



Unseen Waterdeep

A new main villain option and cunning criminal faction to add more intrigue to your *Waterdeep: Dragon Heist* campaign.



Unseen Waterdeep

A Supplement for *Waterdeep: Dragon Heist*

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Introduction

Waterdeep: Dragon Heist is a Dungeons & Dragons adventure released in September 2018 by Wizards of the Coast. The adventure takes place in the Forgotten Realms city of Waterdeep, a deep, diverse metropolis on the Sword Coast filled with adventure and intrigue. The characters in this adventure attempt to uncover the location of the Vault of Dragons from the *Stone of Golorr*, a magic item coveted by the leaders of four criminal enterprises. *Unseen Waterdeep: A New Villain for Dragon Heist* adds a new villain and criminal organization to the adventure: Hlaavin and the Unseen.

Supplement Overview

This supplement is divided into three chapters.

Chapter 1. “Revealing the Unseen” includes background information about Hlaavin and the organization, tweaks you can make to the adventure to accommodate the Unseen, and information about Shieldmeet, the holiday during which the adventure takes place if you choose Hlaavin as the main villain.

Chapter 2. In “Chasing the Unseen” a new encounter chain is provided for the Unseen to accompany the encounters in chapter 4, “Dragon Season,” in *Waterdeep: Dragon Heist*.

Chapter 3. “Leap Day in the Dark,” details Hlaavin’s lair, a tailor shop called Lacer’s Mercy, and provides special events for those who choose Hlaavin as the villain.

Appendix A. Appendix A features the map of Hlaavin’s tailor shop lair, Lacer’s Mercy.

Appendix B. Appendix B details creatures created for this supplement, as well as any not included in the *Monster Manual*.



Chapter 1: Revealing the Unseen

Hlaavin's Unseen is a criminal organization with a long history in City of Splendors. Many believe the group is a legend long past and have no idea that the Unseen and Hlaavin once again darken the streets of Waterdeep. That's just the way Hlaavin wants it.

History of the Unseen

Over a century ago, a band of doppelgangers led by illithids from the Underdark city of Ch'Chitl came to Waterdeep to spy for the mind flayers' elder brain. When the elder brain died, the group became autonomous and the doppelgangers broke from their illithid overlords thanks to Hlaavin, a half-illithid, half-doppelganger created by the mind flayers.

Hlaavin grew the band's ranks to include more doppelgangers, illusionists, thieves, and assassins—people that specialized in deception and operated in the shadows. Trading in information and assassinations, the organization quietly made plans to take over the city. At the height of their power, a member of the Unseen even became one of the city's Masked Lords.

The Unseen's luck changed when Volothamp Geddarm exposed one of the organization's plots to the public. The City Watch set about uncovering more of the Unseen's wrongdoings, and the criminals were driven underground to Skullport. There Hlaavin and the Unseen waited for a time when their name was all but forgotten by the Waterdhavians, and only sent occasional spies to the city. Hlaavin knew it was time to return to the surface when its doppelganger spies learned of the *Stone of Golorr*.

Hlaavin

Hlaavin is a genderless half-illithid, half-doppelganger experiment also known as greater doppelganger. Hlaavin was given an innate desire to learn the secrets of powerful Waterdhavians by the mind flayers that created it. When the elder brain of Ch'Chitl died, something broke inside Hlaavin, and that desire turned into an obsession to rule the city. This fixation has festered in Hlaavin's mind for more than a century.

Hlaavin plans to use the Unseen's doppelgangers to quietly replace of the Mask Lords. Once that work is done, Hlaavin plots to kill Laeral Silverhand and take her place personally, with most citizens none

the wiser. Of course, uncovering the identity of all the Masked Lords is no small feat that requires substantial resources. Hlaavin plans to use the gold from the Vault of Dragons as bribes to discover the identities of those who govern the city and to keep the City Watch away.

Hlaavin takes on many guises, including Orlando Dunphan Lacer, the proprietor of Lacer's Mercy, a tailor shop in the Sea Ward frequented by Waterdeep's nobles and described in chapter 3. In this guise, Hlaavin plays the innocent shopkeeper while spying on the most powerful folks in the city.

If the characters cross paths with Hlaavin, the great doppelganger would rather try to misdirect them or set another group, such as the Xanathar Guild, onto them rather than risk a direct confrontation and exposure to the public. If the characters remain a thorn in Hlaavin's side, the Unseen attempt to dispatch them in their signature way: quickly and quietly (and Hlaavin keeps its hands free of the actual murder).

If you choose Hlaavin as the villain, the adventure takes place on or around Shieldmeet in the Summer.

The Unseen Today

Anyone can join the Unseen, though Hlaavin looks for shapechangers, those skilled in stealth and deception (such as assassins, spies, and thieves), and illusionists to fill the ranks. The Unseen doesn't have official guild status in Waterdeep.

Before membership is granted, an applicant must complete a mission to gather information or kill for the Unseen, no questions asked. If this task is performed well, the potential new member must allow Hlaavin to read and probe the individual's mind using Read Thoughts (see **Hlaavin** in appendix B). If Hlaavin approves, that person joins the Unseen.

The Unseen operate near or as people in positions of power. The City Watch, the City Guard, noble families, the courts, and other official organizations have members of the Unseen observing and working within them.

Advancing in the Unseen is a matter of gaining Hlaavin's trust by completing missions and not getting caught. Those who complete missions without leaving a trace gain more power in the organization and in Waterdeep. Those who reveal themselves or the Unseen in public are cutoff from



the organization and left to deal with the mess they created.

Unseen support comes in these ways:

- Members of the Unseen are given access to disguise kits and all manner of clothing including official city uniforms.
- When on an official mission for the Unseen, members might receive a *philter of love*, a *potion of invisibility*, a *potion of mind reading*, or a *potion of poison*.
- Anyone who can contact the Unseen can hire them to spy on another person in Waterdeep at a rate of 50 gp per day for commoners and 100 gp a day for government officials, nobles, and other people of importance.
- Anyone who can contact the Unseen can hire them to kill another person in Waterdeep. A person who does not work for the city or another government and is not a noble costs 500 gp to kill. A person who works for the government (such as a member of the City Watch) or who is a noble or person of importance costs 2,500 gp to kill. The Unseen refuses to target people who are exceptionally well guarded, such as Laeral Silverhand or Manshoon.

Shieldmeet

Shieldmeet is a leap day holiday added to the Faerûnian calendar every four years immediately following Midsummer night. Across Toril it is a day of carnivals, bazaars, performances, and athletic and magical tournaments. It is a holiday where nobles and rulers make and renew trade pacts, peace agreements, and alliances in great halls over incredible meals.

Most importantly, Shieldmeet is a day of open council between rulers and their people. In Waterdeep, Laeral Silverhand and the Masked Lords hold a public seminar to hear the concerns of as many citizens as they can.

Because Shieldmeet comes only once every four years, the people of Waterdeep make it a grand celebration. Much of the fun starts tendays before the actual holiday and lingers long after the Masked Lords close their doors.

Bonnie and Friends

Bonnie (see “Bonnie” in the introduction of *Waterdeep: Dragon Heist*) and the four other doppelgangers staying at the Yawning Portal are all

members of the Unseen that spy on the tavern’s patrons to get word of the *Stone of Golorr*. Bonnie first heard about the stone while reading the minds of guests who came to the tavern for a drink.

If the characters cross paths with Bonnie and the other doppelgangers for another reason, such as in the mission to recruit them for the Harpers (see “Harpers” in chapter 2, “Trollskull Alley,” of *Waterdeep: Dragon Heist*) the doppelgangers report the characters’ activities back to Hlaavin. If Hlaavin thinks the characters are a threat, he sends the doppelgangers to befriend and monitor the characters or kill them.

Hlaavin and Lady Gralhund

If Hlaavin is the main villain, he visited Lady Gralhund (see “Gralhund Villa” in chapter 3, “Fireball,” of *Waterdeep: Dragon Heist*) pretending to be Manshoon and told her not to trust Urstul Floxin. Believing she is cutting out the backstabbing Urstul, Lady Gralhund trusted her nimblewright to take the stone to the Ki-Rin’s Magic Theater in the Sea Ward on the orders of “Manshoon” (see “Setting the Stage” in chapter 2, “Chasing the Unseen,” for more details).

Unseen Strike Teams

In “Vault Keys” in chapter 4, “Dragon Season,” of *Waterdeep: Dragon Heist*, the main villain sends forces after the characters if they fail Intelligence (Investigation) checks to find the vault keys. If Hlaavin is the villain, a **doppelganger** arrives with two **spies** (50 percent chance), one **illusionist** (25 percent chance; see appendix B), or a second doppelganger (25 percent chance).

In “Leaving the Vault” in chapter 4, “Dragon Season,” of *Waterdeep: Dragon Heist*, the main villain sends forces after the characters as they exit the Vault of Dragons. If Hlaavin is the villain, Bonnie (or a different **doppelganger** if Bonnie is arrested or has died) arrives with four **wererats** from the Shard Shunners, who are often hired muscle for the Unseen.

New Vault Keys

In “Vault Keys” in chapter 4, “Dragon Season,” of *Waterdeep: Dragon Heist*, variable keys for the Vault of Dragons are provided. You can substitute any of the keys in that section with the following keys, found in Hlaavin’s lair (see chapter 3, “Leap Day in the Dark”): a silver sword cane (area S6), a magic mirror (in areas S9 and S15), or a *ring of mind shielding* (area S15).



Chapter 2. Chasing the Unseen

If you've chosen Hlaavin as your main villain, then get ready for a wild ride. The information presented here is meant to accompany the information found in chapter 4, "Dragon Season," of *Waterdeep: Dragon Heist*. The details of Hlaavin's encounter chain are contained in this chapter.

Setting the Stage

Lady Gralhund's nimblewright from chapter 3, "Fireball," of *Waterdeep: Dragon Heist* delivers the *Stone of Golorr* to the Ki-Rin's Magic Theater (see chapter 1, "Revealing the Unseen") and leaves it there for Aila and Dallia Illmatti, twin illusionists and members of the Unseen. When the characters arrive at the theater, the twins have just picked up the stone and are holding onto it until they can finish their performance.

If the characters recover Lady Gralhund's map from the nimblewright, they find an X on the map in the Sea Ward marking the location of the Ki-Rin's Magic Theater with the names "Aila and Dallia Illmatti" written next to it.

