

MR. PORTER'S TOME OF SKULLDUGGERY

VOLUME 2

A collection of heists for characters who need some coin.



MR. PORTER'S Tome of Skullduggeries Volume 2

Dirty Deeds Done in the Dark

Below the fabled streets of Waterdeep, there are scoundrels who need a few jobs done in the dark. For every job to be done in the dark, there are skilled and desperate individuals who can do it. And for every job that needs a team, there is always a middleman, a broker, a go-between.

That man is Mr. Porter. These are his jobs.

A collection of short adventures for 1st – 7th level characters

by Benjamin Reece



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Introduction

You need some coin? Of course you need some coin. You're eating beet soup, light on the beet, in this pissbucket of a tavern, and I'm buying. So how about I get you some coin? All you gotta do is one small job. A favor, really. Easy as pie. Then you can start rolling in dragons.

—Mr. Porter

Sometimes, people in power need to get things done without getting caught doing those things. Sometimes, people in low places just need a solid blade in the dark to send the right message. Sometimes, a jealous merchant just wants someone to ruin a rival's day.

Whatever the job may be, there will always be a market for desperate and skilled individuals willing to risk the laws of Waterdeep in order to get things done. These individuals refer to each other as “**duggers**”, for the many types of skullduggery they get up to.

The History of Skullduggery

Duggers and their complex, paranoid social environment originally had their start in Skullport, the nebulous halfway city between Waterdeep and the Underdark. Factions constantly vying for power in that multi-level cauldron of criminality made certain skills extremely lucrative; and when the de facto rulers of your city are giant floating flaming skulls, failure and open conflict were death sentences.

Anonymity was equally valued in the Skullport skullduggery market; when the person hiring them could be a pirate, a slaver, or even a mind flayer, duggers who valued their longevity quickly learned not to ask too many questions about who wanted what or why. The only thing of importance was the location, the target, and the payment. Anything else was asking for trouble.

Mr. Porter

To facilitate this anonymity, a breed of intermediaries sprang up almost immediately. Keeping in line with the Skullport tradition of pithy nicknames, these faceless, smiling

middlemen were called “Porter”, or “The Porter”, but most commonly used the general, anonymizing name **Mr. Porter**.

Being more of a title than an actual name, Mr. Porter could refer to anyone offering a job. Male, female, dwarf, elf, drow, duergar, or even faceless shadowy terror in the back corner of the bar, they were all simply Mr. Porter. No need to meet with the person who actually wanted the job done; they might be able to identify you to the authorities, and you might be able to identify them.

Moving Up to Waterdeep

The first incursions of Duggers into Waterdeep were exclusively on business. Skullduggeries would take them up to sabotage magical rivals, delay shipments, assassinate troublesome adventurers, and so on. While the Waterdhavian guards were ever vigilant to this crime wave, they were frustrated by the honed skill of the duggers. When they finally caught a few of the miscreants, they were unable to uncover any leads other than a “Mr. Porter”, whose appearance and motives could shift from person to person even as they all sat under a *zone of truth*.

Almost as quickly as the duggers arrived, the movers and shakers of Waterdeep realized their potential. The Zhentarim were the quickest to adapt to this new way of doing business; no sense in ruining the already-shaky reputation of the Black Network when Mr. Porter was ready and eager to take the fall.

In fact, the adoption of skullduggery and all its trappings was so quick and so complete that many in the business assume that the Masked Lords of Waterdeep did not just turn a blind eye, but actively encouraged the development of duggers of their own.

Reading a Heist

Most skullduggeries offered by Mr. Porter follow a similar pattern: a Mr. Porter names a target, makes an offer, then shares whatever information they might know to their duggers.

Once the job is on, there are more moving parts than any one person could possibly know about, and so every job invariably comes with a tense twist or two. So long as the duggers can deal with that, they can make good their escape and get paid.

The Target

Mr. Porter's skullduggeries almost always involve the characters going where they're not allowed, retrieving something they shouldn't have, and bringing it back to Mr. Porter. What's more, they always have a time limit - usually enough to plan, never enough to dawdle.

The Payout

Mr. Porter typically has a payment in gold for the characters upon completion of their job, although on occasion he will offer other rewards such as magic items and quid pro quo.

The characters can often negotiate for a higher pay rate, and in fact Mr. Porter always underbids with the expectation that his duggers (the characters) will counteroffer.

Once a deal is decided and made, however, it is considered a grave insult to quit or renegotiate mid-job, no matter how distasteful the details turn out to be. Failing the job simply means not getting paid - quitting on the job often means being the target of a digger assassination.

The Layout

Mr. Porter can usually provide his duggers basic information about the target of his job, but he's also not about to do everything for the characters. More information about the floorplans, inhabitants, and general layout of the job in question will be up to the

characters to discover in the limited time they have to plan and prepare.

Obstacles

Nothing worth getting for Mr. Porter is ever easy to get. Once again, Mr. Porter will usually have some idea about the security and defenses that await the characters, but as always expects the characters to use their skills and experience to bypass guards, locks, and other defenses.

Twists & Turns

Mr. Porter, as knowledgeable as he is, cannot know everything. Rich nobles falsify blueprints to sneak in traps and hidden passages. Surprise inspections and visitors can pop in at the exact worst time. Sometimes, another Mr. Porter has a different group of duggers on the same job, and skullduggery explodes into competition and desperate violence - after all, only one group can steal a unique piece of jewelry or art.

These unforeseen complications are just part of skullduggery. Duggers are hired based on their skills and ability to get the job done no matter what goes wrong. Just because the captain of the watch and his honor guard are visiting his noble friend doesn't mean the job is off, it just means the duggers have to be even more careful.

The Escape

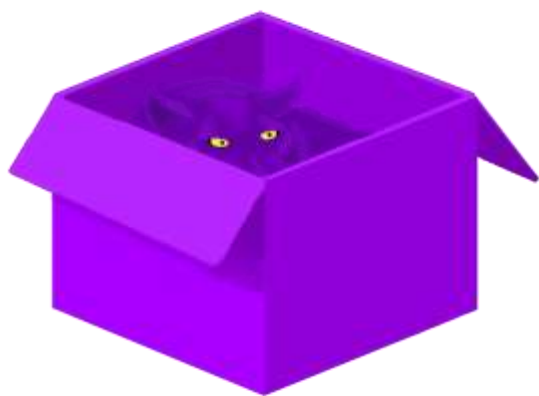
New duggers relax once they have the prize in hand and are on the way out. Veterans go on even higher alert until cash is in hand and Mr. Porter is out of sight. Screwing up the exit is the easiest way to get caught and killed, and even the payoff may not be safe - sometimes Mr. Porter is told that his duggers know too much and have to be eliminated.

Betrayal this extreme is rare, however. Mr. Porter almost always pays out what he promised - no more, no less.

Pet Detectives

A girlfriend of mine is putting some distance between herself and her terrible past year or so, and that means putting distance between herself and her dirtbag boyfriend. The only thing tying her to the deadbeat is her cat – he hid it while they were in the middle of their breakup, and she doesn't dare go back to his place to get her little Fluffles back. Sure, this is pretty lowbrow stuff, but get this done and I'll have a reason to give you bigger jobs.

—Mr. Porter



The Target

Mr. Porter is a sinewy, muscular, one-handed half-elf with more gold teeth than real ones and unkempt reddish sideburns.

The pet in question is likely being kept close at hand in the residence of Kronkk Thichead, the dirtbag boyfriend in the tale of woe. Kronkk has a fearsome reputation, both as a drunk and as a leg-breaking hopeful for the Zhentarim. Mr. Porter recommends the characters find a non-confrontational solution to their problem, for their own safety as much as anything.

The Payout

Mr. Porter has budgeted 250 gp for this bit of skullduggery. Characters who succeed a DC 14 Charisma (Persuasion) check can convince Mr. Porter to give them an extra 50 gp up front.

The Layout

Kronkk Thichead lives in the bowels of a communal housing block in the poorer area of the North Ward. His apartment is on the third floor, past a reception desk, a large dumbwaiter, and a row of flimsy wooden door.

Obstacles

The other residents of communal housing block (use the statistics of **bandits**) act as a rudimentary alarm system and guard force for Kronkk. They find it more convenient to keep him happy than to deal with him when he's mad.

Characters wishing to infiltrate the housing unit without being detected need some way to deal with this suspicious rabble. A single character infiltrating that succeeds a DC 12 Charisma (Deception) or Charisma (Performance) check can move about without attracting attention. A character that uses a disguise kit has advantage on this check.

If characters wish to be more conventionally stealthy, they must make sure they avoid the keen ears of prying neighbors. A character that succeeds a DC 11 Dexterity (Stealth) check on each floor of the building can move about without alerting any residents to their presence.

The exterior of the building is made of rough brick, making it a fairly easy but obvious climb. A character that succeeds a DC 12 Strength (Athletics) check can climb the exterior of the building, but has disadvantage on Dexterity (Stealth) checks made to move unnoticed.

Characters moving as a group of four or more can use group ability checks if they wish.

Reception

At the front desk lurks a bitter, wizened old man named Mr. Shickadance, the building's landlord. He is immensely distrustful of everyone he meets, especially his tenants,

and is always watching and listening for trouble.

Mr. Shickadance uses the statistics of a **cult fanatic**, with Perception and Insight of +5. He carries keys that open every door in the building, but refuses to hand them over to anyone.

