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Stealing Godhood – An Adventure

GUIDE

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ADVENTURE SYNOPSIS

Villain's Scheme. A leader of a group of thieves is seeking ascension to godhood. But rather than doing so through their own power and accomplishments, the boss seeks to thief their way to ascension by stealing the essence of a powerful planar being or deity.

Event 1. The thieves cause a magical sandstorm near the dedication of a new temple. The sandstorm uncovers ancient ruins, from which the thieves steal an artifact vital to their scheme. The party must stop the ritually created sandstorm before the temple and its guests are buried, and have the option to explore the ruins afterward.

Event 2 . The thieves unleash a virulent disease at a royal proclamation, kidnapping the speaker in the chaos. The party must save the royal before they are killed while also tracking down a cure for the disease before they die. The thieves take an item from the royal's person vital to their scheme before the party finds them.

Event 3. The thieves inflict a curse on a private ceremony honoring the party for their actions in the previous events. The curse causes the crowd to go mad while the party is on stage, turning them hostile first against the party, and then progressively against anyone nearby. Meanwhile, the thief boss is performing a ritual hidden in the city's catacombs. The party must restrain the crowd without killing them while a cleric casts a ritual to lift the curse. After it completes, the party must navigate the catacombs and stop the ritual before the boss ascends.

Event 4. If the party stopped the ritual they also learn the location of the thieves' secret base. The party are tasked with killing or capturing the thief boss in their base.

ADAPTING THIS ADVENTURE

Basics. The adventure can take place in and around any city with a nearby desert and mountain range, or magical transport to ones. The city also needs history old enough for extensive burial catacombs beneath it.

This adventure is designed to utilize one of five gangs of thieves while bringing a party from level 1 to 5. However, the adventure can be used for a party of any level if different creatures other than the provided gangs are used. These events can also be used as standalones.

Significant Adaptations. The use of optional preparation, described in Adventure Preparations, allows for the adventure to be adapted in many different ways. The villain's scheme and associated events may be reimagined in many ways without difficulty as long as the scheme involves excavating ancient ruins, a kidnapping, devious deeds in a city's catacombs, and a final fight at the gang's hidden base.

USING THIS ADVENTURE

Uncovering the Villains' Scheme. The players have opportunities to learn about the thief boss' scheme at various places throughout the events. While the party does not need to uncover or think about any of the various clues to get to the finish, doing so may provide them with benefits throughout the events. This sort of thing is perhaps easier to improvise, but is pointed out explicitly the DM's consideration.

Side Quest Insertions. Side quests are suggested to be placed in between events utilizing either downtime between events or wilderness travel to and from event locations. It is suggested to have one side quest on route to the first event, putting the party at levels 2, 3, 4, and 5 at the start of each event. The following is a suggested chain of side-quests and events.

Adventure Point	Party level at start
Adventure Starts	1
1st side-quest on route	1
Event 1	2
2nd side-quest from city	2
Event 2	3
3rd side-quest from city	3
Event 3	4
4th side-quest on route	4
Event 4	5

ADVENTURE HOOKS

Passive Start. The party may hear rumors of a new temple opening nearby, and that a well-known criminal will be pardoned as part of the dedication. If the party inquires further, they quickly learn that the city seeks to hire additional security for the event as part of a new royal task force to fight crime in the region. The party can contact a civic, religious, or other persons to be hired on for the job.

Active Start. While the party is staying in the city, they are contacted by an individual from a civic or religious institution that have worked previously with one or all of the PCs.

Party Accepts. If the party accepts the job, the contact tells them they have a few days to prepare for the journey. The trip to the temple will take another few days, the party traveling as guards for a convoy of priests, dignitaries, and other visitors attending the dedication.

Party Rejects. If the party rejects the job, a different group of NPC adventurers are hired. A week after, the party hears rumors that the temple and all at the ceremony were buried in a powerful sandstorm. The DM may provide an opportunity for the party to join the adventure before the next three events, playing out the consequences if they do not get involved. If the party does not intervene at all, the DM may have the boss successfully ascend, and then force the players to deal with the aftermath of a gang of thieves now led by a deity.

ADVENTURE PREPARATION

These events are designed to work in any setting and with most any group of thieves one could imagine. Each event comes in two parts, event details, and event preparation.

The preparation is separated into essential and optional preparation for that event, corresponding to the words in bold in the event details page. Essential preparation must be completed before running the event, typically no more than choosing the creatures for combat suitable for your party's level. Optional preparation is where you can add details from your worldbuilding by answering the questions useful to the event. There are suggested answers for all of the optional preparation. It is only essential preparation that is left incomplete.

To assist with choosing what creatures to put in a combat, please refer to the Excel document in the Gang of Thieves [Dropbox folder](#) titled "Combat Tables". This will help by giving all possible combinations of up to seven creatures within the CR appropriate for the provided thieves, based on a maximum and minimum XP value..

The event details provide a battlemat and outline the developments and mechanics of the event similar to existing publications. However, some words in the descriptions are **bold** to indicate they have additional details on the events preparation page. It may be helpful to have your preparation and the details available separately for reference to make it easy to look back and forth between them while running the adventure.

[Event 1 Preparation](#)

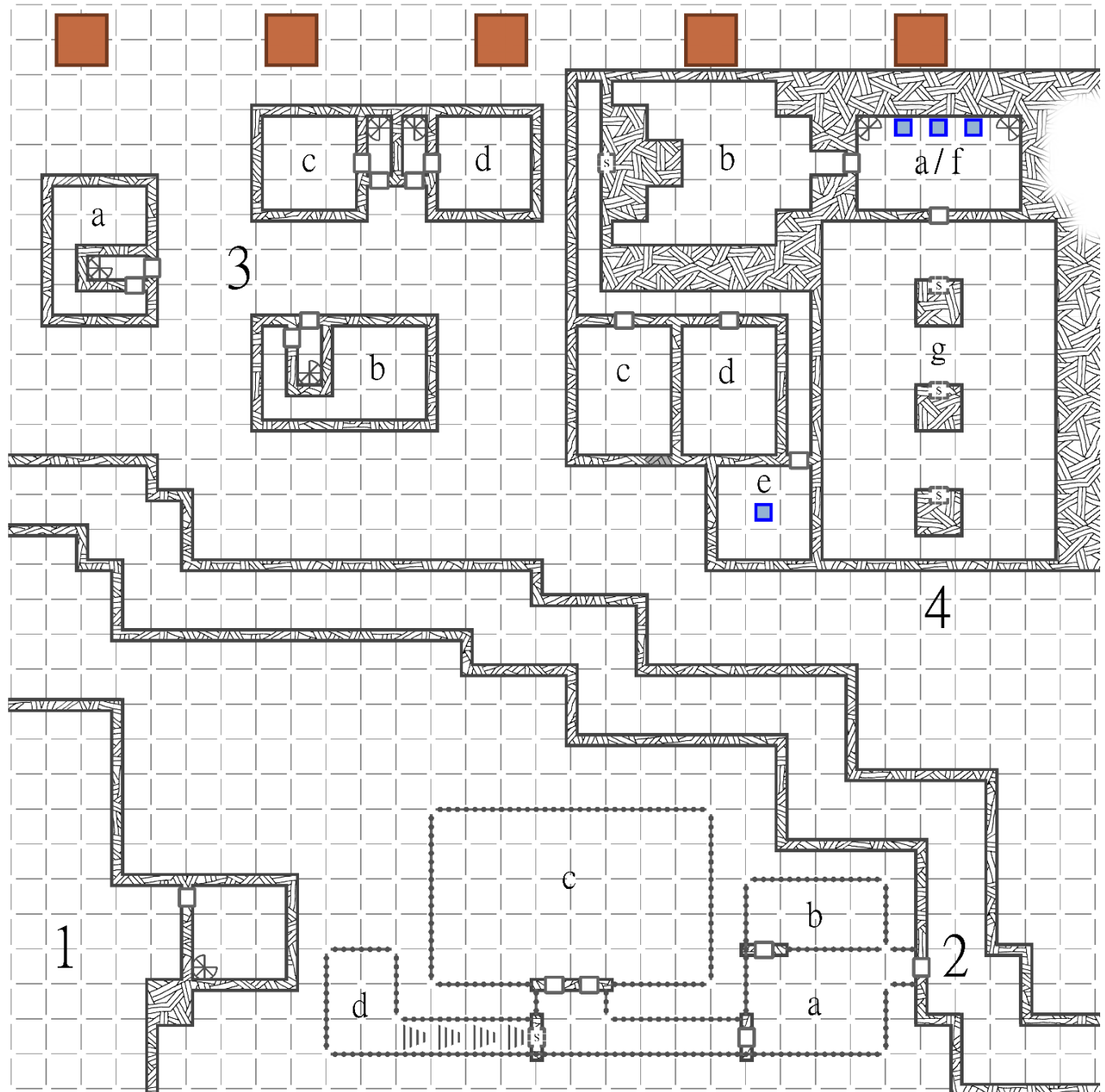
[Event 2 Preparation](#)

[Event 3 Preparation](#)

[Event 4 Preparation](#)

Event 1 : Magic Sandstorm Reveals Ruins

The party and their companions arrive at the temple (area 1) hours before the dedication's commencement. Above the temple is a 10 ft. wide ravine that is effectively bottomless. Across the ravine is a mountain of sand practically forming a wall. Sand sloughs off the sides in heaps at random intervals, falling into the ravine while also being replenished by the desert beyond. If the party investigates the top of this sand prior to the storm, they find the tips of the stone obelisks marked in brown. Once the sandstorm begins, the party must uncover the hidden caves to stop it (area 2). After, they may explore the now uncovered ruins at the market (area 3) or the temple (area 4). Thieves have already taken the key item from the temple, but the party may encounter remnants of the gang who are in the process of looting the area more thoroughly.



EVENT FEATURES/CHARACTERISTICS

While the sandstorm rages during this event, the area outside the temple is heavily obscured similar to a thick cloud of smoke or dense fog. Creatures moves through the sandstorm as if it were difficult terrain.

Digging down into the hideout from above is almost impossible, first due to depth, and second due to the constant influx of sand filling any holes. Entering the hideout in this manner is at DM discretion.

1 : THE NEW TEMPLE

The **temple** stands with its back to the ravine and the mountains of sand, tall stained-glass set in the wall. The recently completed place of worship is dedicated to a **deity** associated with mercy, compassion, forgiveness, or other characteristics that could be associated with the pardoning of a repentant criminal. A tower rises above the right side, providing a commanding view of the surrounding desert, but not high enough to see the top of the sands across the ravine.

Setup. The party arrives at the temple in the middle of the day, a couple hours before the dedication ceremony. When the ceremony begins, all present gather in the temple's center facing the priests who stand in the back with the **criminal** standing peacefully, freely, and well-dressed at their side.

Temple Altar. A player that approaches the altar may make a medium Intelligence (Religion) check to perform proper rites or prayers. On a success, the player is granted a **minor boon**.

Development. Moments after the criminal is pardoned during the ceremony, a player that passes a medium Wisdom (Perception) check with hearing notices sounds of wind picking up outside. Within minutes, the sandstorm around the temple is in full force. Sand begins to quickly build up against and around the temple, piling 1 ft. deeper every 10 minutes.

The dedication is completed after 1 hour despite the storm. But the crowd is interrupted when a chunk of debris from the nearly uncovered ruins smashes through the stained glass at the back wall. Sand begins to fill the temple's interior, eventually forcing the crowd into the side tower.

Call to Action. After the dedication completes, the party is approached by the **temple leader** and a **wizard researcher**. The wizard is confident that the storm is not natural as most leave as quickly as they arrive. The wizard has a magical tool to corroborate their claim, a small **trinket** that hums in the presence of magic and vibrating more powerfully the closer and more powerful the source.

The temple leader urges the party to discover the source of the sandstorm and end it before they are all buried alive. The wizard volunteers their tool to help guide the party to the source.

2 : CLIFFSIDE CAVE HIDEOUT

A series of caves are carved into the side of the ravine. The interior visually reflects the skill of the thief gang at such a project. For example, a simple gang's efforts result in rough, uneven surfaces propped up with wood. More meticulous gangs may smooth or cleanly cut the stone through skill or effort.

The Ravine. The ravine is so deep it is effectively bottomless and the sand steadily raining down into it suggests the bottom empties out elsewhere. Specifics at DM's discretion. A creature that falls into the ravine may attempt to find a grip on the side by passing a medium Strength (Athletics) or Dexterity (Acrobatics) ability check.

Hideout Entrance. The entrance to the hideout is found 30 ft. down the side of the ravine. The stone around the entrance is sheer and smoothed with a door tucked tightly into the opening. The door is not locked and opens inward. A metal looped is attached to the inside wall just past the door suitable for tying a rope.

Eavesdropping. A player that passes a medium Wisdom (Perception) check with hearing detects people speaking behind the entrance door. If they listen in, they hear the speakers complaining about being left out of a chance for treasure and looting.

Location A. The first chamber is a dining and storage area. A small table and a couple makeshift barrel chairs with food and other basic supplies stacked against the walls. Two **waiting thieves** sit at the table playing cards or dice. If they notice the party's approach they flee

to location C where the rest of the thieves are seeing to the magic ritual.

Location B. This chamber is sleeping quarters. Bedrolls cover the ground with other various odds and ends, clothes, bits of trash, etc., litter the ground. A player that investigates the area must make a medium Wisdom (Perception) or Intelligence (Investigation) check. On a success, the player finds a pouch of **coins**.

Location C. Double doors block entrance to the largest chamber. If the **guard thieves** inside are unaware of the party, the doors are unlocked. If they are warned by the two at the entrance the doors are locked, unlocked by passing a medium Dexterity check with Thieves' Tools.

Inside, the remaining thieves stand in torchlight around a **captive scholar** in worn and torn clothes. The scholar is holding a glowing blue orb between their hands, their eyes closed while they continuously mutter an incantation. The scholar is unaware of their surroundings while they are interacting with the orb.

Stopping the Ritual. As soon as the party enters opens the doors to location C, the thieves inside attack, attempting to keep the party from interrupting the scholar. The scholar is interrupted if the orb is taken or dropped, or if they are shoved or knocked down. If this occurs during combat, the thieves attempt to kill the scholar who is downed after 2 hits.

Rescued Scholar. The scholar informs the party that they were kidnapped a long time ago, likely months. They have been working underground for the duration. The thieves tasked them to learn to use the magical orb, providing a handful of texts for research assistance. They are uncertain exactly what the orb does, only that it activates a magical device elsewhere and controls its intensity. They were kept in a small chamber nearby up a set of stairs.

Location D. The entrance to the stairway is hidden by an illusion to make it appear a stone wall. A creature recognizes the illusion by passing a medium Intelligence (Investigation) or Wisdom (Perception) check recognizes the illusion as such. The hidden door is locked, opened by passing a medium Dexterity check with Thieves' Tools.

Past the door is a set of stairs leading up into a small chamber with a bed roll, chamber pot, table, chair, and a small stack of books and papers.

3 : ANCIENT MARKET RUINS

The marketplace stands surprisingly well-preserved after the buried centuries. The buildings walls remain almost entirely intact, though the ceilings and second-story floors have caved in from the weight of sand pressing down on them. Remnants of the gang of thieves remain using shovels, buckets and other tools, removing sand from the stuffed interiors like water from a sinking ship.

Sand Barrier Obelisks. A line of 100 ft. tall obelisks now stand where once were only peaks sticking out of the sand. The obelisks hum quietly, creating a magical barrier blocking the sand from flowing between them. A breeze blows continuously across the grounds towards the ravine strong enough to prevent a buildup of sand.

Creatures. A group of **pillaging thieves** are sifting through the sand and buildings looking for loot. They attack the party as soon as they notice them.

Investigation. A player that passes a medium or hard Intelligence (Investigation) check or Wisdom (Perception) check finds informative evidence or treasure in the various **shops**. The thieves have successfully excavated one of the shops when the party arrives.

4 : ANCIENT TEMPLE RUINS

The ancient temple is a smooth or stepped pyramid, its top level just below what was once the peak smothering sand. Religious iconography and stories related to the temple's **divination deity** are carved into the side of the structure.

Exterior Investigation. A PC that inspects the carvings must make a hard Intelligence (History) or (Religion) check. On a success, the player recalls a bit of **information** about the deity that will be helpful in opening the secret door in location b.

Entrance. The entrance is above location A, spiral stairs leading into the lower chamber. The ceiling of the above entrance chamber has collapsed, along with pieces of the walls.

Location A. The blue squares are explained in location F, and do not represent anything in location A. The spiral stairs open into a musty smelling chamber made of tan and brown sandstone decorated with pieces of brilliant polished blue. The 12 o'clock wall depicts **three reliefs** representing the past, present, and future. The door on the opposite side is the entrance to the chamber above, and does not represent a door in location A.

Location B. Passing through a short corridor, the party comes into a chamber for worship with a large **statue** dedicated to the deity on the far side. Behind or through the statue is a secret door leading deeper into the temple, opened by interacting with the statue in a manner suggested by the information from the exterior investigation.

Investigation. A player that passes an easy Intelligence (Investigation) or Wisdom (Perception) check notices tracks from the thieves that were here previously. The footsteps, once noticed, clearly lead towards the door.

Hallway. The hall is pitch black, but the floor glows in the dark in a soft opalescent white, tracing a path towards location E.

Location C/D. This chamber and the one next to it were once used for meditation or cleansing prior to entering the inner sanctum in location G. A **near-death thief** lies on the ground inside. A player notices the thief in darkness by passing a medium Wisdom (Perception) check with a sense other than sight, such as hearing groans from the hallway.

If the thief notices the party they call out for help. The thief knows the **ritual** to enter the inner sanctum, and that there are probably still some thieves inside. They share this information freely if they are stabilized and/or healed, or after a player passes a medium Charisma check.

Location E. The opalescent path leads to this chamber, continuing into the room and circling the deity's **symbol** marked in blue. A player that completes the ritual is teleported to location F.

Location F. This chamber looks identical to location A, except there are no spiral stairs leading up to the entrance. Furthermore, the door on the map now

represents a door in the chamber that leads to the inner sanctum. Each of the three reliefs on the wall have the same symbol on the ground before them. The teleporting player arrives in front of the relief representing the divination experience they may have in the inner sanctum into the past, present, or future. See location G for details.

Location G. The surfaces of the inner sanctum are made entirely of the glowing, opalescent stone of the earlier path. Inside the sanctum are three statues corresponding to the images of the three reliefs in the previous chamber. The 'future' statue has clearly been vandalized, and something stolen from it.

Each player is able to interact with only one of the statues. When a player approaches the appropriate one, a pillar of light engulfs the statue. This does not occur for the 'future' statue. Walking into or touching the light causes the player to experience a **vision** that holds them for a few minutes, duration at DM's discretion. Suggested 2 minimum, one each for the 'past' and 'present' statues.

Vision in Progress. A handful of thieves have hung behind to continue receiving visions. These **lingering thieves** attack on sight, though one of them is mid-vision and may not enter combat till later on.

RESOLVING THE EVENT

Outcome 1 – Temple Saved: If the party prevents the sandstorm but do not explore the ruins they are rewarded 75gp/party level for each player. The party also gains favor with the temple. They will provide significant magical healing to the party once in thanks at DM's discretion.

Outcome 2 – Temple Saved and Ruins Explored: If the party prevents the sandstorm and explores the ruins they are rewarded 100gp/party level for each player. The party still gains favor with the first temple, but also with an additional order to a divination deity interested in the uncovered temple. They provide scrying or other divination magic services to the party once at DM's discretion.

