having a valet on the outside provides an escape plan for when the heist goes sideways, these PCs can provide precious little help while their companions are inside the Road House.

At the cost of 3 complication points, the PCs can borrow *sending stones* from Ranaer Neverember. This provides the characters with some agency in the heist — even if it's via magical walkie talkie.

If a PC on the inside needs to create a brief diversion, the valet PC could create a distraction by fighting with a guard or another valet. A cunning PC may also know which coach belongs to each guest, as well as their corresponding driver. Damage or theft may be enough to pull that guest out of the party.

The PCs may also disguise themselves as athletes or adventurers of sufficient renown who would not require an invitation. This requires appropriate accoutrement to pull off, generally with an outfit worth at least 20 gp. The effectiveness of the disguise is determined by a Wisdom check, modified by proficiency in the Disguise Kit (if used).

More brazen PCs may disguise themselves as celebrities or nobles. This requires appropriate accoutrement to pull off, generally with an outfit that costs at least 20 gp. The effectiveness of the disguise is determined by a Wisdom check, modified by proficiency in the Disguise Kit (if used).



III. INFILTRATING THE GALA

Having cased the joint, the PCs should have identified multiple ways to enter to the Gala. Feel free to modify the below boxed text to fit the situation.

Throng of Waterdhavians wait outside the gates of the Road House, waiting for the next coach to arrive carrying a noble, famous adventurer or other celebrity. As the doors open, the onlookers scramble to see who is about to walk down the red carpet into the Coachmen's Gala. Burly security guards protect the main entrance.

A broad red carpet has been rolled out from the front door of the Road House. As you exit your coach, you walk between metal statues adorned with the uniform of the Fellowship.

An enormous freshly-carved statue of a rearing horse sits at the entrance to the Road House. There, a servant asks to take your jacket, providing a receipt for the end of the evening.

After the PCs choose their approach, refer to the closest option below.

THROUGH THE FRONT DOOR

Kemya Hearthember (LE blue dragonborn **sentinel**), an attentive security guard, scrutinizes each invitation before allowing entry. Kemya works closely with the head of security, Mr. Burglbap Wuggamub.

By Invitation. The PCs can present invitations, whether forged or legitimate, to gain access to the Gala.

PCs who use real invitations gain access without a problem — unless they're underdressed for the Gala (1 complication point). If the PCs insist upon entering, Kemya demands that they wear the "loaner jacket" — an unfashionable purple blazer that makes them stick out in the crowd (2 additional complication points).

Each PC who uses forged invitations are subject to greater scrutiny. Kemya makes a Wisdom (Insight) check with a +2 bonus opposed by the result of the Forgery check. Mark 1 complication point if Kemya beats their result, and 3 points if Kemya succeeds by 10 or more. (Kemya is under orders to keep the line moving, but he notifies Mr. Wuggamub of any gatecrashers.)

Mark 1 complication point for each undisguised PC who enters with an invitation. These points are only usable only at the Adventure Conclusion.

AM I MISSING A MAP?

A map of the main floor has not been included with this adventure. When playtesting, we have found that fixed maps limit creativity. Instead, the "theater of the mind" provides greater flexibility for DMs to create compelling scenes. It also encourages player engagement, as they have the agency to create and set their own scenes.

We certainly understand that this is not everyone's preferred approach. You may wish to repurpose maps from *Waterdeep: Dragon Heist*.

By Impersonation. While most people require an invitation to attend the Gala, certain Waterdhavians are so well known that they can't be turned away from the door without consequences. Accordingly, Mr. Wuggamub has explicit orders to allow high society free entry to the Gala.

PCs who impersonate another individual must bluff their way past Kemya without an invitation. PCs posing as athletes or adventurers must succeed on a DC 15 Charisma (Deception or Persuasion) check, while PCs posing as nobles and celebrities must succeed on a DC 13 Charisma (Deception or Persuasion) check. PCs that fail this check are still permitted entry, but incur 1 complication point (3 complication points if posing as nobles or celebrities).

Once through the door, must conduct themselves in a manner befitting that individual. These PCs must succeed on a DC 10 Charisma (Deception or Persuasion) check to pass for athletes or adventurers, or a DC 13 Charisma (Deception or Persuasion) check to pass for nobles or celebrities.

