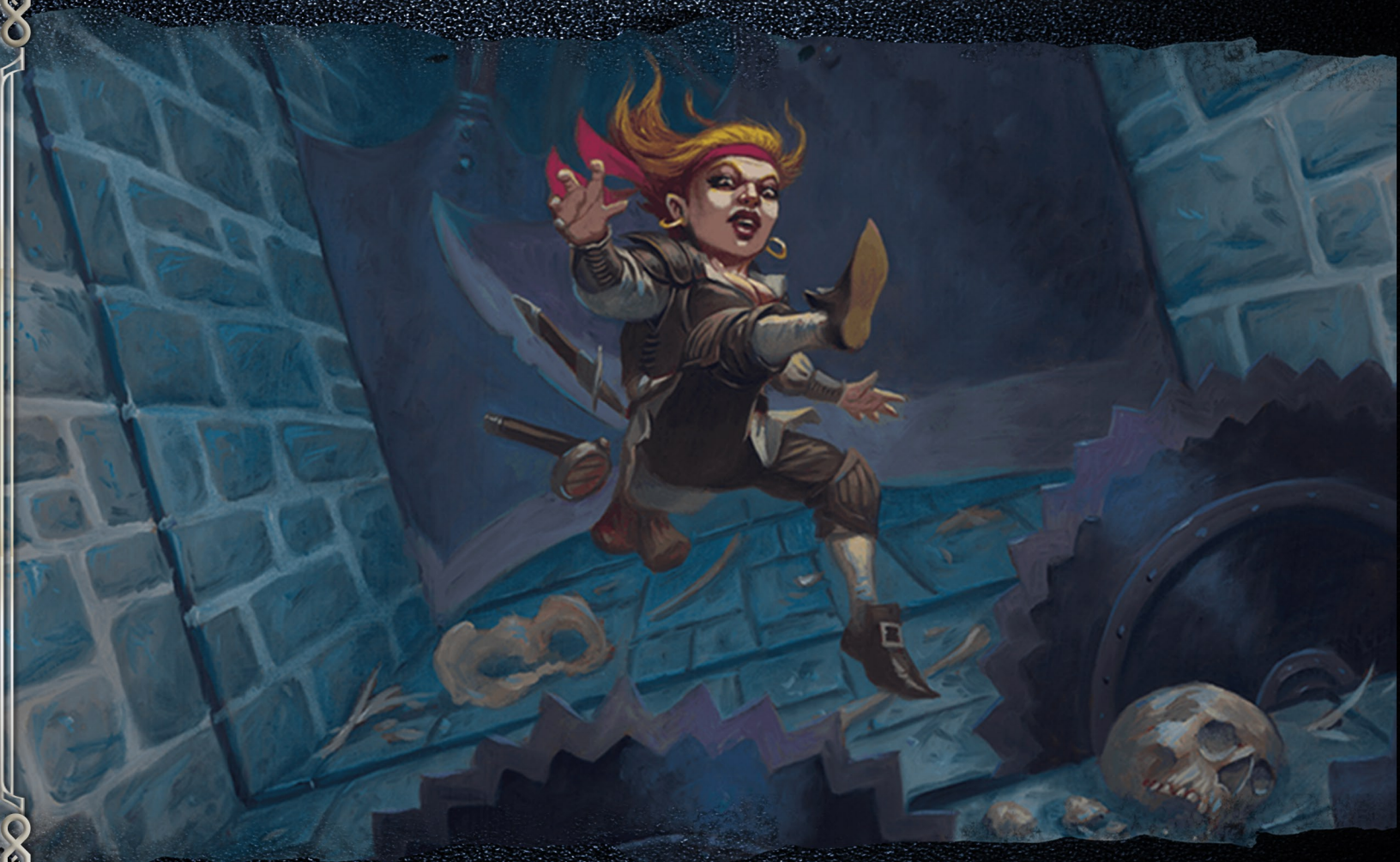




BLUE ALLEY



Survive Waterdeep's most infamous deathtrap in this adventure for the world's greatest roleplaying game

BLUE ALLEY

A Waterdeep Adventure

The infamous Blue Alley lies hidden in the heart of Waterdeep. Built by a secretive wizard, it is a magic maze full of tricks, traps, strange monsters, and rich treasure. Countless adventurers have ventured inside to test their bravery and skill, yet few have returned. And now it is your turn...

A Four-Hour Adventure for Tier 1 Characters.

Optimized For: APL 2



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ADVENTURE PRIMER

This section provides the adventure's background and an overview of the adventure episodes and objectives.

BACKGROUND

Many years ago, an evil and reclusive mage from **WATERDEEP** named **KEILIER** constructed **BLUE ALLEY** for his own amusement. He filled it with rich treasures and deadly traps, and enticed adventurers to brave its dangers while he gleefully watched from a hidden location.

Although everyone knows Blue Alley is a deathtrap, it has become a rite of passage for young adventurers seeking to establish a reputation.

The dungeon is regularly replenished with treasure, often stolen from the affluent houses of Waterdeep. Keilier occasionally leaks details of these treasures to the public, and wealthy patrons sometimes sponsor adventuring parties to enter the complex and retrieve a pilfered item.



Some speculate that other, darker powers may have supplanted the wizard as lord of Blue Alley. Regardless, those entering the complex usually end up just wanting to find a way out...

EPISODES

The adventure takes place over three episodes that take approximately three to four hours to play. These episodes are initially introduced by a Call to Action encounter.

- **Episode One: Call to Action.** The adventurers are approached by a famous personality and offered a lucrative job.
- **Episode Two: Into Blue Alley.** The adventurers enter Blue Alley, a magical maze full of tricks, traps, and bizarre monsters.
- **Episode Three: Wrap Up.** The adventurers escape from Blue Alley but are faced with a dilemma.

BONUS OBJECTIVES

The primary objective of the adventurers is to escape from Blue Alley with the Celestite Unicorn. This adventure contains bonus objectives that the characters can pursue if they have time to do so:

- **Bonus Objective A:** Open the Golden Door. The adventurers can find out how to open the golden door in area 6 and claim the treasure behind it.
- **Bonus Objective B:** Solve Keilier's Riddle. The adventurers can solve the riddle Keilier has woven throughout the dungeon and claim the special prize in area 20.

