

WATERDEEP: ITEMS & ENCOUNTERS



MATTHEW WHITBY

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FOREWORD

Welcome to the second in the *Item & Encounters series*, this time based in the City of Spendour, Waterdeep. I've crammed everything across the board in encounters for parties enjoying *Waterdeep: Dragon Heist* for any table to use! I love Waterdeep and I hope that's come across in this product.

I'd like to give special thanks to Aston Duncan, for being professional and a joy to work with! My other thanks is to you; in picking up this product, you've helped add value to the hours we've spent lovingly putting this all together. Hopefully there is a little bit of everything in each adventure, that yourself, and your party will enjoy.

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ON THE COVER

A Hydro76 inspired cover, with the Arms of Waterdeep as created by the author.

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INTRODUCTION

Welcome to *Waterdeep: Items & Encounters*, with forty-five short encounters and unique magical items to compliment the *Waterdeep: Dragon Heist* or a prelude to the *Waterdeep: Dungeon of the Mad Mage* adventure books. Each encounter includes a magic item that can function as a major or minor aspect of the encounter.

OVERVIEW

This supplement has the following sections:

- **Chapter 1: Castle Ward** Five short encounters set within the Castle Ward of Waterdeep.
- **Chapter 2: City of the Dead** Five short encounters set within the City of the Dead of Waterdeep.
- **Chapter 3: Dock Ward** Five short encounters set within the Dock Ward of Waterdeep.
- **Chapter 4: Field Ward** Five short encounters set within the Field Ward of Waterdeep.
- **Chapter 5: North Ward** Five short encounters set within the North Ward of Waterdeep.
- **Chapter 6: Sea Ward** Five short encounters set within the Sea Ward of Waterdeep.
- **Chapter 7: Southern Ward** Five short encounters set within the Southern Ward of Waterdeep.
- **Chapter 8: Trades Ward** Five short encounters set within the Trades Ward of Waterdeep.
- **Chapter 9: Undercliff** Five short encounters set around Undercliff surrounding Waterdeep.
- **Appendix A: Magic Items.** Descriptions for new magic items found in the encounters.

RUNNING ENCOUNTERS

This supplement includes references to the DUNGEONS & DRAGONS fifth edition core rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, as well as *Mordenkainen's Tome of Foes*. A copy of *Waterdeep: Dragon Heist* or the standalone *Volo's Waterdeep Enchiridion* will also prove useful, as the enchiridion provides the surrounding locations for each encounter. While most of the encounters have been designed to be placed within Waterdeep, they could be placed within any city with a little adjustment.

When a creature's name appears in **bold** type, that's a visual cue to then refer to the *Monster Manual* for the creature's stat block. Otherwise, the text will refer to an included stat block or another DUNGEONS & DRAGONS text.

RANDOM ENCOUNTERS

For every eight hours of travel within Waterdeep, roll a d20. On a roll of 12 or higher, choose the appropriate location encounter table and roll a d10, select the corresponding encounter. Alternatively, you can simply pick one of the encounters from the list for the characters as you see fit.

IF NOT WATERDEEP, ANYWHERE!

While these encounters have been designed to fit perfectly with the established lore of Waterdeep, there is nothing stopping them from being taken out and placed anywhere else! The names, locations, and details can be easily changed to whatever suits you best!

ENCOUNTER DIFFICULTY

Each encounter has been given a general challenge rating (CR), which corresponds to the average party level recommended to handle the encounter. However, you always have the freedom to adjust the numbers or replace entire monsters with different ones as you desire. It should be noted that some encounters have been designed to be non-combat focused, but, as with any adventuring party, things can change suddenly.

ALL ENCOUNTERS SORTED BY CR

Encounter	Item	Creature(s)	CR	Location
Heads or Tails	<i>Tyche's Lucky Coin</i>	—	0	Coin Alley, Dock Ward
Masked Lord of the Tinkerers	<i>Entirely Legitimate and Legal Lord's Helm</i>	—	0	Palace of Waterdeep, Castle Ward
Read All About it	<i>Everchanging Broadsheet</i>	—	0	Street of Lances, Sea Ward
Secrets of Ahghairon	<i>Timeless Violet of the Open Lord</i>	—	0	Ahghairon's Statue, City of the Dead
The Last of Defenders Three	<i>Arm's Length</i>	—	0	Holyhands House, North Ward
Toss a Coin to Your Lady	<i>Tymora's Favoured Dice</i>	—	0	Tower of Luck, Sea Ward
Wild Ground	<i>Dust of Wild Magic</i>	—	0	Court of the White Bull, Trades Ward
A Perfect Day for Flying	<i>Windcatch Cloak</i>	1d6 + 1 stirges	1	Cliffwatch, North Ward
Bright Lights, Darkest Shadows	<i>Darkness Bane Lantern</i>	Drow, darkmantle	1	Lamp Street, Trades Ward
Slipping Through Slipgate	<i>Passer's Ring</i>	Spy	1	Northyard, Field Ward
To Make Amends	<i>Monocle of Dampening</i>	Spy, broom of animated attack	1	Undercliff Village, Undercliff
Unsleeping Eyes	<i>Helm of the Restless</i>	Shadow	1	Helm's Hall, Southern Ward
Way Too High And Not Enough Seek	<i>Automatic Camouflaging Helmet</i>	Three giant wasps	1	House of Inspired Hands, Sea Ward
Deepwater Rescue	<i>Trident of Umberlee</i>	Four reef sharks	2	Deepwater Isle, Dock Ward
Don't Be Crabby	<i>Hermit's Hat</i>	Four bandits, gazer	2	Snail Street, Dock Ward
From the Ashes	<i>Unassuming Crock of Soot</i>	Two magmins	2	Soot Alley, Field Ward
Money Lending Until it Breaks	<i>Debtor's Purse</i>	Acolyte, two thugs, flying snake	2	The Market, Castle Ward
No Running in the South Ward	<i>Smuggler's Barrel</i>	Two bandits , four goblins	2	Smuggler's Run, Southern Ward
Stand and Delivery	<i>Runes of Location</i>	Two thugs , two flying snakes	2	The Southcliff Way, Undercliff
Talk About Heavy Traffic	<i>Portable Coach</i>	Four drow	2	The High Road, North Ward
A Head Above the Rest	<i>Osben's Letter Opener</i>	Enchanter	3	Hall of Sages, City of the Dead
Deep in the Trench	<i>Pendant of the Guarantor</i>	Werewolf	3	Tiger's Eye, North Ward
End of the Shift	<i>Blind Eye Cloak</i>	Master thief	3	Endshift Tavern, Field Ward
Forgive and Forget	<i>Barbed Memory Tongue</i>	Giant mimic	3	Amendsfarm, Undercliff

ALL ENCOUNTERS SORTED BY CR

Encounter	Item	Creature(s)	CR	Location
Lost in Stolen Translation	<i>Voiced Amulet of the Binder</i>	Two cultists , two imps	3	Font of Knowledge, Castle Ward
Way Too Fast and Way Too Furious	<i>Endless Carrot on a Stick</i>	Two swashbucklers	3	The Wagonrace, Trades Ward
Wrong Waymoot	<i>Wand of Chaotic Delinquence</i>	Bard, imp	3	The Waymoot, Southern Ward
Enduring the Burden	<i>Cords of the Martyr</i>	Swashbuckler, flying snake , two bandits	4	Hospice of St. Laupsenn, Trades Ward
Idols of Wonder	<i>Elminster's Portable Pole</i>	Two illusionists	4	House of Wonders, Sea Ward
Last Call for Southbound	<i>Hand of Ruid</i>	Ghost	4	Ruid's Stroll, Southern Ward
Lightning Always Strikes Twice	<i>Thunder's End</i>	Kraken priest , 1d4 mud mephits	4	Stormhaven Island, Dock Ward
No Honor Among Thieves	<i>Kiss of Steel</i>	Master thief	4	Thief's Knot, City of the Dead
Pay Your Respects	<i>Thieves' Handkerchief</i>	Illusionist, spy	4	Merchants' Rest, City of the Dead
Some Things are Best Left Unseen	<i>Eyes of Tyr</i>	Three bugbears , three bandits	4	Hall of Justice, Castle Ward
Sour Apples	<i>Blight Mead</i>	Three needle blights , three twig blights and two vine blights	4	Snobeedle Orchard and Meadery, Undercliff
To Break With Tradition	<i>Dragon's Sacrifice</i>	Dragonwing , two cultists	4	Virgin's Square, Trades Ward
Waltzing into the Sea	<i>Lantern of Wraith-Warding</i>	Wraith	4	Mistshore, Dock Ward
Who Let the Boars Out	<i>Shorttopple's Cleaver</i>	Veteran, wereboar , two boars	4	Satlport Street, Field Ward
Circling the Drain	<i>Potion of Concentration</i>	Incubus , two imps	5	Kappiyan Flurmastyr's House, Southern Ward
Lost with No Home to Return to	<i>Raven's Clutch of the Lost</i>	The Lost	5	The House of the Homeless, City of the Dead
Our Worth in Blood	<i>Weapon of the Educator</i>	Four to six knights	5	House of Heroes, Sea Ward
The Saddest of Songs	<i>Lute of Sorrows</i>	Two banshees	5	Fetlock Court, Castle Ward
The Sum of Its Parts	<i>Blade of the Swordmaiden</i>	Night hag , 1d4 phase spiders	5	Swordmaiden, North Ward
Trolltide All Year Round	<i>Shrinking Shackles</i>	Three goblins , variant troll	5	Trollyard, Field Ward
Uneven Ground	<i>Duelist's Wit</i>	Bulette	5	The Marching Grounds, Undercliff



Waterdeep

City of Splendors

Sea Ward

North Ward

Castle Ward

City of the Dead

Trade Ward

UNDERCLIFF

South Ward

Dock Ward

Deep Water Harbor



0 250 500 1000
feet

ETC



CHAPTER 1: CASTLE WARD

IF WATERDEEP WERE A HUMAN BEING AND THE many wards their different internal organs, the Castle Ward would be the brain. Blackstaff's Tower, Castle Waterdeep, and Piergeiron's Palace can all be found in the Castle Ward.

When it comes to matters concerning the future of Waterdeep, they all happen in the Castle Ward—if not in meetings of the Masked Lords, then over ales in the Yawning Portal.

MASKED LORD OF THE TINKERER (CR 0)

Location: Palace of Waterdeep

Pofiz (Chaotic neutral, he/him, gnome **commoner**) stands outside the Palace of Waterdeep, where the Lords' Court frequently meets on the second floor. Shrouded carriages ferry important members through the palace gates, where a number of the Guard remain on duty. Unfortunately, Pofiz is in an escalating argument with a guard. He demands entry into the Lords' Court, which is met with blatant laughter at his expense.

Pofiz is wearing his *entirely legitimate and legal Lord's helm*, a device intended to fool people into thinking he's a Masked Lord. A successful DC 12 Intelligence (History) check immediately knows that Masked Lords of Waterdeep all wear a matching ensemble, one that makes their height uniform, so that no members can be distinguished from one another.

Residents of Waterdeep automatically succeed on the check. Instead, he stands his normal height, in a poorly stitched purple robe with a bucket helm that increases his voice pitch to comical levels. The intention for the official Lord's Helm is that it obscures the voice entirely, more than just merely adjusting the pitch as Pofiz's helm does.

After being ushered away, Pofiz sits dejectedly on a nearby curb, refusing to take the helm off to "preserve his identity." If approached, he happily introduces himself to the party, explaining it is his life's ambition to become a Masked Lord of Waterdeep whatever the cost. Pofiz can be convinced to sell the mask for 10 gold pieces or for half the price if the characters are amicable with him.

ENTIRELY LEGITIMATE AND LEGAL LORD'S HELM

Wondrous item, uncommon

This helm, designed with a mixture of metals, is intended to be indistinguishable from the official *Lord's helm* of the Masked Lords of Waterdeep. However, on closer examination, the marks of its shoddy craft are clear.

While wearing this bucket helm, your voice is magically altered to be a pitch or two higher than normal. Creatures that attempt to communicate with you telepathically must succeed on a DC 14 Intelligence saving throw or suffer 1d4 psychic damage.

CASTLE WARD ENCOUNTERS SORTED BY CR

d10	Encounter	Item	Creature(s)	CR	Location
1-2	Masked Lord of the Tinkerers	<i>Entirely Legitimate and Legal Lord's Helm</i>	—	0	Palace of Waterdeep, Castle Ward
3-4	Money Lending Until it Breaks	<i>Debtor's Purse</i>	Acolyte , two thugs , flying snake	2	The Market, Castle Ward
5-6	Lost in Stolen Translation	<i>Voiced Amulet of the Binder</i>	Two cultists , two imps	3	Font of Knowledge, Castle Ward
7-8	Some Things are Best Left Unseen	<i>Eyes of Tyr</i>	Three bug-bears , three bandits	4	Hall of Justice, Castle Ward
9-10	The Saddest of Songs	<i>Lute of Sorrows</i>	Two banshees	5	Fetlock Court, Castle Ward

MONEY LENDING UNTIL IT BREAKS (CR 2)

Location: The Market

Barter (Chaotic neutral, he/him, tiefling **commoner**) is held by two **thugs** in one of the alleyways leading from the Market. The thugs are under the command of Xilhana (Lawful evil, they/them, elf **acolyte**) and their pet **flying snake** (known as Doe). Xilhana is attempting to ensure that Barter is forcibly attuned to the *debtor's purse* as he has been skipping payments. This item ensures they get what is due.

Characters entering the alleyway are suggested to mind their own business, despite Barter's desperate pleas for help or, at the very least, donations of coins. A successful DC 14 Wisdom (Insight) check observes the posture of those present. Barter struggles with being confronted with his countless bad choices, and Xilhana is frustrated that they had to settle a debt in this way. In truth, Barter makes notoriously bad business decisions that have led him into more and more debt.

If engaged in combat, Xilhana's bodyguards move to intervene and keep them protected, while Xilhana moves out in the open to call for the support of guards. The watch members that arrive are eager to split the offending parties and send them on their way. Only a successful DC 14 Charisma (Persuasion) check convinces the guards to suspect Xilhana. However, if arrested, Xilhana's connections with the Zhentarim ensures a short sentence.

DEBTOR'S PURSE

Wondrous item, uncommon (requires attunement)

Each purse is linked with a vault, sack, or location at creation. Each coin placed inside the purse is automatically transported from the purse to the specified location. In addition, they are linked to a ledger to document the payments time, size, and remaining debt. The moment the debt is paid in full, the purse becomes nonmagical.

Cursed Once attuned to the purse, it can only be unattuned via a *wish* spell or full payment of the debt. The purse reappears within your pocket, on your back, or in your hand each time it is misplaced. In addition, if you exceed your due day for payment you suffer 1 psychic damage times the number of days you've exceeded the deadline each morning.



LOST IN STOLEN TRANSLATION (CR 3)

Location: Font of Knowledge

There is a small commotion inside the Font of Knowledge when the priests of Oghma discover that one of their most prized magical items has gone missing. They inform all who enter the temple to report any suspicious behavior, and, where possible, search the bags of all who attempt to leave.

Iarut (Lawful good, he/him, tiefling **acolyte**) was the last known holder of the *voiced amulet of the binder*, merely placing it on a table before it vanished. He is desperate for help, to the extent that he attempts to enlist the characters' assistance in searching the library. In return, he offers payment, knowledge, or temporary access to the restricted section of the library.

In truth, Ratel Dimi (Lawful evil, she/her, human **cultist**) and Benrim (Lawful evil, he/him, dwarf **cultist**) were tasked by the Cassalanters to steal the amulet to glean knowledge from ancient tomes. They are assisted by two **imps**, one of which turned invisible to steal the amulet the moment Iarut placed it on the table. Ratel and Benrim were unable to escape before the search escalated, and are currently waiting for everything to die down within the library.

If spotted, a successful DC 12 Wisdom (Insight) notices their suspicious behavior as they pretend to be interested with the rows of books.

They make an effort to stay out of the characters' sight, but those with a passive Wisdom (Perception) of 14 or higher frequently notice them tucked around corners. If confronted, they urge the imps to take the amulet, turn invisible, and flee. Neither Ratel nor Berim surrender, as their fear of Asmodeus is far greater than anything the heroes can muster.

VOICED AMULET OF THE BINDER

Wondrous item, uncommon

This pentagonal amulet bears the symbol of scroll with a pair of lips drawn across them. When the amulet is placed upon an object containing written text, such as a book, tome, or scroll, the amulet magically latches on. You can ask the amulet up to five questions pertaining to the written knowledge. However, the amulet answers in whatever language the text is written in. The amulet, where possible, speaks in verbatim quotes and pure facts, without any personality or opinion on the content. Once the fifth question is asked, the amulet detaches from the object with a satisfying pop.

SOME THINGS ARE BEST LEFT UNSEEN (CR 4)

Location: Hall of Justice

Three bugbears, accompanied by three bandits, hope to break into the Halls of Justice to free a number of recently apprehended members of Xanathar's organization. They have all recently drunk a *potion of invisibility* in order to carry out their heist. Unfortunately, they did not anticipate that Kosha (Lawful good, she/her half-orc **guard**) would be equipped with the *eyes of Tyr*, using it to spot them after hearing some suspicious noises.

As the characters approach the Halls of Justice, Kosha calls out that she spots some invisible bugbears and bandits approaching. Characters with a passive Wisdom (Perception) of 14 or higher hear the movement of the invisible creatures who boldly approach the entrance. Some of the bugbears seek to quickly silence Kosha, losing their invisibility as they appear swinging their clubs wildly. If apprehended, Kosha's necklace flies towards the characters granting them the opportunity to wear it and see the remaining invisible creatures. Inside the Halls of Justice is a holding cell containing 1d6 **bandits** and 1d4 **goblins**.

IMP

Tiny fiend (devil), lawful evil

Armour Class 13

Hit Points 10 (3d4 + 3)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the imps's darkvision.

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

The members of Xanathar's organization wish to sneak in and have a bugbear heave the cell door aside before fleeing to the closest sewer entrance. However, the Halls are filled with followers of Tyr, magistrates, watch members, and countless guards, meaning the chances of the success were slim to begin within.

EYES OF TYR

Wondrous item, rare (requires attunement)

This necklace bears the insignia of Tyr, a pair of balanced scales resting atop a warhammer. On the back of the hand is an open eye. While attuned to this necklace, as a bonus action you may cause your eyes to softly glow in a golden hue and gain truesight of 30 feet for one minute. Once this feature has been used, it may not be used again until the next dawn. In addition, you have advantage on Wisdom (Insight) checks to discern if a creature is lying.

THE SADDEST OF SONGS (CR 5)

Location: Fetlock Court

Towards the coast is the Fetlock Court, renowned for two major things: the first being that the palaces' stable lead directly here, keeping a steady flow of mounted guards, and the second is the bards. They gather here for concerts or early morning practice. However, instead of the usual bustle, there is a stage set in the middle of the Court and everyone gives the three figures atop the stage a considerably wide berth.

Therun Wulroth (Chaotic neutral, she/her, black dragonborn **bard**) stands on the makeshift stage with her *lute of sorrows* in her hands. She is joined on stage by her twin sibling, Echun Wulroth (Lawful neutral, they/them, black dragonborn **bard**) and Pluck (Chaotic neutral, she/her, kenku **bard**). They've titled their own band "Our Alchemical Dracomance."

The music they are playing is slow, eerie, and borders on haunting by design. A successful DC 14 Charisma (Performance) notices the music is expertly played if dour. Bards automatically succeed this check. As the characters approach, Therun targets one member to sing the sorrow of their impending misfortune using her *lute of sorrows*.

As the song comes to an end, floating up from behind are two **banshees**. Enticed and enraged by the music, they begin to assault the bards. The banshees fight without fear, focusing on the band but turning their attention to whoever intends to harm them. Once reduced to under a quarter of their maximum hit points (14 or under), they attempt to float away. If the band is saved, Therun happily hands over the *lute of sorrows* in fear of it causing more banshees to attack them all.

BARD

Medium humanoid (any race), any alignment

Armour 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 (3 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.

