



DOCK WARD DOUBLE-CROSS

A Waterdeep Adventure

You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing join forces to seek a terrible vengeance. Part Three of the *Umbral Aristocracy Trilogy*.

A Two-Hour Adventure for Tier 1 Characters.

Optimized For: APL 3



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ADVENTURE PRIMER

"Little crimes breed big crimes. You smile at little crimes and then big crimes blow your head off."

—Terry Pratchett, Snuff

BACKGROUND

In pursuit of the dragon's cache, cunning **JARLAXLE BAENRE** has spread rumors, clues, and **FALSE MAPS** abound to thin out the competition. One of his cleverer plans was tricking would-be-treasure hunters into the lair of a masked lord of Waterdeep, **ARTOR MORLIN**, who also happens to be a vampire—a secret that few including Jarlaxle know.

After killing a number of these deluded souls, Artor has become curious. Eventually, he discerned not only that the false maps are playing a role in the sudden interest in his lair, but that the **TREASURE** itself just may, in fact, exist. Not content to let someone else claim the treasure, Artor has now thrown his own hat into the ring.

This isn't to say that he plans to let their slights go unaddressed. Instead, he's opting to teach the culprits a lesson. In exchange for their lives, Artor dispatches the adventurers to the **DOCK WARD** to find out who is behind the ruse and put an end to it.

BREGAN D'AERTHE

This mercenary company of house-less drow led by Jarlaxle Baenre is a potent enemy, and their reputation is significant.

Their involvement in the distribution of the maps is revealed **at the conclusion** of the adventure; it should serve both as a surprise and as testament to legitimacy of the dragon's cache's rumors. Things are serious in Waterdeep.

EPISODES

The adventure's story is spread over **three episodes** and takes approximately **two hours** to play. The adventure begins with a Call to Action scene.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: Sworn to Blood.** The characters have been "recruited" to exact the Artor's vengeance upon whomever has been spreading false maps. This is the **Call to Action**.

- **Episode 2: In Pursuit of Vengeance** Main. Here, the characters must locate the source of the maps hidden somewhere in the Dock Ward. This is the **Story Objective A**.
- **Episode 3. The Ship's Prow.** The characters finally infiltrate the safehouse and deal with the cunning drow that oversees it—revealing that Bregan D'aerthe has been behind the false maps the whole time. This is **Story Objective B**.

BONUS OBJECTIVES

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: The Court of Public Opinion.** In pursuit of the maps' source, the characters might rally local law enforcement, other denizens of the ward, or even rival organizations against the drow mercenary band. This **bonus objective** is found in **Appendix 5**.
- **Bonus Objective B: Business Interrupted.** While investigating the sewers beneath the Dock Ward, the characters may thwart Bregan D'aerthe's other criminal dealings within the city. This **bonus objective** is found in **Appendix 6**.

EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **2 hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

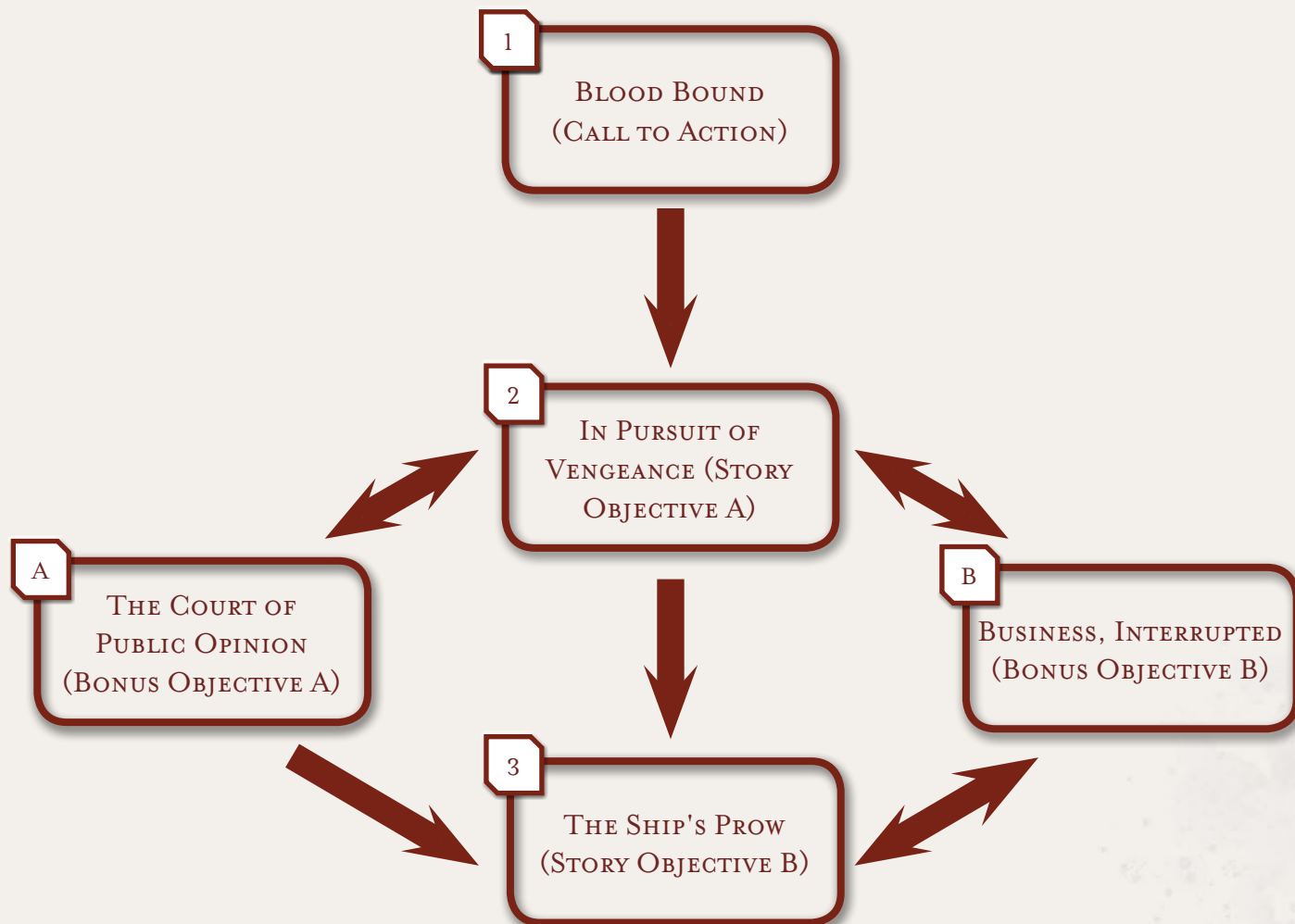
Story Objectives Only. To complete the both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Main and Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. Both bonus objectives branch off of **Episodes 2**, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire. Only **Bonus Objective B** may be pursued after **Episode 3** has been completed.



ADVENTURE FLOWCHART

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.





EPISODE 1: BLOOD-BOUND



Estimated Duration: 15 minutes

IN THE PRESENCE OF EVIL

The adventure begins in the lair of the masked lord Artor Morlin, a vampire. How the characters came to be in the presence of such evil depends on whether they played in the adventures prior to this one:

- **Played Previous Adventure.** The characters were lured to the vampire's lair by a treasure map supposedly leading them to a vast treasure, only to find out that it was leading them to their doom.
- **Didn't Play Previous Adventure.** The characters have been contacted by a friend or relative of a missing adventurer who ventured out in search of the treasure and hasn't returned, or perhaps even by Artor himself, who's become annoyed by the increasing number of intrusions and wants to find out who's behind distributing the maps.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. While this small room is spartan in design and décor, the craftsmanship is exquisite. Tapestries of thick wool flank a metal door on the western wall, and brass candelabra are set in each corner of the room in addition to an elaborate brass-and-crystal chandelier hanging from above.

Weather and Lighting. The candelabras and the chandelier brightly light the room.

Smell and Sounds. Despite the finery, the room bears the lingering odor of ancient, dusty death.

