

Down & Out in Waterdeep

A LEVEL ZERO ADVENTURE



AN EXPLORATORY LOOK AT LIFE IN THE FIELD WARD OF WATERDEEP,
WITH HEROISM, OR VILLAINY, IN THE FACE OF ADVERSITY AS LEVEL 0 CHARACTERS
FOR THE WORLD'S GREATEST ROLEPLAYING GAME

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Introduction: This adventure module is designed to allow players to grow into their character, determine their class and what will motivate them to take on life as an adventurer. No matter what may lead them to their conclusions and their first full strides into adventure, this module will aid in honing narrative roleplay skills and exploring the origins of your party.

An adventure module for level 0 characters

BY ZACK SPOREN



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Down & Out in Waterdeep: a Level 0 Adventure **1**

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people that make this culture worth escaping to.

Foreword

In the ever-churning world of doctors' offices, agency appointments, shelters, waiting rooms, coffee shops, all-night diners, bus terminals, city streets, libraries, subway stations and public parks, the following pages were born. My personal adventure over the time it took me to write this offering was sometimes unreal; I only hope to honor those experiences and the people I've met along the way with this module.

Thank you. It is my sincere hope that this module might inspire you to seek your own adventure in life. Seek growth, endurance, and to inspire others to come to together; if only to stay at the table for a bit longer.

Zack Sporen
September 13, 2018



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Down & Out in Waterdeep: a Level 0 Adventure 2

THE FIELD WARD

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THE NORTH WARD

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THE SEA WARD

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Introduction

Waterdeep, the City of Splendors, is known to many across all of the Realms. However, for some in the lower rungs of society, this urban sprawl is a maze of poverty, crime, menace and despair. The promise of opportunity in Waterdeep leads many from all walks of life to the center. Conversely, some strive to escape the living puzzle for adventure beyond its walls. The wilderness is not the only place where survival is a way of life, and not even the ones who survive will make it out whole. This is one such a tale.

Down & Out in Waterdeep is a **Dungeons & Dragons** adventure designed for characters starting at level 0. By the end of this module, the characters will grow into themselves, determine their origins as heroes or villains of varying classes and discover what will motivate them to take on life as adventurers. *If you plan to participate in this module as a player, please stop reading here. Knowing the details of this module will make it less fun to play for all concerned.*

What will motivate these characters into a life of adventure? Will it be righting the mistakes of the past? Perhaps they seek to fulfill a divine quest? Defending their community? Maybe they have aspirations of achieving peak arcane or martial power? Uncovering the secrets of the planes?

No matter what may lead them to these conclusions and their first full strides into the city and lands beyond, this module will aid in honing narrative roleplay skills and to explore the origins of their party.

If you are seeking to continue with more adventures in Waterdeep, this module may serve as an effective prequel adventure to *Waterdeep: Dragon Heist* and was developed to be just so.

Story Overview

Down and Out in Waterdeep is a tale of urban survival and intrigue set during a temporary quarantine meant to stop the spread of crime and addiction coming from the city's Field Ward.

- The characters are surviving in apathetic poverty in the Field Ward. At this point, personality is generally played as written by player.
- The characters discover an enchanted pouch of the drug, leading to questions and the opportunity

of gaining wealth, status and power. *Origins of heroism or villainy.*

- With the stash of drugs in their possession, the characters seek answers and the opportunity to change their lives while affected by a quarantine containing a dangerous addiction epidemic.
- The characters become further embroiled in investigation and intrigue by meeting NPCs while actively investigating. *Heroic or Villainous inclinations may arise as a result.*
- The characters grow into adventurers; they succeed in tracing the drug to its source.
- The characters may suffer deep trauma, personal loss or injury to reach their goals. *Heroic or villainous inclinations grow further.*
- The characters now champion to end the spread of crime and addiction **OR** they seek to take over **the Alchemist's** operation, usurping him. *Heroic or villainous inclinations now become apparent.*
- Characters confront the criminal mastermind known as **the Alchemist** saving their community from the spread of addiction and ending the quarantine **OR** taking over the operation, becoming the villains of the campaign going forward. *Commitment to being heroes or villains.*

The Quarantine

The City Watch decided to conduct a fruitless investigation while putting the Field Ward under lockdown. The quarantine is strictly enforced with help from the City Guard, in hopes of rooting out the cause of the spreading addiction and growing crime wave overtaking and ruining the lives of the afflicted citizens.

The Endshift Tavern, located at the corner of Breezeway and Endshift Street, serves a special purpose. Once a popular gathering place for off-duty members of the Watch, this tavern now serves as a forward command post, as well as the detention center during the investigation. A two-member City Guard detail stands watch outside the location at all times.

Without access to the rest of the city or the lands beyond its walls, the Field Ward is suffering immensely. Many traders, travelers and others are stranded and locked in the Field Ward, much like the native residents.

Chimera

This alchemical and arcane concoction is an inexpensive, bastardized, highly addictive and often fatal drug developed by **the Alchemist**. He plans to cripple Waterdhavian society from the lowest class all the way to the top by spreading an addiction to the harmful substance. **Chimera** is almost always sold in small brown envelopes made of waxed paper, marked with a crude stamp of its monstrous namesake in red ink.

As a bonus action, anyone who ingests this substance will experience staunch endurance, intense anger, mighty strength or all of these effects at once for 1 minute. The user must make a DC 10 Constitution saving throw or take 1d4 (2) poison damage. With a success, the user rolls from the **Chimera Effect** table. The user gains 1 point of exhaustion after the effect ends, regardless of saving throw success as withdrawal begins. Users experiencing withdrawal may become lethargic, irritated and/or lose muscle control in fits or spasms.

Chimera Effect

d4	Result
1	Endurance, the Goat: You gain resistance to non-magical damage
2	Anger, the Dragon: As a bonus action, you may make a second attack at disadvantage
3	Strength, the Lion: You deal +2 damage to any target you hit with a melee attack
4	Monstrosity, the Chimera: Combined effects of 1, 2 and 3

Traveler's Dust

Following the Spellplague, this highly addictive and dangerous drug made its appearance in the Realms. Soon after, most civilized places outlawed the use and sale of the substance. Many users refer to "walking the crimson road" due to the tiny roseate crystals only slightly larger than a grain of spice which is applied to and dissolved in the eyes. As a result, it leaves the user's eyes blood red, bodies shaking and speech slurred. The drug enables the user to gain a limited form of Truesight and, according to rumors, esoterically charged powers over vision itself, including the ability to "see" emotional and existential connections, the true appearance of illusions and other planes of existence.

Running the Adventure

DOWN & OUT IN WATERDEEP is an adventure for three to four characters of zero level. During the course of the story, the characters will advance to 1st level. The adventure is set within the Field Ward of Waterdeep, a city based in the Sword Coast region of the Forgotten Realms setting. The Sword Coast is part of the North, a vast realm of free settlements surrounded by wilderness and adventure. You don't need to be a Forgotten Realms expert to run this module; everything you need to know about the setting is contained in this text.

Abbreviations

hp = hit points	LG = lawful good
AC = Armor Class	CG = chaotic good
DC = Difficulty Class	NG = neutral good
XP = experience points	LN = lawful neutral
pp = platinum pieces	N = neutral
gp = gold pieces	CN = chaotic neutral
ep = electrum pieces	LE = lawful evil
sp = silver pieces	CE = chaotic evil
cp = copper pieces	NE = neutral evil
NPC = non-player character	DM = Dungeon Master

Life in the Field Ward

In our real world, many of us do not live stunning lives of adventure. We have routines, mundane tasks and responsibilities. While many of us may play this game for an escape, the level 0 characters have not yet reached a means to break the chains of their normal lives. Effectively living as commoners of the poorest class and area in Waterdeep, this is where we intend hard fantasy and realism to collide.

What does the average day in the life of level 0 characters look like? Do they rise early and work all day at an abysmal job? Do they beg in areas with lots of foot traffic or high-volume corners? Do they awaken late in the day and skulk through the night seeking prey and plunder? Where and how does your character stay fed? Where and when do they sleep? What are their personal plans and motivations? Do they have neither and simply float on the breeze? Do they indulge in a vice?

Consider how the characters navigate everyday life in concert with the other choices they've made in creating them and you will find more rewarding and relatable results. It is to be stressed that poverty is not the single narrative of this adventure. To solely insist on the negatives would cheapen and flatten our story and the experiences within.

Field Ward Map

The included map of the Field Ward was written specifically for this adventure. However, if you own **WATERDEEP: DRAGON HEIST**, the well-detailed map of the entire city may be amended to include these elements, further enriching the game experience.

Product of Your Environment

Poverty, hunger, violence, uncertainty and despair: these grim circumstances and conditions may lead our players down a more dangerous path than expected. How the players fall victim to or cope with their lives and the environment of the quarantined Field Ward may have a profound effect on them.

When appropriate, but not usually more than once per day, you can require a character to make a DC 10 Wisdom saving throw. On a failure, the character is afflicted. Roll a d10 to determine the effects, using the **Field Ward Madness table**. You can substitute different despair effects of your own creation. These effects are not permanent, can be dispelled, overcome through roleplaying or at the end of this adventure. The Madness tables and their corresponding rules in the **DUNGEON MASTER'S GUIDE** beginning on page 258 are also acceptable alternatives.

Field Ward Madness

d10	Result
1-3	Apathy. The character has disadvantage on death saving throws and Dexterity checks for initiative, and gains the following flaw: "I don't believe I can make a difference to anyone or anything."
4-5	Dread. The character has disadvantage on Intelligence, Wisdom and Charisma saving throws. They gain the following flaw: "I am convinced that this place is going to kill me."
6-7	Madness. The character has disadvantage on ability checks and saving throws that use Intelligence, Wisdom, or Charisma, and gains the following flaw: "I can't tell what's real anymore."
8	Treachery. The character gains the following flaw: "I can only achieve my goals by making sure that my companions don't achieve theirs."
9	Bloodlust. The character gains the following flaw: "I enjoy hurting living things for my own pleasure. Once I start, it's hard to stop."
10	Dark Ambition. The character gains the following flaw: "I am destined to rule Waterdeep and my companions are tools to that end."

Races of the Field Ward

Population: Unknown, but in excess of 10,000

Dwarf	3.5%	Elf	3.5%
Halfling	2.0%	Human	80%
Dragonborn	2.0%	Gnome	2.0%
Half-Elf	2.0%	Half-Orc	2.0%
Tiefling	1.5%	Other	1.5%

Season, Weather & Time of Day

Our adventure is meant to take place in the early tendays of Eleasis, just before the world begins to cool and the harvest is prepared. Periods of heavy rain and high temperature toggle as the days pass. Choking humidity or overbearing sunshine is prevalent. The result of these weather conditions are poor roads and paths, large puddles and a unique odor as an expression of the unwashed combined with ever growing and consuming refuse.

Sanitation and general welfare, while typically well managed by the city's guilds are a major issue in the face of the quarantine. To a commoner, the lack of structure within the ward lends itself to erratic sleep patterns, labor and activities. As a result, the Field Ward never truly sleeps. Foragers, gangs and beggars roam the pathways through the day, while the more sinister or criminally inclined tend to live by night.

Buildings & Shelter

Poverty in the ward does not necessarily mean you will be without shelter. Out of basic need, many residents formed encampments and even built small dwellings from stolen or salvaged materials. Recovered stone and wood shelters, tents and camping carts line all pathways of the Ward from wall-to-wall in every direction. Few structures stand at proper height or even stand taller than a single ground level. These ramshackle, poorly built structures are where the overcrowded masses of the ward call "Home."

For those with the right coin, you may purchase lodgings on a nightly basis at either of the inns listed in this adventure: Almondine's Delight or The Scrap'd Rafter. There are other available options tucked away in the tangle of the ward, should the players choose to seek them. No lifestyle or rest period in the ward exceeds poor or squalid levels.

Within the grip of poverty, players may choose to take their chances on the rough streets for the night. This would open them up to the possibilities of theft, violence or encounters with the City Watch. If your players choose to spend either a short or long rest

period in the open, consult the Outdoor Rest table below.

Outdoor Rest

d6	Result
1	2d4 Guards accost the party, forcing them to move
2	A stray Ward Dog will approach the party seeking food
3	2d4 Addicted Loyals attempt to rob the party
4	2d4 Commoners who claimed this area previously confronts the party
5	A Swarm of Rats attacks the party
6	The party enjoys rare, restful sleep

Hygiene, Nourishment & Scarcity

In the travel diary **DOWN AND OUT IN PARIS AND LONDON**, George Orwell wrote, *'Poverty frees them from ordinary standards of behaviour, just as money frees people from work.'* This much is especially true in cases of hygiene and appearance relative to the poor folk of the Field Ward. To be well dressed or even bathed is a rarity and typically seen as a target on your back, an objectification of wealth that is often meant to be torn down or pillaged of value by the desperate or hopeless.

The meager balances of wealth and moral fiber in the ward lend themselves to desperate thinking, especially in the face of poverty and the quarantine. Sundries, consumables and foodstuffs all typically come at a higher than average price in the Field Ward. In the setting of the quarantine, availabilities and resources are plummeting at an alarming rate. Characters faced with hunger may resort to outright theft or alternatively, engage in urban foraging when necessary.

Urban Foraging

A character in search of nourishment may make a DC 20 Wisdom (Survival) check. On a success, the search yields 1d4 pounds of edible food in the form of discarded scraps from taverns and inns, as well as 1d4 gallons of drinkable water from rain-barrels, cisterns or catch basins located among the alleys and rooftops.