By Working the Gala. PCs who are working the Gala gain immediate access through the servants' quarters. While in their designated work areas, no one asks any questions. PCs must succeed at a DC 13 Dexterity (Stealth) check to move into a location where they aren't expected to work. With every failure, mark 1 complication point.

BY SPECIAL DELIVERY

PCs can arrange to be delivered in a large crate along with other supplies. This generally requires a 10 gp bribe, but is free if that PC helped make deliveries that day.

The PC must remain quiet while being jostled about the crate. Mark down 1 complication point for any PC that fails a DC 13 Concentration check while in the crate.

BY SNEAKING IN

PCs can sneak onto the grounds of the Road House and in through the servant entrance. Each PC that makes a successful DC 13 Dexterity (Stealth) check gets into the Road House without problems. Mark 1 complication point for each PC that fails this check.



After sneaking onto the grounds, the PCs may also try to scale the wall and reach the second-floor patio. While this allows the PCs to skip much of this section, it is very risky. Each PC scaling the wall must make a DC 15 Dexterity (Stealth) check. On a failure, that PC generates 1d6+1 complication points. On a success, that PC only generates 1d4+1 complication points. The party can't generate more than 10 complication points when using this method.

The pool behind the Road House drains into the sewer system. PCs with access to the sewer system can infiltrate the Road House by opening the drain from the other side. (They may even obtain assistance from the Cellarers' and Plumbers' Guild if the PCs successfully completed "Waste Not, Want Not.") By swimming the length of the man-made pool, the PCs arrive at the members-only entrance to the Roadhouse. Wet guests are denied entrance until they have dried off (2 complication points).

GUESTS AT THE GALA

The Coachmen's Gala is the talk of the town and has attracted the attention of all Waterdeep. The Fellowship paid the *Waterdeep Wazoo* to run articles talking up the Gala. As a result, many of the NPCs featured in Appendix B of *Waterdeep: Dragon Heist* might make an appearance. These could be nobles like Esvele Rosznar or Yalah Gralhund, or perhaps guild representatives like Hammond Kraddoc or Ukloria Stonemarrow. Mirt the Moneylender might even cozy up to one of the PCs, perhaps plucking hors d'oeuvres from their serving tray!

The following individuals of interest are also present for the Gala. The PCs may learn the information from talking with the individuals, or they might overhear it through conversation.

Reginald K. Bartrum (CE male Illuskan human **spy**) is a ginger-haired thief who used a forged invitation to get into the Gala. His main goal is to steal the magical tools. He doesn't know where they're hidden, but he has a hot lead that they're somewhere "upstairs."

He speaks Thieves' Cant and is willing to split proceeds with anyone in the business who helps him obtain the tools. (If necessary, he'll turn heel to save himself.)

The Far Traveller Ymerverra (CN female air genasi **priest** of Shaundakul) has come from faraway Kara-Tur. Her bluish skin and exotic clothing cause her to stick out like a sore thumb even among the Waterdhavian elite. It is customary for a priest to be present for galas, and among the guests is considered a coup that the Far Traveller is in attendance.

While most guests give her a wide berth, Ymerverra is actually very friendly. She tells any PC that approaches her that the winds blow mysteriously across this whole event. An aura of suspicion hangs over everyone with a magic item, including the Lady Catherine Sevilla (see below).

Dunning Swanseger (LG female lightfoot halfling **commoner**) carved the wooden statue of the rearing horse at the entrance of the Road House. She is wearing a white cotton shirt and leather work apron under her polka-dotted "loaner jacket," and she is the only guest not finely dressed.

Dunning really didn't want to come to the Gala, as high society soirees are high above her station. Last night, however, she had a dream where someone was selling her childhood Sea Ward home. When she went to see the home, she was attacked by flying swords and an empty suit of armor. She was saved by Elminster, the Sage of Shadowdale.

In the dream, Elminster warned Dunning that a former lord of Waterdeep was using her former home to hide a huge transaction in Waterdeep. He also told her to attend the Gala because, "there will be plenty of people looking to escape." She doesn't know how much of it was true, but she came because, "Elminster told me so."

If asked about the wooden statue she carved, she mentions offhand that it took longer than she expected because the Coachmen wanted it to be hollowed out. "I have no idea why, but they paid for the extra work."