LUTE OF SORROWS

Wondrous item, rare (requires attunement by a bard)

By plucking the darkened strings of this ancient, worn lute, you receive an omen from an otherworldly entity about something negative that will impact a target creature within the next day. The lyrics may be cryptic, nonsensical, or allude to actions they've already taken having dire consequences. The song doesn't take into account any possible circumstances that might change the outcome. Once this feature has been used it cannot be used again until the next dawn.

BANSHEE

Medium undead, chaotic evil

Armour Class 12

Hit Points 58 (13d8)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.



CHAPTER 2: CITY OF THE DEAD

IT IS BEST NOT TO THINK OF THE CITY OF the Dead as merely a cemetery, considering it rivals the size of the Trades Ward. The majority of the City of the Dead consists of mausoleums, some of which house late guild members traditionally or connect to specialised demi-planes to preserve the dead forever more. There is a respectful silence that clings to the City of the Dead. In a city that never truly sleeps, there isn't a louder silence than that of the dead.

SECRETS OF AHGHAIRON (CR 0)

Location: Ahghairon's Statue

A pair of spiraling stairs connect to a circular platform on which the statue stands. The statue depicts an incredibly lifelike elderly man, with long flowing robes with a beard and his hands outstretched. The bronze plaque that glistens beneath the statue simply reads "Ahghairon, the first Open Lord of Waterdeep."

In truth, the statue is a stone simulacrum of Ahghairon himself. As it is made of stone it has been able to long outlive its creator and stands perfectly motionless to not attract attention. Only a detect magic spell or similar effect notices the illusionary effect emanating from the statue. However, no action the player characters take stirs the statue.

When the characters turn away, there is a creaking of stone as the statue repositions itself to point to a secret compartment, otherwise found through a successful DC 16 Intelligence (Investigation) check.

Inside, there is another bronze plaque, which reads, "those pure of heart, iron of will, sharp of wit, and brave with adventure... Return every day for a tenday with a violet."

If the characters return every day, they discover that the secret compartment has magically moved to another section of the statue. Inside, a brass flower pot sits for the violet to be placed alongside with words of wisdom from Ahghairon. On the tenth day or delivering a flower, a telepathic voice speaks to the entire party. "There was never enough time for Ahghairon, so he simply made more." In a flash, a *timeless violet of the Open Lord* appears in the statue's hand, offering it freely to the adventuring party.



CITY OF THE DEAD ENCOUNTERS SORTED BY CR

d10	Encounter	Item	Creature(s)	CR	Location
1-2	Secrets of Ahghairon	<i>Timeless Violet of the Open Lord</i>	—	0	Ahghairon's Statue, City of the Dead
3-4	A Head Above the Rest	<i>Osben's Letter Opener</i>	Enchanter	3	Hall of Sages, City of the Dead
5-6	No Honor Among Thieves	<i>Kiss of Steel</i>	Master thief	4	Thief's Knot, City of the Dead
7-8	Pay Your Respects	<i>Thieves' Handkerchief</i>	Illusionist, spy	4	Merchants' Rest, City of the Dead
9-10	Lost with No Home to Return to	<i>Raven's Clutch of the Lost</i>	The Lost	5	The House of the Homeless, City of the Dead

The statue doesn't inform the party what it does, but merely that it should be used sparingly and for the betterment of Waterdeep. After the violet is taken, the statue returns to motionlessness.

TIMELESS VIOLET OF THE OPEN

LORD

Wondrous item, very rare

The magically preserved violet has five petals. Picking one causes it to crumble into the sands of time as it stops the flow of time for everyone but yourself. No time passes for other creatures while you take two turns in a row, during which you can use actions and move as normal. This effect ends if one of the actions you use during this period, or any effects that you create during this period, affect a creature other than you or an object being worn or carried by a creature other than you. Once the fifth petal has been picked, the entire flower crumbles to dust.

A HEAD ABOVE THE REST

(CR 3)

Location: Hall of Sages

A number of reports have raised concern around the Hall of Sages. Visitors heard muffled yelling and saw smoke billowing out of one of the stone coffins. A young sage standing outside warns the party to not venture inside, assuming it to be some magic gone awry.

Trapped inside his own sarcophagus is Osben (Neutral evil, he/him, **flameskull**). Through some unlikely means and a deal with a devil, Osben has risen from the dead to get revenge. His target is his former prodigy, who killed him and proceeded to steal credit for his work. Opening the sarcophagus requires a successful DC 14 Strength (Athletics) check, knock spell, or similar effect.

Once freed, it'll be obvious that Osben is non-hostile. He also has a dagger protruding from the back of his skull. The dagger is *Osben's letter opener*, which currently contains a number of letters from his prodigy expressing displeasure at not being given enough freedom. Osben then proceeds to rant endlessly about how he was far too renowned to be merely buried inside the Hall of Sages.

In life he demanded to be interred into a decadent tomb all by himself, not among the bygone, failed sages he frequently calls dimwits. If the dagger is removed, Osben lightens up considerably, thanking the heroes for their assistance. He insists that they can keep the letter opener, mostly because Osben now lacks the hands to use it anyhow.

After completing his rant, Osben demands the assistance of the adventuring party to find his halfling prodigy in Waterdeep. He doesn't mention his true intentions, but a successful DC 14 Wisdom (Insight) check notices the spite and venom Osben holds for his apprentice.

Wilric (Chaotic evil, he/him, halfling **enchanter**, VGtM pg. 213) still lives in Waterdeep, residing comfortably within a large manor thanks to the success of Osben's stolen research. If Osben gets his revenge, the flame surrounding his skull ignites brighter and consumes him entirely as he cackles maniacally, turning into a pile of dust.

OSBEN'S LETTER OPENER

Weapon (dagger), common

This sharpened letter opener is curved to a fine point. The ornate engravings into the handle and hilt depict a scholar tirelessly working away. Any letters opened with this blade are magically stored within it. You can command the dagger to read aloud the contents of a letter in a disembodied voice.

NO HONOR AMONG THIEVES

(CR 4)

Location: Thief's Knot

Tucked into one corner of the City of the Dead is a sprawling hedge maze known as the Thief's Knot. It is said that a monument to a long-dead thieves guildmaster exists inside, but those who step inside rarely return having discovered anything of value. Navigating the maze is challenging, requiring a successful DC 15 Intelligence (Investigation) or Wisdom (Survival) check that is repeated for every 10 minutes inside the maze. On the third successful check, the party automatically discovers the centre.

Characters who know thieves' cant notice tell-tale signs of the correct path, which eventually leads to a secret door inside the hedge wall at a dead end. The secret door can be otherwise found at the end of a dead-end by a character who succeeds on a DC 15 Wisdom (Perception) check.

Inside the hidden room is a statue depicting the original Black Viper, a mask-adorned rogue with gem-encrusted necklaces clutched in one hand and a dagger in the other. Surprisingly, the room is not empty, as Lucky Night (Neutral evil, she/her, tabaxi **master thief**) is studying the statue closely. She is wary and hesitant of the characters, especially being cornered within the room. Lucky Night is likely to flee rather than actively fight, but she happily takes someone hostage to give her the upper hand in a confrontation. If working with the tabaxi, she refuses to work for anything less than a fifty-fifty split of the treasure.

Lucky Night knows that there is a secret compartment within the statue, in addition to knowing the true identity of the first Black Viper. However, she is yet to solve how exactly to open it and is incredibly unlikely to share that information with the adventurers unless they pay her handsomely. Inspecting the statue, a successful DC 14 Intelligence (Investigation) notices a small recess where a hidden compartment could be, but no clear way how it unlocks.

When the name Alauneth Orrane is spoken before the statue, the secret compartment opens to reveal the *Kiss of Steel*, one of the Black Viper's most treasured blades. If Lucky Night escapes before confessing the first Black Viper's name then Esvele Rosznar (the current Black Viper) can retell the origins of Alauneth if she happens to like the adventuring party.

KISS OF STEEL

Weapon (dagger), rare

This ornate stiletto dagger has the appearance of two androgynous figures entwined with one another leading to a sharp point. When you deal damage with this weapon the target must succeed on a DC 15 Constitution saving throw or suffer 2d6 poison damage. In addition, their lips begin to swell blood red, and they confess their darkest secret telepathically to you.

As a bonus action, pushing the button tucked into the daggers hilt casts the *disguise self* spell targeting you. However, this spell can only change your facial features and clothing over your head (such as a mask, hat, or hood). Once this feature has been used, it cannot be used again until the next dawn.

LUCKY NIGHT, MASTER THIEF

Medium humanoid (tabaxi), neutral evil

Armour Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft., climbing 20 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 darkvision 60 ft., passive Perception 13

Languages Thieves' Cant plus any one language (usually Common)

Challenge 5 (1,800 XP)

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

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

Feline Agility. Lucky Night's agility allows her to move with a burst of speed. When she moves on her turn in combat, she may double her speed until the end of the turn. Once she uses this trait, she cannot use it again until she moves 0 feet on one of her turns.

Sneak Attack (1/Turn). Lucky Night 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 hers that isn't incapacitated and she doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Lucky Night 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. Lucky Night halves the damage that she takes from an attack that hits it. She must be able to see the attacker.

PAY YOUR RESPECTS (CR 4)

Location: Merchants' Rest

In the City of the Dead, merchants may pay for the honor to be buried within Merchants' Rest, a demi-plane where rows of burial plaques sit within a lightly wooded area.

FLYNBIN, ILLUSIONIST

Small humanoid (halfling), neutral evil

Armour 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)

Lucky. When Flynnbin rolls a 1 on an attack roll, ability check, or saving throw, he may reroll the die. He must use the new result, even if it is a one.

Brave. Flynnbin has advantage on saving throws against being frightened.

Nimble. Flynnbin can move through the space of any creature that is of a size larger than him.

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 (3 slots): *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.

Entering the demiplane requires descending down a marble staircase of a grand tomb entrance and through an archway that has the expected portal-like sheen. There is a pair of donation plates placed outside the entrance, an opportunity to pay respects to the merchants who've passed away and give back to the community.

Unfortunately, both the donation bowls have been compromised by Flynnbin (Neutral evil, he/him, halfling **illusionist**) and partner in crime Jesse (Chaotic evil, she/her, human **spy**). They've placed a pair of *thieves' handkerchiefs* over the bowls, causing any donations to vanish instantly as if by magic and allowing them to swoop by later to collect their ill-gotten gains without arousing suspicion. The pair sit on a nearby bench, always within eye-line of the tomb entrance to the Merchants' Rest during the day, and collect the coins and head home before nightfall. Once a coin is placed upon the plate it instantly vanishes, seemingly teleporting away. Any character placing a coin within the donation bowl with a passive Wisdom (Perception) of 12 or higher hears the suspicious clatter of coins. A character placing their hand into the bowl feels the coins offered for donations despite not seeing them.

The moment characters begin to investigate the donation plates further Flynnbin and Jesse rush to intervene, pretending to be maintenance staff of the City of the Dead tasked with fixing the faulty teleportation on the donation plates. A successful DC 14 Wisdom (Insight) sees through their shoddy disguises. Both Flynnbin and Jesse would sooner flee than risk being arrested, so the moment their disguise is blown they attempt to scatter to the wind by running in separate directions. Flynnbin attempts to use illusions to conceal his escape, but when cornered he grovels for a lenient punishment.

THIEVES' HANDKERCHIEF

Wondrous item, uncommon

This double-sided handkerchief is crafted out of a fine blue fabric with golden embroidery on one side. The other side is invisible to the naked eye. When unfolded, invisible side up, it covers a 1-foot by 1-foot square where the object placed upon the handkerchief is instantly turned invisible. The effect only works on objects that fit within the handkerchief's surface area.

LOST WITH NO HOME TO RETURN TO (CR 5)

Location: The House of the Homeless

Emerging from an energy-filled arch, covered in blood with fear engraved into his face is Kil Mask (Neutral good, he/him, human **commoner**). He's a member of the Guild of Chandlers & Lamplighters who ventured into the House of the Homeless on a routine check with Jardim, his colleague, before they were assaulted by **the Lost**.

THE LOST

Medium monstrosity, neutral evil

Armour Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	6 (-2)	7 (-2)	5 (-3)

Skills Athletics +6

Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness

Senses darkvision 60 ft., passive Perception 8

Languages Common

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The Lost makes two arm spike attacks.

Arm Spike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Embrace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 25 (4d10 + 3) piercing damage, and the target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is frightened, and it takes 27 (6d8) psychic damage at the end of each of its turns. The Lost can embrace only one creature at a time.

REACTIONS

Tightening Embrace. If the Lost takes damage while it has a creature grappled, that creature takes 18 (4d8) psychic damage.

The characters must first calm Kil down through a successful DC 12 (Charisma or Intimidation) check. Otherwise, he remains in a near-catatonic state due to fear, only pointing to the House of the Homeless' portal and murmuring how lost he felt. A successful DC 14 Wisdom (Medicine) confirms the blood is not his and is at least a few hours old.

If calmed, Kil explains they were ambushed by a multi-armed monster that grabbed Jardim, piercing him endlessly before crushing him in a tight embrace. Kil was lost in the mausoleum demi-plane for what felt like hours before escaping as the characters found him.

Stepping through the warped arch instantly teleports the creature to the demiplane where the House of the Homeless exists. Many of the sprawling tunnels of the mausoleum are well lit. However, being an endless demiplane, navigating without getting lost is vital. Unless the characters are breadcrumbing or marking their path, have whoever is leading the party make a DC 15 Wisdom (Survival) check. Failure results in mysteriously looping around ad nauseum.

Eventually, there are long stretches of passages with all the lights extinguished, and there the characters stumble across the pierced and crushed remains of Jardim. A successful DC 14 Intelligence (Investigation) or Wisdom (Medicine) check deduces that he was pierced to death with pointed spikes. In addition, the characters discover an overturned urn beside Jardim's corpse along with the *raven's clutch of the lost* within one of his pockets.

Lurking in the darkness nearby is the Lost, waiting for an opportunity to strike. It was drawn into this demiplane through a portal to the Shadowfell, all due to the trinket tucked in the urn. All the while striking, it torments the characters by asking them for directions or when the ravens will lead them home. The Lost has little concept of self-preservation, assaulting the party until slain or the characters get away. Once the Lost is defeated, a small conspiracy of ravens appear from the dark corridors and swoop deeper into the labyrinth of urns.

RAVEN'S CLUTCH OF THE LOST

Wondrous item, rare (requires attunement)

This necklace has a white gem pendant clutched within two metal raven claws connected to a dark chain. While wearing this necklace, you gain resistance to bludgeoning, piercing, and slashing damage while in darkness.

Cursed While holding this item, you have disadvantage on all Wisdom (Survival) checks or Intelligence (Nature) checks to discern your location or prevent yourself from becoming lost. In addition, if you die with the necklace in your possession, your soul is claimed by the Raven Queen inside the Shadowfell.

CHAPTER 3: DOCK WARD

BY FAR THE BUSIEST WARD OF THE ENTIRE city, the Dock Ward sees the greatest influx of people stepping from the sea onto Waterdeep's solid land for the first time. Over the years, the Dock Ward has seen many scoundrels and smugglers dock their ship, this, in turn, creates something of a dangerous environment for the uninitiated. However, if you want to find an inn with low prices and a delightfully rowdy crowd, you needn't look further than the Dock Ward.

HEADS OR TAILS (CR 0)

Location: Coin Alley

Deep in the Dock Ward, between Tarnished Silver Alley and Snail Street, is Coin Alley. Coin Alley is named as such for two reasons: first, its population of beggars who appeal to dock workers for spare coins, and, secondly, the sidewalks are lined with bricks that have inlaid nibs (copper pieces). Only a few coins appear to be missing, as it is considered good fortune to place a nib within any gaps in the brickwork.

Today Coin Alley is busier than normal thanks to Luck (Chaotic good, they/them, tiefling **acolyte**). They are a follower of the deceased deity known as Tyche. A successful DC 12 Intelligence (Religion) recalls Tyche was the Goddess of fortune, who, in death, was split into Tymora, the goddess of good luck, and Beshaba, the goddess of misfortune.

Luck takes an interest in the adventuring party, commenting how they have a silvery glow about them indicative of being blessed by Tyche. They offers the party an opportunity to play a game of chance as she presents *Tyche's lucky coin*. Luck explains that if the party can predict what side it'll land on, they'll tell them of something positive that is bound to be in their future. They warns, however, that if they guess incorrectly they may find themselves victim to a sudden bout of misfortune.

If the characters are correct, describe a lucky event that will occur within the next thirty minutes. However, if they are incorrect, that character has disadvantage on whatever their next roll is, regardless of what it is. If they fail in their aims because of that roll is due to an unbelievably unlucky series of events. After playing, Luck thanks the party for participating, offering them a warm smile before they turn and proceeds to offer silver coins to many of the beggars present.



DOCK WARD ENCOUNTERS SORTED BY CR

d10	Encounter	Item	Creature(s)	CR	Location
1-2	Heads or Tails	<i>Tyche's Lucky Coin</i>	—	0	Coin Alley, Dock Ward
3-4	Deepwater Rescue	<i>Trident of UMBERLEE</i>	Four reef sharks	2	Deepwater Isle, Dock Ward
5-6	Don't Be Crabby	<i>Hermit's Hat</i>	Four bandits , gazer	2	Snail Street, Dock Ward
7-8	Lightning Always Strikes Twice	<i>Thunder's End</i>	Kraken priest , 1d4 mud mephits	4	Stormhaven Island, Dock Ward
9-10	Waltzing into the Sea	<i>Lantern of Wraith-Warding</i>	Wraith	4	Mistshore, Dock Ward

TYCHE'S LUCKY COIN

Wondrous item, uncommon

This unassuming silver coin bears the symbol of Tymora on one side and Beshaba on the other. As a bonus action, you may flip the coin in the air in hopes of getting the blessing of Tyche. Roll a d20. On an even result you have advantage on your next attack roll, ability check, or saving throw. However, on an odd result, you have disadvantage instead.

In addition, once per day you may use an action to divine the outcome of a specific course of action that you plan to take within the next 30 minutes. The DM chooses either Tymora for fortune, or Beshaba for misfortune. You cannot use this ability again until the next dawn.

DEEPWATER RESCUE (CR 2)

Location: Deepwater Isle

Unbeknownst to most Waterdeep residents, the lone island to the south of the city known as Deepwater Isle has an entire merfolk village living within the caverns beneath it. The village is known as Tharqualnaar. The merfolk of Tharqualnaar have a longstanding agreement with Waterdeep, to the extent that countless merfolk act as members of the City Guard tasked to handle recovery work when cargo falls to the depths of the Great Harbour or assist crews abandoning capsizing ships.

If the characters find themselves on Deepwater Isle, their attention is quickly drawn out to the water, roughly 150-feet away, where a lone halfling precariously balances on an overturned rowing boat. Korfer (Neutral good, he/him, halfling **commoner**) was out fishing when some particularly alluring bait attracted the attention of four **reef sharks**. The sharks enjoyed the appetizer that Korfer provided, but now seek the main course... halfling.

Korfer is safe for now, but it is only a matter of time before the boat sinks due to countless bites. A successful DC 14 Wisdom (Animal Handling) check observes how ravenous the sharks are, emphasizing that they may be easily distracted by a food if it is more enticing than a halfling.

Ladryn Vanulath (Lawful good, she/her, merfolk **spy**) emerges from underneath the island to assist Korger and the characters in fending off the sharks.

REEF SHARK

Medium beast, unaligned

Armour Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages -

Challenge 1/2 (100 XP)

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

She is equipped with specially tipped arrows designed to glide with speed through the water, as well as the *trident of Umberlee*. The elders of Tharqualnaar gave Ladryn the honor of protecting that treasured item from Umberlee's cache.

Regardless of the outcome, if the characters attempted to assist, Ladryn is thankful. She invites the characters to visit Tharqualnaar to have any wounds tended to. She has the means to provide temporary water-breathing. Korfer, on the other hand, remains flabbergasted from his near-death experience, swearing off ever touching a boat ever again.

TRIDENT OF UMBERLEE

Weapon (trident), rare (requires attunement)

This onyx colored trident made from volcanic rock is a +1 magic weapon. Creatures hit with this weapon must succeed on a DC 15 Constitution saving throw or their swim speed is reduced to zero and they lose the ability to breathe water. The creature may repeat the saving throw at the end of each of their turns, ending the effect on a success.