Goods & Services

These are the offerings in the ward, during the quarantine.

- Simple meal (Inns, Taverns, Merchants)
- Dry Goods / Rations (Merchants)
- Garments, poor or average (Merchants)
- Ale / Alcohol, poor or average (Inns, Taverns)
- Kaeth (Coffee) (Delacourts)
- Chimera, 10% chance of fatal dose (Addicted Loyals)
- Simple Goods (Merchants)
- Trade Goods (Merchants)
- Meats, average quality (Butcher Brothers)
- Fruits (Merchants)
- Illicit Weapons, (Alasha Gaige)
- Flowers / Vegetables (Flower Girl)
- Building Materials (Merchants, Scavengers)
- Medical Attention (Inns, Clerics, Druids)
- Garment Mending or Patching (Merchants)
- Overnight Lodging, squalid or poor (Inns, Taverns)
- 'Companionship' (Almondine's Delight)
- Barbering & Dentistry (Inns)
- Skinning & Tanning (Kalastoz)
- Body Disposal (Maricost Shayne)
- Information & Rumors (Dewberry, Iomhar, Maestro)
- Protection (Tent Town Thugs, Zhentarim)
- Construction, poor or average (Able Commoners)

The practice of price gouging and bartering will increase as the quarantine lockdown drags on.

Cultural Diaspora & Identity

Many people find themselves in the Field Ward by cruel chance and rarely by choice. As such, all of the people of races that reside here often cling to and firmly uphold their faiths, lifestyles and racial identities. Many immigrants, refugees, nomads and other displaced individuals come to Waterdeep seeking opportunity, sanctuary, fortune, and a better life apart from their homelands or roots.

Native-born Waterdhavian common to the ward generally aren't of older or more established houses, since they were recently transplanted to the city within the last one or two generations. Regardless of origin or status, everyone who calls Waterdeep their home is Waterdhavian

Discrimination

Regardless of the massive and diverse population, the hard living status common to Field Ward residents caused an inherent lack of trust and kindness to the wide array of races living there. This ignorance is truly their loss and not to their credit.

Players may exhibit or be confronted with cultural, religious, racial or other biases. If this is an issue deemed too sensitive for your group, be aware that it is absolutely not the crux of the gameplay experience and may be omitted. As an alternative, this topic could be alluded to or addressed lightly in the narrative to demonstrate intended tension and realism in a diverse setting. Player comfort comes first and foremost.

Understand that this topic may easily be omitted from gameplay, and instead could be addressed lightly in the narrative to demonstrate intended tension and realism in a diverse setting.

Peasantspeak Racial Slang

Most denizens of the Field Ward speak a particular dialect of Common known as Peasantspeak. This language has its own racial slang.

- Round-Ear: Human
- Sharp-Ear: Elf
- Beardish: Dwarf
- Short-Stack: Halfling
- Itty-Bitty: Gnome
- Tusker: Half-Orc
- Half-Sharp: Half-Elf
- Scale-Face: Dragonborn
- Horn-Bastard, Horn-Bitch: Tiefling

Vice, Addiction & Disease

These are negative coping mechanisms at all levels of society; their presence and related risks in the Field Ward are far direr, exacerbated by the harsh nature of the quarantine. While gambling is a typically common vice, it is a risky behavior among those suffering from poverty. Too often does hope or greed cloud the judgement of a commoner who then loses their purse, bringing them to ruin or even sending them further down the path of desperation, becoming a catalyst for violence and envy.

Courtesans, 'companions' and paid company are also considered a common vice in Waterdeep; however the risks of disease or entanglement with the criminal underworld that controls the "skin trade" are prevalent at the lower rungs of the city's established order. Patrons of the flesh should tread lightly.

Alcoholism and drug addiction are common threats in communities stricken with poverty; the Field Ward is no different. These habits often lead to erratic, violent and self-destructive behavior. Those who suffer from these afflictions will often take great risks to sustain their habits, if only to function as they have grown accustomed to. Victims of this behavior may engage in crime or sell personal belongings at bargain rates to continue the flow of coin to satisfy their urges.

Environmental Hazards

Nature or accidents may spite the denizens of the Field Ward and cause serious issues going forward during the quarantine. Fires are not uncommon and they may lead to serious damage, injury and/or death. Should a fire break out, all firefighting efforts are volunteered by the ward's citizens. Water is scarce and is usually taken with buckets or various other containers ranging from rain barrels, catch basins and uncommon cisterns located on rooftops and in alleyways.

As a reaction to this, some of the less honorable or ill-concerned people in the area may loot or pillage the site of these unfortunate incidents for riches, building materials or other salvage, sometimes even as the flames are still burning bright. Periods of heavy rain may cause extensive damage to entrenched properties, poorly fortified dwellings and tent encampments. Without paved or cobbled roads and pathways, the muddy trails that crisscross the ward are rather treacherous.

Crime & Self-Preservation

The ward has an ever expanding and contracting population of outlaws, outsiders and other unlovable types that hail from different walks of life. Crime is common within the ward and is further aggravated by the tension created by the quarantine. Everything is available in the ward, provided that you can muster the coin. Stolen goods, sensitive information, illegal items, poisons and all manner of black market goods are exchanged within the taverns, alleys and dark corners.

Pickpockets will attempt to steal from members of your party in subtle and clever ways. Shady dealers will offer to sell party members stolen simple goods, sometimes including items stolen from the party themselves. Thieves will attempt to rob or steal from the party in the night or during long rests. Some addicts will often instigate, beg or attack the party. These denizens are found in all areas of the Field Ward.

The characters may seek to arm themselves with equipment to keep them safe, especially given that they are embroiled in the intrigue of this adventure. Once per day, a player may scavenge in a densely littered area for an improvised weapon, rolling on the Found Weapons table in **Appendix A**. Each of these weapons function like its actual counterpart but deals less effective damage. At the DM's discretion, it has the possibility of breaking to the point of uselessness. Carrying these weapons in the open may lead to confrontational questioning from the City Watch.

Character Creation

In this adventure, players begin without a class at level 0 and play their way through perils and trials to reach sufficient milestone experience for level 1. When they level up, players will determine their character's class via the narrative or their own reasoning. A level 0 character will make use of most of the same features that level 1 characters have at their disposal.

Our level 0 players will not have access to a character class, its related equipment and abilities. The level 0 adventurers are encouraged to heavily rely on the features that are granted to them prior to gaining a character class to better explore their origins and innate capabilities. The characters will begin with the information in the Level 0 Breakdown marked on their sheet.

Personality is Character

Character creation is a joy to many players from any edition of the game and this adventure should be no different. The process is much like you remember; however, there are a few guidelines and new rules to follow. Your level 0 character won't begin with very much in the traditional sense, but they have what is considered to be the core of a character: personality.

With an emphasis on narrative development & roleplay, this adventure is built to let the players and dungeon master shine by making use of core mechanics, such as race, personality details and backgrounds. In the absence of a formal level 1 class, these are effective prime indicators of their means and goals. Alignment may change through the course of this or any adventure. Be sure to award players with inspiration for creativity and effective roleplaying.



Level 0 Breakdown

- Name
- Appearance & Identity
 - Age
 - Gender
 - Height
 - Weight
 - Eye color
 - Skin color
 - Hair color
- Race
 - Equipment
 - Skills
 - Proficiencies
 - Features/s
- Background
 - Equipment
 - Skills
 - Proficiencies
 - Features/s
- Personal details
 - Alignment
 - Traits
 - Ideals
 - Bonds
 - Flaws
- Ability scores
- Additional Stats
 - Proficiency +1
 - Armor Class
 - Initiative
 - Speed
- Hit points (1d4 hit die + CON bonus)
- Attacks & Spellcasting
- Passive Wisdom (Perception)

For narrative purposes of this adventure, the character's lives are met in the midst of this quarantine. It should be noted that character ideals, bonds, flaws, personality traits and alignment ARE NOT STATIC! These elements may change as the players develop their characters through the course of this adventure.

Be sure to address and discuss these shifts with your players as they come up or in between sessions. For equipment, the player characters only begin with the equipment afforded to them by their background, along with a trinket from the Trinkets table in the **DUNGEON MASTER'S GUIDE** on page 159 or the Waterdhavian Oddities & Trinkets table provided in Appendix C. Available currency amounts of ALL chosen backgrounds are adjusted to 6d6 or 21 cp.

Character Hooks

Atmosphere is a character in this adventure; Poverty, desperation and a hopeful dream; a dream of adventure beyond the mundane drudgery of your normal life.

- Were you born into poverty and abandoned or orphaned?
- Were you released from servitude or jail only to end up here?
- Did you come to ruin from a position of wealth, grace or station?
- Did you settle here from a far-off land?
- Are you seeking asylum from violence in your homeland?
- Were you excommunicated by your faith or ousted from your halls of study?
- Did you escape your post or duties to assume a new life?
- Are you estranged by your family and now alone in the world?
- Did you awaken here after being beset by traitorous companions, mid-heist?
- Are you on the run from the authorities for a crime you did not commit?

Some of these hooks may allow you to pick up a particular background or vice-versa. The dungeon master might ask deep personal questions to each player privately, such as:

- What is your intention for joining the party?
- Who did you wrong or make an enemy of?
- What is something that you would give anything to know?

A Look at Actions

At level 0 and in the absence of many of the fantastic abilities allotted to characters by their class choice, some players may feel a bit lost in combat situations. You may be doing a service to your players by reminding them of the different actions they can take in combat, especially the lesser known or not commonly used ones.

- Attack, or Cast a Spell
- Dash
- Disengage
- Dodge
- Help
- Hide
- Ready
- Search
- Use an Object

Available Backgrounds

- **Acolyte, Sage, or Cloistered Scholar:** In the case of a more scholarly character, these backgrounds should suffice.
- **Charlatan, Entertainer, Folk Hero, or Urchin:** In the case of a character with a focus on clever thinking and wit, your choices here are varied and quite interesting.
- **Criminal, Spy, Faction Agent, or Urban Bounty Hunter:** Characters with a strong affinity for crime intrigue and independence would be very comfortable with the benefits found in these options.
- **Guild Artisan, Clan Crafter:** A character with a focus on mercantilism would do well to choose either of these options.
- **Noble, Courtier, Inheritor, or Waterdhavian Noble:** A character with a focus on matters of court may be well suited to choose from these.
- **Outlander, Hermit, Far Traveler, or Uthgardt Tribe Member:** These characters prominently feature a bond with the wilderness or seclusion and would benefit from these backgrounds.
- **Soldier, Sailor, City Watch, Knight of the Order, or Mercenary Veteran:** These backgrounds are overall a general choice for the more martial focused characters at the table.



Background: Quarantined Peasant

You have grown familiar and accustomed to the ever-churning mass of poverty in The Field Ward of Waterdeep. You live in a climate of contagious apathy and subsequent violence, yet you are hopeful that someday, an opportunity may present itself to move up or move on in your life. For now, you're just taking life as it comes to you; from hand to mouth, all while making a clever art of keeping yourself among the living. You make the most of what you have at every opportunity. You have often longingly watched from the roadside as intrepid bands of adventurers left the city together to find fame and fortune, wondering what it would be like. Perhaps your destiny will find you, if you can make it through another day.

Skill Proficiencies: Choose two from Medicine, Survival, Sleight of Hand or Stealth.

Languages: Peasantspeak.

Equipment: Urban Survival Pack, and an item from the Waterdhavian Oddities & Trinkets table.

Feature: Unquestionable Grit

The rough existence you've endured thus far has molded you and made you keen to the nature of the slums and their denizens. Those who do not share your roots may acknowledge this quality in you and empathize. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they may even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Peasantspeak

From your time here, you've become fluent in a bastardized form of the Common language known simply as Peasantspeak. Many natives, merchants, and traders speak this dialect and it may prove useful in areas highly populated within the Ward.

Optional Starting Equipment

Urban Survival Pack

Instead of your character's starting equipment and gold provided by their background, you may begin with an Urban Survival Pack, which includes the following: A backpack or a sack, a poor quality bedroll or a poor quality traveler's cloak, an outdated map of the city, a set of threadbare common clothes including a hood or shawl, a tinderbox, a tankard or waterskin, and a small belt pouch containing 6d6 or 21 cp.

d10	Causes
1	You were born into this poverty, abandoned or orphaned
2	You were released from servitude or jail only to end up here
3	You fell to ruin from a position of wealth, grace or station
4	You settled here from a far-off land
5	You sought asylum here from violence in your homeland
6	You excommunicated by your faith or ousted from your halls of study
7	You fled your post or duties to assume a new life
8	You estranged from your family and now alone in the world
9	You awoke here after traitorous cohorts turned on you in the middle of a heist
10	You are on the run from the authorities for a crime you did not commit

Suggested Characteristics

In your experiences, you have learned to navigate a life in poverty. You are a true survivor, hopeful that one day the rest of your life can begin.

d4	Personality Trait
1	I have grown ashamed of my hunger and will only eat when & where people cannot see me
2	Life is cruel, yet I often laugh uproariously at other people's misfortunes
3	I strive to be a good example and uplift others that share the same struggles
4	I will stop at nothing to get what I want

d4	Ideal
1	Compassion. If I can spare it, I will help my fellows
2	Hope. I long to live a normal, well-adjusted, and productive life
3	Grounded. I'll never forget where I came from
4	Dignity. Regardless of my situation, I will not tolerate unfair treatment

d4	Bond
1	I once shared my food with a stray dog that now visits me every day
2	I routinely stole goods from the back of a merchant's wagon to make it through hard times
3	I sometimes wash dishes at the inn for copper
4	I once had a fistfight with a wealthy noble

d4	Flaw
1	I am deeply fearful of that this may be my lot in life
2	I too quickly lose my temper with other people
3	Money comes and goes too quickly in my hands
4	I have a sometimes crippling addiction

Character Advancement

This adventure is structured to work with milestone experience. The player-characters will be reaching level 1 when they complete the adventure module.

