

Waterdeep Faction Adventures: Dung Work

A tending of adventure in Waterdeep's Trades Ward

Introducing a fresh cooperative board game way to play

Expanding on the first Lords' Alliance faction mission
in chapter 2 of Waterdeep: Dragon Heist

by PAUL METZGER



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DUNG WORK

1

Dung Work

Adventure Background

The Trades Ward crew of the Dungsweepers' Guild consists of eight hearty souls who toil dawn till dusk sweeping dung, collecting refuse, and emptying the chamber pots of those lacking direct access to the sewers.

The Brunos brothers make up four of the crew, and are about to leave on holiday for a tenday to attend their youngest sister's wedding in Boulder's Gate. This puts the Guild in a bit of a bind - there aren't enough surplus personnel to fill that large of a vacancy for that long of a time, but guild regulations make hiring temporary replacements a nightmarish impossibility.

Fortunately, there are always loopholes to be exploited. Due to their ever-presence in the streets, nearly every organization in Waterdeep owes the Dungsweepers' Guild some sort of favor. When called upon to help sort out the Guild's temporary labor problem, the Lords' Alliance (or another faction of your choosing) arranges to engage adventurers to "protect the crew from the ongoing Zhentarim / Xanathar's Guild gang war."

Although grueling work, cleaning the streets of the Trades Ward doesn't turn out to be as boring as one might imagine. Not a day goes by without something interesting going down the the bustling streets near the City of the Dead.

Will the adventures rise to the challenges occurring during their tenday laboring with the underclass? If they do, the Guild may come to view them as "good dung", a status of brotherhood.

The Dungsweepers' Guild may be looked down upon as filthy laborers, but they hold far more power than most Waterdhavians would ever expect. The Dungsweepers cover every street and alley in the city every day and know all the dung going down in the city, making them an invaluable source of intelligence.

Waterdeep: Dragon Heist

This adventure is based on the first Lords' Alliance mission (for 2nd level characters) on page 38 of the hardcover campaign *Waterdeep: Dragon Heist*.

The Lords' Alliance is most likely to issue this mission, but any faction could owe the Dungsweepers' Guild a favor. Force Grey, the Harpers, and the Order of the Gauntlet are particularly good fits.

This adventure gives the characters a chance to explore the Trades Ward of Waterdeep. The locations, NPCs, and events in the adventure are largely drawn from *FR1 - Waterdeep and the North, City of Splendors*, and *Volo's Guide to Waterdeep*.

Look for more expanded chapter 2 faction adventures from Paul Metzger on dmsguild.com

Running the Game

There are two ways to present the tenday of work with the Dungsweepers' Guild:

Board Game. Give your players some spicy meta fun by presenting the tenday of adventure as a cooperative board game. Each day the players roll dice to advance around a game board, determining the locations encounters take place. A scoring system of "good dung points" is introduced, there is a mechanic for manipulating the days' events, and players are rewarded for an additional layer of strategic thinking. At the end of the adventure, the party might earn a valuable reward from the Dungsweepers' Guild in addition to faction renown

Traditional Play. The adventure provides short encounters for each of eighteen unique locations in Waterdeep's Trades Ward. Pick those that are interesting to you and fit your campaign, or roll behind the screen to choose. Suggested encounters featuring D&D's past are highlighted, and random tables are provided for rolling one, two, or three encounters per day.

Adventure Introduction

The adventurers are drinking with Volo at the Yawning Portal when Jalester Silvermane (or a representative of the faction of your choice) sits down to join them.

“Just the folks I’ve been looking for. I’ve got some important work for you,” Jalester says with feigned enthusiasm.

He goes on to explain that because of the ongoing Zhentarim / Xanathar’s Guild gang war, the Lords’ Alliance has offered protection to the Dungsweepers Guild. The party is to meet the Trades Ward crew at Muleskull Tavern on Ship Street in the Dock Ward at six bells every day for the next tendar, starting tomorrow morning.

Silvermane isn’t telling the whole story, which the characters can ascertain with a successful DC 10 Wisdom (Insight) check. He won’t provide any further information, however, insisting that the Dungsweepers’ Guild will fill in all the details.

Volo seems amused, but he’s also optimistic about the party’s prospects. After Silvermane downs his ale and excuses himself to move on to other business, Volo offers his advice.

“Don’t look so glum, friends,” Volo begins. “I doubt the work will be nearly half as boring as it sounds. The Trades Ward is a bustling place full of interesting comings and goings. It’ll do you all good to get to know that part of our fine city better. If it gets dull, you can always make a game of it.”

“The Dungsweepers,” Volo continues, “may not be the most intelligent, or cultured, or... pleasant smelling. But they’re a good lot. They work hard *and* play hard. You’ll enjoy their company.”

“Plus the Guild holds a lot more power in the city than you might imagine. They have men on every street every day. You could say they’re all up in everyone’s dung,” Volo concludes with a sly wink.

Muleskull Tavern

When the characters arrive at six bells the next morning, they are greeted by the guildmaster, Zulgoss Helberad.

Helberad explains that in addition to “protecting” his guild members, the party is more so filling in for the four Brunos brothers on the Trades Ward crew who are traveling to Boulder’s

Gate to attend a family wedding. He doesn’t want to get into the politics of it, but explains that this sort of arrangement is fairly common for filling short term vacancies without running afoul of Guild law and city regulations.

Helberad goes on to introduce the party to the Dungsweepers they will be working with for the next tendar.

Cole Ehksit, the foreman, is a cheerful dusty-blond human man in his late 30s. He promises to go easy on characters (“for the first couple days at least”) and enthuses about how he’s looking forward to drinking with them back here at “The Mule” this evening.

Jasper Streetclear is a young halfling with bright eyes and a firm handshake. He proudly announces that he is a fifth-generation member of the Dungsweepers’ Guild.

The first thing you notice about **Faith**, even before her tiefling heritage, is the number of holy symbols she is adorned with. From Chauntea to Tyr, she seems to have all her bases covered. A character proficient in Religion will notice that all of the holy symbols reflect good-aligned gods.

Kamlann is the oldest of the group, a human man with greying hair who doesn’t say much. He answers questions with a nod or a shake of the head, and performs his duties diligently.

They don’t share this information now, but he rest of the crew noticed a change in Kamlann’s personality a few months ago. He was never an especially friendly guy, and it hasn’t impacted his work, so nobody has made anything of it. Unbeknownst to the Dungsweepers, Kamlann was killed and replaced by the **doppelganger** (MM 82) known as Ptola.

The Trades Ward

The Dungsweepers work their way from north to south through the Trades Ward: the area to the west of the City of the Dead in the morning, south of the cemetery in the middle of the day, and finishing the day with the areas south of the High Road and River Street.

Each point of interest has a brief description you should share with the party as they pass by it on their first day of work.

Drinking Time!

After a hard days work, the party is invited (expected) for drinks back at Muleskull tavern.

Dung Work Cooperative Board Game Rules

Object

Collect **good dung points** as you work with the Dungsweepers' Guild in Waterdeep's Trades Ward. At the end of your tenday's work, if you and your companions have earned enough points, the Dungsweepers' Guild will deem you "**Good Dung!**" and your party gains a special reward in addition to faction renown.

Gameplay

Start the game by placing a token or miniature representing **your entire party** on Trollskull manor in the top roll of the game board and mark that you are currently on day 1 of the tenday.