Doors and Windows

The doors and windows of the building are typically locked, and secured with unusually high-quality locks. A character must succeed a DC 14 Dexterity check with thieves' tools to open a locked door or window.

Conversely, all the doors, windows, walls, and floors are of poor construction. A character that succeeds a DC12 Strength check can burst through a door, window, wall, ceiling, or section of floor, but doing so immediately alerts everyone in the building.

Twists & Turns

Head-sized dents in the wall, splatters of blood, and the odd stray humanoid tooth along the hallway to Kronkk's room (all of which are accompanied by a small angry notes from Mr. Shickadance) are indications of failed previous attempts to rescue Fluffles. Kronkk is on watch for more rescue attempts; while he is dozing on the couch, he does not have disadvantage on Wisdom (Perception) checks).

Kronkk is an **orog** with the following changes:

- He has hide armor instead of plate (AC 13).
- He wields a greatclub (+6 to hit, 1d8 +4 bludgeoning damage).

He has fitted his apartment with a sturdier door; the DC to break it down is 14.

Fluffles

Fluffles is a **panther** used to life as a pampered housepet. Kronkk has been starving and beating it in an attempt to turn it into a fighting beast for betting on.

Fluffles is kept in a cage just out of sight of the front door. A character that succeeds a DC 14 Dexterity check with thieves' tools can unlock the cage, and a character that succeeds on a DC 12 Strength check can burst the cage. Bursting the cage will instantly wake Kronkk.

Fluffles is very hungry and very scared. Their constant whines and cries for food are currently providing background noise for the entire floor. A character that succeeds a DC 10 Charisma (Animal Handling) check endears themselves to Fluffles. A character that rolls a 13 or higher on this check is able to do so without changing the noises Fluffles makes. If a character fails this check, Fluffles becomes more hungry for food than loving affection, and is uncooperative until fed. A character that offers Fluffles food has advantage on this check.

If Fluffles stops crying, Kronkk wakes up to see what changed.

The Escape

The residents of the communal housing block are just as aware that rescue attempts are going on, and will alert Kronkk if they see anyone leaving with Fluffles. A character that succeeds a DC 15 Charisma (Deception) or (Performance) check can take Fluffles out of the building before the alarm is raised. If Fluffles is uncooperative, this check is made with disadvantage.

Otherwise, Kronkk wakes up as the characters are about to leave his floor, and gives chase (see the Chase rules in the DMG, pg 252). His Aggressive trait helps him keep up with nimble characters and keep the chase interesting.

Unless Fluffles has been properly pacified, the panther reacts in terror at the sight of Kronkk. Fluffles is frightened (as the condition) of Kronkk, and attacks any character holding it until it is released, at which point it attempts to run away.

Getting Paid

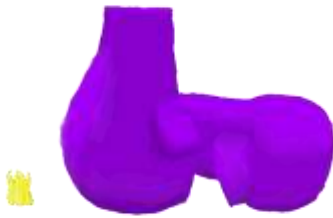
Returning Fluffles to Mr. Porter will earn the promised reward. A character that tells an appropriately amusing tale of frustration and woe and succeeds a DC 16 Charisma (Persuasion) or (Performance) check can convince Mr. Porter to give them an additional 100 gp, although Mr. Porter will remind the characters that it is very bad etiquette to negotiate after a deal is set.



Breaking Knuckles

There's a fight happening tomorrow night down under the docks between Hrakam Hammerfist and Lucky Lyle Crawford. I'm hoping youse is the kind of people I can rely on to relieve Lyle of his nickname. There's a little extra in it for you if you can make it happen in the third round.

—Mr. Porter



The Target

Mr. Porter hunches stiffly in his chair and speaks with a strained slurring voice. His massive bulk is enough to intimidate most of the bar even without his scarred, hamhock fists.

“Lucky” Lyle Crawford is a flamboyant figure in the underground boxing scene who owes a great deal of his charm to a face that has miraculously escaped destruction in his profession.

The Payout

Mr. Porter says he can pay the characters 300 gp and no more. If the characters can guarantee a knockout in the third round, Mr. Porter will promise them an extra 100 gp.

While Mr. Porter is insistent on his limit for payment, a character that succeeds a DC 16 Charisma (Persuasion) check can get him to say he will ask his employer about a bonus.

The Layout

There is no one correct way to establish influence over Lucky or affect the outcome of the fight. Try to adapt to whatever your players come up with. Below are provided some of the most likely scenarios, which you can suggest if the characters get stuck.

Hit Him at Home

Lucky can typically be found in and around the Lying Luskan Inn. He has a room on the third floor, and holds court amongst the adoring crowd most evenings.

Shallow Pockets, Big Spender

Lucky likes to think he's a hot shot gambler and high-roller, but he relies on his natural luck (see his description below) more than on any skill. A persistent or lucky enough character with proficiency in Deception, Sleight of Hand, or playing cards could eventually force him into debt.

Luck Loves a Lady

Lucky also likes to believe he's a ladies' man, and his handsome face and rippling muscles do have an effect on a certain type of woman. However, he is enough of an idiot that he usually has to pay for his nighttime company.

The only woman who puts up with Lucky for any length of time is his sister Tilde, who is also his ring doctor. Tilde is very vocal about how much she disapproves of his way of life, but is always present to keep him fighting during his matches. She has a small apartment in the Docks ward, where she works as a nurse for the local free clinic.

Obstacles

The Lying Luskan is filled with all manner of disreputable folk (use the statistics of **bandits**) that do not appreciate people trying to upset and mess up their golden boy. Characters mingling in the inn must make a DC 10 Charisma check to avoid attracting negative attention.

Card Sharks

Playing cards for money consists of three opposed ability checks. Players can use Charisma (Deception), Dexterity (Sleight of Hand), or a Dexterity or Charisma check using playing cards. Lucky is, in fact, terrible at cards, and has a -1 at these checks.

Lucky's gambling partners are significantly more skilled than he is at gambling and card playing. They have +4 to checks made with playing cards.

Twists & Turns

As it turns out, Lucky's incompetence with cards and women has attracted attention from more than one nefarious party. While the characters are investigating or moving on Lucky, a group of toughs consisting of two **bandits**, two **thugs**, and a **spy** assault Lucky, trying to collect on debts he owes (he, of course, does not have the money). If Lucky is unfit to fight by the time the match comes, all the bets change, and the job is ruined.

The Escape

The match arena is a cramped warehouse beneath the docks of Waterdeep, with spectators forming the ring and pushing combatants back into the fight. Conditions are tight but dark in the arena, with bright illumination only in the center.

Characters wishing to interfere with the match, whether through arcane or mundane means, must succeed a DC11 Dexterity (Sleight of Hand) or Charisma (Deception) check to avoid notice each time they interfere.

Mr. Porter's payout depends on how well the characters help Lucky throw the fight. If Lucky goes down in the third round, Mr. Porter is overjoyed, and provides the characters an extra 150 gp as a bonus. If Lucky wins the fight, Mr. Porter is enraged, and likely attacks them. He uses the stats of a **hill giant**, except he is Medium and is unarmed.

Brawler

Medium humanoid, unaligned
Armor Class 13 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Languages Common
Challenge 5 (1,800 XP)

Fighting Style. Each brawler fights with a different style, which modifies their stats as described below. A brawler can only choose one fighting style.

Slugging. A slugger's AC is 12, but their Strikes do 10 (2d6 +3) bludgeoning damage.

Jabbing. A jabber may make two Strike attacks when it takes the Attack action, but its strikes only do 4 (1d2 + 3) bludgeoning damage.

Grounding. Instead of dealing damage, a grounder can grapple the target and make them prone (escape DC 13). Against a prone target, a grounder's Strike attack does 7 (1d8 +3) bludgeoning damage.

Lucky. "Lucky" Lyle Crawford uses one of the above styles. In addition, when he rolls an attack roll, ability check, or saving throw, he can roll an additional d20 and choose which of the d20s is used for the attack roll, ability check, or saving throw. He can also roll a d20 when an attack roll or ability check is made against him, and then choose whether the attack or ability check uses the opponent's roll or his.

Lucky can use this ability three times. He regains all uses of this ability when he finishes a long rest.

Actions

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

Double-Crossed

Got something nice and simple for you. There's a big party going on in the Castle Ward tonight, and it seems as if all the weak-wristed heavy-pursed folk of Waterdeep are there. What's more, it's supposed to be a secret party of all their idiot kids, so the security should be light. Show up, show some steel, and the place'll be yours.

—Mr. Porter



The Target

Mr. Porter sits far from the main door and near, but not in front of, a slightly-open window. He speaks with a low voice with a slight singsong to his words, keeping his mouth behind his hands.

The target for the evening is the Mangere estate in the Castle District of Waterdeep. Young scions from most of the major noble families will be present, bedecked in what finery they can scrounge from their parents. These jewels are the prize sought.

A character that succeeds a DC 14 Wisdom (Insight) check can pick up on the fact that Mr. Porter isn't telling them everything. Characters with the Criminal background or that are proficient in Thieves' Cant have advantage on this check. A character that succeeds a DC 15 Charisma (Persuasion) check can convince Mr. Porter to admit that there will be another team on-site, but he will only say that the other team won't interfere.