DON'T BE CRABBY (CR 2)

Location: Snail Street

The usual silence of Snail Street, a road that runs along the docks of both the Naval and Great Harbor, is ended abruptly with belligerent shouts.

GAZER

Tiny aberration, neutral evil

Armour 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. 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.

Emerging out of a nearby sewer vent are four **bandits**, all with a circle with ten stalks tattooed on their foreheads. The leader of the group goes by the name Crab, mostly due to the *hermit's hat* that he wears followed by a **gazer** who Crab has ingeniously nicknamed Krab. Their garb and tattoos are telltale signs that they are associated with the Xanathar's organization, however a successful DC 12 Wisdom (Insight) observes there is an obvious inexperience in the way they hold themselves.

Crab and his cronies have been tasked with providing evidence of their loyalty and ruthlessness by committing murder out in the open. Unfortunately, they had expected the streets to be busier and not to be encountering an entire adventuring party.

Not wishing to delay, the group brazenly charges to attack the heroes. Crab barks orders from afar, skulking a little closer to the sewer grate than any of the others beside Krab, where he can fire his light crossbow.

At the first sign of someone trying to attack him, Crab uses his *hermit's hat* to enter a shell and panic. He is a coward to his core, and, after hiding in his shell, he'll take the next opportunity to flee down the sewer vent. Otherwise, he grovels for his life while inside the shell, saying how he was only going to murder one or two people, nothing serious.

If it convinces the characters to free him, Crab offers his magical hat as well as selling out all he knows about the Xanathar's underworld organization (which is not a lot). If Crab is allowed to flee or defeated, the remaining bandits lose their confidence, granting advantage to any DC 12 Charisma (Persuasion or Intimidation) check convincing them to surrender.

HERMIT'S HAT

Wondrous item, rare (requires attunement)

This peculiarly shaped hat bears a strong resemblance to a hermit crab's shell. As an action, you can mentally command the hat to enlarge and cover you like a shell. Until you emerge, you gain a +5 bonus to AC and you have advantage on Constitution saving throws.

While inside the hat, you are prone and blinded, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from the hat.

LIGHTNING ALWAYS STRIKES TWICE (CR 4)

Location: Stormhaven Island

Off the coast of Waterdeep, between the Great and Naval Harbor, is Stormhaven Isle, on which the bastion of Smugglers' Bane Tower sits. True to its name, this tower stood to deter those attempting to sneak into the city with illicit goods while also acting as a lighthouse to prevent countless ships crashing into the jagged rocks below. A successful DC 14 Intelligence (History) recalls the rumors that a corrupt guard used to catch offending smugglers, confiscate their goods, and smuggle them into Waterdeep themselves. Some say they buried valuable goods before the guard was caught and imprisoned under Castle Waterdeep.

As the characters approach Stormhaven Isle, a storm appears to be brewing mysteriously localized entirely on the isle. This is due to Grill Hollowhands, (Neutral evil, he/him, human **kraken priest**) who conducts an ancient ritual to summon a kraken. As the heavy rain breaks out, all creatures have disadvantage on Wisdom (Perception) checks that rely on sight or hearing. In addition, all nonmagical open flames are extinguished.

There are normally 1d4 **guards** stationed within the tower, however, in spotting Grill, they ran out to confront him before being caught in the ocean as controlled by the priest. One of them, Cherry Kragoost, dropped her *thunder's end shield* upon the beach.

From any window inside the tower the characters spot Grill Hollowhands standing in the open on the shores among the guards who flail about trying not to drown in the swirling tides.

Grill is fanatical in his belief that calling a kraken to Waterdeep will somehow see him richly rewarded. There is no reasoning with him and he'll die before giving up on the ritual. For added difficulty, 1d4 **mud mephits** can rise from the shores to assist Grill, crumbling into piles of sand the moment he is defeated. He uses both *control water* and *call lightning* to keep the heroes at bay, all the while cackling madly. If the heroes are not hasty in their approach, the guards risk drowning within 1d6 minutes. After being saved, those remaining are ever thankful, Cherry insists they keep her *thunder's end shield* as evidence of her gratitude.

THUNDER'S END

Armor (shield), very rare (requires attunement)
This kite shield is blackened and charred in lightning-shaped patterns. At the very top of the shield is a foot long pole with a metal sphere atop it. While holding this shield, you have resistance to lightning and thunder damage.

In addition, while amidst stormy weather, you may command a bolt of lightning to strike the shield and be stored inside. With the lightning stored, you may expend it to cast the *lightning bolt* spell (spell DC 15 + your proficiency) as an action. Only one bolt of lightning may be stored inside the shield at one time.

KRAKEN PRIEST

Medium humanoid (any race), any evil alignment

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages any four languages

Challenge 5 (1,800 XP)

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *call lightning*, *Evard's black tentacles*

ACTIONS

Thunderous Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest) A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

WALTZING INTO THE SEA

(CR 4)

Location: Mistshore

While venturing inside Mistshore, characters with a passive Wisdom (Perception) of 14 or higher hear the faint but gruff yells of warning someone or something to stay back occurring out to sea towards a rolling cloud of mist. More curiously is the empty rowboat that drifts towards shore.

WRAITH

Medium undead, neutral evil

Armour Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages The languages it knew in life

Challenge 4 (1,100 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

A successful DC 12 Wisdom (Perception) check spots that the rowboat is filled with a satchel and single oar. Multiple oars line the beach, and the rowboat happily sits up to six characters. Crouched atop the dilapidated remains of a half-sunken ship, roughly 100 feet away from shore, is Kirotir (Chaotic neutral, she/her, half-orc **veteran**).

She clutches a green, glowing lantern to ward off a floating figure concealed within the mists. A sea-wraith (using **wraith** statistics) floats around Kirotir and blocks her means of escape while remaining outside of the lantern's bright light.

She urges the characters to assist her, saying that they'll be safe within the bright light of her *lantern of wraith-warding*. The sea-wraith is vengeful, but ultimately only desires to drown those present to the murky depths below.

As the characters approach, it turns its attention to them, keeping within the mist to avoid being in direct sunlight and providing disadvantage on all Wisdom (Perception) checks to spot it. The sea-wraith chases the characters until they are 30-feet away from the shore, after which it merely returns to the mists.

If saved, Kirotir explains that while she was salvage-hopping in hopes of earning some coin she discovered the *lantern of wraith-warding*, lighting it to see if it still worked. She was then attacked by the wraith. She has little to offer the party but happily gives them the lantern as it has only caused her misfortune.

LANTERN OF WRAITH-WARDING

Wondrous item, rare

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Upon entering the lantern's bright light, creatures with the Incorporeal Movement trait must succeed on a DC 15 Wisdom saving throw or be unable to willingly enter the area by nonmagical means.

Additionally, if a creature with the Incorporeal Movement trait is within the bright light it has disadvantage on attack rolls against targets within the bright light and must use its full movement to get out of the bright light if possible. If the creature attempts to enter the area of bright light using teleportation or interplanar travel it must first succeed on the DC 15 Wisdom saving throw. You can use an action to lower the hood, reducing the bright light to dim light in a 5-foot radius.

CHAPTER 4: FIELD WARD

DESPITE EXISTING WITHIN THE OUTER walls of Waterdeep, many consider the Field Ward as outside of the city proper. This perspective is often held by haughty nobles who look down on the poorer folk that inhabit the most northerly point. The City Guard long since stopped patrolling in the Field Ward, and the many streets and alley's names reflect the tougher lives lived here. There is a distinct smell to the Field Ward: a unique combination of pungent butchers, leatherworks, and dung sweeping that lingers for a number of hours.

SLIPPING THROUGH SLIPGATE (CR 1)

Location: Northyard

Northyard is a court directly connected to the North Gate of Waterdeep rife with bustling caravans and travel-weary pilgrims. If the heroes find themselves close to the north wall away from the gate, those with a passive Wisdom (Perception) of 12 or higher behold the strangest of sights. A tiefling begins to appear as if she is stepping through the solid stone wall, freezing the moment she locks eyes with the party before turning and morphing back with the wall.

Free (Chaotic neutral, she/her, tiefling **spy**) works for the Zhentarim as a spy, gathering information and using their *Passer's Ring* to occasionally gain access to highly coveted documentation; such as deeds or wills. She is traveling through to deliver a personal love letter.

Free has been hiding the flirtatious message exchange in a loose brick on Waterdeep's side of the wall. This hideaway is discovered with a successful DC 13 Intelligence (Investigation) check.

If allowed to escape, tracking Free's footprints from outside the city requires a successful DC 13 Wisdom (Survival) check. The footprints lead all the way back to Undercliff Village. Free is not a willing combatant, despite having a dagger on her person, and does all in her power to avoid being attacked. Her loyalty to the Zhentarim is fragile at the best of times, and she freely gives information if it ensures her safety.



PASSER'S RING

Ring, rare (requires attunement)

This simplistic bronze signet ring has a pointed key protruding from its surface. As an action, you can grant yourself and all equipment you carry the ability to step through physical surfaces until the end of your turn. If you end your turn inside an object, you are forced out of the physical surface, taking 1d10 force damage for every 10 feet you were forced out. Once this feature has been used, it cannot be used again until the next dawn.

FIELD WARD ENCOUNTERS SORTED BY CR

d10	Encounter	Item	Creature(s)	CR	Location
1-2	Slipping Through Slipgate	<i>Passer's Ring</i>	Spy	1	Northyard, Field Ward
3-4	From the Ashes	<i>Unassuming Crock of Soot</i>	Two magmins	2	Soot Alley, Field Ward
5-6	End of the Shift	<i>Blind Eye Cloak</i>	Master thief	3	Endshift Tavern, Field Ward
7-8	Who Let the Boars Out	<i>Shorttopple's Cleaver</i>	Veteran, were-boar, two boars	4	Satlpot Street, Field Ward
9-10	Trolltide All Year Round	<i>Shrinking Shackles</i>	Three goblins , variant troll	5	Trolleyard, Field Ward

FROM THE ASHES (CR 2)

Location: Soot Alley

Deep in Soot Alley, disaster strikes as Morren Grimstone (Chaotic good, he/him, dwarf **apprentice wizard**, VGtM p.209) has set his humble workshop ablaze in an unfortunate smelting accident. When trying to summon one magmin to assist in heating his forge, Morren instead summoned two **magmins**, which he was unable to bind into service.

MAGMIN

Small elemental, chaotic neutral

Armour Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

The buildings around Morren's workshop are at risk of igniting unless the characters intervene. In addition, those adventurers with a passive Wisdom (Perception) of 13 or higher clearly hear the sounds of distress from within Morren's building. Smoke and flames cover the door and windows of this single-story structure.

Diving through the flames requires a successful DC 12 Dexterity (Acrobatics) check. Failing ignites the character. Until they use an action to douse the fire, they take 3 (1d6) fire damage at the start of each of their turns.

Inside the workshop, Morren has managed to keep the magmin at bay as they run around the room, igniting everything with their reach. Upon discovering the characters, they charge with reckless abandon while cackling in Ignan. They have no sense of self-preservation, fighting until they explode in a burst of magma. If the flames continue to grow out of control, a **dust mephit** can form from the *unassuming crock of soot* to assist the adventurers.

Once the fires have been extinguished, most the workshop and its contents were damaged and are now ashen. The only item untouched by flame is the *unassuming crock of soot*, which belonged to Morren's grandmother and he describes as mostly useless. If the party shows interest in taking the crock, he welcomes them to take it as compensation for assisting with the fires.



UNASSUMING CROCK OF SOOT

Wondrous item, uncommon

When the crock is filled with soot, you may use an action to summon forth a **dust mephit** or a **smoke mephit** to appear in an unoccupied space within 5 feet of you. The soot is consumed when used. When the mephit drops to 0 hit points, it disappears, leaving behind no physical form.

The mephit is friendly to you and your companions but acts independently of you. In combat, it rolls its own initiative and acts on its own turn. You can't have more than one mephit summoned at a time. If you attempt to summon another while you already have one out, you instead cause it to reappear as the chosen form.

END OF THE SHIFT (CR 3)

Location: Endshift Tavern

Within the Field Ward sits the Endshift Tavern, a known haven for city guard members to unwind at the end of an unforgiving shift. The atmosphere is rowdy within reason, and crime surrounding the tavern is almost nonexistent thanks to the constant fear of stumbling into a bundle of tipsy guards on their patrol home. On any given evening, roughly 1d12 **guards** can be found amongst the tables and stools. No-one would be so bold as to attempt to pickpocket an off-duty guard in a thriving nest, surely?

If the characters find themselves in the Endshift Tavern, over the course of the evening, characters with a passive Wisdom (Perception) of 15 or higher observe a kenku casually follow a guard toward the privy and emerge before them clutching some loose silver coins. The kenku, known as Shusher (Neutral evil, he/him, kenku **master thief**) is deftly using their *blind eye cloak* to invisibly pickpocket the guards. He only steals a few silver pieces so as to not garner suspicion.

Alternatively, the party can encounter Shusher as he leaves the Endshift Tavern, once again using his cloak to turn invisible to one of the party members in order to steal something from a pouch or pocket. Any character viewing Shusher determines on a successful DC 16 Wisdom (Insight) check that Shusher is studying the party with eyes darting to pouches or satchels. If caught, Shusher freely returns any ill-gotten gains, if only to ensure that he isn't arrested, or offers his services as a master thief and spy should the party appear to be that way inclined. If the opportunity to flee without getting caught presents itself, Shusher doesn't hesitate to turn metaphorical tail and run.

BLIND EYE CLOAK

Wondrous item, rare (requires attunement) This cloak is accompanied with a silvered broach in the shape of a closed eye. As a bonus action, while wearing the cloak, you can mentally target a creature you can see within 60 feet of you. The target must succeed on a DC 14 Wisdom saving throw, or you become entirely invisible to the target for up to ten minutes. Anything you are wearing or carrying is invisible as long as it is on your person. The target has advantage on this saving throw if they can see you, and only one target may be designated at a time.

SHUSHER, MASTER THIEF

Medium humanoid (kenku), any alignment

Armour 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 Auran, Thieves' Cant plus any one language (usually Common)

Challenge 5 (1,800 XP)

Special Equipment Shusher wears a *blinds eye cloak*.

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

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

Mimicry. Shusher can mimic sounds he has heard, including voices. A creature that hears the sounds he makes can tell they are imitations with a successful Wisdom (Insight) check opposed by his Charisma (Deception) check.

Sneak Attack (1/Turn). Shusher deals an extra 14 (4d6) damage when he 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 his that isn't incapacitated and Shusher doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Shusher makes three attacks with his 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. Shusher halves the damage that he takes from an attack that hits it. He must be able to see the attacker.

WHO LET THE BOARS OUT?

(CR 4)

Location: Saltport Street

Bustling down Saltport Street are two unaccompanied boars who squeal as they dart and weave through the legs of Waterhavians before dipping into a nearby alley. They are shortly followed by a portly and somewhat hairy elven figure and a halfling who wields a cleaver and wears a bloodied apron in hot pursuit.

Faymia Shorttopple (Lawful good, she/her, halfling **veteran**) urges anyone nearby to stop that portly elf who is running from her. On her account, the elf intercepted her new shipment of boars from her butcher shop to set them free and flee. Those boars are what she calls “her rightful property.” She has the following statistical changes:

- Faymia is equipped with only *Shorttopple’s cleaver*.
- She has an AC of 12 (padded leather).
- She has proficiency in Survival +2 and Nature +2.

Cralar (Chaotic good, he/him, elf **wereboar**) stands in his humanoid form clutching two **boars**, one under each arm, as he finds himself cornered in an alleyway. He is fervently against the concept of butchering animals for meat, specifically boars, because of his lycanthropy affliction. Cralar orchestrated the boars’ escape to ensure their safety and to hurt the profits of Faymia’s business.

Both Cralar and Faymia are resolute in their opinions, both believing that they are in the absolute right. Any attempt to convince one side to consider the other’s arguments requires a successful DC 18 Charisma (Persuasion) check. However, the DC is reduced to 15 if the characters are attempting to suggest a middle ground between the parties.

In the likely event that a fight breaks out, Cralar shifts form to defend himself and the boars. The boars are easily frightened, looking for any opening to go on a wild run throughout the city. Faymia strikes to incapacitate, displaying clear militaristic experience to claim back the boars, freely throwing her cleaver and calling it back to her hand. Guards eventually arrive on the scene to separate all those involved. They take witness statements from the adventuring party, but refrain from arresting anyone.

CRALAR, WEREBOAR

Medium humanoid (elf, shapechanger), chaotic good

Armour Class 10 In Humanoid Form, 11 In Boar Or Hybrid Form

Hit Points 78 (12d8 + 24)

Speed 30 ft., 40 ft. in boar form

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills Perception +2

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren’t silvered

Senses darkvision 60 ft., passive Perception 12

Languages Common (can’t speak in boar form), Elvish

Challenge 4 (1,100 XP)

Shapechanger. Cralar can use his action to polymorph into a boar-humanoid hybrid or into a boar, or back into his true form, which is humanoid. His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn’t transformed. He reverts to his true form if he dies.

Charge (Boar or Hybrid Form Only). If Cralar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Fey Ancestry. Cralar has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Relentless (Recharges after a Short or Long Rest). If Cralar takes 14 damage or less that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). Cralar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

One everything is settled, if the party sided with Cralar, he has more opportunities to help free captures animals for the heroes. Alternatively, Faymia provides the adventurer’s with discounted or free meats whenever they happen to pass by.

SHORTTOPPLE'S CLEAVER

Weapon (handaxe), rare (requires attunement)

This worn and well-used cleaver has a pristine ever-sharp edge to it. You gain a +1 bonus to attack and damage rolls made with this magic weapon that deals maximum damage when the wielder hits a beast. In addition, you automatically succeed on checks when harvesting a beast for meat, gaining the maximum amount of perfectly portioned meat.

You may use a bonus action to speak a command word to return the cleaver to hand.

TROLLTIDE ALL YEAR ROUND (CR 5)

Location: Trollyard

Regardless of the size, a troll is a big problem.

SHRUNKEN TROLL

Small giant, chaotic evil

Armour Class 15 (natural armor)

Hit Points 68 (8d6 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Special Equipment. The shrunken troll is wearing a pair of *shrinking shackles*. If they are removed or the troll's arms are severed, it reverts back to a **troll** while maintaining its current hit points.

Keen Smell. The shrunken troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The shrunken troll regains 10 hit points at the start of its turn. If the shrunken troll takes acid or fire damage, this trait doesn't function at the start of the shrunken troll's next turn. The shrunken troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack The shrunken troll makes two attacks: one with its bite and one with its bound claws.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

The Xanathar Guild has a steady supply of trolls gathered from the Undermountain and has been experimenting with ways to sneak them into the city of Waterdeep. Guild members intend to shrink a troll down to the size of a child and let it emerge into the city, causing untold havoc from such a small stature.

Three **goblins** emerge out into the Trollyard, wearing Trolltide masks. They know the troll is shortly behind them so they hurry to cause as much confusion as possible. The goblins attempt to spread a collection of troll masks to children or civilians and invite them to partake in the Trolltide festivities early this year.

They've already managed to supply 1d12 out, using their Dexterity (Stealth) to blend in among the gathering. Eventually, a **shrunken troll** emerges from the sewer entrance.

Discerning a **commoner** from a goblin or troll requires a successful DC 14 Wisdom (Insight or Perception) check. The local guards are slow to act due to being unable to discern the cause of the impromptu celebrations or where the altercation originally broke out. Once a goblin has been unmasked, the remaining goblins flee back into the sewers, allowing the rampaging troll to cover their escape.

The troll is clearly agitated by the shackles that force it into a smaller stature. If a character removes the shackles via a DC 20 Strength (Athletics) check or *dispel magic* (or similar effect) they have advantage on any DC 15 Charisma (Persuasion) check to calm the troll.

SHRINKING SHACKLES

Wondrous item, rare

You can use an action to place these shackles on a willing or incapacitated creature. The shackles adjust to fit a creature of Small to Large size. In addition to serving as mundane manacles, the shackles shrink a creature bound with them by two sizes (from Large to Small or Medium to Tiny). The creature's maximum hit points are adjusted based on their size. For example, a Small creature uses d6 for hit points, whereas a Medium creature uses d8.