The entire adventuring party takes turns as a group. At the beginning of each turn, roll 3d6, and then move that number of spaces as you traverse the Trades Ward sweeping dung, collecting refuse, and emptying chamber pots.

The space you land on represents something interesting happening as you pass that location. A short encounter occurs as you are accustomed to in a normal D&D session. Depending on the outcome of the encounter, individual characters and/or the party as a whole may gain or lose good dung points.

Continue taking turns until you have worked the streets of the Trades Ward for 10 days.

Special Spaces

After a dice roll, you may pass certain special locations on the game board. Your token still lands on the space indicated by the dice, but you must first resolve the special space.

Lunch Break. Lunch break, between Unicorn's Horn and Felzoun's Folly isn't actually a space, so don't count it in your dice roll. Every day at around highsun, the Dungsweepers like to stop at Felzoun's Folly for lunch (an encounter only happens if you land on that space). Food and ale total 1 sp per person (the four Dungsweepers plus the adventurers), and the Dungsweepers expect their "protectors" to pick up the tab. If nobody pays, each character loses 1 point. Otherwise, the character who buys lunch earns 1 point.

Muleskull Tavern (night). The Dungsweepers work hard and drink even harder. At the end of the workday the characters are expected to join the Dungsweepers at Muleskull Tavern in the Dock Ward and consume far too much alcohol.

Any character who joins in the festivities earns 1 point, but must succeed on a DC 14 Constitution saving throw or suffer one level of exhaustion.

Drinking until the wee hours of the morning doesn't allow for a good night's sleep, so any character who does so may only benefit from a short, not long, rest as they pass Trollskull Manor.

Unless the party landed on this space, any character may decline the invitation. They don't earn a point but may benefit from a long rest when passing Trollskull Manor.

If the party landed on this space, they got caught up in a big Dungsweeper shindig that was impossible to resist. Each character must succeed on the saving throw or suffer exhaustion. Move the party's token directly to Muleskull Tavern (morning). The characters do not visit Trollskull Manor and cannot benefit from a rest.

Trollskull Manor. Passing through Trollskull manor allows the characters to benefit from a short or long rest, depending if they drank at Muleskull Tavern. An individual character may choose to say at Trollskull Manor instead of progressing with the rest of the party (see *Missing Work*).

Landing on this space means the festivities ended up back at your place. The merrymaking did 5 gp of damage (in supplies consumed as well as literally), but the Dungsweepers had a great time! Each character receives 1 point and everyone benefits from a long rest.

Muleskull Tavern (morning). Passing the tavern in the morning collects everyone for the day's work ahead. Advance the day counter by one.

Landing directly on this space means you showed up early and excited to get to work! Each character earns 1 point.

Lollygagging

Once per day the party can choose to stop on a space they pass over **instead** of the one indicated by the dice. During the course of the game you might learn that something in particular will happen at a certain location on a certain day. Lollygag to make sure you land on the spot you desire, but remember that you can only do it **one** time each day.

Missing Work

An individual player might miss all or part of a day of work, either due to injury or simply not showing up that day. Either way, they benefit from an additional long rest. They may not rejoin the rest of the party until the following morning.

The Dungsweepers require a minimum of two characters to assist in the day's work. If at any point there are not at least two characters sweeping dung, the game is over and no faction renown is earned.

Injury. If at any point during the day a character is reduced to 0 hp, death saving throws are not necessary as the Dungsweepers are capable in first aid and will stabilize any character who falls unconscious. However, Guild regulations require that any character injured in such a way must spend the remainder of the work day resting at home.

Not Showing Up For Work. Any character who passes by Trollskull Manor may elect to stay there instead of going to work the next day. Doing so allows them to benefit from a (possibly second) long rest, but they also lose 1 point.

A character may not skip work two days in a row. Well, they can... but if they do the game is over and no faction renown is awarded.

Death. In the highly unlikely event that a character dies the game immediately ends. The Guild isn't accepting any liability - that's the faction's problem.

Ending the Game

The game is over at the end of the tenth day. On this night only, the adventurers may invite the Dungsweepers to a celebration at Trollskull Manor at a cost of 20 gp. If they do, each character earns 1 point towards the final tally.

Winning the Game. The party is deemed **Good Dung** if they have accumulated:

- At least 8 points per character, and
- A **total** of at least 10 points x the number of characters (e.g., 50 points required for a party of 5 characters)

Reward. If the adventurers turn out to be **Good Dung**, the Dungsweeper's Guild will use its surprising power to help the party (See *Special Favors*, DMG 229). Any any point in the next year, the party may go to Muleskull Tavern and ask the Dungsweepers' Guild for information on a specific person, place, or rumor in Waterdeep. After 1d10 days, a Dungsweeper contacts the party with accurate information.

"Losing" the Game. Characters who made it through ten days of dung sweeping earn 1 renown with the faction who ordered the mission. Anyone who spent at least a couple nights drinking at Muleskull Tavern is a friendly acquaintance of members of the Dungsweeper's Guild.

Tips

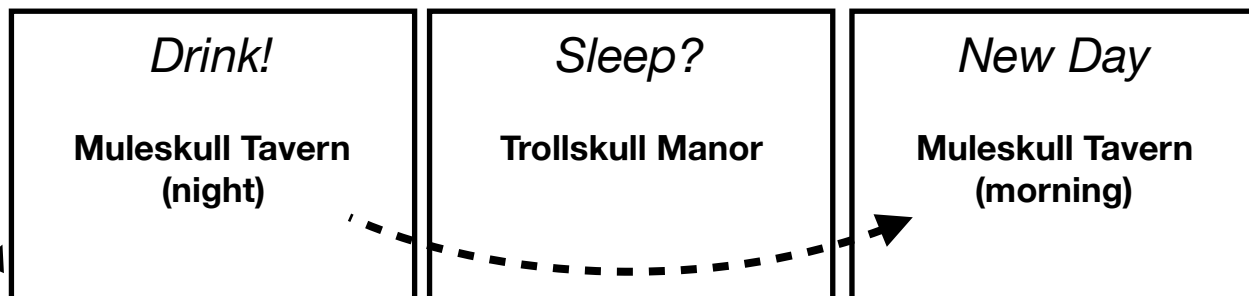
- Watch out for exhaustion. Drinking at Muleskull tavern is an easy (and probably necessary) way to earn points, but suffering levels of exhaustion will inhibit your ability to deal with the days' encounters.
- Many encounters are for a single character to resolve. Pay attention to who is best suited and who needs points.

Exhaustion

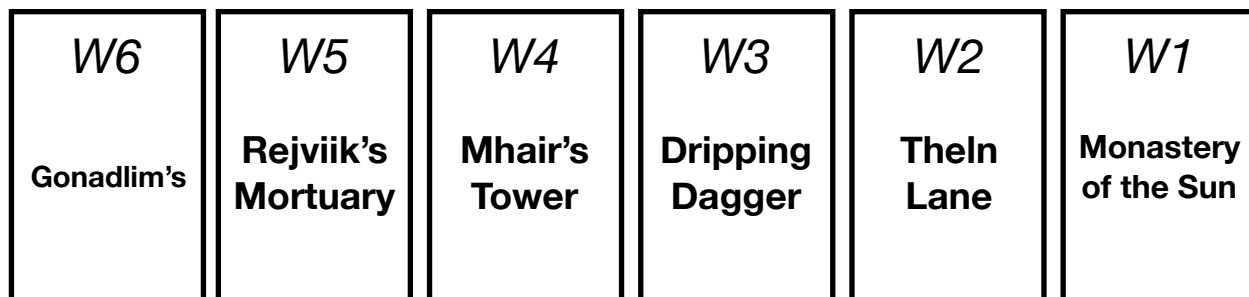
The effects of levels of exhaustion are cumulative. A long rest reduces your level of exhaustion by 1. If a character reaches level 5 they must recuperate at Trollskull Manor.