CREATURES/NPCs

Artor Morlin (a powerful **vampire**) is here along with his envoy of bodyguards (two **werewolves**).

Objectives/Goals. Artor's had enough of the intrusions upon his lair, but his curiosity has been piqued, and he wants in on the action. For the time being, however, he's more concerned about the sanctity of his domain than riches. The werewolves are in human form and defend Artor to the death.

What Does He Know? All the treasure seekers who trespassed upon Artor's lair were led there by similar maps (if the characters don't possess a map, he provides them with one recovered from a recent "visitor"). While they all appeared to be quite old, inspection revealed them to be clever forgeries. If the heroes show a false map to Artor, he confirms it's similar those he's seen, though the specific paths that they provide to his lair are usually different. The vampire doesn't know who is responsible for spreading the maps ("If I knew, I'd simply drain you of your life's blood and deal with them myself.") but suspects they're in the Dock Ward ("The maps reek of brine and poverty"); he suggests the characters begin their search there.

CALL TO ACTION

Artor charges the characters with two tasks: To find out who is responsible for distributing the maps and to stop them from continuing to do so (or as he says: "reward them for their reckless ambitions").



EPISODE 2: IN PURSUIT OF VENGEANCE



Estimated Duration: 60 minutes

SETTING: THE DOCK WARD

The Dock Ward is poor and rough-and-tumble; it's home to hard-working folk and sailors hungry for excitement after months at sea. The City Watch keeps the peace here—ever looking out for trouble.

COMPLICATIONS: OPTIONAL ENCOUNTERS

As they pursue leads, the characters may come across other denizens of the Dock Ward. Each scene includes a sidebar with additional information for these potential encounters.

While it's recommended that the characters encounter **at least one** complication, participating in these encounters provide **no additional rewards**, so choosing not to utilize them denies the players nothing but fun; they're provided to demonstrate that others have been swept up in the search for the fabled treasure that the maps appear to lead to.

PREREQUISITES

The characters must complete the **Call to Action** before beginning this episode.

STORY OBJECTIVE A

The only clue the characters have is the map itself, and the drow have dug themselves in deep. Locating the source of the false maps is **Story Objective A**. In order to do so, the characters must search for people in the know within the Dock Ward. Details are sparse as the

characters begin this portion of the adventure, so make sure that they know that success hinges.

The scenes that follow provide **suggested encounters** that lead the characters to the Ship's Prow. Each scene contains a suggested clue, but, you're not limited to these scenes list; if they think of other ways of finding these clues, let the characters guide the investigation:

- **Paper Shops or Cartographers.** The characters are able to learn more about the paper and ink used to create the map in **Scene A**.
- **Other Adventurers/Treasure Hunters.** The characters encounter other adventurers or that possess the same map in **Scene B**.
- **Criminal Organizations.** The characters encounter the ward's criminal elements (thieves, forgers, etc.) in **Scene C**.
- **The City Watch.** If all else fails, the characters ask a nearby City Watch patrol to see what they know of the situation in **Scene D**.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The Dock Ward is a rather dangerous part of Waterdeep—constantly alive with activity. It's filled with winding streets lined with ramshackle inns, warehouses, festhalls, taverns, and the occasional residence. The streets are filthy and the entire ward reeks of excrement and the sea.

Weather and Lighting. The ward is blanketed by low-hanging fog. During the day, the area is brightly lit, but visibility is lightly obscured beyond 100 feet. At night, the area is dimly lit (moonlight and lamps), but anything beyond 100 feet is totally obscured.

Sounds and Smells. Artor was right; the ward reeks of brine and poverty—the smell of sweaty unwashed bodies and fish hangs heavy in the salty sea air. The streets are busy and alive with the sounds of the docks: chatter, wagon wheels on cobbles, distant ship bells tolling, and cawing gulls.

SCENE A. PAPER SHOPS & CARTOGRAPHERS,

The characters find a shop run by Dwitt Serpentil and his son, Jym. They sell maps, paper, and ink.

CREATURES/NPCs

Dwitt and Jym Serpentil (human **commoners**) run Serpentil Books and Folios. Dwitt assists customers while Jym works on his papermaking skills in back.

Objectives. Dwitt is annoyed by those who visit but buy nothing. However, he's impressed by the paper that the false map is made of.

What Do They Know? After thoroughly touching, smelling, tasting, and intrusively investigating the paper, Dwitt determines the paper is made from a Sussur tree, a rare tree that grows in the Underdark, and squid ink—the latter being very common here.

Suggested Clue. Dwitt stocks the rare paper, but it seldom sells. The last sale was about four tenday ago to a young woman with bright red hair.

COMPLICATION: GIVE US THE MAP! (OPTIONAL)

Unbeknownst to the characters, they're being watched. Three **drow thugs** watch for anyone that seems to possess a treasure map. They know that Xzand're (see **NPC Summary**) is searching for clues to a great treasure. On her orders, they've been on the lookout for folks talking about treasure or possessing anything that looks like a treasure map.

Under the guise of fellow treasure seekers, the thugs confront the characters as they leave the store and ask them about the map and the treasure it leads to. If the characters succeed on a DC 15 Charisma (Intimidation) check, they convince the thugs that they're not worth the trouble. Otherwise, the thugs may attempt to take the map by force if they don't see any City Watch patrols nearby. Otherwise, they tail the characters as they explore the ward.

Adjusting the Scene. Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak or Weak:** Remove a **thug**
- **Strong or Very Strong:** Add a **thug**

SCENE B. INNS, TAVERNS, & FESTHALLS

There's no end of establishments in the ward for locals, sailors, and would-be adventurers to drink their troubles away. The characters can find what they're looking for without any difficulty. Some popular establishments include The Mermaid's Arms, The Splintered Stair, the Hanged Man, the Grog House, and the Thirsty Throat.

CREATURES/NPCs

The characters meet a group of three adventuring **thugs** who—over rounds of drinks—claim to possess a map to a hidden treasure.

Objectives. The thugs are celebrating their new-found wealth a bit early. They're here to have fun.

What Do They Know? None of the adventurers are from Waterdeep. They're excited to see where it leads in the morning; none of them have reason to suspect that the map is a forgery.

Suggested Clue. If the characters succeed on a DC 9 Charisma (Deception or Persuasion) check, the thugs reveal that they purchased the map from a cobbler on Ship Street (Ian? Splee-ann?). The check is made with advantage if they spend at least 5 sp on drinks for their new-found friends.

BONUS OBJECTIVE A: If using this bonus objective, the characters overhear some locals (or the thugs) about a strange, new criminal organizations taking over their ward. Over a few drinks, the locals suggest seeking out some of the ward's various organizations if they plan on "rootin' out whoever it that needs rootin' out" and need a hand doing it.

COMPLICATION: WHAT'D YOU CALL ME?! (OPTIONAL)

Whether it's the booze or a slip of the tongue on the part of the characters, one of the NPC adventurers becomes angry or suspicious of the characters and accuses them of trying to get to the treasure first. The thug can be calmed with a successful DC 15 Charisma (Deception or Persuasion) check but attempts to Intimidate him or her only provoke him. If unsuccessful, the three **thugs** attack.

Adjusting the Scene. Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak or Weak:** Remove a **thug**
- **Strong or Very Strong:** Add a **thug**

SCENE C. CRIMINAL ORGANIZATIONS

Finding a criminal contact requires a successful DC 9 Charisma (Persuasion) check. Characters that spend at least 5 gp in bribes make this check with advantage, while those with the Criminal Contact or similar background features succeed automatically.

There are a few organizations in the ward (the Plague Rats and the Xanathar, to name a few), but more than enough unaffiliated thieves.

CREATURES/NPCs

On Ship Street, the characters encounter a cobbler named Ian Forksful who is actually a moderately successful thief on the side. If the characters were seeking out someone from a specific organization, Ian is a member. Otherwise, he's unaffiliated.

Objectives. Ian doesn't want his role in the distribution of the false maps known, but he's more interested in saving his own skin than his reputation.