The Payout

Mr. Porter will pay the characters 500 gp for this job, and will also cut them in 30 percent on the sale of anything they retrieve from the party. He warns them that since jewelry will

need to be broken down to be sold, the fence price will be lower than market price.

A character that succeeds a DC 14 Charisma (Persuasion) check can convince Mr. Porter to increase their pay to 50 percent of the fenced profits.

If the characters learn about the second team and have negotiated for higher pay, Mr. Porter is displeased; a character that succeeds a DC 14 Wisdom (Insight) check realizes that Mr. Porter agreed to the higher payment too quickly, and that he likely means the party ill.

The Layout

The Mangere estate is a three-story manor house situated prominently in the Castle Ward of Waterdeep. Its walled gardens offers a welcome balance between the safety of the city watch and the seclusion of nobility.

Guests (use the stats of **nobles**) will be arriving at the party at all hours until midnight, masked and in their finery. Each of the guests is wearing 150 (1d6 x 50) gp worth of jewelry.

Mostly, the partygoers mingle in the main hall, trading gossip and snacking on fancy finger food and overpriced wine. On occasion, two or more will attempt to sneak off to one of the unoccupied rooms to get up to all manner of shenanigans.

Obstacles

While the guard presence is light, it isn't nonexistent. City **guards** patrol just outside, and a few of the Mangere **guards** remain to prevent the young partiers from breaking the truly expensive artifacts in the house.

The house is also wrapped by a fifteen-foot-high brick wall which is covered in ivy in several places.

Most of the first and second floor rooms are kept open, but all windows above the first floor are closed and locked. Major rooms, such as the master bedroom, the study, the library, and other such rooms, are all locked.

The host of the party, Hiram Mangere, keeps a key that can open these rooms in case of emergency.

A character that succeeds a DC 15 Dexterity check with thieves' tools can open the locked doors of the Mangere estate.

Twists & Turns

In attendance at the Mangere party are three young nobles from Luskan. Having come from pirate money, they aren't about to put themselves in any danger. The Luskanite nobles use the statistics of **bandit captains**, and they are each accompanied by a **spy**, two **thugs**, and four **bandits**.

If the characters attempt to use open force, the Luskanites will respond in kind. If one of the captains is reduced to 35 hit points or fewer, or if three or more of their entourage are killed, all three retreat. The spy attempts to spirit the captain away while the thugs and bandits act as a rearguard.

The Waterdeep guards have also been warned that an attack may occur. If combat breaks out in the party or screaming is heard, a squad consisting of a **knight** and eight **guards** enters the house after 7 (2d6) rounds and attempt to subdue anyone with visible weapons or other obvious suspects.

If the characters have displeased Mr. Porter as described above, the guards are supplemented by four additional guards and two **scouts**.

The Second Team

The second team that Mr. Porter has arranged is tasked with kidnapping the scion of the Mangere estate, Hiram. This team goes into action as soon as combat breaks out. Their plan can be completed without ever making contact with the characters.

The second team consists of a **spy**, three **thugs**, and two **scouts**.

The Escape

The Luskanites, if provoked, will quickly engage the Waterdeep guards when they arrive. They think the whole affair has been an attempt to capture them for political leverage.

Mr. Porter does not expect to hear from the characters again, but is in place in case they are successful.

If confronted, he strenuously denies having anything to do with the arrival of the guards, or having knowledge of the Luskanites. If the characters attempt to fight him, he uses the statistics of an **assassin**.

Mr. Porter will begrudgingly pay what he promised to the characters. He appraises anything the characters have retrieved as only 10 percent of its value, once again citing the cost of fencing.

Saving a Sap

You look like you could go for a feel-good job. Well, good news. I got one. A loveable lug I know by the name of Nurke hasn't been seen around any of his normal favorite spots, and I need someone to go and make sure he's okay. I'll be honest, the pay isn't great, but he's been very useful in the past and I want to keep him close.

—Mr. Porter



The Target

Mr. Porter is a sardonically-speaking moon elf that keeps most of her features wrapped behind veils and scarves. Only her expressive and exquisitely-painted eyes are visible as she speaks.

Nurke is her favorite henchman, strong enough to do whatever Mr. Porter asks and dumb enough to never ask questions. Nurke hasn't been seen at his favorite haunts in the past two days; Mr. Porter wants the characters to find him and keep him out of trouble.

The Payout

Mr. Porter will pay the characters 300 gp for this job. While this isn't much by any standard, she will offer to lend Nurke's aid on a future job should the characters succeed.

The Layout

Mr. Porter knows of three different places where the characters can start looking for clues. Nurke rents a room in the Docks Ward from an unscrupulous slum lord named Mr. Hickenspanz; his favorite eatery is an atrocious greasy spoon known as the Blackened Skillet; and his go-to place to pass the time in between jobs is a terrible bar named the Yellow Wyvern. Regulars at all three places might have some idea where he has gone, but they have all been either absent or tight-lipped when her normal agents came around (see the Obstacles section).

Hickenspanz

Mr. Hickenspanz (a **cult fanatic** with Insight and Perception +5) is a greasy, miserable man who only acknowledges the numerous housing violations in his residences when it gives him an excuse to intrude, spy on, and bully his tenants.

Hickenspanz saw three shady individuals (a dwarf, an elf, and a halfling) visiting Nurke a few days ago. They made jokes about "the idiot" and carried bags that sounded "light and clinkety". In Hickenspanz's estimation, whatever was in the bag was probably very shiny and very cheap.

The Blackened Skillet

Darga, the misshapen mountain of flesh that is the owner and cook of the Blackened Skillet, thinks of Nurke fondly as a kindred spirit. They both like cheap beer, piles of greasy, crunchy meat, and simple talk.

Darga remembers Nurke talking excitedly about a new job a few days ago, saying that it would be his ticket to the high life. Nurke would have gone on to greater detail but was interrupted when a trio consisting of a dwarf, an elf, and halfling arrived and took him off to get "fitted." Darga didn't like the way the elf looked at Nurke.

The Yellow Wyvern

The Yellow Wyvern is a quintessential dive bar; its sign is of a urinating dragon and its patrons seem to have taken that as an

invitation to decorate the walls. Nurke worked here on odd hours as a bouncer, and so every regular has a healthy respect and fear for him (and often a bruise or two from him as well).

The bartender and most of the regular patrons remember that Nurke was acting strangely the last time they saw him. He was trying and failing at a noble accent “all high-like” and also trying out some truly awful jokes on whomever he could corner. They also remember that a dwarf, an elf, and a halfling they’d never seen before joined Nurke at his table to help him “work on his routine”.

Obstacles

All three avenues of investigation are resistant to probing at first, but characters can make certain checks easier (usually by spending money).

Hickenspanz

Mr. Hickenspanz wants nothing to do with people nosing into his business, and a character will need to succeed on a DC 14 Charisma (Persuasion) or (Intimidation) check to convince him to tell them what he knows. This check is made with advantage if Hickenspanz is offered a bribe of at least 10 gp.

Darga

Darga does not like talking to anyone, but will warm up to customers. A character that succeeds a DC 15 Charisma (Persuasion) check can get him to open up, but this check is made with disadvantage if the character does not buy and eat some of Darga’s food. Of course, this poses its own risks; a character that eats Darga’s food must succeed a DC 12 Constitution saving throw or be poisoned for 1 hour. If the character fails the save by more than 4, they immediately befoul themselves, but the check automatically succeeds because they have provided Darga with some entertainment.

The Yellow Wyvern

The crowd in the Yellow Wyvern are pretty cold to newcomers, but like free drinks as much as the next guy. A character that succeeds a DC 14 Charisma (Persuasion) check can worm some information out of the crowd. This check is made with advantage if the characters buy a round for the bar, although since a “round” turns into a pitcher of wine (2 sp) for each of the 14 (4d6) patrons (**bandits**), this can get expensive.

The bartender can also tell the characters the location of Linus McSteel, a local bard and comedian that he recommended as a teacher for Nurke.

Twists & Turns

Linus McSteel has indeed been trying to teach Nurke the finer points of humor (and failing). If asked about Nurke or the three individuals that keep him company, Linus will be quick to tell the characters that he has no interest in joining their fool’s errand of a robbery.

Once his assumptions that the characters are in league with the shady fellows is dispelled, Linus can fill in some missing pieces. The shady trio approached Linus with an offer to be a crucial part of a job to rob the mansion of the elven mage Kaelroar. Linus refused, because he has heard that Kaelroar has magical beasts or demons or something even worse guarding his mansion. When, a few days later, Nurke asked Linus to teach him some jokes, Linus realized all they needed was a patsy, and did his best to teach Nurke what he could in hopes it would avoid getting the man killed.

The Job is On

Unfortunately, Linus believes the characters are too late; the appointed day for the heist has arrived. Linus can give the characters the address for the Kaelroar estate, and wishes them luck finding Nurke before something goes horribly wrong.

Something Goes Horribly Wrong

Linus's fears are well-founded: Kaelroar is raising a **red dragon wyrmling** in the privacy of his home, and it guards his house while he is away. Nurke (a **thug**) has been sent to take advantage of its cruel streak, and is telling awful jokes in front of its greedy eyes while covered in gaudy, cheap jewelry. The shady trio is taking advantage of the distraction to ransack the place.

Dragon!