Shieldmeet Encounter Chain

It's a leap year and Shieldmeet is just around the corner. The day after Midsummer, Waterdhavians fill the streets with music, festivities, bazaars, and tournaments! Amid the noise, the Unseen silently grab the *Stone of Golorr* and plan to make it disappear.

Summary

The characters arrive at the Ki-Rin's Magic Theater in the Sea Ward to find Aila and Dallia Illmatti's magic show in progress (encounter 6, "Theater"). As the show ends, Aila and an illusion of Dallia take to the street with the *Stone of Golorr* and lead the characters on a chase (encounter 3, "Street Chase"). Cornered in an alley, Aila relies on Kelso Fiddlewick, a wererat, for help and reveals that the characters chased her illusionary sister and that the real Dallia got away with the stone (encounter 1, "Alley").

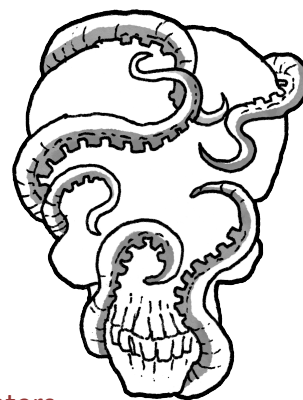
If Aila or Kelso are captured and questioned, they reveal Dallia took the stone to a rundown tenement called the *Kraken's Folly* in Mistshore (encounter 2, "Mistshore"). The characters arrive in the Dock Ward as a band of doppelgangers led by Bonnie and disguised as children take the stone from Dallia and lead the characters on a chase across the rooftops

(encounter 5, "Rooftop Chase"). The chase ends as Bonnie, holding the stone, is carried off by a grell working for the Xanathar Guild.

The characters discover Bonnie is being held at a Xanathar Guild hideout in the sewers (encounter 9, "Cellar Complex"). If they save her, she tells them she dropped the stone in the City of the Dead near the Jardeth mausoleum. The characters arrive at the mausoleum to find they weren't the only people Bonnie told about the stone. Xanathar Guild and Unseen forces are there, battling over the artifact (encounter 4, "Mausoleum").

If the characters get the stone, they learn there is a hidden entrance to the Vault of Dragons built beneath a courthouse in the Castle Ward. There they meet Hlaavin in disguise as someone they trust, offering to help find and explore the Vault of Dragons (encounter 8, "Courthouse").

Symbol of the Unseen



Order of Encounters

In this supplement, the encounter details are listed in the order they occur in the chain as opposed to their numerical order.

1. Encounter 6: Theater
2. Encounter 3: Street Chase
3. Encounter 1: Alley
4. Encounter 2: Mistshore
5. Encounter 5: Rooftop Chase
6. Encounter 9: Cellar Complex
7. Encounter 4: Mausoleum
8. Encounter 8: Courthouse

Weather Effects

The Shieldmeet encounter chain takes place in the Summer. It has the same "Heat Wave" weather effect described in "Summer Encounter Chain" in chapter 4, "Dragon Season," of *Waterdeep: Dragon Heist*.



Theater: Shieldmeet

The theater's areas are detailed in encounter 6, "Theater," of *Waterdeep: Dragon Heist*. The characters come to the theater searching for the *Stone of Golorr* after learning of the artifact's location from Lady Gralhund's map (see "Setting the Stage").

Illustrious Illusionary Illmattis

When the characters arrive at the Ki-Rin's Magic Theater in the Sea Ward, a magic show performed by the "Illustrious Illusionary Illmattis" is in progress. The ticket sellers (**commoners**) in area P2 do not allow the characters entry into the theater without a ticket.

When the show is in progress, Aila and Dalia (LE female Turami human **illusionists** with statistics in appendix B) are on stage when the characters arrive. The identical twins are in their twenties, dressed identically, and performing a special show that tells the story of the Unseen's rise to power and downfall called, "Seeing the Unseen." (This show could reveal some of the information in "History of the Unseen" in chapter 1, "Revealing the Unseen.") The show consists of the twins creating images, sounds, and smells using the *minor illusion* spell. The act is assisted by an **invisible stalker** under their control.

Aila carries the *Stone of Golorr* in a pouch on her belt. A *detect magic* spell reveals something in the pouch radiates an aura of divination magic. A character with a passive Wisdom (Perception) score of 15 or higher notices Aila has something heavy and round in her belt pouch.

Aila and Dalia have one hour left in their act when the characters arrive. After the show they head to their dressing room (area P8) to freshen up. Dalia takes the stone from Aila and casts *invisibility* on herself, heading to Mistshore, while Aila casts *major image* to make it look like her sister is walking with her as she exits the building.

If the characters try to come onstage during the show or attempt to steal from or magically influence either of the twins, the Illmattis flee the theater and order the invisible stalker to fight the characters and cover their escape.

The Crowd

A crowd of seventy **commoners** and fifty **nobles** watches the performance. If the characters rush the stage or otherwise mess up the act, each round on initiative count 0, the crowd hurls food, personal

items, and garbage at the stage. Each creature on stage must succeed on a DC 12 Dexterity saving throw or take 2 (1d4) bludgeoning damage. A successful DC 15 Charisma (Intimidation) check made as an action compels the crowd to disperse.

Next Encounter

If the characters chase the Illmattis into the street, proceed with encounter 3, "Street Chase."



Invisible Stalker

Street Chase: Shieldmeet

Twins Aila and Dalia Illmatti (LE female Turami human **illusionists** with statistics in appendix B) slip into the streets of the Sea Ward outside the Ki-Rin's Magic Theater. Aila gives Dalia the *Stone of Golorr* and casts the *major image* spell to create an illusion of her twin sister, and then begins to run, making the illusion do the same to trick the characters into giving chase. If she has the time, Aila also casts the *phantom steed* spell. Meanwhile Dalia casts the *invisibility* spell on herself and slips off to the *Kraken's Folly* in Mistshore.

Chasing Aila

Aila and her illusory sister lead the characters on a chase through the Sea Ward streets, which are prepared for Shieldmeet with vendor stalls, carnival attractions, tournament areas, and stages. The illusion and Aila start the chase 60 feet away from the characters. Aila stays within 120 feet of the illusion so she can maintain it.

If the characters catch up to Aila or her illusion ends, she ducks into an alley.



Shieldmeet Street Chase Complications

If you are running this chase using the rules found in “Chases” in chapter 8, “Running the Game,” of the *Dungeon Master’s Guide*, you can use the Shieldmeet Street Chase Complications table instead of the Urban Street Chase Complications table.

Shieldmeet Street Chase Complications

d20	Complication
1	You run between two mag es having a practice duel. Make a DC 14 Wisdom saving throw. On a failed save, you fail to save against the mage’s misplaced <i>polymorph</i> spell and turn into a frog , per the spell.
2	A 5-foot-high stage is in your path. Make a DC 10 Strength (Athletics) check to vault the stage or use 5 feet of movement to go around. On a failed check, you fall prone.
3	Two nob les practicing rapier dueling techniques for a tournament are in your path. Make a DC 14 Dexterity (Acrobatics) check or a Charisma (Intimidation) check. On a failed check, you take 5 (1d8 + 1) piercing damage.
4	You startle a sc out playing an archery carnival game who misfires a bow at you (+4 to hit; 6 (1d8 + 2) piercing damage).
5	A vendor stall is in your path. Make a DC 15 Dexterity (Acrobatics) check to dive through it or use 5 feet of movement to go around. On a failed check, you fall prone.
6	You collide with a ba rd (see appendix B) who is singing in the street. Make a DC 13 Charisma (Intimidation or Persuasion) check. On a failed check, the bard chases after you.
7	You startle a prize pig waiting to be judged (use the gi ant boar statistics) that chases after you.
8	A fighting ring is in your path. Make two DC 10 Strength (Athletics) checks or use 10 feet of movement to go around. If you fail either check, you fall prone.
9	Nearby a loud bell goes off indicating someone won a carnival game. Make a DC 10 Constitution saving throw. On a failed save, you are deafened until the end of your next turn.
10	A City Watch gu ard chases after you.
11–20	No complication.

Next Encounter

Proceed with encounter 1, “Alley.”

Alley: Shieldmeet

The alley’s areas are detailed in encounter 1, “Alley,” of *Waterdeep: Dragon Heist*. Aila Illmatti (LE female Turami human **illu**sionist with statistics in appendix B) leads the characters into the alley as they chase her. A vagrant “child” (see “Vagrant Child”) appears to be sleeping in the alley whom Aila yanks to his feet and threatens to harm if the characters come any closer.

Confronting Aila

A successful Wisdom (Insight) check opposed by Aila’s Charisma (Deception) check reveals Aila is bluffing and has no plans to harm the “child” and that the two are actually working together (see “Vagrant Child”). If the characters get too close to Aila, she releases the child, who attacks the characters alongside the illusionist.

Aila fights until reduced to 10 hit points then flees. If captured, she does not reveal the location of the *Stone of Golorr* unless magically compelled to do so. She knows her twin Dallia took the stone to the *Kraken’s Folly* in the Mistshore neighborhood in the Dock Ward and is waiting to hand it off to Unseen agents there.

If Aila is magically compelled to do so, she can reveal that the Unseen and Hlaavin are back in Waterdeep, operating out of a tailor shop in the Sea Ward called Lacer’s Mercery (see chapter 3, “Leap Day in the Dark”).

Vagrant Child

The vagrant child is actually Kelso Fiddlewick, a male lightfoot halfling wererat in humanoid form (see “Business Rival: Emmek Frewn” in chapter 2, “Trollskull Alley,” of *Waterdeep: Dragon Heist*). He was paid by the Illmatti twins to stay disguised in this alley and attack anyone who chased after them while transporting the stone. Kelso is a **we**rerat with these changes:

- He is Small and has 27 (6d6 + 6) hit points.
- He has these racial traits: He can move through the space of a Medium or larger creature. He has advantage on saving throws against being frightened. He speaks Common and Halfling and knows thieves’ cant.

A successful DC 15 Wisdom (Perception) check reveals Kelso is an adult halfling and not a child. Kelso fights until reduced to 10 hit points or until Aila flees. If captured by the characters, a bribe of 20



gp or a successful DC 12 Charisma (Intimidation) check gets Kelso to reveal what he knows. Kelso knows the following information:

- Kelso is a member of a group of halfling wererats called the Shard Shunners.
- The Unseen, a criminal organization that operates in the shadows, sometimes hires the Shard Shunners for muscle.
- Kelso was hired to help Aila distract any potential pursuers while her twin sister Dallia took a magic stone to the *Kraken's Folly* in the Mistshore neighborhood in the Dock Ward.