Class Mentors

Many of the named NPCs in this adventure may serve as class inspirations or mentors to the fledgling level 0 characters of the party, offering guidance, training, or pearls of wisdom. Many of these class mentors are able to enlighten players on their respective backgrounds and the factions of the Realms.

Character Death

The Field Ward is a dangerous place, and the quarantine's lockdown has increased the mortality rate to drastic proportions. Should one of the fledgling characters meet their untimely demise as a result of rash action or any of the many dangers present in this adventure, the surviving members of the party will inevitably meet **Cleric Dudley** who will arrive in uncanny fashion, guided by the will of his patron deity Kelemvor to sanctify the recently deceased and have the body interred until it can be buried properly.

Important Locations

Many of the named locations in this adventure are synchronized within acts but can be explored as openly as the rest of the Field Ward area during the quarantine. Do not discourage your player's urge to travel and explore. Also, several key NPCs are introduced in the different Acts of this module to better correspond with plot action.

Dramatis Personae

These notable NPCs are commoners, merchants, and the criminal element present in different areas throughout the Field Ward of Waterdeep and are present to aid or hinder the party on their adventure.

The Flower Girl

NG female half-elf life cleric, gardener

This cheerful and wise child is a half-elven female **commoner**, of only ten years. The unnamed child will ideally teach the party the value of hope in the face of adversity. She can be found tending a small garden and has a fondness for cherry tomatoes. She

doesn't get along with other children, mentioning that she is bullied for her love of flowers, her pointy ears, freckles and red hair. Her small garden is stolen from often by denizens of the area. She will also comment on the weather and inform the party of it each time they visit.

If the party comments on her not having a name, she will become bashful and with a big smile will say "Maybe I'll grow one, someday." This child will sell flowers and cherry tomatoes for a few copper pieces each. She keeps her earnings in a leather pouch which she buries under her bedroll in the center of the garden, each night. **The Flower Girl** can be found in the Eastern Field Ward.

Location 1

The Alchemist

The villain of this adventure is known and referred to in whispers as 'the Alchemist' and is responsible for the creation of the dangerous and highly addictive drug, **Chimera**. For the purposes of this adventure, 'the Alchemist' is only a known title for the villain. In the case of playing the adventure as written, **Ivan Kayd Maestro** is the NPC who holds this title and plays the role of the criminal mastermind.

Variant Rule: Who is 'the Alchemist'?

In an effort to better serve the players, 'the Alchemist' is a street-name or title given to the creator of Chimera and the criminal mastermind behind the spread of addiction and crime. In your game, 'the Alchemist' may not be **Ivan Kayd Maestro**; ideally, other candidates for this villain may be: **Alasha Gaige**, **Warble Bandlewagon**, **Dewberry**, **Alonzo Redhawke**, or any of the NPCs introduced in this adventure.

Dewberry

CN male wood elf spy, information broker

An aged Elven confidence artist, who pretends to be partially crippled, he is extremely tall and wiry, and even while leaning on his equally tall and knotted crutch. His long black hair is well kept and often hangs in his face, which he always brushes away dramatically.

After building a rapport with him, he may disclose that he once operated with the Harpers, but was never formally inducted as a member. **Dewberry**, sometimes known as "the Rag Man" is an accomplished and skilled counterfeiter who has mastered the art of forgery and document recreation. He can be found in the Central Field Ward.

Location 2

Barton Illweiss

LN male gold dwarf fighter, locksmith

This elderly Dwarven man is a blacklisted member of the 'The Splendid Order of Armorers, Locksmiths, and Finesmiths'. This squat, barrel-chested Gold Dwarf is usually found sharpening a longsword, his eyes always darting, ever vigilant of his surroundings in his advancing years. Given his fondness for maintaining his longsword, he has earned the nickname "the Sharpener". His long stringy beard is pearl and grey spreading over his broad chest. **Barton** can be found in the Central Field Ward.

Location 3

Hargadon Dudley

NG male Waterdhavian human grave cleric, custodian

A stubbornly quiet middle-aged Waterdhavian man, he dutifully carries out his responsibilities as a custodian of the dead. His devotion to the god Kelemvor makes this not just a duty, but a privilege among those in the order.

Custodian Dudley wears simple dark robes and a silvered amulet that serves as a holy symbol of his faith. If the party manages to build a rapport with this tight-lipped civil servant, he will detail the effects of Chimera and its highly fatal qualities which have made him a "very busy man indeed ..." He can be found throughout the Field Ward handling his duties and sleeps at the Scrap'd Rafter.

Civilar Alonzo Redhawke

NE male Waterdhavian human champion fighter

This dusky skinned human of about fifty is a native of Waterdeep and a Civilar (Captain) in the City Watch. **Alonzo** is clad in a chain shirt of green and gold. His two standard issue short swords at either side of a bandolier are all kept under a masterwork black leather overcoat.

He is in peak physical condition for a man of his age and not to be trifled with. Tactically, he prefers intimidation and deception but is a formidable combatant often fighting with both short-swords. Civilar Redhawke was issued orders to supervise the quarantine from within the walls of the Field Ward and oddly, does not seem bothered by it.

Born in the Field Ward, he dreamed of a life keeping the people of his city safe. After years at his rank, he is now a cynical, ruthless operator driven by greed and contempt for his fellow man. He is extremely secretive about his devotion to the god of

tyranny, Bane. In conversation with the party, his cavalier attitude creates a deep sense of unease.

In truth, **Alonzo** is well aware of **The Alchemist's** operation and which he is planning to infiltrate only to take over for himself. He intends to strictly to profit from the drug sales and not to incite societal collapse. Captain Redhawke should encounter the party in Act I, but can be found throughout the Western Field Ward, lodging at Almondine's Delight.

Location 7

Lady Allegra Almondine

LE female gnome warlock of the fiend, innkeeper

This cunning lady gnome is the owner and proprietor of her own inn, at the behest of the Zhentarim. She carries herself with a strong veneer of kindness and mischief much like other gnomes, albeit with a tint of grit much like the rest of the Field Ward's residents.

Unknown to all, Allegra is a warlock of immense power, bound to Mephistopheles by an eldritch pact. Allegra prefers the long con, demonstrating extreme patience and rarely tips her hand. Her inn is a vice-ridden establishment in the Field Ward serving as a spiral of damnation for her patrons, drawing their souls to the Lord of the Eighth. She benefits deeply and truly from her work, but sees no real joy in it as it is the exacted price she must pay to her patron and is highly contrary to her Gnomish heritage.

The quarantine of the Field Ward in the wake of this addiction outbreak is stifling her work for her dark lord. She wishes to see it end; if only to continue in her duties to Mephistopheles and the long ran vicious cycle she has created. She can be found exclusively in her inn, Almondine's Delight in the Western Field Ward. **Location 8**

Master Olohorn 'Buzz' Dorbolor

NG male Illuskan human drunken master monk

This world wise drunken master is former prizefighting pugilist from Luskan. **Olohorn** was an adventurer for many years, before tragedy led him down a path of self-doubt that he never recovered from. He will sarcastically comment on his 'glorious retirement'.

Adorned in an ill-fitting brown robe with a massive leather cord wound around the waist, Olohorn is a human male monk of extreme prowess. His profound self-awareness allows him to carry himself with an air of cool calm in spite of daily dangers. He will relate tales of great masters from before his time and of his own journeys to the party.

He is often seen perched on a wooden crate outside of a small tent or in his favorite hammock. The party may seek him for advice or wisdom about the current state of affairs; once his acquaintance is made he will insist on you calling him **Master Dolbolor**, and not by his nickname 'Buzz'.

Should this old master become a mentor to an aspiring monk, in life or after death, he will impart to that character his leather belt. Unremarkable to the naked eye, the inside of *Olohorn's Belt* is worked over with finely tooled diagrams and passages on the martial arts. He can be found in the Western Field Ward.

Location 10

Waterdeep City Watch

LN humanoids of various races

These Armars, Civilars and Officers will take a successful DC 18 Charisma (Persuasion) check to even be engaged with socially. Given the quarantine and the rash of resultant crime, members of the Watch will typically appear in groups of two to four.

All members of the Watch should be expressed with the **Guard** stat block with corresponding racial features. Overwhelmed and underprepared for the peacekeeping duties amidst this crisis, some may carry on diligently, while members may become inept through fear. Higher ranking officers are in charge of the investigation to root out the causes of death and sickness, to link someone or something back to the spread of **Chimera**.

Detachments of the Waterdeep **City Watch** can be found in all areas of the Field Ward and are most likely to be found at the areas nearest North Tower, Northgate, Farwatch Tower and Endcliff Tower, while rotating their schedules between rest and patrol from those Towers.

Zhentarim Operatives

LE humanoids of various races

A training cell of Black Network urban operatives live and operate among the common people. These Fangs are often proliferating crime, sowing discord and honing their craft as dangerous operators and infiltrators. They may be expressed with the **Thug** stat block with corresponding racial features. They can be found in all areas of the Field Ward.

Jaxim & Dallas Delacourt

NG male and female Amnian human merchants

A pair of human **commoner** guild merchant siblings from Baldur's Gate who didn't make it out of the city before the quarantine began. They are now trapped in the Field Ward and unable to return home. They will sell simple items from their portable cart. **Jaxim** and **Dallas** are located at Northgate, in the central region of the Field Ward.

Location 6

Delacourt Kaeth

The one thing they seem to have no end of is coffee (also called Kaeth in the Forgotten Realms), which they brew all day and night for a 1cp per mug. Consuming a mug of Delacourt Kaeth will give players a +2 bonus to Wisdom (Perception), Dexterity (Sleight of Hand), and Initiative checks for a 2d4 hours. Otherwise, they have a limited array of supplies and generally higher prices.

Addicted Loyals

NE humanoids of various races

These once able-bodied farmhands and other commoners have fallen to ruin and now engage in crime, including the sale and distribution of **Chimera**. They are indefinitely loyal to "**the Alchemist**" but have been known to display erratic behavior, from extreme aggression or crippling cowardice when faced with danger or those who uphold the law. They are often seen wear foraged red shawls in various ways, and are found in all areas of the Field Ward, especially near The 'Dhavian Trill.

Alasha Gaige

NE female half-Elf mastermind rogue

An unscrupulous Half-Elven woman in her thirties who took to a life of crime after being disgraced and unnamed by the noble family she was born into. Her youthful appearance is generally unremarkable with the exception of her noticeably sickly yellow eyes and complexion. These features rest among sunken features due to jaundice. A permanent fixture of the Ward, she has become the most feared and respected woman in Eastern edges and is often referred to as 'the Kingpin of Tent Town'.

Her temperament changes with the success of her business in the sale of poisons and the trade illicit weapons, operating exclusively within the Ward and away from the watchful eye of the **City Watch**. Despite the immense education she received as a

child, her speech is like that of a guttersnipe if only to hide her pedigree and acute intelligence. Alasha is well guarded, accompanied by a contingent of local Tent Town **Thugs**. These loyal followers will engage the party in an extensive pat-down, bag and body check before they are even allowed near her or the central area of the settlement. The Great Tent, Alasha's dwelling is in Eastern area of the Field Ward, in the center Tent Town.

Quest: End the quarantine so she may resume business.

Kalastoz Endtooth

LN male lizardfolk barbarian, leatherworker

In the Central Field Ward, west of the Northgate Tower lays a medium-sized hovel with no roof where the young Lizardfolk artisan of the Field Ward lives and works as a skinner and tanner. This pragmatic and skilled craftsman is often found working alone, tearing over hide and hair to create workable materials for the hunters and pelt collectors of the city.

Clad in a stained hooded robe with no sleeves, his larger than average scales and upright posture lead people to mistake him for a Dragonborn. **Kalastoz** will claim to be descended from the Great Green Dragon of Kryptgarden Forest, outside of Red Larch. If asked why his robe has no sleeves, he will comment: "Sleeves. Ack. They are. ACK. Bullshit."

He will speak rarely and succinctly on any and all matters of business. **Kalastoz** is well aware that lizardfolk are not common within the city but his efficiency and skill in craft is without equal. He secretly fears that it is only a matter of time before he is discriminately removed from the Ward or killed by racially motivated violence. **Kalastoz** is a lizardfolk **commoner** with the guild merchant background.

Location 11

Rufus, Hurris, & Dert Howlson

Three CN male half-orc barbarians, butchers

These hulking, ill-tempered but chuckle-headed brothers are responsible for the butchering of animals for meat and material. Prone to heavy bouts of drinking, womanizing and fighting amongst each other, they are regardless hard-working and fiercely loyal. They are average and even stereotypical outcasts as half-orcs go, dressed in leather aprons and blood spattered leathers befitting their profession and fits of anger. In matters of business,

they are gruff and often rude but never fail to carry out their duties.

Single-minded and rather ignorant about their environment, they would rather focus on their mundane line of work and carousing so long as the coin continues to flow. The brothers were abandoned in the wilds outside of the city. Due to this, they are unsure of their ages and will continually argue over who is the eldest when it comes to contention. Their indifference to the quarantine is worrisome, but not alarming. **The Howlson Brothers** are half-orc **commoners** with the guild merchant background. Their establishment is located in the Western area of the Field Ward.