EPISODE SEQUENCE

Depending on your time constraints, play style, and environment, this adventure takes 3-4 hours.

APPENDICES

There are three appendices:

- **Appendix 1: Creature Statistics**
- **Appendix 2: Maps**
- **Appendix 3: Dungeon Master Tips**

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 3 hours. If the adventurers choose to pursue the bonus objectives above, it could last 4 hours or a little more.



EPISODE ONE: CALL TO ACTION



Estimated Duration: 30 minutes

He who pays well is well served.

—Mirt

The adventure begins in one of Waterdeep's taverns. If you are playing *Dragon Heist*, it could be the tavern owned by the adventurers. The famous Yawning Portal is another good option.

HEARD OF BLUE ALLEY?

The adventurers are having a meal and drink one evening when they notice a man at the bar is looking at them. He is rather rotund, has a walrus moustache, and wears an amber cape. When he sees they are looking at him, he smiles and walks over to speak with the party. Read the following:

“Good evening, friends! I hope you are having a pleasant time in this fine establishment. It is not to everyone's taste, but I find I like it very much.

“I should introduce myself. My name is Mirt. Perhaps you've heard of me? Hmmm. As it happens, I've heard of you. I rather make it my business to know a little about all of the adventurers who pass through Waterdeep.

“So, I'm guessing a group such as yourselves are looking for some excitement and danger, and the chance of a little treasure. Is that right?

“Tell me, have you heard of Blue Alley?”

Mirt shares the following information about Blue Alley:

- Years ago, a secretive and reclusive mage constructed Blue Alley, a dungeon full of tricks, traps, and strange monsters.
- No-one knows who the mage is.
- It is rumored that the mage secretly observes all those who enter Blue Alley, gambling with colleagues on the outcome of each venture within.

- The dungeon is very dangerous but is said to be full of fabulous treasure.
- Mirt has heard that Blue Alley holds a small sculpture called the Celestite Unicorn. He offers the party 250 gp if they secure this treasure for him.
- The entrance to Blue Alley is off Ivory Street in the Sea Ward. It is easy to locate as the cobblestones in the alley are made from glittering blue stone.

More information about Mirt can be found in *Dragon Heist*.

OTHER PATRONS

The adventurers might choose to go directly to Blue Alley, but they might also talk to the other tavern patrons to gather additional information. The following people have something to share:

- **Kameyo Maskholt** is a human veteran from Zhentil Keep who has traveled to Waterdeep for the reading of a will. She has a bald head and wears antique armor. She has heard of Blue Alley and thinks only fools would enter such a dangerous place without a good reason.
- **Oloric Thunderkin** is a dwarven tattooist who is drinking away the pain of his recent divorce. He has a wire-brush beard and ink-stained fingers. As a Waterdeep native, he knows of Blue Alley and has heard there is a powerful magic shield therein.
- **Tadberrow Wald** is a halfling barrister and a regular at this establishment. He wears fashionable clothes and has rakish black hair. His brother, Gilbert, is an adventurer, and told him that Blue Alley hides a great treasure behind a small, golden door.
- **Melisende Shadefall** is a human grocer from the Sea Ward, who is visiting the tavern for the first time with friends. She has heard there is a glass chest somewhere in Blue Alley that explodes into shrapnel if tampered with.

TO EPISODE TWO

The adventurers can get directions to Ivory Street in the Sea Ward from almost any local. When they are ready to enter, go to **Episode Two: Into Blue Alley**.



EPISODE TWO: INTO BLUE ALLEY



Estimated Duration: 2-3 hours

I've usually found that fortune favors the fearless.

—Mirt

PREREQUISITES

This episode begins once the characters complete the Call to Action.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. Blue Alley winds its way between several windowless stone buildings in the Sea Ward. There are several doors along the alley, leading to interior corridors and rooms.

The cobblestones underfoot are made from glittering blue sodalite. The alley walls are made of sandstone and are 20 feet high, while the interior corridors and rooms are generally 9 feet high.

Doors. Except where specified, all doors are made of wood and reinforced with iron.

Locks. There are several locked doors and chests in Blue Alley. If someone attempts to pick a lock and fails,

the lock is too complicated for them and they cannot attempt to pick it again until they gain a level. The same is true if someone attempts to force open a locked door.

TRAPS & PUZZLES

A permanent wall of force covers the top of the alley, preventing anyone from flying or climbing in and out. There are many traps and puzzles in the Blue Alley complex, and these are detailed in the numbered areas below.

OBJECTIVES

The main objective is to find the Celestite Unicorn and then locate the exit. The secondary objectives are to open the golden door and solve the riddle of Keilier.

CREATURES/NPCs

There are several creatures in the Blue Alley complex, and most of them are hostile. More details are available in the numbered areas below, and **Appendix 1** contains guidance on where a creature's stat block may be found.

There is also a group of wandering monsters:

PLAYING THE PILLARS

Combat

There are several combats in this adventure and running headlong into them may be more challenging than the characters expect. Encourage them to rest when needed!

Exploration

There are many traps and interesting chambers to explore. Resourceful characters may draw their foes into one or more traps and potentially neutralize them.

Social

Some of the creatures that reside in Blue Alley are intelligent. Characters may be able to learn more about the rooms, the wizard Keilier, or the traps of this place if they take the time to speak with their foes.

The Clean Up Crew. A group of six **boggles** roams through the entire complex, picking up rubbish and taking it to the incinerator (location 21).

If the adventurers take a short rest, there is a 25% chance that the boggles chance upon them. If this happens, the boggles spend one round trying to snatch random items from the adventurers (use a Strength contest to determine the outcome), after which they race off to the incinerator and throw in any items they stole.

TREASURE

All magic items may be found in the Dungeon Master's Guide, except for those marked with an asterisk (*), which may be found in *Xanathar's Guide to Everything*.

MAP LOCATIONS

Please refer to the maps in appendix 2 for reference to the following locations.

1. GUEST BOOK

The area has the following features:

Dimensions & Terrain. The alley is 10 feet wide with cobblestones of blue sodalite and 20-foot sandstone walls. A tin sign on the western wall has the words "BLUE ALLEY" painted on it.