Cybill Radomar (CE female Rashemi human **spy**) is a fence and the head of the Coven, a gang affiliated with the Xanathar's Guild. She is clearly uncomfortable in her fine clothes, fidgeting in search of the right posture. She is really here to do business with Valenzo Arraletti, an up-and-coming coachman who has magical tools that he wants to fence.

If she recognizes any PCs from "One Hand Washes the Other," she notifies Valenzo (mark 2 complication points for each PC). If the PCs she recognizes are working at the Gala, she doesn't tell him right away (these complication points are usable only at the Adventure Conclusion).

Myrial Darkwood (CG female Chondathan human **Knight of the Blue Moon**) is a Knight of the Blue Moon. She wears the holy symbol of Selûne around her neck, and she is dressed in chainmail glamored as shimmering blue dress. She is paying close attention to Reginald and Valenzo, and while she can't explain it, she knows that something is awry with those two.

KNIGHTS OF THE BLUE MOON

These knights are warriors who use the phases of the moon to convert magical power into martial prowess. For more information about this order, including the full subclass, see [Selûne's Gaze](#)



HONORED MEMBERS OF THE FELLOWSHIP

The following members of the Fellowship of Carters and Coachmen are mingling with the guests. PCs may interact with them or might overhear their conversations while working the party.

Valenzo Arraletti (CE male Illuskan human **spy**) is an up-and-coming coachman in the Fellowship. After Horus defaulted on a not-insubstantial loan, Valenzo forcibly repossessed the tools on the Fellowship's behalf. Until they can be sold through a fence, he is keeping them locked in the desk in Room 8 upstairs (see Section IV).

PCs should make a DC 15 Wisdom (Perception) check the first time they are around Valenzo. If successful, they see the outline of a slender key underneath his silken shirt. A PC can obtain the key with a successful DC 20 Dexterity (Sleight of Hand) check. On a failed check, the PC generates 5 complication points. This key opens the desk in Room 8 upstairs (see Section IV).

The “Lady” Catherine Sevilla (LE Illuskan human **mage**) is a matronly woman with ice-white hair that is tied at the top of her head. She is a commander in the Fellowship of Carters and Coachmen who arranges transportation for nobles to have risqué affairs all across Waterdeep. Her renowned discretion means that she has the coin of many influential Waterdhavians.

She knows that Valenzo is trying to fence the magical tools and is worried that this will create strife with the League of Skinners and Tanners (who claim partial ownership). After observing them work the room, she deduces that the PCs are searching for the tools, and she will pull a PC aside and offer her aid. If the PCs accept her assistance (3 complication points, usable only at the Adventure Conclusion), she tells them that Valenzo is likely keeping the tools in a room other than his bedroom upstairs.

Civilar Barrett Miramichi, Ret. (LN male Illuskan human **noble**) is the current Speaker of the Coachmen's Guild. He is balding, but his imposing height and round midsection mean that all but the tallest Waterdhavians can see his bushy mutton chops. As a former military officer, he wears a gleaming silver breastplate and dress uniform for all these events.

Miramichi is aware of the dispute over the magical tools. He feels that it's a petty squabble over a gambling debt, and the magisters can handle matters if necessary. Either Horus owes the coins and the repossession is valid, or Valenzo will make the skinner's whole.

THE HIRED HELP

The following individuals are working at the party. PCs who are guests at the party may talk with them, while PCs working the Gala may be under their supervision.

The Cormyrean Lustre is a troupe of traveling musicians hired for the main stage. While not working the room with their melodies, these four half elf **bards** are paying close attention to their crowd.

The PCs can speak to these musicians during their short break between sets. The musicians freely gossip about the people in the crowd, including Valenzo, Myrial and the Lady Catherine. The musicians know the general description of each individual, plus one piece of juicy gossip that couldn't possibly be true. (Or could it?)

Faharn Stoutkeg (CN male mountain dwarf **thug**) is an adventurer entertaining the crowd with his savage **centaur**, Shavotar.

Faharn grew tired of the adventuring life and ran off to become a circus entertainer. He clearly lacks the skills to perform for high society, butchering attempts at clever wordplay and struggling cracking his whip.

Having mastered their simple act long ago, Shavotar pays closer attention to the crowd. He notices that Dunning is very underdressed and wonders why she was even allowed through the door. He also sees an older human woman (the Lady Catherine) and a dapper human male (Valenzo) holding several side conversations in the room. Shavotar couldn't hear what was said over the crack of Faharn's whip.