Location 12

Brother Valther Cornish

NG male Waterdhavian human light cleric

Brother Cornish is a human **commoner** with the acolyte background, once a priest in the Spires of the Morning (Temple of Lathander) before he began to experience the horrors and dread from visions of the dark god, Bane gaining the portfolio of Dusk at the Edict of Amanatour. (The Heresy of the Three-Faced Sun) Consumed by dread and madness, he is now a ragged, grim reminder of the eternal struggle between the powers of the Realms.

Valther will exclaim that the quarantine is a "Sign of the Dark Lord's power in Waterdeep!" and that "None will be spared but in the light of the Morning Lord!" If confronted by **Civilar Redhawke**, Brother Cornish will see through his ruse of being a hard-boiled keeper of the peace. **Cornish** will rant and rave, attempting to expose **Alonzo** as a servant of Bane. This wildly evangelical and crazed street-preacher wanders all areas of the Field Ward, typically sleeping for a few hours at roadsides. Each morning he will return to the main road that leads westward in the Ward, symbolic against the rising sun in the faith of Lathander.

Finnbar Oldenquist

CN halfling guild merchant

This middle-aged Halfling is a quick-witted shady dealer was once a proud cleric of Tymora. Now weathered, faithless and seeking to sate his greed, his devotion is to commerce and shaving coin in any deal he makes. **Finnbar** will often remark "Crates fall off of wagons all the time. The world is an imperfect place." **Finnbar** is a halfling **commoner** with the Guild Merchant background. From his portable cart, this acquisition specialist will sell

different items such as simple clothes, cloaks, etc. He carries a wide array of supplies and goods at higher than average prices. **Oldenquist** is located in the western region of the Field Ward.

Location 4

Maricost Shayne

LE female human criminal, farmer

A young human woman, slight of figure with pale skin, long jet black hair and a chip on her shoulder. She functions as a grocer, selling simple meats, vegetables. This person is actually Maricost Shayne's murderer, who took over her life without notice. This Black Network operative disposes of bodies in the wake of crimes by feeding them to her pigs.

Maricost should be expressed with the commoner stat block as a variant human with the Actor feat. She is located in the western region of the Field Ward. **Location 5**

The Field Ward Locales

Throughout

In the shadow of Trollwall to the west and the city most proper lays the Field Ward of Waterdeep. The dense population of commoners leaves few areas unclaimed and resources among them scant. These conditions have only worsened since the City Watch has imposed quarantine on this section, allowing no one in or out of its confines. The landscape of the ward is packed with ruined structures, makeshift dwellings and unpaved dirt roads crisscrossing from wall to wall. Patches of uneven scrubland are speckled wherever people have not taken to the land with heel or made rest.

Considering the underdevelopment of the Ward, there are no sewers. To this point, should you not be mindful of your pathing, you may even step directly into a slop hole or a latrine. Crime is a constant and permanent fixture in the Ward, alongside some of the more foul dirty jobs that are not welcome within the rest of the city such as tanning, skinning, and slaughter. The quarantine has cut the Field Ward off from the many essential services provided by guilds that made life a bit more bearable. The Ward is an overall filthy and noisy place from end to end.

Central

From Northgate to the walls of the North Ward lies The Main Road, which serves as a median between the west and east areas. Rare patches of lush grass, dappled with few trees lie to the east of the main

road in an area known as The Lawns. Hugging the main road, makeshift booths and hovels usually accompanied by packs of Dwarven bargain hunters comprise The Merchants' Corridor. An abandoned guard post still stands outside of the tremendous archway known to all as Northgate.

West

Densely packed clusters of makeshift shacks, hovels and lean-tos are surprisingly well arranged from The Main Road to the very boundary the city walls. Almondine's Delight is a three floor stone and wood building that serves as a den of vice and a hotel. A single floored, wide wooden tenement building is not far from it.

East

The Scrap'd Rafter, a simple and sometimes jovial watering hole is the social hub of area. There is also a complex warren of colorful, patchwork structures known as the 'Tent Town Slums' which stand just before Overlook where the cliff side geography of the city begins. The Music Hall, once a proud beacon of the arts stands within the bounds of and against walls of the ward. The Cliffside Sprawl is a dangerous run of hovels, tents and simple shelters that the worst among Ward commoners call "home". The Endshift Tavern is located at the corner of the Breezeway and Endshift Street.



Intended Narrative Path

The party's adventure is most likely to play out as follows:

- The discovery of the pouch/drug stash in Act I leads the party to interactions with various named and unnamed NPCs, and to the Scrap'd Rafter followed by The 'Dhavian Trill.
- There, the party will discover intrigue and a secret locked door which is the entrance to the alchemy lab.
- Back outside, the PCs might witness more of the complex drug trade and make the acquaintance of a young urchin who will lead them to Almondine's Delight with the intention of a meeting with Iomhar Rackham and Ivan Maestro.
- The PCs likely hear tales of the spread of Chimera use and seek out more information. Iomhar can offer them knowledge about the drug and indirect clues to make them suspicious of Ivan.
- As their investigations expose important information regarding the Alchemist and the spread of Chimera, the gang may respond to this by ambushing the party in the streets.
- After a confrontation, they will be indefinitely led back to The 'Dhavian Trill Music Hall and the final confrontation with the Alchemist Ivan Kayd Maestro.

Act I

You Meet in a Ditch ...

"It may sound like I'm complaining, but I'm not. After all, with Your help, I'm starving to death. Oh, dear Lord. You made many, many poor people. I realize, of course, it's no shame to be poor... but it's no great honor either. So what would be so terrible... if I had a small fortune?"

- Tevye, *Fiddler on the Roof*

Our adventure begins in the Central Field Ward of Waterdeep, with rows of makeshift dwellings lining a muddy road. This passages through the Ward shakenly, much as a sick imitation of life elsewhere in the city, perhaps as a reminder of the hope still alive in some its inhabitants. Shabby hovels, tents, stacks of bricks, reclaimed wood planted into the dirt to form walls, even some small animals that

haven't been stolen or eaten; they all collage to form this avenue from North Trollwall to the very edge of the North Ward.

Location A1

It is an overcast day on the Sword Coast and lately, loose coin is as rare as can barely be stomached. You've just been turned away by the firmly locked portcullis at the North Wall Gate by the City Watch due to an 'Ongoing investigation' Returning back to your usual resting place along the makeshift road, you pass a dense clot of wood, broken glassware and other refuse all garnished in scraps from old caravan tents left to rot and waste away in the elements. They've been picked clean of all value long ago. You would know. You poked around them last week for yourself. You feel desperately sick eyes on you at times, you know that keeping to yourself is often enough to make it back to your hovel safely. While trudging your way back from a daily frustration on the borders of the Field Ward, you feel your stomach groaning. No lunch today or breakfast for that matter. As you look down to your hunger pains made manifest, you happen upon a small glint in the dirt ten feet ahead of you. Near this glint, you spot a gorgeously crafted leather pouch. You look up and see eyes darting to you and to the pouch now uncovered of mud and plainly visible. What do you do?

Where to Start

The soon-to-be party members are all likely to rush for this pouch at the same time, thus meeting each other. At which point, a fight may break out and/or introductions can be made. A DC 5 Intelligence or Wisdom (Medicine) check would reveal to the party that tucked within the leather pouch is abundant amount of the drug known as **Chimera**. A recent import to the city, the drug is a dangerous and newly prevalent among the peoples of the Ward.

While in possession of this pouch, with or without its contents, a DC 10 Intelligence or Wisdom check will reveal that it may be wise for the party to avoid entanglements with the **City Watch**, as it is a serious crime and the chief reason for the quarantine. At this point, their windfall may cause the party to retain, consume, sell or destroy the contents of the pouch.

Seeking a quiet place that is light of presence by the **City Watch**, they may seek the Scrap'd Rafter in the Eastern Field Ward.

The Scrap'd Rafter

Should you wander the Eastern Field Ward for long enough, you may notice to a simple two-story, free standing U-shaped building. The inn known as The Scrap'd Rafter is crowded wall to wall with few seats and is populated by the broke, hungry and damned of this part of down. Some gambling, some bartering, and some even locals just licking their wounds. Most are too broke to be lost in their cups.

The damp planks that make up the floor are worn, creaking or squishing with the corresponding weather. The walls that divide the room inside are paper-thin to the fault that when a candle is carried you can almost perfectly trace a dweller's shadow. The windows would be perpetually fogged from the heat and stink of the crowds if there were any full panes of glass to them. A shoddy wooden staircase fills the back wall across from the door of the inn, and leads to the second level where the rentable rooms are. Patrons often barter for lodgings at a fair rate, but those rates soon become unreasonable for "unreasonable" clientele.

Location A2

Warble Bandlewagon

LN male stout halfling innkeeper, bard, former ranger

If the PCs engage the owner of the Scrap'd Rafter, they will encounter a stout Halfling of nearly 100, who hops along on a pronounced limp on a platform behind the normal-sized bar counter. Warble is a worn-down stump of a barkeep that will easily recognize other Halflings and figures of any reputation. He was also the builder and is owner of this establishment. **Warble** is shaved bald, with very thick bags under his eyes and a few missing teeth due to exposure and his old age. He stands shorter than the average Halfling with a surprisingly round belly.

He is curt in times of stress or looming danger. PCs will notice he wears many gold painted lead rings and a thick leaden chain with a pan-flute hanging from it, over his leather apron. His family once owned and ran a now abandoned music hall formerly known as The 'Dhavian Trill, that now stands as a squatting place in the Field Ward.

A younger **Warble** rejected his family tradition of bardship, and spent time as a ranger after he found his faith in Melora. His inadequate skill as a trailblazer led to the loss of his right thumb,

somehow. He refers to the Rafter as "Melora's House" when people question his ways. "Deres rules here. We got rules, yah know." When asked about the bar patrons, Warble may make reference of a strange fellow and mention rumor of "a Fella bard he said he was, told him he musta taken a wrong turn ta up down 'err. He was quick to be on his way and looked a spot of worry. Dey says each one, teach one. Yah know?" This should serve as a token of information toward the investigation. Inn pricing for a poor quality single room is 2cp per night and accommodations are located within the building.
Quest: End the quarantine, so he can plan to reclaim The 'Dhavian Trill.

Iomhar 'Bodee' Rackham

N male half-elf inquisitive rogue

Among the motley crowd of the inn is **Iomhar Rackham**. This Half-Elf is a known scoundrel who recently arrived from Baldur's Gate in search of leads pertaining to the Zhentarim and the quarantine. Standing above average height with a malnourished but sturdy build, he is very young among other Half-elves and his olive skin is dressed in tattered black traveler's clothes and a boot-length charcoal cloak. Under the cloak, two simple, pitted daggers are on the right side of his belt and a well-made leather satchel hanging heavily from the left. Under his gray hood, his short black hair and equally short, scruffy beard would lead you to believe he is human.

Although he has no active knowledge of the bard or the pouch you found, Iomhar is aware that a concert is taking place in the city this evening but does not know where. When asked about the concert, he will refer to it as an expensive waste of time and state he has no direct interest therein.

Currently on the run from local authorities, he is forced to temporarily suspend his search for the Zhents and keep a low profile during the quarantine as not to arouse suspicion. He is willing to trade information to the PCs with a successful DC 10 Charisma (Persuasion) check, including falsehoods and simple rumors. **Iomhar** is first met in the Scrap'd Rafter and will be recognizable to the party in other areas of the Field Ward afterwards.

Quest: Aid him in tracking down the Zhents.

Kemper Copperfury

LE female gold dwarf criminal informant

Playing Liar's Dice at the table, aggressively taunting the other patrons sits **Kemper Copperfury**. She is a Gold Dwarf with a love for gambling, misfortune and

schadenfreude. Her tight, painted red braids hang low to the small of her back with mats and tangles throughout. She will use Dwarvish curse words often and stands at average build and height. **Kemper** will lose her patience with the PCs if they don't wish to engage her in games of chance and will shun them, returning to her games with other NPCs.

Unknown to all, she is a newly recruited but reliable Zhentarim Fang who is planted at the inn to keep an eye on Iomhar Rackham. She relies on gambling money away from patrons to thin the crowd and sate her greed. Telling **Kemper** anything about the drug filled pouch, the party or any other sensitive knowledge is not good and PCs should not trust her.

A successful DC 12 Wisdom (Perception) check will notice that she carries no weapons and wears no visible armor but doesn't seem worried about the often dangerous surroundings. A successful DC 18 Wisdom (Insight) check will note that she is being directly dismissive and does not want to be distracted from the far corner of the room when Iomhar is seated. **Kemper** does not leave the Scrap'd Rafter.

Quest: Lead Rackham to capture and interrogation.

Liar's Dice

A simple game is played with each player having five dice, plus a cup that conceals their roll from the other players. Players roll their dice at the start of a game, should any dice land on top of one another, then that particular roll needs to be taken again. Once all players have rolled their dice, they must be kept concealed, thus the use of the cup. Players then make bids on how the value of dice as a whole. For example, a player declaring that there are 'two 3's' is stating that there are at least two dice showing a 3. The player can either continue playing, or challenge that particular player. Should they have the dice described, or more, then the player who made the initial challenge will lose a die.

Only the current bid can be challenged, and you can only challenge players during your turn. The game continues until only one player remains. High risk betting and deception are the game's key features.