Other Features. A podium of gleaming sodalite stands a few feet inside Blue Alley. Atop the podium lies a quill beside a heavy book bound in blue leather.

The book is full of hundreds of names, each written in a different hand. About a quarter of the names have a neat line drawn through them. Examples include:

- Ander Stormwind
- Kara Marsk
- Shevara Fezim
- Tordek Frostbeard

TRAPS & PUZZLES

A permanent 20-foot high *wall of force* blocks the alley about 10 feet in from the entrance. If anyone writes their name in the book on the podium, they can pass north through the wall and so enter Blue Alley.

The quill and book are protected by an explosive *glyph of warding*. Anyone taking either item more than 3' from the podium triggers the glyph. Another explosive glyph also triggers if the podium is moved. If the quill and book are destroyed, they are magically replaced a tenday later.

TREASURE

The nib of the quill is always magically full of ink.

2. MURAL OF MUTILATION

The area has the following features:

Dimensions & Terrain. The alley splits into branches running east and west. A brightly colored mural is painted on the northern wall of the intersection. It depicts numerous adventurers falling victim to every conceivable form of trap. Scything blades, spiked pits, collapsing roofs, jets of fire, poison gas and more are all featured.

At the top of the mural, the word "SILVER" is painted above an arrow pointing east, while the word "GOLD" is painted above an arrow pointing west.

TRAPS & PUZZLES

Anyone examining the mural and making a successful DC 12 Wisdom (Perception) check finds a depiction of the party members being mutilated by various grisly traps.

Anyone making a successful DC 17 Wisdom (Perception) check notices the following small sentence hidden in the mural: "FIFTY FEET SOUTH OF THE BARRED WINDOW IS A SECRET DOOR."

3. IVORY DOOR

The area has the following features:

Door. The door is made of ivory-coated iron and is carved with the figures of carnivorous animals (such as lions, tigers, and wolves) eating their prey.

The door is locked and can be opened with the ivory key (see area 4). The lock can be picked with a successful DC 15 Dexterity check made using thieves' tools. The door can be forced open with a successful DC 25 Strength (Athletics) check.

Dimensions & Terrain. The stone walls of this room have been whitewashed and painted with images of treasure chests of varying sizes. The pictured chests are all open, revealing rows of sharp teeth.

Inscribed on the west wall are the words, "THIS TOOL WITH".

Furniture. There is a reinforced wooden chest sitting against the southern wall. The lid is closed but it appears to have no lock.

CREATURES & NPCs

The entire ceiling is a **mimic**. As soon as someone comes within 2 feet of the chest it drops and attacks everyone in the room.

TREASURE

The chest is unlocked and contains 24 gp, 267 sp, a small bronze bell, and a silver key wrapped in a velvet cloth. The bell is silent when shaken and then rings five minutes later. It is worth 15 gp. The silver key unlocks the door in area 14.

4. GRAB THE BULL BY THE...

The area has the following features:

Dimensions & Terrain. There are three chambers that comprise this area. The 20 foot by 20 foot square space is filled with illusions that make it appear to be a pasture area of the same size, complete with lush grasses, a water trough, and a clear sky overhead (despite the fact that the chamber is only ten feet tall).

Two "silos" border the pasture, and inside each of them is a single silver-plated ox skull; runes cover the skull's horns. If the skulls are removed from these rooms, they crumble to worthless dust. The interior of both silos has been covered in ivory paint and a crazy geometric pattern; a successful DC 12 Intelligence (Investigation) check reveals that the pattern is simply that of a key, repeated over and over again.

TRAPS & PUZZLES

When the first character grasps the horns of one of the skulls, the southern door shuts, and a faintly echoing moo can be heard. If someone is touching the horns on the other skull while the first is still being touched, the

sky over the pasture darkens and a very angry **minotaur** phases into existence at a random location in the pasture. It is unsettled by the phasing effect and all melee attack rolls against it have advantage.

If at any point the characters stop touching either skull, the minotaur fades away with a look of great relief. Should it be phased back in, it returns with full hit points as if it had not been previously summoned.

TREASURE

The minotaur wears an ivory key on a chain around its neck. Until the minotaur is slain, the key is bound by the same phasing magic as the minotaur is.

5. A STICKY SITUATION

The area has the following features:

Dimensions & Terrain. The stairs are blanketed by an exquisite Calishite rug covered in geometric patterns and rich colors. The stairs rise 10 feet from the bottom level to the top, and the hallway is 5 feet wide and has an 8-foot ceiling.

TRAPS & PUZZLES

The center 2-foot space of the rug, from the base of the stairs all the way to the top, is covered in specially-formulated *sovereign glue*. Anything that contacts the sticky surface immediately adheres to it.

One round after a creature becomes stuck, a magic mouth opens at the top of stairs and says “Laughter is the best medicine. MAKE ME LAUGH!” Allow the characters to roleplay a bit, and if you deem their comments or antics humorous the magic mouth looses a stone-shaking uproarious laugh and intones a command word (“sedso”)



that causes the glue to become inert. The glue activates again one minute later.

The glue can be spotted with a DC 14 Wisdom (Perception) or Intelligence (Investigation) check. Once spotted, it's easy enough to squeeze past the sticky surface and still climb the stairs.

6. WINERY

The area has the following features:

Secret Entrance. The secret door to this room may be found with a successful DC 15 Wisdom (Perception) check.

Dimensions & Terrain. Racks of wine bottles line the outer walls of this 10 foot by 30 foot chamber. Inscribed on the west wall are the words, "STRENGTH CANNOT".

There is a 2-foot high gold-plated door in the northwest corner, behind a wine rack. The door is locked and can be opened with the “golden” coin (see area 18). The lock can be picked with a successful DC 30 Dexterity check made using thieves' tools. The door can be forced open with a successful DC 30 Strength (Athletics) check.

TREASURE

Though most of the bottles have been broken or are simply empty, there are still five bottles of dark Amnish wine. They are worth 10 gp each or can be used as flasks of alchemist's fire in a pinch.

A successful DC 15 Wisdom (Perception) check locates two *potions of healing* amongst the discarded bottles.

