

# Graves of Neverwinter

## *A Seldom Spring Adventure*

**Introduction:** Danger awaits settlers and heroes alike in the reclaimed streets of Neverwinter. Business is returning, but trouble never left.

*An adventure for 5th - 6th level characters*

by Barry Dore



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# Graves of Neverwinter

*Never trust a dwarf that doesn't drink!*

—*Darstedd Highboar*

## Introduction

This adventure is designed for a party of 5th to 6th level characters. It is set in the Forgotten Realms.

Danger awaits settlers and heroes alike in the reclaimed streets of Neverwinter. Business is returning, but trouble never left.

## Background

During the years of troubles that beset Neverwinter, a stubborn rock gnome gravedigger by the name of Largo Piffernackle fell prey to a pack of wererats and received the curse of lycanthropy.

Although these cruel vermin took great pleasure in observing Largo's bitter torment, they viewed him as an undesirable addition to their pack. One to be culled.

However, Largo refused to surrender to his tormentors. Forming a pact with an otherworldly benefactor, he resisted the pack's attacks long enough to summon his five sons and share the curse with them.

Now leading a pack of his own, and emboldened by his mysterious patron, he destroyed those that had cursed and sought to eliminate him.

Since then, the Piffernackles have become accustomed to their new condition, slowly adopting the darker sentiments ingrained by their curse.

As the city began to rise from its own ashes, and people returned to the streets, Largo established a new business of his own, opening a mortuary close to the city's graveyard.

## Overview

Largo's mortuary is located in Keeper's Square, which is now fully populated.

The Piffernackles have also established a hideout in a section of the sewers beneath the local tavern.

They have used their family business to acquire spare body parts, which Largo is using to build golems in this hideout.

It won't be long until he's ready to progress to the next phase of his benefactor's abominable plan, but the party arrives on the scene before that can happen.

## Adventure Hooks

This adventure is intended to follow an introduction from Dirk Seldom at Seldom Spring (see the following page), but here are just a few alternative options.

- ◆ With civilized folk returning to the streets of Neverwinter, the Harpers are keen to root out any evil influences that might otherwise corrupt the core of this resurgent metropolis. With this in mind, trusted agents, allies and even reputable mercenaries are being assigned to watch over the city.
- ◆ The church of Kelemvor has requested aid securing the remains of one of its smaller temples, near Neverdeath. Though already reduced to rubble, church officials are concerned that settlers are helping themselves to what they see as free building materials. Worse still, they could be tempted to build on church land.
- ◆ Neverwinter's sewers are in a shocking state following the years of troubles that beset the city. Lord Protector Neverember is hiring skilled hands to explore the city waterworks and secure them for repair and restoration. The party is assigned to Keeper's Square, where the fountain has long been dormant.

## Layout

This document details all of the local residents and their homes, as well as the sewers beneath Keeper's Square.

Pages 18 to 20 then provide details to assist with party investigations and help move things along to ultimately conclude the adventure.

### Seldom Spring Adventures

This is the fifth in a series of loosely connected scenarios, to which the party may be introduced by Dirk Seldom, in Seldom Spring.

*Seldom Spring* is free to download at <https://www.dmsguild.com/product/251013/Seldom-Spring>.

However, each scenario can be played independently of the others and without the use of that document.

If you plan to incorporate *Seldom Spring* into your campaign, I recommend allowing your players to read its contents at their leisure, prior to running this adventure.

The following player introduction is a continuation of the Scarlet Shield entry found in *Seldom Spring*.

## Player Introduction

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“Safe travels,” Dirk calls out as another band of travelers leave on their next expedition.

“Sounds like things are picking up in Neverwinter,” he comments as he wanders past.

He continues until he reaches the scarlet shield hanging on the wall. Stopping, he looks up and stands in contemplation for a while.

Finally, he walks back to your table and quietly takes a chair.

“We didn't just bury dear Rossele in Neverwinter,” he tells you, signaling the start on another impromptu tale.

“Like any successful adventuring band, we weren't just there for the heroics. There was treasure as well.”

“We'd gathered quite a sizable pile of loot from all the monsters we'd slain that day.”

“Unfortunately, the militia back then were little more than brigands, and we were in no fit state for a needless confrontation.”

He pauses briefly, his gaze distant as he recalls the events of the day.

“Daratin would have probably begun a fight at the slightest provocation, but we really didn't need that after losing our friend.”

“I think Rossele was the one person he ever really cared about, aside from himself.”

He looks around at you all and smiles.

“But that's not what I came to talk to you about,” he continues, somewhat more cheerily.

“Rather than cross paths with the militia while burdened with an abundance of loot, we dug a second grave and buried the treasure next to our fallen companion.”

“I figured that we'd regroup and return to it at a later time, but we never did.”

“If you find yourself in Neverwinter, by all means see if you can find it for yourself,” he suggests, smiling warmly.

“We buried it in a ruined temple of Kelemvor, knowing that even orcs would think twice about stealing from the god of the dead.”

He laughs at the thought before continuing.

“But don't you worry about that. You'd be reclaiming it with my permission, so I'm sure he'd understand.”

“The temple was in a place called Keeper's Square,” he informs you.

“The graves were in a corner of the building, but I'm afraid I couldn't say which one.”

“The treasure was in the left-hand grave,” he concludes, rising from his chair.

“It might be a nice bonus if you're headed that way, or reason enough to go if you have nothing better planned,” he suggests.

Dirk prepares to leave, but then stops.

“If you do go, please pay my respects to Rossele,” he requests, before finally walking away.