Developments

The other patrons are generally unhelpful or too despondent to care but will suggest you speak to Kemper if you're feeling lucky, or to Warble if you want to know more about the town or to speak to Iomhar if you are looking for a slice of the shadier side. After gathering sufficient information, with or

without the help of named characters, the party will encounter an **Addicted Loyal** and a shady dealer on their way out of the inn. A successful DC 12 Wisdom (Perception) check will reveal telltale signs that the addict is a **Chimera** user; a lower result will indicate that he is a sickly. Additional Intelligence (Investigation) or Wisdom (Survival) checks about this **Addicted Loyal** will allow the PCs to ascertain that he has been seen leaving his room here and heading to a building on the far end of the Northern wall.

After learning the addict's destination, the party will find themselves on the trail of "the bard" and at The 'Dhavian Trill. The face of the building is an eyesore among other structures that make up this area, covered in smears of oddly colored paint with makeshift planks nailed over the windows and door frame. With a DC 10 Intelligence (Investigation) check, PCs will notice that these planks have been removed and replaced many times. A DC 10 Strength (Athletics) check can pry the boards loose from the doorframe and allow the party to enter. What appears to be the main entrance is adorned with a poorly painted representation of a ferocious chimera; a DC 10 Intelligence (History) check will reveal the building to be an abandoned concert or gathering hall.

Dhavian Trill Music Hall

This simple single level, multi-roomed building is located against the North Eastern wall of the Field Ward made of simple but hearty wood construction. Deep within, below the stage lies a secret passage to the laboratory where the alchemical version of Traveler's Dust is being produced by Ivan Maestro and his cadre of loyal, drug addicted thugs.

It is to be noted that Ivan sees this hired help as highly expendable and is likely to influence them into becoming users of the product. As a result, these Thugs are weakened and operate at a manageable threshold for the party. The secret passage is not accessible until Act III, though the players may discover it during their investigation.

Upon entering the complex, the party will see a state of pillaged, flame-scarred ruin following abandonment and squatting from commoners of the Ward. A considerable amount of random filth, rubble and debris litter the floors. The walls are pockmarked with dried blood, nicks and scrapes.

Many of the rooms are of a rickety, wooden construction, with simple shale and dirt floors among ruined wooden floors. There are no hallways

between the rooms. This once proud home of the arts is now in a state of utter decay with danger around every corner; The PCs will enter at 1: The Foyer. Each room of the complex is unlit, musty and rife with the smell of refuse and decay. They are as follows: **(Map Appendix F)**

1: The Foyer

The PCs enter into a 40' by 40' square room marked with faint outlines that adorn the walls where picture frames once hung. DC 12 Wisdom (Perception) Intelligence (Arcana) or (Investigation) check reveals a specific faint outline of where someone was slain by a magical acid attack. Generally considered bare, but littered with trash and an empty armor rack in the corner of the room. A statue of the goddess Meilil once stood on a raised dais in the center of this chamber, upon the PCs entering this room the walls will flicker dimly with golden light if they are of good nature. A DC 10 Intelligence check will reveal that the shrine appears to be desecrated by arcane means.

2: The Lounge

The room is reeks of rotten ale and is littered with the charred remains of tables, stools and chairs. Amidst all of the damage of the inside of the compound, a portrait of a much younger, happier **Warble Bandlewagon** holding a set of golden panpipes still adorns the wall. Magically enchanted, it is pristine under a thick coat of ash and affixed to the wall. DC 20 Intelligence (Arcana) Strength (Athletics) or Thieves' Tools check will allow you to remove it from the mounting. The DC of this check is reduced by 5 for each PC who said something "nice" about Warble after entering the room.

Destroyed chandeliers along the floors of this room create difficult terrain. Among the wreckage, a successful DC 15 Wisdom (Perception) check, the party will notice ruined instrument of your choosing. If the party returns the enormous portrait to **Warble** at the Scrap'd Rafter, he will sullenly thank them before rolling it up and hiding it under the bar. In exchange he will offer the party permanent lodgings as a gesture of appreciation.

3: The Stage and Seating

The largest room of the complex is lined with rows of benches, rafters and other seating. Melted wax adorns four iron pillars arranged at the corners of the room. Removing the wax in any way reveals the name placards of Bandlewagon family members: Janne, Anton, Daario, and Carradine. These members

of the family are either missing, have died or moved to other cities.

What's Next?

The Alchemist has an investigation of his own. After losing a valuable stash of Chimera in an ornate pouch, he will have his **Addicted Loyals** on the hunt for anyone who may have found it, incidentally that would be the player characters.

Have the player characters decided to sell the **Chimera** Drug stash? Have they chosen to experiment with the drug? What were the results? Did they opt to destroy the drugs? Bearing these outcomes in mind, **the Alchemist** may have knowledge of the group's actions when he seeks them out in Act II.



Act II

To Live & Die in Waterdeep

Chaos! The City of Waterdeep is being corrupted from within by the spread of a dangerous street drug, Chimera. There is death in every ward. In an effort to combat the spread of these addictions, the City Watch has traced its origin to The Field Ward and established Quarantine. As the denizens of this ward suffer from this spreading corruption in conditions of severe poverty, a group of unlikely champions find themselves entangled ...

After the party investigates the derelict music hall, they are likely to see the prevalent use of **Chimera** visibly and without apology. A nameless young guttersnipe in a simple sackcloth tunic will rush up to them and stop directly in their path. Looking them over to be certain, the urchin will reach into their pocket and produce a letter that reads:

Friends,
It seems you are making too much noise and things have become rickety. Meet me at *The Delight* at your nearest convenience.
-Bodee

The child is shy and having the task accomplished, will run off before answering any questions.

Almondine's Delight

This rarified sight, a two story stone building serves as a gathering place, an inn and den of vice in the Field Ward. Owned and operated by the lady gnome, **Allegra Almondine** at the pleasure of the Zhentarim. Neat wooden floors with card and dice tables covered in shoddy velvet make up the ground floor, with the rooms above assigned to lodging and more private forms of recreation. A massive wooden serving counter wraps around the walls across from the main entrance, accompanied by servers and bar-hands from all walks of low life.

The crowds that often occupy this inn are among the worst kinds of the people in the Field Ward. Liars, cardsharps, thieves, and the like will congregate here on a regular basis to shave their share of coin

from passers-through and the less fortunate who are seeking to try their luck.

Should violence or malice erupt within the inn, the servers and bar-hands are magically capable of removing the elements found undesirable via spells like *Suggestion* or *Hold Person*. **Almondine** rarely makes appearances but when she does, the throng of patrons can only stare agape at the small yet commanding Gnome woman who has provided such a fantasy and respite from the dangers outside. All manner of alcohol, poor quality lodging, and other vices are available at this inn at affordable rates, adjusted for the local economy.

Ivan Kayd Maestro

At such time as they arrive at the den of vice known as Almondine's Delight, the party will be ushered over to a dimly lit corner table by **Ivan Kayd Maestro**, aka **The Alchemist**.

Ivan is a tall, sallow middle-aged Illuskan wizard wearing stained, loose-fitting robes. Below his greasy, stringy black hair is a pair of red-veined eyes that dart around often with a visible tinge of paranoia. A series of empty pouches and scroll-tubes under his threadbare coat are only mildly noticeable in the dim light.

Maestro was previously a scholar at Candlekeep before being expelled from their services for reasons he will not disclose. Ivan was seated alone and will return to his seat to continue slobbering over a plate of random greasy foods. Showing no sign of shame, his ritual for eating is visibly disgusting and could be described as grotesque. From fingertips to sleeve cuffs, his greasy hands push back a barren, empty plate as he looks up and entreats the party. With his mouth still full, he leans back into the comfort of the padded booth. Oils and sauce dribble to his chin.

A disgraced scholar turned career criminal, **Maestro** deals in illegal items and sensitive information. His broken patterns of speech, with constant stops and starts make him hard to follow in conversation. This informant works with Iomhar in exchange for Traveler's Dust, a potent drug. A DC 10 Wisdom (Medicine) or (Insight) check will reveal this knowledge to the players. "Anyone using traveler's dust showed these telltale signs: trembling hands, sometimes slurred speech, and most telling, eyes the color of blood. All who used the drug eventually died."

This mage is a foul sort, but given his arrangement with **Iomhar**, he will be begrudgingly honest and offer simple but vague information aiding in their entanglements. He will produce and light his pipe

after his meal and before he engages the group in discourse. Topics of conversation may include the recent outbreak of sickness in the Field Ward, details about The 'Dhavian Trill, how he met **Iomhar** and simple facts about Waterdeep.

Regardless of the topics discussed, Ivan should use the word "Bravo" whenever possible as to make it impressionable on the party. "Bravo" is the command word which opens the secret door in the Music Hall.

Due to the nature of his drug-use and accompanying forgetfulness, he chose a word that is rather unique to him that he uses often.

Maestro's Information

If asked about the crisis in the Field Ward, Maestro will comment that inhabitants here, by and large are generally of no use or circumstance to anyone. "A sick tragedy for the already sick, if you ask me. I can't imagine anything more foolish than doctors or clerics risking their lives for the chance at a more fulfilling life."

If asked about The 'Dhavian Trill, Maestro will admit that he had visited as a judge in hopes of changing his poor mood and is familiar with the internal layout. "It seems that the stringers are so set on changing their fortune that they just take the reins and push into the unknown. If they go far enough, the lady rewards them. Strange, yeah?"

If asked about **Iomhar**, we will use his street name alias of 'Bodee' and mention that Iomhar helped him travel from Baldur's Gate to a city where he could blend in more. If too much information is told to the party, Iomhar will interrupt and end the meeting immediately, sending him away. **Maestro** will use Thieves' Cant to speak to Iomhar whenever information is sensitive.

If asked about Waterdeep, feel free to elaborate with your favorite facts about the City of Splendors. You may instead relate to the party that the city's state is irrelevant and that they should get their heads back to the task at hand.

If asked about **Chimera**, Ivan will become visibly agitated with the party and ask them about their line of questioning. Having foolishly lost the ornate drug pouch on his way to further fund his operation and his drug habit, he is highly motivated to reclaim it by any means necessary to support his villainous agenda. If the party reveals their possession of the item, he may show restraint and bargain for it. If the party does not comply with his demands, he will have them tailed or outright followed by a group of his **Addicted Loyals**.

Iomhar has been an unwitting mule for **Maestro's** operation for a long time, and will exchange a sizable, sealed pouch of Traveler's Dust with him for four scroll-tubes. He attempts to secret these tubes away before anyone else is able to identify what they are. A contested Wisdom (Perception) check against Iomhar's Dexterity (Sleight of Hand) will indicate they are leather scroll-tubes marked with a seal from Candlekeep. If questioned about them, he will casually comment that they are four maps meant for a later job; a DC 20 Wisdom (Insight) check will reveal this to be a lie.

This shady deal is meant to immerse the PCs in the underworld of Waterdeep and the Sword Coast, and you as the DM will know these five documents are encoded letters for dead drops and trade of Traveler's Dust.

Concluding the Meeting

As he leaves the table, **Ivan** needing to sate his addiction is now anxious to find privacy and will tuck the table's bill into the hood of Iomhar's cloak. Gently patting him on the shoulder before he walks away he will insincerely thank him for the meal. As a manner of engagement, he may ask a player who showed him the most visible disgust for some coin before he goes, claiming "the hard times haven't yet passed." If coin is given by any member of the party, he will exclaim at the sight of their riches and he will grovel for more coin before finding his way out of the scene.

Simple Card Games & Gambling

Make use of familiar games known throughout the Forgotten Realms, such as Three Dragon Ante, Liar's Dice or others to immerse the players in the setting of Almondine's Delight.

Developments

The party will begin to pick up on conversations and rumors that the quarantine is in effect to keep a vile, highly addictive, fatal drug from spreading throughout the city. This is meant to be their first major call to action, a path to heroism and right or opportunism and evil. Players may seek to stop the threat of this spreading drug and save the Field Ward from destroying itself from within. Conversely, players may seek to find themselves in league with the architect of this man-made plague.

What's Next?

The one responsible for the creation of this dangerous concoction is no other than **Ivan Kayd Maestro** himself. His addiction to Traveler's Dust and knowledge of Arcane magic led him to create a dangerous, alchemical version that is less expensive, additionally causing higher rates of addiction and even more frequent fatal results. His most recent batch had been compromised and has an increased risk of death.

Act III

The Sound of No Hands Clapping

Despair. The Field Ward of Waterdeep is rotting from within from the vice grip of a dangerous street drug, Chimera. Danger is present at every turn and the population is plummeting at a catastrophic pace. With the City Watch unable to root out this corruption and bring it to an end, our champions are in the midst of their own investigation. As quarantine continues, the party seeks to find and still the beating heart of this vile affliction ...

Further adding to the vile threat, a group of **Addicted Loyals** will murder Jaxim and Dallas in secret, claiming the merchant cart for their own. The intention behind this is to sell **Chimera** poisoned kaeth to the denizens of the ward, with small enough doses to create cravings for the substance among the Delacourt's many patrons.

Residents of the Ward may become suspicious of the party as they begin building a reputation throughout the adventure, believing them to be members of secret factions or even that they are undercover members of the **City Watch**. For social interactions with less than honorable members of the Ward in Act III, **Commoners** will make overt, extensive amounts of Wisdom (Insight) or Wisdom (Perception) checks against characters in an effort to discern their motives.

While traveling throughout the Ward, the party is likely to encounter groups of 3d6 **Commoners** engaged in use of **Chimera**. Their use of the drug will become more overt as the days continue onward, until **The Alchemist** is confronted. These

commoners may seem rude, preoccupied or paranoid.