Treasure

In addition to their equipment, Aila carries a *spell scroll of mirror image* and 35 gp, and Kelso carries a pouch containing 50 gp.

Next Encounter

If the characters go to the *Kraken's Folly* to pursue the *Stone of Golorr*, proceed with encounter 2, "Mistshore."

Mistshore: Shieldmeet

Mistshore's areas are detailed in encounter 2, "Mistshore," of *Waterdeep: Dragon Heist*. The characters come to the Mistshore neighborhood in the Dock Ward seeking Dallia Illmatti, who has the *Stone of Golorr*.

Approaching the *Kraken's Folly*

When the characters first enter Mistshore, they notice three street urchins having a fake sword-fighting tournament with sticks on the dock (see "The Three Street Urchins" sidebar in chapter 4, "Dragon Season," of *Waterdeep: Dragon Heist*). Squiddly, not looking where he is going, accidentally backs up into one of the characters and then all three children run off laughing.

Handoff on the *Folly*

Dallia Illmatti (LE female Turami human **illusionist** with statistics in appendix B) waits on the deck of the *Kraken's Folly* (area D1) to hand off the *Stone of Golorr* to a group of doppelgangers that work for the Unseen. Dallia hired five of the **bandits** on deck to defend her while she waits. If she notices the characters, she orders the bandits to attack them.

Dallia paid the bandits 5 gp each. If the characters offer the bandits more money, they turn on Dallia.

Doppelgangers Arrive

Just as it seems Dallia or the characters might lose the battle or at an appropriately dramatic moment, three **doppelgangers** in the guise of the street urchins reappear (see "The Three Street Urchins" sidebar in chapter 4, "Dragon Season," of *Waterdeep: Dragon Heist*). One of these doppelgangers is Bonnie (see "Bonnie and Friends"), who takes the stone from Dallia while in the guise of Nat, and flees over the rooftops of Mistshore with the other two doppelgangers, Ratzgell in the guise of Jenks and Mikash in the guise of Squiddly. As the doppelgangers run off, the real street urchins appear on deck pointing to the fleeing doppelgangers and each other in confusion and then chasing off after their doubles.

Treasure

In addition to her equipment, Dallia carries a *spell scroll of invisibility* and 32 gp.

Next Encounter

Proceed to encounter 5, "Rooftop Chase."

Rooftop Chase: Shieldmeet

The characters chase three **doppelgangers** in the guise of street urchins across the rooftops of the Dock Ward along with the urchins themselves (see "The Three Street Urchins" sidebar in chapter 4, "Dragon Season," of *Waterdeep: Dragon Heist*).

Telling Child from Doppelganger

To keep identities secret, have the children and doppelgangers act on the same initiative count. To identify an urchin as real or an imposter, a character must see the urchin and succeed on a DC 16 Wisdom (Insight) check made as an action. A character can make this check as a bonus action with disadvantage.

Doppelganger Gang

The chase begins with the doppelgangers 60 feet away from the characters and 30 feet away from the urchins. Bonnie (see "Bonnie and Friends") carries the stone in the guise of Nat with Ratzgell in the guise of Jenks and Mikash in the guise of Squiddly



following her. Ratzgell and Mikash defend Bonnie if the characters get too close, and the doppelgangers change their appearances if it helps them evade the characters. The doppelgangers do not harm the urchins.

When the characters are close to catching up to Bonnie, a **grell** from the Xanathar Guild sweeps down out of the sky and snatches her, carrying the doppelganger to a sewer complex beneath the North Ward. A character who succeeds on a DC 15 Wisdom (Survival) check can follow the grell as it flies over the town and track it to the entrance of the sewer complex. When Bonnie is carried off, Ratzgell and Mikash flee.

If any of the doppelgangers are magically compelled to do so, they can reveal that the Unseen and Hlaavin are back in Waterdeep, operating out of a tailor shop in the Sea Ward called Lacer's Mercy (see chapter 3, "Leap Day in the Dark").



The Urchins

Street Urchins

The street urchins begin the chase 30 feet away from the doppelgangers and 30 feet away from the characters in the opposite direction. The curious street urchins want to know why they have doubles running across the rooftops of the Dock Ward. The urchins try to get the doppelgangers to stop and talk with them, but the doppelgangers pay them no heed.

When the grell carries off Bonnie, the urchins drop to the street level and pursue the aberration from there. They witness the creature entering the sewers in the North Ward with Bonnie and can point out the entrance if the characters fail to track the grell.

Shieldmeet Rooftop Chase Complications

If you are running this chase using the rules found in "Chases" in chapter 8, "Running the Game," of the *Dungeon Master's Guide*, you can use the Shieldmeet Rooftop Chase Complications table instead of the Rooftop Chase Complications table.

Shieldmeet Rooftop Chase Complications

d20	Complication
1	A wayward arrow from an archery tournament on the streets below is headed your way (+4 to hit; 6 (1d8 + 2) piercing damage).
2	A wayward steam mephit summoned as part of a mage tournament chases after you.
3	A sudden cheer for a performance on the streets below startles you. Make a DC 12 Wisdom saving throw. On a failed check, you fall prone.
4	You must leap over a large vendor stall that rises from a gap between rooftops. Make a DC 12 Strength (Athletics) check to leap over the obstruction or use 20 feet of movement to find another way around. On a failure, you fall 20 feet to the streets below.
5	Dust kicks up from a crowd on the ground below. Make a DC 10 Constitution saving throw. On a failed save, you are blinded until the end of your next turn.
6	An acrobat (use the martial arts adept statistics in appendix B) performs a routine on the rooftops for a crowd below and is in your way. Make a DC 14 Charisma (Persuasion) check to compel him to move or use 5 feet of movement to go around. On a failed check, the acrobat chases after you.
7	The smell of amazing food from below tantalizes you. Make a DC 10 Wisdom saving throw. On a failed save, you lose 5 feet of movement as you hesitate to think about the food.
8	The wind causes a banner to flutter in your path a banner in your path. Make a DC 10 Dexterity saving throw. On a failed save, you are restrained by the banner. A successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check made as an action ends the condition.
9	Pyrotechnics from a performance on the streets below shoot up into your path. Make a DC 12 Dexterity saving throw. On a failed save, you take 5 (2d4) fire damage.
10	A City Guard griffon cavalry rider (see appendix B) on a griffon chases after you.
11–20	No complication.



Next Encounter

If the characters go to find Bonnie in the Xanathar Guild sewer complex, proceed with encounter 9, “Cellar Complex.”

Cellar Complex: Shieldmeet

The cellar complex’s areas are detailed in encounter 9, “Cellar Complex,” of *Waterdeep: Dragon Heist*. The characters come to a Xanathar Guild hideout in the sewers of the North Ward seeking Bonnie (see “Bonnie and Friends”) and the *Stone of Golorr*, which the doppelganger held when a grell carried her to the complex. The characters can enter the hideout through area B1. The Xanathar Guild Roster table provides a summary of the forces stationed throughout the complex. The sections that follow describe some of the hideout’s features.

Xanathar Guild Roster

Area	Creature(s)
B5	Two wicker goblin effigies peer through the arrow slits here, each containing a starved swarm of bats . A successful DC 13 Wisdom (Perception) check notices the goblins are wicker. Dealing 5 or more damage to the wicker goblins causes them to break and incites the bats to burst out and attack.
B6	Dura and Malla are female orcs that got drunk (poisoned) while avoiding guard duty (see “Drunken Confessions”). They head to area B5 if they hear the bats attack.
B7	Two intellect devourers are hidden in the rubble of this chamber, waiting to attack intruders. A successful Wisdom (Perception) check opposed by the devourers’ Dexterity (Stealth) check notices the monsters before they attack.
B8	In this room Nihiloor questions Bonnie (see “The Interrogation”).
B10	Two grells guard this chamber.
B11b	An unlocked wooden chest holds four gazers (see appendix B). The gazers attack whoever opens the chest.

Gazer



Battle Plan

Characters who succeed on a successful DC 13 Intelligence (Investigation) check in area B10 uncover a sketch map covered in X’s and O’s written on the back of a discarded broadsheet. The map shows a crudely drawn building labeled “Jardeth mausoleum.” Any character who succeeds on a DC 15 Intelligence (History) check knows Jardeth is the name of a noble family in Waterdeep with a mausoleum in the City of the Dead.

Drunken Confessions

If the characters are unnoticed by Dura and Malla when they pass by area B6, the characters hear the pair speaking in Orc. The orcs lament the fact that they stayed behind to guard Nihiloor while others got to go on an important mission in the City of the Dead. If captured, a successful DC 12 Charisma (Intimidation or Persuasion) check compels Dura or Malla to reveal this information.

The Interrogation

Nihiloor, a **mind flayer** that works for the Xanathar (detailed in appendix B of *Waterdeep: Dragon Heist*), already has information about the *Stone of Golorr*’s location from Bonnie, a **doppelganger**. Bonnie wears the clothes of a human child but is now in her natural form and tied to a chair (which makes her restrained). Nihiloor continues to psychically probe her mind for secrets and plans on making Bonnie a thrall. If the characters appear, Nihiloor casts the *plane shift* spell to flee. The mind flayer isn’t looking for a fight.

If the characters chase away Nihiloor, Bonnie cuts a deal with them. She offers to tell them everything she knows about the *Stone of Golorr* if they free her. Bonnie would rather see the stone in the hands of the adventurers than the Xanathar Guild (since she assumes it’s easier to steal the stone from the characters). A successful DC 14 Charisma (Intimidation or Persuasion) check compels Bonnie to reveal a few details about the Unseen as well (see chapter 1, “Revealing the Unseen”).

If the characters take Bonnie’s deal or magically compel her to share information, she tells them that she dropped the stone in the City of the Dead as the grell flew her over Jardeth mausoleum.



Treasure

An iron chest in area B8 has AC 19, 27 hit points, and immunity to poison and psychic damage. A character can pick the chest's lock with a successful DC 15 Dexterity check with thieves' tools, or force it open with a successful DC 20 Strength check. The chest's lock contains a poison needle trap (see "Traps" in chapter 5, "Adventure Environments," of the *Dungeon Master's Guide*).