- 1 Disadvantage on ability checks
- 2 Speed Halved (no impact outside combat)
- 3 Disadvantage on attack rolls and saving throws
- 4 Hit point maximum halved
- 5 Speed reduced to 0

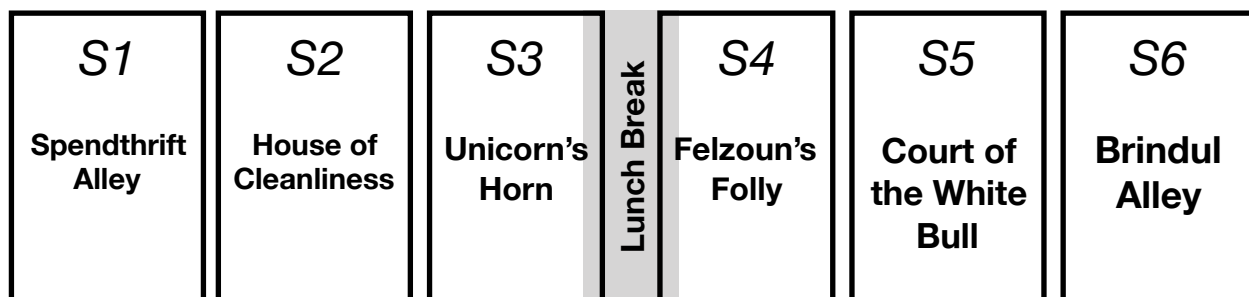
See the sidebar on PHB 291



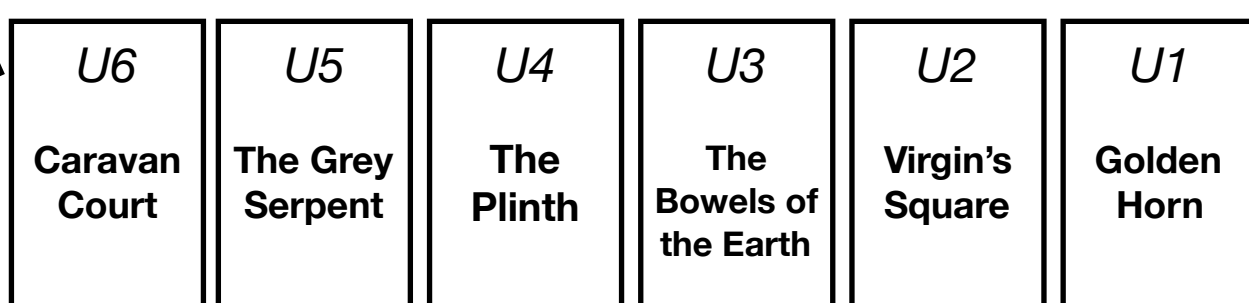
Morning - West of the City of the Dead



Midday - South of the City of the Dead



Evening - Under the High Road



Day: ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Dung sweepers of the Trades Ward

Morning - West of the City

- W1** Monastery of the Sun
- W2** Theln Lane
- W3** Dripping Dagger
- W4** Mhair's Tower
- W5** Rejviik's Mortuary
- W6** Gondalim's

Midday - South of the City

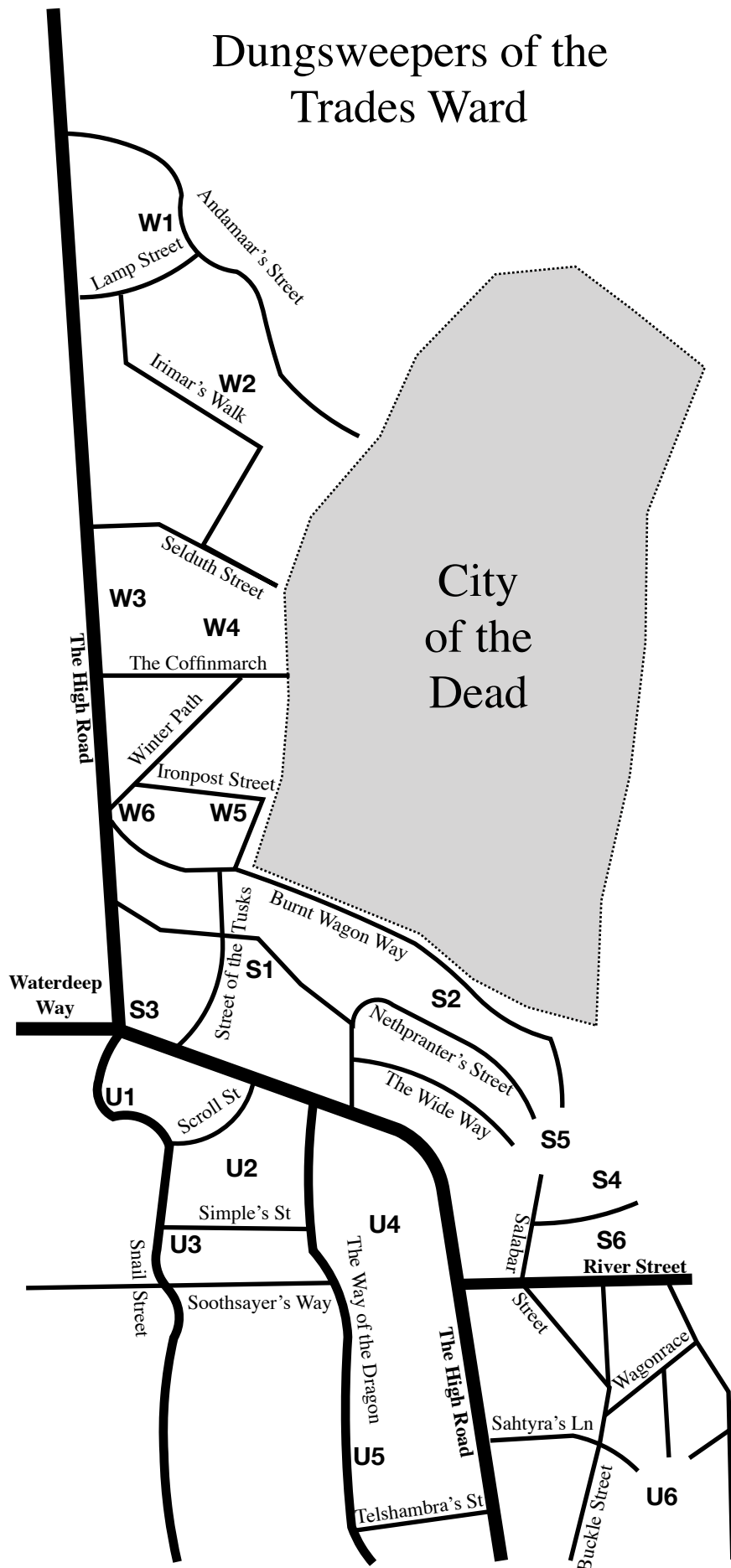
- S1** Spendthrift Alley
- S2** House of Cleanliness
- S3** Unicorn's Horn