Miel Stargust (N female half elf **commoner**) is the head chef for the Gala. Having seen her workload double without the corresponding doubling of staff, she is struggling to cope with the added stress. She struts around the kitchen with a wooden spoon, swatting at the knuckles of sous chefs who she feels are ruining her recipes.

Earlier that afternoon, Miel stormed out of the kitchen in frustration. She saw a dashing man in guild accoutrement (Valenzo) exhibiting a set of tools to a cloaked individual. She does not believe anyone saw her.

INTERACTING WITH THE GUESTS

During the course of the Gala, other guests mingle and approach the PCs. Unless the PCs can deflect attention with an appropriate DC 15 ability check, they may generate additional complication points.

- **Can I Get Your Autograph?** A renowned PC is recognized by a guest who's a big fan. It draws attention to the PC and the party (1 point).
- **I Know Your Face From Somewhere!** A guest remembers a PC from a past encounter and realizes she's not who she says she is (1 point).
- **Tattlers.** Workers grow suspicious of the PCs and inform their manager (1 point, or 2 if a PC poses as a servant).
- **You're No Jhak Q'Netty.** A guest intimately knows the noble that the PC is impersonating (3 points).

Similarly, the PCs' antics during the Gala may draw other unwanted attention.

- **Cutting a Rug.** A PC's mishaps on the dancefloor make them memorable to everyone at the party. That PC has disadvantage on all Dexterity (Stealth) checks (1 point).
- **Too Interesting.** A PC's characterful antics have attracted attention of guests wondering their true identity (1 point).
- **Wardrobe Malfunction.** A PC's disguise fails in a small fashion, leading guests to realize that something's awry (1 point). The disguise fails in a dramatic fashion, revealing his true nature to all (3 points).

THE CODE LEGAL

An abbreviated version of the Code Legal is found on page 222 of *Waterdeep: Dragon Heist*. For your convenience, the punishment for a list of likely offenses is provided so you can remind the PCs of likely consequences.

- Impersonating a noble carries a sentence of flogging, imprisonment up to a tenday and a fine up to 500 gp.
- Disturbing the peace carries a sentence of a fine up to 25 gp and edict.
- Burglary carries a sentence of imprisonment up to 3 months and damages equal to the value of the stolen goods plus 500 gp.
- Assaulting a citizen carries a sentence of flogging, imprisonment up to a tenday and damages up to 1,000 gp.

Remember though — everything is legal if you don't get caught.

WHAT THE PCs SHOULD LEARN

At the conclusion of this section, the PCs likely know the following information:

- The tools are upstairs.
- The tools are locked in a desk.
- Valenzo has the key around his neck.

At this time, the PCs should look to move upstairs to find the magical tools.

Map A



IV. GETTING UPSTAIRS

PCs with permission or an excuse to go upstairs may move between the levels without raising suspicion. Otherwise, PCs must succeed at a DC 12 Dexterity (Stealth) check to sneak upstairs. Each failure generates 1 complication point.

Once upstairs, the PCs can search for the magical tools. The following locations are keyed to Map A.

As the PCs shouldn't be present upstairs, you should create a sense of urgency. The longer they tarry, the more likely it is that anyone could stumble upon them in the act. If the PCs enter more than 5 rooms, visibly add 1 complication point to the pool.

1. FOYER

This staircase leads to a large upstairs foyer which is floored with ceramic tile. To prevent cold feet, the Fellowship has a few throw rugs and finely woven runners on the floor.

2A. STORAGE CLOSET

This room holds mops, brooms, and buckets to clean the surrounding rooms.

2B. STORAGE CLOSET

This room stores all the clean linens, sheets, and towels for use by the staff.

3. GUEST SLEEPING QUARTERS

This bedroom is reserved for honored guests and is typically used for any meetings that require constant attention. Tonight, guests who can't hold their liquor may be found sleeping here.

4. OFFICER'S QUARTERS

This bedroom is reserved for members of the Fellowship that are working overnight. There is a modest feather bed next to a dresser. A signed copy of *Volo's Guide to Monsters* sits in a bookcase on the far wall.