What Do They Know? Three tendays ago, Ian found a backpack containing a score of treasure maps. Ever looking for ways to make some gold, he began selling them to gullible adventurers. Ian may be persuaded or intimidated into revealing where found the backpack

(an alley off Odd Street). The directions provided by the treasure hunters in Scene B., lead the characters to Ian.

BONUS OBJECTIVE B: If using this bonus objective, Ian passes along rumors of unusual smuggling operations that may be happening in the sewers beneath the Dock Ward.

COMPLICATION: ASSASSINATION! (OPTIONAL)

As the characters speak with Ian, A **spy** and a **thug** from a competing organization attack. Characters with a passive Perception score of 15 or higher aren't surprised as Ian slumps in his chair—a pair of arrows protruding from his back. The spies leap in through the now-broken window to ransack the joint and kill or knock out any witnesses.

One of the spies has a false map in her possession but doesn't suspect that it's false and has no idea who is spreading them around town. If saved (by stabilizing him before he bleeds out in three rounds), Ian is grateful and offers whatever support he can lend. He serves as a contact with his organization, and the characters automatically succeed in obtaining their assistance in **Bonus Objective A.** (if that portion of the adventure is being run).

Adjusting the Scene. Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak** or **Weak:** Replace a **spy** with a **thug**
- **Strong** or **Very Strong:** Add a **thug**

SCENE D. THE CITY WATCH

A City Watch patrol passes by about every 20 minutes. Characters actively searching for them find a patrol in half that time.

CREATURES/NPCs

The City Watch patrol consists of eight **guards**.

Objectives. The guards are interested primarily in keeping the peace, though they're not above earning a few coins in bribes in the process.

What Do They Know? The guards don't know anything about treasure maps—false or otherwise—but inquiries pique the guards' interest. They do know there's been an influx of fighting between the various gangs in the ward—particularly on Ship and Fish Streets. They give a curt warning before leaving.

COMPLICATION: STOP IN THE NAME OF THE LAW! (OPTIONAL)

Always suspicious, the City Watch tails the characters after their exchange if they seem to be up to no good. Characters with a passive Insight score of 15 or higher realize that they're being followed by the City Watch.

If they try to give them the slip, they must succeed on a **group check**, as determined by each character rolling a d6 and consulting the **Chase Complication** table. If they fail, each character must pay 5 gp in "fines," though a successful DC 11 Charisma (Deception or Persuasion) check reduces this to 1 gp. Characters with the Folk Hero or Soldier background make this check with advantage, while Waterdhavian Nobles or Nobles make it with disadvantage.

If they don't flee, or act suspicious or hostile, the guards eventually get bored and stop following the characters.

CHASE COMPLICATIONS

D6 Complication

- | D6 | Complication |
|----|---|
| 1 | The characters must succeed on a DC 15 Dexterity (Acrobatics) check to get past a horse cart. |
| 2 | The characters must succeed on DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (their choice) to make their way through a busy crowd. |
| 3 | The characters must succeed on a DC 10 Dexterity (Acrobatics) or Intelligence check (their choice) to navigate a maze of barrels, crates, and wagons. |
| 4 | Make a DC 10 Dexterity (Acrobatics) check to get through a pack of dogs fighting over scraps of meat. On a failed check, each are bitten and take 1d4 piercing damage. |
| 5 | The characters must succeed on a DC 10 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check (their choice) to slip past a loud, insistent beggar. Anyone who tosses the beggar a coin succeeds automatically. |
| 6 | No Complication |

WRAPPING UP THE EPISODE

Hopefully, the characters obtained the following clues from the scenes above:

- There's been increased gang activity around **Ship and Fish Street**;
- A "**cobbler**" on Ship Street selling the maps;
- The cobbler found them in an alley off **Old Street**;
- A **young, red-haired woman** bought the rare paper used to make the map the characters own;

Review them with the characters. The clues easily lead the characters to the vicinity of the Ship's Prow—a well-regarded inn at the intersection of Ship and Fish Street. It's early evening as the characters arrive just in time to see a young, red-haired woman enter the inn. This is **Xzand're Hsylvan** disguised as **Megg** (though the characters have no way of knowing this).

Proceed to Episode 3.





EPISODE 3: THE SHIP'S PROW

Estimated Duration: 45 minutes

SETTING: THE SHIP'S PROW

This rather conspicuous inn is a converted ship's prow at the intersection of Fish and Ship Street. The prices and services are good, and it's well-regarded among locals and visitors, alike.

PREREQUISITES

There are no prerequisites to this episode. Though it is **likely** the characters only arrive at this part of the adventure once they've discovered that the Ship's Prow has something to do with the false maps, they may blunder in the doors on their own.

STORY OBJECTIVE B

Revealing Xzand're Hsyl'ran as a Bregan D'aerthe agent and shutting down the safehouse is **Story Objective B**. The characters complete the objective for doing so, but how they do it is up to them. Here are some examples of how they might do so:

- Killing Xzand're Hsyl'ran and her underlings.
- Deposing Xzand're Hsyl'ran by turning the Dock Ward's denizens against her.
- Providing evidence (real or planted) of criminal activity to the City Watch, who request the characters' aid in arresting Xzand're Hsyl'ran.
- Destroying the Ship's Prow (though the denizens of the ward would be pretty upset to see it go).

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The interior of the Ship's Prow is large and spacious—about 40-feet wide and 50-feet deep. The ceilings are somewhat low (about 10-feet high), but the structure is four stories tall. The first two are filled with small tables with three chairs each, and the ceiling is open to the floors above. The top two floors consist of rented rooms.

Lighting. The interior of the inn is brightly lit with fish oil lamps and candles burning day and night.

Smells and Sounds. The bar reeks of fish, brine, fish, and burning fish oil. Oh, and more fish. Music, shouting, singing, and yelling makes it difficult to hold a conversation within the Ship's Prow.

REINFORCEMENTS

If combat erupts, Xzand're sounds an alarm audible to anyone within a half mile of the Ship's Prow. At the end of every even-numbered round of combat, Bregan D'aerthe reinforcements (all humans) arrive at the inn—either from the street or from the secret entrance to the sewers (see **B. Kitchen**). The NPCs that arrive to reinforce Bregan D'aerthe are determined by the characters' strength, as follows:

- **Very Weak** and **Weak**: A **thug**.
- **Average**: A **thug** and a **spy**.
- **Strong**: Two **thugs** and a **spy**.
- **Very Strong**: A **pistoleer**.

BONUS OBJECTIVES REINFORCEMENTS

If the characters participated in **Bonus Objective A**, however, they may have their own help.

NPCs from the organizations that the characters contacted arrive at the end of the first round. Refer to each organization's card; it contains guidance as to how it behaves in the final episode.

In situations where the organizations send an NPC to assist the characters, don't let it steal the show; the reinforcements should turn the tide of a fight, but the characters are the heroes here—even if it means that they don't do much more than give the characters a tip of a hat and a thankful grin.

SCENE A. COMMON AREA

The common area is wide and open to the second floor above. Wooden chandeliers hang from the ceiling above on lengths of thick rope moored to cleats mounted on the walls. Two doors behind the bar lead to the kitchen and storerooms in the rear of the establishment.

THEY'VE GOT GUNS!?

The drow of Bregan D'aerthe are **resourceful** lot; they've taken to using firearms. While your players know what a gun is, their characters likely have **never** encountered them before. To facilitate the "**shock and awe**" that they should instill to those unfamiliar with them, describe firearms in such a way as they're not immediately identifiable as one, such as "unusual hand crossbows without a string," or "a strange wand" That way, when the weapon belches smoke and fills the air with a clap of thunder, your players will be just as surprised as their characters are.

CREATURES/NPCs

Xzand're Hsyl'ran (a drow **pistoleer** disguised as Meggin, a young woman with fiery red hair) is here serving drinks and rubbing elbows. Two drow **thugs** and a drow **spy** sit at a table by the door—pretending to be patrons. Two-dozen patrons (**commoners** and **nobles**) mill about: drinking, eating, and merry-making.