If the gold door is opened, it reveals a tiny cavity beyond containing a *lantern of revealing*.

7. HOVERING BLADE

The area has the following features:

Dimensions & Terrain. There is a raised dais in the center of the room. Atop it lies a glittering gem, and an ornately decorated longsword hovers in the air above it, point-down and slowly rotating in place. The ceiling is domed and nearly 40 feet high, with brilliant murals of wizards and warriors across the plaster-covered stonework.

TRAPS & PUZZLES

Around the rim of the dais are the words “Power pulses within me, and only a living warmth may move me.” Until someone touches the gem, the **animated sword** is not a threat. The first person to touch the gem is attacked by the sword that hovers above it. Due to the weapon's enchantments, it has these changes from a normal animated sword:

- It has advantage when attacking the person that touched the gem, and it must attack that person if possible though it avoids provoking attacks of opportunity if it can.
- It can use the multiattack action to attack twice. If it does, attack rolls against it have advantage until the start of its next turn.

The gem cannot be moved except by the hand of a living humanoid creature.

There are three secret doors in this room. Locating each one requires a separate successful DC 15 Wisdom (Perception) check.

TREASURE

The gem can be retained by the characters while they are in Blue Alley. Once removed from the pedestal and upon close inspection, two things become apparent: first, it contains a small set of iron gates inside; and second, it is a low-quality gem and not actually worth any amount of gold. The characters may not realize it, but it does have another value—it is the key for activating the teleporter in area 22.

8. "BROKEN" TRAP

The area has the following features:

Dimensions & Terrain. In the center of this small 10 foot by 10 foot room is a crossbow mounted on a tripod. The string on the crossbow has long since snapped, leaving the single silver bolt unfired.

Inscribed on the west wall are the words, "CAN DO".

TRAPS & PUZZLES

With a successful DC 12 Intelligence (Investigation) check, the characters can discern that the silver bolt is actually holding down a very tiny pressure switch. Removing the bolt causes the room to fill with toxic fumes; any living creature that is exposed (breathing is not necessary due to the acidic nature of the fumes) must succeed on a DC 12 Constitution saving throw or take 3 (1d6) acid damage and be poisoned for 1 minute. The fumes dissipate after 1 minute.

TREASURE

The silver bolt is worth 2 gp.

9. PANIC ROOM

The area has the following features:

Dimensions & Terrain. This room measures 20 foot by 20 foot and was at one time a comfortable study or library. A fire blazes in the hearth, the couch still feels warm, and perched on top of the table are a bowl of 9 *goodberries* and a small, plain-looking wooden box. The walls are reinforced with steel and there is a lattice of iron beams across the ceiling that is both decorative and sturdy; this would make an excellent place to rest.

Inscribed on the west wall are the words, "WHAT MIGHT AND".

TRAPS & PUZZLES

Any character with a passive Perception of 14 immediately notices faint runes carved into the perimeter of the table. These can also be discovered on a DC 14 Intelligence (Investigation) check. These runes can be identified by anyone proficient in arcana or that can cast spells as being transmutation runes. An identify spell reveals that they reverse the magic of anything contained inside their space.

Should a character eat a *goodberry* from the bowl, they immediately lose 1 hp and must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion as they feel the effects of starvation setting in. No matter how many berries they eat, no more than one level of exhaustion can be gained this way.

Should a character remove the plain wooden box from the runed area, it immediately reveals that it was containing something else: a **will 'o wisp**. The runes dampened the creature's electric powers, but once moved from that space it regains full power and attacks

immediately, bursting forth from the box with haste. While within the runes, it simply appears to be a large ball of very plush fuzz in the bottom of the box.

10. A QUIET PLACE

The area has the following features:

Dimensions & Terrain. Measuring 10 feet by 30 feet, the walls, ceiling, and floor are all comprised of perfectly smooth, featureless stone—almost as if this place were shaped from a single large rock and then transported here. When the door is shut, no sound escapes back into the main chamber (area 7).

Inscribed on the west wall are the words, "A SOFT TOUCH".

TRAPS & PUZZLES

The door automatically attempts to close after being open for 1 minute, and it can only be held open by a successful DC 16 Strength (Athletics) check. Once it closes and so long as the door remains sealed, the trap becomes apparent: it's supernaturally quiet in here. So quiet, in fact, that the characters can hear the blood in their ears and every sound in turn seems to be that much more amplified. Every minute that they remain here they must succeed on a DC 10 Wisdom saving throw or else gain one short-term madness (*DMG*, chapter 8). Any character that gains three short-term madness effects instead gains an indefinite madness. After ten minutes, the door pops back open.

The secret door can be forced open with a DC 16 Strength (Athletics) check, or by a character with thieves' tools that succeeds on a DC 14 Dexterity check.

11. SKELETAL SECRET

The area has the following features:

Dimensions & Terrain. On the west wall of the alley is a relief sculpture of a humanoid skeleton, with outstretched arms and a mouth open as if screaming.

TRAPS & PUZZLES

Anyone examining the skeleton and making a successful DC 15 Wisdom (Perception) check notices a small iron button in the skull. Pressing the button causes the secret door in the west wall to swing inwards.

12. THE HIGH WAY

The area has the following features:

Dimensions & Terrain. The stone walls are decorated with colorful frescoes depicting a skyscape filled with all manner of flying creatures, from bumblebees to rocs. The ceiling is 20 feet high. About 15 feet above the floor, a row of short copper rods protrudes from either wall. Lightning arcs between these rods the entire length of the corridor.

TRAPS & PUZZLES

Exactly halfway down the corridor is a 5-foot wide pressure plate. Applying 30 pounds or more of pressure to this plate causes everything in the corridor to levitate for three rounds, at the rate of 1 foot per second.

Any creature touching the lightning must make a DC 10 Dexterity saving throw, taking 5 (1d10) lightning damage on a failed save, or half as much damage on a successful one.

A successful DC 15 Wisdom (Perception) check reveals the pressure plate.



13. THE LOW WAY

The area has the following features:

Dimensions & Terrain. The corridor has walls of dressed stone and thick cobwebs cover everything. There is an open pit blocking the way, 10 feet deep and 20 feet long. The bottom of the pit is lined with jagged and menacing spikes.