5. BREAKFAST PATIO

The adjoining open-air patio has places to sit and enjoy an outdoor breakfast.

6A. SPEAKER'S SUITE

This room is reserved for the Speaker of the Fellowship. The accommodations are lavish, but not exotic. Tapestries, a fine bed and large bookshelf, desk and chair all make the room look lived in, but large.

6B. SPEAKER'S CLOSET

This large walk-in closet is filled with the Speaker's finest clothing. The PCs may think to use his clothing as disguises.

7. SERVANT'S QUARTERS

Any permanent servants who are on duty use this room for sleeping and living. There is a simple bed and trunk to store everyday clothing, as well as a dresser full of clean uniforms.

8. CHRONICLER'S STUDY

This is the Fellowship's guild library with walls lined with book shelves containing past ledgers and policy manuals. Along the north wall is a table, chairs and a dormant fireplace.

Also in this room is Valenzo's locked desk. If they have Valenzo's key, they can use it to unlock the desk. If using thieves' tools, the desk can be opened with a successful DC 14 Dexterity check, or it can be forced open with a successful DC 19 Strength (Athletics) check (1 complication point). Wrapped in a canvas sack bearing the markings of the League of Skinners and Tanners are the magical tools.

With a successful DC 15 Wisdom (Perception) check, the PCs notice a safe hidden in the room. Using thieves' tools, the safe can be picked with a successful DC 17 Dexterity check. It can also be busted open with a successful DC 22 Strength (Athletics) check (5 complication points). In the safe, the PCs find 100 gp in assorted coins as well as the current ledgers for this year's earnings.

At your discretion, the PCs also find one unexpected treasure. Just exactly what this treasure is differs for each season of *Waterdeep: Dragon Heist* that you're playing.

- **Spring.** A scroll marked with a single symbol — a circle with ten distant spokes radiating out from its radius. The first time a creature holding the scroll speaks the name of the **Xanathar**, it teleports the beholder from its lair for 1 minute. Once summoned, the Xanathar is disoriented for 3 rounds before trying to kill everyone left in sight. At the end of the minute, the Xanathar teleports back to his last location, and the scroll becomes a non-magical piece of paper.
- **Summer.** Five pages torn from a book. Anyone who doesn't read *Infernal* suffers headaches when trying to read the pages. These were taken from Ammalia Cassalanter's Red Grimoire.

- **Fall.** Three boat tickets to ride on a Luskan ship called the *Eyecatcher*. Included are directions to the pier where it is docked (see Chapter 7 of *Waterdeep: Dragon Heist*.)
- **Winter.** A slender oak wand bearing the symbol of the Black Network. This can be used as an arcane implement, and its wielder has advantage on all Charisma (Deception) checks with Zhentarim. Manshoon can always *scry* on the creature holding this wand.

Valenzo has been negotiating with the villain for the return of each object. Taking the object generates 5 complication points which is usable only at the Adventure Conclusion.

9. VALENZO'S QUARTERS

Valenzo is the only ranking member of the Coachman's Guild that stays here all the time. His room is the busiest and most lived in, containing many small personal effects. He has several blankets over the bed, of various hues. There is a large trunk at the foot of the bed. A bookcase sits nearby, half filled with books and half filled with little wood carvings of different animals. A desk and chair sit on the opposite wall, for personal work.

10. THE LILYPAD

This small bedroom is where Mr. Wuggamub lives and sleeps. The whole room is dark foul smelling and the bed is soaking wet. There is an earthy smell coming from one corner of the room, adding an unsettling air to the room.



V. THE HEIST GOES SIDeways

There is no such thing as a perfect crime, and the PCs have likely generated several complication points after failing checks. Here is where the hammer falls on the PCs and you start spending your complication points.

You may use the below ideas for when the heist goes sideways. This list is neither exclusive nor exhaustive, and you can modify ideas to match the scenario. Be sure to listen to the PCs, who may inadvertently suggest great ideas.

A Sordid Little Affair. Lovers have snuck upstairs to engage in an amorous adventure of their own. Finding the PCs rooting around upstairs, they report back to Kemya, who comes armed with a maul and 2 **thugs** (3 points).

An Offer You Can't Refuse. Valenzo is waiting for the PCs in the Chronicler's Study. He makes an offer that's generous enough to make a PC switch sides (3 points). This favor may have a tangible value up to 250 gp or an intangible value up to 500 gp. You can spend 2 additional points to double the gp caps, or 4 additional points to quadruple the gp caps.