Objectives/Goals. Xzand're's main goal is to maintain her disguise as the Prow's proprietress, so she can continue smuggling goods into the city via the sewers. She doesn't willingly remove her *hat of disguise*. The drow are loyal to Xzand're, but only in-so-far as their

livelihood is concerned. The patrons are here to relax. If combat breaks out, however, they flee to find somewhere safer to relax.

What Do They Know? Xzand're has fallen out of favor with Jarlaxle but is nevertheless undyingly loyal to him and won't willingly betray him. She knows of his search for the dragon's treasure and his plans to circulate false maps that would lead would-be competition to their doom at Artor Morlin's doorstep. She also knows the inner workings of Bregan D'aerthe's smuggling ring in the Dock Ward. The drow don't know about the false maps but do know that Xzand're has been smuggling goods throughout the city via the sewers—something they happily reveal if they think doing so will save their neck. They won't do this in Xzand're's presence, however—they're way too afraid of her.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **pistoleer** and the **spy** with a **thug**.
- **Weak:** Replace the **pistoleer** with a **spy**.
- **Strong:** Add two **thugs**.
- **Very Strong:** Add a **pistoleer** and a **spy**.

TREASURE & REWARDS

If Xzand're is defeated, the characters find:

- Xzand're's *hat of disguise*
- Two **false maps** carried in a concealed pocket.
- A **letter** revealing plans to throw would-be treasure hunters off the trail. The letter is written in flowing, elegant script and signed, "*Jarlaxle*."

SCENE B. KITCHEN

The kitchen is bustling and chaotic place full of cooks and other waitstaff. The attached storage area beside the kitchen is full of food, crates, and kegs.

CREATURES/NPCs

The staff members (**commoners**) are the only ones in the kitchen on a regular basis.

Objectives/Goals. The staff is concerned only with making and serving delicious food.

What Do They Know? None of the staff know that Meggin is Xzand're, nor do they know about the entrance to the sewers in the storage room (which Xzand're's agents only access after-hours).

PLAYING THE PILLARS (SCENE A: COMMON AREA)

Combat

The customers flee combat. Xzand're uses her environment to her advantage. Xzand're prefers to attack from range, so she may unmoor a chandelier from a cleat on a nearby wall to propel herself to the second floor and attack from on high! Surprised customers upstairs may push hostile creatures over the railing to the common area below. Reinforcements may leap through windows if the fight hasn't spilled into the street when they arrive!

Exploration

If the characters investigate the sewers prior to this episode, and discover the secret entrance to the Ship's Prow, they may consider contacting the City Watch to arrest "Meggin," who is revealed to be Xzand're. If the characters case the inn until dark, they see a few dark-clothed individuals enter past closing time and enter the kitchen—Bregan D'aerthe smugglers entering the sewers via the Ship's Prow.

Social

"Meggin" denies any wrong-doing as she pulls mugs of ale for her patrons—something that a character succeeding on a DC 11 Wisdom (Insight) check realizes is a lie. Unless her cover has been blown, Xzand're calls for peace (and the City Watch). If confronted with evidence (such as the manifest from **Bonus Objective B**) or about purchasing the rare paper, however, she admits to her misdeeds and attacks—calling for aid from her underlings.

AREA INFORMATION

The area has the following information:

Trapped Hatch. There is a cleverly hidden hatch set into the floor of the storage room corner that leads into the sewers below the Ship's Prow (see **Bonus Objective B**). If the Bonus Objective isn't being used, the hatch isn't here. The hatch requires a successful DC 15 Intelligence (Investigation) check to detect. The hatch's trap is triggered if the hatch without first depressing a secret catch. Characters succeeding on a DC 15 Wisdom (Perception) check find the catch. Choose one of the following traps:

- **Poison Gas.** A spray of **poison gas** fills the storage room. Each creature in the room must succeed on a DC 11 Constitution saving throw or be poisoned for 1 hour. Consider this trap if group is lacking in characters with abilities that can heal others.

- **Scythe Blade.** A **hidden blade** attacks (+6 to hit) each character within 10 feet of the trap door, dealing 14 (4d6) slashing damage on a hit. Consider this trap if the group isn't being careful about traps or if a couple of the characters insist on leaving the others on their own while looking for treasure. If the group is **strong** or **very strong**, increase the slashing damage to 21 (6d6).
- **Fireball.** A **magical rune** explodes and fills the room with eldritch flame. Each creature in the room must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) fire damage. A successful save reduces this damage to half. Consider using this trap if the characters have strong healing abilities. If the group is **strong** or **very strong**, increase the fire damage to 14 (4d6).

SCENE C. ROOMS

There's usually a dozen or so rooms available at any given time at the Ship's Prow.

CREATURES/NPCs

The rooms are occupied by patrons and employees (**nobles** and **commoners**), with a pilfering thief (**spy**) or two sprinkled in for good measure.

Objectives/Goals. Patrons are here to rest and recover from work, adventuring, or just having too much fun in the common area downstairs. They're hostile if attacked first, and don't appreciate being intruded upon. If combat spills into a room, they panic and try to flee. They may try to push hostile creatures over the railing to the common area below.

What Do They Know? Neither the patrons nor employees know nothing about Bregan D'aerthe's presence in the inn; as far as they know, Meggin is still running the show.

WRAP UP: DEBT PAID

Artor is pleased to hear of the characters' success in rooting out—and more importantly, thwarting—those responsible for the distribution of the maps. For the time being, Artor's reward is to spare the characters—a generous reward given the gravity of the Masked Lord's secret that they carry.

Artor, however, has more important things to worry about; while new maps are unlikely to be distributed, there are still many in circulation. He's definitely in need of new accommodations—something he casually mentions to the characters. Undermountain perhaps? For now, he “suggests” that the characters take their leave of his lair, and await the possibility of further instructions.



ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE

CHECKPOINTS

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each story objective that they complete, as follows:

- **Story Objective A:** Find the map's source.
- **Story Objective B:** Thwart Xzand're's plans.

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **bonus** objective that they complete, as follows:

- **Bonus Objective A:** Muster the ward's support.
- **Bonus Objective B:** Disrupt the smuggling ring.

PLAYER REWARDS

The characters earn the following player rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Hat of Disguise. The entire length of this broad, red-silk ribbon is embroidered in gold thread. While wearing it, the wearer can read and understand, but not speak, Undercommon. This item can be found in **Appendix 7**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Artor Morlin (ARR Tore MORE linn).** Known also as The Baron of Blood. This masked lord is a vampire, but very few live to hold this knowledge. While wholly evil, Artor is calculating and respectful. His clothing, while fine, is outdated in fashion and he smells of dust and ancient blood.

Personality: *I send minions to deal with threats.*

Ideal: *I'm always one step ahead of my enemy.*

Bond: *Knowing my secrets means death.*

Flaw: *If I must fight, my bloodlust consumes me.*

- **Meggin (MAY ginn).** At a glance, Meggin is a red-haired woman in her mid-twenties that's run "the Prow" for a few years now, having won the inn in a high-stakes *Three Dragon Ante* game that the locals talk about to this day. However, about six months ago, Meggin was murdered by Xzand're Hsylv'ran. Xzand're uses her *hat of disguise* to maintain the illusion of Meggin's ownership of the inn—exhibiting the following traits while doing so.

Personality: *I'm friendly, but no nonsense.*

Ideal: *Making folks happy makes me happy.*

Bond: *I seek to preserve the Ship's Prow legacy.*

Flaw: *I've got a short temper.*

- **Xzand're Hsylv'ran (SHAN dray sill RAN).** This female drow is clever, creative, and fiercely loyal to Jarlaxle Baenre. In addition to supplying Jarlaxle with information, she runs a rather lucrative smuggling ring in the Dock Wards.

Personality: *I tolerate neither failure nor betrayal.*

Ideal: *Why use two words when one bullet will do?*

Bond: *Jarlaxle Baenre **will** realize my true worth.*

Flaw: *I'm nothing if not overconfident.*

- **The Ship's Prow.** This well-regarded inn is a mainstay of the Dock Ward; residents and visitors alike frequent it. Its prices are reasonable in consideration of its quality. It is purveyed by a no-nonsense woman named Meggin.