The red dragon wyrmling has the following additional action:

Noxious Gas (Recharge 6). The dragon exhales a cloud of volcanic gases in a 20-foot cone. The cone spreads around corners, and its area is lightly obscured. It lasts until the end of the dragon's next turn. Each creature that starts its turn in the cloud or enters the cloud on its turn must succeed a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated. The dragon is immune to the gas it creates.

The Escape

The shady trio is banking on one of three outcomes: either Nurke is arrested trying to break in to the front door of the Kaelroar estate, driving the dragon into hiding; Nurke is killed and eaten by the dragon, thus keeping it busy; or Nurke actually manages to distract the dragon with his awful jokes, giving them time to do their job.

The characters should arrive just as Nurke is facing the dragon. Timely and careful intervention can save lives, and greater success can turn the dragon (or the city watch) onto the shady trio. Of course, Nurke is happy to leap into a fight if the characters initiate one with the dragon.

The dragon fights until it has 20 hit points or fewer remaining, then it flees into the manor and hides in the wine cellar.

The Reward

Mr. Porter is obviously pleased with the characters if they are successful, and happily pays the full amount promised. In addition, so long as the characters are in waterdeep, they can enlist the aid of Nurke for any job they desire (although he asks for a fair cut of the pay).

Gearing Up

I'm throwing a party in a few days and I want to make sure all my guests are dressed to the nines. Problem is, their definition of dressing up involves a lot of metal and sharp edges, and I'm dangerously low on such things. Help me out and I'll get an extra-nice suit made just for you.

—Mr. Porter



The Target

Mr. Porter does not make any attempt to mask his appearance, which suggests his tanned, muscular features might be a disguise – or an illusion. Either way, he speaks easily and refuses to address any question to his identity.

Mr. Porter wants the characters to procure the following items:

- 8 heavy crossbows
- 16 longswords
- 4 greatswords
- 8 breastplates
- 20 sets of splint armor
- 16 shields

The characters have 5 days to fulfill the request. If they refuse the job, Mr. Porter nods understandingly, then recommends they stay out of town for a week or two as he leaves.

The Payout

Mr. Porter offers to subsidize the purchase of any piece of mundane armor the characters desire, even halving the cost of plate mail if a character is interested. He will also offer to

pay the characters 500 gp, or 600 gp if a character succeeds a DC 15 Charisma (Persuasion) check.

The Layout

Mr. Porter can suggest a few different places where characters can find the necessary items, although this list is not exhaustive.

Castle Waterdeep Armory

The armory of Castle Waterdeep is guaranteed to have everything that Mr. Porter desires, even more. The problem, of course, is the incredible security there, both physical and likely magical. Any infiltration there will probably only have one chance before the breach in security is detected and patched.

City Watch Houses

The staging houses of the Waterdeep city watch will likely be well-equipped, although not as completely as the armory of Castle Waterdeep. On the other hand, they are much less secure than the central hub of all security in Waterdeep, and are more numerous.

A given watch house will have in its stores:

- 3 (1d6) heavy crossbows, with a 75% chance of an additional 3 (1d6) heavy crossbows
- 4 (1d8) longswords, with a 50% chance of an additional 4 (1d8) longswords
- 1 greatsword, with a 50% chance of 2 (1d4) greatswords
- 1 breastplate, with a 50% chance of 2 (1d4) breastplates
- 5 (1d10) sets of splint armor, with a 75% chance of an additional 5 (1d10) sets
- 5 (1d10) shields, with a 75% chance of an additional 5 (1d10) shields

If characters raid the guards' personal equipment, add 15% to each percentile roll.

Characters also have a chance to find other things if they spend more time searching the guard houses. You can include the following for characters that take the time and additional risk for a more thorough search, but do not feel obligated to include them if it is not appropriate for your game.

- 15% chance to find a set of full plate armor
- 50% chance to find 3 (1d6) *potions of healing*
- 10% chance to find a *bag of holding*
- 5% chance to find gauntlets of ogre power
- 15% chance to find a *gem of brightness*
- 10% chance to find a full jar of *keoghtom's ointment*

Armor Shops

Waterdeep is filled with all sorts of shops and merchants that cater to adventurers and their lifestyles, and as such there are many places that have what Mr. Porter needs. In general, a store will not be as well defended as the city watch houses or the castle armory, but their selection will be limited.

A given shop will have in its stores:

- 2 (1d4) heavy crossbows, with a 50% chance of an additional 2 (1d4) heavy crossbows
- 2 (1d4) longswords, with a 50% chance of an additional 2 (1d4) longswords
- 1 greatsword, with a 75% chance of an additional 2 (1d4) greatswords
- 2 (1d4) breastplates, with a 50% chance of an additional 2 (1d4) breastplates
- 2 (1d4) sets of splint armor, with a 50% chance of an additional 2 (1d4) sets
- 3 (1d6) shields, with a 75% chance of an additional 3 (1d6) shields

A given merchant might also have a magic item or two, such as a *bag of tricks*, a set of *boots of striding and springing*, a *lantern of revealing*, a *ring of jumping*, or any other common or uncommon magic item you choose. As before, do not feel obligated to include these items if you do not think it will be appropriate for your campaign.

Obstacles

The tradeoff for increased quantity of resources is increased security.

Castle Waterdeep

Castle Waterdeep in particular should be a formidable challenge to infiltrate and leave with the required goods, especially with the bulk and weight of the items. Regular patrols and busy clerks will mean that infiltrators

attempting to remain unseen will need to succeed DC 12 Dexterity (Stealth) checks every minute and every time they enter a new room to avoid detection. A character that spends a day and succeeds a DC 14 Intelligence check while studying the patrols has advantage on these checks.

Characters attempting to infiltrate Castle Waterdeep by disguise will be challenged by an official (a **noble**) for their purpose in the castle. A character that succeeds a DC 15 Charisma (Persuasion) or (Deception) check can convince the gate guards of their legitimacy.

Once inside the castle, official-looking visitors are not challenged by the occupants, although attempting to procure the required materials from the armory will meet another official check of legitimacy. Disguised characters carrying an inordinate number of visible weapons out of the castle will once again be questioned at the gate.

City Watch Houses

The watch houses are less well secured than the castle, but will be in some ways even more difficult to infiltrate without being seen as there is precious little space that is not being in sight of at least one guard. They are more vulnerable to official-sounding visitors, however, and as such characters only require a single successful DC 14 Charisma (Deception) check to have their way with the place.

Armor Shops

Individual shops generally have the least security, especially during the nighttime. Most shop owners are leery of people trying to take their product without paying, however, and so characters need to succeed on a DC 16 Charisma (Persuasion) or (Deception) check to convince a shop owner of their legitimacy.

Twists & Turns

Mr. Porter isn't the only person with his ear to the ground concerning the upcoming "party", and other interested parties are on the lookout for the same things he is.

If the characters are taking their time collecting the materials, you can have rival groups try (and potentially fail) to rob the same targets, increasing alarm and suspicion.

Alternatively, you can have the characters' stash raided by a rival group when they're not around (or maybe when they are, to give the poor barbarian something to do!), attempting to make off with some of the spoils and setting the characters precipitously back. This might encourage them to take on a riskier target.

A rival group can consist of 3 (1d6) **bandits**, 2 (1d4) **scouts**, and a 75% chance each of a **thug** or a **spy**. If three or more members of the rival group are killed in a confrontation, the rest flee and abandon their quest.

The Escape

Mr. Porter is happy to pay the agreed-upon sum for a full delivery. He will still pay some of the reward for partial deliver, knocking 10 gp off the reward for every item they are short.

In addition, he will arrange for the characters to receive a one-time discount of 50% off the purchase of any single suit of armor.

My Kind of Party

The North Ward Street Festival is a great opportunity for all the fine folks of Waterdeep's North Ward to air out their years-old stores, meet their neighbors, and mingle in the fresh spring air. How sweet. I got other plans. I need a group of folks who can do three things: cap off the evening party with a riot, keep the guards out of the fun until after sunset, and then bring 'em all into the mix at once. I'll fill your pockets with dragons for this, and I got enough urchins on hand to keep you out of trouble if you get sticky-fingered during the chaos.

—Mr. Porter



The Target

Mr. Porter speaks almost as much with his thick, scarred, callused hands as he does with his words, emphasizing important phrases with pokes and sharp gestures.

Mr. Porter is pretty cagey about what exactly he has planned for the festival, but he recommends the characters stay away from large clusters of people to avoid getting spotted as outsiders or ne'er-do-wells. A character that succeeds on a DC 14 Charism (Persuasion) check will learn that they should give a wide berth to Pushcart Alley and its denizens.

The Payout

Mr. Porter will pay the characters 600 gp for this job. A character that succeeds a DC 14 Charisma (Persuasion) check while negotiating can increase the rate to 750 gp. He can also provide a fence to liquidate

anything the characters steal during the chaos.

In addition, Mr. Porter understands the increased risk of being caught by law enforcement during this piece of skullduggery. If the characters are arrested during the riot, they will have their fines paid for.

The Layout

The North Ward Street Festival is held on the three-branched intersection between Tower March and Horn Street. The main intersections leading out of the two- or three-block section of the streets are cordoned off and traffic is diverted around. Small kiosks and tents line the roads, often extensions of the businesses they represent, but just as often hosting business from further-flung parts of the city.