Outcome 3 – Party Fails: If the party fails to stop the sandstorm, the temple is buried in sand killing all those inside. The party's fate is at the DM's discretion.

EVENT 1 PREPARATION

Essential Preparation

Waiting Thieves. What XP difficulty does the group have?

Suggestion: Hard XP difficulty when combined with the next group. Mix of CR 1/8 and 1/4 thieves.

Guard Thieves. What XP difficulty does the group have?

Suggestion: Hard XP difficulty when combined with the previous group. Mix of CR 1/8 and 1/4 thieves.

Pillaging Thieves. What XP difficulty does the group have? Do they try and ambush the party? Are they distracted with their digging, or on alert for newcomers?

Suggestion: Hard XP difficulty. The thieves are thoroughly distracted with their digging and are very easy to approach unnoticed.

Lingering Thieves. What XP difficulty does the group have?

Suggestion: Hard XP difficulty. Make one of the thieves the designated leader and the highest CR, introducing a new type of thief from the gang, CR 1/2, if possible.

Optional Preparation

Temple. Which is the name and appearance of the new temple?

Suggestion: Mihupot Temple, meaning 'new beginning'. The temple is built with red stone, the gold symbol of Lathandar inlaid in the walls.

Deity. Which deity is the new temple being dedicated to?

Suggestion: The temple is being dedicated to Lathandar, a deity related to renewal and self-perfection.

Criminal. What is the name and backstory of the to-be-pardoned criminal? Are they truly repentant? Do they have a connection to the gang of thieves or the temple?

Suggestion: Decades ago, the criminal used to lead the gang of thieves that the parties work against. When they were captured they took a deal, providing info on their fellows in return for a lighter punishment.

Minor Boon. What minor boon does the deity provide to the player who completes the rite or prayer?

Suggestion: When the player is in the sandstorm, they and only they see a light that allows their vision to pierce the obscuring sand. This player can see 30 ft. while in the sandstorm.

Temple Leader. What is the name and appearance of the temple leader?

Suggestion: The leader's name is Komé Loopti. They are the sibling of the criminal, though this is a closely guarded secret. They wear long but light robes in a red, silk-like material decorated with golden thread.

Wizard Researcher. What is the name and appearance of the wizard researcher?

Suggestion: The researcher's name is Peta Hofa. They wear a grey front-buttoned tunic and trousers. The clothes are clearly too heavy, and they are sweating profusely in the desert climate.

Trinket. What does this magic trinket look like? Does it do anything other than vibrate and hum near magical objects?

Suggestion: The trinket resembles a small lantern. A small magic light inside grows brighter alongside the other effects. The party is given the item to keep.

Coins. How many coins are in the pouch?

Suggestion: 5sp/party level, replacing with gold as needed.

Captive Scholar. What is the name and appearance of the captive scholar? Are they a member of a local or regional institution? Do they promise the party a reward for their rescue?

Suggestion: The scholar's name is Klikifo Hufop. They wear a dirty and stained once-white tunic and plain trousers. They are a member of a local academy of mages that will reward the party with money, magic items, or favors at DM's discretion.

Shops. What types of shops did these use to be? Is there anything remaining to be found in the rubble and sand?

Suggestion: A player that passes a medium Intelligence (Investigation) or Wisdom (Perception) check finds buried in the sand a largely intact stone tablet with ancient writing carved upon it. The writings can be translated by a city scholar or magic.

Shop A used to sell alcoholic drinks. The stone tablet details an ancient recipe for a forgotten liquor. A player with proficiency in Brewer's Supplies may attempt to create it. The player does a set of 3 medium ability checks over time at DM's discretion. Each pass increases the selling price.

Shop B used to sell prepared meals. The stone tablet details a recipe for an ancient dessert. A player with proficiency in Cook's Utensils may attempt to create the meal by passing a medium ability check.

Shop C used to sell perform music. The stone tablet is an ancient piece of music. A player with proficiency in a musical instrument may attempt to learn the piece. Interpreting the music requires passing 3 medium ability checks over time at DM's discretion. The player adds the piece to their repertoire after passing 3 times and can perform it at will.

Shop D used to sell weapons. The stone tablet is a recipe for creating a magic weapon through the power of the materials and crafting alone. A player with proficiency in Smith's Tools may attempt to create the weapon according to the Downtime Activities rules (XGtE 128). Weapon detail's at DM's discretion.

Divination Deity. Which divination deity is the ancient temple dedicated to?

Suggestion: The temple is dedicated to an ancient visage of Savras the All-Seeing.

Information. Does the player recall something about the deity themselves, a related short story, or other?

Suggestion: The player recalls the story of the Scepter of Savras and how Savras was trapped in the staff by Azuth for a time.

Three Reliefs. What images are depicted in the relief?

Suggestion: The image depicts Savras and the staff in three different versions. The 'past' image shows Savras holding the staff, looking stooped, sickly, and starved.

The 'present' image shows Savras standing tall and healthy with their arms upraised, the staff free of their hands, horizontal in the air above.

The 'future' image shows Savras standing defiant, one foot forward stepping on the staff that lying on the ground afore them.

Statue. What does the statue depict? What interaction with the statue reveals the secret door? How does this reveal occur?

Suggestion: The statue depicts Savras as in the first image, thin and weak. Removing the staff from their grasp causes the "diamond", depicted in stone, to shine a light on the statue. When the light touches the statue, it

and the staff slowly fade into immaterialness revealing the secret door behind. The statue returns in its undisturbed state after 1 hour.

Near-Death Thief. What is the name and appearance of this thief? Why were they wounded by their fellows?

Suggestion: The thief's name is Kewennen. They are dressed similar to their fellows, but for a deep cut in their side. The boss decided they did not trust this one after seeing a vision in the inner sanctum and so left them to die in the temple.

Ritual. What must a creature do to teleport to location F?

Suggestion: A creature must meditate in location C or D. When they do, they must make an easy Intelligence (Religion) or Wisdom (Insight) check. On a pass, the player realizes a chant in what seems nonsense syllables. A player that repeats the syllables while standing on the symbol in location E is teleported to location F.

Symbol. What is the deity's symbol depicted on the floor?

Suggestion: Savras' symbol is a crystal ball with floating eyes.

Vision. What do the players see?

Suggestion: At least one player is teleported to the 'present' space, and can receive a vision from the corresponding statue in the inner-sanctum.

The 'past' statue brings the player's perception back to when the thief boss stole from the temple. The player witnesses the boss and retinue enter the sanctum. The boss moves immediately to the 'future' statue with stone deity standing on staff. They take 3 small vials from a pouch. The first two contain water, the boss evidently practicing. The third is clearly magical with an unnatural glow and waves emanating off it like heat bending light above a fire.

After sprinkling the mixture around the statue, the boss approaches the statue. Light envelops the statue, but then contracts to a thin pillar through the statue's core. The boss smashes the statue's knees, the top toppling off, before more carefully removing the staff whose diamond has changed from stone to something real. They then turn to their followers, declaring that their quest for ascension was finally approaching its end.

Event 2 : Quarantine and Royal Kidnapping

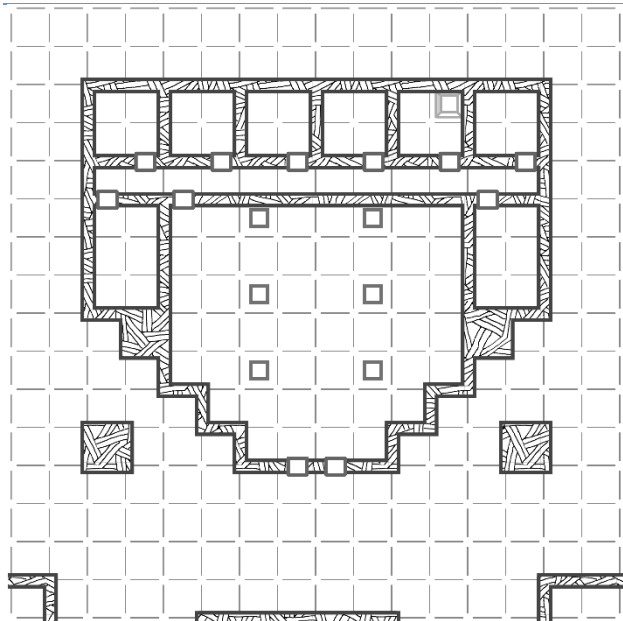
After the party returns to the city and are compensated for their success in Event 1, they are contacted once again. The party is requested to provide additional security, this time for a royal speech at the outskirts of the city, area 1. During the speech, the gang of thieves unleash a fast-acting contagion with deadly effects. Once people begin to be noticeably affected, the thieves attack with a small force.

The royal is whisked away through a secret tunnel, commanding the party to remain, but is kidnapped after their remaining healthy guards are ambushed underground. The party comes across the cite, area 2, and must get past the remaining thieves. The royal is being held in the barn of a farm beyond the city, area 3. A spiral staircase leads up out of the caves and into the farmhouse. The party must clear the thieves from the area and recover the royal.

EVENT FEATURES/CHARACTERISTICS

This event is a race against the contagion while also saving the royal. The longer the party takes to find the cure the more likely they are to suffer harmful symptoms.

1 : MEETING HALL AND OFFICES



Setup. The speech is held at a meeting hall and administration building near the edge of the city. Two pillars of stone stand in front chiseled with administration

schedules and advertisements for local events. Past the tall double doors is a meeting chamber. The floor slopes slowly as it goes inward allowing all to see the one standing in the back-center.

Standing outside aside the doors are 2 royal guards, 4 more guarding the **royal** within who stands in the center spot. The room is filled with civilians listening to the speech, as well a **local alchemist** whose store was recently robbed. The royal was incensed by the attack in Event 1, among others, and they are rallying support for greater enforcement against the thieves that they have implemented in and around the city, calling on the local to witness to the crowd.

The Disease. The thieves infected one of the onlookers on their way to the speech. The **contagion** quickly spreads throughout the crowd, including the players. The players must make a medium Constitution saving throw, and are infected on a failed save. They must repeat this saving throw up to two more times while listening to the speech until the first symptoms begin. Make these rolls in secret, and begin

A player with proficiency in Wisdom (Medicine) or Healer's Kit automatically notices early signs of the disease as soon as they are infected and before more serious symptoms begin. An player may notice early signs by passing a medium Wisdom (Medicine) check.

First Symptoms. Once the entire party has been infected or one or more resists 3 times, the first onlooker begins to noticeably suffer from the contagion.

Disguised Thief. As soon as the disease is discovered, a thief disguised in the crowd reaches discretely into their pocket and pulls out a sending stone to call to begin the attack. A player that passes a hard Wisdom (Perception) or Intelligence (Investigation) check notices the movement and the stone.

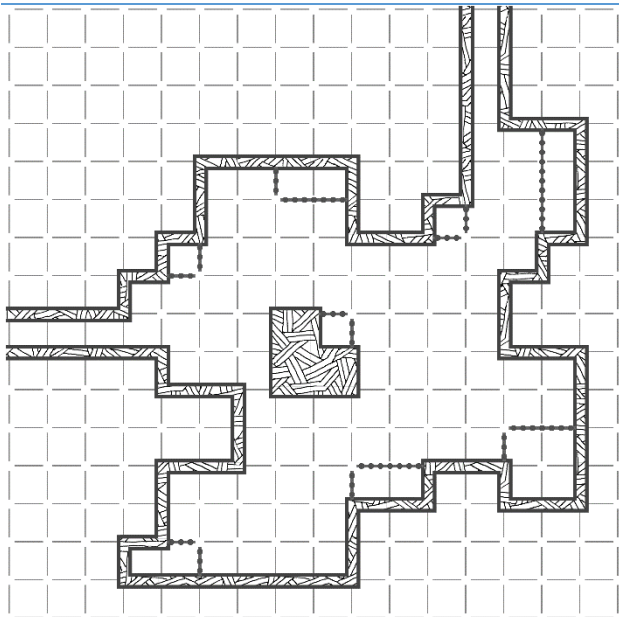
Alchemist Assistance. The alchemist goes immediately to investigate. They know the cure have a potion that will slow the contagion's progression if administered to the crowd, or cure the contagion entirely if given only to the royal and their guards. The royal denies the cure, and those still living are all given a sip of the antidote. The alchemist then pockets the empty bottle. The infected party members must now make rolls

against the **gradual progression** of the disease throughout the rest of the event.

Thief Quarantine. As soon as the alchemist finishes administering the potion, or if any attempt to leave out the front, the **threatening thieves** attack from outside. Their goal is to make aggressive moves towards the royal while using the crowd to their advantage and preventing any from leaving out the front.

Royal Departure. The royal guards insist that the royal leave as soon as the attack begins, taking them into a **secret tunnel** in one of the offices that leads outside the city. The royal commands the alchemist to come with them to ensure their safety, and the party to defend the crowd from the thieves. The group is long gone by the time the party has finished the fight, leaving the entrance open behind them.

2 : SECRET TUNNEL CAVERN AMBUSH

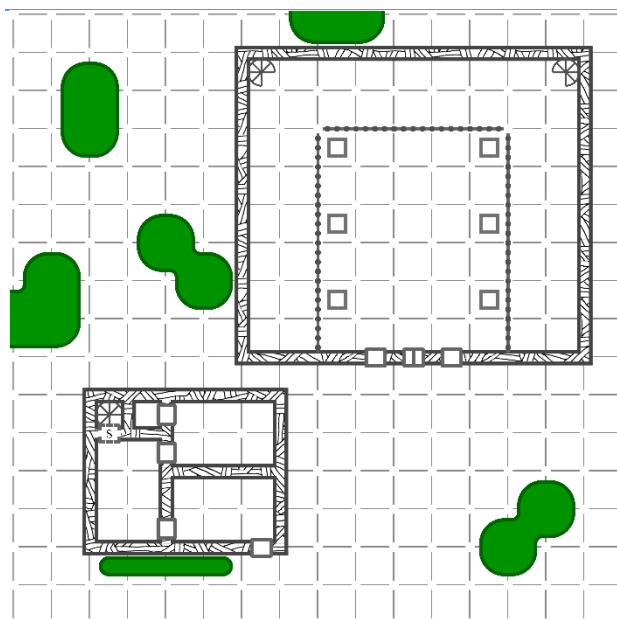


Setup. The escaping party is ambushed in the tunnels. All are slain except the royal, who is taken to area 3 beyond by a pair of thieves. The remaining ambushers wait in hiding in case any others come after the royal. The cavern is rough with a natural appearance and a 30 ft. ceiling. Raised areas between 10 and 20 ft. high are found throughout the cavern. The party approaches from the left side.

Dead Bodies. The bodies of the four guards and the alchemist litter the area. A player that investigates the bodies finds small coin pouches on each of them, and 1d4 **potions** and the empty antidote vial on the alchemist.

Creatures. The **ambushing thieves** are hiding throughout the chamber, particularly on the raised areas. If the party approaches stealthily, the thieves are not actively watching as they do not really expect anyone and so may be surprised or snuck past at DM's discretion. They will attempt to surprise the party if they know of their approach.

3 : FARMHOUSE HIDEAWAY



Setup. The royal is brought out of the tunnels through the farmhouse and bound to one of the pillars in the stone barn. The farmhouse was once the homestead of a **retired royal guard** living the country life while overseeing a secret passage into the city. Their body was burned behind the stone barn and their remains buried with straw. Thieves have been using the place for the last few weeks.

The Farmhouse. The farmhouse is empty unless the thieves in the barn have some reason to leave a lookout on the stairs. The secret stairs come up into the bedroom of the once retired guard. The room leading outside holds a small kitchen and chair, the other a small library. The guard kept up numerous personal and

business correspondences with people in the city and were an avid reader in alchemical arts with many useful books on the subject.

Investigation. A player that investigates the library finds letter written and received along with a note reminding the guard the word to open the barn door. The dates on the letters indicate they come and go almost daily, but the dates abruptly stop a week ago. A player that passes a medium Wisdom (Perception) check or Intelligence (Investigation) check recognizes signs of a fight still lingering in the library, the room unused by the new inhabitants since the removal of the previous tenant.

The Stone Barn. The barn has a wide double-door entrance that meets in the middle of the square. The doors are made of heavy stone and are opened by speaking a command word or by passing a hard Strength (Athletics) check. Inside is a large middle space open to the higher second level.

The second level is supported by the six stone columns and has an open balcony in the middle. Rows of plants line the upper level with windows reflecting cleverly crafted with mirrors to allow sunshine throughout the level. A series of pipes bring water to the upper levels, though its source appears to have gone dry in the last few days. The royal is being guarded by the **thief kidnappers**, who have tied them to one of the rear pillars on the upper level. They the thieves attack the party as soon as they notice them.

Investigation. A player that investigates the area round the barn finds the burnt remains of the retired guard and plenty of prints from the thieves. A player that passes an Intelligence (Nature) or Wisdom (Medicine) check can tell that the body was burned about 3 weeks ago.

Eavesdropping. If a player enters the barn and the thieves are unaware of any danger, they may listen in while the leading underling **monologues**, revealing crucial hints about the boss' scheme.

Recreating the Cure. Once the party have cleared the thieves from the area, they may attempt to use their various **resources** to assist in **recreating the cure**.

RESOLVING THE EVENT

Outcome 1 – Royal saved and cure recreated: The party is rewarded with 150 gp/party level for each player and the party gains favor with the region's royal institution and the city's government.

Outcome 2 – Royal saved but no cure: The city government expends resources to recreate a cure in time to save most that were infected. The party is rewarded with 100 gp/party level for each player and the party gains favor with the region's royal institution.

Outcome 3 – Party fails: The royal is found murdered and the city is unaware of the infected peoples' plight and fails to get a cure to them in time. The party's fate is left to the DM's discretion. Improvisation necessary to continue from this outcome.

EVENT 2 PREPARATION

Essential Preparation

Threatening Thieves. What XP difficulty does the group have?

Suggestion: Medium XP difficulty.

Ambushing Thieves. What XP difficulty does the group have? How are they positioned throughout the chamber?

Suggestion: Hard XP difficulty. The thieves are focused on the elevated sections on the 3 o'clock side of the cave.

Thief Kidnappers. What XP difficulty does the group have?

Suggestion: Hard XP difficulty. Make one of the thieves the designated leader and the highest CR, introducing a new type of thief from the gang, CR 1, if possible.

Optional Preparation

Royal. What is the name and appearance of the royal? What royal line are they a part of, and what lands or peoples do they rule? Are they invested with authority, or are they a figurehead?

Suggestion: The royal is named Ezran, and they are a member of the Imperial family from the distant capitol. They are dressed in the deep red and blue of the Imperial throne. They have resided in their current city for a decade now, tasked with being the family's center of influence in the region. They have grown to care for the area, though they are not personally invested with authority beyond their connections to the throne.

Local Alchemist. What is the name and appearance of the alchemist? What is the name and approximate location of their store or lab?

Suggestion: The alchemist's name is Gapto. They are dressed in a clean white shirt with a green and brown jacket. There are a few light stains on the sides, and a bit of burnt ends to their sleeves. Their lab is named simply 'Gapto's Potions and Alchemical Ingredients', and is found in the city's merchant district.

Contagion. What are the flavor characteristics of the contagion? What is the name of the contagion? Has it ever played a famous or infamous role in regional or world history?

Suggestion: The disease is known as Ho'owa Ambafur or 'voice killer'. A disease manufactured in a distant land and time to kill spellcasters, the disease is used primarily as a tool of assassination and has been responsible for the death of hundreds of mages over the centuries, both well-known and forgotten.