You and any creature you designate when you use the shackles can use an action to remove them. Once every ten days, the bound creature can make a DC 20 Strength (Athletics) check. On a success, the creature breaks free and destroys the shackles.

CHAPTER 5: NORTH WARD

THE MANY POWERFUL NOBLES AND LIKELY a large percentage of Waterdeep's Masked Lords live within the North Ward. Between expensive taverns and shops sit expansive manors that live within a gated perimeter to keep less desirable visitors out. However, no part of the city offers a better view of Undercliff's rolling fields than the vistas by the Cliffwatch, a rare stretch of the city that is without a high wall.

THE LAST OF DEFENDERS

THREE (CR 0)

Location: Holyhands House

Rumors of a coming change surround the Holyhands House, a temple in which all deities are welcome, including those for various non-human races. The temple is entirely administered by Amstor the Grim (Lawful good, he/him, halfling **war priest**), a rather rotund elderly halfling with something of a perpetual scowl.

Amstor is the last surviving member of the Defenders Three, a trio of halfling brothers who went on adventures and carried out tasks for the Harpers. Thanks to his devotion to the halfling deity known as Arvoreen, the god of war, his life has been extended to well beyond halfling life expectancy. The coming change to Holyhands House is that Amstor wishes to retire peacefully from both his job and life altogether.

In truth, Amstor yearns to find another adventuring group that is reminiscent of the Defenders Three, knowing that the temple would be safer in many hands than just one. Upon seeing the adventuring party, Amstor makes his way to them, offering an opportunity to better themselves. He has three challenges. The first challenge is to deliver a letter directly to Mirt without an invitation (testing their reliability to be a messenger for the Harpers). The second task is to recall information about the many deities displayed in the temple. Remembering a god requires a successful DC 12 Intelligence (History or Religion) check that increases in difficulty as the deities get more niche. And lastly, manage to remain upright against Amstor's many attempts to knock them prone using his *arm's length*.

If the party are successful in the majority of tasks, Amstor freely hands over his trusty walking stick known as *Arm's Length*. He informs the group they are the newly appointed administrators of the Holyhands House. Amstor doesn't offer much else of an explanation, before merely turning and wandering off. With each step he begins to fade into light as he rejoins his brothers and deity within Mount Celestia.

Those who take the mantle of administrator for the Holyhands House are provided with their own set of personal chambers and a dutiful assistant to assist in managing the temple. They are expected to attend celebrations, handle the allocation of donations, or act as a representative of the temple, but the many volunteering priests and clerics uphold the day-to-date maintenance.

NORTH WARD ENCOUNTERS SORTED BY CR

d10	Encounter	Item	Creature(s)	CR	Location
1-2	The Last of Defenders Three	<i>Arm's Length</i>	—	0	Holyhands House, North Ward
3-4	A Perfect Day for Flying	<i>Windcatch Cloak</i>	1d6 + 1 stirges	1	Cliffwatch, North Ward
5-6	Talk About Heavy Traffic	<i>Portable Coach</i>	Four drow	2	The High Road, North Ward
7-8	Deep in the Trench	<i>Pendant of the Guarantor</i>	Werewolf	3	Tiger's Eye, North Ward
9-10	The Sum of Its Parts	<i>Blade of the Swordmaiden</i>	Night hag , 1d4 phase spiders	5	Swordmaiden, North Ward

ARM'S LENGTH

Weapon (quarterstaff), rare

This staff is designed with a padded end reminiscent of a pole for vaulting. When a creature moves within 10 feet of you, you may use your reaction to force them to make a DC 10 + your Strength modifier saving throw. If they fail, their speed drops to 0 for the rest of the turn. This stops any movement they may have been taking.

Additionally, you may use your action to vault yourself into enemies in an attempt to knock them over. The target must succeed on a DC 12 + your Strength modifier Strength saving throw or be knocked prone and suffer 1d8 + your Strength modifier bludgeoning damage. However, if they succeed, you instead are knocked prone.

A PERFECT DAY FOR FLYING (CR 1)

Location: Cliffwatch

A warm breeze passes over Waterdeep with blue skies soaring overhead. On days like these, families gather on Cliffwatch to fly kites or bask in the stunning vista that the 100-foot tall cliff offers. Among the jolly games is a somewhat dour individual, Zalva Brightblade (Lawful good, she/her, aasimar **transmuter**) stands entirely fixated on the kites above.

Zalva stands out for a number of reasons. She has silver hair, golden eyes, and radiantly tanned skin, and she also wears an oversized three-piece cloak that she clutches tightly. She lives entirely unaware of her aasimar heritage, but an innate desire to fly has consumed her every waking moment, leading her to design a series of *windcatch cloaks*.

The characters eventually notice Zalva staring at them. A successful DC 12 Wisdom (Insight) notices how she is nervously contemplating approaching the adventuring party. She wishes to test the feasibility of using her *windcatch cloaks* to fly, but needs the hero's assistance if they are willing to jump from Cliffwatch while wearing a cloak. It is clear that the prospect of being able to fly is deeply personal for Zalva and she vows to compensate the party for their bravery with gold or ownership of the cloaks if they work. Additionally, instead of *chromatic orb*, Zalva has the *feather fall* spell prepared to ensure the characters' safety. If the characters jump, the cloaks work as intended, however, the journey is not entirely peaceful.

Emerging from the alcoves in the side of the cliff that connect to the Undermountain are 1d6 + 1 **stirges** roused by the sudden appearance of the flying characters. They're hungry enough to attack, but they are easily frightened through a successful DC 14 Charisma (Intimidation) check or slaying half of their numbers.

STIRGE

Tiny beast, unaligned

Armour Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit*: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

The characters land on the ground within three turns unless they use their action and the *windcatch cloak* to fly directly up 20 feet. Zalva is overjoyed, using the last *windcatch cloak* to fly down and rejoin the party. They can all walk back to Waterdeep, where Zalva shares her burning desire to fly and unknown heritage.

WINDCATCH CLOAK

Wondrous item, uncommon

This three-part cloak has aerodynamic slits fashionably cut down the back. While wearing this cloak, you can use your bonus action or reaction to outstretch the cloak to reduce your rate of descent to 40 feet per round. While outstretched, you suffer no falling damage when you come to land. In addition, you can use your action to gain a fly speed of 20 feet until the end of your turn.

TALK ABOUT HEAVY TRAFFIC (CR 2)

Location: The High Road

The High Road runs through the city of Waterdeep and carves across the Sword Coast all the way to Luskan. While typically bustling with foot traffic and endless rolling coaches, drays, and caravans, today's traffic is complete gridlock. The married couple of Gapos (Lawful neutral, she/her, gnome **commoner**) & Bantra Pelletseeker (Chaotic good, he/him, gnome **commoner**) are the cause of the traffic, arguing loudly with a number of guards about reclaiming the whereabouts of a 15-inch square box. The couple designed the *portable coach*, which they intended to display at the House of Inspired Hands, better known as the Temple of Gond.

If the characters approach the gnomish couple, they quickly implore the characters to offer assistance as members of the city watch seem hesitant to help. If the characters agree, the Pelletseekers move out of the row to allow traffic to gradually proceed. They explain how they had placed the box down for a mere moment when a sudden bustle of foot-traffic passed, and, in their wake, the box was missing. If the characters can successfully reclaim the *portable coach*, the Pelletseekers promise free travel across all of Waterdeep along with a gold reward.



DROW

Medium humanoid (elf), neutral evil

Armour Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Uncercommon

Challenge 1/4 (50 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

In truth, the box was recently stolen by Zekton Kensek (Chaotic neutral, he/him, **drow**), who leads a group of three other **drow** under the direct orders of Jarlaxle as members of Bregan D'aerthe. Jarlaxle caught word of the Pelletseekers work, and when all his offers to purchase the *portable coach* were rudely declined, he resorted to thievery.

While heaving the *portable coach*, Zekton and his companions have dipped onto the top floor of a dray (a two-story carriage). The group is all moderately disguised with hoods, hats, or trench coats. Asking around or searching for tracks requires a successful DC 14 Intelligence (Investigation) check, where multiple accounts point to the dray as it begins to depart.

If cornered on the dray, Zekton speaks the command word of the *portable coach*, causing it to explode out of the dray as he rides it off into the distance. In the event that he is captured, Zekton fears Jarlaxle far more than the adventuring party, so he maintains a vow of silence.

PORTABLE COACH

Wondrous item, rare

This object appears to be a metal-lined box with an insignia of an iron horse that measures in a 15-inch cube and weighs 15 pounds. You can use an action to speak this item's command word, at which point it unfolds into a two-seat carriage connected to an automaton horse. The automaton horse has the statistics of a **warhorse**, except it has an AC of 17. When the automaton horse is reduced to 0 hit points the entire coach collapses back into a cube, and you must wait 24 hours before it can be unfolded again.

DEEP IN THE TRENCH (CR 3)

Location: Tiger's Eye

The infamous Vincent Trench (Lawful neutral, he/him, rakshasa), better known as the most successful private detective within all of Waterdeep, operates out of the Tiger's Eye in Trollskull Alley. Aside from the usual posters promoting his business, there is a call for those curious in getting their feet wet in the business of investigations. Alternatively, if the characters know him well, he can ask them directly.

Vincent has discovered the culprit of a string of break-and-enters at butchers scattered around the city. However, without disclosing why, Vincent has taken pity on the individual and wishes to offer them a bargain: If they vow to seek help and reveal a secret, Vincent will close his investigation for now. After all, secrets and knowing them is how Vincent keeps his afloat. A successful DC 15 Wisdom (Insight) check recognizes that Vincent does truly feel sorry for this individual, but isn't one to let a good opportunity go to waste.

He provides the party with a *pendant of the guarantor* that the culprit must willingly divulge a secret into as well as the location of the culprit: a tiefling named Opportunity. Vincent recommends a gentle or stealthy approach but leaves how the heroes get the secret entirely to them. In exchange for helping Vincent out, he offers a one-time free use of his secret-uncovering service valued at 50 gp.

Opportunity (Chaotic neutral, he/him, tiefling **werewolf**) lives alone in a small house on Stabbed Sailor Alley. He has been uncontrollably shifting into a werewolf and leaping into butcher shops in order to feast on a bounty of meat. When confronted, he confesses to the breaking and entering but does everything in his power to refrain from confessing that he is a werewolf.

OPPORTUNITY, WEREWOLF

Medium humanoid (tiefling, shapechanger), chaotic neutral

Armour Class 11 In Humanoid Form, 12 In Wolf Or Hybrid Form

Hit Points 58 (9d8 + 18)

Speed 30 ft., 40 ft. in wolf form

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Resistances fire

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak in wolf form), Infernal
Challenge 3 (700 XP)

Shapechanger. Opportunity can use his action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Keen Hearing and Smell. Opportunity has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only).

Opportunity makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Spear (Humanoid Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

However, Opportunity is an incredibly poor liar, even a successful DC 12 Wisdom (Insight) check realizes that he is hiding something. If engaged in combat, Opportunity loses control and shapeshifts to take to the rooftops and flee.

It doesn't take much to convince Opportunity to share a secret into the pendant; a successful DC 13 Charisma (Persuasion or Intimidation) convinces him that this is his best option. The secret spoken into the pendant concerns one of the butchers in the Dock Ward, whose meat storage contained two humanoid corpses. As Opportunity was in werewolf form at the time he cannot remember any more details than that.

Returning to Vincent Trench, he is pleased with the adventurer's work as long as Opportunity was unharmed, turning his attention to this butcher murderer. However, if Opportunity is slain, Vincent does little to hide his disappointment and refuses to involve the party in any of his future investigations.

PENDANT OF THE GUARANTOR

Wondrous item, uncommon

This pendant depicts a set of lips with a finger pushed over the middle in a shushing gesture. Any creature that holds the pendant and thinks a truthful secret instantly forgets the secret as it is magically stored within the pendant. The pendant's wearer can freely recall any of the secrets contained within the pendant, including intentionally removing secrets to ensure they are lost forever.

Once every 30 days, a creature whose secrets are kept within the pendant can make a DC 20 Intelligence (History) check. On a success, the creature remembers whatever secret was forgotten and it leaves the pendant.

THE SUM OF ITS PARTS (CR 5)

Location: The Swordmaiden

Of all the Walking Statues of Waterdeep, there are none as scattered across the city as the Swordmaiden. During the Spellplague that led to the statues rampaging through the city, the Swordmaiden caused widespread devastation. When it finally came to rest in the North Ward the residents were hasty to dismantle it and ensure it couldn't do harm another day.

Any character viewing a section of the statue, on a successful DC 14 Intelligence (History) check, recalls that legends speak that as the residents tore the statue down they discovered one of five fractured parts of a blade.



A part of the *blade of the swordmaiden* was stored in each limb, arms, legs and head. The best way to discover any section would be to use *ethereality*, *meld with stone*, or to directly dig into it.

More pressingly, however, countless residents who live within close proximity to any of the dismantled Swordmaiden sections have been suffering horrific nightmares. All of this has been the work of Deirdre (Neutral evil, she/her, **night hag**), who has been haunting residents in order to gather three sections of the blade of the swordmaiden, as it is one of the few means of killing her.

Aimlessly wandering the streets in a sleep-deprived lunacy is Allen Holydancer (Lawful good, she/her, human **guard**) who clutches one part of the *blade of the swordmaiden*. A successful DC 14 Wisdom (Medicine) check confirms Allen's sleep deprivation and her weakened constitution.

She explains how she found the sword's hilt in the basement of her house that sits beside the Swordmaiden's foot. Allen urges the heroes to help her, believing the blade to be cursed in some way. The last unclaimed part of the blade is in the Swordmaiden's head, which has 1d4 **phase spiders** that emerge from the Ethereal Plane in order to defend it.

NIGHT HAG

Medium fiend, neutral evil

Armour Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

ACTIONS

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

It falls to the adventuring party to keep Allen safe, recover the remaining sections of the blade, and ultimately confront Deirdre before she is successful in forging the blade. In the event that Deirdre is successful, she conceals the blade away within the Ethereal Plane to ensure that none can use it against her. From there, she may still take delight in tormenting the heroes.

BLADE OF THE SWORDMAIDEN

Weapon (longsword), rare

This blade appears to be multiple parts all connected through ethereal seams of bluish light. The sword has 5 charges and regains all its expended charges daily at dawn. While wielding the sword, you may use your bonus action to expend the necessary number of charges to activate one of the following properties:

- You can spend one charge to gain ethereal sight for 1 minute. For the duration, you can attack creatures within the Ethereal Plane who suffer an additional 2d6 psychic damage on each successful hit.
- You can spend three charges to enter the Ethereal Plane from the Material Plane for 1 minute. For the duration, you cannot be seen, affect, or be affected by anything on the Material Plane. At the end of the duration you are returned to the Material Plane.



CHAPTER 6: SEA WARD

WHILE THE TRADE WARD IS CONSIDERED THE heart of Waterdeep, the westernmost ward of the city is very much the soul. There is no ward in the city that has a higher concentration of temples, each grand and uniquely styled to honor their respective deity. From the gods of honorable battle, to luck and invention, you'll find it all here. Outside of the temples, however, many of the city's richest folk call the Sea Ward their home. This, in turn, invites more frequent patrols from the City Watch, which—depending who you ask—is the best or worst thing about the Sea Ward.

READ ALL ABOUT IT (CR 0)

Location: Street of Lances

Maerla Granitebook (Lawful good, she/her, dwarf **spy**) and Headline (Chaotic good, she/her, kenku **apprentice wizard**) stand on the corner of the Street of Lances as Headline cries out for everyone to come by and purchase the world's first *everchanging broadsheet*. They both write for the *Daily Luck*, one of Waterdeep's four most prominent broadsheets. Headline has designed a broadsheet that magically updates each time a new article is released.

Maerla was hesitant at first, but saw how revolutionary this invention could be. Each copy is sold for 10 gp, being a one-time purchase for an endless supply of broadsheets. Maerla approaches the party attempting to convince them to purchase an *everchanging broadsheet*.



However, a successful DC 12 Wisdom (Insight) observes that she is clearly stressed and far more is riding on her ability to sell the magical broadsheet than she would like to let on.

Unfortunately, those in charge of the *Daily Luck* have said that if the pair cannot sell five copies of the experimental magical broadsheet they'll both be fired. Maerla asks the heroes if they can assist in any way, considering that they may be more affluent and well-known around the city than two novice journalists. If the characters buy one, they only need to sell three more copies. The party need to find rich individuals. When they do, a successful DC 14 Charisma (Persuasion) check convinces them to buy a copy. However some checks may be at disadvantage as some individuals do not easily part with their money. Alternatively, people like Mirt, Durnan, or Laeral Silverhand would likely see the value in the updating short scroll.

SEA WARD ENCOUNTERS SORTED BY CR

d10	Encounter	Item	Creature(s)	CR	Location
1-2	Read All About it	<i>Everchanging Broadsheet</i>	—	0	Street of Lances, Sea Ward
3-4	Toss a Coin to Your Lady	<i>Tymora's Favoured Dice</i>	—	0	Tower of Luck, Sea Ward
5-6	Way Too High And Not Enough Seek	<i>Automatic Camouflaging Helmet</i>	Three giant wasps	1	House of Inspired Hands, Sea Ward
7-8	Idols of Wonder	<i>Elminster's Portable Pole</i>	Two illusionists	4	House of Wonders, Sea Ward
9-10	Our Worth in Blood	<i>Weapon of the Educator</i>	Four to six knights	5	House of Heroes, Sea Ward

If the characters are successful in helping Maerla and Headline, they find their antics around Waterdeep frequently featured prominently in the *everchanging broadsheet* using language that is often as flattering as possible. Alternatively, the pair split from the *Daily Luck* and start their own broadsheet called the *Enchanted News*, which reports the character's antics in a slightly negative light.

EVERCHANGING BROADSHEET

Wondrous item, common

This short scroll is thinner than most broadsheets. Faint runic etchings line the corners of the paper that thrum as words appear on the page. Once per day, you may use a bonus action to speak a command word. Doing so updates the broadsheet with the most up-to-date news as provided by the tabloids.

TOSS A COIN TO YOUR LADY (CR 0)

Location: Tower of Luck

The Tower of Luck is rife with traffic especially at the temple of Tymora, the Lady of Luck. Many residents who wish for fortune stop by the temple to make an offering to the statue that sits atop a fountain within the heart of the temple. The Tower of Luck is less of a tower and more of a many-pillared atrium ingeniously roofed over with glass, and today is a rare cause for celebration as the yearly coin-toss competition is in full effect.

The priests of Tymora offer up a specially engraved copper coin to all those who enter the temple, with a promise of a vast reward if anyone can manage to toss the coin directly onto the statute of Tymora's open palm. Everyone only gets one attempt. Those who attempt a second time do so at disadvantage as they feel the very luck of the world work against them. Any character that makes a third attempt has disadvantage on all rolls for 24 hours as the ire of Tymora falls upon them.

The coin toss can be achieved through a number of methods, from Strength (Athletics), Dexterity (Acrobatics) or Charisma (Performance) checks with DC 20. These can represent the technique that the characters are enacting, those who follow Tymora or have experience flipping coins may gain advantage on the skill check.

In the event that any character rolls a natural 20, the coin lands perfectly balanced on its rim within the statue's palm. The crowd is aghast in shock before breaking out into raucous applause.

Any character that is successful is directed to a side-chamber within the Tower of Luck where Honorable Mistress Mhair Halvinhar greets them. Mistress Mhair (Chaotic good, she/her, human **priest**) explains that Tymora has smiled on them today. They are rewarded with *Tymora's favored dice*, a pair of dice said to be rolled by the goddess herself. In the event that multiple characters are successful they may be compensated with blessings or gold.

TYMORA'S FAVOURED DICE

Wondrous item, very rare

These otherwise unassuming dice softly glow with a golden hue when held in the light. At the start of each day you may roll 2d6 and record the total rolled. You may add the number to any ability check or saving throw made by you before the next dawn. You must do so before the DM says whether the roll succeeds or fails and this can only be done once.