Personality: *She's a bit rough, but well-loved.*

Ideal: *By price and fare, she aims to please.*

Bond: *She's long been a staple of the Dock Ward.*

Flaw: *She doesn't attract the best and brightest.*

APPENDIX 2: CREATURE STATISTICS

This appendix details monsters that are encountered in this adventure.

COMMONER

Medium Humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

GUARD

Medium Humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

NOBLE

Medium Humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

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

Senses passive Perception 10

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) piercing damage.

REACTIONS

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

THE DROW OF BREGAN D'AERTHE

If **drow** NPCs are present in a given encounter, the stat blocks found in this appendix are modified as follows:

- **Type:** Medium humanoid (elf), neutral evil
- **Senses.** Darkvision 120 ft.
- **Language:** Common, Elvish, Undercommon
- **Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.
- **Innate Spellcasting.** The drow's spellcasting ability is Charisma (spell DC 10 + Charisma Modifier). It can innately cast the following spells, requiring no material components.

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

- **Sunlight Sensitivity.** While in sunlight, the spy has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
- **Pistol.** In addition, replace the NPCs ranged weapon attack with a **pistol** that deals 5 (1d10) piercing damage, plus any ability score or other modifiers provided in the stat block. **NOTE:** The **pistoleer's** stat block **isn't** modified in this way

PISTOLEER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +6, Con +4, Wis +3

Skills Deception +4, Perception +3, Stealth +8

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Gunslinger. Being within 5 feet of a hostile creature or attacking at long range doesn't impose disadvantage on the pistoleer's ranged attack rolls with a pistol. In addition, the pistoleer ignores half cover and three-quarters cover when making ranged attacks with a pistol.

ACTIONS

Multiaction. The pistoleer makes two melee attacks.

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

Poisonous Pistol. *Melee Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 11 (2d10) poison damage.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/turn). The spy 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 the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

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

WEREWOLF

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

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

Skills Perception +4, Stealth +3

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

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

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

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

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

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

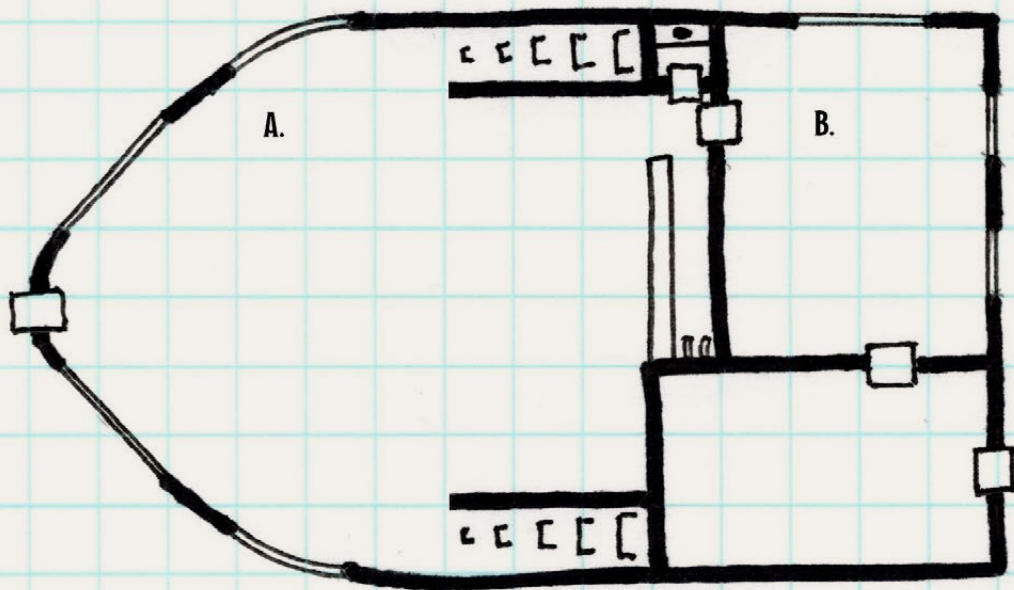
Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

APPENDIX 3: DOCK WARD MAP



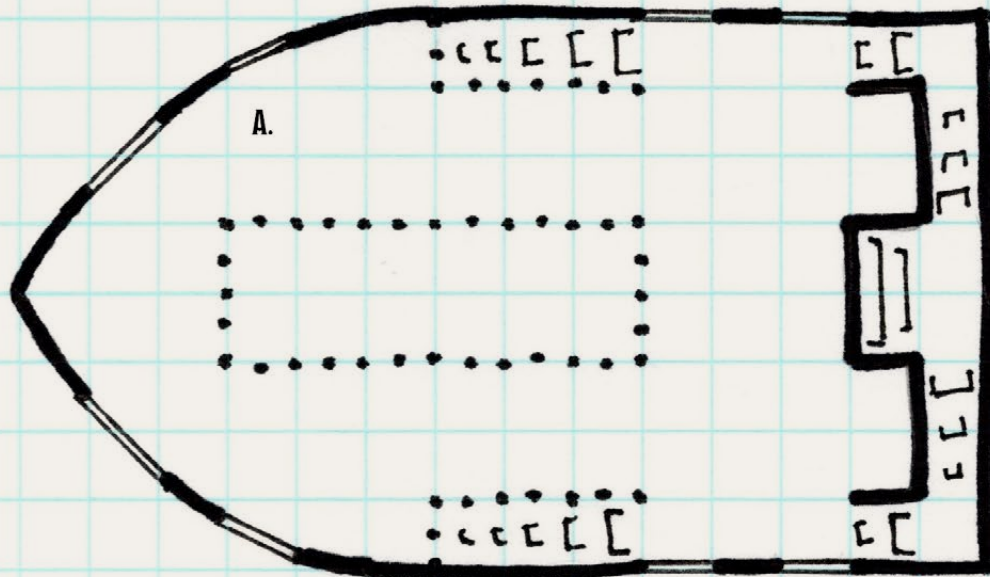
APPENDIX 4A: SHIP'S PROW MAP (FLOORS 1 & 2)