The disease shows symptoms around the throat causing small boils to grow in clusters that become increasingly thick. The growths begin on the inside, making it noticeably difficult to breathe, but begin to spread suddenly and rapidly across the throat's exterior minutes before the individual's windpipe is completely closed. When used in the murder of a mage, the infection is usually applied near to when they sleep so that they are unaware until they awaken out of breath and without their voice. The infected shortly suffocates to death.

Gradual Progression. What are the mechanical characteristics of the contagion? How many levels of effects are there representing the contagion's progression? What is the effect progressing a tier, repetitious or unique, accumulative or particular? Is there a maximum progression? If so, what is it? What saving throws, if any, are related to the risk and occurrence of the contagion's progression in an infected individual? When do they occur?

Suggestion: The infection has 5 levels. An infected PC gains 1 level when initially infected. A creature progresses 1 level when they fail a medium Constitution saving throw. The effects are cumulative. All saving throws to resist the initial infection or progression are made by the party at the same time.

The party all make the 3 saving throws to become initially infected as described in 'the disease' from location 1, but cannot yet progress beyond level 1. Once either a party member has saved all 3 times, or the entire party is infected, the first symptoms development begins causing one of the onlookers to suddenly develop the neck boils and suffocate to death.

The party makes a saving throw to gain a level towards the contagion's progression right before each combat begins and when they fail a set of ability checks in an ability encounter, resulting in a loss of time. Reminders are written at the appropriate moments.

Level 1 causes a tickling in the throat and the sensation of needing to clear something but being unable to do so.

Level 2 causes the infected to become easily winded. If an infected creature moves their full speed on a turn, they may only move up to half their speed on the following turn.

Level 3 causes the infected to have difficulty speaking. If an infected creature attempts to cast a spell with a verbal component, they must pass an easy Constitution or Intelligence (Arcana) saving throw to successfully cast the spell in spite of their symptoms. A failure consumes the action the spell would have used, but not the spell slot.

Level 4 causes the creature to have severe difficulty breathing. The creature must make a medium Constitution saving throw if they move their full speed or do other strenuous activity at the DM's discretion. The creature falls unconscious due to lack of air on a failed save but recovers after 1 minute of rest.

Level 5 causes the creature to suffocate, death coming soon after unless appropriate action is taken, at DM's discretion.

Secret Tunnel. Is the secret tunnel a single pathway, or are there branches that allow for the party to lose their way?

Suggestion: The tunnel is part of a larger network, and there are opportunities to go astray. In order to successfully follow the royal and their companions, the party must pass one set of three ability checks. The players must choose from among them three skills that one has with proficiency. That player must describe how they use that skill to help find the royal's group, then make an ability check to determine success, difficulty at DM's discretion. Two or three successes constitutes a pass on the set of three.

On a pass, the party continues to area 2 without delay, any stealth related role determining if the ambushing thieves are ready. On a failure, the party continues to area 2 but after a delay, such as having to retrace their steps. As a result, the party must make a medium Constitution saving throw to resist the contagion progressing another level.

Retired Royal Guard. What was the name of the guard? Do they have any friends or family in the city that may want to hear the unfortunate news? Is there a token or other small item from the guard's possessions that they may want returned, and if so what is it?

Suggestion: The guard's name was Ag Therin. They had an ornate ring gifted to them in honor of their service. It was taken from their body before burning and is carried by the lead thief amongst the thief kidnapers. They are survived by their 2 children who live in the city, perhaps connected to a side-quest, and will reward the party for the return of the ring.

Monologues. What details of the scheme or other important information does the villain reveal while monologuing to their 'soon to be dead' captive? Are there consequences to listening instead of attacking?

Suggestion: The thief brags about a recent acquisition at an ancient temple that allows their boss to see into the future.

If allowed to continue, the thief brags about how their boss will soon be getting a promotion, making it clear without stating it explicitly that they chase ascension to godhood.

If allowed to continue, the thief brags that they will soon take part in an act of thievery that sure to be remembered for as long as there are those who can.

If allowed to continue, the thief brags that the boss will be arriving later in the day, once they have recovered a powerful magic staff, and will kill the royal on arrival. If the thief speaks this far uninterrupted, they notice the hiding party or its member(s) and can no longer be surprised.

Resources. What resources may the party use to try and recreate the potion? Do they provide advantage to checks, bonus modifiers, or simply allow for an auto success? Must one pass an ability check with the resource to acquire its benefits, or are they automatically applied?

Suggestion: The party may benefit from the potion vial on the alchemist's body, the guard's library, and proficiency in Alchemist's Supplies. Each of these gives a bonus modifier to one of the three possible ability checks to recreate the cure, number at DM's discretion.

Recreating the Cure. Which and how many ability checks are needed to recreate the alchemist's potion? Does the party succeed based on a best-of system to pass, for example passing 2 of 3 checks, or on an average system, for example passing with a 15 average across all rolls?

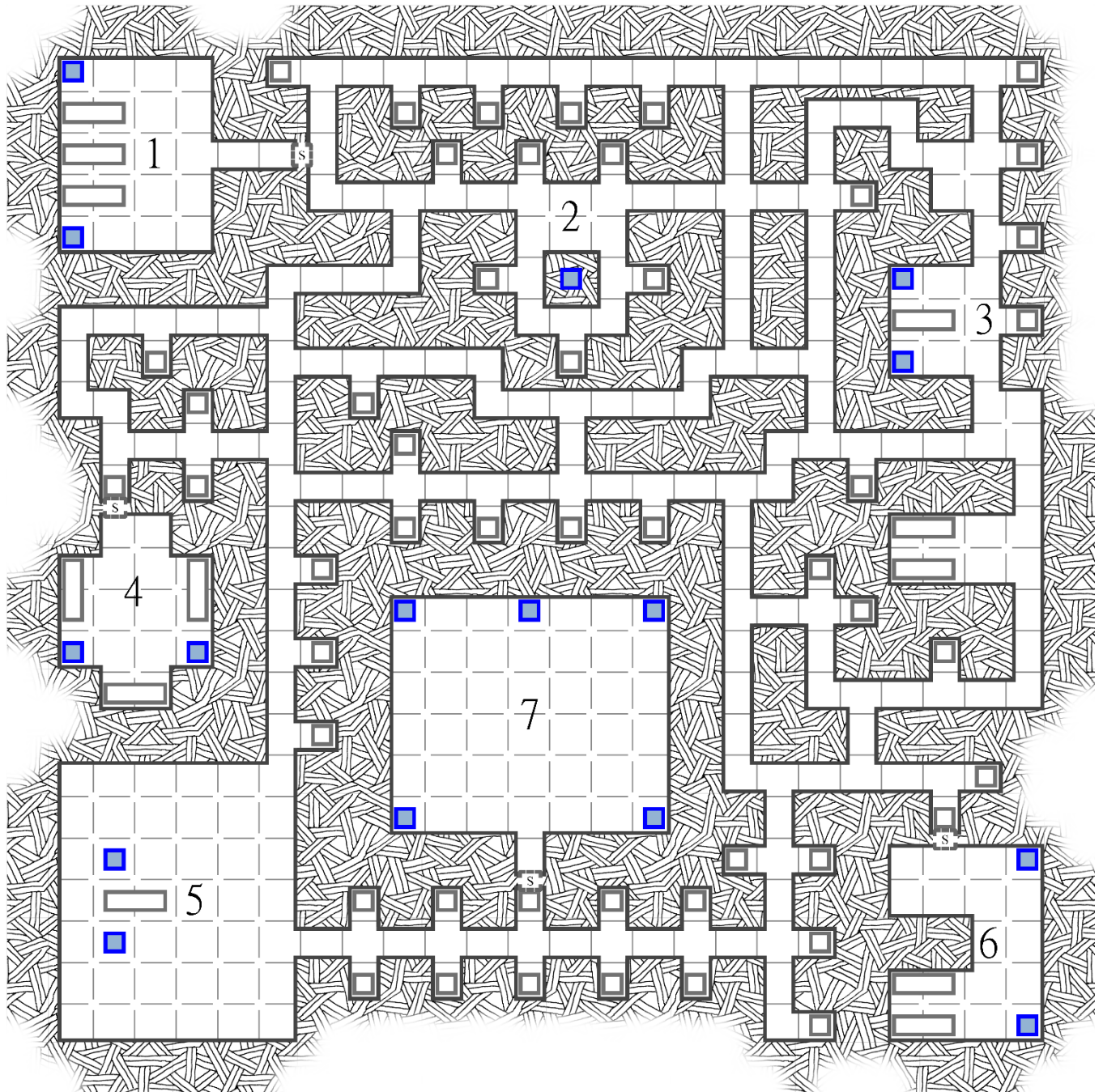
Suggestion: In order to successfully recreate the cure, the party must pass one set of three ability checks. The players must choose from among them three skills

that one has with proficiency. That player must describe how they use that skill to help find the royal's group, then make an ability check to determine success, difficulty at DMs discretion. Two or three successes constitutes a pass on the set of three.

On a pass, the party successfully recreates the cure, and can now recreate it without the need for checks from the practice. On a failure, the party the party fails to recreate the cure, causing a delay, but may try again. As a result, the party must make a medium Constitution saving throw to resist the contagion progressing another level before making another attempt to recreate the cure.

Event 3 : Ceremony Madness and Ascension

After successfully saving the royal's life, they are so grateful they wish to honor the players with honorary titles and a reward. Surviving NPCs from the completed events and side-quests are in attendance. The ceremony is held a large open square, but is interrupted when a curse is unleashed upon the crowd from catacombs beneath the city. The party must hold back the crowd without killing while a cleric in attendance casts a spell to lift the curse. The party are sent into the catacombs, depicted below, where the gang of thieves are working on a ritual to summon a deity, capture it, then use it to ascend.



EVENT FEATURES/CHARACTERISTICS

This event is on a soft difficulty timer once the party enters the catacombs. The primary obstacle to the chamber where the ritual is being held, location 7, is a magical ward preventing anyone from getting into the chamber through magical or mundane means.

A shrine in location 2 provides an opportunity for 3 powerful blessings to aid in the final fight, as well as a means to take down the ward. However, taking the time to acquire blessings beyond a first gives the thieves more time to perform the ritual. The closer the thieves are to completing the ritual before the party arrives, the **fewer opportunities** the party has to stop it.

0 : RECOGNITION CEREMONY

The event begins at an open square in the middle of the city. The square is 125 ft. on each side (15x15) with roads and alleyways leading into it from various directions. The party stands on a wooden stage in the middle-north side of the square, 15 ft. off the ground with stairs on the side. When the ceremony begins, the area is crowded with people wanting to see the royal and the newly famous adventurers.

The Ceremony. During the ceremony, the party is honored for their deeds during events and side-quests completed up to this point. In the short time since event 2, the royal grew curious of the party's other activities. Finding all the party has done, the royal paid for representatives of each event and side-quest to come to the ceremony.

The guests tell short tales highlighting the accomplishments of different party members so that each player gets a moment in the spotlight. After a player is witnessed for, the royal awards them an **honorary title** and a **reward**. The royal also witnesses for the party, including that the only thing lost was a piece of **family jewelry**.

Cursed Crowd. The curse is not caused by the thieves, rather it is a consequence of their actions. One of the tombs in the catacombs was guarded by the curse, set in place by an ancestor of one of the local nobility to defend their family's remains. Thieves left to guard the tunnels found their way in, triggering the curse on themselves and the crowd above them due to the overzealous nature of its preparation. Those on the stage

are protected from the curse by a protective charm worn by the priest(s) on stage.

The curse causes the those effected to lose control of themselves and act rabid and animalistic, becoming hostile towards those not under the curse. The crowd thus attacks the party and the others on the stage.

Ritual Cleansing. The priest(s) on stage instruct the party that a curse has fallen on the crowd, not knowing the source, and that they can cleanse it. The party must defend the priest(s) and the others on stage for 6 rounds while killing as few of the innocent citizens as possible. The ritual does not progress on a round if it is interrupted by the priest(s) taking damage and breaking concentration. The DM need only give actions to those curse coming up the stairs and a couple each turn that climb up a side.

Opportunists. A handful of **opportunist thieves** lurk in the crowd, instructed to follow the party and watch in case of a lucky opportunity. They join the attack as part of the mindless mob, and know nothing of the cause of it.

Hesitant Noble. Once the ritual is complete, the royal asks the priests what caused the curse to befall the crowd. Upon hearing their uncertainty, a **noble** steps forward from those on the stage with strong suspicions.

The noble speaks of the curse prepared on their family's graves and the overzealous head of the family who made the trap too strong. They suspect thieves in the hidden tomb is the reason for the ceremony's strange conclusion. The royal asks the party to investigate in case this is the same group of thieves as in previous events, and sends them with the noble.

1 : LOOTED NOBLES' TOMB

The noble brings the party to their residence. On the way, they explain that the family has a private way of entering their tomb, a form of teleportation, and that the party can enter the catacombs from there.

Teleportation. The noble brings the party to a small room of simple grey stone. Only an unlit brazier sits in the middle of the room. The noble lights the brazier, the flaming flickering red before quickly turning green then blue. The noble instructs the group to stand in close. The blue flames jump upward and then expand, rapidly

surrounding the group and doing no harm. The flames heavily obscure the area, and when they dissipate the group stands in the noble's family tomb.

Nobles' Tomb. The tomb is dimly lit with two blue braziers burning aside a trio of long stone caskets. The caskets are ornately carved with the visage once held by those within. The family leader who set the curse is in the middle, their spouse on their left, and their child on their right. The walls of the tomb are filled with dozens of funeral urns along 3 rows of shelves carved into the walls. Many of the urns have been shattered against the ground, the ashes inside strewn around the room.

The secret entrance, obvious from the inside, is down a short hallway. The entrance is a stone door the seamlessly blends into the wall on the other side and is opened with a lever on the inside. The door is opened from the outside by pushing on a particular piece of the stone wall that presses inward and is found by a character passing a medium Wisdom (Perception) or Intelligence (Investigation) check. The door is closed when the party arrives in the room, and closes again when the noble spirits awaken.

Detect-Magic Trinket. The party should still have the trinket from event 1 that hums more intensely the closer it is to a source of magic. If not, the wizard that provided it is among those on the stage and they provide a new one before the party leaves for the catacombs. The trinket detects the ritual as soon as the party enters the catacombs and the vibrations becoming more intense as the party approaches location 7.

Dead Thieves. A handful of thieves lie dead near the tomb's entrance. A player that investigates the thieves finds curious burns tinting their skin purple around the wounds as if bruised, but their clothes show no sign of flames. A player that passes a medium Intelligence (Arcana) check recognizes the wounds as coming from spectral or ghostly attacks.

Creatures. The curse maddened the spirits of those at rest in larger chambers. The enraged **noble spirits** attack any not of their blood who enter the tomb, but not those who arrive through the flames. The spirits attack any non-family creature who leaves and reenters the chamber through the secret entrance, becoming aggressive towards others who attack them.

Development. If the party defeats the noble spirits they are pacified, and one transforms to the image of the spouse in their prime. It thanks the party for calming their souls, speaking as if they think the party are members of their family, and instruct them to head towards the shrine.

Family Treasures. It is tradition in this area to bury the dead with treasured valuables, hence the urns broken by the thieves in search of treasure. A player can open a stone casket by passing a hard Strength (Athletics) ability check, though the action will be opposed by the noble with the party. Treasure inside the caskets at DM's discretion.

Catacombs. Exiting the nobles' tomb brings the players to the snaking catacombs beyond. The catacombs are carved through grey stone and are pitch dark except where blue flame braziers provide dim light. Large funeral urns are found in small alcoves throughout, and may contain treasure at DM's discretion. The noble leads the party to the shrine of blessings before remaining there until the event's conclusion.

2 : SHRINE OF BLESSINGS

The party comes across a small chamber across from two large urns. In the center is a stone shrine decorated with intricate vines and leaves in gold foil. The shrine is dedicated to a **merchant deity** preferred by the noble's family and the appearance of the shrine reflects the deity.

Shrine. The noble's family erected the shrine. The shrine was constructed by the spouse of the curse trapper in case it triggered. A **spell-breaking item** is hidden inside accessed by giving blood of the family to the shrine and calming the spirits by having defeated them in combat.

Blessings. Three other powerful families or groups erected statues to their own **preferred deities** around the central shrine. While not imbued by the families themselves, calming the spirits in each groups tomb causes the deity to provide a **powerful blessing** to the player who passed the test.

3 : FAMED WARRIOR'S TOMB

The party comes across the tomb of a **famed warrior** with blue flame braziers on either side. The tomb is stood upon by stone statues of the warrior and a beast they slayed in miniature. The statues are enchanted to play out a scene of combat where the warrior struggles then defeats the statue. The victory repeats, though the way the warrior statue wins is varied.

Creatures. The curse maddened the remnant of the **warrior's spirit**. The spirit attacks any creature who comes within the dim blue light of the nearby braziers and others who attack them once combat begins.

Warrior's Test. If the party defeats the warrior's spirit it is pacified, transforming to the image of the warrior in their prime who speaks with the party. It thanks the party for calming the memory of their soul that resides in the tomb, and offers a blessing from their deity should the stoutest and strongest warrior among them pass their **warrior's test**.

Development. Upon successfully completing the test, the detect-magic trinket thrums in response to a new and powerful magical source emanating from one of the statues in location 2. The source disappears once the blessing has been imparted, leaving only the vibrations from the thieves ritual in location 7 which have become noticeably and worryingly more powerful.

Attracting Attention. The fight and trial made significant noise, risking the attention of the thieves that wander catacombs in search of treasure. Roll a d20. A result above 15 means the players are discovered by a group of **wandering thieves**. Lower the necessary roll by 5 for each time the party risks attracting attention, but the fight with the wandering thieves occurs only once.

4 : ROYAL WIZARDS' TOMB

Behind the illusory wall and door is a tomb for a trio of **famed wizards**. The stone caskets are covered in magical glyphs and wards to keep them securely closed.

Secret Entrance. The entrance to the wizards' tomb is hidden by illusory enchantments and locked by magical ones. A creature recognizes the illusion hiding the door as such by passing a medium Wisdom (Perception) or Intelligence (Investigation) check. Circumventing the magic lock is done immediately by casting *dispel magic* or

by passing a medium Intelligence (Arcana) check and spending a 1st level spell slot to acquire the magical power necessary to make the attempted manipulations.

Creatures. The curse maddened the remnant of the **wizards' spirits**. The spirits attack any creature who comes within the dim blue light of the nearby braziers and others who attack them once combat begins.

Wizard's Test. If the party defeats the wizards' spirits they are pacified, one of them transforming to the image one of the wizards in their prime. It thanks the party for calming their souls, and offers a blessing from their deity should the most insightful and well-read among them pass their **wizard's test**.

Development. Upon successfully completing the test, the detect-magic trinket thrums in response to a new and powerful magical source emanating from one of the statues in location 2. The source disappears once the blessing has been imparted, leaving only the vibrations from the thieves ritual in location 7 which have become noticeably and worryingly more powerful.

Attracting Attention. The fight and trial made significant noise, risking the attention of the thieves that wander catacombs in search of treasure. Roll a d20. A result above 15 means the players are discovered by a group of **wandering thieves**. Lower the necessary roll by 5 for each time the party risks attracting attention, but the fight with the wandering thieves occurs only once.

5 : SPY MASTER'S TOMB

Behind the trapped secret door is a tomb for a **famed spy master** and their spouse. The spy master's seal is carved into the wall directly past the entrance with the tomb of the spy master and their spouse around and behind it.