## Preparations

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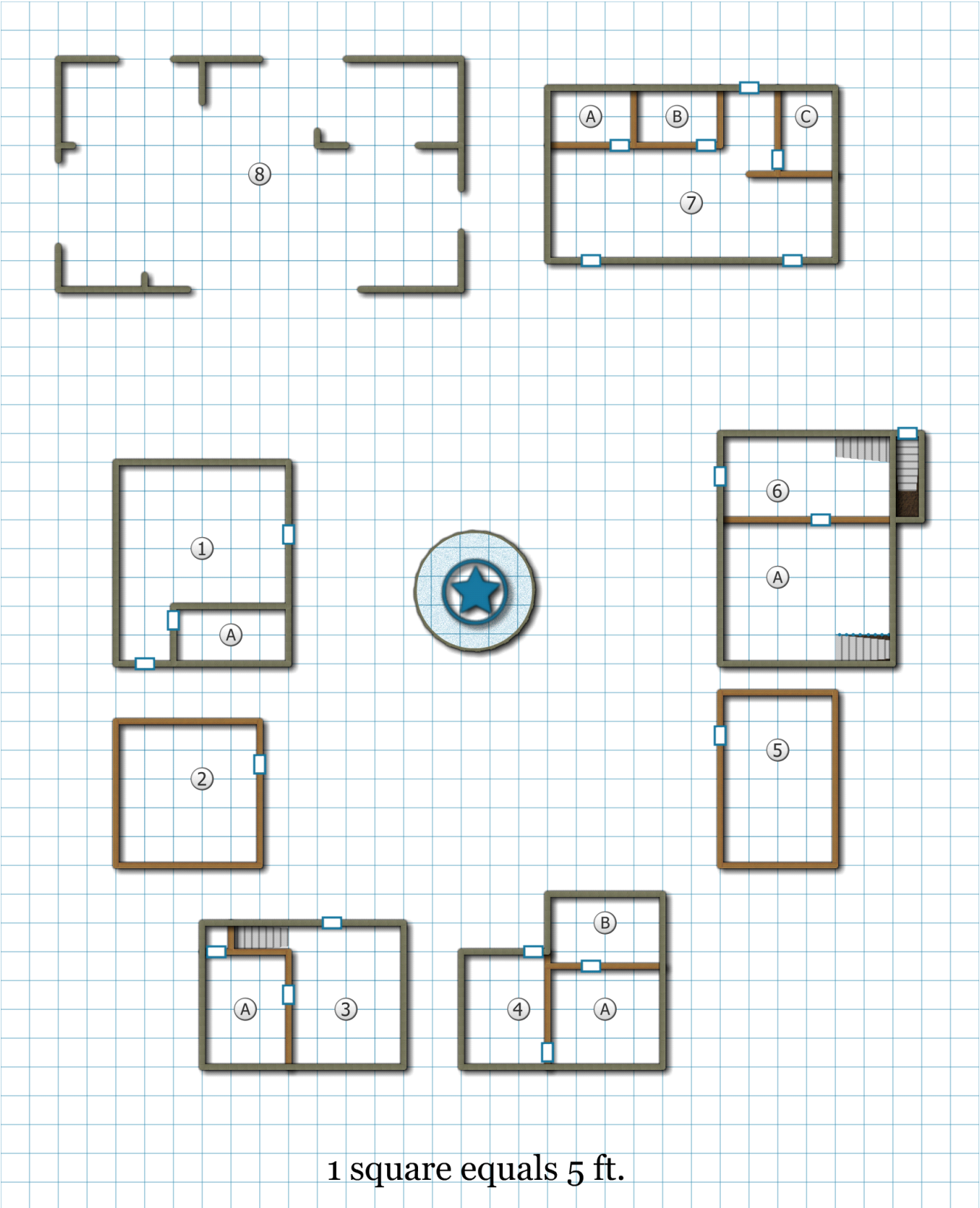
If the party wishes to pursue this lead, they could set off straight away, combine it with a bit of caravan guard duty, or leave it until the next time they find themselves in Neverwinter on other business.

If you have other plans to send them to the city, it wouldn't hurt to give them the introduction ahead of time.

Dirk can only provide limited directions to Keeper's Square, but he recalls that it was close to Neverdeath, the city's graveyard.

However, once in Neverwinter, the characters will have little difficulty locating the square.

# Keeper's Square



# Keeper's Square

Hand your players the Player Map of Keeper's Square (see the end of this document), and read the following:

Keeper's Square is formed by a selection of recently renovated buildings surrounding a lifeless fountain.

The only remaining ruin is that of a shattered temple, the fragmented walls of which can only hint at its former glory.

Though the streets are still quiet, it is clear from the brightly-painted signs and welcoming faces that business is slowly returning to this area of Neverwinter.

Keeper's Square is situated little more than a stone's throw from the city's graveyard, Neverdeath.

These buildings have only recently been reclaimed, and in some cases rebuilt. Their residents are among those bringing vital trade and services back to Neverwinter.

Exterior doors are typically locked while not in use, except where a business is open to customers. Unless indicated otherwise, all locked doors require success on a DC 18 Dexterity (Thieves' Tools) check to pick, and keys are carried by all residents.

## The Fountain

The statue at the center of the fountain appears to have represented a humanoid form with arm aloft, but it has been so badly damaged and defaced that its identity is beyond determination.

The surrounding stone basin now contains more rubbish than liquid, and it is cracked in several places.

Should the characters decide to destroy what's left of the fountain, they can topple the statue with a successful DC 20 Strength (Athletics) check, with advantage on the roll if at least two characters work together.

Toppling the statue will create a hole directly above a ladder to Area 13.

## The Residents

Though the residents of Keeper's Square have weapons in their stat blocks, they do not typically walk around armed. These are weapons that are readily available, should they need to arm themselves.

In addition to listed belongings, each resident typically carries 2d6sp and 3d6cp, while each business also has 2d4gp, 3d6sp and 4d6cp in readily available funds.

## 1. Bakery

*This is a stone building with a tiled roof.*

The bakery is run by Darstedd Highboar, a young Tethyrian man with gray eyes, short brown hair and a well-trimmed beard.

Though he supplies bread and occasional cakes to the Cadaver's Arms, his establishment is not yet ready to fulfill its potential productivity.

### 1a.

This is Darstedd's living space and bedroom. He has spare clothes and minor keepsakes, but nothing of great value.

## Gossip

Darstedd is very new to the square, but he has already jumped to conclusions about many of its other residents.

- ◆ Tassel serves the best ale over in the Arms. She's the best. I love her ale.
- ◆ That dwarf, Adrik, he did a great job on my locks, but I've never seen him in the Arms. Never trust a dwarf that doesn't drink!
- ◆ That Milo is always sat in the window smoking, and watching. Doesn't he have better things to do?
- ◆ Those gnomes are always in the Arms, but keep to themselves. Probably for the best. They stink!
- ◆ Kavilar is scary! I'd keep away from that one.

## Darstedd Highboar

*Medium humanoid (human), neutral good*

---

**Armor Class** 10

**Hit Points** 5 (1d8 + 1)

**Speed** 30 ft.

---

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

---

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 0 (10 XP)

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## Actions

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

## 2. Sign-Maker

*This is a wooden building with a thatched roof.*

The resident sign-maker is a Damaran woman of thirty winters, named Katernar Motsk. She has deep-brown eyes and long black hair.

She lives alone in her humble home, surrounded by salvaged timber and numerous jars of paint.