The chest contains 323 cp, 120 sp, 215 gp, and a *potion of diminution*.

Next Encounter

If the characters go to Jardeth mausoleum in the City of the Dead, proceed with encounter 4, "Mausoleum."

Mausoleum: Shieldmeet

The mausoleum's areas are detailed in encounter 4, "Mausoleum," of *Waterdeep: Dragon Heist*. The characters arrive at Jardeth mausoleum in the City of the Dead to get the *Stone of Golorr* dropped by Bonnie (see "Bonnie and Friends").

Graveyard Brawl

The characters arrive at the mausoleum just after the arrival of the forces of the Xanathar Guild and the Unseen. The Xanathar Guild forces are led by Hurgak, a female **bugbear chieftain** that commands two **gazers** (see appendix B) and eight **kobolds**. The Unseen forces are led by Grantwith Furnewt, a male Illuskan human **wereboar** in hybrid form that commands four **scouts**. When these forces arrive, they immediately attack each other. Characters who succeed on a DC 15 Dexterity (Stealth) check can sneak by the forces unnoticed. If the characters do not influence the combat between the two sides, after 2d6 rounds the Unseen drive off the Xanathar Guild. The death toll is six kobolds, one gazer, and two scouts.

If the villains notice the characters, each side's leader calls out to the characters. Hurgak promises the characters a cut of the gold if they help his side. A successful DC 11 Wisdom (Insight) check reveals the bugbear is lying; Hurgak does not have the power to make such promises. The Xanathar Guild forces immediately turn on the characters if they help defeat the Unseen.

Grantwith promises the characters an audience with Hlaavin if they help the Unseen recover the stone. Grantwith is true to his word. If the characters

help the Unseen defeat the Xanathar Guild forces and recover the stone, Hlaavin agrees to see the characters in Lacer's Mercery where the greater doppelganger offers a deal: help the Unseen recover the gold from the Vault of Dragons and the characters can keep 5,000 gp for themselves. If the characters agree, Hlaavin sends them to recover the gold with two **doppelgangers** and holds up its end of the deal if the characters hold up theirs.

Where is the Stone?

The three street urchins (see "The Three Street Urchins" sidebar in chapter 4, "Dragon Season," of *Waterdeep: Dragon Heist*) came to the City of the Dead after tracing the flight path of the grell that snatched Bonnie. They picked up the *Stone of Golorr*, but as they did a **wraith** emerged from another crypt and chased them into the unlocked Jardeth mausoleum.

Characters with a passive Wisdom (Perception) score of 12 or more spot Jenks' stuffed owlbear in the grass outside the mausoleum door. Any character who succeeds on a DC 15 Wisdom (Survival) check notices that the ground outside the mausoleum bears the tracks of three children leading inside.

The wraith is searching area M2 for the children, who are hiding in a coffin. A DC 12 Wisdom (Perception or Survival) check can discern that the dust around the coffin where the children are hiding was recently disturbed. If the characters rescue the children, they gladly hand over the stone.

Treasure

In addition to their equipment, Hurgak wears a gold beholder pendant with ruby eyes (worth 150 gp), and Grantwith carries a *bag of holding* that contains three obsidians (worth 10 gp each).

Next Encounter

If a character attunes to the *Stone of Golorr*, it reveals the location of the Vault of Dragons, beneath a courthouse in the Castle Ward, and the three keys needed to enter it. When the characters are ready to visit the location, proceed with encounter 8, "Courthouse."



Courthouse: Shieldmeet

The courthouse's areas are detailed in encounter 8, "Courthouse," of *Waterdeep: Dragon Heist*. The characters come to a courthouse in the Castle Ward that was built over the entrance to the Vault of Dragons. The courthouse is open on Shieldmeet, since many use the spirit of the holiday to settle official legal matters.

Unexpected Help

When the characters arrive at the courthouse, **Hlaavin** (see appendix B) approaches them with an offer of help in the guise of an NPC the characters trust. This NPC could be a friend of the characters, especially someone who knows about their mission to find the Vault of Dragons. Good candidates are Renear Neverember, Mirt, Laeral Silverhand, or a faction representative who the characters trust (see "Joining Factions" in chapter 2, "Trollskull Alley," of *Waterdeep: Dragon Heist*) The NPC offers to distract guards, pick locks or pockets, and do anything else that helps get them closer to the Vault of Dragons.

Hlaavin plans to escort the characters when they enter the vault and get the gold. After they are out of the vault or if Hlaavin's ruse is discovered, the greater doppelganger reveals its true nature to the characters and offers them 5,000 gp of the gold

recovered from the vault. If the characters haggle for more and succeed on a DC 17 Charisma (Persuasion) check, Hlaavin appreciates their bravado and raises the offer to 10,000 gp. If the characters refuse a deal, Hlaavin attacks, fighting until reduced to half its hit points and then fleeing. If Hlaavin's minions are there to back up their boss (see "Unseen Strike Teams," in chapter 1, "Revealing the Unseen"), the greater doppelganger lets the minions deal with the characters while it flees with all the gold it can carry.

The Path to the Vault

Any dwarf character, or a character who succeeds on a DC 15 Intelligence (History) check knows the courthouse was built on top of an ancient foundation for a fortress made by dwarves and still maintains that structure's original floor. The corner records room (area H2) holds a secret trapdoor beneath a shelf stocked with court records. A character who succeeds on a DC 15 Strength (Athletics) check can move the shelf far enough aside to allow access the trapdoor. Finding the trapdoor once the shelf has been removed requires a successful DC 15 Intelligence (Investigation) check. Opening the trapdoor reveals a 5-foot-diameter, 120-foot-deep shaft with a stone ladder inside that leads down to the Vault of Dragons. The courthouse staff and visitors do not know about the trapdoor.



Chapter 3: Leap Day in the Dark

Hlaavin harbors a deep-seeded need to rule Waterdeep. The half-illithid, half-doppelganger brought the Unseen back to Waterdeep to find the *Stone of Golorr* and the Vault of Dragons. With the gold, Hlaavin can buy the identities of the city's Masked Lords and keep the City Watch away while the greater doppelganger makes plans to install itself as the Open Lord of Waterdeep. For the time being, Hlaavin is laying low, having the Unseen scout out the city and earn money through assassinations, spying, and smuggling black market goods up from the Skullport.

Facing Hlaavin

A head-on battle with Hlaavin is a bad idea for the characters, though Hlaavin has no desire to kill them. The fewer bodies for which the half-illithid, half-doppelganger is personally responsible, the better. It does not want to be driven out of the city by the authorities again. Negotiating with Hlaavin or sending the City Watch after the greater doppelganger are wiser courses of action than battle.

If Hlaavin has the characters at its mercy, the greater doppelganger lets the characters have their lives in exchange for the *Stone of Golorr*, the keys to the Vault of Dragons (see "Vault Keys," in chapter 4, "Dragon Season," of *Waterdeep: Dragon Heist*), or the characters' service finding those items or retrieving the gold. Hlaavin offers the characters 5,000 gp from the vault if the characters recover the gold.

If the characters refuse Hlaavin's deal, the greater doppelganger locks them up in the cells beneath Lacer's Mercery (area S13) for a few days while doppelgangers observe them to learn their mannerisms. Hlaavin then lets the characters out of the cells with a warning: if they try to cross the Unseen again, the characters can be replaced, and no one will ever find their real bodies. Hlaavin means this threat.

If Hlaavin is reduced to half its hit points, it flees, using any means it can to escape and vowing vengeance on the characters.

Disrupting Hlaavin's Operations

The characters can hinder Hlaavin in the following ways.

Expose the Unseen

If the characters gather evidence that the Unseen are up to no good in Waterdeep again, Volothamp Geddarm or any broadsheet publisher gladly spreads the word through publication that the Unseen are back, which causes Hlaavin to close up Lacer's Mercery and find a new place to hide in the city. Such evidence can be gained via a testimony from one of Hlaavin's lieutenants, such as Bonnie (area S14), Mariana (area S1), Galen Redwine (area S14), or Brasid Vashar (area S15), or by bringing an adventurous publisher (like Volo) to Lacer's Mercery and showing them Hlaavin's criminal operations behind the scenes.

Sabotage the Business of Lacer's Mercery

Infesting the store with rats or other vermin, asking noble friends such as Renear Neverember to spread nasty rumors about Lacer's Mercy, or otherwise finding a way to ruin the store's reputation causes nobles to stop visiting the shop. Hlaavin still keeps the criminal operation under the shop functioning, but must find a new way to study nobles.

Report Hlaavin

If the characters gather evidence that the Unseen are running criminal operations in Waterdeep and deliver that evidence to a member of the City Watch, Force Grey, or the Watchful Order of Magists and Protectors, the authorities converge on Lacer's Mercery and force Hlaavin to find a new hideout. Such evidence can be gained via a testimony from one of Hlaavin's lieutenants, such as Bonnie (area S14), Mariana (area S1), Galen Redwine (area S14), or Brasid Vashar (area S15), or by giving the authorities the Hlaavin's *writing gem* (see the "Writing Gem" sidebar).

There is a 25 percent chance that the person the characters give the report to is actually on Hlaavin's payroll or a member of the Unseen in disguise, in which case no one makes a move to stop Hlaavin, and 1d4 hours after making the report an Unseen **doppelganger** and an **illusionist** (see appendix B) ambush the characters and tell them to stay out of Hlaavin's way.



Lacer's Mercery

Lacer's Mercery is a popular new tailor shop in the Sea Ward where it seems every noble is buying a new outfit for the Shieldmeet holiday. During normal hours of operation the storefront is always busy and the tailors, cobblers, and haberdashers that make the store's unique items craft their wares nonstop. Orlando Dunphan Lacer, Hlaavin's foppish alter ego, runs the shop.

Meanwhile in the store's backrooms Unseen doppelgangers watch and learn the mannerisms of nobles while reading their minds to find patrons that are Masked Lords. In the basement, the criminal activity is even more overt. The Unseen plan assassinations, question rivals, and unload goods smuggled from Skullport in the Underdark for sale on the black market.

Approaching Lacer's Mercery

During the day, Lacer's Mercery is open for business and the characters can walk right in through the front door. If the characters try to get into another part of the complex or try to get into the front door after the business has closed, they have to contend with guards (see "Beggars" and "The Lookout").