An adventurer can safely climb down and up the wall of the pit with a successful DC 8 Strength (Athletics) check. On a failure, the adventurer falls and takes 1d6 piercing damage. Once on the bottom, it is an easy matter to walk across the pit while avoiding the spikes.

TRAPS & PUZZLES

There is a 5-foot wide pressure plate along the eastern side of the pit. Applying 30 pounds or more of pressure to this plate causes the pit spikes to shoot upward explosively. Anyone in the pit must make a DC 13 Dexterity saving throw, taking 5 (1d10) piercing damage on a failed save, or half as much damage on a successful one.

A successful DC 15 Wisdom (Perception) check reveals the pressure plate.

14. SILVER DOOR

The area has the following features:

Door: The east door is made of silver-plated iron and engraved with circles of varying sizes.

The door is locked and can be opened with the silver key (see area 3). The lock can be picked with a successful DC 20 Dexterity check made using thieves' tools. The door can be forced open with a successful DC 25 Strength (Athletics) check.

TRAPS & PUZZLES

The small chamber behind the door is completely filled with polished steel spheres, ranging in diameter from 6 inches up to 2 feet. If the door is opened the spheres come tumbling out, and everyone in the room must make a successful DC 12 Dexterity saving throw or be knocked prone and take 5 (1d10) bludgeoning damage.

15. BEAR TRAPS AND BONES

The area has the following features:

Dimensions & Terrain. The walls of this chamber are lined with rough and dirty tan-colored bricks. Rubbish litters the floor, including trinkets, coins, equipment, and weapons, alongside bones and dried up gore. Note that the Clean Up Crew do not enter this room, as it is too dangerous.

The secret door in the east wall may be found with a successful DC 15 Wisdom (Perception) check.

TRAPS & PUZZLES

The whole area is thickly littered with invisible bear traps which are firmly bolted to the floor. For every 10 feet of movement, an adventurer

must make a DC 12 Dexterity saving throw. On a failure, the adventurer triggers the trap, taking 5 (1d10) piercing damage and becoming restrained. A bear trap becomes visible when it is triggered. Anyone with Strength 12 or above may use an action to free themselves or someone else from a bear trap.

CREATURES & NPCs

The first time a bear trap is triggered, the secret door opens and six **skeletons** emerge and attack.

TREASURE

If someone spends a few rounds searching the room, roll on the **Bear Trap Treasures** table. No more than eight items may be found in this way

BEAR TRAP TREASURE

d20	Treasure
1	Healer's kit
2	Piton
3	Lamp
4	Chain (10 feet)
5	Glaive
6	Quarterstaff
7	War Pick
8	Talking doll*
9	Wand of pyrotechnics*
10	Tiny silver icon of a raven
11	Small box filled with different-sized buttons
12	Pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips
13	1d10 gp
14	2d6 sp
15	3d12 cp
16	Pair of bronze scissors in the shape of a pair of leaping dolphins
17	Small music box made of brass. It features a pair of tiny automatons that resemble Azer working at a forge
18	Blanket
19	Iron pot
20	Whip

16. CHAMBER OF SHADOWS

The area has the following features:

Dimensions & Terrain. A large mural wraps around the walls of this chamber, depicting numerous humanoid skulls of varying sizes scattered across a wasteland. The sun is setting behind a low range of mesas, and the skulls each cast long shadows.

Furniture. There is a small altar made entirely of dark, splintered humanoid skulls. The eye sockets of three skulls have been filled with semi-precious gemstones.

CREATURES & NPCs

There are normally six **skeletons** in this chamber, who emerge when a trap is triggered in area 15.



If a gemstone is pried from the altar, a **shadow** squeezes out of the empty eye socket and attacks.

TREASURE

The following gemstones are in the altar:

- Moonstone (35 gp)
- Jasper (30 gp)
- Carnelian (27 gp)
- Malachite (15 gp)
- Blue quartz (8 gp)
- Azurite (13 gp)

17. BLADED BLITZ

The area has the following features:

Dimensions & Terrain. The walls of this long corridor are lined with rough and dirty tan-colored bricks. Dried gore is spattered over the floor, walls, and ceiling.

TRAPS & PUZZLES

As soon as the south door is opened, dozens of whirling blades emerge from deep grooves in the floor, while scything blades swing back and forth up the entire corridor.

An adventurer moving through the corridor must make a successful DC 15 Dexterity saving throw every round or take 6 (1d10) slashing damage. If an adventurer takes the dash action, this saving throw is made with disadvantage. If an adventurer moves half their speed or less, the saving throw is made with advantage.

18. HIDDEN GOLD

The area has the following features:

Dimensions & Terrain. This dome-shaped room has walls of polished, white marble.

Furniture. In the center of the room is a 3-foot high marble pedestal with a fluted column. A plush red pillow sits on top.

TREASURE

Sitting on the pillow is a single copper piece. If anyone picks it up, a *magic mouth* on the pedestal says "Congratulations!" in a sarcastic voice.

Anyone examining the coin sees the following words around the edge: "Minted in 1364 DR, golden anniversary of the reign of Lord Piergeiron the Paladinson."

This coin is the key that unlocks the golden door in area 6.

19. FORMER RECEPTION ROOM

The area has the following features:

Dimensions & Terrain. At one time this room was exquisitely luxurious, but it has now fallen into disrepair.



Even so, the overstuffed couches appear very comfortable and the carpet has obviously been cared for (even if there is an obvious travel path worn into it). There is a door to the east that is stuck shut and requires a successful DC 14 Strength (Athletics) check to open.

TRAPS & PUZZLES

While not an actual trap, if the adventurers spend more than two rounds in this chamber, they hear a faint voice from behind the eastern door. Any character with a passive Perception of 14 or higher identifies that the voice exclaims “Entertain me!” This message does not repeat itself.

20. STATUE OF KEILIER

The area has the following features:

Dimensions & Terrain. A solid bronze statue of the wizard Keilier (so it says on the statue’s base) is placed within a *sphere of force*. The statue has been enchanted to make it appear as if the eyes follow you around the space, and several broken vials lie on the floor. On the wall is a phrase, scrawled in Common: “Utter madness. PURE RUBBISH!”