### Katernar Motsk

*Medium humanoid (human), neutral good*

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	10 (+0)	10 (+0)	13 (+1)	11 (+0)

**Skills** Insight +3, Perception +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 0 (10 XP)

### Actions

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

## 3. Private Residence

*This is a two-floored building with a stone-walled lower floor, topped by a wooden upper floor and a tiled roof.*

This house belongs to a middle-aged halfling named Milo Goodleaf. This strongheart has black braided hair and bright-green eyes. He can often be found sat by his window, smoking a pipe.

Milo is a retired scout. He is also a supporter of the Harpers and will provide refuge to its agents whenever the need should arise.

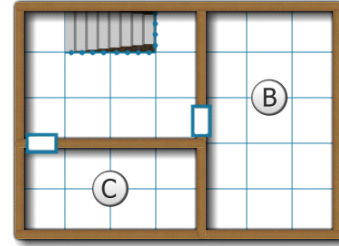
The house has a generous living room, that continues on the upper floor.

### 3a.

This is the kitchen and dining area, with adjoining pantry. It is considerably larger than Milo requires, but comes in handy when he has guests.

### 3b.

This is the master bedroom, but Milo reserves it for his guests. Several cots are stacked by the south wall while not in use.



### 3c.

This is Milo's bedroom. It contains simple furnishings including a bed, foot locker, wardrobe, desk and stool. A set of calligrapher's supplies rests on the desk.

A small locked chest is secreted under the bed. The lock has no trap, but picking it requires success on a DC 20 Dexterity (Thieves' Tools) check.

The chest contains 3 pieces of quartz (worth 50gp each), 100gp in a leather pouch, a *potion of greater healing* (labeled in Common), a jar of *Keoghtom's ointment* (3 doses), and a Harpers signet ring.

### Milo Goodleaf

*Small humanoid (strongheart halfling), neutral good*

**Armor Class** 12

**Hit Points** 22 (4d8 + 4)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	13 (+1)

**Skills** Nature +6, Perception +5, Stealth +6, Survival +5

**Damage Resistances** poison

**Senses** passive Perception 15

**Languages** Common, Elvish, Halfling, Thieves' Cant

**Challenge** 1/4 (50 XP)

**Brave Resilience.** Milo has advantage on saving throws against poison and being frightened.

### Actions

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



## 4. Locksmith

*This is a stone building with a tiled roof.*

The door to this property is secured by a superior lock, requiring success on a DC 23 Dexterity (Thieves' Tools) check to pick.

Adrik Lockforge has just opened this business, which he runs with his wife Finellen. They are proud young shield dwarves, married for just one year and newly arrived in Neverwinter.

Adrik has silver-blue eyes, bright-red hair, and a full beard and mustache. Finellen has hazel eyes and long brown hair that she wears in a ponytail. Both are in their mid-50s.

Like many of his clan, Adrik reveres Berronar Truesilver. This served him well in courting Finellen, who was raised in an orphanage run by servants of the goddess.

### 4a.

This is the dwarves' main living space, where they cook, eat and spend most of their time whilst not working.

### 4b.

This is Adrik and Finellen's bedroom. It is furnished for functionality more than comfort, but contains a remarkable amount in such a small space.

The dwarven couple maintain a simple shrine to Berronar, to whom they give daily praise. It includes a finely-crafted silver holy symbol (worth 25gp).

A large trunk holds matching chain shirts, shields, and warhammers for emergencies and special occasions.

There is also a small locked chest that requires success on a DC 25 Dexterity (Thieves' Tools) check to open. It holds 2 *potions of healing*, 4 gold bars (worth 50gp each), 3 silver bars (worth 5gp each), and a log of all Adrik's business, written in Dwarvish.

### Clan Lockforge

Adrik is the cousin of Ebokk Lockforge, and nephew of the late Oskir Lockforge; aka Captain Flindbar.

These characters featured in the Seldom Spring adventure *Flindbar's Treasure*.

If any of the characters completed that adventure and returned Ebokk safely with his family's ancestral beard ring, Adrik will be aware of their exploits. Though he may not recognize them immediately, he will treat them as respected friends once he realizes who they are.

## Adrik Lockforge

*Medium humanoid (shield dwarf), lawful good*

---

**Armor Class** 11

**Hit Points** 13 (2d8 + 4)

**Speed** 25 ft.

---

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

---

**Skills** History +3, Persuasion +3

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Dwarvish, Gnomish

**Challenge** 1/8 (25 XP)

---

**Dwarven Resilience.** Adrik has advantage on saving throws against poison.

### Actions

---

**Light Hammer.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

## Finellen Lockforge

*Medium humanoid (shield dwarf), lawful good*

---

**Armor Class** 10

**Hit Points** 13 (2d8 + 4)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	14 (+2)	13 (+1)

---

**Skills** Medicine +4, Religion +3

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarvish

**Challenge** 1/8 (25 XP)

---

**Dwarven Resilience.** Finellen has advantage on saving throws against poison.

**Spellcasting.** Finellen's innate spellcasting ability is Wisdom. She has the following cleric spells prepared:

Cantrips (at will): *light*, *spare the dying*

### Actions

---

**Light Hammer.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

## 5. Apothecary

*This is a wooden building with a thatched roof.*

The apothecary is a middle-aged dragonborn woman named Kavilar, whose scales clearly match her bronze ancestry.

Her home contains countless potted plants, and several trays of fungi, each with varying medicinal properties.

She maintains a small supply of healer's kits, vials of antitoxin, and *potions of healing*, typically stocking 1d4 of each.

She is proficient with herbalism and poisoner's kits, and owns a combination of both, though she will only use the latter for making sedatives.

### Kavilar

*Medium humanoid (dragonborn), lawful good*

---

**Armor Class** 10

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	12 (+1)	12 (+1)	13 (+1)

---

**Skills** Medicine +3, Nature +3

**Damage Resistances** lightning

**Senses** passive Perception 11

**Languages** Common, Draconic

**Challenge** 1/8 (25 XP)

---

### Actions

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

**Lightning Breath (Recharges after a Short or Long Rest).** Kavilar breathes lightning in a 5 by 30 ft. line. Each creature in that line must make a DC 10 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

## 6. Mortuary: Piffernackle and Sons

*This is a two-floored building with a stone-walled lower floor, topped by a wooden upper floor and a tiled roof. It also has a basement.*

This mortuary is run by a family of rock gnomes, led by a hunchbacked gray-haired elder named Largo Piffernackle.