Beggars

Gallo and Ferra, a male and female pair of lightfoot halfling wererats in humanoid form, beg on the streets outside the shop. Each has the statistics of a **wererat** with these changes:

- They are Small and have 27 (6d6 + 6) hit points.
- Both have these racial traits: They can move through the space of a Medium or larger creature. They have advantage on saving throws against being frightened. They speak Common and Halfling and know thieves' cant.

Sneaking quietly past the wererats requires success on a DC 12 Dexterity (Stealth) check. Any character who succeeds on a Wisdom (Insight) check opposed by a wererat's Charisma (Deception) check notices that the halflings are on the alert and watching everyone carefully while begging.

Gallo and Ferra work for the Shard Shunners, a group of criminal halfling wererats the Unseen hires as extra muscle. If the wererats notice the characters doing anything suspicious, they shout to the archer on the bridge (see "The Lookout") then attack. The wererats fight until one of them falls, and then the other flees. If captured and questioned, a successful

DC 15 Charisma (Intimidation) check or a payment of 50 gp gets a wererat to reveal they are watching Lacer's Mercery for suspicious characters because Hlaavin paid them to do so. The wererats know little else of Hlaavin's operation.

The Lookout

At all times, Hlaavin keeps an **archer** (see appendix B) lookout stationed in the bridge that connects the shop to the carriage house (area S11). The bridge has open sides that allow for attacks to be made through them and murder holds over the door to the carriage house. The archer has stocked flasks of acid and alchemists fire to use against intruders (for more information see area S11).

The archer responds to any suspicious activity and attacks those trying to break into the shop. Sneaking past the archer requires a successful DC 15 Dexterity (Stealth) check.

Lacer's Mercery Staff

Creatures on the Lacer's Mercery staff are members of the Unseen. Unless otherwise noted, these creatures must be magically compelled to give any information about Hlaavin or the Unseen.

Lacer's Mercery Customers

If the characters visit Lacer's Mercery during the day, they run into nobles and their servants shopping. These customers know nothing of the Unseen, but a successful DC 12 Charisma (Persuasion) check and a conversation gets one of the following tidbits from customers:

- "Business must be doing very well. They keep a guard on the bridge between the shop and coach house day and night."
- "I hear Orlando lives in the private tower. That's how dedicated he is to his work."
- "Orlando says if you have a friend who is a Masked Lord to bring them by the shop and that you and the lord get a free hat!"
- "Orlando's clothes are in such high demand that his staff can't stop working. People come and go from the coach house at all hours of the day and night."
- "Those poor vagrant halflings are always begging for money outside of the shop."

The Lacer's Mercery customers flee from combat.



Lacer's Mercy Features

Lacer's Mercy has the following features:

- Lacer's Mercy is multistory structure, with each level 12 feet higher than the one below it. Rooms are 10 feet high, with 8-foot-high doorways connecting them.
- Climbing the outside walls of the shop without equipment requires a successful DC 15 Strength (Athletics) check.
- Unless specified otherwise, the walls and doors of the shop are made of oak. Doors have AC 15, 27 hit points, and immunity to poison and psychic damage. Locked doors inside the shop can be picked open with a successful DC 15 Dexterity check with thieves' tools, or forced with a successful DC 20 Strength check. Unless otherwise noted in a door's description, Hlaavin, Mariana, Bonnie, Galen Redwine, and Brasid Vashar carry keys to the locked doors.
- The shop's windows are latched from within and swing outward on iron hinges. Opening a locked window from the outside requires success on a DC 12 Dexterity check with thieves' tools.
- Areas are brightly lit by *continual flame* spells cast on wall sconces.

Areas of Lacer's Mercy

The following encounter locations are keyed to the map in appendix A.

S1. Reception

During the day, the door that leads to this area from the outside is open. At night, the door is locked (see "Features of Lacer's Mercy").

The reception area contains the following:

- During the day, Mariana, an Unseen **doppelganger** that appears as a female Chondathan human, greets guests at the door.
- A mannequin wearing a sword and a gorgeous bridal gown stands in between a door that leads to area S2 and a locked door (see "Lacer's Mercy Features") marked "PRIVATE" which leads to area S3.
- A table covered in neat stacks of paper stands in the center of the room.
- Pegs on the walls hold customer coats and hats.

Mannequin. The mannequin is actually an animated creature (with the statistics of a **helmed horror** without a shield and an AC of 18). During the

day if any members of the Unseen are attacked in this room, it defends them. At night the mannequin attacks anyone that enters this area that isn't escorted by a member of the Unseen. The mannequin fights to the death or until a member of the Unseen orders it to stop.

At night, the sound of combat in this room draws the attention of the artisans in the workshop (area S7).

Mariana. When Mariana greets customers, she takes their coats and hats, reads their minds, and writes down their information on a piece of paper (along with any other information about the customer worth remembering). Then she calls over a tailor to help the customer (see area S2). Mariana does not allow any creature that is not a member of Unseen through the private door.

Treasure. Marianna holds a master key to the Lacer's Mercy complex.

Doppelganger



S2. Tailor Shop

The tailor shop has two stories: a first floor and a balcony second floor, connected by stairs. It contains the following:

- During the day **Hlaavin** (see appendix B) in the guise of Orlando Dunphan Lacer can usually be found here, greeting regulars and taking measurements for customers.
- During the day, six Unseen **spies** work as salespeople, walking the floor and helping the 2d6 **nobles** and their 4d6 servants (**commoners**) shopping within the store.
- A display of three mannequins, which are actually **nimblewrights** (see appendix B), wear the latest Summer fashion with belted-on weapons and stand on a 2-foot-high, 15-foot-diameter dais at the back of the first floor.
- Fine clothing, shoes, and hats for sale are set out on tables and regular mannequins.

Hlaavin's Alter Ego. Hlaavin spends most of its time here during the day, reading the minds of customers and checking in on the staff to take their reports. Once per hour, Hlaavin takes the reports to the office in the tower (area S8). If Hlaavin notices the characters, "Orlando" introduces himself and asks the characters if they need assistance, tending to them personally and trying to read their minds to uncover any information they have about the *Stone of Golorr*.

If the characters cause trouble or ask too many questions, "Orlando" asks the characters to leave politely, offering free clothing items to help speed them on their way. If they refuse to leave, "Orlando" offers to show them special items in the carriage house basement (area S12), where the Unseen attack the characters with the intent to imprison them.

For more information see, "Facing Hlaavin."

Nimblewright Mannequins. The nimblewrights serve as spies and guardians for the Unseen. While they cannot speak, each nimblewright perfectly remembers any conversation it hears and can write it down verbatim at any point in the future. This feature has been very useful for discovering secrets the nobles in the shop whisper to one another while browsing.

During the day, if any members of the Unseen are attacked in this room, the nimblewrights defend

them. At night the nimblewrights attack anyone who enters this area without an Unseen escort. The nimblewrights fight to the death or until a member of the Unseen orders them to stop.

At night, the sound of combat in this room draws the attention of the artisans in the workshop (area S7).

Spying Salespeople. The spies get to know the customers, take notes as they help the influential citizens shop, and report their findings to the organization. If attacked, they defend themselves and each other while trying to alert the rest of the complex. The spies ask anyone acting suspiciously or bothering the customers to leave.

Treasure. If all of the garments for sale are stolen, together they make two hundred outfits of fine clothes (worth a total of 3,000 gp). These clothes weight a total of 1,200 pounds.

S3. Tower Guard Room

The door to this room from area S2 is locked (see "Lacer's Mercery Features"). A carved inscription on the wall reads, "Prove yourself Unseen or die." A *detect magic* spell reveals that the inscription radiates an aura of conjuration magic. The inscription has AC 17, 27 hit points, and immunity to poison and psychic damage.

When one or more creatures enter this chamber, one of the creatures entering must demonstrate an ability to change its shape (like a doppelganger's Shapechanger feature or a druid's Wild Shape feature) or cast an illusion spell. If a creature does none of these things or fails to destroy the carving within 10 seconds of entering the area, the carving conjures an **air elemental** loyal to Hlaavin and hostile to everyone else. The air elemental fights to the death or until Hlaavin tells it to stop.

S4. Dressing Rooms

Each of the three dressing rooms has magic two-way mirror, allowing observation from area S5. A *detect magic* spell reveals that the mirrors radiate an aura of illusion magic. Each mirror has AC 13, 18 hit points, and immunity to poison and psychic damage. Destroying a mirror creates a doorway in the space where the mirror was that leads to area S5.

During the day, there is a 75 percent chance a dressing room contains one **noble** trying on clothes with the help of 1d4 servants (**commoners**).



S5. Tower Observation Chamber

The windows in here overlook the dressing rooms in area S4, and are the nonreflective sides of magic two-way mirrors. A *detect magic* spell reveals each window radiates an aura of illusion magic. These windows allow creatures in this area to see and hear what occurs in the dressing rooms. Each window has AC 13, 18 hit points, and immunity to poison and psychic damage. Destroying a window creates a doorway in the space where the window was that leads to area S4.

During the day, three Unseen **doppelgangers** observe the dressing rooms, reading the thoughts of and taking notes on the people within. The doppelgangers also practice transforming into the nobles they watch. Sneaking past the doppelgangers while they're absorbed in their work requires success on a DC 11 Dexterity (Stealth) check. If the doppelgangers notice any creatures unescorted by a member of the Unseen, they attack. Each doppelganger fights until reduced to 20 hit points then flees to Hlaavin's quarters (area S9).

S6. Haberdashery

The place where Hlaavin displays textiles and smaller accessories is open to all clients during the day. It contains the following:

- During the day, three mercenaries (**scouts**) work behind a glass display counter, aiding 1d4 nobles and 3d4 servants (**commoners**) that shop here.
- During the nighttime, the Unseen activate a 5-foot-square pressure plate in the center of the floor that triggers a trap when stepped on.
- Rolls of colorful textiles and bins of buttons, thread, clips, zippers, pins, brooches, and other small articles for sewing line shelves on the walls.

Glass Counter. The glass display counter holds several valuable items (see "Treasure"). Its doors are locked. Hlaavin and the mercenaries that work here hold keys to the counter. The lock on the counter can be picked with a successful DC 15 Dexterity check with thieves' tools. The counter has AC 13, 27 hit points, and immunity to poison and psychic damage.