As this Act progresses, the party may seek to confront the **Addicted Loyals** and trace the path of **Chimera** traffic back to the source. If the party shows no interest in the **Addicted Loyals**, a group of four will descend on the party in broad daylight to provoke a battle. After two of them are defeated, the third and fourth will run back The 'Dhavian Trill, leading the party directly to **the Alchemist**.

The party may come to a consensus or be dissonant on how to proceed. Through the course of the adventure, the party should likely plan to confront the issue of the quarantine and therefore return to The 'Dhavian Trill Music Hall to enter the secret passage and chamber within. The possibilities are explained below.

Return to Dhavian Trill 4: The Alchemy Laboratory

The carved out tunnel behind a tattered curtain on the stage leads to Ivan's Alchemy Laboratory, (**Map Appendix G**). The laboratory exists underground and is only accessible if the command word "Bravo" is spoken. A DC 10 Intelligence check will raise a player's suspicion and help a player remember Ivan's overuse of the word. The air is damp and acrid in the long passage; an uncomfortable mist that smells of acid hangs about. Between beams of the large wooden planks, a fine purple moss can be seen.

The sounds of rushing water, bubbling pots and metal clanging can be heard ahead of the PCs from down the hallway. The hallway stretches for 55ft. and snakes on for only a bit further back on itself, ending with a square chamber.

At the end of a narrow 5ft. wide passage with low ceilings the party will find an 80ft. square room. Much like the man-made hallway before it, the room has crumbling dirt walls, supported by wooden pillars throughout to support the packed stone and dirt ceilings. Discarded brown envelopes of **Chimera** litter the corridor, considering his loyal servants are eager to consume their "payment". There is dim magical light that fills the corridor and the laboratory chamber. An acrid scent permeates the air.

The walls of the square workroom are lined with tables and crude graffiti. There are pillars, each in the corners and center of the room. DC 10 Intelligence (Arcana) check will explain an extinguished Brazier of Green Flame stands in this room. A variety of steel pots hang from the ceiling for use in the experiments to create the Alchemical

Traveler's Dust. A small library carved into the wall opposite the entrance is lined with bookshelves from floor to ceiling. The books in this library recount a history of the Waterdeep, and various arcane rites and rituals. A successful DC 12 Intelligence (Investigation) check reveals the wizard used these books often and was much disorganized. The value of these books will vary. A successful DC 15 Intelligence (Arcana) check finds another wizard's spellbook among the shelves; Leather and worn, adorned with the image of a monstrous Chimera in gold leaf on the cover worth 10 gp. All of the books are written in or translated into Common. On a nearby desk in plain sight are a waterlogged journal (8 sp) and a dagger with an ornamental hilt. (3 gp)

Ivan Kayd Maestro will be present, flanked by two **Addicted Watchers**. He will offer the party a chance to join him in his budding plan to control the poor and desperate of Waterdeep, and having the rate of addiction spread to eventually cripple the city.

What do YOU care of Waterdeep? It's simple you see, I love Waterdeep. This is precisely why I plan to bring it to its knees. The nobles live in their great keeps, the population swells with ignorant, wasteful life at every boundary and I plan feed it to my ravenous Chimera.

Most of you have already seen what the city has in store for you. You face despair, hunger and poverty for the rest of your miserable lives. Your live those lives at the pleasure of the masters you'll never even see. The boundaries of the ward were established so that they would see this entire corner to rot and die. The system will crumble, even if we only stand tall atop what's left.

This desperate existence must be brought to an end with this sickness at my command! The addiction that has already spread to the borders of this ward will devour Waterdeep, Ward by Ward. How long will it take before it consumes the entire Crown of the North?! Join me or their fate will be yours as well...

The Alchemist is sided with ...

The party may find themselves siding with Ivan and taking up roles in his spiraling criminal endeavor. In this case, they will find themselves on the wrong side of the law and attempting to placate the **City Watch** to lure suspicion away from their operation or even hatching a plan to have the quarantine lifted. This morally would put them within the alignments of Lawful, Chaotic or Neutral Evil. Party dissonance, criminal enterprise and possibly redemption can be themes leveraged while moving forward into the campaign.

Bringing the Alchemist to Justice ...

The party may decide to seek **Civilar Redhawke** to bring Ivan into custody. Alonzo will aid the party in combat against Ivan and his thugs, claiming to take the insurrection personally, "He is too dangerous to be left alive." This statement and his villainous ferocity in battle should serve as warning to the party that he does not have the best intentions. After Ivan is defeated, he will swear the party members to secrecy about the events that have transpired and will hatch a plan to end the quarantine with a cover-up. His plans to expand the endeavor and take control may unfurl slowly afterward.

Allow your party to make a considerable amount of Wisdom (Insight) checks against him if they do not exhibit suspicion of his renegade intentions. If they choose to engage Alonzo in combat after alarm or high suspicion, they will have to deal with the grave consequences of battle or possibly killing a high ranking member of the City Watch.

The Alchemist is battled ...

The party may find themselves in direct conflict with Ivan and take their first steps toward a life of adventure, with their lives as commoners now fading into the past. What Ivan is doing is morally wrong and the party may take this to heart, being that it affects them, their community in the Field Ward and threatens the very safety of Waterdeep at large.

Tactically, the encounter with **The Alchemist** and his two **Addicted Watchers** named *Krantz and Stern* is meant to challenge the party and feel dramatic. Ivan is a first level spell caster with access to damaging spells and flasks of Alchemist's Fire. His two minions, Bounder & Azaven are likely to use Chimera to boost their effectiveness in combat. If this battle takes a turn for the worse for the party, you are given a few thematic elements to bring misfortune to their foes. A fire can erupt from the

now unattended laboratory equipment, damaging one or all of the antagonists. Our foes use of **Chimera** as a stimulant in battle may lead to varied effects on their ability to fight, or even cause self-harm.

Treasure

Alchemical laboratory equipment, valued at (moderate gp value for each player.), *'the Alchemist's Overcoat* (a +1 Leather Armor with many pockets and scroll-tube loops. During the events of Act III, he has had the same crude image of a chimera found on the drugs' envelopes emblazoned onto the back.), a stockpile of **Chimera** (valued at 500 gp), additionally, an opportunity to reclaim the ornate pouch (worth 100 gp) if it is in Maestro's possession.

A Turn for the Worse ...

Should the party become apathetic to the events of this Act, they will see the Ward come to total and complete ruin as bodies begin to line the streets. Many of the characters they have met thus far will succumb to mounting violence and/or addiction to **Chimera**. Conditions in the Ward will become increasingly difficult in terms of survival and social interactivity, also leading to many of the average commoners to now be represented as **Addicted Loyals**. The aggression of this gang will increase as the epidemic of dependence spreads. Members of the **City Watch** may also undergo changes in perspective and are also not resilient to the temptation of the drug. Members of the **City Watch** who become addicted to **Chimera** are now considered **Addicted Watchers**.

Conclusion

Regardless of the choices made and the outcomes, the party should be in a non-combat scenario, preferably at a state of rest and away from danger (likely at The Scrap'd Rafter or the players on dwellings). Therein the conditions, all players reach the milestone experience for level 1 at the end of this adventure. As a benefit for completing this adventure, all characters will gain the benefit of the Folk Hero trait while in the Field Ward of Waterdeep.

Story threads that began in this adventure may lead you to return to or further explore The Field Ward such as: Will the commoners of the Field Ward ever recover from the widespread use of Chimera? Will Allegra continue to fulfill her pact with Mephistopheles? Did Redhawke take over the drug trade? If he instead died at the hands of the party,

will an investigation implicate the party? Will Bandlewagon polish his magical *Songbird* panpipes and reopen The 'Dhavian Trill? What will become of the Flower Girl? Only you and your party will be able to determine these fates with play beyond this adventure.

Becoming Level 1

At the conclusion of this adventure, player characters will have reached the milestone appropriate for becoming level one. Upon selecting their character class, players will gain:

- Class equipment
- Class features
- Saving throws proficiencies
- Proficiency bonus of +2
- Skill, tool, language proficiencies afforded to them by their class choice.

Players will also receive the starting gold values of a level one character corresponding with their choice.

THE PLAYER'S HANDBOOK provides this table on page 143.

Some player characters may opt to stay behind in the Ward, deciding that a life of adventure does not suit them or even go their own way, seeking to venture the land for their own ends. Regardless of the choices made from this point by the characters, they are all newly minted level one adventurers.

- **Barbarian** - Characters who show a tendency to depend on their physical advantages and keen senses may take up the class of Barbarian when attain level 1.
- **Bard** - Characters who show an affinity for art, jest, quick-wittedness or song. Perhaps they find an instrument within the abandoned music hall or are provided one as equipment from their background that will lead them to choosing this class at level 1.
- **Cleric** - The Flower Girl in this adventure is meant to teach our players the value of hope and if a particular player takes this lesson to heart or if they form a bond with other divinely influenced NPCs are likely to choose the Cleric class at level 1.
- **Druid** - The charitable druids from the random encounter table may serve as an example or even

mentor one of the players who show an affinity for nature at level 1.

- **Fighter** - The wizened veteran known as The Sharpener will encourage more physical members of the party as trainees under his tutelage in martial combat at level 1.
- **Monk** - A perspective of mindfulness and physical swiftness may lead the player to their peak potential, starting at level 1.
- **Paladin** - A player who encounters The Flower Girl may seek the power and guidance of a God to deliver them purpose or a means to an end. At level 1, that God may answer them in full and lead them into their service.
- **Ranger** - Players who show an affinity for wanderlust and an escape from the field ward may seek guidance in the wilds beyond the city limits at level 1. This player may likely leave The Field Ward for an expedition and return changed.
- **Rogue** - Throughout the adventure this player may outsmart, exploit, connive or steal with great ease or finesse. They may choose to sharpen their skills and blades at level 1. Possibly siding with the criminal element or seeking the guidance of the Ragman as their mentor are all available options for budding rogues.
- **Sorcerer** - An awakening occurs in a player at level 1, igniting on the power of their bloodline to manifest magical power. Perhaps confronting the alchemist will be just the experience they need.
- **Warlock** - This player may feel stunted throughout the adventure, seeking greater means to accomplish the tasks ahead. That player who seeks power as a means to an end may strike an eldritch bargain at level 1.
- **Wizard** - A player who is methodical and curious in the ways of magic may begin their path to mastery when they reach level 1. The Alchemists' possessions may provide that beginning.

Appendix A: Found Weapons

Found Weapons

d20	Result	
1	Snapped fence post	-1 Spear
2	Broken lamp post	-1 Quarterstaff
3	Shard of clothbound glass	-1 Dagger
4	Twine-bound sharpened stone	-1 Dagger
5	Smashed wine bottle	-1 Dagger
6	Broken furniture leg	-1 Club
7	Cracked frying pan	-1 Club
8	Wagon wheel spoke	-1 Club
9	Cracked Shovel	-1 Greatclub
10	Rusted tent pole	-1 Javelin
11	Sharpened tent pole	-1 Javelin
12	Scraps of metal	-1 Darts
13	Cobbler's mallet	-1 Light Hammer
14	Rusted block & tackle	-1 Flail
15	Gardener's machete	-1 Scimitar
16	Wagon wheel scrap	-1 Warpick
17	Leather cord	-1 Whip
18	Sack of nails	-1 Caltrops
19	Flimsy fishing pole	-1 Rapier
20	Dull cleaver	-1 Hand Axe



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Appendix B: Random Encounter Tables

General Field Ward Random Encounters

d20	Result
1	Members of the City Watch publicly humiliate the party in front of onlookers.
2	A member of the party steps in a pile of vile refuse
3	Sudden unexplained sickness overcomes a random half of the party. They take a -2 penalty to all stats until they eat a decent meal and have a long rest.
4	An aloof cripple offers the party some homemade alcohol/hooch. If they refuse, the cripple will offer to share some of his Traveler's Dust.
5	A child alights upon the party, chasing a goat. Mid-chase, the child will beg the party to help.
6	A young commoner and a member of the City Watch are seen chasing a group of urchin children running away from them with an oversized tapestry.
7	A raving mad person shows up and follows the party around, clanging a cowbell.
8	A haughty woman proclaims her undying love for her donkey, invites the party to her "wedding"
9	A puckish Gnome, Frankie Funnelflask offers the party a Gold Dragon if they can make her laugh. If they succeed she hands them a small gold painted, wood carving of an actual dragon.
10	A roaring fire breaks out near the party's location.
11	A distraught family of religious pilgrims and their broken cart are stuck on the path out of town
12	An obese Dwarven beggar named Daveed is seen gorging himself from a sack of filthy potatoes and mushrooms. He begs the party for some Calimshite hot sauce.
13	The party happens upon an overdosed dead couple, who met their end while holding hands.
14	A small orphan child is standing atop a stack of empty crates, ringing a bell and shouting the number of days under quarantine claiming "No end in sight!"
15	In the distance, an angry commoner is coincidentally screaming the first name of a party member.
16	A squabble between two commoners turns violent. A chunk of stone is thrown, accidentally striking a player character. These commoners only use Peasantspeak.
17	Young urchin Del Horace is seen playing with a ball & cup. He excitedly invites the party to play.
18	A group of 2d4 belligerent, Half-Orc Commoners will harass the party, attempting to start a fight.
19	Sharifa, a meandering robed Tiedfling babbling incoherently to herself will attempt to pickpocket a member of the party.
20	Druids of Chauntea cross the boundary lines and stay in the Field Ward to nourish the hungry with baskets of goodberry and casks of created water.