GROUND FLOOR



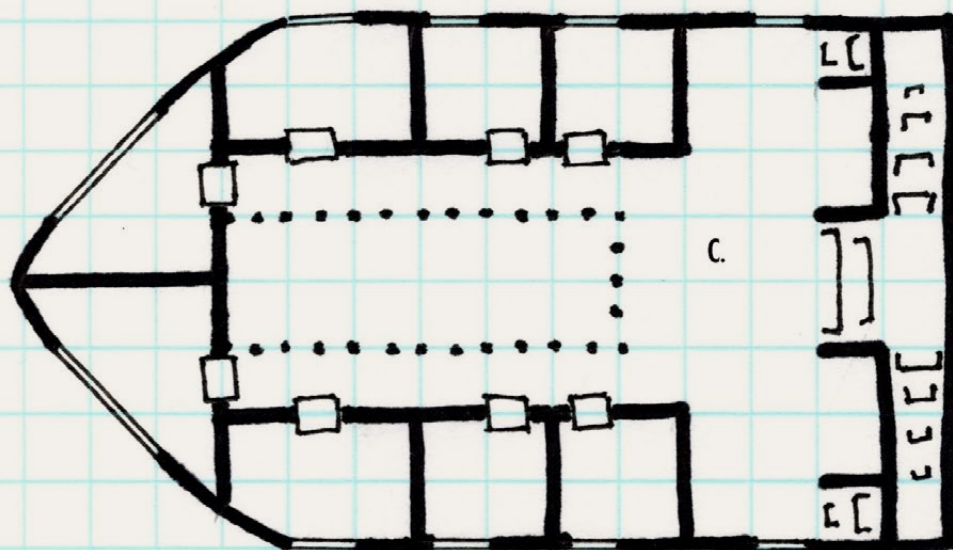
□ = SFT

2ND FLOOR



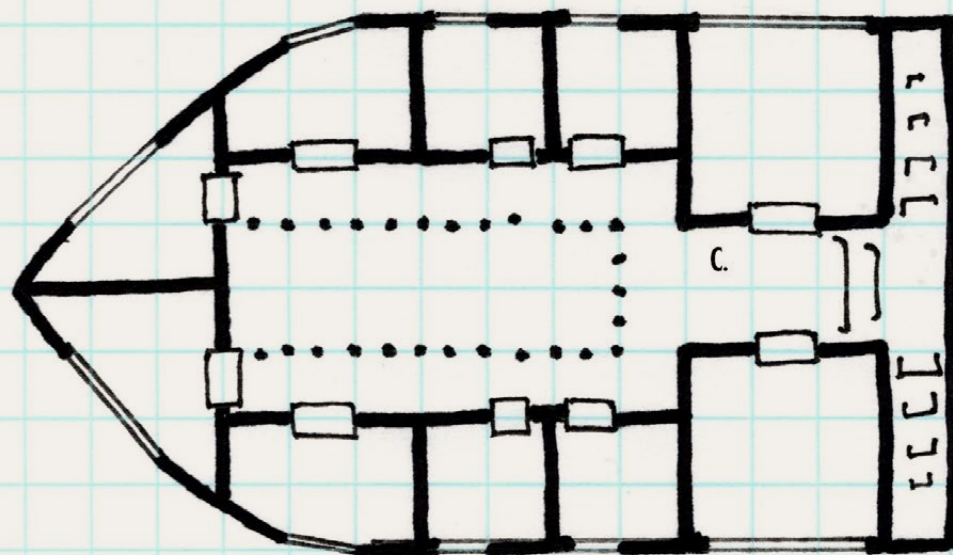
APPENDIX 4B: SHIP'S PROW MAP (FLOORS 3 & 4)

3rd Floor



□ = 5 FT

4th Floor



APPENDIX 5: THE COURT OF PUBLIC OPINION (BONUS OBJECTIVE A.)

Estimated Duration: 1 hour (approx. 20 minutes each)

SETTING: DOCK WARD DENIZENS

During **Episode 2**, the characters learn the location of the Bregan D'aerthe safehouse, but also that the drow are likely to receive reinforcements if the Ship's Prow is attacked. To that end, the characters may wish to seek out reinforcements of their own.

PREREQUISITES

The characters may pursue this bonus objective once they've completed the **Call to Action** and entered the Dock Ward. Once they begin **Episode 3**, this Bonus Objective is unavailable.

BONUS OBJECTIVE A

Obtaining the help of **at least two** organizations is **Bonus Objective A**. Each organization that the characters successfully interact with **help** them during the final scene at the Ship's Prow, while those that they fail to convince **hinder** them instead. The characters may pursue the assistance of more than one organization if time permits.

Convincing the Organization. To obtain help from an organization, the characters must succeed on a DC 11 **group ability check** depending on what the characters choose to do to obtain their help. Combat **isn't** the goal here, but if the potential exists, stat blocks may be included.

Before attempting the check, the characters should decide on what they want to do. Though they aren't bound to them, each scene provides some suggestions for the characters. However, if they describe something else that they'd like them to do, run with it! Similarly, if a character exhibits **clever thinking** or displays excellent **roleplaying**, grant them inspiration on the check! Additionally, they may have **Backgrounds** or **tool proficiencies** that may come in handy. For example, grant advantage to a character with the Folk Hero background with checks made with the residents of the Dock Ward (see **Scene E**) or to Criminals or Urchins on checks made with the Plague Rats (**Scene B**). Easy!

If successful, the organization vows to **help** the characters in **Episode 3: The Ship's Prow**. If they fail, though, the organization **hinders** them. See the Help & Hinder cards for additional details.

HELP & HINDER CARDS

Prepare each organization's card by checking the "**Help**" or "**Hinder**" box depending on the result of the group check.

SCENE A. CITY WATCH

If the characters seek out a patrol of city watchmen, they find a patrol in hot pursuit of a band of thugs!

CREATURES/NPCs

The characters encounter a patrol (consisting of eight **guards**) in pursuit of three Plague Rats **thugs**.

Objectives/Goals. The guards want to catch the thugs, and the thugs want to escape. Simple enough.

What Do They Know? The guards witnessed the Plague Rats casing a nearby building, and as the City Watch moved to question them, they fled. The thugs were doing exactly what they're suspected of doing.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The Plague Rats are cornered in a 15-foot wide alley behind some shops and residences. The ground is level, but piles of crates and barrels provide cover in areas.

Lighting. The alley is blanketed by low-hanging fog. During the day, the area is brightly lit, but visibility is lightly obscured beyond 100 feet. At night, the area is dimly lit (moonlight and lamps), but anything beyond 100 feet is totally obscured.

OBJECTIVE

The characters must help the City Watch catch the thugs to obtain their aid during **Episode 3**. If they want to help the Plague Rats, use **Scene C**, instead.

Some ways of doing this include:

- **Strength (Athletics).** They chase the thugs!
- **Dexterity (Stealth).** They sneakily trail the thugs and jump them when least suspected!
- **Charisma (Intimidation).** They browbeat the thugs into surrendering.
- **The Bregan D'aerthe Ledger.** If the characters completed **Bonus Objective B** prior to this scene, they may have proof of Bregan D'aerthe's dealings in the Dock Ward in the form of a ledger found in the staging area. If presented to the City Watch, they accompany the characters to the Ship's Prow and are present when the scene begins—removing the delay indicated on their Help & Hinder card.

SCENE B. DUNGSWEEPERS

Characters looking for the Dungsweepers find them easily enough. On Ship street, the characters encounter a large, dung-filled wagon with a broken wheel in the middle of the street.

CREATURES/NPCs

A halfling named Gillin drives the wagon, assisted by two other halflings: Gor and Tak (**commoners**).

Objectives/Goals. The Dungsweepers are all quite frustrated. They've had a long day and just want to get rid of their load, so they can go home and rest.

What Do They Know? They've been performing back-breaking work and their wagon has broken.

HELPING THE DUNGSWEEPERS

The characters must fix the Dungsweepers' wagon to obtain their aid during **Episode 3**.

Some ways of doing this include:

- **Strength (Athletics).** They lift the wagon while Gor and Tak fix the wheel.
- **Wisdom (Carpenter's Tools).** They repair the wagon's broken wheel themselves.
- **Charisma (Persuasion).** The characters persuade a couple heavies to help push the wagon to the side of the road until a replacement is located.

THE DUNGSWEEPERS

This guild has the distasteful job of sweeping cleaning streets and stables of manure and other foulness. Despite their unglamorous profession, they wield a surprising amount of power in the ward due to their propensity for being conveniently "too busy" to aid those who arouse their ire.

SCENE C. PLAGUE RATS

If the characters seek out the Plague Rats, they find a group being pursued by the City Watch.

CREATURES/NPCs

The characters encounter three Plague Rats **thugs** being pursued by a patrol of eight Watch **guards**.

Objectives/Goals. The guards want to catch the thugs, and the thugs want to escape. Simple enough.

What Do They Know? The guards witnessed the Plague Rats casing a nearby building, and as the City Watch moved to question them, they fled. The thugs were doing exactly what they're suspected of doing.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The Plague Rats are cornered in a 15-foot wide alley behind some shops and residences. The ground is level, but piles of crates and barrels provide cover in areas.

Lighting. The alley is blanketed by low-hanging fog. During the day, the area is brightly lit, but visibility is lightly obscured beyond 100 feet. At night, the area is dimly lit (moonlight and lamps), but anything beyond 100 feet is totally obscured.



HELPING THE PLAGUE RATS

The characters must help the Plague Rats escape to obtain their aid during **Episode 3**. If the characters want to help the City Watch, use **Scene A**, instead.