CREATURES & NPCs

The eyes of the statue have a secondary enchantment: they alert the **boggles** of intruders in Blue Alley. If the boggles have not been killed or otherwise ejected from the premises, they arrive in 1d4 rounds, prepared to clean the debris, re-paint the wall, and repair the door—and possibly eject the intruders.

TRAPS & PUZZLES

The statue is itself something of an entity: if a character speaks the wizard’s name, the statue responds. It has but a sliver of Keilier’s personality, but it responds to questions with haughty quips and terrible puns if possible.

After a few moments of conversation, the statue says, “Well, do you have a riddle for me?” If someone says,

“What might and strength cannot get through, this tool with a soft touch can do.”

The statue then says, “The answer, of course, is a ‘key’”. A *wand of secrets* then appears at the adventurer’s feet.

The wand is constructed from many low-quality emeralds that have been fused together. Inscribed along the edge, in a mix of abyssal and draconic, is the phrase: “All that is yours is mine, and what is mine cannot be hidden.”

21. INCINERATOR

The area has the following features:

Dimensions & Terrain. The walls of this chamber are lined with red clay bricks. At the far end is a 40-foot deep circular pit with a diameter of 8 feet. The room is hot, humid, and smells of ash. The pit glows a fiery red.

CREATURES & NPCs

At the bottom of the pit are two **magmins**, standing in a deep pile of ashes. These creatures incinerate anything thrown into the pit, whether living or dead.

If someone speaks Ignan and calls down from the top of the pit, one of the creatures, named Fusilis, is willing to talk. It says they were summoned into the pit by a “great wizard”, who occasionally visits to retrieve any metal or gems that have been cast in.

TREASURE

At the bottom of the pit, covered by ashes, is an easily located mound of gold, silver, and copper slag, worth 34 gp in total. A successful DC 12 Wisdom (Perception) check locates a moonstone worth 27 gp.

22. THE GATES OF PARADISE

The area has the following features:

Dimensions & Terrain. This rectangular room is built of stone and is featureless save for the black iron gates set into the southern wall. If a creature touches the gates and is not holding the gemstone from area 7 in one hand, a magic mouth materializes in the ceiling and intones “Beyond these gates lies paradise. Enter them as you entered life, and you may yet find it; grasp the jewel and grasp the iron, then be whisked away to the truest of rewards.”

TRAPS & PUZZLES

If a character holds the gem from area 7 and takes hold of the iron bars, they are immediately teleported out of Blue Alley and into the common room of the Yawning Portal. Any character teleported in this manner is immediately handed a drink by Durnan who says, “It’s on the house because I don’t want to know.”

The gem remains in Blue Alley, clattering to the floor after the character disappears. If no creatures remain in the room, the gem instead teleports back to the pedestal in area 7.

Alternately, a character may remove all their clothing and equipment and grasp the bars. If they do, they must make a successful DC 18 Wisdom saving throw or be subjected to *Tasha’s hideous laughter* as another magic mouth spouts: “Comedy is the true paradise—entertain me!”

Whether they make the saving throw or not, the character is then teleported (sans equipment) to area 28.

23. VAULT ROOM

The area has the following features:

Dimensions & Terrain. While in the hallway, the characters read this phrase above the unlocked doorway to this room: "TAKE ONLY WHAT YOU CAN TRULY AFFORD." The room is filled to the brim with coins of all types. At a glance, the characters can easily determine that thousands of gold pieces are scattered across the room. Any character that succeeds on a DC 14 Intelligence (Investigation) or Wisdom (Perception) check identifies that the coins are arranged in such a way that the stacks spell out the words "ALL FAKE". Any adventurer proficient with jeweler's tools automatically knows that something is 'wrong' with the treasure, and similarly any character proficient with Arcana knows that the coins are enchanted with spells of the enchantment and transmutation schools.

TRAPS & PUZZLES

Upon leaving the room, each coin taken weighs one pound and any character that took more than 100 coins finds that they are *cursed* (no saving throw): they have disadvantage on skill and ability checks until they spend five days performing community service or receive a *remove curse* spell.

Conversely, any character that took nothing is affected by a *bless* spell that lasts for one hour.

Either way, a magic mouth forms in the hallway and tells the characters of their curse or blessing, and the details thereof. The voice is snide and inserts as many puns as possible, for example:

"What did the greedy gold digger say? Mine, mine, mine."

"I suppose it all makes CENTS now, doesn't it?"

"Looks like the loot is giving you the boot!"

TREASURE

The coins have no gp value and crumble to dust upon leaving Blue Alley.

24. TWISTY & NARROW

The area has the following features:

Dimensions & Terrain. This room has a winding path of bright yellow tiles that lead from the western door to the northern one. The walls have all been decorated with intensely detailed murals depicting Helmite funerary rituals as well as a dozen mages, all holding the holy symbol of Mystra, hiding in the background.

Inscribed on the west wall are the words, "GET THROUGH".

TRAPS & PUZZLES

If a creature steps off the yellow tiles, the holy symbols carried by the mages in the paintings all flare as the creature is subjected to a *fear* spell (DC 14); failing this saving throw causes the character to use its reaction to run for the western hallway. Succeeding on the saving throw causes two of the mages to step free of the wall as **specters** while a magic mouth jovially bellows "Mystra can what Helm cannot!" The paintings on the walls change and show the priests of Kelemvor being defeated by all manner of spectral undead running amok in the once-peaceful scene.

25. THE CELESTITE UNICORN

The area has the following features:

Dimensions & Terrain. All the surfaces in this chamber are made of a single magic mirror that has been shaped to become walls, floor, and ceiling. Standing in the middle of the room is a 3-foot tall statue of a rearing unicorn. When the door to area 24 is closed, the words "Everything you see is mine" are magically written across it. The mirror has been magically hardened and is immune to all damage, though a single *shatter* spell breaks it.

TRAPS & PUZZLES

The statue cannot be removed from the room unless the characters can devise some way to take it without their reflections seeing it. Keilier has enchanted the room to claim "ownership" of anything that a visitor can see, so once a visitor leaves the room, anything that they are wearing or carrying is teleported to the center of the room as the wizard's boisterous laughter rolls through the chamber.