His five blond-haired sons go by their nicknames; Butterchuck, Curdle, Puddlemuck, Threepies, and Xvartypants.

As well as preparing bodies for burial, these gnomes serve as grave diggers and attendants at Neverdeath.

Though Largo's wife is deceased, her younger sister has joined the family, happy to serve as cook and cleaner to her cherished nephews. Her name is Ellysnick Polkadot.

Ellysnick is unaware that Largo and his sons are all wererats. They remain polite and courteous to her despite their condition.

### 6a.

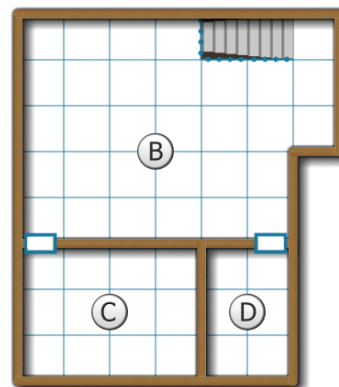
This is the mortuary's main work space, where bodies are laid on low slabs and prepared for burial.

Largo keeps a log of all mortuary business here, written in Gnomish. Though the meaning of his notes is open to interpretation, it appears to be a legitimate record.

### 6b.

This is the family's living space, and where Largo's sons all sleep. The furnishings are simple but comfortable.

A casket on a table in the center of the room contains a dice set and a playing card set.



### 6c.

This is Largo's bedroom. His bed is large, by gnomish standards, and very comfortable.

His other furnishings include a comfortable chair for lounging in when he wants some time alone.

On a small table beside the chair is a bottle of spiced wine from Calimshan and a silver goblet (worth 5gp).

### 6d.

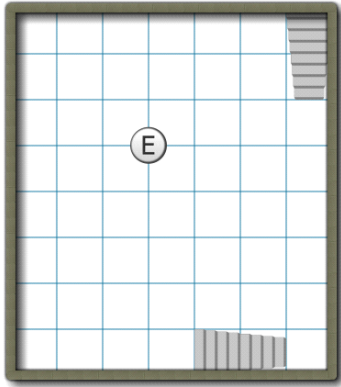
This is Ellysnick's bedroom. She has a collection of colorful dresses in this well-furnished room, but little else of interest or value.



## 6e.

The mortuary basement is used to store fresh bodies until they are due for burial, at which point they are taken upstairs to be prepared.

There is also a stockpile of simple wooden coffins, stacked along the north wall, and a variety of other tools and supplies used in the preparation and burial of the deceased.



## The Piffernackles

Abridged stat blocks are provided here for Largo, Puddlemuck and his other sons. Full stat blocks are included on pages 17, 20, and 15.

Puddlemuck is a superior specimen to Butterchuck, Curdle, Threepies, and Xvartypants; who each use the Largo's Son stat block.

Note that Puddlemuck carries a *bag of holding*, which he uses to smuggle equipment and body parts around the city undetected.

## Largo Piffernackle

*Small humanoid (gnome, shapechanger), lawful evil*

---

**Armor Class** 12

**Hit Points** 60 (11d8 + 11)

**Speed** 25 ft.

---

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

---

**Saving Throws** Wis +4, Cha +6

**Skills** Arcana +5, Deception +6, Perception +4, Persuasion +6, Religion +5, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Deep Speech, Gnomish, Infernal, telepathy 30 ft.

## Puddlemuck

*Small humanoid (gnome, shapechanger), lawful evil*

---

**Armor Class** 15

**Hit Points** 58 (9d8 + 18)

**Speed** 35 ft.

---

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

---

**Saving Throws** Str +3, Con +4

**Skills** Athletics +3, Perception +2, Stealth +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Gnomish

## Largo's Son (x4)

*Small humanoid (gnome, shapechanger), lawful evil*

---

**Armor Class** 12

**Hit Points** 33 (6d8 + 6)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	8 (-1)

---

**Skills** Perception +2, Stealth +4

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Gnomish

## Ellysnick Polkadot

*Small humanoid (gnome), lawful neutral*

---

**Armor Class** 10

**Hit Points** 5 (1d8 + 1)

**Speed** 25 ft.

---

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

---

**Skills** History +3

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Gnomish

**Challenge** 0 (10 XP)

---

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

## Actions

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

## 7. Tavern: The Cadaver's Arms

*This is a stone building with a tiled roof.*

The Cadaver's Arms is run by a middle-aged Damaran couple named Sergor and Mara Lumenov.

Sergor has brown eyes and short black hair, which is gray around the edges. He is a quiet but hard-working man.

Mara is far more lively and happy to engage with the customers in idle conversation. She has long brown hair and dark-green eyes.

The couple are assisted by Tassel and Geth.

Tassel Hawkwood is a young Chondathan woman, with scruffy blond hair and light-brown eyes. She helps with general serving and cleaning duties.

Geth is a burly Illuskan brute, with blue eyes, short black hair, and ever-present facial stubble. He helps with heavy lifting when necessary, but mostly serves as a bouncer. He is often found outside the tavern, greeting visitors and passersby alike, accompanied by his dog Munchy.

The door at the rear of the building is usually locked, even while the tavern is open, as this area is where supplies are kept. The interior doors are also locked while not in use.

### 7a.

This is a private room, which may be hired for 3sp per visit (no later than closing time).

### 7b.

This private room is reserved by Largo Piffernackle, who has his own key for its door; though Sergor has a spare in his room.

Characters searching this room may attempt a DC 18 Wisdom (Perception) check to locate a loose stone in the floor, with advantage on the roll if they have reason to believe there's a hidden exit.

The stone conceals a narrow opening above a ladder that descends into the sewer, in Area 14.

Any Medium character attempting to climb through the hole must succeed on a DC 12 Dexterity (Acrobatics) check or become stuck and **restrained** (escape DC 12). Characters may have advantage or disadvantage on the initial check and any escape rolls they make, if they are notably slender or bulky.

### 7c.

This is Sergor and Mara's private living space, primarily used for sleeping and storing their personal belongings. They own little of value or general interest.

## Services

The Cadaver's Arms sells common ale and wine, each served in a mug for 4cp. Simple snacks like bread rolls or apples are also sold when available, with prices ranging from 1cp to 1sp.

Visitors wishing to stay the night may do so for 8cp, provided they don't mind sharing the common room with Geth and Munchy. Characters wandering around at night will find Munchy guarding the supply area. He will growl softly at anyone approaching and bark loudly if they get too close.