Secret Entrance. The entrance to the spy master's tomb is hidden by clever design, locked, and trapped. A creature recognizes the hidden door by passing a medium Wisdom (Perception) check or Intelligence (Investigation) check. Opening the lock requires passing a medium Dexterity check with Thieves' Tools. Opening the door without disarming the **trap** causes it go off.

Creatures. The curse maddened the remnant of the **spy's family spirits**. The spirits attack any creature

who comes within the dim blue light of the nearby braziers and others who attack them once combat begins.

Spy Master's Test. If the party defeats the spy's family spirits they are pacified, and one of them transform to the image of the spy master in their prime who speaks with the party. It thanks the party for calming their souls and offer a blessing from their deity should the sneakiest and most dexterous among them pass the **spy master's test**.

Development. Upon successfully completing the test, the detect-magic trinket thrums in response to a new and powerful magical source emanating from one of the statues in location 2. The source disappears once the blessing has been imparted, leaving only the vibrations from the thieves ritual in location 7 which have become noticeably and worryingly more powerful.

Attracting Attention. The fight and trial made significant noise, risking the attention of the thieves that wander catacombs in search of treasure. Roll a d20. A result above 15 means the players are discovered by a group of **wandering thieves**. Lower the necessary roll by 5 for each time the party risks attracting attention, but the fight with the wandering thieves occurs only once.

6 : RANSACKED TOMB OF THIEVES

The party comes across a makeshift rest area for a gang of thieves while they wait for the ritual to complete. Remnants of broken funeral urns cover the ground and a pair of dead thieves lie in a back corner, fallen to the spirit from the casket when it was awakened. Thieves sit and chat in small groups of 2 or 3 throughout the chamber.

Thieves. The chamber is populated by a group of **waiting thieves**. If the party fought the wandering thieves and any escaped, the waiting thieves cannot be surprised. If the party defeats the waiting thieves, they are no longer at risk of attracting attention from a wandering group.

Eavesdropping. If the party approaches the ransacked tomb without being discovered, a player hidden in the chamber may **overhear** useful information.

Investigation. The thieves have thoroughly searched the tomb, but were unable to open the stone casket in the center. A player discovers a hidden release mechanism by passing a medium Wisdom (Perception) or

Intelligence (Investigation) check. Activating the mechanism allows the casket's cover to be removed by passing a medium Strength (Athletics) check. Inside is treasure at the DM's discretion.

7 : SACRED CHAMBER

The largest hidden chamber in the catacombs was used by a **forgotten religious order**. On holy days such as today, the order would perform religious rites to contact their deity directly for guidance, instruction, or wisdom. The thieves use the complex magical patterns carved into the floor and the jewelry stolen from the royal to summon the presence of the deity before holding it captive in the Staff of Savras or an equivalent item.

Magical Ward. Once the deity was captured, the thieves use the power of the charged Staff of Savras to erect a powerful magical barrier around the chamber preventing any from entering or exiting through magical or mundane means. The ward forms a visible translucent bubble that repels any matter moving closer to the chamber's center similar to magnets. The repelling force grows as the players approach the chamber's entrance and makes it impossible to come within 15 ft. of the entrance.

Dispelling the Ward. Once the party has acquired the spell-breaking item from the shrine, the ward dissipates as soon as the item is brought close to the door. The lifting of the spell is obvious to those near the entrance due to the sudden removal of the repelling magnetic pressure, but those inside are unaware giving the party the opportunity to surprise those inside.

Thieves. Inside the chamber, a group of **thief guards** stand around the thief boss. The thief boss has risen 10 ft. into the air in the middle of the chamber having the staff and the royal's lost jewelry in either hand. A deep reddish light is expelling from the staff and surrounding the boss as the transfer of divine substance is slowly processed between captive deity and the boss. The thieves here to guard the boss attack the party as soon as they become aware of them.

Stopping the Ritual. The thief boss is unable to participate in combat or be interacted with by the players while they remain suspended in air amidst the transfer. After defeating the thieves guarding the boss, the party

may attempt to **stop the ritual** from completing. Recall that the party can only fail the ability checks to stop the ritual a certain number of times based on how many blessings they took the time to acquire beforehand as described under event features/characteristics.

Thief Boss Escape. If the party successfully stops the ritual, they are knocked prone from a magical shockwave emanating from the now shattered Staff of Savras or equivalent item. The thief boss is drained from the ritual and without allies will not risk fighting the party in their vulnerable state. The shockwave temporarily dazes the party, incapacitating them just long enough for the thief boss to make their escape.

RESOLVING THE EVENT

Outcome 1 – Ritual stopped and blessings received: The party is rewarded with 200gp/party level for each player. The party gains further renown with the region's royalty and the city's government. Additionally, a surviving family member related to the other tombs cleared and blessings received grant the party 50gp/party level for each tomb cleared.

Outcome 2 – Ritual stopped and no blessings: The party is rewarded with 200gp/party level for each player. The party gains further renown with the region's royalty and the city's government.

Outcome 3 – Ritual completed successfully: If the thief boss successfully completes the ritual, the party fails at the larger adventure objective. The thief boss may immediately use their newfound powers to smite the party, and then start a new party near the area with a new adventure to kill or contain the thief god. This outcome would require significant improvisation as the next event assumes success.

EVENT 3 PREPARATION

Essential Preparation

Reward. How is each player rewarded for their efforts? Is the reward limited to mundane wealth?

Suggestion: This is an opportunity to give some magic items to the party in a way that lets the DM decide who is given what in-world. Refer to the Awarding Magic Items tables when considering if and how many to give (XGtE 135). Compare with the number of magic items your party currently has. It is recommended to be generous if necessary.

Opportunist Thieves. What XP difficulty does the group have?

Suggestion: Easy XP difficulty.

Noble Spirits. What XP difficulty does the group have? Why are only the bodies in caskets effected? What creatures are used?

Suggestion: Medium XP difficulty, no more than 3 creatures. Only the remains in caskets are affected because they were not burned like the remains in urns. The remnant of their living body holds a piece or image of their souls on the material plane. Consider those with the undead tag whether, ghostly or zombie to find something with appropriate difficulty and number.

Warrior's Spirit. What XP difficulty does the spirit have?

Suggestion: Medium XP difficulty, no more than 1 creature.

Wizard Spirits. What XP difficulty does the group have?

Suggestion: Medium XP difficulty, no more than 3 creatures.

Spy's Family Spirits. What XP difficulty does the group have?

Suggestion: Medium XP difficulty, no more than 2 creatures.

Wandering Thieves. What XP difficulty does the group have?

Suggestion: Medium XP difficulty.

Waiting Thieves. What XP difficulty does the group have?

Suggestion: Hard XP difficulty. Make one of the thieves the designated leader and the highest CR, introducing a new type of thief from the gang, CR 2, if possible.

Thief Guards. What XP difficulty does the group have?

Suggestion: Deadly XP difficulty.

Optional Preparation

Honorary Title. What is the name of the honorary title and what is it typically given for? Who is a famous person that has received it in the past? Is this person one of those buried in the catacombs?

Suggestion: The party members are each awarded the Imperial Medal of Valor, awarded to individuals who have performed a significant service to a member of the royal family.

The spy master buried below is a well-known example. Though they lived a century ago, it was only recently made public that they saved the throne from a sinister assassination plot by single-handedly and anonymously removing each plotter by a myriad of methods. The current administration had a song commissioned in their honor that has been sung recently in taverns throughout the region.

Fewer Opportunities. How many times may the party fail the set of ability checks to stop the ritual before it completes despite their efforts? Does this change if they take rests or the time to track down other blessings?

Suggestion: If the party acquires 1 or 0 blessings, they may attempt to pass the ability checks to stop the ritual 3 times before failure. If the party acquires 2 blessings, they may attempt 2 times. If the party acquires all 3 blessings, they may attempt 1 time.

Family Jewelry. What is the appearance of this piece of jewelry? What importance does it have towards the gang of thieves' greater plot?

Suggestion: The item is a ring with a magnificent blue stone passed down through the royal's family. Knowledge of the ring's purpose has been lost. It was once used by the leader of a secret religious order to contact their deity on a holy day. This happens to be today. The thieves are going to use it for the same purpose, and then essence of the deity in a magical item acquired with the assistance of that stolen from the temple in event 1.

Noble. What is the name and appearance of this noble? Is there family of any importance to the region beyond their nobility?

Suggestion: The noble's name is Choheck Nimue. They wear a fine blue cloak that shimmers and always appears to be fluttering under a soft breeze. The noble's family have long been distinguished and successful merchants with business around the globe.

Merchant Deity. What is the name of the deity worshiped by a family of merchant nobles?

Suggestion: The family worships Waukeen the goddess of wealth and trade. Their symbol is the goddess' profile facing left on a gold.

Spell-Breaking Item. What is the appearance of the item?

Suggestion: The item is a slightly worn gold coin.

Preferred Deities. Which three deities are the statues around the central shrine dedicated to?

Suggestion: Pick a deity for warriors, wizards, and spies.

The warrior's deity is Ilmater god of endurance. Their symbol is hands bound at the wrist with red cord.

The wizards' deity is Azuth god of wizardry. Their symbol is a left hand pointing upward, outlined in fire.

The spy's deity is Beshaba goddess of misfortune. Their symbol is black antlers.

Powerful Blessing. What are the effects of the blessings from each of the 3 preferred deities?

Suggestion: Each blessing is inspired by the challenge completed to acquire it or the spirit's story. The blessing is endowed upon the player who completed the challenge upon coming within 5 ft. of the appropriate statue. The blessings expire after 24 hours.

The Warrior's Blessing makes the bearer immune to poison. Additionally, the first time the bearer's hit points would be reduced below 1, their hit points remain at 1 and they gain temporary hit points equal to two times their hit point maximum for 1 minute after taking the damage. The temporary hit points reduce by 5 at the end of each turn.

The Wizard's Blessing expands the bearer's knowledge of 2 level 1 spells or 1 level 2 spell to savant levels, allowing them to be cast without expending spell slots. Additionally, the bearer can use their reaction once to cast *misty step* when they take damage.

The Spy Master's Blessing gives the bearer truesight and a +5 to stealth checks. Additionally, the bearer can use their reaction 3 times to change a hit to a

miss when an enemy they can see successfully hits a creature.

Famed Warrior. What is the name and story of the famed warrior buried here?

Suggestion: The warrior's name is Heke Hept. They are famous for slaying a hydra single-handedly when one emerged from the wilderness and attacked a village they were adventuring through.

Warrior's Test. What is the warrior's test? What ability checks does it require be passed, and how are they flavored? Consider theming the test after the ability scores associated with the spirit's class.

Suggestion: A player that accepts is instructed to stand in front of the stone casket. When they are in position, the spirit thrusts their spectral weapon into the player's chest. The player is immediately brought to 0 hit points but does not collapse or fall unconscious. The player must stabilize through only the strength of their constitution, adding their Con modifier to the rolls, and then pull the blade from their chest by passing a medium Strength (Athletics) check.

Once the player succeeds in pulling the weapon free, or fails the constitution saving throws to recover, the warrior's spirit vanishes and the player is returned to their health prior to the test. If the player succeeds they are granted the warrior's blessing upon returning to the appropriate statue.

Famed Wizards. What is the name and story of the famed wizards buried here?

Suggestion: The wizards were part of a famed military engagement from history in which an invading force was finally destroyed after a devastating war. They were among the first graduates from the Royal Academy, the first formal institution for the peaceful sharing of magical knowledge among the regional rulers. This sharing resulted in the discovery of tapping into the magical energy in the slow movements of the earth.

Wizard's Test. What is the wizard's test? What ability checks does it require be passed, and how are they flavored? Consider theming the test after the ability scores associated with the spirit's class.

Suggestion: A player that accepts is told to stand in the middle of the tomb, others outside. When they are alone, the door appears to slam shut through

illusion and the ground quickly fall away into an abyss leaving only two 5 ft. squares remaining including the one the player stands on.

The player is asked to choose 3 skills from the Intelligence attribute except Investigation. They are given a question for each skill and must pass a medium or hard ability check for each to answer correctly. Each time a correct answer is not promptly given another square of ground appears to fall into the abyss. If the player answers two correctly, the illusion vanishes and the player receive the wizard's blessing if they return to the appropriate statue. If the player fails, the last bit of ground appears to crumble away before the illusion vanishes and they do not receive the blessing.

A player that passes a hard Intelligence (Investigation) or Wisdom (Perception) check recognizes the door slamming and floor dropping into abyss as an illusion.

Trap. What is the trap on the secret door to the spy master's tomb? What are the traps trigger, effect, and method of disarmament? Is the trap magical or mechanical?

Suggestion: The mechanical trap is detected by a player that passes a medium Wisdom (Perception) or Intelligence (Investigation) check. The trap is disarmed by passing a medium Dexterity check with Thieves' Tools. The trap triggers when a creature opens the door. A poison dart shoots out of a small hole above. The creature that opened the door must make a hard Dexterity saving throw, taking 16 (3d6) poison damage on a failed save.

Famed Spy Master. What is the name and story of the famed spy master buried here?

Suggestion: The spy master is named Sikil Muuyo, and is the same as the famed recipient who had also received the honorary title given to the party earlier. Though they lived a century ago, it was only recently made public that they saved the throne from a sinister assassination plot by single-handedly and anonymously removing each plotter by a myriad of methods.

Spy Master's Test. What is the spy master's test? What ability checks does it require be passed, and how are they flavored? Consider theming the test after the ability scores associated with the spirit's class.

Suggestion: A player that accepts is told to stand on the stone caskets around the corner with the rest of

the party out of the tomb. As soon as this is done, the stone wall suddenly shifts to create two rooms with the player caught in the one further from the door. Melodramatically, the ceiling begins to move slowly downward.

The only thing in the room besides the stone caskets is a keyhole on one of them previously unnoticed. The lock is opened by passing an easy Dexterity check with Thieves' Tools, causing the casket to slowly open, a skeleton dressed in threadbare clothes inside but with plenty of space for another.

If the player climbs in, they notice another keyhole. Turning the lock by passing an easy Dexterity check with Thieves' Tools causes the casket to close as the ceiling approaches. The player hears a thump as the ceiling touches the casket, the stone cracking slightly under the pressure. Then the pressure is released as the ceiling slowly moves upward and the stone cover crumbles around the player in large pieces.

When the player emerges from the casket, the walls have changed back to how they were at the start with the exit around the corner. However, on the other side of the dividing wall where was once the spy master's seal is now a stone face, eyes wide open starting straight forward. A player must sneak by displaying sufficient skill by passing a medium Dexterity (Stealth) check. If all of this is done with fewer than 3 failures, the player will receive the spy master's blessing upon returning to the appropriate statue.

Overhear. What information does the party overhear? Do they risk allowing the ritual to significantly proceed if they listen for too long?

Suggestion: The party overhears conversation that reveals exactly what the thief boss is attempting, perhaps two of the thieves considering how life will change in the gang once they serve a god instead of a person. They also hear concerned mutterings over groups of thieves that wandered off into the catacombs and haven't returned.

Forgotten Religious Order. What is the name and story of the forgotten religious order? Can a player attempt a skill check to learn or recall something about them from inspecting the chamber?

Suggestion: If the adventure is to end after the next event, the players cannot uncover anything about the mysterious chamber and the ring's makers. If the

adventure is to continue onward, this may act as an opportunity for a hook into the next long adventure.

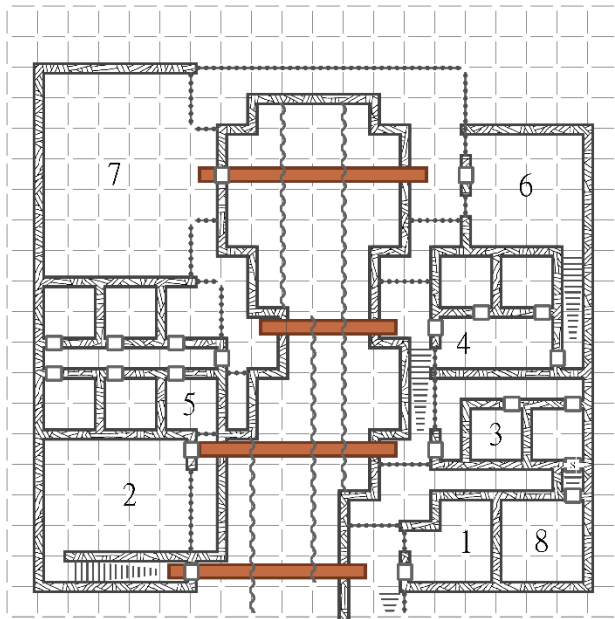
Stop the Ritual. What ability checks are related with stopping the ritual?

Suggestion: The players must choose from among them three skills that one has with proficiency. That player must describe how they use that skill to help stop the ritual, then make an ability check to determine success, difficulty at DMs discretion. Two or three successes constitutes a pass on the set of three, successfully interrupting the ritual. Recall that the difficulty of these checks are increased by delays as the further along ritual is more difficult to interrupt.

Event 4 : Assault on the Thieves' Base

A thief made prisoner during the last event by the party or the city reveals the location of the base where the boss likely fled. If the party did not put together the larger scheme to ascend, the captive reveals it during this time. The party have foiled the scheme, but the thief boss remains at large. The party is instructed to track them and take them, dead or alive.

This event takes places at a peculiar mountain formation. As the players approach the mountain slopes, they see a place where two mountains approach each other. Strangely, they look like a titanic jagged sword cut down between them, carving a chasm that cuts a mile into the mountain.



EVENT FEATURES/CHARACTERISTICS

The thieves' base is near the chasm's ends, high up the sides of the mountains where the drop down is deepest. The thieves have carved ledges into the sides of the high cliffs, crafting bridges between them and stairways inside to change elevations.

Ropes cross back and forth between the bridges, scalable by a creature that passes a medium Strength (Athletics) or Dexterity (Acrobatics) check. Depending on the gang, additional mechanisms or means may exist to move quickly up and down the bridges and ledges.

The recent failure has left the group divided but overconfident as they attempt to blame others. Each

group does not want to go to the other for help when combat begins until it becomes clear they are in danger of losing the fight. This gives the party a significant advantage in clearing the area, as taking on every thief in the base at once would be near impossible.

This characteristic makes the event a challenge of stemming the flow of thieves across the bridges and up the base through decisive fights or stealth. As each group realizes they are outmatched, they flee to the higher area and sever the bridges behind them to delay the party's approach. It is critical for the party to take as many thieves out of future combat in each encounter. If they are completely successful, the thief boss will face the party alone in location 7. If not, the party will face them surrounded by their fellow thieves now united, as only the boss recognizes the party by sight, in the face of those who brought on their recent defeat.

The base is stylized after the theme for the gang of thieves in use, try and work appropriate elements into the description when possible.

1 : GUARD QUARTERS

The party comes to location 1 by climbing a set of stairs carved into the side of the mountain leading to a carved-in balcony. A door is set into the new side of the cliff with stone just 10 ft. above the floor. A bridge crosses the chasm, now hundreds of feet deep, to a door with no ledge to stand on if the bridge should fall.

Entrance. The door to location 1 is unlocked if the party approaches stealthily. If the door is locked, it can be opened by passing a medium Dexterity check with Thieves' Tools.

Thieves. A pair of **guard thieves** sit inside the dug-in chamber. If they become aware of the party's presence, they attempt to flee across the bridge to location 2, severing bridge's supports after crossing and the lines connecting the bridges along the way.

Development. If the thieves cannot escape across the bridge, there is a chance the thieves in location 2 notice the combat. When the party makes significant noise, interpretation at DM's discretion, have the group make a Wisdom (Perception) check with disadvantage to notice the sound once per round of combat.