The characters can get very creative here and should be encouraged to use some outside-the-box thinking! Some potential solutions include:

- painting the mirrors black
- simply closing their eyes as they pick up the statue and leave
- shattering the mirror and flipping all the shards upside down
- putting the statue completely under a blanket (as this means that the reflections only see the blanket, not the statue)

TREASURE

The statue is the very one that Mirt has tasked the characters with finding. See episode 3 for more information.

26. SWINGING PERIL

The area has the following features:

Dimensions & Terrain. The walls of this chamber are lined with red clay bricks. Seven circular metal platforms, each 6 feet in diameter, hang from great iron chains attached to the ceiling. The floor is 20 feet below but is hidden by a thick blanket of smoke that pours from several magic smoking pots (which are too large to move).

A window in the south-west corner is protected by iron bars, which are too thick for the adventurers to bend.

TRAPS & PUZZLES

Jumping to a wooden disk requires a successful DC 12 Strength (Athletics) check. On a failure, the adventurer falls to the floor.

CREATURES & NPCs

Every time an adventurer leaps to a new disk, there is a 25% chance that 1d6 **smoke mephits** emerge from the smoke and attack. There are 8 mephits in total.

Anyone fighting from a disk has disadvantage on all attacks, due to the need to balance. Anyone taking damage must make a successful DC 6 Dexterity saving throw or fall off.



TREASURE

Dangling from the westmost disk by a short copper chain is a *moon-touched sword*^{*}. It is visible from the barred window.

27. SPARE PARTS

The area has the following features:

Dimensions & Terrain. Rows of workbenches line the room, each covered in the detritus of experiments long-finished. Scorch marks dot the scene and the stench of fire and acid assail the senses. Beakers, vials, and buckets of unidentifiable arcane goo can be seen around this area.

TRAPS & PUZZLES

This room is packed with volatile alchemical reagents and moving between the workbenches is treated as difficult terrain. Any activity that would disturb the reagents (such as knocking a bench over, using an area of effect spell, or so on) is a dangerous prospect: each square of an affected workbench explodes in a 5-foot radius, causing each creature in the affected space to make a DC 14 Dexterity saving throw or take 6 (1d10) fire damage and 6 (1d10) acid damage; success on the saving throw reduces the damage by half. For very strong groups, you may wish to daisy-chain the explosions together.

TREASURE

The room is positively filled with things to inspect, so a DC 16 Intelligence (Investigation) check is required in order to find anything of actual use. If successful, the characters can recover one potion that is actually two *potions of healing* that have been mixed together (you can apply the effect of a *potion of healing* twice or use the Mixing Potions variant rule in the DMG, ignoring any result of 00). A DC 14 Intelligence (Arcana) check confirms that the potion is unique and may reveal its miscibility results (if any).

Failing the Investigation check by 5 or more results in an explosion as noted in the Traps & Puzzles section.

28. THE BUMS RUSH

The area has the following features:

Dimensions & Terrain. This dead end is laden with piles of refuse such as rags, old crates, empty bottles, rotting food, and worse. The stone walls are covered in graffiti and stained with filth. The smell of dried vomit and human waste is overpowering.

Any adventurers are transported here from area 22 find themselves half-buried in a mound of trash.

CONCLUDING THE EPISODE

Once the adventurers leave Blue Alley, this episode is over.



EPISODE THREE: WRAP UP



Estimated Duration: 30 minutes

After a victory, always sharpen your sword.

—Mirt

PREREQUISITES

This episode can only begin after the characters have escaped from Blue Alley.

UNICORN TALK

If someone has the Celestite Unicorn, the statue begins speaking to them telepathically once they have left Blue Alley. It says the following:

- She is a real unicorn named Primara.
- She was transformed many years ago by an evil enchanter into her present form.
- She was part of Mirt's collection until someone stole her and placed her in Blue Alley.
- She begs the adventurers to find a way to free her and promises to do them whatever favor she can in return.

If the adventurers try to sell the Celestite Unicorn on the black market, they are offered 350 + 10d10 gp for it.

MIRT RETURNS

Mirt finds the adventurers soon after they escape Blue Alley. He congratulates them on surviving and asks if they located the Celestite Unicorn:

- If the adventurers give Mirt the statue, he is delighted and pays them the agreed reward. He also promises “new and lucrative” opportunities in the future.
- If the adventurers did not retrieve the statue, Mirt is very disappointed. He says the adventurers are not quite so skilled as he thought, but that he may be able to find work for “people of your ability.”
- If the adventurers retrieved the statue but lie to Mirt about it, they must make a successful DC 18 Charisma (Deception) check to convince him. If he decides they are lying, he demands they give him the statue, and makes some subtle threats.
- If the adventurers defy Mirt openly, he tells them they have made a powerful enemy and leaves.

In any event, the adventurers are now part of Mirt's network, and he actively works to either help or thwart their efforts while in Waterdeep.

PLAYING THE PILLARS

Combat

Fighting—or even threatening to fight—Mirt is a poor decision. He is an effective combatant but is more likely to call for the Watch to fight in his place unless the situation demands otherwise. He is unlikely to be defeated by these characters.

Exploration

Waterdeep is a large city, and should the characters choose to try and avoid Mirt, they have plenty of options in the pages of *Dragon Heist*.

Social

If Mirt wants something, it is clearly valuable. Enterprising characters may choose to fence the unicorn with another buyer, or perhaps free it—either way, Mirt finds out and comes calling.

APPENDIX 1: CREATURE STATISTICS

This adventure does not feature any new creatures. Most of the creatures in this adventure are from the *Monster Manual*, but the boggle has been reprinted here for convenience. It is originally from *Volo's Guide to Monsters*.

BOGGLE

Small fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft..