## Sergor Lumenov

*Medium humanoid (human), neutral*

---

**Armor Class** 10

**Hit Points** 5 (1d8 + 1)

**Speed** 30 ft.

---

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

---

**Senses** passive Perception 10

**Languages** Common

**Challenge** 0 (10 XP)

---

## Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

## Mara Lumenov

*Medium humanoid (human), neutral*

---

**Armor Class** 11

**Hit Points** 4 (1d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	10 (+0)	9 (-1)	13 (+1)

---

**Skills** Persuasion +3

**Senses** passive Perception 9

**Languages** Common

**Challenge** 0 (10 XP)

---

## Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

## Tassel Hawkwood

Medium humanoid (human), lawful good

---

**Armor Class** 11  
**Hit Points** 5 (1d8 + 1)  
**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

---

**Skills** Acrobatics +3, Perception +2  
**Senses** passive Perception 12  
**Languages** Common  
**Challenge** 0 (10 XP)

### Actions

---

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

## Geth

Medium humanoid (human), chaotic neutral

---

**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** Athletics +6, Intimidation +4  
**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 1/2 (100 XP)

---

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

### Actions

---

**Multiattack.** Geth makes two melee attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

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

## Munchy

Medium beast, unaligned

---

**Armor Class** 12  
**Hit Points** 11 (2d8 + 2)  
**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

---

**Skills** Perception +3  
**Senses** passive Perception 13  
**Languages** -  
**Challenge** 1/4 (50 XP)

---

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

### Actions

---

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

## 8. Ruined Temple

---

Little remains of this former temple beyond a few broken walls. Even the fallen rubble has been largely scavenged by settlers, though debris still covers much of the floor.

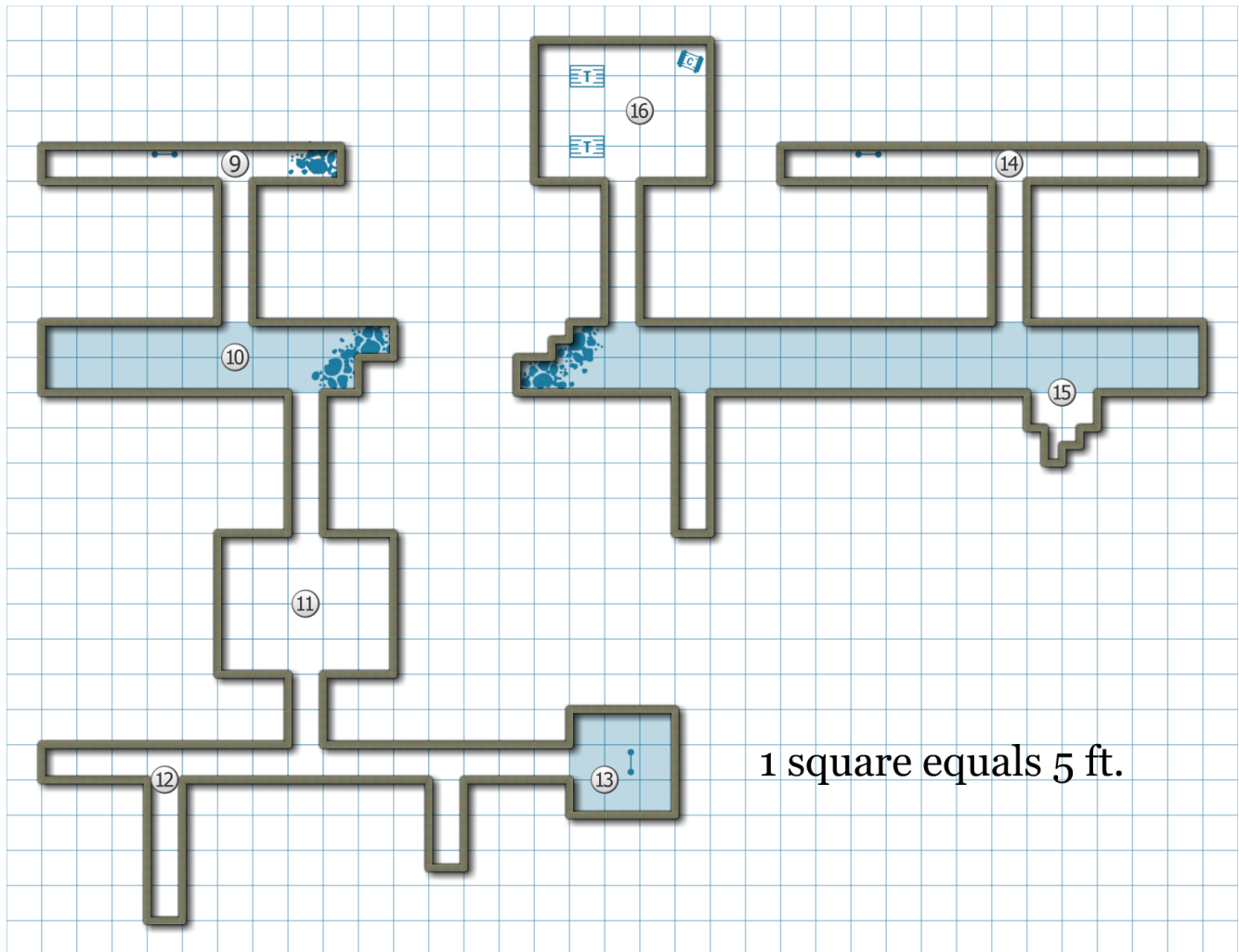
This temple was dedicated to Kelemvor, god of the dead, and is still owned by his church.

Characters searching the temple's southwest corner may attempt a DC 12 Wisdom (Perception) check to locate two unearthed graves amid the rubbish strewn there. Anyone examining these graves may attempt a DC 15 Intelligence (Nature) check to determine that the graves have been open to the elements for around 2-3 months.

Characters searching the temple's northwest corner may attempt a DC 16 Wisdom (Perception) check to find a covered shaft in the northwest corner, with a ladder descending to the sewers. This DC is reduced to 12 during or following heavy rainfall. The ladder descends to Area 9.

Characters searching elsewhere in the ruin may attempt a DC 23 Wisdom (Perception) check to uncover a gold amulet bearing the holy symbol of Kelemvor (worth 25gp).

## Sewers beneath Keeper's Square



### 9. Sewer Entrance

These sewer tunnels clearly haven't functioned correctly in years. A blockage of fallen rubble to the east prevents the free flow of waste and explorers alike.