If two ones are rolled, the dice never roll anything but ones until a temple of Tymora is visited. If two sixes are rolled, you may choose to automatically succeed at one ability check or saving throw that day, choosing your success before the DM says whether the roll succeeds or fails.

WAY TOO HIGH AND NOT ENOUGH SEEK (CR 1)

Location: House of Inspired Hands

To celebrate the completion of her newest camouflaging invention, the High Seeker of the House of Inspired Hands, Arifi Smoothhand (Chaotic neutral, she/her, gnome **priest**), has decreed a challenge within the whole of the Sea Ward: anyone who can find her is rewarded with 100 gp. Posters scatter the Sea Ward, directing those interested to the House of Inspired Hands, the temple dedicated to Gond, the Holy Maker of All Things.

There are a number of clues that point to the rooftops towards the Heroes Garden. The priests of the House of Inspired Hands saw Arifi on the rooftops last, which the characters can learn with a successful DC 12 Charisma (Persuasion) check or promise to test the priest's invention.

In one of the alleyways lies a broken ladder. A successful DC 12 Intelligence (Investigation) check deduces must've fallen during its use to climb one of the nearby roofs. Any attempt to climb in the alleyway without equipment requires a successful DC 15 Strength (Athletics) check per story climbed. A creature proficient in and using a climber's kit can make the climb without making a check. If the characters spend a while in the alleyway those with a passive Wisdom (Perception) of 12 or higher distinctly hear a loud buzzing from up above.

Unfortunately for the High Seeker, her chosen hiding spot on the roof was dangerously close to a long abandoned attic that a hive of giant wasps have moved into.

As she stands perfectly still while wearing her *automatic camouflaging helm*, three **giant wasps** hover in the rough vicinity. Currently the wasps are agitated, but not outright hostile, and, thankfully, don't know where Arifi currently is. A successful DC 14 Wisdom (Animal Handling) check observes they are territorial of their home, but a sufficiently sickly sweet distraction could provide an opportunity.

If engaged in combat, the wasps use their ability to fly to their advantage, dipping in strafing runs to get in close and sting their targets in hopes of paralyzing them.

Creatures that are paralyzed run the risk of rolling off the roof. Those by the ledge may use their reaction to attempt a Strength (Athletics) or Dexterity (Acrobatics) check to catch a paralyzed creature. For added difficulty, an additional **giant wasp** could emerge from the nearby attic to hurry the heroes to escape or somehow dispense with the nest.

After being saved, Arifi hands over the 100 gp reward and admits that the *automatic camouflaging helm* is far more trouble than it could possibly be worth. Plus, were it to fall into the wrong hands, it could be used for endless trouble. As the heroes saved her, she invites the adventurers to keep or destroy the helm as they see fit.

AUTOMATIC CAMOUFLAGING HELM

Wondrous item, rare (requires attunement)

This bucket helm faintly whirls and twirls with a series of gears that spin thin mirrors around the helm. You may as a bonus action speak a command word. For 10 minutes, you gain advantage on Dexterity (Stealth) checks and may take the hide action regardless of where you stand. The camouflage automatically reflects your surroundings, allowing you to move freely and still gain the benefits.

You can end the duration early by speaking the command word again. Once this feature has been used, it cannot be used again until the next dawn.

IDOLS OF WONDER (CR 4)

Location: House of Wonders

Much like the Holyhands House, the House of Wonders is a temple dedicated to multiple gods. However, this particular house focuses all deities concerning magic with a special focus on Mystra. The House of Wonder also functions as a mage academy, teaching those fledgling magic uses the way of the arcane through calculated discipline and patient mastery.

Of all the relics or idols of Mystra, one of the most esteemed is *Elminster's portable pole*. Elminster Aumar, the legendary wizard himself, is part of a collective of ageless servants of the goddess known as the Chosen of Mystra. Unfortunately, the pole that collapses down to a small cylinder has been stolen, which, in turn, has sent many of the priests in a state of panic. They implore nearby adventurers to get involved, because the City Watch typically try to stay out of the affairs of temples.

GIANT WASP

Medium beast, unaligned

Armour Class 12

Hit Points 13 (3d8)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Alternatively, those with a passive Wisdom (Perception) of 14 or higher overhear the disturbances at the temple. In truth, Knowledge (Neutral good, they/them, tiefling **apprentice wizard**) was fooled into stealing *Elminster's portable pole* by a pair of twins who knew its value. Knowledge believed stealing the small cylinder was a part of their education, a challenging test of their wits and magical ability. Asking the witnesses on the scene a successful DC 15 Intelligence (Investigation) reveals that Knowledge was present before the item was stolen. After, they seemingly vanished or slipped from sight. Fortunately, Knowledge is far from a stealthy individual, and tracking where they went through the city only requires a successful DC 12 Wisdom (Survival).

Characters also noticed two additional sets of footprints suggested tha Knowledge was followed. The tracks lead directly to an empty, dead-end alley.

The alleyway has been covered by the *major image* spell to appear empty. A successful DC 13 Intelligence (Investigation) check sees through the illusionary wall. Behind the illusion, Velfyr (Chaotic neutral, he/him, half-elf **illusionist**) and Vaxfyr (Chaotic neutral, she/her, half-elf **illusionist**) are both disguised as members of the House of Wonders. They attempt to take *Elminster's portable pole* and make a hasty escape.

Upon discovery, a successful DC 13 Wisdom (Insight) clearly observes that the twins are not who they appear to be. They do all in their power to persuade the heroes that this is nothing out of the ordinary, a mere drill conducted at the House of Wonders to test both students and the priests. The moment confrontation seems imminent, they both turn to flee in separate directions using *invisibility*, *major image*, or *phantasmal force* to evade the heroes. The twins are pacifist by nature, meaning they use their magic to distract or impede, but never outright harm.

If the characters are successful in returning the rod to the temple, Elminster Aumar (Chaotic good, he/him, human **archmage**) appears through a planar portal. He is fairly good-humored about the whole ordeal, claiming that his *portable pole* isn't anything of grand importance to Mystra. Elminster urges the heroes to keep it and assures them he'll find some knickknack to please the priests of the temple in its place. He then proceeds to lecture Knowledge in what will likely be a life-changing lesson.

ILLUSIONIST

Medium humanoid (any race), any alignment

Armour 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 (3 slots): *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.

ELMINSTER'S PORTABLE POLE

Wondrous item, rare

This one-inch metallic blue cylinder bears the symbol of Mystra. As a bonus action, you can push the symbol to force the cylinder to grow to the shape of a ten-foot pole. Creatures in the path of the pole appearing must succeed on a DC 8 Dexterity saving throw or be knocked prone.

While using the pole, you gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks when attempting to trigger or discern if the path ahead is trapped. Returning the pole back into its cylinder requires an action.

OUR WORTH IN BLOOD

(CR 5)

Location: House of Heroes

Situated close to the shores, one of the largest temples is the House of Heroes dedicated to the Lord of Battles, Tempus. It exists to celebrate honorable warfare where might is used to settle disputes and the strongest rise to the upper echelons of command. High Sword Toren Grimguard (Lawful neutral, he/him, human **war priest**) currently leads the temple. However, he is a recent appointment, as he won the seat via a trial of combat with the previous High Sword, Ameila Bloodhelm.

Ameila was mortally wounded—but not slain—as a result of the conflict. The temple's usual hierarchy is in a state of unrest as nearly every position had duels to appoint new leadership as Toren's first command.

Amber (Lawful neutral, she/her, fire genasi **knight**) is one of the few remaining loyalists of Ameila Bloodhelm, believing that there was foul play afoot in the leadership duel. She cannot prove it, however, until she has a higher role within the temple. To achieve that she must win a duel or multi-person skirmish.



Hearing of the heroes' activities within Waterdeep, Amber seeks them out to ask if they will join her skirmish party in the name of justice. A successful DC 14 Wisdom (Insight) notices how persistent Amber is, combined with how wholeheartedly she believes that her teacher, Ameila Bloodhelm, was cheated. Alternatively, she may ask for training from the martial characters in the party to help her best her opponent in the duel.

If the adventurers accept to join in Amber's skirmish, a date is organized at the House of Heroes, where they duell another band of warriors for the position of Arahar. The characters involved are supplied with *weapons of the educator* in the shape they desire to carry out the duel. These weapons are mandatory for all low-ranking members of the temple to ensure a low fatality rate and appease the City Watch. For each character entering the duel they are opposed by a **knight**. Magic that harms is disallowed and healing magic is disapproved of, but not banned.

The knights battle honorably and with efficient teamwork, tactically honing in on the weakest looking members to dispatch them quickly. Emerging victoriously, Amber is overjoyed as she hastily accepts her new role as Arahar. Unfortunately, in a matter of days, she discovers the High Sword duel was truly honorable, but she found accepting the idea that her trainer could lose difficult. If the adventurers lose the battle, Amber abandons the temple, opting to stay with the characters until she finds her true calling in life. She is somber and downtrodden for a few days but bounces back fiercely in the face of adversity.

WEAPON OF THE EDUCATOR

Weapon (any), uncommon

Any weapon of the educator is nearly identical to the standard version of the weapon. However, they all bear a runic symbol of an open palm that glows faintly during use. Despite appearing sharp, none of these weapons are capable of drawing blood, though they still cause pain as if the wounds were dealt.

Any time the weapon is used to deal damage, half of the damage dealt with this weapon is replaced by psychic damage. Any creature brought to 0 by this weapon is instantly stabilized.

CHAPTER 7: SOUTHERN WARD

THE SOUTHERN PART OF THE CITY IS where most travelers find their stay. Atop most forges, stables, and sizable inns are rooms to be rented or apartments bought. Whereas the wards closest to the castle can occasionally carry an air of pomposity, the Southern ward is the easiest location to find hardworking and honest folk. Workshops of laborers are a copper a dozen here, meaning there isn't a better place for repairs of carts, armor, or general stonework.

UNSLEEPING EYES (CR 1)

Location: Helm's Hall

Helm's Hall is more known as an orphanage than a temple to Helm, He of Unsleeping Eyes. The teachings of Helm include being a guardian of those in need of protection. Who could be more deserving than the orphans of Waterdeep? They are fed, clothed, housed, and educated in the ways of reading and trade to live fulfilling lives. It would be the utmost honor for a servant of Helm to act as a guard for Helm's Hall.

Isnel Prideridge (Lawful good, she/her, human **knight**) stands at the entrance of Helm's Hall wearing the *helm of the restless* that has kept her awake throughout two entire nights. One of the orphans mentioned a lurking shadow that chased them in the evening, and Isnel vowed to remain a vigilant defender until this shadowy figure is dealt with.

As a result, Isnel currently has three points of exhaustion, which halves her speed and results in disadvantage on ability checks, attack rolls, and saving throws.

Isnel welcomes any adventurer that gets close to Helm's Hall in the late hours of the day, asking them to the temple as well as if they've encountered any amorphous shadows recently. A successful DC 12 Wisdom (Insight) clearly observes how exhausted, both physically and emotionally, Isnel is. She informs the party of her vow to one of the orphans to defend the temple from the shadows, and she is unable to rest until this threat is dealt with.

As the characters turn to leave, those with a passive Wisdom (Perception) of 12 or higher hear the sounds of battle. Emerging when the darkness of night reaches its zenith is a **shadow** from the depths of the Undermountain intending to drain the strength of unsuspecting victims. In Isnel's tireless vigilance, she now finds herself the target of the shadow. The shadow prioritizes draining Isnel's strength, disengaging, and dipping into the nearby shadows to hide. It has little concept of self-preservation, meaning it will fight until it is reduced to nothingness.

Once the shadow is defeated, Isnel removes the *helm of the restless*, thanking the heroes profusely and asking them to return in the morning. Isnel proceeds inside the temple in order to sleep for an excess of twelve hours. The next day, after a discussion with her temple, she offers the *helm of the restless* to her heroes as defenders of Helm's Hall.

SOUTHERN WARD ENCOUNTERS SORTED BY CR

d10	Encounter	Item	Creature(s)	CR	Location
1-2	Unsleeping Eyes	<i>Helm of the Restless</i>	Shadow	1	Helm's Hall, Southern Ward
3-4	No Running in the South Ward	<i>Smuggler's Barrel</i>	Two bandits , four goblins	2	Smuggler's Run, Southern Ward
5-6	Wrong Waymoot	<i>Wand of Chaotic Delinquency</i>	Bard, imp	3	The Waymoot, Southern Ward
7-8	Last Call for Southbound	<i>Hand of Ruid</i>	Ghost	4	Ruid's Stroll, Southern Ward
9-10	Circling the Drain	<i>Potion of Concentration</i>	Incubus , two imps	5	Kappiyan Flurmastyr's House, Southern Ward

HELM OF THE RESTLESS

Wondrous item, rare (requires attunement)

This open-faced helm is surrounded with depictions of the ever-open eye of Helm. While wearing the helm, you can choose to enter a semiconscious state of utmost vigilance for up to a maximum of four hours. During that time, you cannot move, but have advantage on all Wisdom (Perception) checks and Dexterity saving throws against ambushes. You can leave the trance freely at any point. When the effect ends make a DC 12 Constitution saving throw. Failing the saving throw results in you gaining a single point of exhaustion. The DC is increased by 2 for each day you go without a long rest.

SHADOW

Medium undead, chaotic evil

Armour Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the shadow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.



NO RUNNING IN THE SOUTH WARD (CR 2)

Location: Smuggler's Run

Immediately to the left from South Gate is an infamous street known as Smuggler's Run, the aptly named fastest path into the city that connects directly to the docks. The City Watch has tightened security through many magical innovations over the years, reducing the smuggling significantly, but those with their wits about them can still get illicit materials under the guard's noses.

Two inconspicuous smugglers (**bandits**) currently heaving two large barrels have weaved their way through the South Gate successfully.

Their nicknames are Grim and Grime. The smugglers work for Xanathar's Guild, and are in charge of getting more goblin recruits into the city walls and down to the sewers below. Inside each *smuggler's barrel* are two **goblins** cramped into a rather confined space but thankfully keeping quiet. They pause in Smuggler's Run, panting heavily and physically sweating from the weight of the barrels.

As the adventurers come past the barrel-wielding smugglers, those with a passive Wisdom (Perception) of 12 or higher hear some distinct squirming and Goblin-esque murmurs from inside the barrels. However, peering into the *smuggler's barrels* reveals only the illusion they are filled with apples, which a successful DC 15 Intelligence (Investigation) check discerns to be fake.

Obviously, if confronted, Grim and Grime deny any allegations, but a successful DC 13 Wisdom (Insight) sees they are hiding something. They'll attempt to lift the barrels and make their way to the docks to get away, but, if stopped, they simply throw the barrels towards the characters, forcing them to make a DC 12 Dexterity saving throw or be knocked prone, and run to the closest sewer entrance. The four **goblins** escape the barrels, each running in a different direction in a mad panic. They are equipped only with daggers and they only attempt to fight when cornered.

If given the option to surrender, the goblins accept it without question, whereas Grim and Grime fear the Xanathar far more than the heroes.

Nearby City Watch members (**guards**) appointed to the South Gate may intervene if the characters begin to struggle, intervening to arrest the goblins or Grim and Grime if they're still present. If captured, Grim and Grime will only confess their involvement with the Xanathar Guild after a successful DC 15 Charisma (Persuasion or Intimidation) check, after which the City Watch take them to a holding cell.

SMUGGLER'S BARREL

Wondrous item, uncommon

This magically enchanted barrel is designed to be entirely unassuming. It can hold 40 gallons of liquid or 4 cubic feet of solids. You may speak a command word to allow a visual illusion to appear over the contents of the barrel, concealing the contents within.

Physical interaction with the illusion reveals it to be an illusion because things can pass through it. Alternatively, creatures that use their action to examine the fake contents can determine that it is an illusion with a successful DC 15 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.



WRONG WAYMOOT (CR 3)

Location: The Waymoot

Chaos and confusion run amok in the Waymoot, one of the busiest intersections within Waterdeep. At the heart of the bewilderment, the Waymoot itself is a magical signpost with hanging arrows that when travelers ask for a location, it magically whirls to point a hanging arrow towards the destination and indicates the precise distance. However, intermittently throughout the day for nearly a tennday, it has been doing the exact opposite, sending visitors in the entirely wrong direction. It has never been more frequent than eight times a day. While the sign goes out of control, a successful DC 14 Intelligence (Arcana) check deduces that magic of the sign is being inverted temporarily from helpful to hindrance.

A pair of City Watch **guards** have gathered around to dissuade people from using the Waymoot until the Watchful Order can come by to fix or dismantle it. Victor Coppersnout (Lawful evil, he/him, halfling **noble**) tirelessly berates Hannar Stead (Lawful neutral, she/her, human **guard**) of the City Watch because he missed an important meeting due to the signpost pointing him in the wrong direction. If the characters interject, both Hannar and Victor attempt to employ the heroes to solve what is causing the Waymoot to go haywire.

Victor offers to pay the heroes handsomely to provide evidence that he'll use to ensure its prompt removal. Hannar believes there is something malevolent afoot that the City Watch simply can't investigate immediately. Bunnam Ironstring (Chaotic evil, he/him, dwarf **bard**) along with his rat looking **imp** known as Pozpot, sit on a bench within view of the Waymoot.

Routinely, Bunnam stands to walk past the Waymoot and use his *wand of chaotic delinquency* to cause chaos he takes a devilish delight in. Characters with a passive Wisdom (Perception) of 13 or higher notice Bunnam making a pass with his wand vaguely concealed. Alternatively, a successful DC 13 Intelligence (Investigation) or Wisdom (Insight) check through asking around or inspecting the crowd observes Bunnam's movement coinciding with the sign's misbehavior.

By nature, Bunnam is a troublemaker and would sooner throw caution to the wind than allow his antics to be stopped. Upon being confronted, he'll use every spell at his disposal *invisibility*, *charm person*, or *sleep*.

BUNNAM IRONSTRING, BARD

Medium humanoid (dwarf), chaotic evil

Armour Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 35 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

Damage Resistances poison

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

Senses darkvision 60 ft., passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Special Equipment. Bunnam has the *wand of chaotic delinquency*, which currently has 8 - 1d4 charges left.

Dwarven Resilience. Bunnam has advantage on Saving Throws against poison, and Resistance against poison damage.

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

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

1st level (3 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. Bunnam 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. Bunnam can confer this benefit on itself as well.

Taunt (2/Day). Bunnam can use a bonus action on his turn to target one creature within 30 feet of it. If the target can hear Bunnam, 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 Bunnam'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.

To evade his enemies he'll even throw Pozpot in their face. If those methods don't work, he resorts to dangerous methods like *shatter* or *thunderwave* to knock innocents and his assailants aside. Ultimately, Bunnam believes he's doing harmless fun, but it quickly turns from harmless to harmful when confronted.

Upon successfully stopping Bunnam and returning to Victor, unless a price was negotiated, Victor only pays a single gp per adventurer for their work. Threats or demands for more pay fall on deaf ears because, as a noble of Waterdeep, Victor claims to have powerful allies and the law on his side. If the heroes deliver the evidence to Hannar Stead, she vows to find funds from the City Watch to reward them for their work. Should they ever need her assistance, she'll help post haste.

WAND OF CHAOTIC DELINQUENCE

Wand, rare (requires attunement by a spellcaster)

This wand has 8 charges for the following properties. It regains 1d6 + 1 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

As an action for 1 charge, you can invert the intention of a magically enchanted object within 15 feet for 1 minute. The wand has no effect on constructs. Here are some examples of the wand usages:

- A magically enchanted lock throws itself with extreme force at random intervals.
- A *magic mouth* speaks gibberish or outright lies in delivering its message.
- A magical servant proceeds to make a complete mess, rather than clean up.
- A gate that dispels magical objects instead imbues them with wild magic.



LAST CALL FOR SOUTHBOUND (CR 4)

Location: Ruid's Stroll

Fog rolls into the city of Waterdeep as the day begins to gently ease into night. Most of the caravans within Caravan Court have already left the city, but one remains, preparing for a nighttime voyage to allow its passengers to sleep through the journey. Bargarn Copperstout (Lawful good, he/him, dwarf **guard**) roams the courtyard, calling out for his daughter Tyshlyn, approaching the heroes to ask if they've seen her.