Confrontation. Intoxicated, Horus goes to the Gala and demands his tools back in front of everyone. While causing a scene, he reveals the true identity of one or more PCs to the whole Gala (3 points, plus 1 point for every other PC outed).

Congestion. After a fleeing guest knocked over the wooden statue of the horse, an ethereal horse erupted from its shattered shell. The logjam created by the front entrance means you must find another escape route (2 points).

Extra Security. A room upstairs is guarded by unexpected guards or behind complicated security they didn't expect, such as:

- 3 flying swords (1 point)
- Animated armor (2 points)
- Rug of Smothering (3 points)

Fired. Your supervisor notices that you're not at your station and heads off to find you. Tracking you upstairs, she wanders in just as you're taking the magical tools (1 point).

BUT IT'S NOT MAGNETIC!

Yes, some metals aren't magnetic — but we're not metallurgists (and we suspect that you aren't either). Furthermore, the *Player's Handbook* doesn't list what kind of metal that armor and weapons are crafted from, and your players probably haven't even considered this question until now.

To make life easier, these are arcane magnets that attract all kinds of metal, regardless of their magnetic properties

Positively Magnetic. Opening the safe triggers the security, turning on arcane magnets. All unattended objects, including the magical tools, are stuck to the ground and require a successful DC 15 Strength check to lift (3 points). For players wearing metal armor, each foot of movement costs 5 extra feet until they leave the room (5 points).

Ribbit. Mr. Wuggamub has followed the PCs with a heavy weapon. He's heavily armored (AC 15; 1 point). He's tougher (+10 HP; 2 points). He's unkillable (+30 HP; 5 points).

Tampered Food. The PC consumed tainted food and drink. The PC must succeed on a DC 11 Constitution saving throw or be poisoned for the remainder of the adventure (3 points per player).

The Brute Squad. The magical tools are guarded by 2 **thugs** (1 point, or 0 points if a PC working security is one of the thugs). Actually, they're 2 **sentinels**.

The Ol' Double Cross. Reginald came to an earlier agreement with the Lady Catherine about the magical tools. Now that the PCs have outlived their usefulness, he calls up 4 **thugs** under the employ of the Fellowship.

The Unexpected Guest. Ever fashionably late, Ranaer Neverember shows up to the Gala as the PCs are escaping through the main floor. He stops them to ask how that "magic furniture" job worked out (1 point).



VI. ESCAPING THE GALA

While the stolen magical tools are now in their possession, the Fellowship is now aware of the heist. Soon to be outnumbered by unscrupulous guards, the PCs should flee before being captured by security or the Watch.

Upon moving to this section, you should identify which PC is carrying the magical tools or the unexpected treasure.

THROUGH THE SEWERS

PCs with knowledge of the pool drain may leap from the roof into the pool. PCs which make a DC 15 Strength (Athletics) check plunge into the pool unharmed, while those that fail suffer 2d6 bludgeoning damage.

Once they reach the pool drain, the PCs must make a successful DC 15 Strength (Athletics) check to open the drain. From there, they have access to the sewers.

As an aquatic being, Mr. Wuggamub effortlessly pursues the PCs into the pool and through the sewers. So long as he lives, he fights to repay the Fellowship's faith in his skills. If he has 5 hp or fewer, however, he tries to carry away any unconscious PC.

BY DISGUISE

As the heist goes sideways, guests attending the Gala may flee in terror. PCs who assume a different disguise may try to blend into the throng of guests and escape through the front door, magical tools in hand.

Before being allowed to leave, Mr. Wuggamub and Kemya line up all the guests to inspect them for the missing tools, asking for any information about the theft of the magical tools to step forward. PCs who fail a DC 12 Charisma (Deception) check are searched by the security guards (1 complication point, usable only at the Adventure Conclusion). A PC is searched with the tools on their person is captured (see the Adventure Conclusion).

CHASE THROUGH THE STREETS

With so many important guests on hand, the stable is filled with many coaches. Most of their drivers are congregated outside the stables, rolling dice and drinking alcohol "borrowed" from the kitchen.