Cracks in the stonework allow for eventual water drainage, but everything remains coated in layers of foul acrid slime.

The rubble has had several years to settle in place, so there is no way past the blockage, short of regular tunneling methods.

Various narrower shafts may lead off from those shown on the map, but they are typically blocked or severed completely, and prone to housing hungry rats.

### 10. Water Channel

A subtle gradient in the adjoining tunnels channels water into this wider shaft, which is blocked by rubble to the east.

This shallow water emits an unholy stench, but thankfully there seems to be little reason to loiter here.

Any character stopping to search through this filth, must succeed on a DC 11 Constitution saving throw or become infected with sewer plague (see page 257 of the *Dungeon Master's Guide*).

However, such characters may also attempt a DC 20 Wisdom (Perception) check to find half a humanoid skeleton submerged in the muck, with a gold bracelet (worth 50gp) still clasped around its decayed wrist.

## 11. Overgrown Chamber

---

A pile of rotting vegetation rests in the center of this chamber, providing ample sustenance for the giant fungi that surround it.

The rotting vegetation is actually a variant of the shambling mound. It is accompanied by four violet fungus, which stand in the corners of the chamber, and a variety of harmless growths. These plants will attack any creature that comes within reach.

### Carrion Mound

*Large plant, unaligned*

---

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 20 ft., swim 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

---

**Skills** Stealth +2

**Damage Resistances** cold, poison

**Damage Immunities** necrotic

**Condition Immunities** blinded, deafened, exhaustion

**Senses** blindsight 60 ft. (blind beyond this radius),  
passive Perception 10

**Languages** -

**Challenge** 5 (1,800 XP)

---

**False Appearance.** While the carrion mound remains motionless, it is indistinguishable from an ordinary pile of rotten vegetation.

### Actions

---

**Multiattack.** The carrion mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the carrion mound uses its Engulf on it.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Engulf.** The carrion mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

### Violet Fungus (x4)

*Medium plant, unaligned*

---

**Armor Class** 5

**Hit Points** 18 (4d8)

**Speed** 5 ft.

---

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

---

**Condition Immunities** blinded, deafened, frightened

**Senses** blindsight 30 ft. (blind beyond this radius),  
passive Perception 6

**Languages** -

**Challenge** 1/4 (50 XP)

---

**False Appearance.** While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

### Actions

---

**Multiattack.** The fungus makes 1d4 Rotting Touch attacks.

**Rotting Touch.** *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

## 12. Dead End Tunnels

---

These tunnels don't seem to lead anywhere, which could explain the excessive levels of muck awaiting you.

It is clear that restoring the city's sewers is going to be a major undertaking.

Any character stopping to search through the muck, must succeed on a DC 11 Constitution saving throw or become infected with sewer plague (see page 257 of the *Dungeon Master's Guide*).

However, such characters may also attempt a DC 16 Wisdom (Perception) check to find a magic flail. Scanning with *detect magic* allows automatic success.

### Snail Flail

*Weapon (flail), uncommon*

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While this flail is on your person, you have disadvantage on initiative rolls.

## 13. Fountain Chamber

---

Shallow filthy water covers the floor of this chamber, growing deeper toward its center.

An old ladder climbs from the center of the chamber to its uneven ceiling.

During the day, narrow beams of light shine down from around the top of the ladder, which leads to the underside of the fountain in Keeper's Square.

The ladder provided access to maintain the operation of the fountain, but now the fountain is broken and light seeps in through the cracks.

### Breaking Out

A successful DC 23 Strength (Athletics) check would allow a character to break the fountain further, toppling its battered statue aside to create a new opening.

However, failure by 5 or less on this test will shift the statue just enough for it to plunge through its weakened supports, potentially striking anyone on the ladder or close to its base.

If the statue falls, any character in its path must make a DC 15 Reflex saving throw or be struck for 22 (4d10) bludgeoning damage.

## 14. Hideout Entrance

---

The ladder descends into an old sewer tunnel.

Though fairly dry, it is far from pleasant, and you're amazed that the stench has eluded your senses until now.

There is no light in this area of the sewers, as the wererats are happy to work in the dark.

Any use of light by the characters will therefore bring swift attention to their presence.

If Largo's sons are hereabouts when the party arrives (see Area 15), they will respond to any significant sounds or signs of intrusion, possibly attacking while characters struggle to squeeze through the hole from above.

The rats in Area 15 will be ready to join any battle that spills into their vicinity.

## 15. Dig Site

---

The tunnel descends slightly into a wider channel that is ankle-deep in water. Across the way, fresh signs of digging are evident, as are the sounds of approaching rats.

Though very smelly, the water here is not overly dangerous unless characters end up drinking it.

Any character falling prone in the water must succeed on a DC 11 Constitution saving throw or become infected with sewer plague (see page 257 of the *Dungeon Master's Guide*).

A bunch of giant rats await characters here, along with swarms of smaller rats. They will attack immediately.

Additionally, depending on the events that led to the party's arrival, Largo's lesser offspring may also be found here. If so, they will join the rats in attacking any intruders.

### Swarm of Rats (x3)

*Medium swarm of tiny beasts, unaligned*

---

**Armor Class** 10

**Hit Points** 24 (7d8 - 7)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

---

**Damage Resistances** bludgeoning, piercing, slashing  
**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 10

**Languages** -

**Challenge** 1/4 (50 XP)

---

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

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

### Actions

---

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



## Giant Rat (x7)

*Small beast, unaligned*

---

**Armor Class** 12  
**Hit Points** 7 (2d6)  
**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

---

**Senses** darkvision 60 ft., passive Perception 10

**Languages** -

**Challenge** 1/8 (25 XP)

---

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

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

### Actions

---

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



## Largo's Son (x4)

*Small humanoid (gnome, shapechanger), lawful evil*

---

**Armor Class** 12  
**Hit Points** 33 (6d8 + 6)  
**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	8 (-1)

---

**Skills** Perception +2, Stealth +4

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Gnomish (can't speak in rat form)

**Challenge** 2 (450 XP)

---

**Shapechanger.** Largo's son can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

**Gnome Cunning.** Largo's son has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Keen Smell.** Largo's son has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

---

**Multiattack (Humanoid or Hybrid Form Only).**

Largo's son makes two attacks, only one of which can be a bite.

**Bite (Rat or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

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

## 16. Largo's Laboratory

This chamber looks more like a mad wizard's laboratory than part of a sewer.

Shelves laden with all manner of eclectic curiosities line the walls, while a bizarre skeletal construct rests atop the furthest of two large tables.