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Sleight of Hand +6, Stealth +6

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil. While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil. While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as “30 feet straight up”). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle's next turn.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

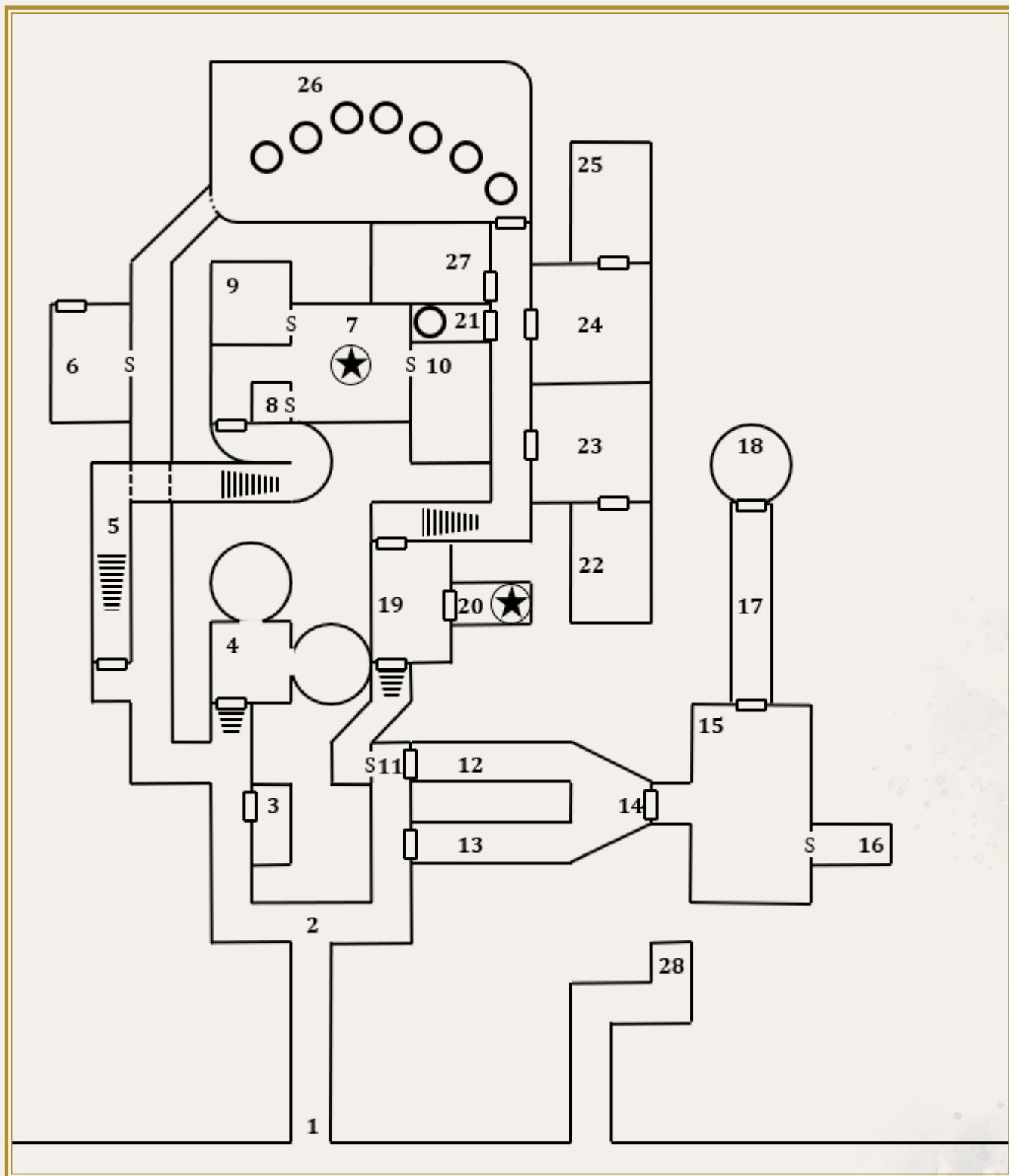
Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle's choice). The puddle is 1 inch deep and covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 1 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.



APPENDIX 2: MAPS



APPENDIX 3: DUNGEON MASTER TIPS

This adventure is designed for **1st-4th level characters** and is optimized for five characters with an average party level (APL) of 2. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

Welcome to the D&D Adventurers League! [You can learn more about this global organized play campaign on our website.](#)

NEW TO WATERDEEP?

The *Dragon Heist* adventure provides a lot of information about the City of Splendors. The boxed sets from previous editions may also prove useful, should you have those available.

NEW TO BEING THE DUNGEON MASTER?

A plethora of great Dungeon Master advice can be found all across the internet. New DMs are urged to purchase a copy of the *Dungeon Master's Guide* and join our Facebook ([player group](#) and [DM group](#)) and [Twitter discussions](#).

A NOTE ON PREREQUISITES AND OBJECTIVES

D&D Players love to do things that their DMs can't possibly anticipate, and at the same time, Dungeon Masters are encouraged to customize the content of our adventures, mixing and matching bits here and there to make the final story as-played, their own.

This adventure focuses on roleplaying and encourages heroic antics, so if the players do something to surprise you that might "break" an encounter... roll with it! Be ready to adjust details on the fly and you should endeavor to have this adventure play out like a combination of an action movie where the protagonist is just a normal person, a crime or heist movie where the odds are stacked against them, and just a touch of heroic cinematic experiences like Indiana Jones and Zorro.

A WORD TO THE WISE

Waterdeep is a big city, and Mirt is a very big deal—he's one of the Lords of Waterdeep. In fact, he's the only one aside from the Open Lord that does not hide his identity. He has many friends and foes, and always has ulterior motives.

ADJUSTING THIS ADVENTURE

If this adventure proves too easy for your players, consider scaling up the combats using the suggestions below. If the players want more roleplaying encourage them to narrate through combat in the most cinematic way possible! Endeavor to convince the players to interact with their environments whenever possible: twirl the chains, swing on ropes, push over stacks of crates, and so on so that they can realize their heroic intentions.

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	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

SCALING THE CHALLENGE

Sometimes a group of characters may prove very strong, possibly by virtue of their APL, because of their tactics, or some other factor. Consider the following guidance if needed:

- **Strong parties.** Increase trap damage by one die. For example, a trap that deals 1d6 acid damage now deals 2d6 acid damage.
- **Very strong parties.** As **strong party** and increase the DC of the traps by +2.

Similarly, you may need to adjust the strength of the monsters that the characters encounter. Here are some sample adjustments that you might wish to make:

- Add an additional creature of the lowest CR
- Increase creature hit points to maximum
- Use improved tactics, or call for help