Stirring the Cauldron

Feel free to let the players come up with and use their own ideas for inciting a riot at the end of the night. Below are some ideas which you can use if players get stuck. If you use the ideas presented below, you do not have to require that the characters stick to a singular method, only that they provide sufficient basis for a riot.

- The broadest approach would be to require three DC 14 group Charisma checks to sow rumors, anxiety, or anger in the crowd. Each check is made with advantage if the characters spend at least 25 gp per group ability check on drinks for their listeners. If the characters buy drinks for the crowd and roll a 20 or higher on the group check, the riot begins early (see Twists & Turns, below).
- Having their goods out in the open is bound to make some of the vendors nervous and confrontational about thieves. Stealthy characters can take advantage of this. A character that succeeds on a DC 14 Dexterity (Stealth) check and a DC 15 Dexterity (Sleight of Hand) check can pilfer and relocate a small but significant amount of goods from one stall to the other. Then, all it takes is a successful DC 12 Charisma (Deception) check to convince the rightful owner of the theft.

Completing this process about three times is sufficient to set the stage for a riot.

Once the foundation for a riot has been set, a character can incite the chaos by succeeding a DC 14 Charisma check.

Obstacles

Of course, the powers that be are not just going to *let* a street festival devolve into a mindless scrum. Most guards are at the entrances to the festival, doing a brief check of everyone who enters to make sure they can identify any wrongdoers. There are 5 (2d4) **guards** at each of the five entrances to the festival. The sergeant in charge of festival security is at the westernmost entrance, close to Windborne Way.

There are also 10 (3d6) **guards** in plain clothes circulating through the festival, although their disguises are not complete. A character that succeeds a DC 12 Wisdom (Perception) check, or whose passive Wisdom (Perception) is 12 or higher, can identify a plainclothes guard.

Getting Some Breathing Room

A character that succeeds on a DC 10 Charisma (Deception) check can convince a group of guards to leave the area. A character that fails this check by less than 5 will get a guard to follow them out of the festival area only to be arrested out of sight. A character that fails this check by 5 or more will be arrested on the spot and taken out of the festival area.

While the at least half the guards are present, any ability check made to set up the riot has disadvantage. With half or fewer of the guards are present, the ability checks are made normally. If all the guards have been removed from the area, the ability checks are made with advantage.

Twists & Turns

Characters with a passive Wisdom (Perception) score of 14 or higher will notice a

few members of the crowd seem slightly out-of-place; figures that do not buy anything, who move as if restricted under their heavy cloaks, who walk with a distinctive muffled clank of hidden arms and armor. These figures converge on Pushcart Alley as the night progresses, and avoid any inquiries from the characters.

If the characters have been successful in forming and starting a riot, all hell breaks loose at the appointed time. The exact nature of this chaos can take on different forms based on the seeds sown by the characters.

The riot will start about 25 (2d4 x 5) minutes before sunset, meaning that the characters will need to hold off the guards for that long. If the riot starts early for whatever reason, it will instead start 50 (4d4 x 5) minutes before sundown.

The entire festival area becomes difficult terrain, and any character on the street must succeed a DC 10 Dexterity saving throw at the beginning of each of their turns or take 1 point of bludgeoning damage.

Guard Response

Any guards remaining in the festival immediately begin arresting anyone committing violence or inflaming the riot. If the characters have been careful, however, their numbers should be small enough that they can be easily avoided or overwhelmed.

Reinforcements begin to arrive every 5 (1d10) minutes. Each batch of reinforcements will attempt to enter the area and restore order, but characters can prevent this through Charisma checks or through other means. Below are listed the waves of reinforcements, the time they arrive, and the required Charisma checks to keep them out of the festival.

- 10 (3d6) **guards** arrive in the first two waves. They are led by a sergeant (a guard with 18 hit points). A character that succeeds a DC 13 Charisma (Persuasion), (Deception), or (Intimidation) check will prevent the guards from entering.

- 5 (1d10) **guards** and 2 (1d4) guard sergeants arrive in the third and fourth wave. The DC for the Charisma-based check is 15.
- 7 (2d6) **guards** and one **knight** arrive in the fifth wave and every wave thereafter. The DC for the Charisma-based check is 17.

Characters can also attempt to incapacitate the guards through combat (and will be forced to if they fail the Charisma check). All guards present immediately join the fight. If the characters are successful, they can spend one minute to hide the bodies and one minute to put on guard uniforms. Characters wearing guard uniforms have advantage on the Charisma checks made to keep the guards out of the festival.

The Other Team

While the characters are occupied with the guards, another team (consisting of three **thugs**, two **spies**, and a **veteran**) have attacked a specific pet shop in Pushcart Alley, drawing out the criminal organization that uses the shop as a front. This team is the group of suspicious and armed figures the characters may have noticed before.

The Escape

If the guards have been held at bay until sundown, the second team makes its escape, and the two **spies** stick around to assist the characters in getting away from the guards. The **veteran** will direct the guards to Pushcart Alley, where they will find **bandits** and **thugs** assaulting random passers-by, trying to find the people who attacked their store.

Mr. Porter keeps mostly true to his word. The agreed-upon payment is available, and so long as the characters avoided assaulting guards or being arrested for major crimes like murder, he can lessen or reduce their sentence and fine. Should the characters be in extremely dire straits, however, they will not hear from him again.

Show up the Showoffs

There's a digger team coming up from the Underdark that think they're the dragon's hoard. They're hitting the Castle Ward, kidnapping some noble or other visiting from Cormyr. Show them how we roll and I'll show you a real dragon's hoard.

—Mr. Porter



The Target

Mr. Porter is a scarred dwarf with a metal eyepatch fastened in one of her eye sockets. She is fairly brusque, answering questions and negotiating as efficiently as possible.

The **noble** in danger is a Cormyrian dignitary named Baron Dorfinius Quaylen, visiting Waterdeep with his **knight** bodyguard Sir Brevers of Quaylen. They are in Waterdeep for two weeks to negotiate some arrangement with the lords of Waterdeep, but Mr. Porter neither knows nor cares the details of their mission.

Mr. Porter unfortunately does not know a lot about the rival crew in town, other than their name: the Shadowblades.

The Shadowblades

The Shadowblades are a diverse collection of threats which can be used to tremendous effect, but can be daunting or disappointing if not approached properly. It is recommended that you read the section on their team composition ahead of time and familiarize yourself with the abilities of the creatures there so that this adventure can be run to its fullest potential.

The Payout

Baron Quaylen has budgeted 500 gp for his security during his stay in Waterdeep, and Mr. Porter is willing to pitch in an additional 250 gp to defend the reputation of the Waterdhavian skullduggery scene. A character that succeeds a DC 16 Charisma (Persuasion) check while negotiating can increase Mr. Porter's cut to 500 gp.

The Layout

Baron Quaylen spends almost every moment in Waterdeep at some meeting, function, or gala; when he is not, he is entertaining or sleeping at home. He has little patience and even less time for characters who want him adjust his schedule. Quaylen also insists on traveling and presenting himself as anything less than a member of Cormyrian nobility, frustrating attempts for subtlety.

Baron Quaylen will move between three locations: the home in the Castle Ward he rents for his stay, Castle Waterdeep itself, and the opera houses and ballrooms of the Castle Ward.

Castle Waterdeep.

Castle Waterdeep is as secure a location as can be found in the city, so much so that the characters will not be allowed into certain rooms or even the castle proper in the name of security.

Manor House

The manor house Quaylen stays in is protected not only by the **knight** Sir Brevers, but also 12 **guards**. Its location close to Mount Waterdeep gives it some seclusion, while also keeping it fairly close to Castle Waterdeep for business. Sir Brevers tries to accommodate the plans of the characters and wants to assist in any way possible, and it is

clear that he finds Quaylen a constant source of irritation.

Ballrooms & Entertainment

The opera houses and ballrooms have visible security, most of which is just for show. The only saving grace is that they are large public buildings on busy thoroughfares, and so are very difficult to approach without being seen.

Obstacles

Each of the major locations for Baron Quaylen present different sources of frustration for those providing him protection. In all cases, Quaylen deeply resents being told that he cannot go somewhere or must leave a place prematurely. A character that succeeds on a DC 16 Charisma (Persuasion) check will convince Quaylen of the need to move. If the baron's life is actively being threatened (as in, he can see the party in combat), this check is made with advantage.

Travel

Baron Quaylen travels in a coach with his bodyguard Sir Brevers and two **guards**. There is only room in the coach for one other person; everyone else will have to find other transportation. Quaylen is also only concerned about traffic only so much as it will make him late to his next appointment.

Castle Waterdeep

It is unlikely that the characters will be allowed very far into Castle Waterdeep without the proper garb, and even then some meeting rooms are off limits to people without noble bearing.

Manor House

The manor house is isolated and easy to access, with long shadows from neighboring buildings providing cover up to the many windows and doors.

Ballrooms & Entertainment

At every venue, Quaylen is beset on all sides by gentry and deep-pocketed individuals trying to catch up on Cormyrian politics, fashion, and gossip. Uncouth characters are not even allowed in these venues, and only

the most well-dressed and well-mannered characters will be allowed near his conversations.

Twists & Turns

The Shadowblades have many angles of attack because of the skills and abilities of their members. You should review the composition of the Shadowblades below, and try two or three different attempts to retrieve Quaylen. Some suggested attacks are detailed below, which you can use or adapt as you need.