Alarming, a somewhat fleshier construct stands in the center of the room, glaring angrily in your direction.

This flesh golem will attack all intruders.

Depending on the events that led to the party's arrival, Largo may be here too. If so, he will also attack.

Stat blocks for both of these foes can be found on the following page.

### Largo's Tactics

If the golem is able to block the entrance before characters make their way into the chamber, Largo will take cover behind it.

Otherwise he will unleash his most powerful spells immediately in an effort to neutralize direct threats; including a *hellish rebuke* for 4d10 fire damage the first time he takes damage.

When he casts his cantrips, remember that he's a 5th-level caster, and consider using *shocking grasp* to heal the golem.

### Pact of the Tome

Largo's patron is Zargon, the Returner, a great old one of probable fiendish origin.

It is through Zargon's instruction that Largo was able to construct a flesh golem; though he lacks the ability to calm it in the event that it goes berserk.

The secrets of such golem construction are detailed in Largo's Book of Shadows, but like all such tomes, it will turn to ash when its owner dies.

### Shelves of Curiosity

The odd collection of shelved items include: an abacus, 2 vials of acid, a case of 20 crossbow bolts, an arcane focus (orb), a bag of ball bearings, 23 assorted candles, 3 sticks of purple chalk, a healer's kit, a flask of holy water (stamped with the symbol of Nebelun), 2 bottles of ink, a bullseye lantern, a steel mirror, 3 flasks of oil, an iron pot, 2 bars of soap, a tinderbox, a whetstone, a hand crossbow, tinker's tools, thieves' tools, a herbalism kit, and numerous miscellaneous bones.

### One Golem or Two?

If the characters prevented the temple's lightning rod from being straightened out before the storm hit, they can be thankful that they thwarted Largo's plans to animate a bone golem.

On the other hand, if they assisted in preparing it for the storm, they were instead instrumental in allowing Largo to animate his flesh golem.

Either way, there's just the one golem for them to fight.

### Largo's Chest

A large chest stands in the northeast corner of this chamber. Characters require success on a DC 20 Dexterity (Thieves' Tools) check to pick the lock, or a DC 22 Strength check to force it open. However, Largo carries the key, so neither check should be required.

Unfortunately, the chest is rigged with a spring-loaded trap that triggers when the chest is opened, slicing a razor-sharp blade along the edge of the lid.

Any character who specifically inspects the chest's lid, in **bright light**, may attempt a DC 18 Intelligence (Investigation) check to determine that tiny scuff marks on the underside of the lid have been caused by a slicing blade.

If the lid is raised by hand, the acting character, must succeed on a DC 17 Dexterity saving throw or take 21 (6d6) slashing damage, and if this damage exceeds half their hit point maximum, they must succeed on a DC 15 Constitution saving throw or have one of their hands cut off.

The blade then flicks back into the chest and is reset by shutting the lid. If triggered again, there is a ten percent cumulative chance of the trap breaking beyond repair.

While the chest is open, the trap can easily be disabled by anyone with at least one hand.

### Largo's Loot

Aside from the trap, and possibly a freshly-severed hand, the chest contains the following: 6 pieces of banded agate (worth 10gp each), 4 chunks of lapis lazuli (worth 10gp each), 2 bloodstones (worth 50gp each), a moonstone (worth 50gp), an amethyst (worth 100gp), 2 small gold bracelets (worth 25gp each), an embroidered silk scarf (worth 50gp), a blank gold-embossed leather-bound tome (worth 100gp), 2 spell scrolls (*comprehend languages*, *invisibility*) in a carved bone scroll case (worth 10gp), a *potion of animal friendship* (labeled in Gnomish), a *potion of resistance* (acid; labeled in Common), a *potion of giant strength* (hill; labeled in Dwarvish), and an *elemental gem* (fire).

## Flesh Golem

Medium construct, neutral

---

**Armor Class** 9

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

---

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Common and Gnomish but can't speak

**Challenge** 5 (1,800 XP)

---

**Berserk.** Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

**Aversion of Fire.** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Lightning Absorption.** Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

---

**Multiattack.** The golem makes two slam attacks.

**Slam. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

## Largo Piffernackle

Small humanoid (gnome, shapechanger), lawful evil

---

**Armor Class** 12

**Hit Points** 60 (11d8 + 11)

**Speed** 25 ft.

---

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

---

**Saving Throws** Wis +4, Cha +6

**Skills** Arcana +5, Deception +6, Perception +4, Persuasion +6, Religion +5, Stealth +5

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Deep Speech, Gnomish, Infernal (can't speak in rat form), telepathy 30 ft.

**Challenge** 4 (1,100 XP)

---

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

**Keen Smell.** Largo has advantage on Wisdom (Perception) checks that rely on smell.

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

**Spellcasting (Humanoid or Hybrid Form Only).** Largo is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *eldritch blast, mage hand, mending, prestidigitation, shocking grasp, vicious mockery*  
1st-3rd level (2 3rd-level slots): *arms of hadar, cloud of daggers, dissonant whispers, hellish rebuke, hold person, vampiric touch*

### Actions

---

**Bite (Rat or Hybrid Form Only). Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wererat lycanthropy.

## Investigating Keeper's Square

This adventure is largely self-contained within Keeper's Square, allowing you to make adjoining areas as busy or deserted as you wish.

Characters may approach this adventure in various ways, but some degree of investigation is likely to occur along the way.

### The Empty Graves

If the characters followed Dirk Seldom's introduction, they should soon discover that the graves they sought are empty, and will hopefully wish to find out more.

At the very least, the Cadaver's Arms should look like an inviting place for the party to stop and plan its next move.

As it happens, nobody in the square is responsible for digging up the graves in the temple ruins, but the PCs don't know that.

The morticians may seem like obvious culprits, or perhaps a clear red herring. Either way, they are in the habit of stealing body parts, but usually before they reach the grave.

### Daily Business

The inhabitants of Keeper's Square have quite repetitive daily cycles. Most are open for business during daylight hours, though business is still very slow. Characters may find residents doing minor repairs or improving their workspace between customers.

Many residents also frequent the Cadaver's Arms in the evening on a regular basis; though Adrik and Finellen Lockforge do not. There is often a group of locals in the tavern playing cards or dice.

The Piffernackles are there every evening, but they always order two pitchers of ale before shutting themselves away in their private room. They leave Ellysnick at home.

### General Gossip

The residents of Keeper's Square are mostly quite talkative, eager as they are to attract and retain new customers, or simply to break the monotony of a quiet day.