The counter is enchanted with a magic trap. A *detect magic* spell reveals an aura of evocation magic radiates from the counter. If the counter is reduced to 0 hit points, it explodes in a thunderous burst of glass. Creatures within 15 feet of the counter must make a DC 15 Constitution saving throw, taking 11 (2d10) piercing and 11 (2d10) thunder damage on a failed save, or half as much damage on a successful one.

Setting off the trap gets the attention of the artisans in the workshop (area S7).

Mercers. The mercenaries behind the counter take extensive notes on the customers they observe. If attacked, the mercenaries fight back, while calling for aid from the staff in the workshop (area S7). The mercenaries ask anyone acting suspiciously or bothering the customers to leave.

Pressure Plate Trap. This trap is not active during the day. At night the Unseen activate the pressure plate so it can be triggered. They turn off the trap before the shop opens in the morning.

Any weight of more than 20 pounds placed on the pressure plate triggers the trap. The pressure plate can be spotted with a successful DC 17 Wisdom (Perception) check. A character studying the area can determine the pressure plate is a slightly different color than the rest of the floor with a successful DC 17 Intelligence (Investigation) check. A character who succeeds on a DC 12 Intelligence (Investigation) check while examining the bins of the wall discovers that each bin has a tightly coiled string attached to its underside. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

When the trap is triggered, all of the bins on the walls loaded with accessories fly toward the center of the room, hurled by the springs beneath them. Each creature in the area must make a DC 15 Dexterity saving throw, taking 16 (3d10) piercing damage on a failed save or half as much damage on a successful one. This trap can only be triggered once and then must be reset.

Setting off the trap gets the attention of the artisans in the workshop (area S7).

Treasure. The display case holds seven gold-rimmed monocles (worth 5 gp each), thirty pairs of gold cuff links (worth 10 gp a pair), sixteen silver brooches (worth 15 gp each), eight fine leather belts with ornate silver buckles (worth 20 gp each), six gold hair pins with small diamond studs (worth 50 gp each), four zircon-encrusted hats (worth 100 gp each), and four silver canes, one of which contains a hidden silvered shortsword (worth 200 gp each).



S7. Workshop

This is the area where all of Lacer's Mercery goods are made. It contains the following:

- Ten artisans make clothing, shoes, hats, and accessories here, day or night.
- A locked door (see "Lacer's Mercery Features") marked "PRIVATE" leads to area S8.
- Two 6-foot-long, 2-foot-wide rectangular tables and one 6-foot-diameter circular table are set with raw materials and sets of cobbler's tools, leather worker's tools, jeweler's tools, and weaver's tools.
- Ten adjustable mannequins wearing unfinished outfits line the room.

Artisans. The artisans are members of the Unseen and double as guards for the shop. Each has the statistics of a **scout** with proficiency in cobbler's tools, leather worker's tools, jeweler's tools, or weaver's tools. During the day, the artisans inform any intruders that they're not allowed in the workshop, before escorting them out of the shop. At night, the artisans attack intruders, fighting until half their number fall.

Treasure. A successful DC 15 Intelligence (Investigation) check unearths a master key to all the doors in Lacer's Mercery in the pockets of the clothing on one of the adjustable mannequins. The artisans use this key if they need to enter the tower.

S8. Tower Office

The door to this office from area S7 is locked (see "Lacer's Mercery Features"). This office contains the following:

- A **rug of smothering** (with 60 hit points) weaved with the image of an eyeless and noseless skull being grasped by tentacles is on the floor in the center of the room.
- Ten metal cabinets of drawers cover the walls, each sporting a small lock.
- A clean desk and chair stands near the west wall.

Cabinets. Each cabinet is locked. Hlaavin holds the key that unlocks them all. A cabinet's lock can be picked with a successful DC 15 Dexterity check with thieves' tools or forced with a successful DC 15 Strength check.

The cabinets contain files on the nobles that come into Lacer's Mercery. In addition to each noble's measurements and sense of style, there are notes about mannerism, attitudes, secrets, rumors, fears, debts, and more for every customer.

A character with access to all the files can spend four days of downtime studying them (or two or

three characters could spend two days of downtime, or four or more characters could spend one day). Characters who study the files have advantage on Charisma ability checks made to influence nobles of Waterdeep that have visited Lacer's Mercery. In addition, the characters identify the following **nobles** as Masked Lords:

- Dorgar Adarbrent (LG male Tethyrian human), "the Walking Corpse of Waterdeep," the venerable lord of House Adarbrent.
- Lammakh Heirlarpost (N male Tethyrian human), a petty man and the owner of an importation business.
- Gruthgar Hrimmel (NE male Tethyrian human), a wealthy, unscrupulous landlord who murders disagreeable tenants and is being blackmailed by the Zhentarim.
- Halark Tarncrowne (N male Chondathan human), a wealthy investor and gem merchant who prefers animals to people.

Rug of Smothering. The rug attacks any creature that stands on it that is not a member of the Unseen, fighting to the death or until a member of the Unseen orders it to stop. If combat breaks out, the artisans in area S7 come to investigate.

A successful DC 15 Intelligence (History) check reveals the symbol on the rug is that of the Unseen.

S9. Hlaavin's Quarters

When Hlaavin needs a moment alone, it rests here. The quarters contain the following:

- At night, **Hlaavin** (see appendix B) relaxes here, stretched out on a bed in its natural form wearing fine foppish clothing, reading a file on a noble.
- A locked, wooden chest is under the bed.
- A gold-rimmed, full-length mirror stands on the north wall.
- A tidy desk and chair stands on the west wall.

Chest. The chest has a *glyph of warding* spell inscribed on the lid that is triggered if anyone other than Hlaavin touches the chest (spell save DC 15 with a thunder explosive runes effect as described in the *Player's Handbook*).

The chest has AC 15, 27 hit points, and immunity to poison and psychic damage. The lock on the chest can be picked with a successful DC 15 Dexterity check with thieves' tools, or forced open with a successful DC 18 Strength check. Hlaavin holds the key to the chest.

The chest holds several sets of clothing for Hlaavin's various disguises (including a City Watch



officer's uniform) and Hlaavin's treasure (see "Treasure").

Hlaavin. If caught up here at night, Hlaavin acts as described in "Facing Hlaavin." If combat breaks out, the artisans in area S7 come to aid Hlaavin.

Hlaavin is reading a file about Mirt, who recently came to the shop to buy an outfit for Shieldmeet. For more information see "Mirt" in appendix B of *Waterdeep: Dragon Heist*.

Mirror. Hlaavin's mirror is magic. A *detect magic* spell reveals the mirror radiates an aura of conjuration magic. Hlaavin wears a magic *teleporter ring*, which allows it to walk through the mirror into an adjoining mirror in the loading bay (area S15) or vice versa.

Treasure. In addition to its equipment, Hlaavin carries a master key to the Lacer's Mercery complex, a key to the cabinets in the tower office (area S8), a key to the prison cells in the Skullport lair (area S13), and a key to a chest in this room. It also wears a *teleporter ring* (see "Mirror").

In addition to the clothes, Hlaavin's chest contains a *writing gem*, which includes all of the Unseen's records and information about the hired spying, assassinations, and black market trade (see the "Writing Gem" sidebar), a gold wedding ring (worth 50 gp), a diamond-encrusted brooch (worth 250 gp), and a purse embroidered with the image of an eyeless and noseless skull being grasped by tentacles containing 543 gp and 22 pp. A successful DC 15 Intelligence (History) check reveals the symbol on the purse is that of the Unseen.

Stone of Golorr. If Hlaavin has the *Stone of Golorr*, the greater doppelganger keeps the artifact in the chest beneath the bed.

Writing Gem

Wondrous item, uncommon (requires attunement)
Writing gems are psionic journals created by mind flayers for recording information. While attuned to one of these 6-inch-diameter gems, you share a mental connection with the item, and while you hold the gem:

- You can record information to the gem.
- You can access any information recorded in the gem.
- You can share all or some of the recorded information in the gem with any willing creature you can see within 10 feet of you.

If the gem is attuned to another creature when you touch it, you must succeed on a DC 15 Charisma saving throw. On a failed save you take 6d6 psychic damage and drop the gem. On a successful save, you assert your will over the gem and can attune the item yourself, accessing any recorded information within the item.

S10. Coach House

The door to the coach house's first floor is locked (see "Lacer's Mercery Features"). The coach house is a three-story structure, with two balcony floors overlooking the ground floor. It contains the following:

- Four Shard Shunner **wererats** in giant rat form hide around the levels of the coach house, watching the doors.
- Three **draft horses** stay in stalls against the north wall of the first floor.
- Boxes and barrels filled with contraband from the Underdark occupy the second and third floors.
- A large crane with a massive hook sits on the top of the third floor.
- Three coaches made to haul cargo are against the east wall of the first floor.
- A 15-foot-square secret hatch covered by hay in the middle of the first floor covers a spiral staircase that leads down to area S12 in Skullport.

Crane. The crane is used to bring up goods from the gang hideout (area S12) and move the goods in the coach house. A character can operate the crane with a successful DC 10 Intelligence check.

Draft Horses. The draft horses are tended to by the wererats and ready to haul cargo at a moment's notice. They fight only to defend themselves.

Secret Hatch. A character notices the outline of the secret hatch beneath the hay on the floor with a successful DC 13 Wisdom (Perception) check. The hatch is made of two doors that slide apart.

Wererats. The Shard Shunner wererats are lightfoot halflings named Bergerat, Finnick, Mazen, and Twintle. Each has the statistics of a **wererat** with these changes:

- They are Small and have 27 (6d6 + 6) hit points.
- Both have these racial traits: They can move through the space of a Medium or larger creature. They have advantage on saving throws against being frightened. They speak Common and Halfling and know thieves' cant.

The characters notice the hidden wererats if their Wisdom (Perception) scores are higher than the wererats' Dexterity (Stealth) checks. The wererats wait for the characters to all enter the coach house, then attack, attempting to scare the characters away. If the characters flee the coach house, the wererats do not give chase. Otherwise, each wererat flees when it has 10 hit points remaining.

If captured and questioned, a successful DC 15 Charisma (Intimidation) check or a payment of 50 gp



gets a wererat to reveal the location of the secret hatch, and confess that they are guarding the coach house and caring for the horses because Hlaavin paid them to do so. The wererats don't know what is in the boxes or where the secret hatch leads. They know little else of the Unseen's operation.