Treasure Behind the Wall. The thief boss holds the gang's treasure horde in a location known only to them in location 8. The chamber can be accessed through the prison, but is also technically right behind the thick wall in location 1. If the party somehow deduces the location of the treasure room, they may attempt to **break through the wall** to acquire the treasure.

The thief boss tells the other thieves that the treasure is guarded by the least among them, and to not inquire further lest they reveal the location to their greedy fellows. Each thief assumes another thief is the least among them and the one guarding the secret of the treasure room's whereabouts. They are put at ease by the assurance they could get it out of them should it be necessary. The thieves reveal as much to the party should a player pass a medium to hard Charisma check after asking about such a location.

Magic-Detect Trinket. If the party still has the magic-detect trinket from event 1 and 3, it can be used to help find the treasure room and the magic items inside.

2 : THIEF WORKROOM

The large **workspace** in location 2 is utilized differently depending on the gang of thieves in use.

Thieves. A group of **working thieves** are in the workroom utilizing it for its designated purpose. They attack the party as soon as they are aware of their presence.

Development. If the thieves appear to be losing the fight, they try to flee over the bridge and up the stairs to location 4. If successful, the thieves there may join the fight, lay an ambush, sever bridges, or take some other action at the DM's discretion. The recent failure has left the boss and higher-ups in a violent mood, and the lower thieves would prefer to not bother them until it becomes clear they are in real danger.

Useful Item. The room contains a **useful item** to assist the party in the completion of the base assault. The item varies depending on the gang of thieves in use.

3 : PRISON

The party comes across a heavier door at the bottom of a stairway. Past the door is a pair of prisoner cells. The

second holds a secret entrance to a ladder leading to the treasure room.

Locked Doors. All three doors, entrance and first and second cells, are locked. The first two are opened by passing a medium Dexterity check with Thieves' Tools. The second prison cell is opened by passing a hard Dexterity check, hinting at the secret entrance within.

Investigation. A player that investigates the area must make a Wisdom (Perception) or Intelligence (Investigation) check. Passing an easy check reveals that no prisoner has been held in the second cell for a long time. Passing a medium check reveals that despite this, there are subtle signs of heavier foot-traffic to the second cell.

Secret Door. A small, 2 ft. doorway opens in the back corner of the second cell. A player notices the door by passing a hard Wisdom (Perception) or Intelligence (Investigation) trap. The door opens by simply pressing inward, revealing a 15 ft. ladder down towards the treasure room.

Trap. A creature that climbs down the ladder without disarming the **trap** risks setting it off. The trap is different for each gang of thieves.

Plot-Hook Prisoner. If the adventure is to end here, the cells are empty. If this party is to continue onward into another adventure, a prisoner is held in the first cell that acts as a plot hook to the next adventure.

4 : HIGH-RANKER'S QUARTERS

This location is where the more powerful or higher ranked thieves sleep and practice their craft. The two 10x10 ft. chambers are sleeping quarters for the higher-up thieves. The long room leading to them is filled with various tools useful for their thievery, similar to the workroom. A door at the end of the space opens to a stairway up to the boss' quarters.

Thieves. A group of **high-ranking thieves** work inside the long room if they have not joined the fight in location 2.

Development. If the thieves appear to be losing the fight, they try to flee up the stairs and over the bridge to location 7. If successful, the thief boss there may join the fight, lay an ambush, sever bridges, or take some

other action at the DM's discretion. The recent failure has left the boss and in a violent mood, and the higher-up thieves would prefer to not bother them until it becomes clear they are in real danger.

Treasure. Though most of the gang's wealth is held in the treasure room, the thieves each keep a small stash of treasure hidden in their quarters. A player that passes a medium Wisdom (Perception) or Intelligence (Investigation) check finds 1d4 small pouches per room filled with valuable coins and gems at the DM's discretion.

5 : THIEVES' QUARTERS

The bridge from location 4 leads across to a larger balcony boasting a handful of chairs and forgotten cards or dice on a table between them. The entrance leads to a long hallway with doors to 6 rooms. Only a couple of thieves sleep inside, most busy at work in the workroom.

Thieves. A couple of **sleeping thieves** lie in bed at rest, rooms chosen by rolling a d6 for each thief. The thieves are woken if their fellows from the workroom in location 2 escape to the upper levels, but otherwise sleep through the event unless disturbed by the party. If woken by party or thief, they attempt to join their fellows in location 4.

Treasure. Though most of the gang's wealth is held in the treasure room, the thieves each keep a small stash of treasure hidden in their quarters. A player that passes a medium Wisdom (Perception) or Intelligence (Investigation) check finds 1d4-1 small pouches per room filled with a handful coins at the DM's discretion

6 : THIEF BOSS' QUARTERS

At the top of the stairs past a locked door, the party comes to the boss' private quarters. The chamber doubles as a meeting room for the boss and their fellows. The room is divided down the middle with desks and long tables covered with notes on one side, and a bed and dresser on the other.

Remnant Side-Quests. If a player investigates the papers on the meeting side of the chamber, the papers reveal the gang of thieves ongoing operations or those they have uncovered by competitors. These papers act as hooks to any side-quests the party has yet to encounter. They can be peppered by the DM throughout

the next adventure using the same or different gang of thieves to make complete use of the resources.

Investigation. If a player investigates the bedroom side of the chamber, they find nothing and are struck by the level of austerity and lack of finery kept by the thief boss. A player that passes a medium Wisdom (Insight) check deduces that the boss must keep their share of the treasure elsewhere, likely hidden.

7 : BOSS ROOM

The highest, largest, and final chamber in the base is where the party finds the thief boss. The **boss room** is the most important room to the gang, and is different depending on the gang in use.

Thief Boss. The thief boss is enraged at the party for denying them their chance at godhood and will push them and any of their fellows that reach them to fight to the death.

Environmental Hazard. The room where the thief boss awaits the party contains a **special hazard** based on the gang of thieves in use to add a tactical layer to the combat encounter.

8 : TREASURE ROOM

The room is filled with a horde of treasure both mundane and magical.

Treasure. The party finds the final **horde**, the ultimate prize for the adventure in terms of wealth. The party can access the treasure room either through coming through the wall in location 1 or the secret door and ladder in location 3.

RESOLVING THE EVENT

Outcome 1 – Thief Boss Captured: If the party captures the thief boss alive and return them to the city they are rewarded with 300gp/party level for each player

Outcome 2 – Thief Boss Killed: If the party kills the thief boss and returns to the city with proof they are rewarded with 200 gp/party level for each player.

EVENT 4 PREPARATION

Essential Preparation

Guard Thieves. What XP difficulty does the group have?

Suggestion: Hard XP difficulty when combined with the working thieves. Only lower CR thieves.

Working Thieves. What XP difficulty does the group have?

Suggestion: Hard XP difficulty when combined with the guard thieves. Mostly lower CR thieves.

High-Ranking Thieves. What XP difficulty does the group have?

Suggestion: Hard XP difficulty. Exclusively higher CR thieves.

Sleeping Thieves. What XP difficulty does the group have?

Suggestion: Easy XP Difficulty. Any thief.

Horde. How much and what type of mundane treasure is in the horde? What magic items are in the horde?

Suggestion: Refer to the horde treasure tables for assistance (DMG 137).

Optional Preparation

Break Through the Wall. What ability checks are related to breaking through the wall?

Suggestion: The players must choose from among them three skills that one has with proficiency. That player must describe how they use that skill to help break through the wall, then make an ability check to determine success, difficulty at DMs discretion. If the party passes 2 or more ability checks, they successfully break down the wall into the treasure room.

Workspace. What tools of the trade or work/training areas are found in the workroom?

Suggestion: The workspace changes depending on the gang of thieves in use.

Tactician. For the tactician gang the workroom has areas for weapon and armor maintenance and practice sparing.

Juggernaut. For the juggernaut gang the workroom contains tables covered in alchemy supplies, drugs and poisons in various stages of use.

Mechanist. For the mechanist gang the room serves as a workshop for the lower level thieves. Various

contraptions used by the lower CR thieves are in various states of creation and repair.

Shadow. For the shadow gang the area is utilized as a meditation and martial training area indicated by carvings in the stony ground. The chamber is pitch black with the door closed.

Glamor. For the glamor gang the area is utilized for study, dining, and performance. A long table is filled with fine foods alongside a small raised stage with chairs and a long bookcase.

Useful Item. What is the flavor characteristics of the item? What are its mechanical characteristics?

Suggestion: The item changes depending on the gang of thieves in use.

Tactician. For the tactician gang the room contains rare rough materials. A player that passes a medium Intelligence (Nature) or Smith's Tools check recognizes the value of the material, which can be utilized to craft a +2 magic item given sufficient time and effort.

Juggernaut. For the juggernaut gang the room contains enhancing potions that a player can use. Administering them requires passing a medium Wisdom (Medicine) check and the player must make the requisite Constitution saving throw as described in the creature's description.

Mechanist. For the mechanist gang the room contains sets hookshot handbows and designs for making more handbows or other mechanist inventions with sufficient time. A player that passes a medium Intelligence (Investigation) check is able to understand how to use the finished ones. Even a player with proficiency in similar ranged weapons does not add proficiency when using it.

Shadow. For the shadow gang a small number of empty vials and two filled stand in a corner. A player that passes a medium Intelligence (Arcana) or alchemist supplies check identifies them as eye drops that grant true sight to one creature for 24 hours. Further study may allow more to be created given sufficient time.

Glamor. For the glamor gang the room contains books with advice on all Charisma skills. A player can find a particular advanced book in one Charisma skill they have proficiency in. Given sufficient time to study the book, at DM's discretion, the player can raise their ability score in that Charisma skill by 1.

Trap. What are the traps trigger, effect, and method of disarmament? Is the trap magical or mechanical?

Suggestion: The trap changes depending on the gang of thieves in use. A mechanical trap is recognized by passing a medium Wisdom (Perception) or Intelligence (Investigation) check. A magical trap is recognized by casting *detect magic* or passing a medium Intelligence (Arcana) check. A mechanical trap is disarmed by passing a hard Dexterity check with Thieves' Tools. A magical trap is disarmed by casting *dispel magic* or passing a hard Intelligence (Arcana) check and spending 1 spell slot for the energy necessary to manipulate the magic trap.

Tactician. For the tactician gang the mechanical trap is triggered by stepping on a pressure plate at ladder's bottom. The trap causes pointed spears to stab out of small holes in the side dealing 22 (4d10) piercing damage to a creature inside.

Juggernaut. For the juggernaut gang the mechanical trap is triggered by trying to open the door to the treasure room. Doing so releases a poison gas into the space. A creature inside must make a hard Constitution saving throw. On a failed save the creature is poisoned and becomes incapacitated. They must repeat a medium Constitution saving throw every turn until the poisoned status is removed, taking 3 (1d6) poison damage on each failure.

Mechanist. For the mechanist gang the mechanical trap is triggered putting weight on a ladder rung near the bottom. The ladder becomes electrified dealing 11 (2d10) lightning damage to and briefly stunning a creature on the ladder causing them to fall. The falling creature must pass a medium Dexterity saving throw or land with enough force on the ground to set off explosives. If they fail, the explosives erupt upward through the space dealing 22 (4d10) fire damage to any inside.

Shadow. For the shadow gang the magical trap is triggered and effects any creature who does not close their eyes or venture down in complete darkness. The creature is mentally assaulted, and must make a hard Wisdom saving throw. A creature is assaulted by horrific visions on a failure causing them to be incapacitated with horror and take 7 (2d6) psychic damage. The creature repeats the saving throw each turn, and become immune to the effect for 24 hours on a success.

Glamor. For the glamor gang the magical trap is triggered when a creature opens the door to the treasure

room. Behind the door is a vicious mask that casts a charm on the creature. A creature falls under the mask's gaze must make a hard Charisma saving throw. On a fail, the creature attempts to attack themselves with weapon or cantrip. A creature repeats the saving throw each turn, and become immune to the effect for 24 hours on a success.

Boss Room. What is the unique purpose of the gang of thieves most important chamber? Consider details that could act as physical or magical hazards in combat.

Suggestion: The room changes depending on the gang of thieves in use.

Tactician. For the tactician gang the boss room is a formal and finely decorated training room. Well-kept ornate weapons line the walls each worth twice their normal price. A space in the middle of white stone marks a 15 ft. sparring arena with space to watch on either side.

Juggernaut. For the juggernaut gang the boss room is a private alchemy lab for the boss and their most trustiest subordinates. Large pots of simmering substances sit on heated stones along the side with various plants growing under magic light in the center.

Mechanist. For the mechanist gang the boss room is the private invention lab of the boss and their most trusted subordinates. Various unknown inventions in a variety of states fill the room, some even suspended on ropes and pulleys above.

Shadow. For the shadow gang the boss room is the most revered inner sanctum for their order. Shadow images grace the stone walls with nothing to cast them. The images show humanoid figures performing martial dances.

Glamor. For the glamor gang the boss room is where the boss privately communes with the creature that grants their group power through their pact. The room is filled with illusions making it appear a grassy clearing in the midst of a magical forest.

Special Hazard. What physical or magical hazard from the room's environment plays a role in combat?

Suggestion: The hazard changes depending on the gang of thieves in use.

Tactician. For the tactician gang the sparring square in the middle has a hidden blade hazard. From the center square comes up a center axis with long blades extending out on two sides. The blades spin slow but deadly. Any creature that moves into or ends its turn in

the 15 ft. square must make an easy dexterity saving throw or be hit by the blades, taking 13 (2d6) slashing damage on a failed save.

Juggernaut. For the juggernaut gang the pots can be knocked over by a creature who passes a medium Strength (Athletics) check. Number of pots at DM's discretion. The pots spill out boiling poison in a 15 ft. square. Each creature in the affected area must make an easy Dexterity saving throw, taking 11 (2d6) fire and 11 (2d6) poison damage on a failed save. A creature that enters or ends its turn in the affected area for 3 rounds also takes the damage.

Mechanist. For the mechanist gang the ropes holding the hanging items can be severed making them crash to the ground. A creature underneath a crashing invention must make an easy Dexterity saving throw, taking 11 (2d6) bludgeoning damage on a failed save.

Shadow. For the shadow gang the enchantments on the room make it difficult to cast light-giving spells in location 7. When a creature attempts to cast such a spell, they must make a hard Intelligence (Arcana) check to successfully cast the spell.

Glamor. For the glamor gang the enchantments that create the illusion of a magic forest also attack the party's minds. Each creature that enters location 7 must make a hard Wisdom saving throw. A creature that cannot see through the illusory forest is transfixed by its beauty. They have disadvantages on saving throws to resist charm effects and is incapacitated. An affected creature repeats the saving throw at the start of each turn, and have advantage if an ally is attempting to help them break free of the delusion.

FURTHER ADVENTURES

Congratulations! The party have successfully foiled the gang of thieves and their boss' attempt to steal their way to godhood. Along the way they have gained renown with royals, city governments, local families of influence, and a variety of temple orders. From here, the party's adventure can continue in a number of ways.

Adventure Hooks. Two adventure hooks for further quests were placed explicitly in these events, the secret organization from event 3 and the prisoner from event 4. Perhaps these two things are related to create a quest hook for the next adventure.

Faction Quests. The party may utilize their connections with the various factions they have gained renown with to find the next quest. For suggestions in my own setting refer to the DM companion to the Akaos Heartland. Inside are tables for quest ideas for different factions to help brainstorm the next adventure. Working with the royal faction would correspond to the Imperial Administration, city government with the Nenseref Guild, for local families of influence consider the quest suggestions for NPCs listed on their sheets, and for temple orders consider the three with quest idea tables.

That's all for now, and thank you for your time.

Side-Quests

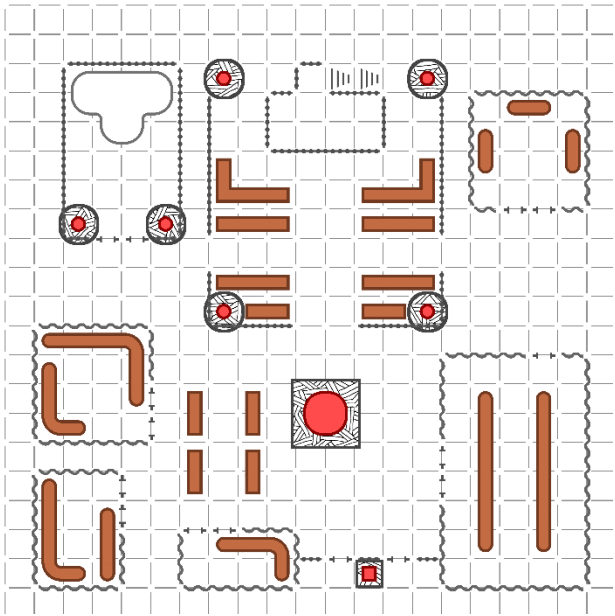
Using these Side-Quests

These side-quests are designed to work in any setting and with most any group of thieves one could imagine. They are made to be come across in the wilderness, but can be adapted for an urban start by having a contact in the city ask the party to investigate a rumor of activity by the gang of thieves in the area. Each side-quest is two pages. The first page provides an example battlemat, and outlines the events and mechanics of the encounter. However, some words in the descriptions are **bold** to indicate they have additional details on the side-quests second page.

On the second page is essential and optional preparation for that encounter, corresponding to the words in bold on the previous page. Essential preparation must be completed before running the encounter, typically no more than choosing the creatures for a combat encounter. Optional preparation is where you can add details from your worldbuilding by answering the questions useful to the encounter. I suggest answers to all parts of the optional preparation. It is only essential preparation that I leave incomplete.

To assist with choosing what creatures to put in a combat, please refer to the Excel document in the Gang of Thieves [Dropbox folder](#) titled "Combat Tables". This will help by giving all possible combinations of up to seven creatures within the CR appropriate for the provided thieves, based on a maximum and minimum XP value.

1 : HARVEST FESTIVAL ROBBERY



Setup. The party is travelling through the wilderness during harvest time when they come across a small **village** holding an annual festival. Over the last weeks, the villagers have come to realize that they have been the beneficiaries of a magical miracle. The various fruits and vegetables they grow have been enhanced as if through enchantment, causing them to develop to unusually large sizes. Additionally, each provides a different, temporary magical benefit to those who consume it.

Word has gotten out, and the village is holding a showing and auction during the festival to sell of much of the magical harvest, their small settlement overfull with both visitors and coin. Unless there is clear reason not to, the villagers welcome the party to join the festival, and to spend their money. Little does anyone know, a gang of thieves is planning to steal each and every bushel.

Festival Grounds. The festival grounds are packed into a small space used for decades. Near the center, a massive bonfire provides ample light and warmth to the surrounding area. A center stage at 12 o'clock stands before rows of seating with lit braziers at four corners. To the left of the stage a statue to a **plant deity** is fenced off and lit by two braziers to mark a shrine. The village's tent is to the right, the place where business related to the auction is conducted.

The wooden entrance with two gates and marked by another light stands at 6 o'clock. Left of the

entrance are tents preparing and serving meals made from pieces of the **magic produce**. The tent to the right of the entrance contains long tables displaying the goods to be auctioned off throughout the evening. Signs at the entrance warn that magical wards have been deployed for security.

Deity's Shrine. A wooden statue stands freshly painted in a well-kept garden plot. Small trees stand on either side with flowering bushes and leafy vine groundcover. A small bowl with incense sits at the statue's feet surrounded by other small offerings from the villagers. One villager is performing rites to honor and give thanks when a player approaches.