Lunch Break

- S4** Felzoun's Folly
- S5** Court of the White Bull
- S6** Brindul Alley

Evening - Under the High Road

- U1** Golden Horn
- U2** Virgin's Square
- U3** The Bowels of the Earth
- U4** The Plinth
- U5** The Grey Serpent
- U6** Caravan Court



Trade's Ward Random Daily Encounters

Single Encounter Per Day (d20)

- 1 W1 - Monastery of the Sun
- 2 W2 - TheIn Lane
- 3 W3 - Dripping Dagger
- 4 W4 - Mhair's Tower
- 5 W5 - Rejviik's Mortuary
- 6 **W6 - Gondalims***
- 7 **S1 - Spendthrift Alley***
- 8 S2 - House of Cleanliness
- 9 S3 - Unicorn's Horn
- 10 S4 - Felzoun's Folly
- 11 S5 - Court of the White Bull
- 12 **S6 - Brindul Alley***
- 13 **U1 - Golden Horn***
- 14 U2 - Virgin's Square
- 15 U3 - The Bowels of the Earth
- 16 U4 - The Plinth
- 17 **U5 - The Grey Serpent***
- 18 U6 - Caravan Court
- 19-20 No encounter **or** Roll twice, ignoring this result

Morning and Evening Encounters (d10)

Morning

- 1 W1 - Monastery of the Sun
- 2 W2 - TheIn Lane
- 3 W3 - Dripping Dagger
- 4 W4 - Mhair's Tower
- 5 W5 - Rejviik's Mortuary
- 6 **W6 - Gondalims***
- 7 **S1 - Spendthrift Alley***
- 8 S2 - House of Cleanliness
- 9 S3 - Unicorn's Horn
- 10 No encounter **or** Roll twice, ignoring this result

Evening

- 1 S4 - Felzoun's Folly
- 2 S5 - Court of the White Bull
- 3 **S6 - Brindul Alley***
- 4 **U1 - Golden Horn***
- 5 U2 - Virgin's Square
- 6 U3 - The Bowels of the Earth
- 7 U4 - The Plinth
- 8 **U5 - The Grey Serpent***
- 9 U6 - Caravan Court
- 10 No encounter **or** Roll twice, ignoring this result

Additional Random Encounters

If the characters have already completed the applicable encounters for a location, you can choose to have none or roll on this table:

d8

- 1 Drunk man taking a dung in the street
- 2 Pack of 1d4+2 **mastiffs** (MM 332)
- 3 Child caught kicking over chamber pots
- 4 1d4 **swarms of rats** (MM 339)
- 5 A trash barrel on fire
- 6 2d4 **stirges** (MM 284)
- 7 A mocking noble
- 8 1 **crocodile** crawled up from the sewers

Morning, Midday, and Evening Encounters (d6)

Morning

- 1 W1 - Monastery of the Sun
- 2 W2 - TheIn Lane
- 3 W3 - Dripping Dagger
- 4 W4 - Mhair's Tower
- 5 W5 - Rejviik's Mortuary
- 6 **W6 - Gondalims***

Midday

- 1 **S1 - Spendthrift Alley***
- 2 S2 - House of Cleanliness
- 3 S3 - Unicorn's Horn
- 4 S4 - Felzoun's Folly
- 5 S5 - Court of the White Bull
- 6 **S6 - Brindul Alley***

Evening

- 1 **U1 - Golden Horn***
- 2 U2 - Virgin's Square
- 3 U3 - The Bowels of the Earth
- 4 U4 - The Plinth
- 5 **U5 - The Grey Serpent***
- 6 U6 - Caravan Court

* **Featured encounter at this location**

W1 Monastery of the Sun

A four story temple adorned with a huge mural of a golden sun, the Monastery of the Sun is home to the Order of the Sun Soul. The mural also features a road traveling into the sun, a pair of eyes surrounded seven stars, and the face a beautiful red haired woman. Proficiency in Religion or a successful DC 12 Intelligence (Religion) check identify those as the symbols of Lathander, Selûne, and Sune, respectively.

Man Knows His Dung

Abbot Hanor notices that among Faith's many holy symbols are Lathandar and Sune. The abbot begins proselytizing to her on Amauntator being the one true god of Light comprising all three of Lathander, Selûne, and Sune. Faith looks confused.

A single character who engages Abbot Hanor can earn 1 point on a successful DC 14 Intelligence (Religion) check (a cleric or paladin who worships one of those gods automatically succeeds) or DC 16 Intelligence (History) check.

You Guys Sound like Dung

Abbot Hanor has decided to spread the word of Light through music. He has assembled a group of singers and musicians who are outside the monastery performing an ode to Amauntator. They aren't very good, and judging by the looks from passers-by they're doing more harm to their cause than good.

A musically minded character can pull dung together and earn 1 point with a successful DC 12 Charisma (Performance) check.

W2 Theln Lane

This out of the way alley connecting Andamaar's Steet and Irimar's walk is where the Dungsweepers take the first of many short breaks throughout the day. Jasper fills the large bowl of long pipe with halfling leaf and passes it around. It makes the dull work a lot more tolerable.

Cheating Piece of Dung

Cole spots the current boyfriend of a former lover pulling the rope ladder up to the window of one of Theln Lane's "hard currency girls" behind himself. Cole asks someone to climb up there and teach that dungbird a lesson.

Unless the character has a climb speed, scaling the brick building requires a successful DC 12 Dexterity (Acrobatics) check. Upon reaching the window the character spies the man engaged in something beyond PG-13. The man's trousers are within reach of the window, and a parchment detailing the beyond PG-13 services available sits atop a stool nearby.

Simply stealing the man's pants earns the character 1 point. If the character slips the piece of incriminating evidence into a pocket with a successful DC 14 Dexterity (Stealth) check, they earn 2 points instead. If caught, the woman shrieks and the man curses, but it's not too late to grab the trousers and run!

Catch That Little Dung!

A human boy (**commoner** MM 345) of perhaps 11 years old interrupts the Dungsweepers' respite yelling out "Hey! Stinky men!" and throwing a few rocks, one of which grazes Kamlann's arm, before running away.

Kamlann roars, "Catch that little dung!" Use the rules for *Chases* on page 252 of the *Dungeon Master's Guide*. The player who catches the little punk earns 1 point and the satisfaction of doing the job they were supposedly hired to do.

The boy claims that he was paid by the Xanathar's Guild to attack the Dungsweepers. An interrogation including a successful DC 8 Charisma (Intimidation) check reveals that the man who paid the boy had the flying snake of the Zhentarim tattooed on his wrist.

W3 - Dripping Dagger

Even in the middle of the morning, laughter rings out from the taproom of this old 4 story inn. The signboard is scarred with weapon marks. Jasper explains, "it used to be full up with daggers folks would throw into it. Then some no-good grabbed one to stab a lady, and the City Watch made poor Filiare take 'em all down."

Gold Talks, Dung Walks.

The proprietor of the Inn of the Dripping Dagger, Filiare, notices the adventurers and offers them mercenary work at the very generous price of 5 gp per day. When the party declines, he offers them a 1 gp bounty per fighter they can send his way within the next 3 days.