Treasure. The contraband goods from the Underdark consist of poisons, mind-altering substances, strong alcohols, torture devices, and other outlawed goods. The total weight of all the goods in the coach house is 4,000 pounds. If the characters want to sell the goods, they must find an interested buyer (such as the Xanathar Guild, the Zhentarim, or another criminal organization). The buyer offers 1d4 x 1,000 gp for all of the goods. After the characters sell the goods, there is an 80 percent chance the City Watch arrests them for breaking the law (see "Breaking the Law" in the introduction of *Waterdeep: Dragon Heist*).

S11. Bridge

At all times, Hlaavin keeps an **archer** (see appendix B) stationed on the bridge, watching for intruders (see "The Lookout"). The archer attacks anyone who enters this area who isn't escorted by a member of the Unseen or a Shard Shunner. The archer flees if reduced to 20 hit points or fewer.

Two 1-foot-diameter murder holes in the bridge floor above the outside entrance to the coach house allow the archer to drop flasks of acid and alchemist's fire on intruders (see "Treasure").

Treasure. A steel box placed near the bridge's murder holes contains four flasks of acid and four flasks of alchemist's fire (see "Adventuring Gear" in chapter 5, "Equipment," of the *Player's Handbook*).



S12. Gang Hideout

The Unseen gather in this area for meetings and during downtime. This area contains the following:

- If Ratzgell and Mikash, two Unseen **doppelgangers**, are alive and not arrested, they are here observing prisoners in the cells (area S13).
- Four Unseen **spies** sit a table drinking and playing a dice game.
- Four wood tables set with chairs are spread throughout the room.
- Three 500-pound kegs of duergar ale stand behind a bar painted with the image of an eyeless and noseless skull being grasped by tentacles near the south wall.
- A door on the south wall leads to Skullport (see *Waterdeep: Dungeon of the Mad Mage* for more information about Skullport).

Doppelgangers. The doppelgangers are practicing becoming the people they observe in the cells. If they notice the characters down here, the doppelgangers attack, intending to beat the characters unconscious and throw them in the empty cells (area S13) for Hlaavin's questioning. Combat in this area draws the attention of the creatures in area S14 and S15.

Spies. The spies are all drunk (poisoned). If the doppelgangers are not here and the spies notice the characters, the spies question the characters, asking them who they are and what they're doing in the hideout. Characters claiming to be members of the Unseen can convince the spies with a successful Charisma (Deception) check against the spies' Wisdom (Insight) checks. The spies attack creatures they suspect of being intruders, intending to knock them unconscious and throw them in the empty cells (area S13) for Hlaavin's questioning. Combat in this area draws the attention of the creatures in area S14 and S15.

Unseen Symbol. Characters who succeed on a DC 15 Intelligence (History) check identify the symbol on the bar as that of the Unseen.

Giant Rat



S13. Prison Cells

Hlaavin keeps five prison cells in the hideout beneath Lacer's Mercery. The locked cell doors are made of iron bars. The bars have AC 19, 50 hit points, a damage threshold of 5, and immunity to poison and psychic damage. A character can bend the bars with a successful DC 25 Strength (Athletics) check. A character can pick the lock of a cell with a successful DC 17 Dexterity check with thieves' tools. Hlaavin and Galen Redwine (see area S14) hold keys to the cells.

Cell Occupants. Three of the cells are empty, but two hold individuals captured by Hlaavin.

- One cell holds Win Yuven (LE female Shou human **bandit captain**). This woman in her thirties works for Manshoon's Zhentarim.
- Another cell holds Amnar Vergoba (LG male Rashemi human **veteran**). This man in his fifties is a captain in the City Watch.

Once the doppelgangers have all the information and practice needed to replace the occupants, they are killed and the doppelgangers take their places. If the occupants know the characters oppose the Unseen, the prisoners beg for freedom.

Treasure. The Zhentarim rewards the characters 200 gp for the safe return of Win, and the City Watch rewards the characters 50 gp for the safe return of Amnar.

S14. Training Hall

The Unseen train for combat in this room. It contains the following:

- Galen Redwine (NE male Tethyrian human **master thief** with statistics in appendix B) practices melee techniques with Bonnie, a **doppelganger** in the form of a barmaid who works at the Yawning Portal (see "Bonnie and Friends"). If Bonnie is dead or captured, she is not here and Galen practices alone.
- A secret closet is hidden on the south wall of the room.
- Two weapon racks line the north and west walls.
- Two straw practice dummies stand in the center of the room.

Bonnie. If Bonnie is here and notices the characters, she reads their thoughts while trying to convince them to take an audience with Hlaavin. If the characters refuse, she attacks, intending to knock them unconscious and throw them in the empty cells (area S13) for Hlaavin's questioning. Combat in this area draws the attention of the creatures in area S12.

Bonnie



Galen Redwine. Galen is one of Hlaavin's most-trusted lieutenants. The smarmy man is in late twenties. A character that observes his interactions with Bonnie discerns Galen is in love with the doppelganger with a successful DC 12 Wisdom (Insight) check. Characters who threaten Bonnie and succeed on a DC 12 Charisma (Intimidation) check get Galen to spill secrets about the Unseen's operation (see chapter 1, "Revealing the Unseen").

If Bonnie is not here and Galen notices the characters, he questions them, asking who they are and what they're doing in the hideout. Characters claiming to be members of the Unseen can convince Galen with a successful Charisma (Deception) check against Galen's Wisdom (Insight) check.

Galen attacks creatures he suspects of being intruders, intending to knock them unconscious and throw them in the empty cells (area S13) for Hlaavin's questioning. Combat in this area draws the attention of the creatures in area S12.

Secret Closet. A character who searches the area finds the outline of the secret closet with a successful DC 15 Intelligence (Investigation) check. The closet contains outfits worn by Waterdeep officials including several City Watch and City Guard uniforms and a few fake (nonmagical) Lord's ensembles.

Treasure. In addition to their equipment, Bonnie and Galen each hold a master key to the Lacer's Mercery complex. Galen also holds a key to the prison cells (area S13).

The weapon racks hold five longbows, five shortbows, three hundred arrows, five shortswords, five longswords, five rapiers, and twenty daggers, one of which is a *dagger of venom*.



S15. Loading Bay

The loading bay contains the following:

- Brasid Vashar (LE female Calishite human **illusionist** with statistics in appendix B) manages four **bandits** that load and unload cargo.
- A tarp covers a magic full-length mirror.
- A large crane hangs over the docks.
- Several large boxes of contraband from the Underdark sit against the south wall.

Bandits. The bandits are paid members of the Unseen who are fanatically loyal to Hlaavin and follow Brasid's every command. If ordered to attack, they fight to the death.

Brasid Vashar. Brasid runs Hlaavin's black market trade with the Underdark. She checks in with Hlaavin daily and memorizes a manifest for items he keeps on his *writing gem* (see the "Writing Gem" sidebar). This woman in her forties is no-nonsense and has no time for idle chatter.

If Brasid notices the characters, she questions them, asking who they are and what they're doing in the hideout. Characters claiming to be members of the Unseen can convince the Brasid with a successful Charisma (Deception) check against Brasid's Wisdom (Insight) check. Brasid attacks creatures she suspects of being intruders, intending to knock them unconscious and throw them in the empty cells (area S13) for Hlaavin's questioning. Combat in this area draws the attention of the creatures in area S12.

Brasid wears a *ring of mind shielding* because she does not want the doppelgangers to read her thoughts. She removes the ring whenever she interacts with Hlaavin.

Crane. The crane is used to bring up goods from the docks (area S16). A character can operate the crane with a successful DC 10 Intelligence check.

Mirror. The mirror beneath the tarp is magic. A *detect magic* spell reveals the mirror radiates an aura of conjuration magic. Hlaavin wears a magic *teleporter ring*, which allows it to walk through the mirror into an adjoining mirror in his quarters (area S9) or vice versa.

Treasure. In addition to her equipment, Brasid holds a master key to the Lacer's Mercery complex and wears a *ring of mind shielding*.

The contraband goods from the Underdark consist of poisons, mind-altering substances, strong alcohols, torture devices, and other outlawed goods. The total weight of all the goods in the coach house is 800 pounds. If the characters want to sell the goods, they must find an interested buyer (such as the Xanathar Guild, the Zhentarim, or another criminal

organization). The buyer offers 1d8 x 800 gp for all of the goods. After the characters sell the goods, there is an 80 percent chance the City Watch arrests them for breaking the law (see "Breaking the Law" in the introduction of *Waterdeep: Dragon Heist*).

S16. Docks

Ships carrying illegal contraband for the Unseen come up from the Underdark. Mertil, a **deep scion** (see appendix B), watches this area, calling up to Brasid whenever a ship approaches. The deep scion was given purpose by Hlaavin after her kraken master was killed by adventurers and is willing to give her life defending the area from intruders.

River. The river of dark water that flows along the docks is 20 feet deep.



Deep
Scion



Special Events

You can use one or more of the special events before, during, or after the characters explore Lacer's Mercery and the Unseen hideout.

Doppelganger Replacement

If the characters make an enemy of Hlaavin, it tries to capture one of them and replace that character with a **doppelganger**. If one of the players is absent for a game session and circumstances allow it, Hlaavin targets that character for replacement while the rest of the party is distracted by other matters. You don't need to roleplay the character's capture; just assume it happens. Once captured, the doppelganger reads the character's thoughts and observes their mannerisms while the character is imprisoned in area S13. Then the doppelganger approaches the party in the guise of the character and spies on them from within while trying to undermine their mission.

If a doppelganger replaces one of the characters, talk privately to the player whose character has been replaced. Then have that player run the doppelganger until it dies or the replaced character is reintroduced.

Party Boat of Fungi

As the characters explore the Unseen hideout beneath the coach house, a ship approaches the docks (area S16). This ship is manned by four **duergar** merchants that have come to trade with Hlaavin. Their cargo is four 5-foot-square iron cages, each of which holds a **myconid adult** captured in the Underdark. Hlaavin is interested in harvesting the spores from the myconids and selling those spores on the black market.

Each locked cage has AC 19, 50 hit points, a damage threshold of 5, and immunity to poison and psychic damage. A character can bend the bars of a cage with a successful DC 25 Strength (Athletics) check, or pick the lock with a successful DC 17 Dexterity check with thieves' tools. Each duergar holds keys to the cages (which are handed over to Brasid after the exchange).