A player that passes an easy Intelligence (Religion) check recognizes the deity, and a player that passes by 5 or more notes a minor error in the villager's rite. Correcting the rite, or performing it oneself grants the player a minor **boon**.

Magic Food Stands. The smell of spiced meats wafts through the air alongside a sweetness that tickles the nose. Three tents provide different **dishes** and magical effects. Long tables for serving and preparation and small fire for cooking stand along the stands' edges. The villagers allow each guest only one meal so all may try.

Display Tent. The display tent shows off the largest of the different types of magic produce being sold by the village. The village hired a wizard to provide security beforehand, and each display produce is protected by a **magical ward**.

Village's Tent. Three tables line this tent, each with a large chest underneath. The **chests** are locked, opened with a hard Dexterity check with Thieves' tools or a key carried by a preoccupied village official.

Thief Assault. While the majority of people are busy with the auction, the **thieves** work in two groups, attempting to steal both those on display and the money already collected. If money or magic produce are acquired, that thief attempts an immediate escape.

Aftermath. If the players act to defend the harvest from the thieves, the village rewards them with a sizable sum from their earnings if they are satisfied with the party's actions overall, including the recovery of anything stolen. If the party steals anything themselves the village may send others to track them down.

SIDE-QUEST PREPARATION

Essential Preparation

Thieves. Which gang of thieves are attempting to steal the magic produce? What XP difficulty does the group have? Do they approach as one group or two? Are they stealing for a client or for themselves?

Suggestion: Deadly XP difficulty, split into two groups moving separately on the display and village's tent. They are stealing for themselves.

Chests. Is there magical protection on the chests? How much coin, gems, or other valuables are currently held?

Suggestion: Only one of the chests contains coins and gems to assist in making transactions for the auctioned items.

Optional Preparation

Village. What is the name of the village? Where did the name come from? How many people live here?

Suggestion: The village is called Kosten for the first family to set up farming in the area. There are less than a hundred that live in the village.

Plant Deity. Which plant, nature, or earth deity is the shrine dedicated to?

Suggestion: The shrine is dedicated to Silvanus, the statue decorated with dozens of oak leaves.

Boon. What minor boon does the above deity provide to the player who assisted or completed the rite?

Suggestion: The next time the player takes damage outside, vines and roots erupt from the ground and attempt to restrain the attacker. The attacker must make a medium Dexterity saving throw or be restrained for 1 minute. Using an action to strike the vines removes the effect.

Magic Produce. How many types of magic produce are there? What are the effects, do they stack, and how long do they last? Are their side-effects?

Suggestion: There are six types of produce. The effects stack. Some of them have side-effects.

1. *Carrots.* Eating a magic carrot causes the creature to come under the effect of the *longstrider* and *jump* spells for 10 minutes. The effect ends if the creature does not move on their turn.

2. *Grapes.* Eating a magic grape causes the creature to come under the effect of a 1st level *sleep* spell cast on a single target for 1 hour.

3. *Sweet Potato.* Eating a magic sweet potato causes the creature to come under the effect of a *barkskin* spell for 1 hour, but their speed is reduced by 5.

4. *Bell Pepper.* Eating a pepper made from magic wheat causes the creature come to me under the effect of a *protection from poison* spell for 24 hours.

5. *Apple.* Eating a magic apple causes the creature to come under the effect of a *speak with animals* spell for 1 hour.

6. *Tomato.* Eating a magic tomato causes the creature to come under the effect of a *calm emotions* spell cast on a single target for 1 hour.

Magical Ward. What is the trigger and effect of the magic ward protecting the magic produce on display?

Suggestion: A creature that casts a *detect* magic spell detects an abjuration and conjuration spell on each piece of magical produce on display. A player with proficiency in Arcana may make a medium Intelligence (Arcana) check to nullify a ward for 1 hour. If a creature touches a warded piece of the display, the ward activates a short-range *web* spell that effects all creatures within 5 feet of the triggered square (escape DC 15). When the ward activates, it also alerts the villager with the key to the chests in a manner similar to the *alarm* spell.

Dishes. Which of the magic produce options are being offered for free at the food stands?

Suggestion: The stands offer dishes made with magic carrots, sweet potatoes, and apples.

SIDE-QUEST PREPARATION

Essential Preparation

Thieves. Which gang of thieves are attempting to kill the halfling? What XP difficulty does the group have? Are they all on one side of the canyon, or both? Have they tied a rope or some other means of getting across?

Suggestion: Hard XP difficulty. The thieves are split across the canyon if some of them have ranged abilities, and they have constructed a simple rope bridge across suggesting they prepared this spot.

Optional Preparation

Adventurers. What are the names and appearance of these two adventurers? Are they independent or are they part of an institution in your world such as a military order, an adventuring guild, etc.?

Suggestion: A dwarf fighter and a human warlock. Their names are Rozo Nenseref and Hlani Rend. Both are dressed in plain clothes for the evening, but their weapons and armor are close at hand. They are independent adventurers who have been hunting the thieves for a number of months now.

Halfling and Dwarf. What are the names and classes of the two adventurers that went after the that went after the thieves?

Suggestion: A dwarf monk and a halfling druid went after the thieves. Their names are Ventan Vurunziki and Ronkad Vlisma.

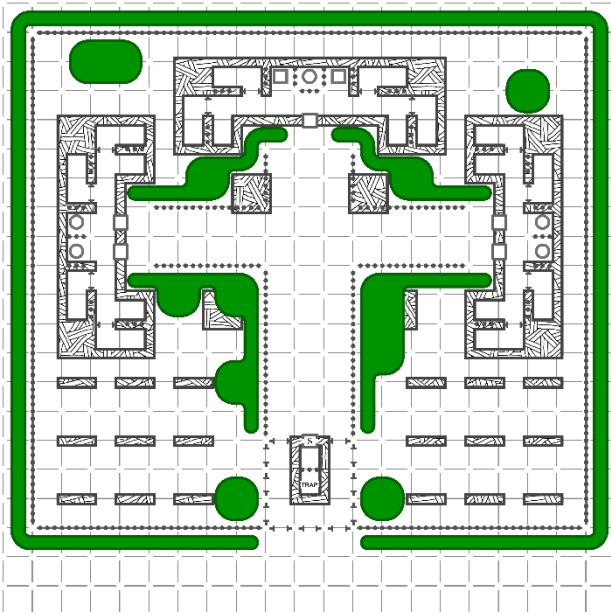
Situations. Do you want to reward the party for successes, or punish them for failures based on number of passed sets? Meaning, what are the consequences for showing up late (1) or very late (0) to the canyon? Or, what benefits are there for arriving early (1) or very early (2)? Perhaps a mix of both?

Suggestion: If the party passes both sets, getting a 2, they come up behind the halfling as they prepare to attack the thieves near the canyon wall. If the party passes 1 set, they come upon the halfling in battle with the thieves. If the party passes 0 sets, they come upon the thieves holding the halfling captive, about to toss them into the canyon to their near certain death.

Magic Item. What magic item was stolen from the halfling? How did they get it? Is it something the thief would use in combat against the party?

Suggestion: Cloak of Elvenkind (DMG 158). The thief who has it wears the item and is attuned to it. The halfling got it from a past fellow adventurer who died at their side.

3 : MILITARY SERVICE BEYOND DEATH



Setup. The party is traveling by road through the wilderness. At a nearby cemetery, a small party of **representatives** from the region are performing rites of respect for the buried. Unknown to the group, a gang of thieves infiltrated the mausoleums during the previous night, looking for an **infamous artifact**. The artifact is magically inert in its current state.

The thieves do not succeed until after the ceremony had begun. As soon as they obtained the artifact, the buried rose as undead to prevent the artifacts seizure from beyond death, attacking anyone nearby and killing all the soldiers. The thieves are trapped within their buildings. They sent one of their lesser to try and break through the horde to find a way to clear a path.

Deception. The party is approached by a stranger in formal military garb, the uniform filthy with blood and dirt. The stranger, the escaped thief in disguise, tells the party of how undead rose and slaughtered most their fellow noble soldiers. They claim the survivors have taken refuge in the mausoleums, but need rescuing before the undead break down the doors. A player that passes a hard Wisdom (Insight) check recognizes the deception.

The Cemetery. The cemetery is directly on the road less than an hour beyond the players. The cemetery is ringed by hedges 10 ft. tall and 5 ft. wide that circle a stone wall 10 ft. tall and 1 ft. thick. A ringed archway stands at the

entrance around a stone statue of a heroic figure posing on a 10 ft. tall pedestal. Headstones stand in rows aside the archways, 9 per side. Four large statues ring the center, the southern two covered by spreading plants.

Within the walls bodies litter the area. The center green marks thick groundcover, able to be traversed as difficult terrain. The inner pathway is lined with a stone fence 3 ft. tall and 1 ft. thick. Four trees are seen, two on the top side and two near the entrance.

Entryway Statue. The entryway statue wields a stone weapon that glows with radiant light. A symbol representing the hero's **deity or order** is emblazoned on the 12 o'clock side of the pedestal.

A player that passes a medium Intelligence (Religion) or (History) check recognizes the depicted **hero** who prevented a magical disaster, and their deity or order. If the player passes by 5 or more, they recall a well-known **invocation or prayer**. It takes an action to perform. If a player completes it, and their alignment is not too disparate with the order or deity, their primary weapon receives a **blessing**. The blessing persists for 24 hours.

Secret Storage. A player that passes a hard Intelligence (Investigation) or Wisdom (Perception) check finds a small spot on the stone beneath the symbol that gives to pressure, opening a secret compartment. A chest sits behind a locked grate that can be opened with a medium Dexterity check with Thieves' Tools, and is protected by a **trap**. Inside the chest is a **magical item**.

Creatures. Undead wander the cemetery yard. The **thieves** lie in wait and attempt to ambush the party once they have cleared most of the undead or are particularly vulnerable.

Mausoleums. The side tombs each contain 4 spaces for bodies and two statues just inside. The center tomb contained the artifact. The thieves inside appear to have completed a complex puzzle resulting in a pedestal raising out of center. Additional **treasure** at DM's discretion.

Aftermath. The players may get a **reward** from any satisfied party, be it the thieves for rescuing them or a nearby settlement for capturing or killing the thieves. If the thieves escape with the artifact, the DM may have the players recover it at a later date or turn the artifact and its potential or actual restoration into a regional threat.

SIDE-QUEST PREPARATION

Essential Preparation

Undead. What XP difficulty is this group of undead? Are they spread across the cemetery, or focused around the mausoleum doors?

Suggestion: Hard XP difficulty. Spread an appropriate number of Zombies (MM 316) across the cemetery.

Thieves. Which gang of thieves are attempting to steal the artifact? What XP difficulty does the group have? How are they split across the three mausoleums? Are they stealing it for a client or for themselves?

Suggestion: Hard XP difficulty, with an even spread across the three tombs but the most powerful of the group in the center.

Reward. What reward is given to the party by the thieves, a local settlement, or other? Is it monetary, influential, information, or other?

Suggestion: A local settlement pays the party a monetary reward suitable for slaying or returning any captive thieves, doubled if the artifact was returned safely. The thieves give the party any reward only under duress, preferring to kill witnesses if possible.

Optional Preparation

Representatives. What local or regional institution would send representatives to honor the dead? Military officers, civil leaders, devout priests, or other?

Suggested: Military officers from the region's military arriving by horse-pulled cart early this morning.

Infamous Artifact. What infamous artifact is interred here under the watchful eye of the hero's tomb? In what scheme did this artifact play a central role?

Suggested: The artifact was a powerful aid in necromantic spells, allowing for a spellcaster to raise incredible numbers of undead.

Deity or Order. Was the hero entombed here part of a holy order, a devout cleric to a deity, or something else? What is the name of, and one detail about this order?

Suggested: The hero was a paladin in an order devoted to a lawful good deity such as Bahamut.

Hero. Who was the hero entombed here? What sacrifices did they make to stop the scheme and capture the artifact?

Suggested: The hero's name was Riyod Tenlin. They lost both eyes as they gazed upon the artifact in its active and strongly powered state.

Invocation or Prayer. What is the main idea/purpose or exact words of the invocation or prayer? Is there a part to completing it beyond speaking it such as movements?

Suggested: The invocation is a poetic rendition of the order's most important precept. The saying takes a particular rhythm to give a proper recitation.

Blessing. What blessing is provided to the party or player who completed the invocation or prayer? Does it affect weapons or armor, modifiers, or other player stats?

Suggested: The weapon deals an additional 7 (2d6) radiant damage when it hits an undead. Additionally, the undead must make a DC 15 Wisdom saving throw or become frightened of the blessed weapon's wielder until the end of the wielders next turn.

Trap. What are the traps trigger, effect, and method of disarmament? Is the trap magical or mechanical?

Suggestion: The trap is magical. A *detect magic* spell detects an invocation spell on the grate. Casting *dispel magic* removes the trap. A player with proficiency in Arcana may make a medium Intelligence (Arcana) check to nullify the trap for 1 hour. If the grate is opened by one who did not receive the above blessing, light surges from the secret space. Each creature in the light must make a Dexterity saving throw. A creature takes 22 (4d10) radiant damage on a failed save, and half as much on a successful one.

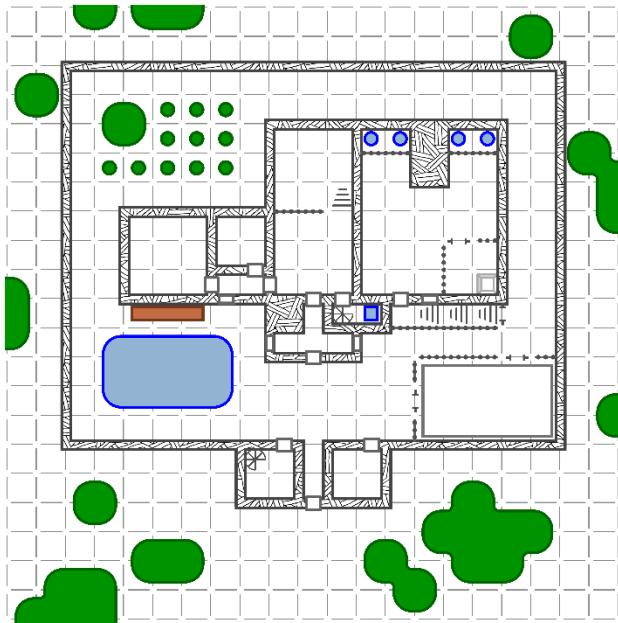
Magical Item. What magic item lies in the chest? Is it associated with the order or deity? Was it the weapon wielded by the hero?

Suggestion: Mace of Disruption (DMG 179). The weapon is the same wielded by the hero, and is clearly the one depicted in the statue. Change mace to a party relevant weapon if necessary.

Treasure. What treasure is found in the tombs? Is it worn by a skeleton, inside the urns, or revealed through a secret lever?

Suggestion: Each of the skeletons has a 3 (1d6) gold coins around them. A player that takes any of these coins by choice cannot receive the blessing.

4 : GHOST MARCH INTERRUPTION



Setup. The players are travelling through the wilderness when they come across a small **village** aside a temple to **death deity**. The temple stands on the site of a magical aberration that attracts and agitates ghosts into a deadly maelstrom. Each year, the temple performs a religious rite that allows the mass of spirits to essentially spread their legs in a safer manner that is spectacular to view.

Unbeknownst to the temple or the village, a gang of thieves plans to sabotage the ritual. They hope to run off the priests and villagers so they can control the area for themselves.

The Temple. The temple is lightly fortified with a 10 ft. tall, 1 ft. thick wall running around it a 20 ft. tall tower by the sturdy wooden front gate. Afore the main building is a small pond with fish and other small animals with a wooden porch. To the right is a fenced in stone patio for outdoor meditation. Behind the temple is a small garden and fruit tree.

The entryway in the front door is lit by natural light filtered through tall stain glass on either side and above the front door. The three panes contribute pieces to a single image that forms past the threshold. Past the second door, the room is nearly pitch black lit by small glowworms feeding on dead fish in smell-tight glass. Down a set of stairs is a **rites** and meditation space with a dirt floor and devoid of light. On the left is a small room for bathing and sleeping quarters for the priests. Just past

the second door is another that leads to a staircase. At its top is the lookout from the temple's spire where a magical blue light shines brightly.

The Tomb. A tomb to house the spirits and keep them docile is built to the right of the temple. To enter, one must go down a 15 ft. flight of stairs before stepping into a room of dark grey stone. Blue flames blaze behind bars, two on each side of a stone casket worked to a polished shine. On the casket's surface, spiraling words and religious imagery are carved into the stone. In the corner is a small metal cage housing a plain block of stone with names of the dead written on its surface.

The priests lie to the villagers, that it is the beautiful casket that houses and pacifies the spirits. In fact, it is a pit of dead bodies underneath the caged, illusory stone. When the villagers give over their dead, the priests bury empty caskets and place the bodies in the pit. The spirits are tempted to reside in the bones of the dead. Each year, the spell is relaxed to renew the binding, the walls enchanted to hold the spirits within the temple grounds where they wander free till the ritual is finished.

Ritual Begins. All but three priests, the leader and two assistants, stand outside the temple walls with the villagers who come to watch the spectacle. The priests strengthen the walls' enchantments in case of a delay.

Thief Assault. The **thieves** come over the back wall once the ritual has begun and kill the three priests inside the tomb. However, by the time this is accomplished the ghosts meant to be temporarily loosed have intensified.

Ghostly Maelstrom. Once the ghosts begin to spiral dangerously, they ask the party to escort one of them into the tomb. A creature must make a Wisdom saving throw when they start their turn outside but within the walls. On a failure, the spirits deal 7 (2d6) psychic damage and stun the creature's mind until the start of their next turn.

Completing the Ritual. The thieves hide in the pit till the party begins the ritual again, then ambushes them through the illusory stone. The priest needs 1 minute to complete the ritual.

Reward. If the players manage to defeat the thieves and allow the priest to complete the ritual, the temple rewards them with a substantial sum of gold and perhaps a magic item or blessing related to the temple's deity.

SIDE-QUEST PREPARATION

Essential Preparation

Thieves. Which gang of thieves are attempting to stop the ritual? What XP difficulty does the group have?

Suggestion: Hard XP difficulty. If the players do not check the pit after finding the slain bodies in the tomb, the thieves get a surprise round when they emerge.

Optional Preparation

Village. What is the name of the village? Where did the name come from? How many people live here?

Suggestion: The village is named Hano Kolzong meaning town of the dead. There are less than a hundred living in small houses clustered around the temple walls.

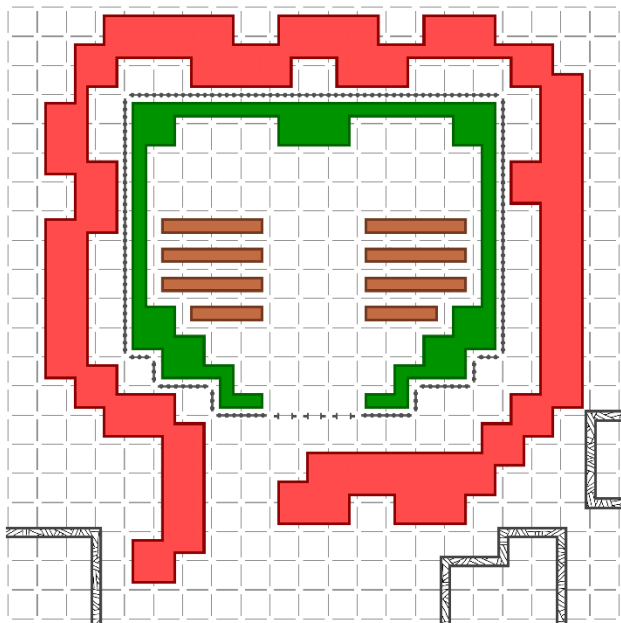
Death Deity. Which death deity is the temple dedicated to?