If by day __ (*today +3*) any mercenaries were referred to Filiare, the characters can later return to claim their reward. The Dungsweepers expect half, but each character earns 1 point

In Deep Dung

A muscled human man with a hawklike face nervously approaches the Dungsweepers in the street. "You guys know things, right? Do you know anyone with the Harpers you could introduce me to? Discreetly?"

"Get lost, dung for brains," Cole scolds, and the man turns dejectedly to return to the inn.

If a character engages him, Aluar Zendos explains that he fears that he just stepped in dung, figuratively. A few days ago Aluar bought a magic sword from a seedy looking character in Spendthrift Alley. When he got back to his room to examine it, the sword started singing! Aluar has heard that a singing sword is made only for a Harper and worries about the kind of trouble he's going to be in when the Harpers find out he acquired one.

A character who knows Mirt could miss work for a day trying to track him down. They'll find he's hanging out at the Bowels of the Earth this tenday.

If a character returns to Aluar, who rents a room at the Dripping Dagger, with an invitation to visit Mirt, Aluar rewards them with 20 gp. Splitting it with the Dungsweepers earns the character 1 point.

W4 - Mhair's Tower

The only mage's tower in the Trades Ward is just to the west of the city of the dead. It has oval shaped front door is crafted from mithril and copper. Cole says he's heard rumors that it is connected magically to Blackstaff Tower. He's also heard rumors that the tower is just a decoy for thieves and doesn't actually exist.

Wow, She's Old as Dung

Time sensitive - before 8th-day. An old crone is wandering aimlessly in the area around the wizard tower, begging passersby to help find her cat.

If the party agrees to help, they are able to locate the cat with a successful DC 10 Intelligence (Investigation) check. Finding the cat is a good deed that goes unrewarded.

However, any character proficient in Arcana gets the feeling that there's more than meets the eye to this cat. A successful DC 12 Intelligence (Arcana) check reveals that the cat is a wizard's familiar. Upon learning of this conjecture, the crone winks and encourages the party to return on 8th-day. Then she and the cat suddenly vanish.

What a Dung Show

Time sensitive, 8th-day only. Dozens of amateur (as judged by the quality of cantrips half-successfully going off all around) magicians are gathered at the foot of the tower.

A petite woman with long, glossy black hair and piercing blue eyes materializes before the tower. Mhair Szeltune announces that the 7th Annual Amateur Wizarding contest begins!

Any character not already registered with the Watchful Order of Magists and Protectors can participate. A character who found the crone's cat (*Old as Dung, above*) sees Mhair briefly turn into the crone and wink at them as before, inviting them to show these kids a thing or two. Otherwise a character who is a known wizard can pass themselves off a lowly dungsweeper with a successful DC 12 Charisma (Deception) check.

Casting a quality, non-destructive cantrip is enough to win the contest and the prize - a ring that allows the wearer to cast *Unseen Servant* (PHB 284) once per day. If the character gives the ring to the dungsweepers, they earn 3 points.

W5 - Rejviik's Mortuary

The Dungsweepers' Guild holds the traditional right to "glean the sweepings", and Rejviik's Mortuary is the Trades Ward Crew's bread and butter. It's amazing what a corpse comes in with that doesn't make it into the casket (and that's after the morticians take their pick!)

That's Some Scary Dung!

The party is collecting bins of trash in an alley when the back door of the mortuary is flung open and a halfling runs out chased by a **mummy** (MM 228).

If the party defeats the mummy, each character earns 1 point. If the party retreats, the mummy chases the halfling back into the mortuary. The characters hear agonizing screams and then nothing more.

The halfling, Nora Sunmeadow, is Rejviik's apprentice. She was preparing the body of the old Mulhorand man per the exact instructions dictated by his will.

Turning Dung into Gold

Most days the trash outside the Mortuary doesn't yield anything worth turning over to Zulgoss Helberad, but occasionally the Dungsweepers strike pay dirt. Today's load of refuse is much larger than usual and looks promising.

Have each character make a Wisdom (Perception) check as they paw through the refuse. On a 16 or higher they find something valuable and earn 1 point. On a 19 or higher they find something really good and earn 2 points instead.

W6 - Gondalims

This inn is a favorite of the Trades Ward crew. Not because any of them could ever afford to stay there, Jasper explains, but because the proprietress, Shulmeria Gonadlim, has revived her grandfather's tradition of saving the leftovers of the leftovers (after the servants have eaten) for the Dungsweepers as they pass by midmorning.

Dung Just Keeps Coming Back!

Featured Encounter

A perfectly good wooden door, spare a huge blood stain, stands in the alley beside the inn next to barrels of trash. "Oh, not this dung again," mutters Jasper. He turns to the party "Uh... one of you carry that door to the wagon"

When a character approaches the door, the blood stain transforms into the **poltergeist** (Specter Variant MM 279) of Princess Shaerglynda of Tethyr, who was murdered in the inn generations ago.

Pinned to the kitchen door door by the sword that did her in, the princess's blood drained out, leaving behind a crimson stain.

The door has been replaced dozens of times over the years, but each time the princess's spirt finds it way back to the place of its death and the blood stain begins spreading again.

The Gondalim family learned the hard way to replace the door before the stain grows too large. After a certain point, the stain is able to manifest itself on the material plane and wreck havoc.

The characters each earn 1 point when the poltergeist is defeated, but the spirt will no doubt find its way back to the inn and begin a fresh stain on the new kitchen door.

Dung Happens

The characters overhear a conversation from the balcony of a second story room above. "...it started singing *Cherlrigo's Darkness* and suddenly I couldn't move. It floated over and snatched away the magic key I had just purchased at Spendthrift."

"Oh you poor dear," another voice replies. "We shall steer far clear of Brindul Alley for the remainder of our visit!"

If the characters defeat the Hand That Sings in Brindul alley, they also recover a *Mystery Key* (XGE 138).

S1 Spendthrift Alley

Street vendors in stalls and carts sell a wide array of merchandise here, the variety of which can't be found in any store.

Dung Just Got Uncomfortable

Featured Encounter

Included in the bustling market is a barrel-topped wagon from which flamboyantly dressed humans with exotic facial features are hawking shawls and coats crafted from pure white wolf pelts.

An old woman sits on a stool near a crate shuffling a worn deck of cards. She spots the Dungsweepers and calls out to them. "You who keep the city free of stench and disease. The cards ask that I bring you to them so they may reveal secrets!"

"I think she's Vistani!" Faith gushes. "Their gods grant them powerful divination magic. C'mon guys, we have to find out what they know!"

Zarya Dimitrova asks a steep price for the telling, one whole gold dragon. Cole is outraged, but Faith is adamant. The Dungsweepers can't afford this extravagance, but one of the characters volunteers to pay them 1 point.

The old woman begins the reading, flipping over five cards from her tarokka deck in succession:

"The first card tells of your bond," she says, revealing the five of coins, Guild Member. Zarya chuckles. "No surprises so far, I imagine"

"This card tells of your role," she nods to Cole and reveals the one of stars, Transmuter. "You are blind to chaos to come." Cole grunts, clearly unimpressed.

She reveals the two of glyphs, the Missionary as she gestures towards Faith. "You are favored by goodness to share its message with others." Faith is beaming.

"I sense that your presence reflects more than just yourself. Your family perhaps?" She points to Jasper before turning over the two of swords, the Paladin. "Your diligence in your work spans generations, does it not?" Jasper nods, mouth agape.