The Shadowblades

The group consists of
Kiev'alyx, a **drow elite warrior**
Shun, a **doppelganger**
Mazehound, a **minotaur**
Gerag Ironfist, a **hobgoblin captain**
Huzar, a **githyanki warrior**

Not every member should be present for every attempt, and you should assume the Shadowblades have access to magical healing such that they can always be encountered at full strength if one or more of them escape.

At your discretion, you can alter the composition of the Shadowblades, or give them additional hired help for any given assault. Suggested possible members include:

- a cambion
- a bugbear chief
- a succubus
- an additional **doppelganger**
- some **drow**
- a minotaur
- some hobgoblins or bugbears
- or a **sprite** or two

Do not feel obligated to use any or all of these reinforcements if your game cannot support it. If you feel this variety of creatures is too much, you can simply use five **drow elite warriors** instead.

Betrayal!

One of the other allies the Shadowblades have is Sir Brevers, Baron Quaylen's **knight** bodyguard. He will only reveal his loyalties if he thinks he won't be caught.

Blades Out

The Shadowblades have a different plan to approach the different locations Baron Quaylen will be in, each of which makes use of the skills of their members and a few magic items.

The Shadowblades keep in constant drow sign-language communication, relaying to each other their statuses. The minotaur and the githyanki warrior are prone to calling out in Common when in peril. If half or more of the members present are at half hit points or fewer, or if one of the Shadowblades drops to 0 hit points, they retreat and try again later.

While arrogant, the Shadowblades are professionals, and do not strike to kill characters they recognize as fellow "duggers". If the characters outright kill one of the Shadowblades, however, they show no mercy.

Castle Waterdeep

While formidable, Castle Waterdeep is not impregnable. The Shadowblades make use of *dust of disappearance* to smuggle the githyanki warrior and the minotaur in, and the doppelganger infiltrates under disguise. The doppelganger uses its Surprise Attack feature to incapacitate the Baron, then the minotaur uses its Labyrinthine Recall to find the best place for the githyanki to use *misty step* from and spirit the Baron away.

Manor House

The minotaur, the hobgoblin captain, and the githyanki warrior kick in the front door and begin carelessly looting the place, while the doppelganger and the drow elite warrior ambush Baron Quaylen as Sir Brevers escorts him out a predetermined route.

Ballrooms & Entertainment

The drow elite warrior disguises himself as an elven nobleman so he can infiltrate with the

doppelganger, and the minotaur is disguised as a statue to surprise the party guests. The githyanki warrior and the hobgoblin captain stay nearby to assist as needed.

Travel

The githyanki warrior *misty steps* onto the carriage and kills the driver, while the minotaur stops the carriage and the hobgoblin captain breaches it. The drow elite warrior attacks from the other side, trying to catch the fleeing Baron Quaylen in the confusion.

Get Them at Home

It is possible, although difficult, to find the Waterdeep hideout of the Shadowblades. A character that spends a day and succeeds a DC 20 Charisma (Investigation) check can learn where they are based through the criminal network. Characters proficient in Thieves' Cant have advantage on this check. A character that fails this check by less than 5 still learns the location of the Shadowblades, but they are tipped off that the characters are looking for them. This will likely prompt a preemptive strike from the Shadowblades.

The Escape

Mr. Porter is only concerned with Baron Quaylen's security while he is in Waterdeep, and so the job is finished once the baron begins his journey back to Cormyr. That said, the Shadowblades are only interested in interrupting the business Quaylen has in town, so they will not pursue him once he leaves.

Mr. Porter happy to pay the characters the agreed-upon price for a successful job. Baron Quaylen is also grateful for his safety, and while his favor is limited to minor influence amongst the Waterdhavian nobles, you are encouraged to work that into your campaign.

Farm Rustlings

You need to get out of the city for a spell? Perfect, I got just the thing. Got some farmers out in the Field Ward complaining that someone is stealing their plows and scaring their livestock. It's probably just some dumb kids or a wannabe wizard, go out there and knock some heads together and pick up an almost literal milk run.

—Mr. Porter



The Target

Mr. Porter leans back in her chair and speaks with an unhurried, casual style that is infuriatingly unreadable.

She recommends the characters start their investigation at the Rorinbroke Ranch, as the workers there are her favorite when it comes to hiring large bodies and thus felt most comfortable contacting her for help.

The Payout

Mr. Porter thinks this is a relatively simple gig, so her initial offer is only 500 gp. A character that succeeds on a DC 14 Charisma (Persuasion) check can increase the payout to 600gp.

The Layout

Rorinbroke Ranch is situated about as far from Waterdeep as possible and still be considered part of the Field Ward. It is part of a small commune of about six other farmsteads, and represents them in the job with Mr. Porter.

Roan Rorinbroke, the head of the ranch, directs the characters to the northwest corner

of his ranch. That's where most of the incidences have occurred, and it coincides with the disturbances on the rest of the farms.

Partially hidden in a copse of trees beyond the northwest corner of the ranch is a crumbling, ruined tower, once dedicated to a long-forgotten saint.

Obstacles

As the characters set out to the edge of the ranch, the skies open up into a tremendous downpour. This limits visibility to about 40 feet, and turns the ground into a boggy mess. Areas that are not paved or otherwise improved count as difficult terrain.

Wandering Table Monsters

In the mile-wide area surrounding the tower, **animated objects** such as tables, doors, and plows, amble about, attacking anything they detect moving towards the tower. The statistics for animated objects are reprinted at the end of the adventure for your reference.

The walk through this danger zone should take about 20 minutes. Every minute, roll 1d20. On a result of 18-20, the characters run across one or more animated objects. Roll on the Wandering Table Monster Table to determine what the characters encounter. Every round of combat, there is a 50% chance that a given animated object loses its animating magic.

Characters that roll a 15 or higher on a Wisdom (Perception) check can hear the animated objects approaching before they are detected themselves.

Wandering Table Monster Table

d20 Roll	Result
1-5	4 (1d8) Tiny animated objects
6-15	2 (1d4) Small animated objects
16-18	3 (1d6) Medium animated objects
19-20	1 Large animated object

Nart's Art

An **ogre** named Nart has claimed the bottom (and only solid) floor of the tower. Originally attracted by the sight of a wandering plow, Nart has shifted from attempting to bash weapons out of the random objects into attempting to bash “art” out of them. His piles of “art” and “junk” are, to an outside eye, indistinguishable.

Twists & Turns

The real source of the strange occurrences is a **ravid** that has taken up residence in the ruined and mostly floorless top level of the tower. Attracted here by the positive presence of the long-dead saint, the ravid means no harm to anyone – but the natural effects of its animating aura still pose a problem to the surrounding farms.

There is no easy way up the twenty feet to the top half of the tower; all the stairs and ladders have all been collapsed with age long ago.

Nart and the Ravid (which he calls “Snakey”) have formed an odd but endearing relationship, mostly formed through Nart’s enthusiastic reactions whenever one of his pieces of “art” animates. Nart has a very limited understanding of his companion’s nature and purpose, and he claims he can translate its shrieks, purrs, and growls. If either are attacked, the other defends them, but the ravid can do little other than screech and continue animating random objects.

If attacked, Nart and the ravid are defended by 10 **animated objects**, chosen randomly from either Nart’s “art” or “junk” piles or from the crumbled stones surrounding the ruin. Every round, one object at random loses its animating power, and one more object is animated. You can choose the size of the animated object, or determine them randomly as follows:

Table: Random Animated Object

% Roll	Result
01-40	Tiny animated object
41-70	Small animated object
71-90	Medium animated object
91-97	Large animated object
98-00	Huge animated object

The Escape

Nart is perfectly content to remain in the tower with his “Snakey”, and the ravid prefers to remain in the tower because of its residual connection to the celestial energy.

A character that succeeds a DC 12 Charisma (Persuasion) check can convince Nart that the duo need to move somewhere less disruptive. Characters that provide a suitable alternate location have advantage on this check. If the characters destroyed three or more animated objects prior to the conversation, or if one of the characters has an evil alignment, the check is made with disadvantage, as the ravid instinctually distrusts them and Nart follows its lead.

Mr. Porter is only concerned that the strange disturbances stop, no matter how the characters go about it. The characters are paid the full amount one week after the ravid is removed.

Shocker in the Sewer

Bloody wizards, always causing trouble. Good thing they're usually flush with coin. There's a pile of dragons waiting to hop in your pocket if you can stomach a trip down into the sewers and round up some odd critters. Catch or kill is down to your patience with 'em, but there's an extra bonus in it for each beastie you bring back alive. There's some special manacles here for you to use, but be prepared for everything. From what I hear, though, you should leave your heavy plate at home.

—Mr. Porter



The Target

Mr. Porter is a quick-talking gnome with lime-green hair pulled back into a messy ponytail and poorly stuffed into a deep hood.

Mr. Porter has twenty dark metal rune-inscribed collars for the characters to take into the sewers of Waterdeep. She doesn't know exactly what it is the characters are looking for, but was assured (and so assures the characters) that it will be obvious which creatures are "wizard pets".

A character that spends one minute examining the collars and succeeds on a DC 14 Intelligence (Arcana) check determines that the collars magically dampen electrical energy.