Tent Town Random Encounters

d20	Result
1	Confronted by Gaige's personal guard.
2	Greeted by 2d6 mixed adult beggars.
3	Followed around by 2d4 stray dogs .
4	Taunted and followed by 2d8 young children
5	Assaulted by 1d4 Half-Orc bullies.
6	Assaulted by 1d4 Addicted Loyals .
7	Assaulted by 1d4 angry commoners.
8	Assaulted by 1d4 Addicted Loyals . Roll again.

Western Field Ward Random Encounters

d20	Result
1	A puppet show depicting the Trial of Asmodeus.
2	The party is in shoulder to shoulder walking traffic behind a woman and her six small children.
3	The party sees a group of scavengers. Intelligence (Investigation) DC 10, Junk Weapon Table .
4	A ramshackle cart is abandoned in the middle of the path. Intelligence (Investigation) DC 10, Junk Weapon Table .
5	A sleeping, Dwarven drunkard with knapsack. Intelligence (Investigation) DC 10, 52 cp & waterskin full of ale.
6	1d4 party members fall ill to the heat. DC 10 Constitution, 1 point of exhaustion. Short rest or water also saves.
7	Human barker for Jaxim & Dallas Delacourt .
8	2d6 Children crying about their ball going over the city walls.
9	2d4 Addicted Loyals will harass the Party.
10	1d4 Addicted Loyals making drug deal. Wisdom (Perception) DC 15
11	1d4 Addicted Loyals making drug deal. Wisdom (Perception) DC 15
12	2 Addicted Loyals , fist fighting.
13	Human barker for Howlson Butcher Brothers .
14	Human wandering shawl vendor, gang info. Charisma (Any) DC 15.
15	Dwarven barker for the barber/dentist .
16	Dewberry hobbles past the party, Gang info. Charisma (Any) DC 15, lower price.
17	Brother Cornish begs party to repent.
18	Tiefling barker for Almondine's Delight .
19	2d6 Half-Orcs will harass the party.
20	Human. Former Ranger, info of Warble's past. Charisma (Any) DC 15.

Eastern Field Ward Random Encounters

d20	Result
1	4d6 Commoners chanting 'Disaster Parade' begin rioting against the quarantine.
2	2d6 City Watch arresting 2d4 Commoners.
3	Human commoner attempts seducing party member, Almondine's Delight hook.
4	Found Trinket. Roll on Waterdhavian Oddities Table .
5	Elven bard performing at intersection for kindnesses.
6	2d4 City Watch harass the party.
7	Funeral procession. Cleric Dudley is present.
8	1d4 Addicted Loyals making drug deal. Wisdom (Perception) DC 15
9	Massive trash heap. Intelligence (Investigation) DC 10, Junk Weapon Table .
10	Human barker for Scrap'd Rafter .
11	Peaceful procession. "Let my people go ..."
12	Human raving madman shouting about monsters in the Ward. Chimera info, Charisma (Any) DC 10.
13	Calm travel.
14	2d6 Tent Town Thugs playing cards near a bonfire.
15	Collapsed hovel. Intelligence (Investigation) DC 10, Junk Weapon Table .
16	Medium trash heap. Intelligence (Investigation) DC 10, Junk Weapon Table .
17	An uncommon sun shower happens.
18	2d6 commoners are seen looting the remains of a scorched area of vacant homes.
19	In a large crowd, 1d4 skilled pickpockets attempt to steal from each member of the party. DC 18 Wisdom (Perception) saves.
20	The party is invited into the home of a young human family for dinner. They gain 2d4 temporary hit-points.

Escalation Act II & III Random Encounters

d20	Result
1	The party hears the distant cries of a mother giving birth.
2	A stranger, convinced that he “did time” with a member of the party provokes a lengthy and intrusive conversation.
3	A gang of 2d4 Addicted Loyals are clustered at the next intersection.
4	A commoner is being pummeled by two Addicted Loyals , claiming he owes them money.
5	The Flower Girl’s money purse is brazenly stolen from her in the middle of the day by an Addicted Loyal .
6	The party witnesses a wife violently beating her husband for squandering their savings.
7	A commoner is seen purchasing Chimera from two Addicted Loyals .
8	A small child dressed in temple vestments is seen feeding stale bread to a group of pigeons.
9	A commoner is running full speed down the same road as the party, clutching a large sack.
10	A commoner profusely begs the party for help finding their dog.
11	A fire breaks out in the next area of the Field Ward, visible to the party from a great distance.
12	Two members of the City Watch are seen violently beating an innocent commoner.
13	While passing an overhanging eave, a pigeon relieves itself on a party member.
14	‘ Buzz ’ silently gives in to his grief and dies from his first dose of Chimera .
15	Barton Illweiss suffers a heart attack and dies.
16	Dewberry is beaten senseless by the City Watch for not complying in their investigation.
17	The party will be victims of attempted robbery later this night.
18	Two commoners are seen fist fighting in the middle of the road.
19	Members of the City Watch are seen at the scene of a particularly violent murder.
20	The party witnesses a commoner overdosing on Chimera .

Appendix C:

Waterdhavian Trinkets & Oddities

d20	Result
1	A small cast-iron centipede in the shape of a figure eight
2	A brass bracelet shaped like an ouroboros, emblazoned with the letters T and D on each head
3	A palm-sized petrified scorpion with oversized pincers
4	A small, crudely painted lizard skull
5	A tiny iron sculpture of a toad that is heavier than it should be
6	A vintage wine-cork that smells profusely of sulfur and ash
7	A small hand-puppet of a smiling hobgoblin
8	An expertly painted ceramic tile that depicts a goldfish in flight
9	Five iron rings linked in a honeycomb pattern
10	A pocket-sized driftwood carving of a pirate galleon
11	An ivory colored coin made of bone, stained in red ink
12	A pouch of seven marbles made of a lustrous orange glass, decorated with stars
13	A steel-tipped, solid oak prosthetic finger
14	A black cotton bandana with an Infernal monogram
15	A leather cord necklace with a pewter medallion of a charging bull
16	A well-crafted inkwell with the letters ‘MA’ etched on the bottom in Elven
17	A child’s toy set of 1d4 + 1 identical wooden Firbolg men, joined with purple twine
18	A miniature ledger book with a Walrus on the cover, filled to the margins with odd doodles
19	A broken compass with an intricate diagram of an Amyyna moth inside the lid
20	A 4ft. long woven bootlace, firmly tied at the ends, that always smells of the ocean

Appendix D:

Stat blocks

Ivan Kayd Maestro / 'the Alchemist'

Medium humanoid Human, Chaotic Evil

Armor Class 12 (+1 Leather Armor, 16 mage armor)

Hit Points 12

Speed 30ft.

STR 10 (+0) **DEX** 10 (+0)

CON 10 (+0) **INT** 14 (+2)

WIS 10 (+0) **CHA** 11 (+0)

Skills: Deception +2, Medicine +2, Arcana +4

Senses: passive Perception 10

Languages: Common, Peasantspeak, Thieves' Cant

Spellcasting. Ivan Kayd Maestro is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Ivan has following spells prepared:

Cantrips (at will): *acid splash, dancing lights, magic stone*

1st level (3 slots): *identify, disguise self, mage armor*

ACTIONS

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

Alchemist's Fire. (2) Thrown weapon: +0 to hit, range 20ft./40ft., On hit: 1d4 fire damage. If hit, at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. "Stop, drop & roll" is also acceptable.

Addicted Watcher, Fallen City Watch

Medium humanoid (any race), Neutral Evil

Armor Class 13 (chain shirt)

Hit Points 12

Speed 30ft.

STR 14 (+2) **DEX** 10 (+0)

CON 14 (+2) **INT** 10(+0)

WIS 10 (+0) **CHA** 12 (+1)

Skills: Athletics +4, Intimidation +3, Deception +3

Senses: passive Perception 10

Languages: Common

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

ACTIONS

Short Sword / Multiattack. Melee Weapon Attack: +4 to hit, reach 5 ft. Hit: 2 (1d6) slashing damage.

Addicted Loyals

Medium humanoid (any race), Neutral Evil

Armor Class 11 (leather armor)

Hit Points 13

Speed 20ft.

STR 10 (+0) **DEX** 10 (+0)

CON 12 (+1) **INT** 10 (+0)

WIS 10 (+0) **CHA** 10 (+0)

Skills: None

Senses: passive Perception 10

Languages: Common, Peasantspeak, Thieves' Cant

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

ACTIONS

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

Guard

Medium Humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30ft.

STR 13 (+1) **DEX** 12 (+1)

CON 12 (+1) **INT** 10 (+0)

WIS 11 (+0) **CHA** 10 (+0)

Skills: Perception +2

Senses: passive Perception 12

Languages: any one language (usually Common)

ACTIONS

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

Warble Bandlewagon, Innkeeper

Small humanoid Halfling, Lawful Neutral

Armor Class 13 (Leather armor)

Hit Points 12 | Speed 25ft.

STR 10 (+0) **DEX** 16(+3)

CON 10(+1) **INT** 10 (+0)

WIS 14 (+2) **CHA** 16 (+3)

Skills: Insight +4, Perception +4, Persuasion +5, Sleight of Hand +5

Lucky: Three Uses. When you roll a 1 on The D20 for an Attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave: Warble has advantage on Saving Throws against being Frightened.

Halfling Nimbleness: Warble can move through the space of any creature that is of a size larger than his own.

Senses: passive Perception 14

Languages: Common, Peasantspeak, Halfling

ACTIONS

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

Allegra Almondine, the Delighted

Small humanoid Gnome, Lawful Evil

Armor Class 12 (15 with Mage Armor)

Hit Points 78

Speed 30ft.

STR 10 (+0) **DEX** 14 (+2)

CON 15 (+2) **INT** 13 (+1)

WIS 12 (+2) **CHA** 18 (+4)

Saving Throws: Wisdom +4, Charisma +7

Skills: Arcana +4, Deception +4, Persuasion +7, Religion +4

Senses: Darkvision 60ft., passive Perception 11

Languages: Common, Gnomish, Infernal

Gnome Cunning. Allegra has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. Allegra's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self, false life, levitate (self only), mage armor (self only), silent image*

1/day each: *feeblemind, finger of death, forcecage*

Spellcasting. Allegra is a 17th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She regains expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation*

1st-5th level (4 5th-level slots): *banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When Allegra makes an ability check or saving throw, she can add a d10 to the roll. She can do this after the roll is made but before any of the roll's effects occur.

Spell Shield. As a servant of Mephistopheles, Allegra gains advantage on saving throws against spells. If she succeeds on such a saving throw, she gains temporary hit points equal to the spell's level.

Spell Leech. As a servant of Mephistopheles, Allegra chooses one ally she can see within 30 feet of her as a bonus action. The target loses its lowest-level spell slot, and Allegra gains it.

ACTIONS

Mace. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

Olohorn 'Buzz' Dorbolor, the Old Master

Medium humanoid Human, Neutral Good

Armor Class 14 (Unarmored)

Hit Points 38

Speed 30ft.

STR 12 (+1) **DEX** 15 (+2)

CON 12 (+1) **INT** 13 (+1)

WIS 14 (+2) **CHA** 10 (+0)

Skills: Insight +4, Perception +4

Senses: passive Perception 14

Languages: Common, Peasantspeak

ACTIONS

Multiattack. 'Buzz' makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 +2) bludgeoning damage.

Redirect Attack. When a creature misses 'Buzz' with a melee attack roll, as a reaction he can cause that attack to hit one creature of his choice, other than the attacker, that he can see within 5 feet of him.

Dewberry, the Rag man

Medium humanoid Elf, Chaotic Neutral

Armor Class 12 (Unarmored)

Hit Points 27

Speed 30ft.

STR 10 (+0) **DEX** 15 (+2)

CON 10 (+0) **INT** 12 (+1)

WIS 14 (+2) **CHA** 16 (+3)

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

Fey Ancestry: Dewberry has advantage on Saving Throws against being Charmed and magic can't put him to sleep.

Senses: Darkvision, 60ft., passive Perception 16

Languages: Common, Elvish, Peasantspeak, Thieves' Cant

ACTIONS

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

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

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

Barton Illweiss, the Sharpener

Medium humanoid Dwarf, Lawful Neutral

Armor Class 17 (Split)

Hit Points 27

Speed 30ft.

STR 16 (+3) **DEX** 13 (+1)

CON 14 (+2) **INT** 10 (+0)

WIS 11 (+0) **CHA** 10 (+0)

Skills: Perception +2

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

Senses: Darkvision, 60ft., passive Perception 12

Languages: Common, Peasantspeak, Dwarvish

ACTIONS

Multiattack. Barton makes two club attacks.

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

Cleric Hargadon Dudley, Custodian

Medium humanoid Human, Neutral Good

Armor Class 10 (Unarmored)

Hit Points 8

Speed 30ft.

STR 10 (+0) **DEX** 10 (+0)

CON 10 (+0) **INT** 10 (+0)

WIS 14 (+2) **CHA** 11 (+0)

Skills: Medicine +4, Religion +2

Senses: passive Perception 10

Languages: Common

Spellcasting. Hargadon is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Ivan has following spells prepared:

Cantrips (at will) : *Spare the dying, light, thaumaturgy, toll the dead*

1st level (3 slots): *bane, false life, cure wounds, sanctuary*

ACTIONS

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

Civilar Alonzo Redhawke, City Watch

Medium humanoid Human, Neutral Evil

Armor Class 13 (chain shirt)

Hit Points 12

Speed 30ft.