"And you." Nodding to Kamlann she turns over the seven of stars, the illusionist. "Ah, you are not what you appear to be," she concludes with a furrowed brow.

The back of the next card on her deck is much more elaborate than the others. "How ominous. The High Deck wishes to make an appearance. It presents a warning of great importance." Zarya turns it face up revealing the Marionette, and her eyes grow wide. She turns towards Kamlann while making a gesture as though creating a ward of some kind. "A being of great power, a spy is among you. Beware the seven of stars! Begone with you. Away from my vardo, away from my family!"

The Dungsweepers' reaction depends on what has transpired in the game so far.

No Evidence for That Crazy Dung. Unless there has been some other evidence that Kamlann is not who he claims (like being caught red handed at the *Unicorn Horn*), the Dungsweepers don't put much stock in the fortune telling.

"Well that was a waste of time and gold. Bat dung crazy old woman," Cole concludes. Kamlann laughs the whole thing off. Jasper was amazed that the fortune teller knew of his family, but shrugs it off as he comes around in defense of his friend. Faith, on the other hand, is suspicious and keeps Kamlann at arm's length from here on.

Dung! The Jig is Up! If the **doppelganger** (MM 82) Ptola fears that he's been found out (e.g. he has previously been spotted in another form), Kamlann shouts in a voice clearly not his, "Curse you old woman! When your time comes may the Raven lose its course!". He transforms into an **arakocra** (MM 12) and takes to the sky.

If the characters attack, Ptola engages in combat only if they manage to force him down to the ground. If they do so, he fights to the death and reveals no secrets. If Ptola is defeated, each character earns 2 points.

Dung Ain't Worth It

Jasper does a double take walking past a stand selling silk scarves. One is an *exact* match of his wife's favorite that Jasper's dog ripped to shreds last spring. Unfortunately, Jasper was the one who ended up in the doghouse.

Jasper attempts to purchase the scarf, but the merchant is asking a ridiculous price. A character can negotiate something more reasonable, earning them 1 point, with a successful DC 12 Charisma (Persuasion) check.

S2 House of Cleanliness

The Launderers' Guild is the arch-rival of Dungsweepers' Guild. Not professionally, of course, but in the area of darts leagues and trivia nights. The two factions also have a long standing history of juvenile practical jokes.

Hehe, Check this Dung Out

Cole has the perfect prank to get those stupid Launderers. He's been eating beets and boiling down and saving the bright red juice. He asks for a volunteer the Launderers won't recognize to go inside and dump the jar of beet juice into the guild's soap barrel.

A character can easily gain entry to the House of Cleanliness provided the player gives some sort of plausible reason to the guild member who opens the door. Sneaking the beet juice into the soap barrel undetected requires a successful DC 11 Dexterity (Sleight of Hand) check. If the character can get out of the guildhall without the Dungsweepers getting caught, they receive 1 point.

Gonna Beat the Dung Outta You

A small human wearing an impeccably clean and starched pink jumpsuit enters the street to confront the Dungsweepers.

"We know you did this! Which of you is going to settle things the old fashioned way?"

After a character volunteers, the man yells, "Heros! Get out here!" A brute standing nearly 7 feet tall with arms the size of tree trunks emerges. He looks plenty menacing in his pink jumpsuit.

The fistfight (unarmored and unarmed) goes until a fighter falls unconscious. The character gets 1 point if defeated, 3 if they pull off a victory.

Heros

Medium humanoid (human), neutral good

Armor Class 12

Hit Points 16 (2d10+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (-1)	10 (0)	8 (-1)

Skills Athletics +6

Actions

Punch. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 6 (1d4+4) bludgeoning damage.

S3 Unicorn's Horn

At a prime location, the corner where the High Road turns North instead of continuing into Waterdeep Way, sits the most disgustingly opulent inn in the city. Disgusting in terms of the taste of the decor, that is.

Looking Into Some Dung.

The Dungsweeper's Guild was asked to keep tabs on a wealthy gnome merchant named Unvera Oomtrowl visiting from Neverwinter.

The Dungsweepers enlist the characters help in digging through the trash bins for clues. The character with the highest result on their Wisdom (Perception) check (provided it is higher than 12) earns 1 point by finding evidence that Oomtrowl is dissatisfied with the accommodations at the Unicorn's Horn and plans to / has moved (depending on the day this is discovered) to the Grey Serpent for the later half of her stay, starting on 6th-day.

Some High Quality Dung.

Dependent on being issued the goods-fencing missing by Haerlit Thomm at Felzoun's Folly.

"Arrogant Dunghead wouldn't even talk to me," Cole fumes after being turned away by Quendever Ilistrym, the Inn's proprietor. He looks down at his dung smeared coveralls and smirks. "Maybe it's to do with how I'm dressed?"

A character who can get cleaned up and look sufficiently aristocratic can gain an audience with Ilistrym to move the hideous piece of heirloom furniture, earning 1 point. If they are able to negotiate a better price with a successful DC 14 Charisma (Persuasion) check, the Dungsweepers pocket the extra profit and the charter earns an additional point.

S4 - Felzoun's Folly

Sweeping dung all morning works up an appetite! The food and ale at Felzoun's Folly come cheap and in large portions, making it the daily lunch spot of the Dungsweepers. Over the years they have cultivated a good relationship with the owner, Felzoun Thar, a bristle-beared dwarf who arranges mutually beneficial side work.

Need You to Move Some Dung

Felzoun Thar and Haerlit Thomm use the bustling tavern as a front for fencing stolen merchandise, and the Dungsweepers often serve as a go-between for the illicit transactions. Thomm's speciality is fine furnishings, and he's found a piece that would be perfect for questionable taste of Quendever Ilistrym, proprietor of the Unicorn's Horn Inn.

Stole Some Stolen Dung

"Jasper!" Felzoun Thar shouts to the Dungsweepers working in the street. "I need yer help with something. Bring your cart round back of the bar."

When the characters arrive in the back alley, they see a terrified looking halfling tied to a chair in a small shed adjacent to the tavern's rear entrance.

"This little piece of dung," the dwarf roars, "had a simple delivery to make, but instead he decided to steal from me. Now I got a magic sword gone missing and if a certain somebodies find out about it I'm up dung creek without a paddle. Fastfoot here ain't talking, but maybe a little bath will change his mind. Roll that camber pot barrel over here!"

Thar instructs two of the larger characters to grab the halfling by the feet and dunk him headfirst into the barrel of excrement waiting to be dumped down the next available sewer grate. If the characters comply, they each earn 1 point.

If no one is willing to assist in the disgusting interrogation technique the each character loses 1 point as Cole and Kamlann take on the chore.

Either way, the Harol Fastfoot relents before hitting the sewage. "Alright, I confess," the halfling cries. "I unloaded it in Spendthrift Alley to some human. Said he had to go back to his room at the Dripping Dagger to get the gold."

S5 Court of the White Bull

Named for the tavern destroyed in a mage battle, which in turn was named for an albino bull born on the same spot, the Court of the White Bull is now primarily an open air livestock market - so there's plenty of dung to sweep. Signs reading "Warning: Magic Prohibited" are posted near the entrances to the area.

Don't explicitly disclose this to the players (if they ask, their character is aware on a successful DC 14 Intelligence (History) check), but magic used in the Court of the White Bull generally has the opposite effect intended. Additionally, roll once on the *Wild Magic Surge* table (PHB 104).