Some ways of doing this include:

- **Dexterity (Stealth)**. They help the thugs hide!
- **Wisdom (Insight)**. The guards may be susceptible to bribes! Each character pays 2 gp.
- **Charisma (Deception)**. They distract the City Watch with claims of a larger crime in progress.
- **The Bregan D'aerthe Ledger**. If the characters completed **Bonus Objective B**, prior to this scene, they may have proof of Bregan D'aerthe's dealings in the Dock Ward in the form of a ledger found in the staging area. If presented to the Plague Rats, the thieves are unlikely to take the news of outsiders infringing on their turf lightly...

THE PLAGUE RATS

This guild is an infamous group of thieves, assassins, and wererats (the latter arising from a lycanthropic plague that was never fully stemmed) that operate within the Dock Ward. No one is quite sure who leads the group.

SCENE D. RED SASHERS

Finding the Red Sashes can be tricky; they operate in small, independently operating cells. Locating them requires a successful DC 11 Charisma (Persuasion) **group check**. Characters with the Criminal or Mercenary background or those that are members of the Harpers make this check with advantage.

CREATURES/NPCs

The characters encounter a Red Sash named Hranna (a **spy** without the Fey Ancestry, Innate Spellcasting, or Sunlight Sensitivity traits).

Objectives/Goals. Hranna is plotting to assist a local man in escaping from City Watch custody (he's guarded by eight City Watch **guards**).

What Do They Know? The man in custody was framed for the murder of a woman. In truth, the woman was murdered by a rival suitor.

HELPING THE RED SASHERS

The characters must secure the man's freedom to obtain the Red Sash's aid during Episode 3.

Some ways of doing this include:

- **Strength (Athletics)/Dexterity (Acrobatics)**. They assist Hranna in infiltrating the City Watch guard post and freeing the man.
- **Intelligence (History)**. They research Waterdhavian law and secure the man's release.
- **Charisma (Persuasion)**. They convince an influential noble to plead the man's case to City Watch who, in turn, releases the man.

THE RED SASHERS

This vigilante group is divided into individual cells—one for each ward of the city. They are led by an unknown entity known as “The One.” While they aren't excessively violent, they don't hesitate to use it to arrest the guilt or free the innocent when the City Watch can't—or won't—do so.

SCENE E. WARD RESIDENTS

Residents of the ward are everywhere: in every shop, street, and alley.

CREATURES/NPCs

There are thousands of residents (**commoners**) in the ward that the characters could come across. Be creative; this is an opportunity to bring the city to life through its people and their trivial problems.

Objectives/Goals. Their daily problems may even outnumber the residents themselves: City Watch harassment, problems with a less-than-scrupulous landlord, to losing their cat. The sky's the limit.

HELPING THE WARD RESIDENTS

The characters must assist the residents any way they can to obtain their aid during Episode 3.

Some ways of doing this include:

- **Strength (Athletics)**. They help a resident carry in a particularly heavy load of groceries.
- **Wisdom (Animal Handling)**. They lure a lady's cat down from a tree using a tasty bit of fish.
- **Intelligence (History)**. They help an old man facing eviction navigate the city's tenancy laws.
- **Charisma (Persuasion)**. They are just generally pleasant or provide a rousing speech to the locals.

APPENDIX 6: BUSINESS INTERRUPTED (BONUS OBJECTIVE B.)

Estimated Duration: 1 hour

SETTING: DOCK WARD SEWERS

In this **bonus objective**, the characters seek out and disrupt Bregan D'aerthe smuggling operations in the sewers beneath the Dock Ward.

PREREQUISITES

The characters may pursue this bonus objective after completing **Episode 1**.

BONUS OBJECTIVE B

Disrupting the flow of Bregan D'aerthe contraband being smuggled in the sewers beneath the Dock Ward is **Bonus Objective B**. Rooting out the drow in this area of the sewers and taking possession of their goods (or reporting it to the City Watch or the Plague Rats) completes this objective.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The ceilings here are 10 feet high, and 5-foot wide walkways flank central channels funneling sewer water through the area.

Sewer Water. Water mixed with rubbish and other unmentionable filth fills 5-foot deep channels between raised, stone walkways. Any creature submerged in the water must succeed on a DC 11 Constitution saving throw or be poisoned for one hour. The stone walkways are level and smooth, but slick from moisture, mildew, and muck.

Lighting. Unless otherwise specified, there is no light here. Occasional manholes or sewer grates shed a column of light that might provide bright, dim, or no light (depending on the time of day) in a 5-foot radius. The only other light that exists is that which the characters bring with them.

SCENE A. QUIET CELLAR

At first glance, this room appears to be an empty cellar but a hastily concealed entrance to the sewers is on the northern wall. Xzand're uses this area of the sewers to smuggle goods into and out of the city.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This 25-by-20-foot room is largely empty except a few crates, barrels, and other containers full of foodstuffs and linen.

Lighting. Two torches sit in sconces by the door and a candle rests on the writing desk. They're currently unlit (these are used by the drow if their darkvision prevents seeing something properly).

SCENE B. WATCHPOINT

The area has the following features:

Dimensions & Terrain. The channel here collects into a large pool but is covered by an iron grate at the same level as the walkway, which continues around the edge of this area.

Lighting. There is no light here except that which the characters bring with them.

Footbridges. The boards used as bridges across the channels are old and in poor repair. There is a 1-in-4 chance that a bridge collapses when a creature crosses it. If this happens, the creature must succeed on a DC 11 Dexterity saving throw or fall into a channel below.

Lamp Oil. A 10-foot stretch of the walkway leading to **Area C** is covered in straw and cloth soaked with lamp oil. The smell of the oil is masked by the overpowering stench of the sewers and discerning its presence from smell alone requires a successful DC 13 Wisdom (Perception) check. If struck with fire or a spark, the oil ignites. Any creature in the area when it ignites or that later passes through the fire must succeed on a DC 9 Dexterity saving throw or take 7 (2d6) fire damage.

PLAYING THE PILLARS (SCENE B: WATCHPOINT)

Combat

Instead of shooting a character with his pistol, the drow may shoot the ground near a character standing in oil with his pistol, which misses the character but ignites the lamp oil. The drow in Scene C. respond to the sounds of gunfire here.

Exploration

Characters succeeding on a DC 11 Wisdom (Perception) check hear gentle snoring. If they didn't enter from the Ship's Prow, the door leading into Area A requires a successful DC 9 Wisdom (Perception) check to locate. Even if they don't see it, those passing by the area see tracks in the muck end at the wall.

Social

The drow is in terrible spirits (no pun intended) and may be persuaded to abandon his post for a handful of gold. Characters offering anything more than 5 gp may make a DC 11 Charisma (Persuasion) check. If successful, the drow leaves.

THEY'VE GOT GUNS!?

The drow of Bregan D'aerthe are **resourceful** lot; they've taken to using firearms. While your players know what a gun is, their characters likely have **never** encountered them before. To facilitate the "**shock and awe**" that they should instill to those unfamiliar with them, describe firearms in such a way as they're not immediately identifiable as one, such as "unusual hand crossbows without a string," or "a strange wand" That way, when the weapon belches smoke and fills the air with a clap of thunder, your players will be just as surprised as their characters are.

CREATURES/NPCs

This area is usually monitored by a lone drow **spy** hiding in an alcove above the walkway.

Objectives/Goals. The spy is here to watch for intruders but spent the night prior drinking and is likely asleep when the characters pass through the area. If so, the characters needn't make any Dexterity (Stealth) checks to pass by unnoticed. But the pistoleer awakens to sounds of combat in **Area C** and arrives at the end of round three to investigate.

What Do They Know? The spy knows about the smuggling activities, but nothing about the false maps that Jarlaxle has been spreading around town.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **spy** with a **thug**.
- **Weak:** Replace the **spy** with a **thug**; add another **thug**
- **Strong:** Add a **spy**.
- **Very Strong:** Add a **pistoleer**.

SCENE C. STAGING AREA

Xzand're utilizes this forgotten section of the sewers in her smuggling operations.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The room is 25-by-30-feet and the ground is level and smooth. The room is full of various types of containers, all of which contain various illicit goods (toxic herbs, stolen antiquities, and the like). A writing desk sits in the north-western corner.