The Payout

400 gp have been provided as a reward for successfully clearing the sewers of the magical menace, and an additional 5 gp per creature returned alive. Mr. Porter doesn't have much skin in this game, but if a character succeeds a DC 15 Charisma (Persuasion) check and the group performs well, she will negotiate an additional reward from the anonymous wizard.

The Layout

Waterdeep is built on a rat's nest of sewers and old construction, and so navigating through them is a challenge even for the experienced.

Finding the escaped creatures in this labyrinth requires a clever head. A character can successfully find another creature in the sewers by succeeding on a DC 16 Wisdom (Survival) or Intelligence (Investigation) check and spending 10 minutes traversing the sewers.

A character that fails this check by less than 5 leads the party into one of the many hazards of the Waterdhavian sewers, and takes an additional 5 (1d10) minutes to find the hunted creature. To determine what hazard the characters encounter, roll on the Table: Sewer Hazards or choose an encounter from the table.

A character that fails this check by 5 or more leads the party into 2 (1d4) hazards, adding 5 (1d10) minutes to the hunt for each hazard. In addition, their quarry is alerted to the pursuit, and is joined by 2 (1d4) additional creatures.

What ARE We Looking For?

The escaped creatures in question are **shocker lizards** (see Appendix 1). Twenty shocker lizards in total have escaped from the

nameless wizard's lab. Their natural coloration makes them well suited to the dark shadows in the sewers, and they amuse themselves by causing tremendous explosive displays with their natural sparks and the volatile pockets of gas.

Obstacles

Beyond the hazards listed below, there are several dangers inherent in trudging around in a sewer for any length of time.

The air down in the sewers is filled with all sorts of nasty diseases and toxins. Every hour the characters spend in the sewers, they must make a DC 10 Constitution saving throw or gain one level of exhaustion. Every additional hour the characters stay in the sewers, the DC for this save increases by 1.

Every time a character takes damage in the sewers, they are exposed to the disease Sewer Plague (DMG pg 257).

Table: Sewer Hazards

d8 Roll	Result
1	Spike! One character (determined randomly) must succeed a DC 14 Dexterity saving throw or take 3 (1d6) piercing damage and have their movement speed halved until they receive magical healing or a DC 12 Wisdom (Medicine) check.
2	Foul Muck! One character (determined randomly) must succeed on a DC 14 Dexterity saving throw or fall into a 10 ft. deep pit of "quicksand" (DMG 110).
3	Strange Current! One character (determined randomly) must succeed a DC 14 Strength saving throw or be sucked off their feet and dumped somewhere else in the sewers, requiring the party to search for them as above in order to reunite.
4	Foul Gas! All characters must succeed a DC 12 Constitution saving throw or be poisoned for 1 hour.
5	Explosive Gas! Any exposed flames (such as torches and lanterns) detonate the gas. All characters must make a DC 12 Dexterity saving throw. A character that fails takes 7 (2d6) fire damage, or half as much on a successful saving throw.
6	Crocodile?! The party is attacked by a crocodile . The crocodile has advantage on its Dexterity (Stealth) check to remain hidden. It flees if it is reduced to 9 hp or fewer.
7	Slime! One character (determined randomly) is beset by a patch of green slime (DMG pg 105).
8	Mold! Two characters (determined randomly) suffer the displeasure of a patch of yellow mold (DMG pg 105).

Twists & Turns

The shocker lizards are being hunted by the other escapee from the wizard's lab: a **baby hydra** (see Appendix 1). By the time the characters enter the sewer, it has already eaten 2 (1d4) shocker lizards. Every 30 minutes the characters spend in the sewers, it eats 2 (1d4) more lizards.

The baby hydra's diet have also given it the following quality:

Lightning Rejuvenation. Whenever the baby hydra is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt. It may use one of its reactions to make a Bite attack.

As the characters collect shocker lizards, they will begin to attract the attention of the baby hydra. After each lizard is collected, there is a cumulative 5 percent chance per lizard that the baby hydra attacks the characters in the next 10 minutes, looking for its next meal. If there are no more lizards left, the hydra automatically attacks.

The hydra is wearing a light blue collar, muddied and scuffed by its time in the sewers. A character that succeeds a DC 15 Wisdom (Perception) check can make out the name "CHOMPY BOI" stenciled in Draconic on the collar. If a character addresses the baby hydra by name and succeeds on a DC 12 Charisma (Animal Handling) check, the baby hydra becomes docile and obeys instructions.

The Escape

Mr. Porter is more than happy to pay the characters the agreed-upon sum, including whatever bonus they have earned for retrieving living creatures. If the characters retrieve 10 or more creatures alive, including the hydra, a *bag of holding* is delivered to their residence after 1 week.

Trapped in the Towers

I got something for a crackshot team ready to go NOW. A team of diggers got sent into the Castle Ward on what's turned into some dragonfire-hot business; and my buddy, Mr. Porter, wants to avoid a messy incident and investigation. Extract the team or ice 'em ASAP, they're holed up in an inn on Buckler Alley. Welcome to the big leagues, kiddos.

—Mr. Porter



The Target

Mr. Porter likely interrupted the characters during their evening meal or relaxation, with only an hour or so of daylight left in the day. Her dark hair is knotted and tied back over her dark shoulders, which are broad and defined against a vest littered with knives.

Mr. Porter can provide exact directions to Tromrights Towers, the inn in question, and gives the characters the rough profile of the other team: a dwarven infiltrator, an elven mage, a human warrior, and an orcish ranger comprise the group known as the Take-and-Makers (see Appendix 1). She is tight-lipped about other details, only saying that they are likely in imminent and extreme danger.

The Payout

Mr. Porter will pay the characters 500 gp per member of the Take-and-Makers that they can bring safely out of the city, dead or alive. She is very explicit that the other team must be retrieved whole or destroyed utterly; she

doesn't want any reanimating magic bringing repercussions to her employer.

A character that succeeds a DC 15 Charisma (Persuasion) check can increase the reward to 750 gp a head, but only if they bring all of the other group members back alive. No sense in wasting valuable assets, after all.

The Layout

Tromrights Towers that the other team has barricaded themselves in is a four-storied building with a few small tower additions marring an otherwise picturesque skyline.

The other team have made their stand on the top floor of the Towers, with at least one member of the team keeping watch on the streets below from a tower at all times.

At the Towers, escape routes are few. An entrance into the sewers from the laundry room has been collapsed and filled with rubble, but can be cleared out with some work. The alleyways surrounding the Towers are narrow, easy to lose pursuit in but also easy to be turned around, lost, or trapped in. The easiest and quickest exit is the main boulevard in front of the inn, but that is hardly discreet and will attract almost immediate guard attention if any sort of combat occurs.

Obstacles

Mr. Porter was not exaggerating – even getting to Tromrights Towers in a timely manner before things get worse is a challenge. Even when the characters arrive, more challenges arrive at every moment.

Getting to the Goods

If you have designated a spot for the characters to start in, say if you are using a specific location in the city of Waterdeep, you can use that location as the basis for the distance the characters are from the Towers. Otherwise, you can say the characters start 1000 feet away.

Treat the journey to the inn as a chase (DMG pg. 252). You do not have to tell the players the nature of their journey. Characters that do not indicate they are in a hurry are assumed to be forgoing their action each round of the chase. These characters do not encounter any complications.

Point of Action

The characters are in a chase with what will be called the “point of action”. Using the chase rules, the point of action has a speed of 30 feet and can freely Dash 3 times. It attempts to Dash each round after that, following the normal rules for Dashing during a chase and exhaustion. It has a +0 bonus to the Constitution saving throw made at the end of each turn in the chase. If the speed of the point of action would reach 0, it instead loses the ability to Dash from then on.

Building a Mob

A character that succeeds a DC 15 Wisdom (Perception) check, or whose passive Wisdom (Perception) score is 15 or higher, notices that sinister-looking thugs are heading in the same direction they are.

Every other round, one **thug** is added to the point of action. Any round the point of action does not Dash, an additional 2 (1d4) thugs are added. Any round 5 thugs would be added to the point of action, a **veteran** is added as well.

Taking the Towers

Characters that arrive significantly ahead of the point of action are watched but not accosted, so as not to draw attention to the building. Arriving just ahead of the “point of action” and any associated goons will mean the characters are greeted with suspicion and caution.

A character that calls out to the Take-and-Makers and succeeds a DC 12 Charisma (Persuasion) check convinces one of the team to guide the characters safely through the Towers. This check is made with disadvantage if the point of action is within 100 feet. The DC for this check increases by 5

if the characters arrive at the same time as the thugs.

It takes 1 minute to safely descend and 1 minute to safely ascend.

Defenses

Caltrops are scattered all around the exterior of the building, concentrated beneath windows and around doors. These make it difficult to approach or breach the Towers without injury or without drawing attention.

The floor just behind the front door has been smashed out, and a rug has been stretched over the opening. A character that succeeds a DC 14 Wisdom (Perception) check while examining the rug will notice the trap. A creature that steps on the rug must succeed a DC 14 Dexterity saving throw or fall 10 feet to the basement below.

The stairs of the first two floors have all been smashed out, requiring a ladder or some other means of ascent. In addition, the stairs to the basement have also been smashed.