Dung's Gotten Out of Hand!

A wild horse for sale apparently wasn't as broken in as the rancher had claimed, as is evidenced by it charging around the square, wrecking havoc.

A character can get the horse back under control and earn 1 point with a successful DC 16 Wisdom (Animal Handling) check. If they fail, let the others have a shot at it. If nobody manages to calm the horse down, it knocks over the refuse cart, costing each character who failed 1 point.

Dung Just Got Stuck Up There

A trio of gnome cowboys are tugging at a rope that seems to have gotten tangled in the branches of the only tree in sight.

Boddynock Pilwicken explains that he was just about to lasso a runaway calf when his horse got spooked. He was thrown off balance and lassoed a tree branch instead. Luckily his brothers Zook and Pallabar were able to chase the calf down on foot and wrestle it into submission, but now they can't get the lasso down.

The tree has been completely stripped of low hanging branches and its bark, so climbing it requires a successful DC 14 Dexterity (Acrobatics) check.

The character rescuing the lasso earns 1 point as the gnomes invite the entire crew to polish off a bottle of gnomish throatburn with them. The whisky lives up to its name.

S6 Brindul Alley

The crescent shape of this alley allows one to be out view from Sorn Street and River Street, making it a discrete spot for a mid-afternoon smoke break.

Are You Seeing This Dung!?

Featured Encounter

While the party is busy emptying trash bins in Brindul Alley, a spectral, animated, severed human hand with a mouth in its palm appears from behind a crate about 50 feet down the alley and begins singing over and over a little ditty beloved by schoolchildren believing themselves clever, but absolutely despised by the Dungsweeper's Guild:

*"Stinky men, have no class
Clean what comes from a donkey's butt
Stinky men, down on their luck
Drink 'till they don't give a care
Stinky men, wish they could quit
'Cos they walk around covered in dung!"*

The **Hand That Sings** attempts to steal the valuables of anyone charmed by its song and focuses its bite attack on whoever who tries to stop it. If the party defeats the hand, each character receives 1 point.

Everyone Can Smell That Dung

A halfling with long greasy hair appears around the corner, exaggeratedly sniffing at the air. He pulls out a pipe of his own and fills it with leaf, and extends it by way of inviting himself to join.

Callus Copperkettle is a pretty mellow guy, and the dungswepers enjoy chatting with him. As the break is finishing up, Callus asks "Has Zulgoss heard anything concrete from Starsong about hiring?"

Have each character make a Wisdom (Insight) check. If they have dealt with the Zhentarim the name Starsong sounds familiar and they make the check at advantage.

On a 15 or higher, the character realizes that Copperkettle is trying to pry information he maybe shouldn't have. Warning the dungswepers earns 1 point.

Otherwise, they assume Callus is asking about getting a job. Cole discloses that Starsong wants 3 men before the end of the tenday.

The Hand That Sings

Small ooze (living spell), chaotic neutral

Armor Class 13

Hit Points 25 (5d10)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	10 (0)	10 (0)	10 (0)	16 (+2)

Skills Performance +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 100 ft (blind beyond this radius), passive Perception 10

Languages only performs songs. Can perform songs in any language it can hear, but doesn't understand any spoken language.

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) piercing damage plus 2 (1d4) poison damage

Haunting Song. As a bonus action on its turn, the hand sings a song in the language it most recently heard spoken. Every creature within 100 feet of the hand who can understand that language must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The hand must take a bonus action on subsequent turns to continue singing. It can stop singing at any time. The song ends if the hand is incapacitated.

While charmed by the hand, a target is paralyzed. Whenever the target takes damage from a source other than the hand it can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to the hand's song for the next 24 hours.

U1 Golden Horn

The Golden Horn Gambling Hall is known for its dim lighting, plush red decor, titillating entertainment, and high house edge.

Dung Just Got Weird

Featured Encounter

The party is cleaning outside the Golden Horn Gambling House when the usually demure Kamlann announces that he's going around to the back entrance to "take care of some personal business". The Dungsweepers understand that Kamlann is friends with the doorman on this shift, and often takes advantage of the opportunity to drop a dung in luxury.

Kamlann is actually the doppelganger Ptola, one of whom's identities is Senya, a glamorous human female courtesan who works some nights at the Golden Horn.

The character with the highest passive Perception notices Senya leave the rear entrance a few minutes later and transform into Kamlann.

If confronted, Kamlann begs the character not to betray his secret. If the character agrees, they earn 1 point.

If the character tattles, Kamlann protests: "Well, that's the stupid dung I've ever heard!". The Dungsweepers rise to his defense, and the character loses 1 point.

If at any point during the rest of the adventure the character can prove that Kamlann is a doppelganger (e.g. the fortune telling in Spendthrift Alley), that character earns 3 points.

Dung Luck

A drunken and dejected looking human is sitting on the ground in the alley, rolling a six sided die over and over, cursing after each roll.

Stowe Kastik sees the crew and holds up the die. "Magic cheater die. 5 shards and it's yours. I can't figure out how they made it work, but they fleeced me good with it. At least I managed to snag it on my way out. C'mon. I'm flat broke and need to eat tonight."

Casting *detect magic* reveals the die is indeed magical. *Identify* reveals the gesture needed to control the number this *charlatan's die* (XGE 136) rolls.

U2 Virgin's Square

So named for lore that virgin men and women were sacrificed to dragons on the site, Virgin's Square is now known as a place where mercenaries advertise their services.

Dung Ain't What it Seems

The plaque beneath a statue of stocky man with a scarred face and eyepatch reads "*Blazidon One-Eye, Beloved Patron of Virgin's Square Mercenaries*". He probably looked a lot better before the pigeons got to him. "What a disgrace," says Cole. Man deserves better than to be memorialized in bird dug." He hands the nearest character a mop from the cart.

The statue has been replaced by a **mimic** (MM220). The party is surprised when the mop sticks to the statue, and a giant mouth appears the near the statue's waist and attempts to bite the character. If the party defeats the mimic, each character earns 1 point.

Oh Dung That's a Dragon!

Three men wearing black ropes occupy the center of the square and are being given a wide berth - because they have a black dragon wyrmling (MM 88) on a chain leash! Suddenly the wyrmling spins around, spitting some sort of fluid from its mouth. It splashes each of dragon cultists, and their bodies melt into piles of goo.

The wyrmling starts running wild around the square as even tough looking mercenaries run screaming. If the party can defeat the wyrmling, each character earns 1 point.

Taking Care of Some Dung

Dependent on W3 - Dripping Dagger, "Gold Talks, Dung Walks".

If the characters visit Virgin's Square after being asked by Filiare to recruit soldiers for hire, they are easily able to find 1d8+1 mercenaries up for the job.

U3 Bowels of the Earth

This old stone tavern is a favorite haunt of adventurers of all stripes, and is even rumored to be a hangout of the resurgent Shadow Thieves.

Already Dungfaced

A portly, well dressed man with an impressive mustache comes staggering out of the tavern and learns on a character to steady himself.

If a character knows **Mirt** (W:DH 210), he's even friendlier than usual. If asked to meet with Aluar Zandos from the *Dripping Dagger*, Mirt happily agrees.

Mirt asks the characters, somewhat embarrassed, "I seem to find myself in no condition to get home under my own power. Could I trouble you to flag down a hire-coach and lend me the fare? I seem to have drank or gambled away all the coin on my person. I will be conducting business here all tenday, and when you return I shall repay you double. Plus it never hurts to have a [hic] Masked Lord of Waterdeep in your debt!"