PCs who act quickly can steal a coach before its driver realizes what's going on. This generates 1 complication point usable only at the Adventure Conclusion. If a PC works as a valet, no complication points are generated.

As the PCs flee the Road House, Valenzo, Mr. Wuggamub and other members of the Fellowship give chase. This creates a dangerous high-speed race through the streets of Waterdeep.

You should use the Chase rules in Chapter 6 of the *Dungeon Master's Guide* (p. 252-255) with the following changes:

- All the carriages have the same movement speed: 40 feet.
- Someone must drive the coach. They must succeed at a DC 10 Intelligence (Land Vehicles) check to "dash" the carriage.
- Horses follow the rules for Dashing. They can dash 4 times before they must begin making DC 10 Constitution check. They have a +1 modifier to this check.

If the PCs treated the urchins with respect earlier in the adventure, you may substitute the following scene.

As you run out the front door of the Road House, a wagon pulls up next to you. From the driver's seat, a portly Turami boy doffs a cap at you "I think you might need a ride out of here!"

Once you pile onto the wagon, the boy gestures to his two urchin friends, one holding each rein, that they should move quickly

The three urchins drive the wagon on behalf of the PCs; together, their bonus for Dexterity (Land Vehicles) checks is +5. Jenks, the Turami urchin, gives the PCs a copper piece tour of the neighborhood while they flee the pursuing coachmen.

SUCCESSFUL ESCAPE

If the PCs get 200 feet ahead of their pursuers, they can shoot down a narrow alley and escape their pursuers. If their pursuers incapacitate the PCs before they can escape, the PCs are captured (see Conclusion).



Putting the Cart Before the Horse

ADVENTURE CONCLUSION

Having recovered the tools back from Valenzo, the PCs can return them to their rightful owner — Horus. The following day, both Horus and Tally come to Trollskull Manor and begin constructing and upholstering the furniture. They spend the next tenday building so much furniture that the tavern smells of pungent pine and oak. Their craftsmanship is impeccable.

If they flee the Road House without the tools, the PCs don't get the benefit of the bargain. Tally must work at full price to support his sister and nieces and nephews. Out of work, Horus can't upholster the furniture and descends deeper in his gambling addiction. The PCs may later find him begging in the Castle Ward for a few coins to play a spare hand.

If PCs are captured with proof of their crime, they may be handed over to the City Watch. At your discretion, they might be handed over to one of the villains in *Waterdeep: Dragon Heist*. The PCs are expected to buy or work off their freedom by working against the villain's enemies.

XP AND TREASURE

If they successfully recover the magical tools and escape the Road House, the PCs earn 200 XP. (If they try and fail to recover the magical tools, the PCs still earn 150 XP.) The PCs may also have taken up to 100 gp from the safe.

POST-ADVENTURE COMPLICATION POINTS

The PCs recover the tools and have inconvenienced the Coachmen and the villain. Feel free to spend remaining complication points at the end of the adventure on the following items:

- **5-Star Service.** If the PCs worked as staff at the party, other servers, bartenders and bouncers come seeking work at Trollskull Manor (1 point per new employee). This earns further ire from the Fellowship, who resent their faithful employees leaving to work at Trollskull Manor.
- **A Matter of Honor.** Kemya, another **sentinel** and 3 **guards** find the PCs at a different date. They confront the PCs to satisfy the stain on their honor (3 points).
- **I'm Always Watching You (Ribbit).** Throughout your next adventure, a shadowy bullywug haunts you from the corner of your eye. Whenever you are in the streets of Waterdeep, you are at disadvantage on all Wisdom (Perception) checks due to the distraction of his narrowed gaze (3 points).
- **Maybe We Can Work Something Out.** You made Valenzo appear foolish in the eyes of the Fellowship. The Lady Catherine has more work for you if you're interested. You can purchase goods and services through her at a 10% discount. You draw the ire of the other guilds whose business she's stolen, such as the Most Careful Order of Skilled Smiths & Metalforgers, or the Vintners', Distillers' and Brewers' Guild (2 points).
- **Old Habits Die Hard.** The tanner is at the three dragon ante table again (1 point). He's up big (3 points). He's up big against one of the PCs (5 points).
- **Sorry Pal, the Fare's Taken.** You have been blacklisted from the public transport system of Waterdeep. You are no longer allowed to use the Fellowship's carriage services for the next adventure (1 point). Actually, the ban's permanent (5 points).
- **Villainous Foresight.** This season's villain knows your identity (1 point). The villain uses resources to harry you at inopportune times (1 point each time).
- **Wrong Name.** While working on this last job, you let slip that it was the League of Skinners and Tanners that hired you instead of Horus. As a result, you have disadvantage on any further dealings with the League (3 points).