Warm Reception

Certain hallways have been trapped with numerous vials of alchemist's fire. A character that succeeds a DC 14 Wisdom (Perception) check while inspecting a trapped hallway finds a thin tripwire stretched across the hallway. Any creature standing in a trapped hallway or in a room along a trapped hallway when the tripwire is broken must succeed a DC 12 Constitution saving throw, taking 33 (6d10) fire damage on a failed save, or half as much damage on a successful one. Creatures in the hallway itself or within 5 feet of it have disadvantage on the saving throw.

Doors Knock You

Certain doors in the Tromrights Towers are also trapped. A character that spends an action to inspect a door and succeeds a DC 14 Wisdom (Perception) or Intelligence (Investigation) check can identify a trapped door. Any creature that attempts to move past a trapped door must succeed a DC 12 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half

as much damage on a successful one. The area in front of the door becomes difficult terrain.

Twists & Turns

The reason for the all the attention is the unexplained mission of the Take-and-Makers: they were to infiltrate the lair of the Xanathar and find some leverage. The Take-and-Makers found and stole Sylgar, the precious pet fish of the beholder crime lord, and in so doing have earned all of its fury and attention.

The “point of action” reaches the Tromrights Towers in 4 minutes. For 2 minutes after that, the forces that have been gathering with the point of action assault the inn. After those 2 minutes, the Xanathar sends a **beholder** under his command to retrieve Sylgar.

The glass sphere that holds Sylgar is smooth and weighs 60 lbs.

Timing

The timing of this section is designed such that the characters have very little time to spare when extracting the Take-or-Make crew. You are encouraged to adjust the timing of these events for a more dramatic encounter, if you so desire.

State of the Crew

The Take-and-Makers have already weathered a few bumps, bruises, and run-ins with the Xanathar Guild. Their statistics (see Appendix 1) are changed in the following ways:

- **Horgam Steelshadow** has 35 hit points.
- **Feleaviss** has 20 hit points and has used 2 3rd-level spell slots, 1 2nd-level spell slot, and 2 1st-level spell slots.
- **Rangarr Redmane** has 30 hit points.
- **Bruka the Bow** has 30 hit points and has used 2 1st-level spell slots and 2 2nd-level spell slots.

The Escape

If the characters can reach the Take-and-Makers in time, they can find or create an escape route through the back entrances of the Towers and slip through the alleyways to safety. A character that succeeds a DC 14 Intelligence (Insight) check can find a suitable escape route.

The Xanathar forces are only tasked with retrieving Sylgar. They will retreat out of the reach of the city guards if they are given the fish. The Take-and-Makers are reluctant to give up the fish, but will concede their failure if two or more of them die.

The city guards immediately start flocking to open conflict in the Castle Ward. A force of thirty **guards** and five **veterans** arrive five minutes after the point of action reaches the inn, and arrest everyone in the building.

Getting Paid

Mr. Porter is more than happy to reimburse the characters for exactly what was promised. In addition, if the characters assisted in the theft of Sylgar, Mr. Porter arranges for them to receive two of the following magic items of their choice:

- A *portable hole*
- A *cloak of the bat*
- A pair of *boots of speed*
- A *belt of dwarvenkind*
- A pair of gloves of thievery
-
-
-
-
-

Appendinx 1: New Monsters

Bruka the Bow

Medium humanoid (half-orc), neutral evil

Armor Class 16 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages Common, Orc, Thieves' Cant

Challenge 3 (700 XP)

Sniper's Precision. As a bonus action, Bruka the Bow can add 1d10 to her next attack or damage roll with a longbow or shortbow.

Spellcasting. Bruka the Bow is a 8th-level spellcaster. Her spellcasting ability is Wisdom (Spell save DC 11, +3 to hit with spell attacks). She has the following ranger spells prepared:

1st level (4 slots): *hunter's mark*, *longstrider*
2nd level (3 slots): *locate object*, *pass without trace*

Actions

Multiattack. Bruka makes three ranged attacks.

Shortsword. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Double-Leaf Longbow. Ranged weapon attack: +6 to hit, range 200/600 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Baby Hydra

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +4

Senses Darkvision 60 ft., passive Perception 14

Languages -

Challenge 3 (700 XP)

Hold Breath. The baby hydra can hold its breath for 30 minutes.

Multiple Heads. The baby hydra has three heads. While it has more than one head, the baby hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the baby hydra takes 15 or more damage in a single turn, one of its heads dies. If all its heads die, the baby hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The baby hydra regains 5 hit points for each head regrown in this way.

Reactive Heads. For each head the baby hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the baby hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The baby hydra makes as many bite attacks as it has heads.

Bite. Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Brawler

Medium humanoid, unaligned

Armor Class 13 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Languages Common

Challenge 5 (1,800 XP)

Fighting Style. Each brawler fights with a different style, which modifies their stats as described below. A brawler can only choose one fighting style.

Slugging. A slugger's AC is 12, but their Strikes do 10 (2d6 +3) bludgeoning damage.

Jabbing. A jabber may make two Strike attacks when it takes the Attack action, but its strikes only do 4 (1d2 + 3) bludgeoning damage

Grounding. Instead of dealing damage, a grounder can grapple the target and make them prone (escape DC 13). Against a prone target, a grounder's Strike attack does 7 (1d8 +3) bludgeoning damage.

Lucky. "Lucky" Lyle Crawford uses one of the above styles. In addition, when he rolls an attack roll, ability check, or saving throw, he can roll an additional d20 and choose which of the d20s is used for the attack roll, ability check, or saving throw. He can also roll a d20 when an attack roll or ability check is made against him, and then choose whether the attack or ability check uses the opponent's roll or his.

Lucky can use this ability three times. He regains all uses of this ability when he finishes a long rest.

Actions

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

Feleaviss

Medium humanoid (elf), neutral

Armor Class 13 (16 with *mage armor*)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Elven, Draconic

Challenge 2 (450 XP)

Spellcasting. Feleaviss is a 6th-level spellcaster. Their spellcasting ability is Intelligence (Spell save DC 13, +5 to hit with spell attacks). They have the following wizard spells prepared:

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

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

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

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

Actions

Dagger. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Heavy Crossbow. *Ranged weapon attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Horgam Steelshadow

Medium humanoid (dwarf), neutral evil

Armor Class 15 (studded leather)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	8 (-1)

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Deception +2, Perception +4, Stealth +7

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Dwarven, Thieves' Cant

Challenge 2 (450 XP)

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

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

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

Actions

Multiattack. Horgam makes three melee or two ranged attacks.

Handaxe. Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Double-Barreled Crossbow. Ranged weapon attack: +5 to hit, range 60/180 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Reactions

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

Rangarr Redmane

Medium humanoid (human), neutral

Armor Class 18 (plate)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common, Thieves' Cant

Challenge 4 (1,100 XP)

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

Sneak Attack (1/turn). Rangarr deals an extra 7 (2d6) damage when she 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 Rangarr that isn't incapacitated and Rangarr doesn't have disadvantage on the attack roll.

Actions

Multiattack. Rangarr makes two longsword attacks or one ranged attack. If she has a shortsword drawn, she can also make a shortsword attack.

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

Shortsword. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Heavy Crossbow. Ranged weapon attack: +5 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Ravid

Medium celestial, neutral

Armor Class 23 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+1)	13 (+1)	7 (-2)	12 (+1)	14 (+2)

Damage Immunities fire

Skills Stealth +3, Perception +5, Survival +3

Senses Darkvision 60 ft., passive Perception 15

Languages understands Celestial but doesn't speak

Challenge 3 (700 XP)

Animating Aura. On initiative count 20, losing ties, a random object within 20 feet of the ravid animates as if under the effect of animate object. The ravid cannot control the objects it animates, but the animated objects defend the ravid to the best of their ability.

Positive Energy Lash. The ravid's touch infuses the target with positive energy. The energy produces an unpleasant tingle in living creatures, and adds 11 (2d10) points of radiant damage to attacks against undead creatures.

Actions

Multiattack. The ravid makes one attack with its claw and one attack with its tail.

Claw. Melee weapon attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) slashing damage.

Tail Slap. Melee weapon attack: +5 to hit, reach 10 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage.

Shocker Lizard

Small monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 14 (3d6 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	2 (-4)	12 (+1)	6 (-2)

Damage Immunities lightning

Skills Athletics +6, Stealth +4

Senses Darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Agile Climbers. The shocker lizard adds its Dexterity modifier instead of their Strength modifier to Athletics checks.

Electricity Sense. The shocker lizard automatically detects any electrical discharge within 100 feet.

Lethal Shock. Whenever two or more shocker lizards are within 20 feet of each other, one of them gains the Lethal Shock action.

Actions

Multiattack. The shocker lizard makes one Bite attack and one Stunning Shock attack.

Bite. Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Stunning Shock. The shocker lizard targets one creature it can see within 5 feet of it. The target must succeed on a DC 11 Dexterity saving throw or be stunned until the end of the shocker lizard's next turn. The target can repeat the saving throw at the end of its turn to end the effect.

Lethal Shock. A shocker lizard can only use this action if there is another shocker lizard within 20 feet of it, and only one lizard can use the action per round. Each creature within 20 feet of the shocker lizard must succeed on a DC 12 Dexterity saving throw or take 18 (4d8) lightning damage. Each additional shocker lizard within 20 feet of the shocker lizard using this action increases the DC of the saving throw by 1 and the lightning damage by 9 (2d8).

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