A character can easily flag down a hire-coach on Snail Street. The trip to Mirt's home in the Sea Ward costs 4 sp.

If the characters return to the Bowels of the Earth, Mirt repays 8 sp as promised, and also buys the entire crew a round of drinks, which earns the indebted character 1 point.

Dung Eating Grin

The signboard hanging over the inn features an elaborately painted pile of manure skewered by a spade. As you approach, four schoolchildren are lobbing handfuls of dung at it, most sailing far astray of the target.

"Lemme show you how it's done," Cole says with a laugh. He grabs a spade and uses it to fling a pile of dung towards the sign, which sticks just below the word "Earth". He hands the nearest character the shovel. "No reason we can't have a little fun on the job. Give it a go."

The object of this game, nearly as old as the signboard itself, is to stick dung to where the pile of manure is painted. Allow each character one shot, making a ranged attack with the spade as an improvised weapon. The player with the highest attack roll, so long as it is 16 or higher, made the best shot and earns 1 point.

U4 The Plinth

The needle-like tower rising six stories into the sky is a place for all to worship any gods they please. Faith practically grew up here, sheltering out the long cold Waterdeep winters in its warmth.

The Dung Some Folks Will Try

"Heads up! Another sacrifice incoming!" shouts Jasper. Sure enough, the characters look up to see a dark haired woman fling herself from the top of the tower six stories above. The characters need to think fast before the woman becomes work for them to clean up.

Using magic such as *feather fall* or *levitate* is the safest approach. By the time the woman hits the ground she's going to do 6d10 bludgeoning damage. A character attempting to catch her succeeds on a DC 18 Strength (Athletics) check and only takes half that damage. What ever action the characters take, remember they have less than two seconds to execute it so set the DC accordingly.

If the woman is saved, she tells the party her story. Taweret is the youngest daughter of spice traders from Mulhorand who commanded she sacrifice herself to Nephthys in hopes of a safe journey home. She takes her survival as a blessing from her god, and vows to stay in Waterdeep spreading her tale of miracle. The character who saved Taweret gains 1 point.

Talking Dung

A middle aged human stands outside the Plinth, hurling insults at every god he can remember to name. Everyone hears him yelling his grievances: a tornado spawned of out summer storms, destroying his home and farm and killing his entire family. Faith is horrified by the scene.

The City Watch will show up to arrest the blasphemer soon (see *The Code Legal*, W:DH 222) which will only make his wretched life worse. A character can successfully intervene and earn 1 point with a DC 16 Wisdom (Religion) or DC 12 Charisma (Intimidation) check.

U5 The Grey Serpent

Newly constructed in the years since the second Sundering, the Grey Serpent perhaps the most luxurious and comfortable inn in all the Tradesward - with prices to match! It is rumored to be named for its late founder's ability to polymorph at will into a giant snake. Apprentices of the Launderers' Guild clean clothes for the wealthy clientele on site.

We Ain't Telling You Dung

6th-day or later only.

Dependent on learning the gnome Unvera Oomtrowl's plans in at S3 Unicorn's Horn "Looking Into Some Dung".

The party arrives as three Launderer's Guild apprentices (**commoners** MM 345) are out back taking a break to smoke some halfling leaf. As the characters approach they overhear:

"That gnome up in the penthouse suite has to be the most generous tipper ever. It was only two shirts, but the coin she gave me was bigger than two months wages!"

"No surprise she can afford it," another apprentice remarks, "I heard she was in town setting up a deal to... Oh, I thought I smelled something coming."

The Launderers aren't friendly with the Dungsweepers, and if the characters have successfully pulled off a prank at the House of Cleanliness they make ability checks to interact with the Launderers during this encounter at disadvantage. A successful DC 22 Charisma (Persuasion) or DC 18 Charisma (Intimidation) check is required to talk the information out of the apprentices. A bribe of at least 3 gp would do the trick, as does non-lethal violence.

Dung Sure Has Changed

Featured Encounter

The former proprietor of the The Grey Serpent, Orlpirr Hammerstar, is alive but not well. He managed the curse of lycanthropy (see MM 207) for decades before finally being driven mad about 2 years ago. Since then he has remained exclusively in serpent form, only emerging from the cellar of the inn to hunt once every 20-30 days.

The **wereserpent** lurks near the refuse barrels waiting for a humanoid sized meal. Make a Dexterity (Stealth) check for the wereserpent. Any character with a lower passive Perception score is surprised during the first round of combat. If unnoticed, the wereserpent will wait until a character is within 15 feet before attacking.

If the wereserpent is defeated, it transforms into a tall and lithe human man with a prominent beak nose. The characters each earn 1 point, and the Dungsweepers help dispose of the corpse.

Wereserpent Orlpirr Hammerstar

Medium humanoid (human, shapeshifter), chaotic evil

Armor Class 14

Hit Points 33 (6d8 +6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	12 (+1)	11 (0)	10 (0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) piercing damage plus 2 (1d4) poison damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wereserpent lycanthropy.

U6 Caravan Court

The day's work for the Trades Ward Dungsweepers ends where the Southern Ward Crew began. Despite the twice daily attention the square is always covered in dung from the nonstop around the clock comings and goings of caravans.

We Earned Ourselves this Dung

Yet another caravan pulls into the courtyard and stops near where crew is currently sweeping dung. Two dragonborn - caravan guards judging by how heavily armed and armored - waste no time. One has already pulled down a couple of packs and broken into a bottle of whisky by the time the other one cornered the caravan leader, who is presently counting out their pay.

"That was one hells of a slog," says the green scaled guard. "But worth it. Let's go get us something pretty".

"Dung yeah," replies his blue scaled friend. "Not the sleazy cash up front girls in Theln lane neither. Some classy ones at the Golden Horn." They exchange what would best be described as a high five and then saunter west onto Sahtyra's Lane while passing back and forth the quickly draining bottle of liquor.

Have the characters make a Wisdom (Perception) check. They have all learned where to find some beyond PG-13 commerce in the Trades Ward. On a 16 or higher they noticed that Kamlann looked uncomfortable for a moment when the Golden Horn was mentioned.

If a character confronts Kamlann about it, he admits that he has friends at the Golden Horn and doesn't like hearing the place spoken about the way the dragonborn did. A successful DC 18 Wisdom (Insight) check gives the character the impression that there's more to it, but the typically tight lipped Kamlann won't say anything more on the subject.

Going Ape Dung!

A cart of forge-bars from Citadel Adbar being unloaded by a pair of stout dwarves has brought a pair of stowaways to the city. Two **imps** (MM 76) who had taken the form of rats scurry out and polymorph into their true form, generating a scene of chaos.

Defeating the imps earns each character 1 point.

Author's Note

"It's boring work" (*Waterdeep: Dragon Heist page 38*). I call dung! I hope you enjoyed the tenday with the Dungsweepers as much as I enjoyed researching and writing the encounters.

Free Adventure Giveaway! I'd love to hear what you thought of the adventure, but feedback online is harder to come by than a *Vorpal sword*.

If you would be kind enough to get in touch and share your thoughts, I'd be happy to send you a complimentary copy of one of my other adventures.

You can reach me on twitter or via gmail, both of which are **metzpaul**, just with the @ on different sides.