APPENDIX A: ROGUE'S GALLERY

BARD

Medium humanoid, neutral

Armor Class 15 (chain shirt)

Hit Points 44(8d8 + 8)

Speed 30ft.

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

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

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

1st level (4 slots): charm person, healing word, heroism, sleep, thunderwave

2nd level (3 slots) invisibility, shatter

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn

Actions

Shortsword. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack* +4 to hit, range 80/320 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage

BULLYWUG MASTERMIND

Medium humanoid (bullywug), neutral evil

Armor Class 14 (chain shirt)

Hit Points 31 (7d8+7)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	10 (+0)	14 (+2)	8 (1)

Skills Perception +5, Stealth +6

Senses passive Perception 15

Languages Common, Bullywug

Challenge 2 (450 XP)

Amphibious. The bullywug can breathe air and water.

Oppressive Gaze Any beast or humanoid that starts its turn within 10 feet of the bullywug must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The bullywug makes two melee attacks one with its bite and one with its dagger.

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target *Hit* 3 (1d4 + 1) bludgeoning damage

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

CENTAUR

Large monstrosity, neutral good

Armor Class 12
Hit Points 45 (6d10 + 12)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (1)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3, Survival +3
Senses passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 2 (450 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee Weapon Attack* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack*: +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)
Hit Points 11 (2d8+2)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Actions

Spear. *Melee Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

KNIGHT OF THE BLUE MOON

Medium humanoid (any race), any non evil alignment

Armor Class 16 (chain shirt)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (0)	13 (+2)	15 (+2)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1 (200 XP)

Spellcasting. The knight is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will) *message, shocking grasp* 1st level (2 slots): *disguise self, fog cloud, shield*

Actions

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft one target *Hit* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack

Longbow. *Ranged Weapon Attack*: +2 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

HORSE, DRAFT

Large beast, unaligned

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages -
Challenge 1/4 (50 XP)

Actions

Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	11 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots) *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

Actions

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

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 12
Languages any two languages
Challenge 1/8 (25 XP)

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

Actions

Mace. *Melee Weapon Attack* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

SENTINEL

Medium humanoid (any race), any alignment

Armor Class 18 (chainmail, shield)

Hit Points 39 (6d8 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	14 (+2)	9 (-1)

Skills Stealth +3, Perception +5

Senses passive Perception 15

Languages Common and one other

Challenge 3 (450 XP)

Guerrilla Training. The sentinel does not receive disadvantage on Dexterity (Stealth) checks made in heavy armor.

Martial Advantage When the sentinel is within 5ft of an ally, it gains an extra die of damage on one weapon attack it makes each round

Phalanx Formation. The sentinel has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of an ally wielding a shield Survival Training. The sentinel has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Actions

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) piercing damage.

Javelin *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target *Hit* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged

Stealth Training (Recharges after a Short or Long Rest). The sentinel magically turns invisible for up to 1 hour or until it attacks, it casts a spell, or its concentration is broken (as if concentrating on a spell) Any equipment the sentinel wears or carries is invisible with it.

RANAER NEVEREMBER

Refer to page 215 of *Waterdeep: Dragon Heist* for Ranaer's statblock

SPY

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

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight Of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks
Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target *Hit* 5 (1d6 + 2) piercing damage
Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft, one target *Hit* 5 (1d6 + 2) piercing damage.

THUG

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

Armor Class 11 (leather armor)
Hit Points 32 (5d8+10)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.
Mace. *Melee Weapon Attack* +4 to hit, reach 5 ft, one creature. *Hit:* (1d6 + 2) bludgeoning damage.
Heavy Crossbow. *Ranged Weapon Attack* +2 to hit, reach 100/400 ft., one target. *Hit:* (1d10) piercing damage

XANATHAR

Refer to page 220 of *Waterdeep Dragon Heist* for the Xanathar's statblock.

MAP A: SECOND FLOOR OF THE ROAD HOUSE