Each can discuss their background, the difficulties of establishing their new business, and their optimism for the future.

Most know a little about their neighbors, but have the good sense or manners not to spread rumors; Darstedd the baker being a clear exception.

## The Temple and Sewers

Every resident of Keeper's Square is aware that the ruined temple was dedicated to Kelemvor, god of the dead.

Some suspect that stone from the ruin was used in the repair or construction of their properties, but none know for sure.

If asked about empty graves in the temple, nobody knows a thing, but they will direct characters to the morticians as obvious experts on grave digging.

Nobody is aware of the entrance to the sewer section that runs beneath the temple and the fountain; not even the Piffernackles.

If the characters discover this sewer, any information that they share with the locals will be of considerable interest, immediately becoming the main topic of conversation throughout the square.

### Sneaking About

The square has minimal protection supplied by a small local militia, but current patrols only pass through about once per day, when residents are already home.

During the evening, many of the buildings are left vacant, while their occupants visit the tavern, but Geth and Munchy are often outside at this time and may spot characters going where they shouldn't.

### The Piffernackles

As the most reclusive group in the square, with the largest dwelling, and an obvious connection with graves, it is probable that the party will become interested in the Piffernackles.

The event on the following page should take place before the characters get too far with any investigation, but afterwards they'll have as much time as they need to figure things out.





## A Stormy Night in Neverwinter

---

This event occurs during the party's first evening in Keeper's Square. How it begins will depend on where the characters are spending their evening.

There's a stiff breeze outside and dark clouds on the horizon. Clearly there's a storm approaching.

### Escort Duty

If characters are in the Cadaver's Arms, one of them will be approached and asked if they'd mind escorting Tassel Hawkwood home before the storm arrives.

If anyone agrees to help, she'll tell them that she lives with her parents, just a few blocks away, and will explain that her father normally collects her at the end of the night, but the storm will have hit by then.

The characters will notice that there are already spots of rain on the wind, but not enough to worry about yet.

During the walk, the wind whistles loudly through the streets and the characters sense something large fly overhead, though they don't see what it is.

They will feel a sense of being watched for the rest of the journey, but deliver Tassel safely to her home.

### The Storm Hits

As any characters on escort duty return to the square...

Any characters not in the tavern, or outside, will be shook by a loud rumble of thunder coinciding with a pair of window shutters blowing open.

Looking out the window, or viewing from the street, characters will see a small humanoid figure scaling the east wall of the ruined temple, as a flash of distant lightning illuminates the sky. They also see a gargoyle flying toward the figure.

If the entire party is still in the tavern, Geth will rush in and announce what he saw outside.

### Gargoyle Attack

If the characters rush to the temple, they will be set upon by three gargoyles, while a forth briefly claws at the figure on the wall, before landing near the party.

There is a **strong wind**, but only light rain so far.

Once closer, characters will see that the small humanoid is Puddlemuck, one of the gnomes from the mortuary.

He is climbing the 30-foot tall east wall in order to straighten out an old lightning rod before the storm hits, as this is still the highest point in the square.

He will try to avoid all combat and make himself scarce once his task is complete. However, he won't reject the party's assistance in securing the rod.

## Gargoyle (x4)

*Medium elemental, chaotic evil*

---

**Armor Class** 15 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft., fly 60 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

---

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 2 (450 XP)

---

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

### Actions

---

**Multiattack.** The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

## Puddlemuck

*Small humanoid (gnome, shapechanger), lawful evil*

---

**Armor Class** 15

**Hit Points** 58 (9d8 + 18)

**Speed** 35 ft.

---

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

---

**Saving Throws** Str +3, Con +4

**Skills** Athletics +3, Perception +2, Stealth +5

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Gnomish

See the following page for Puddlemuck's full stat block.

## End Game

---

There are two likely ways for this adventure to end.

If the party finds its way into the Piffernackle hideout while the gnomes are not there, the characters will most probably proceed to the mortuary afterwards, where Largo and all of his sons will be waiting.

Otherwise, an event at the inn can speed things along if the characters don't take a more direct approach.

### What's That Smell?

This event can occur any evening after the storm, when you feel that the party is done with any meaningful investigation.

There's a bad smell in the tavern. If the characters aren't already there, they will hear a commotion, or see the doors being propped open and the staff trying to fan the air.

Sergor and Mara determine that the smell is coming from the Piffernackles' private room and politely knock on the door, but get no answer.

Unless the party takes over, Sergor will head to his room for the spare key and open the door.

Inside, six gnomes appear to be sleeping around the table, but even a casual inspection reveals that five of them are dummies.

The last is Puddlemuck, who fell asleep while left to guard against exactly this kind of unexpected intrusion.

The stone atop the hideout entrance hasn't been closed properly, making it easy to locate.

If woken, Puddlemuck will feign drowsy confusion and attempt to excuse himself of involvement, leaving the characters to investigate the lair if they choose to do so.

If he feels threatened, he will attempt to flee into the hideout to warn his brothers.

But if left alone in the tavern, he will quickly slaughter everyone in it. He will then head after the party.

## Aftermath

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Either way, once the Piffernackles have been defeated, Sergor will show reluctant gratitude, having lost a steady source of income, but overall the residents of Keeper's Square will be very happy that the party has rooted out a menace in their midst.

Any character that lost a hand to Largo's trap will be able to receive a *regenerate* spell while in Neverwinter. This may cost a sum of gold or a favor owed, perhaps providing a hook for a future adventure.

## Puddlemuck

*Small humanoid (gnome, shapechanger), lawful evil*

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**Armor Class** 15

**Hit Points** 58 (9d8 + 18)

**Speed** 35 ft.

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STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

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**Saving Throws** Str +3, Con +4

**Skills** Athletics +3, Perception +2, Stealth +5

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Gnomish (can't speak in rat form)

**Challenge** 3 (700 XP)

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

**Keen Smell.** Puddlemuck has advantage on Wisdom (Perception) checks that rely on smell.

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

**Unarmored Defense.** While Puddlemuck is not wearing any armor, his AC includes his Constitution modifier.

### Actions

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**Multiattack (Humanoid or Hybrid Form Only).**

Puddlemuck makes three melee attacks, only one of which can be a bite.

**Bite (Rat or Hybrid Form Only).** *Melee Weapon*

*Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wererat lycanthropy.

**Shortsword (Humanoid or Hybrid Form Only).** *Melee*

*Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



# Player Map of Keeper's Square