Lighting. While they're unlit, there are two sconces holding torches and a candle on the writing desk. These are used by the drow if their darkvision prevents seeing something properly.

Illegal Wares. A ledger containing detailed logs of incoming and outgoing shipments sits in a locked drawer of the desk. Unlocking the drawer requires a set of thieves' tools and a successful DC 13 Dexterity check. The drawer may be **trapped** (see **Episode 3, Scene B** for traps) The characters may use the ledger as evidence against Bregan D'aerthe—specifically with the City Watch or the Plague Rats.

Salted Corpse. One of the barrels in the chamber contains the corpse of a woman in her mid-twenties with fiery red hair, packed in salt. This is the body of Meggin—the owner of the Ship's Prow.

CREATURES/NPCs

Two drow **spies** and three drow **thugs** are here at any given time: cataloguing, loading, and unloading goods being smuggled into and out of Waterdeep.

Objectives/Goals. Xzand're has entrusted the daily operations of the efforts to one of the spies. Any other drow present are working hard to stay in Xzand're's good graces.

What Do They Know? All of the drow know about the smuggling activities, but nothing about the false maps that Jarlaxle has been spreading around town. The spy in charge heard from other members of Bregan D'aerthe that Xzand're has fallen out of favor with Jarlaxle but isn't sure why, though he dares not mention it to her. He suspects that her recent efforts are attempts to regain Jarlaxle's trust.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **spies** and a **thug**.
- **Weak:** Replace the **spies** with a **thug**.
- **Strong:** Add a **spy** and a **thug**.
- **Very Strong:** Replace the **spies** with a **pistoleer**.

TREASURE & REWARDS

If they search the desk, the characters find:

- A pouch containing three **+1 bullets**.
- A ledger containing detailed logs of incoming and outgoing shipments sits in a locked drawer. Unlocking the drawer requires a set of thieves' tools and a successful DC 13 Dexterity check. The characters may use the ledger as evidence against Bregan D'aerthe—specifically with the City Watch or the Plague Rats (see **Bonus Objective A**).

PLAYING THE PILLARS (SCENE C: STAGING AREA)

Combat

The spies seek cover behind crates and barrels while the thugs rush the characters. They may even attempt to shove foes into the sewer channels if an opportunity presents itself. The thugs fight to the death in the service of Bregan D'aerthe.

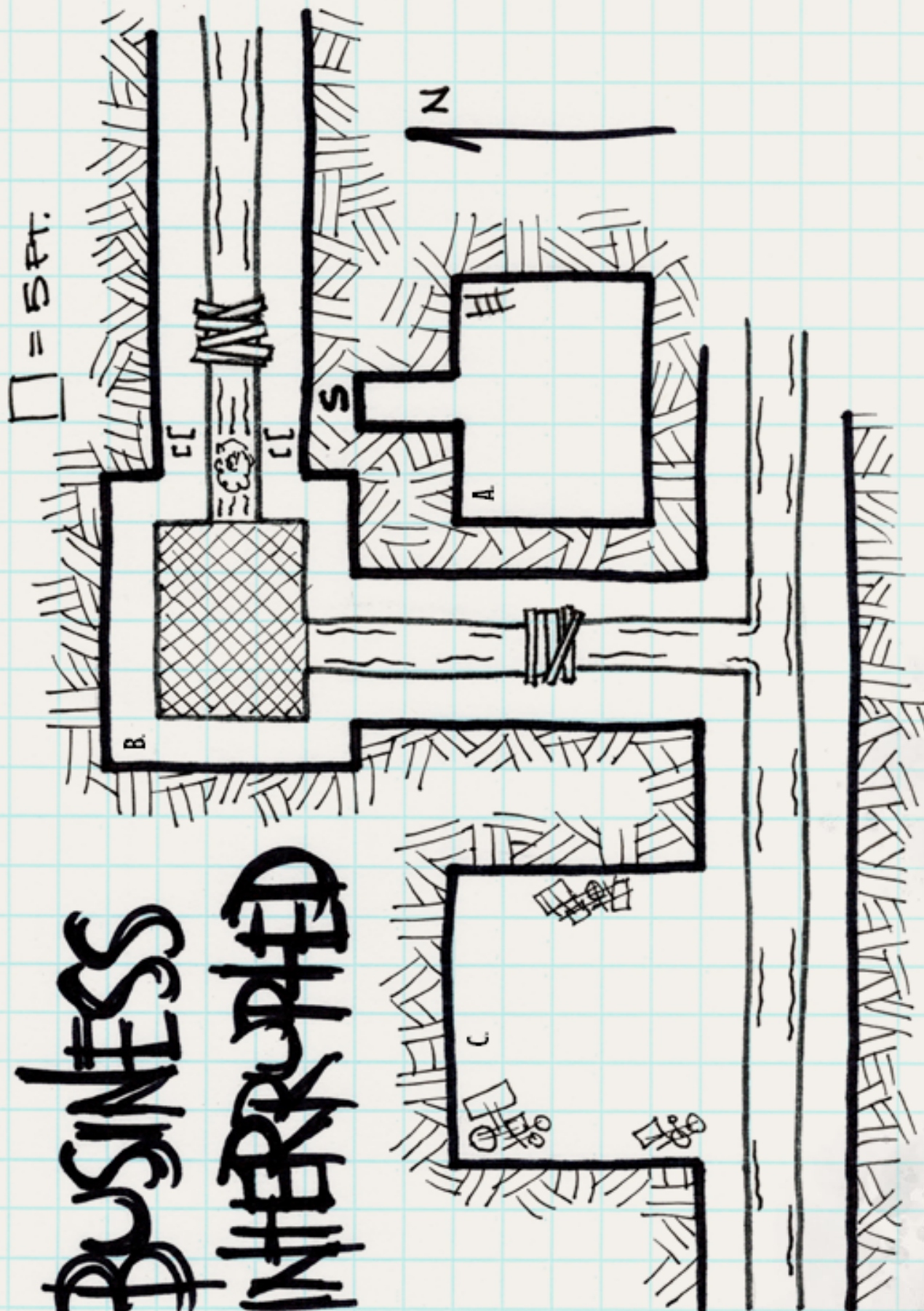
Exploration

Characters surveilling the area for long enough see a long, narrow raft drift down the channel from the east and settle to a stop by Area C. The drow pass crates and barrels to the shadowy figures driving the boat, and it drifts silently to the west.

Social

The drow can be bargained with. While loyal to Bregan D'aerthe, they may be convinced to abandon their post with a successful DC 13 Charisma (Deception, Intimidation, or Persuasion) check. This check is made with advantage if provided a bribe of 5 gp or more.

BUSINESS INTERUPED



APPENDIX 7: HAT OF DISGUISE (PLAYER HANDOUT)

Characters completing this adventure's objective unlock this magic item. Once unlocked, the item may be purchased once using treasure checkpoints. Once this item has been purchased, it's no longer available unless later unlocked by other means.

HAT OF DISGUISE

Wondrous item, uncommon (requires attunement)

While wearing this hat, you can use an action to cast the disguise self spell from it at-will. The spell ends if the hat is removed. This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*.

The entire length of this broad, red-silk ribbon is embroidered in gold thread. While wearing it, the wearer can read and understand, but not speak, Undercommon.

APPENDIX 8: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO WATERDEEP?

<http://dnd.wizards.com/story/waterdeep>

NEW TO BEING THE DUNGEON MASTER?

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

HAT OF DISGUISE

DDALo8-03 Dock Ward Double Cross

While wearing this hat, you can use an action to cast the disguise self spell from it at-will. The spell ends if the hat is removed. This item is found on Magic Item Table F in the Dungeon Master's Guide.

The entire length of this broad, red-silk ribbon is embroidered in gold thread. While wearing it, the wearer can read and understand, but not speak, Undercommon.

Requires attunement.

UNCOMMON

MAGIC ITEM TABLE: **F**

Item Unlock

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Item Unlock



WATERDEEP
DRAGON HEIST™



WATERDEEP
DRAGON HEIST™



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DRAGON HEIST™



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