Suggestion: The temple is dedicated to Kelemvor, god of the dead. The image cast through the stain glass windows is that of an upright skeletal arm holding balanced scales.

Rite. What religious rites may the players perform here? Might there be benefits to asking the temple's deity for assistance before acting on behalf of their priests?

Suggestion: A player may make a medium Intelligence (Religion) check to perform a prayer or rite to Kelemvor. On a success, the player is granted a minor boon. The next time the player's HP would drop to 0 while in the temple's walls, the player's HP instead drops to or remains at 1.

5 : THE SACRIFICIAL WEDDING



Setup. The party is travelling through the wilderness when they come across a small **village** on the day of a wedding celebration. While the villagers are polite to the party, it is clear the players are not invited to ceremony to be held late in the evening.

Unbeknownst to the villagers, a gang of thieves are planning a deadly ritual to perform powerful occult magic. The thieves plan to kill the wedding party and all their guests. A ring of fire flares up around the fenced in ceremony, and thieves assault those trapped within. The players must act quickly if they want to save any of the villagers.

The Wedding. The ceremony takes place in a fenced in garden on the edge of the settlement. Wooden archways mark the entrance. Colored fabric is strung along and around the archways before wrapping through fence surrounding fence posts. Wooden benches have been set out in rows for the guests.

Dark Ritual Preparation. If the players arrive well before the wedding ceremony, there are three ways in which they may detect clues of the coming tragedy.

At the inn. If the players enter the town's **inn**, they are immediately struck by how full it is. However, if they ask few of the guests are here for the wedding. Many of them are thieves that make up a lie for their being in town.

Investigating a room of one of these may turn up the thief's gear or other strange or incriminating items at the DM's discretion. The inn becomes empty during before the ceremony begins.

On the streets. When the party enters the settlement, they are immediately approached by a **stranger** who politely but quite stubbornly asks who they are and what brings them to town. If this stranger is secretly watched, later they meet with another before going about their day as a regular villager. A player that passes a medium Wisdom (Perception) check notices money changing hands. This second stranger then returns to the inn.

Surrounding the garden. If the players walk around or investigate the garden area, they make a Wisdom (Perception) or Intelligence (Investigation) check. On a success, they notice thin lines drawn in the dirt, thin cracks as if the ground was cut with a knife. However, the grass that grows on top of the cracks are uncut.

A player may try and sketch out the dirt lines, but they will be asked to leave the area for the wedding preparations well before they are able to finish. A player may attempt an Intelligence (Arcana) check to try and interpret a partial sketch, determining that it is meant to call fire on a success. Lower DC for more time spent. Tampering with the drawing **dampens** the fire spell.

Ring of Fire. Once the wedding ceremony is underway, the drawings in the dirt erupt in purple flames. The fire slowly approaches the center once the party arrives at the scene, spreading 5 ft. inward every 2 rounds of combat. Using *dispel magic* halts the spreading flames for 1 minute. A creature that enters or starts its turn in the fire must make an easy Dexterity saving throw or be burned for 4 (1d8) fire damage.

Thief Assault. The **thieves** have entered the garden through a gap in the flames, leaving a few to guard the entrance from people entering or leaving. When the players arrive, the cleric conducting the ceremony has half the wedding party temporarily protected under a magical barrier that lasts for 1 minute. They are huddled in a tight circle in the top-left corner of the garden. When the barrier drops, the cleric is spent in terms of combat.

Reward. If the players eliminate the thieves, the villager rewards them. The reward is increased if all or the surviving half of the villagers are saved.

SIDE-QUEST PREPARATION

Essential Preparation

Thieves. Which gang of thieves are attempting to murder the wedding attendees? What XP difficulty does the group have? How many are guarding the front versus attacking villagers?

Suggestion: Hard XP difficulty. Only a pair are watching the front of the fire.

Optional Preparation

Village. What is the name of the village? Where did the name come from? How many people live here?

Suggestion: The village's name is Fakai meaning 'somewhere'. It was a bad joke by the founder. The village has a couple hundred villagers.

Inn. What is the name of the inn? What does it look and sound like on the inside?

Suggestion: The inn is named De Hunthe Eslé for 'The Generous Family'. Inside, every table is decorated with strong smelling flowers in mugs. The dining room is raucous until just before the wedding.

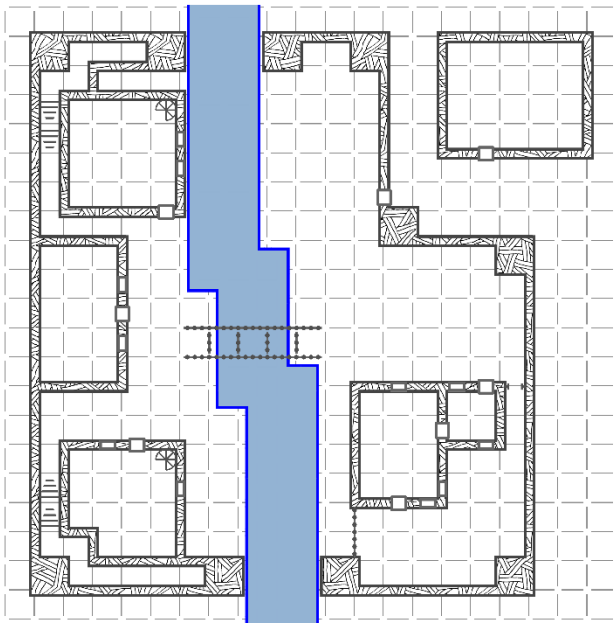
Stranger. What is the stranger's name? What do they look like? Why are they taking money to keep an eye on travelers arriving in town?

Suggestion: The stranger's name is Mizim Murin. They wear a simple tunic of blue with a leather banded stone pendant around their neck. They are saving money to buy a late wedding gift.

Dampens. What mitigating effect does tampering with the design cause? Must a player make an ability check to know what to do to tamper with it? What happens if they bring their findings to the villagers?

Suggestion: A player trying to tamper with the design must make a hard Intelligence (Arcana) check. If successful, the fire does not spread. If the party approaches the village with the evidence in time, they are not taken seriously. The players will likely have to take drastic measure if they want to interrupt the wedding.

6 : MINING CULT ROBBERY



Setup. The party is travelling through the wilderness near a river when they come across a walled compound around a small river crossing. The compound is maintained by a religious cult dedicated to a mining or **earth deity**. They operate a mine, entrance within the walls, that produces rare and valuable minerals, gems, or other earthen resources.

Recently, the cult's leader has noticed that items from the mine have gone missing before leaving the compound to be sold downriver. A gang of thieves have somehow infiltrated the compound, but the leader does not know who, if anyone, has been compromised. If the party investigates the compound, the leader invites them in and asks the players to uncover how things are being stolen from inside the compound.

The Compound. A guardhouse stands outside the compound where visitors are examined before letting them enter the compound. On the right of the river is the herbalist's hut with a small entry room where wounds from working in the mine are tended to.

Straight across the bridge is the warehouse, built into the side of the wall. Above and below it are residences for the cult members and their families. Both have spiral stairs that go up and down. Up are additional living spaces. The stairs in the top residence descend to the mine, and in the bottom residence they descend to a food cellar. Beside the residences are walkways the lead

up to raised platforms along segments of the walls. Guards stand atop these, keeping an eye on river entrances to the compound.

Five Schemes. Each of the gang of thieves has a different way to try and steal from the mines. If the players have discovered a three of their methods before leaving, the mixed group of **thieves** will attack the party on the road. Capturing any of the fleeing thieves shrinks this group.

The Guardhouse. If the players inspect the guardhouse and go through the guards' private things, they discover an empty vial. A player that passes an easy Intelligence (Nature) or Herbalism Kit test recognizes the substance as a highly addictive drug. Interrogating the guard and passing an easy Charisma check reveals they have been stealing and trading with the Juggernaut Gang for more.

The Warehouse. If the players inspect the warehouse, a player that passes a medium Wisdom (Perception) or Intelligence (Investigation) check discovers clues that someone seem to be coming through the back wall. If the party watches the warehouse at night, a member of the Shadow Gang appears in the darkness before fleeing from the party.

The Residences. If the players inspect the residences and go through the peoples' private things, they find a mysterious mask. The mask is magical, and used by the Glamor Gang. Casting *detect magic* detects enchantment magic on the mask, likely a charm of some sort. If the party approaches the owner, they immediately flee.

The Herbalist's Hut. If the players question the herbalist, they tell the party one of the guards had a blackout the previous night. If the players watch the guards, they will see a member of the Tactician Gang sneaking up. They flees if they see the party.

The Mine. If the players inspect the mine, a player that passes a medium Wisdom (Perception) or Intelligence (Investigation) check notices a peculiar wall. The appearance of natural stone is true enough, but a thin crease down the side reveals the stone can be pushed away, a tunnel dug into the mine by the mechanist gang. Collapse the tunnel so that they cannot easily return.

Reward. The villagers reward the party for each method of entry discovered, more so if they capture any of the thieves.

SIDE-QUEST PREPARATION

Essential Preparation

Thieves. Which members from the gang of thieves are attempting to ambush the party? What XP difficulty does the group have? Which ones are missing due to being captured?

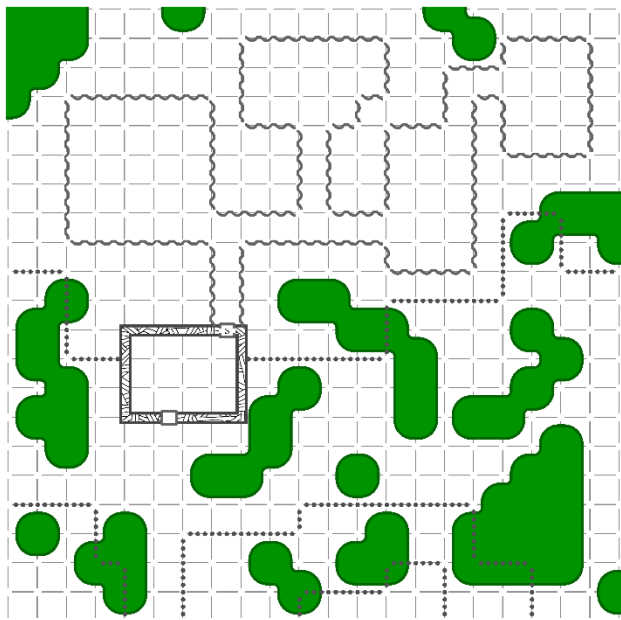
Suggestion: Deadly XP difficulty. Lessens to hard if they captured any of the thieves.

Optional Preparation

Earth Deity. Which earth or mining related deity are the cult dedicated to? Do they have any unusual rituals they perform while the party is staying with them?

Suggestion: The cult is dedicated to Moradin. They hold a communal blessing ritual before going about their daily work in the mines that involves ritualistic, choreographed mining motions with a pickaxe.

7 : CITY COUNCIL BLACKMAIL



Setup. The players are wandering through the wilderness when they come across a medium-sized **village** governed by an elected council. A person on the current council made a deal with a gang of thieves who rigged an election to ensure they won. But the thieves warned the now council member they would call in the favor.

The village has recently been considering opening a gambling house in the village. The plan is unpopular, and to support the initiative would likely harm the council member's chance of reelection. However, the thieves have called in their favor and are blackmailing the council member if they the gambling house is not approved.

The Deceptive Request. The **council member** approaches the party if they stop in town, telling them a half-truth, that they are being threatened over the matter but not the full story of favors exchanged. They ask the party to find where the thieves are hiding out, and take care of them so they cannot threaten the village any longer. A player that passes a hard Wisdom (Insight) check recognizes there is deception afoot.

Finding the Thieves. Locating the thieves requires passing one set of three ability checks. The players must choose from among them three skills that one has with proficiency. That player must describe how they use that skill to help find the adventurers, then make an ability

check to determine success, difficulty at DMs discretion. Two or three successes constitutes a pass on the set of three. On a pass, the thieves are **unprepared** for the party's arrival. On a failure, the party is scouted by a hidden sentry, putting the hideout **on alert** for unknown travelers.

Secret Hideout. The thieves hideout is built into the side of a hill, the entrance to the tunnels and chambers hidden by secret door. A player discovers the secret door by passing a medium Intelligence (Investigation) or Wisdom (Perception) check. The entrance hut appears lived in by a solitary forester. From left to right, the underground chambers are the training area, sleeping quarters, dining area, and storage room.

Training Area. The training area contains a 15x15 ft. arena in the top-left corner. The area around is filled with tables, chairs, and **equipment** in various stages of repair or processing.

Sleeping Quarters. The sleeping quarters holds two levels of sleeping hammocks strung along the sides of the walls. A table sits in the middle with a couple chairs, a deck of cards spread across the table's surface.

Dining Area. The dining area has a single long table down the middle of the room with chairs on either side. Leftovers sit slowly going bad with a mass of dirty earthenware dishes pushed to one side of the table.

Storage Room. The storage room doubles as the sleeping quarters for the thieves' leader. The bottom left corner holds a small bed and desk. Three tiered shelves line the remaining walls. There are three locked **chests** among the bags and barrels of more common supplies, and a **trapped drawer** on the desk. Each can be unlocked by passing a medium Dexterity check with Thieves' Tools. The drawer contains incriminating letters or other similar evidences implicating the village council member as a collaborator.

Thieves. The thieves are spread throughout the various chambers. Their specific status is dependent on whether they are unprepared or on alert.

Reward. If the party cleans out the thieves' hideout, the council member rewards them for the city. If additionally the council member's crimes are brought to light, the reward is increased by the remaining council members.

SIDE-QUEST PREPARATION

Essential Preparation

Chests. How much coin, gems, or other valuables are currently held in the chests? Do all three hold valuables, or are some of them empty?

Suggestion: Only one of the chests hold valuables, but it is a significant sum.

Thieves. Which gang of thieves are blackmailing the council member? What XP difficulty does the group have?

Suggestion: Deadly XP difficulty, but the ones that start in different rooms arrive over multiple rounds.

Optional Preparation

Village. What is the name of the village? Where did the name come from? How many people live here?

Suggestion: The village is name Flikin Ploton for 'the short way home'. There are nearly a thousand people in the village.

Council Member. What is the council member's name? What do they look like?

Suggestion: The council member's name is Murin Pléok. They wear a soft blue tunic with patterns trimming the edges of the arms and bottom.

Unprepared. If the thieves are unaware the party is approaching, how are they arranged in and around the hideout?

Suggestion: If the thieves are unprepared, there is 1 stationed as a guard in the hut, posing as the tenant. Those inside are spread across the various rooms eating, sleeping, playing cards, working on equipment, training, or some other suitable downtime activity. They do not hear a fight in with the guard, but a fight in the tunnels or chambers will attract thieves from other rooms.

On Alert. If the thieves are aware of the party approaching, how are they arranged in and around the hideout? Do they know the party is a threat to them, or seeking them out?

Suggestion: None of the thieves are in the hut. They await the party in ambush with a majority in the tunnels, and a few outside hiding in the forest prepared to come in behind once the fight begins. If the party detects the ones outside, they avoid combat with the party if possible.

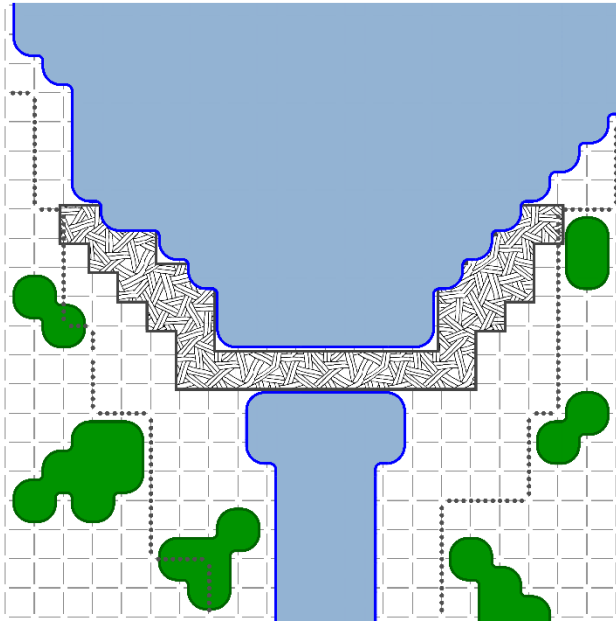
Equipment. Depending on the gang of thieves in the hideout, what type of equipment is found in the training area? Can the players use any of this equipment in combat?

Suggestion: The Tacticians have standard weapons and armor. The Juggernauts have alchemy equipment and a selection of their products. The Mechanists have machinery in various states of repair and creation. The Shadows have meditation spaces and sparing arenas. And the Glamors have a fine selection of food and drink.

Trapped Drawer. What are the trigger and effect for the trapped drawer, and how is it disarmed?

Suggestion: The trap is a repeated finger slicer. A player sees the trap if they pass a medium Wisdom (Perception) or Intelligence (Investigation) check. If a creature puts a hand in the drawer, a blade springs across and back, slashing off anything tender in its path. The creature must pass a difficult Dexterity saving throw or take 11 (2d10) piercing damage. The trap can trigger more than once. A player can disarm the trap by passing a hard Dexterity check with Thieves' Tools. Passing by 5 or more allows the player to reset the trap if they choose.

8 : THE DAM EXTORTION



Setup. The players are wandering through wilderness when they come across a medium-sized village on a river. The villagers are awaiting the arrival of a judge from a nearby city to make a decision in a conflict over water rights with a smaller village upstream. The **upstream village** has been effectively taken over by a gang of thieves. They have used the village labor to construct a dam to create an artificial lake and restricting the volume of water that reaches the **downstream village**.

A **village elder** of the downstream village has been contacted by the thieves who have offered to remove the dam and concede in the coming trial if they are paid a significant sum of money. Not wanting to pay, and concerned that the thieves may somehow corrupt the coming trial, the elder contacts the party if they stay in the village. They ask the party to travel upstream and remove the dam without leaving evidence that could be used in the trial. The elder hopes an attack will draw out the thieves who will likely want to defend the crux of their extortion, allowing them to be defeated.

Traveling Upriver. Traveling to the dam while staying unnoticed and looking for followers requires passing one set of three ability checks. The players must choose from among them three skills that one has with proficiency. That player must describe how they use that skill to help get to the dam undetected, then make an ability check to determine success, difficulty at DMs discretion. Two or

three successes constitutes a pass on the set of three. On a pass, party notices the mysterious stalker without alerting it, allowing them the opportunity to surprise it before they **flee**. On a fail, the stalker is aware they have been caught and attempts to flee and join the ambush, or lead the party into it.

Mysterious Stalker. The mysterious stalker follows the party after they leave town, having seen them speaking with the village elder. If the party does not detain or kill the stalker, they will take word of the ambush's success or defeat back to the dam. The stalker knows the location and size of the ambush, as well as the rough number of thieves back at the dam. They can also tell the party about the tactics and potential weaknesses of the thieves. These pieces of information must be acquired through Charisma ability checks.

Ambush on the Road. The party are **ambushed** on the road, a simple map with a road down the middle and trees on relevant vegetation on either side. If the players are aware of the ambush's location from the stalker, they have advantage on Wisdom (Perception) checks to notice the thieves in hiding at the site.