Due to the rolling fog, all Wisdom (Perception) checks are made at disadvantage. A successful DC 14 Intelligence (Investigation) observes the dewy tracks across the grass that lead towards Ruid's Stroll.

Residents of Waterdeep or those who succeed in a DC 15 Intelligence (History) check recall that Ruid's Stroll is known for harboring the ghost of a mage who appears on foggy nights. It is said those who have Ruid pass through them learn a secret, however, many corpses turn up within the alleyway the morning after the fog dissipates.

On investigation, Tyshlyn Copperstout (Neutral good, she/her, dwarf commoner) lies unconscious in the middle of the alleyway with the ghostly image of Ruid (Neutral evil, he/him, human **ghost**) standing over her with a pensive but disheartened expression. A successful DC 13 Wisdom (Medicine) check identifies the frost burn over Tyshlyn's forearms, suggesting that she requires urgent medical care.

Ruid approaches the heroes to pass through them, after which they need to make a DC 15 Wisdom saving throw or suffer 2 (1d4) cold and 1d4 (1d4) psychic damage. If they are successful, they learn one true, full answer on a topic decided by the DM. Ruid is not hostile to the party, but clearly voices his disapproval of Tyshlyn's weakness. He claims to deliver the gift of truth to those who are worthy, a gift that he has been so often denied. If the adventurers leave Ruid's Stroll, when they return, the ghost can no longer be found. If Ruid is slain in combat, he returns on the next foggy night without any recollection of ever encountering the heroes.

In truth, the only way for Ruid to find rest is for someone to be willing possessed by him in order to complete the mystery of his murder. This mystery is the reason he is now compelled to grant a truth to those who survive encountering him.

GHOST

Medium undead, any alignment

Armour Class 11

Hit Points 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the

Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

If the adventurers ever find the old records or broadsheets that detail his murder, Ruid passes on, leaving a spectral glove as thanks: the *hand of Ruid*.

HAND OF RUID

Wondrous item, rare (requires attunement by a spellcaster)

This spectral glove wraps around your hand and is always deathly cold. When you make a melee spell attack against a creature within your reach on a hit, the creature must make a DC 12 + your spell attack bonus Wisdom saving throw or suffer 1d4 cold and 1d4 psychic damage.

In addition, you learn one truth about the creature as chosen by the DM. A creature that succeeds on the saving throw is immune to this effect for the next hour.

CIRCLING THE DRAIN (CR 5)

Location: Kappiyan Flurmastyr's House

There is a smattering of potion shops throughout Waterdeep but few as long withstanding as Kappiyan Flurmastyr's House. It has also served more as a house first and a shop second, but those in the know and in need of potions used to swear by it. Unfortunately, since Kappiyan's son took over, the decline in potion quality is evident. Over the recent weeks, interactions with Kappiyan Jr. have gone from pleasant to borderline threatening.

The elderly Kappiyan Flurmastyr Jr. (Lawful neutral, he/him, human **illusionist**, VGtM pg. 214) runs the potion store that was made renowned by his father a century ago. He is assisted by his partner Shelton (Lawful evil, he/him, **incubus**), who has concealed his true form to corrupt Kappiyan to do his bidding via his Charm.

Shelton works for the Cassalanters, who tasked him to discover the means to create midnight tears, a dangerous poison that harms those who ingest it at midnight.

On one fateful night, Kappiyan Jr. has finished creating the midnight tears and, as such, has no more value to Shelton. Shelton placed a *potion of firebreathing* into Kappiyan's drink, hoping that when his home caught ablaze, it would merely look like an accident. This encounter can occur moments before the house is caught in flames, as the adventurers enter the shop, or if the adventurers feel called to action when the smoke trails into the sky. Kappiyan is trapped upstairs, surrounded by magical flames and on the verge of passing out from smoke inhalation. Diving through the flames requires a DC 12 Dexterity saving throw, where failing ignites the character.

Until they take an action to douse the fire, they take 3 (1d6) fire damage at the start of each of their turns. In addition, unless a way for the smoke to escape is found, each creature that ends their turn inside the smoke must succeed on a DC 10 Constitution saving throw or begin to suffocate.

Shelton is not alone, however, he has two invisible **imps** stationed on a nearby roof to ensure that Kappiyan Jr. dies in the flames, having locked all the windows and ensured the coast was clear. If engaged in combat, neither the imps nor Shelton care about dying simply because they just return to the Nine Hells. However, they do their utmost to ensure that Kappiyan perishes.

Unfortunately, any rare, single-use potions scattered around the house shatter and explode magnificently when exposed to heat. On initiative count 20, roll on the *Potion Explosion Table* and pick a random point within the house. Any creature within 15 feet of it must succeed on a DC 14 Dexterity saving throw or suffer 5 (2d4) piercing damage and the corresponding effect.

On the desk is a seemingly flame-resistant tome, which is Kappiyan's journal. Inside the journal and across the many notes are methods for creating a particular potion. A successful DC 14 Intelligence (Nature) check observes that the recipe doesn't create any known potion. Characters with poisoner's kit proficiency instantly recognize it as the recipe for midnight tears.

POTION EXPLOSION TABLE

d6 Potion Exploding and Effect

- 1 **Potion of Aqueous Form.** You become a pool of water for 1 minute. During this time you can move through the flames to extinguish them.
- 2 **Potion of Growth.** You are affected by the enlarge spell, increasing your size for 1 hour.
- 3 **Potion of Flying.** You gain a fly speed of 20 feet (hover) for 1 minute.
- 4 **Oil of Ethereality.** You enter the Ethereal plane as described in the ethereality spell for 1 minute.
- 5 **Potion of Resistance.** You gain resistance to fire for 1 minute.
- 6 **Potion of Longevity.** Your physical age is reduced by 1d4 + 2 years.

If saved, Kappiyan looks at the burning wreckage that was once his home and vows to leave Waterdeep. He thanks the heroes for their help, removing a pouch containing 1d4 *potions of concentration* that he used to work through the night. Ultimately, once everything is settled, he'll be on the next coach north toward Icewind Dale.

POTION OF CONCENTRATION

Potion, rare

This colorless potion is so clear that the vial looks empty. When you drink this potion you gain a heightened sense of focus that lasts for 1 hour. For the same duration, you have advantage on all Constitution saving throws to maintain concentration on a spell.



CHAPTER 8: TRADES WARD

CURLED AROUND THE CITY OF THE DEAD to the River Gate lies the Trades Ward, a place that the merchants and peddlers of wares would call the very heart of Waterdeep. Much of the ward is dedicated to courtyards filled with market stalls buzzing with activity long into the night. Although, where there is money to be traded, it is also there to be pickpocketed, so, if possible, keep your coin pouch close.

WILD GROUND (CR 0)

Location: Court of the White Bull

The market of the Court of the White Bull is in full swing. Caravan stalls crammed with merchants' wares are being peddled to passersby. The ring of caravans all seem to avoid a patch of earth that no-one even dares walk over because the Court of the White Bull is infamous for being intermittently warped with wild magic. As the characters near, a thunderous blast of sound echoes from the heart of the caravans with a brief accompaniment of gasps.

Following the source of the noise, all the merchants present seem to be gathered around an unguarded stall. A cloth tarp flaps loosely in the wind, one of the pegs unearthed beside a hole in the dirt below. Most curiously is a potted plant that is precariously placed beside the hole. Asking anyone nearby, they mention how one moment stood a looming dragonborn, and the next, they were gone.

Beside the potted plant and hole, those with a passive Wisdom (Perception) of 12 or higher notice how the soil around the hole is gradually shifting color from soft greens to sandy yellows. A successful DC 14 Intelligence (Arcana or Nature) check identifies how the soil is warped that suggests it has been affected by wild magic.

The curious-looking potted plant has vulnerably to all damage and is otherwise incapacitated. In the event that potted plant is broken, it suddenly shifts form to reveal Exed Frodaar (Lawful neutral, he/him, dragonborn **commoner**). He explains how he was driving the tent peg into the ground using an enchanted hammer that always strikes a peg true, when the sudden, thunderous sound consumed him and promptly turned him into a potted plant. The worst part is that this isn't the first time this has happened to Exed, recalling how he promptly thought "Oh no, not again."

In exchange for freeing him from his potted prison, Exed gathers some of the dirt carefully into pouches for each party member. He suggests keeping the *dust of wild magic* away from magic users, but he believes the adventurers may find some use for it.

DUST OF WILD MAGIC

Wondrous item, uncommon

The dust of the ground of the Court of the White Bull frequently shifts colors or vibrates, hinting at the erratic and wild magic stored within. You may use an action to throw a handful of wild magic in a 15 foot cone originating from you.

TRADE WARD ENCOUNTERS SORTED BY CR

d10	Encounter	Item	Creature(s)	CR	Location
1-2	Wild Ground	<i>Dust of Wild Magic</i>	—	0	Court of the White Bull, Trades Ward
3-4	Bright Lights, Darkest Shadows	<i>Darkness Bane Lantern</i>	Drow, dark-mantle	1	Lamp Street, Trades Ward
5-6	Way Too Fast and Way Too Furious	<i>Endless Carrot on a Stick</i>	Two swash-bucklers	3	The Wagonrace, Trades Ward
7-8	Enduring the Burden	<i>Cords of the Martyr</i>	Swashbuckler, flying snake, two bandits	4	Hospice of St. Laupsenn, Trades Ward
9-10	To Break With Tradition	<i>Dragon's Sacrifice</i>	Dragonwing, two cultists	4	Virgin's Square, Trades Ward

Whenever a creature covered in the dust attempts to cast a spell, they must roll a d20. On a result of 5 or less, they must roll on the Wild Magic Surge table to create a random magical effect.

BRIGHT LIGHTS, DARKEST SHADOWS (CR 1)

Location: Lamp Street

Waterdeep welcomes individuals of all walks of life. Its cosmopolitan style eventually sees people of all races and creeds pass through the city. There is quite a considerable drow population, most of whom are found in the twilight hours or among the nighttime markets going about their business. Many of these drow see Waterdeep as an escape from the Underdark's occasional cruel societies.

Nendra Dyrr (Neutral, she/her, **drow**) is one such drow, having recently arrived in Waterdeep with aspirations to join Bregan D'aerthe and escape her past. Unfortunately, an enemy of her family's house vowed to find and kill Nendra in exchange for a rise in social status, and so Urlas Nond (Chaotic evil, they/them **drow**) has tracked Nendra to Waterdeep.

Weeks of meticulous planning have come to a single date. Urlas has learned that when Nendra passes through Lamp Street, she is at her most vulnerable. In the decorations of lamps that hang overhead, Urlas has hidden a **darkmantle** within a false lantern. Disturbing the darkmantle causes it to summon an aura of magical darkness, fill the street below. Nendra then intends to slay Nendra by using her hand crossbow from the rooftops.

However, far from a fool, Nendra received a warning from her brother of Urlas' machinations and purposefully got her hands on a *darkness bane lantern*. The adventurers can happen to enter the far end of Lamp Street as the assassination attempt takes place, or those with a passive Wisdom (Perception) of 13 or higher hear the sound of a lantern smashing up ahead, in an alleyway shrouded in darkness.

Once the darkmantle releases its aura of darkness, it may choose to drop on one of the adventures or Nendra. Within the darkness, Nendra dropped her *darkness bane lantern*, which she urges the heroes to find in order to dispel the darkness. Urlas remains hidden on the roof, but a contested Wisdom (Perception) check against her Dexterity (Stealth) identifies the crossbow-wielding figure on the roof.

Their focus is on slaying Nendra, but Urlas turns their crossbow against anyone who threatens to chase them across the rooftops. With their assassination attempt thwarted or successful, Urlas seeks to flee via the rooftops. If unsuccessful they continue their attempts until they're confronted or Nendra manages to successfully join Bregan D'aerthe.

DARKMANTLE

Small monstrosity, unaligned

Armour Class 11

Hit Points 22 (5d6 + 5)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

ACTIONS

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell).

Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

If caught, Urlas attempts to convince the party that Nendra is a escaping criminal who needs to be brought to justice, and, while they believe it to be true, a successful DC 14 Wisdom (Insight) observes how they bends the truth.

Nendra is beyond thankful for the adventurers' timely appearance. She explains her true intentions for arriving in Waterdeep and inquires about Bregan D'aerthe. She may choose to offer the *darkness bane lantern* as a reward, especially if the characters successfully used it during the battle. This encounter provides a perfect opportunity to introduce Jarlaxle and his faction, as few are able to get into contact with him directly unless he seeks you out.

DARKNESS BANE LANTERN

Wondrous item, rare

This dark iron lantern is engraved with glowing gold inlay that shimmers even in darkness. It casts a bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

You may use a bonus action to aim the lantern at a patch of magical darkness within 60 feet to dispel it entirely as it is sucked into the lantern. Magical darkness remains inside the lantern for up to 1 minute. Once a source of magical darkness exists inside the lantern, you then may use your action to expend the darkness inside as a converted beam of pure line of light. Each creature in a 5-foot-wide, 60-foot-long line must make a DC 15 Constitution saving throw. On a failed save, each creature takes 3d8 radiant damage and is blinded until your next turn.

WAY TOO FAST AND WAY TOO FURIOUS (CR 3)

Location: The Wagonrace

Residents of Waterdeep are used to the occasional traffic jam or irresponsible wagon rider that threatens to bump into a pedestrian. As they pass the crossing of River Street and The Wagonrace, have all characters make a DC 8 Dexterity saving throw as a pair of wagons come speeding out of a nearby alleyway. Failing the check knocks them prone. The nearby City Watch members call out for someone to put a stop to those two wagons. Conveniently, beside where the adventurers stand is a fully prepared and unoccupied wagon.

If they choose to mount it, it requires a successful DC 10 Wisdom (Animal Handling) check to urge the **racing wagon** into action. As noted on the **racing wagon** vehicle stat block, riding the wagon provides the creatures atop it with a number of abilities to catch up or delay those behind you.

RACING WAGON

Large vehicle (500 lb)

Creature Capacity 3 Medium creatures

Cargo Capacity 200 lb

Armour Class 17 (15 while motionless)

Hit Points 20 (damage threshold 5, mishap threshold 10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Horse Pulled. The wagon is pulled by a well-trained racing horse (**war horse**), if the horse is incapacitated or disconnected from the wagon it is incapacitated until reattached.

Jump. If the racing wagon moves at least 30 feet in a straight line, it can clear a distance of up to 30 feet when jumping over a cashm, ravine, or other game. Each foot it clears on the jump costs a foot of movement.

Prone Deficiency. If the racing wagon falls prone, it can't right itself and is incapacitated until pulled upright.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Half Cover.) Drives and steers the racing wagon.

Box Flinger (Requires 1 Crew and Grants Half Cover.) *Ammunition:* 4 crates. *Ranged Weapon Attack:* +8 to hit, range 30 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage and the target must succeed on a DC 10 Dexterity saving throw or be knocked prone.

REACTIONS

Juke. If the wagon is able to move, the driver can use its reaction to grant the wagon advantage on a Dexterity saving throw.

Spur On. If the wagon is able to move, any passenger can use its reaction to grant the wagon an additional 10 ft. of movement.

Two separate wagons dart and weave through the narrow streets, one controlled by Boulder (Chaotic neutral, he/him, tortle **swashbuckler**) and the other Daminic Tanteeto (Chaotic neutral, he/him, halfling **swashbuckler**).

They are both members of an illegal racing tournament that starts at the Wagonrace street and carves down to the Waymoot of the Southern Ward before proceeding back to the Wagonrace for a finish. Daminic currently has the lead, thanks to his *endless carrot on a stick* that coaxes his horse forward at uncanny speeds.

The race has not gone unnoticed, however, as two **griffon cavalry riders** atop **griffons**, follow the two careening carts. They frequently lose line of sight thanks to the many overhanging rooftops of Waterdeep. Boulder and Daminic seem so focused on racing one another that it should be relatively easy for the heroes to catch up and potentially even overtake the furious racers.

In the event that the characters somehow emerge victors of the race, Boulder and Daminic later invite the party to participate in the monthly illegal street racing circuit for vast gold prizes. This will no doubt lead to many racing based antics over the coming months, navigating winning the races while avoiding getting caught by the City Watch. Alternatively, if handed over to the City Watch, both Boulder and Daminic spend a number of months on Amendsfarm before returning to their life of speed.

ENDLESS CARROT ON A STICK

Wondrous item, uncommon

This ornate pole is engraved with imagery of donkeys and horses, and a glistening carrot hangs from a delicate thread on the far end. While mounted, you may use a bonus action to brandish the carrot on a stick and roll 1d4. For the next 1d4 turns, the mount may freely take the dash action. Once the carrot has been used on a mount it cannot be used again until the mount finishes a short rest.

ENDURING THE BURDEN (CR 4)

Location: Hospice of St. Laupsenn

Late into the day, many Waterdeep's lamps flicker on to keep the shadows at bay. However, close by the Hospice of St. Laupsenn, a place for diseased individuals and a temple dedicated to Ilmater, many of the lamps have been vandalised to cover many streets in darkness. In this darkened state, the streets are empty and City Watch patrols are few and far between. As the adventurers get close, those with a passive Wisdom (Perception) of 13 or higher hear the distinct sound of blades clashing up ahead.

Alros (Lawful good, she/her, half-elf **guard**) stands barely upright, clutching her bloodied gut with one hand and a sword in the other. The rope bracers of Alros are now stained red with her own blood spilt in the defence of the hospice. Ilmater took action to shape them into the *cords of the martyr*. No matter how much damage Alros endures, she keeps on her feet in defiance.

Dudak Foeblood (Lawful evil, he/him, half-orc **swashbuckler**) stands opposite Alros, adorned in a dark hooded cloak with a bloody dagger in hand. A **flying snake** is coiled around his left arm and two **bandits** loom in the shadows to alert Dudak of any incoming guards or witnesses. Dudak is a member of the Zhentarim who was paid by a noble to kill a patient of the hospice who contracted a disease while in their manor. Unfortunately for Dudak, Alros happened to be on guard and has halted his progress. Unless the characters are sneaking, the two bandits whistle to alert Dudak of their approach.

SWASHBUCKLER

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

Armour Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

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

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

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

Once alerted, Dudak turns and flees into the shadows away from the bandits. If the characters attempt to give chase, the bandits attempt to intercept or slow their progress however possible. In the event that Dudak is captured, he has sworn a vow to never reveal his Zhentarim connections and would sooner be imprisoned than rat out his bosses.

Alos slumps by the entrance to the hospice and is in need of medical assistance. She does, however, still have the strength to thank the adventurers for arriving when they did, muttering a prayer to Ilmater for giving her the resolve to keep fighting. A successful DC 14 Wisdom (Medicine) check concerning Alos' wounds reveals that her injuries would kill most mortals outright. Despite her persistence, she now appears incredibly exhausted. She attempts to find the characters a few days later, offering a meager amount of gold from her own pocket as compensation.

CORDS OF THE MARTYR

Wondrous item, very rare (requires attunement)

These blood-stained cords can be wrapped around your wrists to function as armguards. While attuned to these cords, whenever your hit points are reduced to zero as a result of taking damage, you may use your reaction to instead drop to 1 hit point and gain two levels of exhaustion.

TO BREAK WITH TRADITION (CR 4)

Location: Virgin's Square

Local legend states that Virgin's Square was a point in which sacrifices of food, gold, and the occasional person were made to pacify tyrannical dragons threatening to raze the city. A successful DC 14 Intelligence (History) check recalls Waterdeep is currently protected under Ahghairon's Dragonward, which prevents all dragons from physically entering the city. Nowadays, Virgin's Square is used for hiring mercenaries and warriors for bodyguarding, patrolling, and other tasks that nobles often require.

In the heart of the square stand a trio of figures. One of which is making an impassioned speech about how the traditions of the Virgin's Square should be returned. Zylrora (Neutral evil, she/her, elf **dragonwing**) is a member of the Cult of the Dragon.

She wishes that Ahghairon's Dragonward is destroyed so that—were the dragons to amass power—Waterdeep might be claimed. She is accompanied by two **cultists**, who flank her and intervene with anyone who attempts to get close.