STR 14 (+2) **DEX** 10 (+0)

CON 14 (+2) **INT** 10(+0)

WIS 10 (+0) **CHA** 12 (+1)

Skills: Athletics +4, Intimidation +3, Deception +3

Senses: passive Perception 10

Languages: Common, Peasantspeak, Thieves' Cant, Infernal (Verbal)

ACTIONS

Short Sword / Multiattack. Melee Weapon Attack: +4 to hit, reach 5 ft. Hit: 2 (1d6) slashing damage.

Lesser Healing Potion (4) located in his bandolier. Will not use.

Iomhar 'Bodee' Rackham, Operator

Medium humanoid Half-Elf, Unaligned

Armor Class 12 (Leather armor)

Hit Points 12

Speed 30ft.

STR 9 (+0) **DEX** 12 (+1)

CON 10 (+0) **INT** 10 (+0)

WIS 10 (+0) **CHA** 12 (+1)

Skills: Stealth +3, Acrobatics +3, Sleight of Hand +3, Deception +3

Fey Ancestry: Iomhar has advantage on Saving Throws against being Charmed, and magic can't put him to sleep.

Senses: Darkvision, 60ft., passive Perception 10

Languages: Common, Elvish, Peasantspeak, Thieves' Cant

ACTIONS

Multiattack. Iomhar makes two dagger attacks.

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

Kemper Copperfury, Zhentarim Fang

Medium humanoid Dwarf, Neutral Evil

Armor Class 12 (Leather armor)

Hit Points 12

Speed 30ft.

STR 10 (+0) **DEX** 12 (+1)

CON 12 (+1) **INT** 10 (+0)

WIS 10 (+0) **CHA** 12 (+1)

Skills: Sleight of Hand +3, Intimidation +3, Deception +3

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

Senses: Darkvision, 60ft., passive Perception 10

Languages: Common, Dwarvish, Peasantspeak, Thieves' Cant

ACTIONS

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

Thug

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

Armor Class 11 (Leather armor)

Hit Points 32 (5d8 + 10)

Speed 30ft.

STR 15 (+2) **DEX** 11 (+0)

CON 14 (+2) **INT** 10 (+0)

WIS 10 (+0) **CHA** 11 (+0)

Skills: Intimidation +2

Senses: passive Perception 10

Languages: any one language (usually Common)

ACTIONS

Multiattack. The thug makes two melee attacks.

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

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

Alasha Gaige, Tent Town Kingpin

Medium humanoid Half-Elf, Neutral Evil

Armor Class 12 (Unarmored)

Hit Points 27

Speed 30ft.

STR 10 (+0) **DEX** 15 (+2)

CON 10 (+0) **INT** 16 (+3)

WIS 14 (+2) **CHA** 16 (+3)

Skills: Deception +5, Insight +4, Perception +6, Intimidation +5, Persuasion +5, Sleight of Hand +4, Stealth +4

Fey Ancestry: Alasha has advantage on Saving Throws against being Charmed, and magic can't put him to sleep.

Senses: Darkvision, 60ft., passive Perception 16
Languages: Common, Elvish, Peasantspeak, Thieves' Cant

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

ACTIONS

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

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

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

Ward Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30ft.

STR 10 (+0) **DEX** 10 (+0)

CON 10 (+0) **INT** 10 (+0)

WIS 10 (+0) **CHA** 10 (+0)

Senses: passive Perception 10

Languages: any one language (usually racial), understands Peasantspeak

ACTIONS

Unarmed Strike. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Ward Dog

Medium Beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40ft.

STR 13 (+1) **DEX** 14 (+2)

CON 12 (+1) **INT** 3 (-4)

WIS 12 (+1) **CHA** 7 (-2)

Skills: Perception +3

Senses: passive Perception 12

Languages: Understands Peasantspeak but can't speak it.

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Swarm of Rats

Medium swarm of tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 30ft.

STR 9 (-1) **DEX** 11 (+0)

CON 9 (-1) **INT** 2 (-4)

WIS 10 (+0) **CHA** 3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: darkvision 30ft., passive Perception 10

Languages: --

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 2 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Appendix E:

Consumables & Magic Items

Delacourt Kaeth

Potion, common

The one thing the Delacourts seem to have no end of is coffee (also called Kaeth in the Forgotten Realms), which they brew all day and night for a 1cp per mug. Consuming a mug of this kaeth will give players a +2 bonus to Wisdom (Perception), Dexterity (Sleight of Hand), and Initiative checks for 2d4 hours.

Lorenzo's Badge

Wondrous Item, rare

(requires attunement by an evil character)

Unlike other officers of the City Watch, Lorenzo carries a token of his misplaced faith in Bane as his badge.

While wearing this badge visibly, twice per day you may gain advantage on Charisma (Intimidation) checks

The Alchemist's Overcoat

Armor (light), rare (requires attunement)

This shabby leather duster has many pockets and scroll-tube loops located within the inner lining, and serves as a set of +1 Leather Armor. While wearing this coat, you have a +1 bonus to your Armor Class. The coat's deteriorated state is magically preserved and cannot be changed without removal of the enchantment

During the events of Act III, **the Alchemist** decides boldly to have the same crude image of a Chimera found on the drugs' envelopes emblazoned onto the back of it,

Olohorn's Belt

Wondrous Item, rare

(requires attunement by a monk)

This oversized leather belt is rather unremarkable to the naked eye. However, the inside is worked over with finely tooled diagrams and written passages on the martial arts and the practice of mindfulness. Most prominently displayed among these is the quote, "We as living things, at our best, can only create opportunities."

While wearing this belt, twice per day you may gain advantage on Wisdom (Insight) checks.

Songbird

Wondrous Item, rare

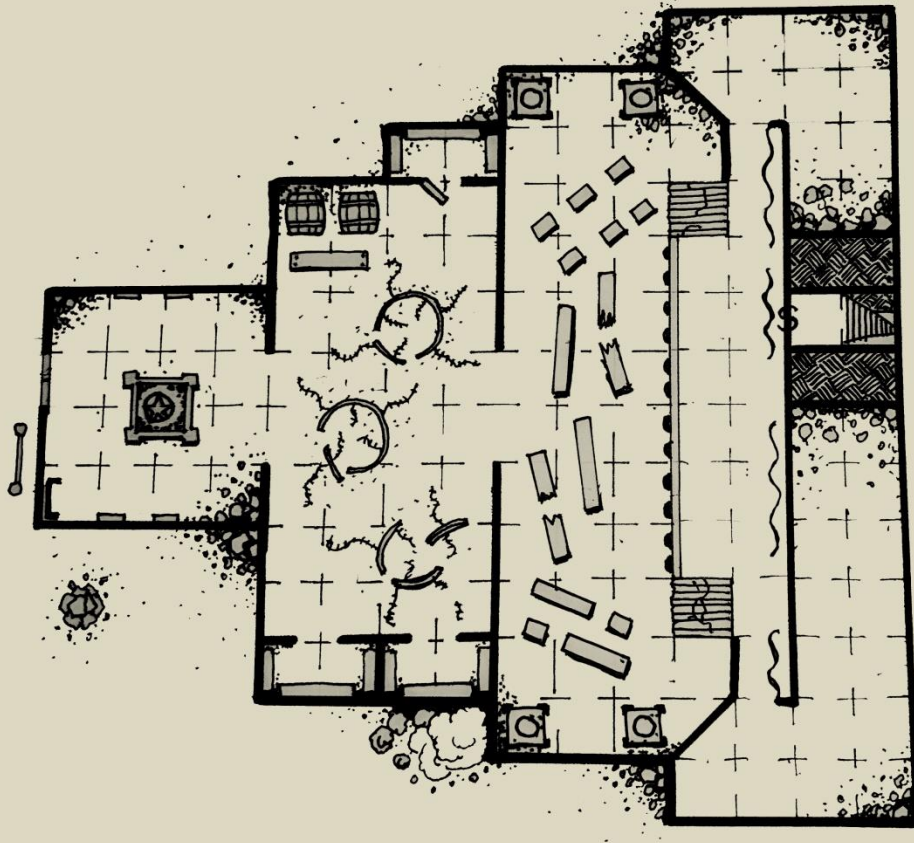
(requires attunement by a bard, a character proficient in performance, or wind instruments)

A Bandlewagon family heirloom handed down through generations; these leaden panpipes are painted gold and are much heavier than they appear.

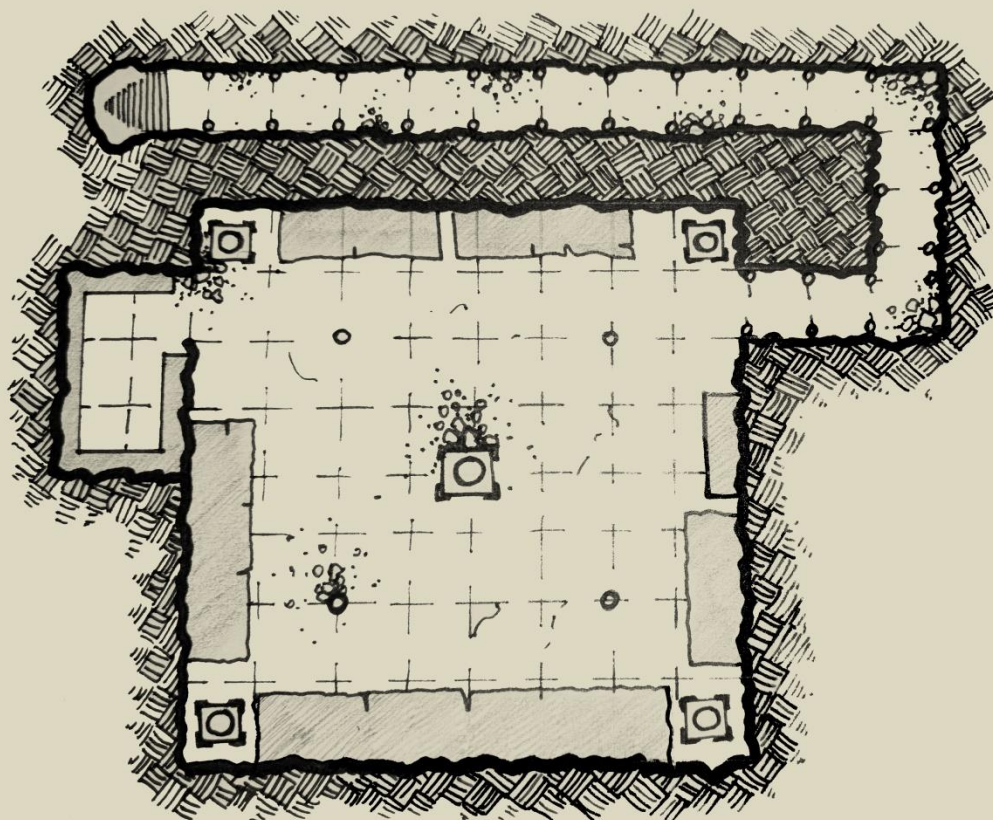
A creature that attempts to play the instrument without being attuned to it or permitted by its owner must succeed on a DC 15 Wisdom saving throw or take 2d4 force damage.

While holding or wearing the instrument, you have advantage on Charisma based skill checks and death saving throws.

Appendix F: The 'Dhavian Trill Music Hall Map



Appendix G: The Alchemy Laboratory Map



Appendix H:

Ruminations on the Field Ward of Waterdeep by Elminster Aumar, Sage of Shadowdale

First off, it's not an official ward of the city, so...no sewers (hence: lots of excrement in the streets, with accompanying stink) and no regular Watch patrols (they go in, in force = at least double patrol strength, when they have to go "get" someone or somebody), so...

...darned near lawless. Also adding to the stink: slaughterhouses, tanneries, and many other "stinky" industries are situated in Field Ward, now, because pressure from citizens got them pushed out of other locations in the city. Most buildings are ramshackle, fire-scarred,...

...and patched, and in either case sloppily constructed (many buildings have props and buttresses holding them up by transferring force to the ground or nearby buildings). Alleys are many, wide streets are few, but stalls and encroachments are almost unknown (instead, there are..

...many portable carts vendors sell from) because the one thing that will bring the authorities out in force is anyone blocking the streets (traffic must flow freely into and out of the city, between the various gates in the inner and outer north walls of the city). Refugees...

...and outlaws and half-orcs and the truly ugly and others who might be outcasts or unwelcome (kenku, humans with scaly skin) are found in great numbers here than elsewhere in the Deep, and everywhere one walks is mud, mud, and more noisome mud. Want to buy counterfeit docs?...

Dubious maps? Poisons? Stolen goods? Weapons? You can get such everywhere in Waterdeep, but if you want them cheap and to buy them more or less out in the open, this is the place. If you want to deal with "respectable" citizens or guilds, they shun Field Ward. And most water...

...in Field Ward comes from rooftop catch-cisterns or has to be bought from carts, so it's not a place where bathing is popular, either. It DOES have many taverns and "easy" (no formal registrations or taxes collected) mini-inns (a few upstairs rooms or beds for rent) and clubs..

...and ill-repaired because firefighting is all volunteer (as in, if your place catches light, you and your neighbors are going to be ALL the firefighting). So brick, salvaged stone, and so on construction is commonplace, with wooden upper storeys that are either new or charred..

...And, yes, is very much a clean slate for the game designer and writer, so have fun! ;}

You're very welcome! The closest place in Cormyr to the lawless busy crowded chaos of Field Ward is Marsember. ANOTHER place I just haven't had time and opportunity to explore as deeply as I'd like to, in print. So many places, so much lore to get to...