If the characters free the myconids and give them a way to return to the Underdark, the grateful creatures gather around one of the characters and perform a ritual that involves chanting, dancing, and takes 1 minute. The character the myconids choose gains the *charm of darkvision* (see "Charms" in

chapter 7, "Treasure," of the *Dungeon Master's Guide*).

The Walking Corpse Goes Mad

Dorgar Adarbrent (LG male Tethyrian human **noble**) is so old that he is known as "the Walking Corpse of Waterdeep." The venerable lord of House Adarbrent is a Masked Lord, and Hlaavin knows this fact. Hlaavin recently attempted to bribe Dorgar through anonymous channels into taking a long vacation without telling anyone, but the incorruptible noble refused. Hlaavin plans to send the Masked Lord a message.

As the characters travel the crowded city streets on Shieldmeet, they notice an Unseen **doppelganger** in the guise of Dorgar wearing a Lord's ensemble, without the mask. "Dorgar" is drunkenly cavorting through the streets, yelling lewd phrases at passersby and demanding all bow before the greatest Masked Lord Waterdeep has ever seen. Suspicious characters know Dorgar is putting on a show rather than actually drunk with a successful Wisdom (Insight) check opposed by the doppelganger's Charisma (Deception) check.

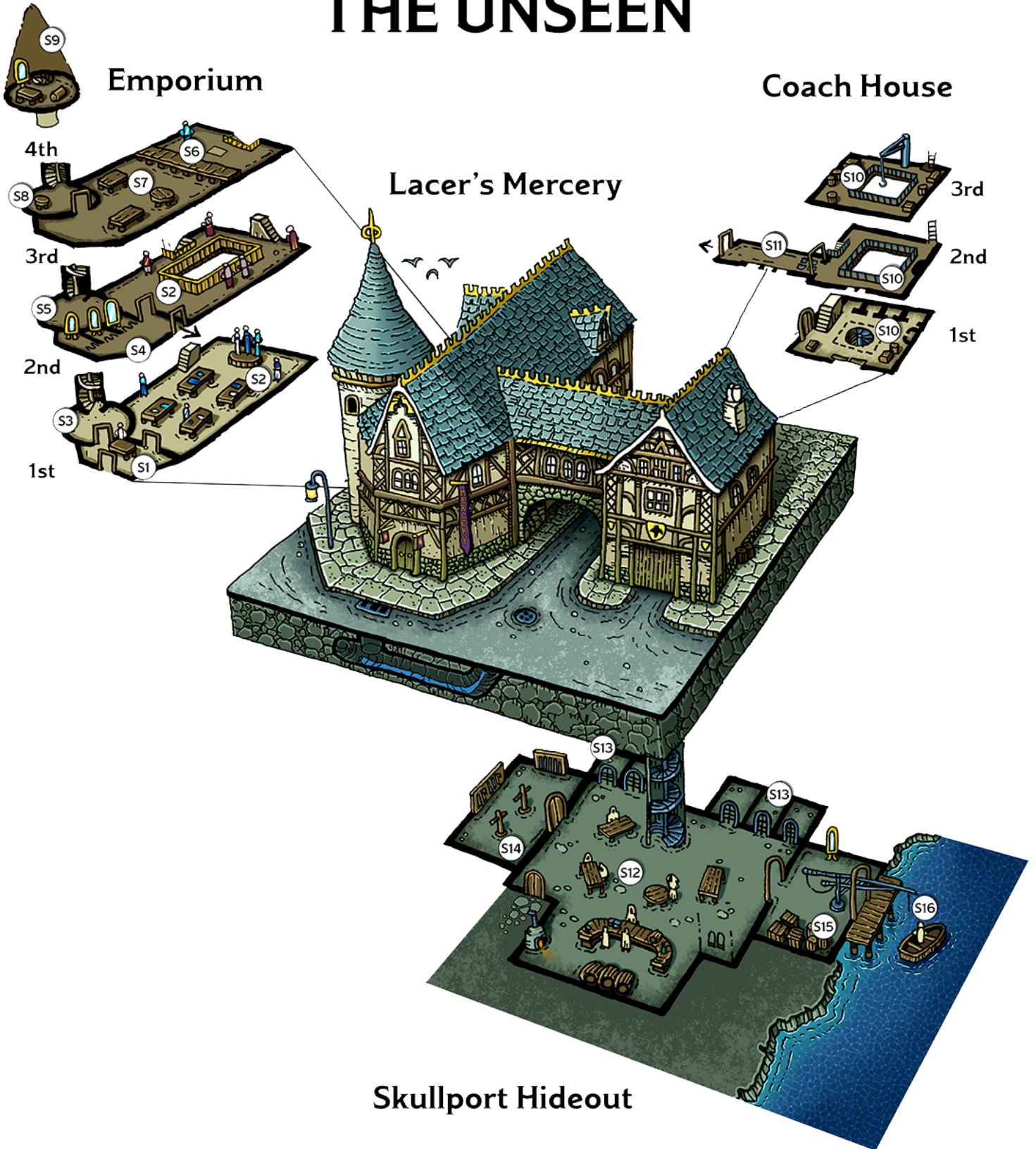
If the characters intervene, "Dorgar" insults them. If the characters attack, the old man is suddenly very spry and runs away, leading them on a chase through the city (see "Shieldmeet Street Chase" in chapter 2, "Chasing the Unseen" for chase complications). If the characters capture the doppelganger, they clear Dorgar's name.

If the characters do not intervene "Dorgar" continues to make a fool of himself, and the next day they read about the incident in the broadsheets. A Masked Lord was missing from the open Shieldmeet assembly and it is presumed it was Dorgar. Dorgar contacts the characters, asking them to look into the situation, explaining that he was home taking care of his sick wife on Shieldmeet and that is why he was not with the other Masked Lords. If he cannot prove his innocence to Laeral Silverhand, the old man stands to lose his position as a Masked Lord. If the characters ask around, they find that "Dorgar" was last seen in front of Lacer's Mercery with a successful DC 15 Charisma (Investigation) check. If the characters can prove to the public that Lacer's Mercery is crawling with doppelgangers, they clear Dorgar's name.

If the characters clear Dorgar's name he rewards them with a special favor (see "Special Favors" in chapter 7, "Treasure," of the *Dungeon Master's Guide*).



LAIR OF THE UNSEEN



Appendix B. Monsters

Archer

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage.



Bard

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +3

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.

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



Deep Scion

Medium humanoid, neutral evil

Armor Class 11

Hit Points 67 (9d8 + 27)

Speed 30 ft., walking 20 ft. (in hybrid form), swim 40 ft. (in hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3, Cha +4

Skills Deception +6, Insight +3, Sleight of Hand +3, Stealth +3

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Common, thieves' cant

Challenge 3 (700 XP)

Shapechanger. The deep scion can use its action to polymorph into a humanoid-piscine hybrid form, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

Actions

Multitack. In humanoid form, the deep scion makes two melee attacks. In hybrid form, the deep scion makes three attacks: one with its bite and two with its claws.

Shortsword (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn. In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

Gazer

Tiny aberration, neutral evil

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wis +2

Skills Perception +4, Stealth +5

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages –

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the gazer can move up to its speed toward a hostile creature that it can see.

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Eye Rays. Eye Rays. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. **Dazing Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. **Fear Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3. **Frost Ray.** The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4. **Telekinetic Ray.** If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.



Griffon Cavalry Rider

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Animal Handling +3, Athletics +4, Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 2 (450 XP)

Actions

Lance. *Melee Weapon Attack:* +4 to hit (with disadvantage against a target within 5 ft.), reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage, or 9 (1d12 + 5) piercing damage while mounted.

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

Feather Fall. The rider wears a magic ring with which it can cast the *feather fall* spell on itself once as a reaction to falling. After the spell is cast, the ring becomes nonmagical.



Hlaavin

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 162 (25d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	19 (+4)	17 (+3)	18 (+4)

Saving Throws Int +9, Wis +8, Cha +9

Skills Deception +14, Intimidation +9, Insight +8, Perception +8, Persuasion +9, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 18

Languages Common, Deep Speech, Dwarvish, Elvish, Undercommon, telepathy 120 ft.

Challenge 13 (100 XP)

Shapechanger. Hlaavin can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. Hlaavin has advantage on attack rolls against any creature it has surprised.

Innate Spellcasting (Psionics). Hlaavin's innate spellcasting ability is Intelligence (spell save DC 19). It can innately cast the following spells, requiring no components:

At will: *hold person*, *levitate*

1/day each: *dominate monster*, *polymorph*

Magic Resistance. Hlaavin has advantage on saving throws against spells and other magical effects.

Mimicry. Hlaavin can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 19 Wisdom (Insight) check.

Regeneration. Hlaavin regains 10 hit points at the start of its turn. If Hlaavin starts its turn with 0 hit points, it does not regenerate (and likely dies).

Surprise Attack. If Hlaavin surprises a creature and hits it with an attack during the first round of combat or if it hits a stunned creature, the target takes an extra 20 (6d6) damage from the attack.

Actions

Multiattack. Hlaavin makes three melee attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Mind Blast (Recharge 5–6). Hlaavin magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 19 Intelligence saving throw or take 31 (6d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Read Thoughts. Hlaavin magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Hlaavin can continue reading its thoughts, as long as Hlaavin's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Hlaavin has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.



Illusionist

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Challenge 3 (700 XP)

Spellcasting. The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray*, * *disguise self*, * *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*, * *mirror image*, * *phantasmal force**

3rd level (3 slots): *major image*, * *phantom steed**

4th level (1 slot): *phantasmal killer*

*Illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Martial Arts Adept

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.



Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

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

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Nimblewright

Medium construct, unaligned

Armor Class 18 (natural)

Hit Points 45 (6d8 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	8 (-1)	10 (+0)	6 (-2)

Saving Throws Dex +6

Skills Acrobatics +8, Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands one language known to its creator but can't speak

Challenge 4 (1,100 XP)

Magic Resistance. The nimblewright has advantage on saving throws against spells and other magical effects.

Magic Weapons. The nimblewright's weapon attacks are magical.

Repairable. As long as it has at least 1 hit point remaining, the nimblewright regains 1 hit point when a mending spell is cast on it.

Sure-Footed. The nimblewright has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The nimblewright makes three attacks: two with its rapier and one with its dagger.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Reactions

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