DRAGONWING

Medium humanoid (any race), neutral evil

Armour Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Saving Throws Wis +2

Skills Deception +3, Stealth +5

Senses passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Dragon Fanatic. The dragonwing has advantage on saving throws against being charmed or frightened. While the dragonwing can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonwing ignores the effects of being charmed or frightened.

Fanatical Advantage. Once per turn, if the dragonwing makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

Limited Flight. The dragonwing can use a bonus action to gain a flying speed of 30 feet until the end of its turn.

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

ACTIONS

Multiattack. The dragonwing attacks twice with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) damage of the type to which the cultist has damage resistance.

Looking among the crowd, a successful DC 14 Wisdom (Insight) check discerns that, while interested, the crowd is not convinced by Zylrora's speech. In retaliation, Zylrora clutches the *dragon's sacrifice* locket she wears before producing a scroll in her other hand. In a flash, a massive red dragon emerges out of thin air, letting out a bellowing roar that shakes the very core of those nearby.

As the illusory dragon emerges, any creature that can see it must succeed on a DC 15 Wisdom saving throw or become frightened of the dragon for 1 minute. If a frightened creature ends its turn in a location where it doesn't have line of sight to the illusion, it repeats the saving throw, ending the effect on itself on a success. The dragon itself is tangible, but attacks miss it automatically. It succeeds on all saving throws and it is immune to all damage and conditions. A creature that uses an action to examine the dragon determines that it is an illusion by succeeding on a DC 15 Intelligence (Investigation) check.

Countless mercenaries who once prided themselves on their fearlessness scream and make a frenzied dash out of the Virgin's Square. During the confusion, Zylrora and her cultists use the distraction to make their escape. Their intentions are to introduce widespread panic to coax those fearful to turn to the Cult of the Dragons. A successful DC 15 Wisdom (Perception) check at disadvantage spots the trio leaving the courtyard.

However, navigating the panicked crowd requires a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check.

In the event she is confronted, Zylrora does all in her power to escape but ultimately surrenders if sufficiently wounded. She has no qualms in throwing either cultist as a distraction or accusing them of being the true leader. A successful DC 14 Wisdom (Insight) observes her scheming lies to get out of trouble. Otherwise, she fanatically speaks the praises of dragons and the Cult of the Dragon. Other than her *dragon's sacrifice* locket and expended spell scroll, there is no evidence of long-term wrongdoing.

DRAGON'S SACRIFICE

Wondrous item, rare (requires attunement)

This unassuming locket holds the engraving of a human on one side and a dragon on the other. While attuned to this locket, you have advantage on Charisma checks and Wisdom (Insight) checks directed at dragon creatures. In addition, any dragons currently disguised as a humanoid glisten softly to you.



CHAPTER 9: UNDERCLIFF

WHILE OUTSIDE OF THE CITY PROPER, many adventures unfold out in the rolling meadows of Undercliff. It is aptly named because, from Waterdeep's elevated heights, much of the surrounding landscape falls under the cliffs. Life tends to be simpler in Undercliff; however, as it is outside of the jurisdiction of the City Watch it isn't as safe as many of the residents would have you believe.

To Make Amends (CR 1)

Location: Undercliff Village

Within the village of Undercliff, there is a clear air of unease that all points towards a robed figure in the village center. A successful DC 12 Intelligence (Arcana) identifies the figure to be a nothic, creatures that were once wizards cursed in their dangerously deep delves into arcane knowledge. Most are hostile or have no recollection of their former self, but a successful DC 12 Wisdom (Insight) observes the nothic to be incredibly civil if not outright polite.

Harrington Bogeye (Neutral, he/him, **nothic**) stands with one hand regally tucked behind his back as the other holds a smoking pipe. He stands fully clothed in a robe accompanied by a *monocle of dampening*. Despite turning into a nothic after experimentation gone awry, through careful rehabilitation, Harrington has remained an upstanding citizen of Waterdeep, having found his purpose in the investigative branch of the City Watch.

While wearing the monocle, Harrington is incapable of using his Rotting Gaze ability as the lens is specially tailored to ensure he does no harm.

Harrington is investigating a recent prisoner who escaped from Amendsfarm, a prison farm for minor offenders, who assaulted a guard with a broom before managing to escape. He asks villagers if they've recently seen a gnome in prisoner garb and a broom pass through, following on by explaining he is a detective of the City Watch entrusted to capture this escaped prisoner. Harrington welcomes any assistance in exchange for accreditation from the City Watch, adding that he isn't so used to investigating outside of a city setting.

Some of the villagers do report seeing a gnome arrive here, but the conflicting accounts make it difficult to pinpoint where exactly he could've gone. Following the clues or heading to Amendsfarm, those with a passive Intelligence (Investigation) of 12 or higher observe the faint unnatural sweep marks periodically spaced on the dirt. A successful DC 14 Wisdom (Survival) check picks up on a pair of halfling or gnomish footprints that lead towards a barn on the outside of the village.

Kelpip (Neutral evil, he/him, gnome **spy**) hides within an abandoned barn only equipped with a shortsword. He is, however, accompanied by a **broom of animated attack**, that was smuggled onto the farm by a close associate. Currently using this free time to practice riding the broom, Kelpip is waiting until nightfall to hop atop the broom and fly away.

UNDERCLIFF ENCOUNTERS SORTED BY CR

d10	Encounter	Item	Creature(s)	CR	Location
1-2	To Make Amends	<i>Monocle of Dampening</i>	Spy, broom of animated attack	1	Undercliff Village, Undercliff
3-4	Stand and Delivery	<i>Runes of Location</i>	Two thugs , two flying snakes	2	The Southcliff Way, Undercliff
5-6	Forgive and Forget	<i>Barbed Memory Tongue</i>	Giant mimic	3	Amendsfarm, Undercliff
7-8	Sour Apples	<i>Blight Mead</i>	Three needle blights , three twig blights and two vine blights	4	Snobeedle Orchard and Meadery, Undercliff
9-10	Uneven Ground	<i>Duelist's Wit</i>	Bulette	5	The Marching Grounds, Undercliff

BROOM OF ANIMATED ATTACK

Small construct, unaligned

Armour Class 15 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7

Languages -

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The broom is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the broom must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the broom remains motionless and isn't flying, it is indistinguishable from a normal broom.

ACTIONS

Multiattack. The broom makes two melee attacks.

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

REACTIONS

Animated Attack. If the broom is motionless and a creature grabs hold of it, the broom makes a Dexterity check contested by the creature's Strength check. If the broom wins the contest, it flies out of the creature's grasp and makes a melee attack against it with advantage on the attack roll.

To attempt it during the day would attract the griffon cavalry, so this is Kelpip's last chance to escape, and, if caught, he knows he'll face a harsher prison sentence, so prison isn't an option. However, the broom was meant to help him escape, not assault the guard. This is all a horrific misunderstanding that blew out of proportion.

Upon being sufficiently wounded, Kelpip surrenders and confesses that the broom is evil. Despite the improbability of his words, a successful DC 12 Wisdom (Insight) notices Kelpip's sincerity.

While the broom does have a mind of its own, it is a rather vindictive broom, just as prepared to thwack Kelpip in the face as it is to smash through a window. If it does smash through the window, the broom proceeds to hover away, never to be seen again... Unless...

MONOCLE OF DAMPENING

Wondrous item, uncommon

This oversized monocle has green-tinted glass that naturally softens the gaze of those who peer through it. While wearing the monocle, you gain advantage on all saving throws against creature abilities that rely on their gaze.

STAND AND DELIVERY (CR 2)

Location: The Southcliff Way

Walking on the dirt roads towards Waterdeep is often a peaceful affair. However, away from the road, a terrible chase of life and death begins to unfold. Characters with a passive Wisdom (Perception) of 12 or higher hear the frantic flapping of large wings shortly accompanied by the galloping of horses. Thanks to the rolling meadows of Undercliff, both the riders and the flying humanoid are easy to identify.

Qhurr (Chaotic good, she/her, aarakocra **spy**) works as a personal messenger to Mirt, returning to Waterdeep with encrypted news regarding events in Icewind Dale. However, she is currently mid-flight, being harassed by a **flying snake** that is far more agile than she is. At every opportunity the snake dips down to bite Qhurr and gain height once more. She is wounded and on the verge of becoming poisoned as it courses through her veins.

Merton Slyfoot (Lawful evil, he/him, **halfing thug**) and Harlow Slyfoot (Lawful evil, she/her, **halfing thug**) are in hot pursuit mounted atop **riding horses**, which keep them directly underneath Qhurr. The Slyfoot twins live within Undercliff village and are employed by the Zhentarim to intercept Harper correspondence by any means necessary. They don't intend to kill Qhurr, merely incapacitate her and steal the satchel containing all her letters.

Eventually, Qhurr is cornered, at which point the Slyfoot twins demand she hand over the satchel or face the consequences. This provides an opportunity for the heroes to get close, provided the group passes a group Dexterity (Stealth) check that is higher than the twin's passive Wisdom (Perception).

HALFLING THUG

Small humanoid (halfling), any non-good alignment

Armour Class 11 (leather armor)

Hit Points 28 (5d6 + 10)

Speed 25 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Lucky. When the thug rolls a 1 on an attack roll, ability check, or saving throw, they may reroll the die. They must use the new result, even if it is a one.

Brave. The thug has advantage on saving throws against being frightened.

Nimble. The thug can move through the space of any creature that is of a size larger than them.

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

When outnumbered, the twins would sooner flee than directly engage in combat, attempting to rush past Qhurr and snatch her satchel before making off into the distance. If surprised, the twins quickly surrender, waiting for an opportunity to escape while trying to make Qhurr sound like a thief in the meantime. A successful DC 14 Wisdom (Insight) clearly sees through their lies.

Thankfully, in the event the twins get away, the letter is marked with a *rune of location* placed within the wax seal, allowing Mirt to eventually find wherever the letter ends up. Mirt may employ Qhurr to assist the adventuring party in the Dock Ward to confront the twins and reclaim the letter. Ultimately, Qhurr is grateful for any assistance, openly disclosing her involvement with the Harpers while suspecting the twins to be Zhentarim agents.

RUNES OF LOCATION

Wondrous item, common

These softly green glowing runes are always created in pairs. While holding one of the runes, you may sense the direction to the object's location. If the rune is in motion, you know the direction of its movement. They may also be used as seals on crates or letters. When one of the seals is broken, the rune's glow shifts from green to red.



FORGIVE AND FORGET (CR 3)

Location: Amendsfarm

Curious events are unfolding at Amendsfarm, a farm where minor criminals work through their sentence under the guards' watchful eye. Io Winterblitz (Lawful good, they/them, human **mage**) is a member of the Watchful Order in charge of Amendsfarm. Recently, they and a number of guards have had lapses of memory when entering a basement. They are all unaware of the memory-eating mimic that lies in wait to feast.

MEMORY-EATING

MIMIC

Large monstrosity (shapechanger), neutral

Armour Class 12 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +3

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics 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.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The Giant Memory-Eating Mimic attacks twice with its Pseudopod and once with its Bite.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait and they must roll a DC 14 Constitution saving throw or lose memory of a 10 minute period that occurred within the last 24 hours. A *remove curse* or *greater restoration* spell cast on the target restores the memory.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

In truth, the mimic was an experiment of Manshoon, who ordered the mimic be disposed of. In a series of unfortunate events and bad luck, it ended up in Io's basement. They are ashamed to admit it, but believes adventurers are better suited to find the cause of the weird occurrences.

The **memory-eating mimic** lives within the basement. The mimic's main sustenance is memories rather than bones or meat. It has been preying on those who step within the basement, feeding off their memories to make them forget the entire encounter. It appears as an entire desk, including personal effects atop it such as quills, glasses, and an open diary on its surface ready for someone to write about their day.

The moment anyone places their hand on the diary or leans on the table, they discover its adhesive nature before it strikes. Ultimately, the mimic is trying to force each character to forget ever meeting the mimic and leave the basement altogether, but it tries to consume as many memories in the meantime. It skulks to hide when reduced to below half its hit points but ultimately fights until slain.

If slain, the mimic's tongue can be harvested to form a crude dagger that still has the residual memory eating ability of the mimic (see *barbed memory tongue*). In addition, the spell scroll for *modify memory* rests deep inside the mimic.

The runes are faded, requiring a successful DC 14 Intelligence (Arcana) check and an hour of time to fix. If used with faded runes, roll on the *Wild Magic Table*. Io is befuddled that it managed to live under their nose, but ultimately rewards the adventures as promised.

BARBED MEMORY TONGUE

Weapon (dagger), rare

This barbed blade has been repurposed out of a mutated mimic tongue that occasionally undulates of its own accord. Any creature hit by this blade must succeed on a DC 14 Constitution saving throw or permanently lose memory of a 10 minute period that occurred within the last 24 hours. A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

SOUR APPLES (CR 4)

Location: Snobeedle Orchard and Meadery

The Snobeedle Orchard and Meadery is a well-established farm sitting on the outskirts of Waterdeep. If you're a halfling, you without a doubt know of the Snobeedle family since they're the city's richest halfling house. The orchard is currently run by the elderly Blossom Snobeedle (Neutral good, she/her, halfling **druid**), who is more in charge in title, rather than managing the day to day operations.

The farm remains true to its halfling routes, mainly hiring halflings from within the family or the surrounding area, with a total close to two dozen employees.

Unfortunately, all their recent batches of mead have become tainted, unknowingly turning into *blight mead*. They need to get to the bottom of things quickly, but don't know how. The adventuring party could be hired to investigate or hear about the strings of illness in those who drink the mead.

Deep in the Undermountain sits a Gulthias tree, a tree that grows out of the soil tainted by the blood of a vampire. Blights have found their way into a tunnel system underneath the orchard and are now rotting the largest trees from the inside out and lying in wait.



As the characters wander the farm, there is curious pollen wafting through the air. A successful DC 14 Intelligence (Nature) reveals the pollen isn't native to the Waterdeep region, whereas a DC 15 Wisdom (Perception) check follows the spore's origin to a nearby grand apple tree. However, getting close to the tree causes a **vine blight** to emerge from the rotten tree, lashing at the heroes. It is quickly followed by three **needle blights**, three **twig blights**, and one more **vine blight**. They are driven to taint the apples and slay anyone who threatens that.

They are not smart creatures, acting on instinct without any sense of self-preservation. The needle blights climb high to sling their needles while the vine blights attempt to ensnare the party so that the twig blights can slash away.

Once defeated, a successful DC 15 Intelligence (History) check recalls the origins of blights and how the evil force of the vampire Gulthias seeped into the trees as they died. This lightly suggests that a Gulthias tree may be nearby. However, merely killing the blights allows the farm to return to normal by the next harvest season. Blossom promises free ale and cider for whenever the heroes come to visit in exchange for their good deeds. She also offers them to take as much of the *blight mead* as they want before it is disposed of by the City Watch. It is clear that the halfling is ever-grateful for the characters' deeds saving the reputation of her family farm.

BLIGHT MEAD

Potion, uncommon

These honey-colored potions are tainted with the corruption of blights. Any creature that drinks it must succeed on a DC 14 Constitution saving throw or be poisoned. If the poisoned effect is not cured within an hour, vine-like needles begin to sprout, dealing 1d4 piercing damage that ignores resistances every 30 minutes. At the end of each day, the number of d4s increases by one. A remove curse or greater restoration spell or similar effect removes the growth altogether.

UNEVEN GROUND (CR 5)

Location: The Marching Grounds

The Marching Grounds sits on the outskirts of Waterdeep. In times of celebration, the grounds are used to hold jousting, dueling, and other such tournaments. People gather far and wide to watch the displays of mastery over weapons and mounts. However, for the remainder of the year, the City Watch uses the Marching Grounds for training and regimental drills.

Zenree Buckshire (Lawful good, she/her, halfling **martial arts adept**, VGtM pg. 216) stands with a bundle of trainee City Watch members (**commoners**) training in the way of the hand to hand combat. Hilted at her side is her trusty rapier *duelist's wit*. She's a master duelist, known for her ability to size up any opponent and quickly dismantle their defense.

Those with a passive Wisdom (Perception) of 13 or higher, including Zenree, begin to feel some minor seismic disturbance. In truth, a hungry **bulette** has caught the scent of its favorite meal: halfling.

BULETTE

Large monstrosity, unaligned

Armour Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages -

Challenge 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

It tunnels underneath the large, open span of the Marching Grounds to emerge underneath Zenree in an attempt to eat her. The uninitiated City Watch members flee in every direction, clearly not equipped to confront a monstrosity of this size. A successful DC 15 Charisma (Persuasion or Intimidation) rallies them to take up arms and assist Zenree. As the bulette emerges from the earth and enacts a Deadly Leap, it leaves difficult terrain in its wake that forces all creatures who pass through to move at half speed.

In addition, because of the burrowing nature of the bulette, any creature moving across the difficult terrain must succeed on a DC 10 Dexterity saving throw or fall prone as the ground collapses underneath them.

Characters taking a moment to study the bulette notice with a successful DC 15 Wisdom (Animal Handling) check how famished the beast looks. It seems so hell-bent on eating that it pays little attention to anyone other than Zenree. However, in the event that it is reduced to below half its hit points, the bulette turns and flees as its self-preservation instincts kick in. Rather than digging a straight tunnel, it weaves to make following a challenging and time-consuming prospect. If allowed to escape, the bulette has a nest set under Cliffwatch where two bulette cubs rest.

Once the bulette is slain or scared away, Zenree suggests tracking it down to ensure it can't harm anyone else or there isn't a nest within close proximity. As a reward for assisting her, in addition to a monetary reward funded by the City Watch, Zenree invites the party to compete in the next dueling tournament at the Marching Grounds. If they enter, they discover that they face Zenree in the finals, who, if bested, freely gifts her blade the *duelist's wit* as a prize for besting her.

DUELIST'S WIT

Weapon (rapier), rare

This ornate dueling rapier is complete with a collection of niches to catch opposing blades. While holding this weapon, you may use your bonus action to make a contested Wisdom (Insight) check against one creature you can see within 5 feet of you who currently has a weapon in hand.

If successful, you may choose to gain advantage on your next attack against the creature or give it disadvantage on the next attack roll it makes against you before the end of its next turn. However, on a failure, the creature may instead choose to gain advantage on its next attack against you or impose disadvantage on your next attack roll against it.

APPENDIX A: MAGICAL ITEMS

This appendix contains information on the unique magical items not found in the *Dungeon Master's Guide*. The items are all in alphabetical order.

ARM'S LENGTH

Weapon (quarterstaff), rare

This staff is designed with a padded end reminiscent of a pole for vaulting. When a creature moves within 10 feet of you, you may use your reaction to force them to make a DC 10 + your Strength modifier saving throw. If they fail, their speed drops to 0 for the rest of the turn. This stops any movement they may have been taking.

Additionally, you may use your action to vault yourself into enemies in an attempt to knock them over. The target must succeed on a DC 12 + your Strength modifier Strength saving throw or be knocked prone and suffer 1d8 + your Strength modifier bludgeoning damage. However, if they succeed, you instead are knocked prone.

AUTOMATIC CAMOUFLAGING HELM

Wondrous item, rare (requires attunement)

This bucket helm faintly whirls and twirls with a series of gears that spin thin mirrors around the helm. You may as a bonus action speak a command word. For 10 minutes, you gain advantage on Dexterity (Stealth) checks and may take the hide action regardless of where you stand. The camouflage automatically reflects your surroundings, allowing you to move freely and still gain the benefits.

You can end the duration early by speaking the command word again. Once this feature has been used, it cannot be used again until the next dawn.

BARBED MEMORY TONGUE

Weapon (dagger), rare

This barbed blade has been repurposed out of a mutated mimic tongue that occasionally undulates of its own accord. Any creature hit by this blade must succeed on a DC 14 Constitution saving throw or permanently lose memory of a 10 minute period that occurred within the last 24 hours. A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

BLADE OF THE SWORDMAIDEN

Weapon (longsword), rare

This blade appears to be multiple parts all connected through ethereal seams of bluish light. The sword has 5 charges and regains all its expended charges daily at dawn. While wielding the sword, you may use your bonus action to expend the necessary number of charges to activate one of the following properties:

- You can spend one charge to gain ethereal sight for 1 minute. For the duration, you can attack creatures within the Ethereal Plane who suffer an additional 2d6 psychic damage on each successful hit.
- You can spend three charges to enter the Ethereal Plane from the Material Plane for 1 minute. For the duration, you cannot be seen, affect, or be affected by anything on the Material Plane. At the end of the duration you are returned to the Material Plane.

BLIGHT MEAD

Potion, uncommon

These honey-colored potions are tainted with the corruption of blights. Any creature that drinks it must succeed on a DC 14 Constitution saving throw or be poisoned. If the poisoned effect is not cured within an hour, vine-like needles begin to sprout, dealing 1d4 piercing damage that ignores resistances every 30 minutes. At the end of each day, the number of d4s increases by one. A *remove curse* or *greater restoration* spell or similar effect removes the growth altogether.

BLIND EYE CLOAK

Wondrous item, rare (requires attunement)

This cloak is accompanied with a silvered broach in the shape of a closed eye. As a bonus action, while wearing the cloak, you can mentally target a creature you can see within 60 feet of you. The target must succeed on a DC 14 Wisdom saving throw, or you become entirely invisible to the target for up to ten minutes. Anything you are wearing or carrying is invisible as long as it is on your person. The target has advantage on this saving throw if they can see you, and only one target may be designated at a time.

CORDS OF THE MARTYR

Wondrous item, very rare (requires attunement)

These blood-stained cords can be wrapped around your wrists to function as armguards. While attuned to these cords, whenever your hit points are reduced to zero as a result of taking damage, you may use your reaction to instead drop to 1 hit point and gain two levels of exhaustion.

DARKNESS BANE LANTERN

Wondrous item, rare

This dark iron lantern is engraved with glowing gold inlay that shimmers even in darkness. It casts a bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

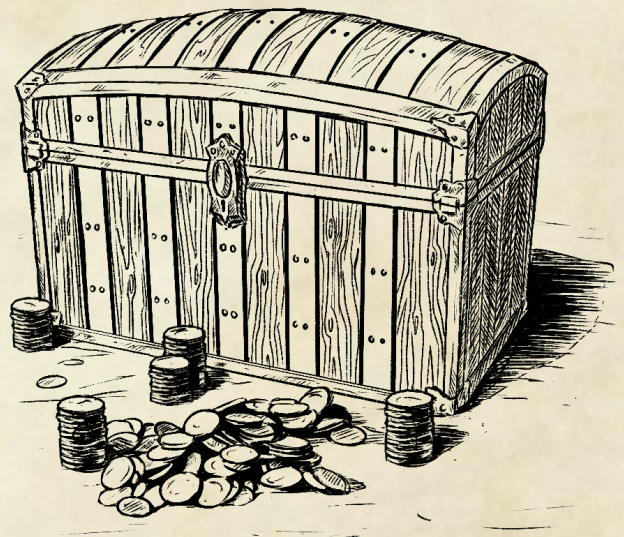
You may use a bonus action to aim the lantern at a patch of magical darkness within 60 feet to dispel it entirely as it is sucked into the lantern. Magical darkness remains inside the lantern for up to 1 minute. Once a source of magical darkness exists inside the lantern, you then may use your action to expend the darkness inside as a converted beam of pure line of light. Each creature in a 5-foot-wide, 60-foot-long line must make a DC 15 Constitution saving throw. On a failed save, each creature takes 3d8 radiant damage and is blinded until your next turn.

DEBTOR'S PURSE

Wondrous item, uncommon (requires attunement)

Each purse is linked with a vault, sack, or location at creation. Each coin placed inside the purse is automatically transported from the purse to the specified location. In addition, they are linked to a ledger to document the payments time, size, and remaining debt. The moment the debt is paid in full, the purse becomes nonmagical.

Cursed Once attuned to the purse, it can only be unattuned via a *wish* spell or full payment of the debt. The purse reappears within your pocket, on your back, or in your hand each time it is misplaced. In addition, if you exceed your due day for payment you suffer 1 psychic damage times the number of days you've exceeded the deadline each morning.



DRAGON'S SACRIFICE

Wondrous item, rare (requires attunement)

This unassuming locket holds the engraving of a human on one side and a dragon on the other. While attuned to this locket, you have advantage on Charisma checks and Wisdom (Insight) checks directed at dragon creatures. In addition, any dragons currently disguised as a humanoid glisten softly to you.

DUELIST'S WIT

Weapon (rapier), rare

This ornate dueling rapier is complete with a collection of niches to catch opposing blades. While holding this weapon, you may use your bonus action to make a contested Wisdom (Insight) check against one creature you can see within 5 feet of you who currently has a weapon in hand.

If successful, you may choose to gain advantage on your next attack against the creature or give it disadvantage on the next attack roll it makes against you before the end of its next turn. However, on a failure, the creature may instead choose to gain advantage on its next attack against you or impose disadvantage on your next attack roll against it.

DUST OF WILD MAGIC

Wondrous item, uncommon

The dust of the ground of the Court of the White Bull frequently shifts colors or vibrates, hinting at the erratic and wild magic stored within. You may use an action to throw a handful of wild magic in a 15 foot cone originating from you. Whenever a creature covered in the dust attempts to cast a spell, they must roll a d20. On a result of 5 or less, they must roll on the Wild Magic Surge table to create a random magical effect.



ELMINSTER'S PORTABLE POLE

Wondrous item, rare

This one-inch metallic blue cylinder bears the symbol of Mystra. As a bonus action, you can push the symbol to force the cylinder to grow to the shape of a ten-foot pole. Creatures in the path of the pole appearing must succeed on a DC 8 Dexterity saving throw or be knocked prone.

While using the pole, you gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks when attempting to trigger or discern if the path ahead is trapped. Returning the pole back into its cylinder requires an action.

ENDLESS CARROT ON A STICK

Wondrous item, uncommon

This ornate pole is engraved with imagery of donkeys and horses, and a glistening carrot hangs from a delicate thread on the far end. While mounted, you may use a bonus action to brandish the carrot on a stick and roll 1d4. For the next 1d4 turns, the mount may freely take the dash action. Once the carrot has been used on a mount it cannot be used again until the mount finishes a short rest.

ENTIRELY LEGITIMATE AND LEGAL

LORD'S HELM

Wondrous item, uncommon

This helm, designed with a mixture of metals, is intended to be indistinguishable from the official *Lord's helm* of the Masked Lords of Waterdeep. However, on closer examination, the marks of its shoddy craft are clear. While wearing this bucket helm, your voice is magically altered to be a pitch or two higher than normal. Creatures that attempt to communicate with you telepathically must succeed on a DC 14 Intelligence saving throw or suffer 1d4 psychic damage.

EVERCHANGING BROADSHEET

Wondrous item, common

This short scroll is thinner than most broadsheets. Faint runic etchings line the corners of the paper that thrum as words appear on the page. Once per day, you may use a bonus action to speak a command word. Doing so updates the broadsheet with the most up-to-date news as provided by the tabloids.

EYES OF TYR

Wondrous item, rare (requires attunement)

This necklace bears the insignia of Tyr, a pair of balanced scales resting atop a warhammer. On the back of the hand is an open eye. While attuned to this necklace, as a bonus action you may cause your eyes to softly glow in a golden hue and gain truesight of 30 feet for one minute. Once this feature has been used, it may not be used again until the next dawn. In addition, you have advantage on Wisdom (Insight) checks to discern if a creature is lying.

HAND OF RUID

Wondrous item, rare (requires attunement by a spellcaster)

This spectral glove wraps around your hand and is always deathly cold. When you make a melee spell attack against a creature within your reach on a hit, the creature must make a DC 12 + your spell attack bonus Wisdom saving throw or suffer 1d4 cold and 1d4 psychic damage.

In addition, you learn one truth about the creature as chosen by the DM. A creature that succeeds on the saving throw is immune to this effect for the next hour.



HELM OF THE RESTLESS

Wondrous item, rare (requires attunement)

This open-faced helm is surrounded with depictions of the ever-open eye of Helm. While wearing the helm, you can choose to enter a semiconscious state of utmost vigilance for up to a maximum of four hours.

During that time, you cannot move, but have advantage on all Wisdom (Perception) checks and Dexterity saving throws against ambushes. You can leave the trance freely at any point.

At the end of the duration or when you end the effect make a DC 12 Constitution saving throw. Failing the saving throw results in you gaining a single point of exhaustion. The DC is increased by 2 for each day you go without a long rest.

HERMIT'S HAT

Wondrous item, rare (requires attunement)

This peculiarly shaped hat bears a strong resemblance to a hermit crab's shell. As an action, you can mentally command the hat to enlarge and cover you like a shell. Until you emerge, you gain a +5 bonus to AC and you have advantage on Constitution saving throws.

While inside the hat, you are prone and blinded, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from the hat.

KISS OF STEEL

Weapon (dagger), rare

This ornate stiletto dagger has the appearance of two androgynous figures entwined with one another leading to a sharp point. When you deal damage with this weapon the target must succeed on a DC 15 Constitution saving throw or suffer 2d6 poison damage. In addition, their lips begin to swell blood red, and they confess their darkest secret telepathically to you.

As a bonus action, pushing the button tucked into the dagger's hilt casts the *disguise self* spell targeting you. However, this spell can only change your facial features and clothing over your head (such as a mask, hat, or hood). Once this feature has been used, it cannot be used again until the next dawn.

LANTERN OF WRAITH-WARDING

Wondrous item, rare

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Upon entering the lantern's bright light, creatures with the Incorporeal Movement trait must succeed on a DC 15 Wisdom saving throw or be unable to willingly enter the area by nonmagical means.

Additionally, if a creature with the Incorporeal Movement trait is within the bright light it has disadvantage on attack rolls against targets within the bright light and must use its full movement to get out of the bright light if possible. If the creature attempts to enter the area of bright light using teleportation or interplanar travel it must first succeed on the DC 15 Wisdom saving throw.

You can use an action to lower the hood, reducing the bright light to dim light in a 5-foot radius.

LUTE OF SORROWS

Wondrous item, rare (requires attunement by a bard)

By plucking the darkened strings of this ancient, worn lute, you receive an omen from an otherworldly entity about something negative that will impact a target creature within the next day. The lyrics may be cryptic, nonsensical, or allude to actions they've already taken having dire consequences. The song doesn't take into account any possible circumstances that might change the outcome. Once this feature has been used it cannot be used again until the next dawn.

MONOCLE OF DAMPENING

Wondrous item, uncommon

This oversized monocle has green-tinted glass that naturally softens the gaze of those who peer through it. While wearing the monocle, you gain advantage on all saving throws against creature abilities that rely on their gaze.

OSBEN'S LETTER OPENER

Weapon (dagger), common

This sharpened letter opener is curved to a fine point. The ornate engravings into the handle and hilt depict a scholar tirelessly working away. Any letters opened with this blade are magically stored within it. You can command the dagger to read aloud the contents of a letter in a disembodied voice.

PASSER'S RING

Ring, rare (requires attunement)

This simplistic bronze signet ring has a pointed key protruding from its surface. As an action, you can grant yourself and all equipment you carry the ability to step through physical surfaces until the end of your turn. If you end your turn inside an object, you are forced out of the physical surface, taking 1d10 force damage for every 10 feet you were forced out. Once this feature has been used, it cannot be used again until the next dawn.

PENDANT OF THE GUARANTOR

Wondrous item, uncommon

This pendant depicts a set of lips with a finger pushed over the middle in a shushing gesture. Any creature that holds the pendant and thinks a truthful secret instantly forgets the secret as it is magically stored within the pendant. The pendant's wearer can freely recall any of the secrets contained within the pendant, including intentionally removing secrets to ensure they are lost forever.

Once every 30 days, a creature whose secrets are kept within the pendant can make a DC 20 Intelligence (History) check. On a success, the creature remembers whatever secret was forgotten and it leaves the pendant.



PORTABLE COACH

Wondrous item, rare

This object appears to be a metal-lined box with an insignia of an iron horse that measures in a 15-inch cube and weighs 15 pounds. You can use an action to speak this item's command word, at which point it unfolds into a two-seat carriage connected to an automaton horse. The automaton horse has the statistics of a **warhorse**, except it has an AC of 17. When the automaton horse is reduced to 0 hit points the entire coach collapses back into a cube, and you must wait 24 hours before it can be unfolded again.

POTION OF CONCENTRATION

Potion, rare

This colorless potion is so clear that the vial looks empty. When you drink this potion you gain a heightened sense of focus that lasts for 1 hour. For the same duration, you have advantage on all Constitution saving throws to maintain concentration on a spell.

RAVEN'S CLUTCH OF THE LOST

Wondrous item, rare (requires attunement)

This necklace has a white gem pendant clutched within two metal raven claws connected to a dark chain. While wearing this necklace, you gain resistance to bludgeoning, piercing, and slashing damage while in darkness.

Cursed While holding this item, you have disadvantage on all Wisdom (Survival) checks or Intelligence (Nature) checks to discern your location or prevent yourself from becoming lost. In addition, if you die with the necklace in your possession, your soul is claimed by the Raven Queen inside the Shadowfell.

RUNES OF LOCATION

Wondrous item, common

These softly green glowing runes are always created in pairs. While holding one of the runes, you may sense the direction to the object's location. If the rune is in motion, you know the direction of its movement. They may also be used as seals on crates or letters. When one of the seals is broken, the rune's glow shifts from green to red.

SHORTTOPPLE'S CLEAVER

Weapon (handaxe), rare (requires attunement)

This worn and well-used cleaver has a pristine ever-sharp edge to it. You gain a +1 bonus to attack and damage rolls made with this magic weapon that deals maximum damage when the wielder hits a beast. In addition, you automatically succeed on checks when harvesting a beast for meat, gaining the maximum amount of perfectly portioned meat.

You may use your bonus action to speak a command word to have the cleaver fly back into your hand.

SHRINKING SHACKLES

Wondrous item, rare

You can use an action to place these shackles on a willing or incapacitated creature. The shackles adjust to fit a creature of Small to Large size. In addition to serving as mundane manacles, the shackles shrink a creature bound with them by two sizes (from Large to Small or Medium to Tiny). The creature's maximum hit points are adjusted based on their size. For example, a Small creature uses d6 for hit points, whereas a Medium creature uses d8.

You and any creature you designate when you use the shackles can use an action to remove them. Once every ten days, the bound creature can make a DC 20 Strength (Athletics) check. On a success, the creature breaks free and destroys the shackles.

SMUGGLER'S BARREL

Wondrous item, uncommon

This magically enchanted barrel is designed to be entirely unassuming. It can hold 40 gallons of liquid or 4 cubic feet of solids. You may speak a command word to allow a visual illusion to appear over the contents of the barrel, concealing the contents within.

Physical interaction with the illusion reveals it to be an illusion because things can pass through it. Alternatively, creatures that use their action to examine the fake contents can determine that it is an illusion with a successful DC 15 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

THIEVES' HANDKERCHIEF

Wondrous item, uncommon

This double-sided handkerchief is crafted out of a fine blue fabric with golden embroidery on one side. The other side is invisible to the naked eye. When unfolded, invisible side up, it covers a 1-foot by 1-foot square where the object placed upon the handkerchief is instantly turned invisible. The effect only works on objects that fit within the handkerchief's surface area.



THUNDER'S END

Armor (shield), very rare (requires attunement)

This kite shield is blackened and charred in lightning-shaped patterns. At the very top of the shield is a foot long pole with a metal sphere atop it. While holding this shield, you have resistance to lightning and thunder damage.

In addition, while amidst stormy weather, you may command a bolt of lightning to strike the shield and be stored inside. With the lightning stored, you may expend it to cast the *lightning bolt* spell (spell DC 15 + your proficiency) as an action. Only one bolt of lightning may be stored inside the shield at one time.

TIMELESS VIOLET OF THE OPEN

LORD

Wondrous item, very rare

The magically preserved violet has five petals. Picking one causes it to crumble into the sands of time as it stops the flow of time for everyone but yourself. No time passes for other creatures while you take two turns in a row, during which you can use actions and move as normal. This effect ends if one of the actions you use during this period, or any effects that you create during this period, affect a creature other than you or an object being worn or carried by a creature other than you. Once the fifth petal has been picked, the entire flower crumbles to dust.

TRIDENT OF UMBERLEE

Weapon (trident), rare (requires attunement)

This onyx colored trident made from volcanic rock is a +1 magic weapon. Creatures hit with this weapon must succeed on a DC 15 Constitution saving throw or their swim speed is reduced to zero and they lose the ability to breathe water. The creature may repeat the saving throw at the end of each of their turns, ending the effect on a success.

TYCHE'S LUCKY COIN

Wondrous item, uncommon

This unassuming silver coin bears the symbol of Tymora on one side and Beshaba on the other. As a bonus action, you may flip the coin in the air in hopes of getting the blessing of Tyche. Roll a d20. On an even result you have advantage on your next attack roll, ability check, or saving throw. However, on an odd result, you have disadvantage instead.

In addition, once per day you may use an action to divine the outcome of a specific course of action that you plan to take within the next 30 minutes. The DM chooses either Tymora for fortune, or Beshaba for misfortune. You cannot use this ability again until the next dawn.

TYMORA'S FAVOURED DICE

Wondrous item, very rare

These otherwise unassuming dice softly glow with a golden hue when held in the light. At the start of each day you may roll 2d6 and record the total rolled. You may add the number to any ability check or saving throw made by you before the next dawn. You must do so before the DM says whether the roll succeeds or fails and this can only be done once.

If two ones are rolled, the dice never roll anything but ones until a temple of Tymora is visited. If two sixes are rolled, you may choose to automatically succeed at one ability check or saving throw that day, choosing your success before the DM says whether the roll succeeds or fails.





UNASSUMING CROCK OF SOOT

Wondrous item, uncommon

When the crock is filled with soot, you may use an action to summon forth a **dust mephit** or a **smoke mephit** to appear in an unoccupied space within 5 feet of you. The soot is consumed when used. When the mephit drops to 0 hit points, it disappears, leaving behind no physical form.

The mephit is friendly to you and your companions but acts independently of you. In combat, it rolls its own initiative and acts on its own turn. You can't have more than one mephit summoned at a time. If you attempt to summon another while you already have one out, you instead cause it to reappear as the chosen form.

VOICED AMULET OF THE BINDER

Wondrous item, uncommon

This pentagonal amulet bears the symbol of scroll with a pair of lips drawn across them. When the amulet is placed upon an object containing written text, such as a book, tome, or scroll, the amulet magically latches on. You can ask the amulet up to five questions pertaining to the written knowledge. However, the amulet answers in whatever language the text is written in. The amulet, where possible, speaks in verbatim quotes and pure facts, without any personality or opinion on the content. Once the fifth question is asked, the amulet detaches from the object with a satisfying pop.

WAND OF CHAOTIC DELINQUENCE

Wand, rare (requires attunement by a spellcaster)

This wand has 8 charges for the following properties. It regains 1d6 + 1 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

As an action for 1 charge, you can invert the intention of a magically enchanted object within 15 feet for 1 minute. The wand has no effect on constructs. Here are some examples of the wand usages:

- A magically enchanted lock throws itself with extreme force at random intervals.
- A *magic mouth* speaks gibberish or outright lies in delivering its message.
- A magical servant proceeds to make a complete mess, rather than clean up.
- A gate that dispels magical objects instead imbues them with wild magic.

WEAPON OF THE EDUCATOR

Weapon (any), uncommon

Any weapon of the educator is nearly identical to the standard version of the weapon. However, they all bear a runic symbol of an open palm that glows faintly during use. Despite appearing sharp, none of these weapons are capable of drawing blood, though they still cause pain as if the wounds were dealt.

Any time the weapon is used to deal damage, half of the damage dealt with this weapon is replaced by psychic damage. Any creature brought to 0 by this weapon is instantly stabilized.

WINDCATCH CLOAK

Wondrous item, uncommon

This three-part cloak has aerodynamic slits fashionably cut down the back. While wearing this cloak, you can use your bonus action or reaction to outstretch the cloak to reduce your rate of descent to 40 feet per round. While outstretched, you suffer no falling damage when you come to land. In addition, you can use your action to gain a fly speed of 20 feet until the end of your turn.

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