The Dam. The dam is carefully constructed to allow a limited amount of water to continue with the preexisting flow. Constructed of stone, wood, and mortar, the structure is built high in the middle, tapering down at its sides towards where the natural sloping hills hem in the water to form a small artificial lake.

Development. If the players kill or capture all the ambushers and the stalker, the **thieves** are not prepared to defend the dam. If any escape to return, the thieves are prepared for the party, encircling the dam protectively and preventing ability checks to weaken it.

Breaking the Dam. The dam breaks if the players pass a three of five set of ability checks to weaken it. If the players fail three ability checks, the thieves attack the party and must be defeated before breaking the dam. If the dam breaks, **floodwaters** rush downward creating a hazardous area. The thieves attack after the dam breaks.

Aftermath. If the players defeat the thieves and break the dam, the village rewards them with a significant monetary sum.

SIDE-QUEST PREPARATION

Essential Preparation

Ambushed. Which gang of thieves are attempting to ambush the party? What XP difficulty does the group have?

Suggestion: Hard XP difficulty.

Thieves. Which gang of thieves are attempting to defend the dam? What XP difficulty does the group have?

Suggestion: Hard XP difficulty.

Optional Preparation

Upstream Village. What is the name of the village? Where did the name come from? How many people live here?

Suggestion: The village is named Hlee Hov for 'old dog'. There are a couple hundred villagers in the settlement.

Downstream Village. What is the name of the village? Where did the name come from? How many people live here?

Suggestion: The village is named Duban Nense for 'grey rock'. There are nearly two thousand villagers in the settlement.

Village Elder. What is the name and appearance of the village elder?

Suggestion: The elder's name is Haken Theni. They wear a grey and green tunic with a wide belt.

Flee. When the stalker flees, are the players able to give chase? How is the chase handled mechanically?

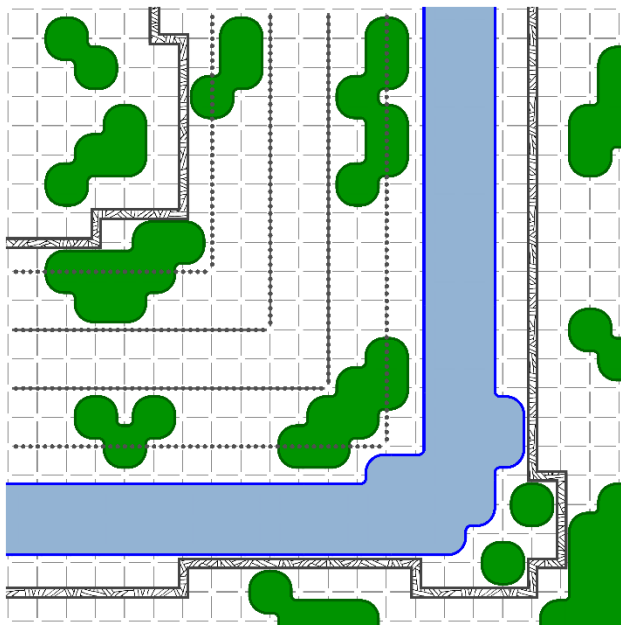
Suggestion: The players can chase the stalker by making a set of three contests. The player and the DM both choose an ability that they can explain how it is used in the chase. If the player gets 2, they capture the stalker. If the stalker gets 2, they escape.

Floodwaters. What effects do the floodwaters have? Is it possible to cross the sudden rushing flow? What ability checks occur if a creature falls in? Does it damage the creature?

Suggestion: Breaking the dam causes water to flow straight down for 5 spaces then into the river. A creature that enters or starts its turn in a flooded space must make a medium Strength (Athletics) check. On a failure, the water rush them 20 ft. downstream. They can

repeat the check on the start of their next turn to exit the river.

9 : ENVOIOUS STRANGER



Setup. The players, one of which with a visible magic item, are leaving a settlement for the wilderness. Before getting out of town, the players are approached by a **rich stranger** who has heard of their accomplishments. The stranger is particularly curious about any magic items obtained through adventuring.

Later, after the players have left town, the stranger decides they want the item for themselves. They hire a gang of thieves to ambush the party on the road and return the item to them. If the players defeat them, they may discover the thieves camp for further rewards and evidence incriminating the stranger.

The Stranger. The rich stranger asks how the magic item works, ask to hold it, and are generally curious and impressed with the item. A player that passes a medium Wisdom (Insight) check can tell that the stranger clearly covets the item, but isn't about to steal it outright. They may go so far as to offer to buy the item from the party.

River Canyon Road. The road runs along a river, elevated on a shallow mound of earth. As the elevation of the terrain increases around the party, the river begins to cut a canyon with cliff walls. When the players come to the river's turn, the sides have risen to 30 ft. tall. The water becomes rough and prone to **rapids** near the bend, hazardous to any creature that falls in.

Signs of Watchers. A day after leaving the settlement, the players notice someone far in the distance behind them on horseback. That night as they make Wisdom (Perception) checks to keep watch, passing a medium check notices some creature stalking around the camp. If a player investigates, they must make a Wisdom (Perception) or Intelligence (Investigation) check. On a success, they find boot tracks from a medium-size person.

Thief Assault. The **thieves** ambush the party in the canyon. If the gang has a mix of melee and ranged, ranged stay on the canyon above while melee block one of the exits. If All melee, they attack from both sides of the road.

Finding the Camp. Finding the thieves' camp requires passing one set of three ability checks. The players must choose from among them three skills that one has with proficiency. That player must describe how they use that skill to trace back to the camp, then make an ability check to determine success, difficulty at DMs discretion. Two or three successes constitutes a pass on the set of three.

On a pass, the players find their way back to the camp before the few left to watch the camp take any valuables and flee. On a fail, the players find the camp but with a lesser reward.

Thief Camp. The thief camp is hidden past thick forest growth, far from the road. A cluster of tents around a central campfire and cooking pot. If the players pass the check to find the camp, 2-3 thieves are around the fire, fleeing at the first sight of the party. The leader's tent has a small chest that can be opened with a medium Dexterity check with Thieves' Tools. Inside is **gold** and a **magic item**. The leader's tent also contains evidence incriminating the stranger regardless of success on finding the camp.

Aftermath. If the party returns to the previous settlement with the incriminating evidence, they may seek justice in the local courts. The rich stranger may face time in prison as well pay a significant amount of their wealth to the party.

SIDE-QUEST PREPARATION

Essential Preparation

Thieves. Which gang of thieves are attempting to ambush the party? What XP difficulty does the group have?

Suggestion: Hard XP difficulty.

Gold. How much gold is in the chest?

Suggestion: 200 gp.

Optional Preparation

Magic Item. What magic item is in the chest? Is it not combat related, or did the thief simply not see its usefulness?

Suggestion: Ring of Waterwalking (DMG 193).

The leader did not think to bring it, if they even knew what the ring specifically did.

Rich Stranger. What is the stranger's name and appearance? How did they make their fortune?

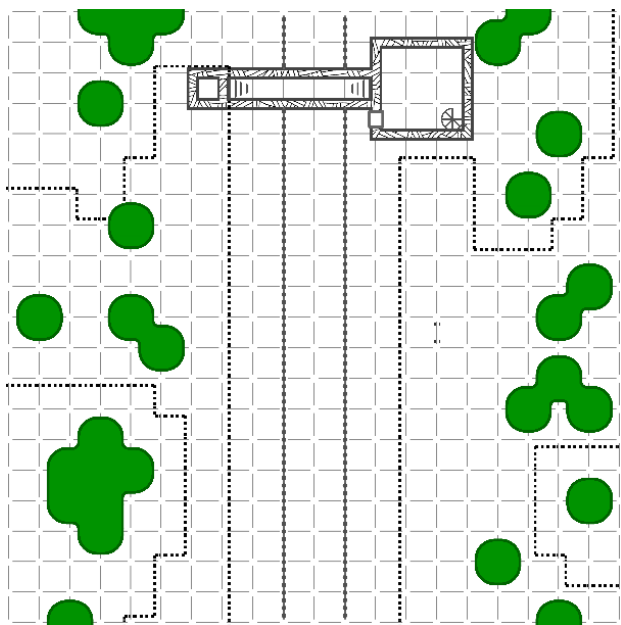
Suggestion: The stranger's name is Leok Ilefá.

They wear a dark blue tunic embroidered with golden thread. Expensive looking rings adorn their fingers. They made their fortune renting out farmland to local farmers that has been in their family for generations.

Rapids. What happens to a creature that falls into the river? Must they make any ability checks? Do they take any damage on a failure?

Suggestion: A creature that falls in the rapids they are swept 15 ft. downstream and they take 7 (2d6) bludgeoning damage. On the start of their next turn they make a medium Strength (Athletics) check. On a success, they manage to swim to shore. On a failure they move additional 15 ft. downstream and take the damage again.

10 : GUARD POST DEFENSE



Setup. The party is travelling through the wilderness when they come across an isolated guard post along the road. Unless there is some clear reason not to, the guard captain welcomes the party to spend the night, citing a gang of thieves recently taking up residence in the nearby forest. Unbeknownst to the guard captain, there is a traitor among them planning to assist the thieves from the inside in an imminent ambush.

Guard Post. The structure spans the road, a thick tower on one side, a skinny on the other, and an archway between them. The archway seconds as a staircase upwards to the lookout tower, the skinnier and taller of the two.

The Guards. The captain and three guards bear **standard-issue** armor and weapons. The captain carries a **magic ranged weapon** that they wield from the watchtower's lookout spot when the guard post is under attack.

Spending the Night. A guard objects when the captain invites the party to stay, citing the risk of inviting strangers past the door. A player that passes a medium(Insight) check sees the guard is honestly nervous. Passing by 5 or more reveals the guard is lying about their reasons.

Lower Level. The lower level contains the guards' food supplies and a small kitchen with table and chairs. A small

spiral staircase leads to the upper level. The door outside is typically locked, and can be opened by passing a hard Dexterity check with thieves' tools.

Supply Bomb. One of the crates of supplies near the door is enchanted to explode at a magic signal. The **explosion** blasts open the door.

Upper Level. The upper level right tower contains the guards' sleeping quarters. Bunkbeds with long storage trunks tucked beneath and weapons mounted on the walls. A locked door opens to a stairway to the lookout tower, and can be opened by passing a medium Dexterity check with thieves' tools. A player that passes a medium Wisdom (Perception) or Intelligence (Investigation) check notices a small tear in a mattress half covered by a blanket. Inside is a pouch with 20 platinum pieces. The bed belongs to a traitorous guard different who disagreed with the captain.

Watchtower. The watchtower door can be barred from the inside. Smashing through requires attack actions at DM's discretion. The **lookout spot** is enchanted to defend those inside from ranged attacks.

Traitorous Guard. If the player questions the traitorous guard, they play innocent unless the player passes a hard Charisma check, skill determined by player choices or DMs discretion. Confronting the guard about the hidden coin purse lowers the DC. If passed, the guard asks the PC to join on an errand outside to speak in private, hinting one of the guards is untrustworthy. Once outside, they asks the party to join in attacking the watchtower with 20pp as only an initial reward. A player that passes a medium Wisdom (Insight) check sees that the guard is lying.

Thief Assault. If a player questions the guard, the **thieves** attack moments after the guard asks the party to join. Otherwise, they attack at night when most are asleep. When the attack begins, the supply bomb triggers killing one guard if the other is asleep, both if not. The guard captain retreats to the watchtower to defend the post.

Reward. If the players save the guard captain, they reward the party with additional reward for each guard saved as well. They may offer their magic weapon in return for saving their lives at DM's discretion.

SIDE-QUEST PREPARATION

Essential Preparation

Thieves. Which gang of thieves are attempting to ambush the guard post? What XP difficulty does the group have?

Suggestion: Deadly XP difficulty.

Optional Preparation

Standard-Issue. What is standard armor and weapons for guards in this area? Do they supply their own equipment, or is it issued to them? Is it better than what the party has, and is it marked to show what group it belongs to?

Suggestion: The armor is military issued, well-made breastplates, longswords, and shields of a common variety. They are clearly marked with the group's insignia and it would require blacksmithing to remove the mark.

Magic Ranged Weapon. What type of weapon is it? What are its magical effects?

Suggestion: The weapon is a magic longbow. The weapon is enchanted to do additional damage if the wielder has a height advantage on the target. The arrows take on a light, glowing meteor effect, strengthened for each 20 ft. higher the wielder is than their target. The effect gives the wielder +1 to attack and damage rolls against that target, maximum +3. The longbow's damage becomes magical if the attack is effected in this way.

Lookout Spot. What type of enchantment protects the lookout spot? Does it absorb a certain amount of damage before breaking, raise the AC of one inside, reduce each instance of damage by a smaller amount, or other?

Suggestion: The lookout spot has a magically erected, invisible barrier. This barrier slows incoming missile attacks, reducing damage dealt by 1d6+6 if they hit. Casting *dispel magic* on the barrier weakens it for 1 hour, removing the modifier for the duration.

Explosion. What is the size and strength of the explosion, appropriate for the level of the current party?

Suggestion: Each creature on the lower level must make a medium Dexterity saving throw. A creature takes 22 (4d10) fire damage on a failed save, and half as much on a successful one.

The Gangs

The archetype for this set is the gang of thieves. Each gang is themed by its preference in methods, inspired by their secondary attribute.

Tactician Gang

The tacticians are characterized by heightened **strength**. Assaulting guarded convoys of valuables, or performing precision prisoner rescues, members of this gang excel at group tactics and martial discipline. What makes each different is the role they play in the larger strategy.

Juggernaut Gang

The juggernauts are characterized by heightened **constitution**. Mugging, intimidation, murder, or breaking into a vault through brute force alone, members of this gang rely on power through alchemy to succeed. What makes each different is their role as enhanced user or producer.

Mechanist Gang

The mechanists are characterized by heightened **intelligence**. Performing flashy, explosive heists or raining down grenades in raids, members of this gang use a variety of gadgets to control the battlefield and incinerate their opponents. What makes each different is the particular invention they bring to combat.

Shadow Gang

The shadows are characterized by heightened **wisdom**. Performing untraceable espionage or executing targets in the most secure locations, members of this monastic gang excel through a combination of martial prowess and the fantastic skills of their order. What makes each different is the depth to which they have mastered their doctrine, reflected in differences in capabilities both ordinary and extraordinary.

Glamor Gang

The glamors are characterized by heightened **charisma**. Performing captivating public assassinations or robbing entire parties without a single blow, members of this gang draw power through a pact to charm all who look upon them. What makes each different is the mask they were given and the effect it has on the onlooker.

Strategy

Each gang has a thematic means by which they achieve victory in the battlefield, and ways for the players to neuter that strength.

Tactician Gang

This gang wins through actions that give opportunities for their allies to strike through reaction shots. **Bully Strikers**, **Squad Lieutenants**, and **Squad Captains** maintain presence in melee, knock down opponents, and command additional attacks from nearby allies. **Rooftop Spotters** and **Quickdraw Opportunists** stay at a distance, taking reaction shots when enemies are knocked down. Their damage falls off sharply once the leaders are taken out, so get the thieves in prime positions and use the leader abilities to strike at the party before that occurs.

The players defeat this gang through denying melee engagements, winning shove contests, and taking out the leaders first before they call out too many coordinated strikes.

Juggernaut Gang

This gang wins through juicing up their muscle, beating down their foes, and injecting them with a variety of poisons. **Meatbag Addicts**, **Muscle Junkies**, and **Contaminated Bruisers** provide the frontline, single-method fighters while the **Basic Producer** and **Expert Producer** provide the alchemy to win the battle. The longer the battle goes the stronger they become, just keep using that alchemy.

The players defeat this gang through focusing down the producers before they can apply too many enhancements, avoiding being charged and restrained, and bring a variety of cure poison effects to the battlefield.

Mechanist Gang

This gang wins through controlling the battlefield with area of effect grenades, mechanically enhanced harassment, and a variety of explosives. **Piston Runners** and **Hookshot Handbows** harass the players with thrown and ranged weapons while using their enhanced speed or mobility to stay out of reach. **Crossbow Grenadiers** apply a variety of area effects to make the battlefield more difficult to traverse. **Boomglue Cannoneers** shoot

restraining globs of glue that explode on additional impact damage. And **Barrel Bombers** bring big finishers to complete the victory. Don't forget to use the runners and hookshots to move those barrels along before setting them off. Limit the parties movements with harassment and ground effects, then roll barrels till they cave.

The players defeat this gang through disabling their mechanical equipment through damaging it directly, circumventing the various ground effects meant to keep the party at a distance, and using ranged attacks of their own to explode the barrels before they get too close.

Shadow Gang

This gang wins through striking hard in ambush and removing opportunities for the players to strike back. **Shadow Bringers** and **Dark Weavers** spread darkness across the battlefield while supporting from afar. **Numbing Pugilists, Shadow Strikers, and Umbral Stalkers** utilize this darkness to hide with varied degrees of strength, the stronger able to become invisible in darkness for a few turns of combat. Keep to the shadows, focusing down the party one member at a time while preventing return damage for as long as possible.

The players defeat this gang through avoiding combat in dim light or darkness, dispelling magical darkness, or outlasting the ambush capabilities then destroying the squishy enemies.

Glamor Gang

This gang wins through never allowing a chance to strike back. The squishiest, and least combat orientated of the gangs, this group relies on layering power charms from magical masks to incapacitate then assassinate their victims. The **Friend** wears a mask that charms people into thinking they are friendly. The **Spook** wears a mask that helps them pass unnoticed before stabbing into both body and mind. The **Distraction** holds audiences captive, allowing them to be robbed blind. The **Fright** wears a mask that spreads fear, a stronger version of the **Spook**. The **Rabble Rouser** takes the **Distraction's** performance one step further, giving extended control over those who listen for an extended time. This gang has the toughest time taking out a party, as they wear no armor and have few combat abilities if their charms fail them. Try to consider how the gang could use their powers

before the party comes upon them, such as the **Rabble Rouser** taking control of a crowd of innocent civilians, convincing them the party members are criminals, then attacking the party amongst the angry mob. Surprise is key.

The players defeat this gang by resisting the different charms, either making the saving throws or ability checks or some other more creative means such as fighting in darkness so that the masks cannot be seen. If the gang cannot capture the players with their enchantments, or do enough damage before they shake them free, they are unlikely to survive long in direct, violent confrontation with the players.

Criminal Crabs

Criminals in any world benefit from assistance from other creatures. However, there is often the difficulty of creating trust between non-lawful individuals. In this world, many solitary thieves have turned to magic-mechanical constructs that resemble metal crabs the size of a small dog. With large round bodies and skinny legs capable of walking on any surface, these automatons provide utility you can trust.

Carrier Crab

Carrier Crabs are designed to lighten the load of any thief. Keyed to specific individuals, these constructs scurry behind their masters, carrying tools and providing a place to deposit loot. Faster moving than other models, the Carrier Crab flees the scene at a mental command with the ability to find its own way to a number of predesignated hideaways.

Comfort Crab

Comfort Crabs takes the place of a lookout for the solitary criminal. Proficient in hiding, and enchanted with abjuration magics, these constructs can warn their masters of enemies on the approach. Smaller and more fragile than other models, the Comfort Crab provides cover for a hasty getaway at a mental command with the ability to produce a variety of obstacles against pursuers such as smoke clouds or scattered caltrops.

Champion Crab

Champion Crabs serve as the solitary criminals last line of defense. Larger and sturdier than the other models, the Champion Crab takes on the role of the expendable bruiser who engages enemies in combat to allow their master to escape. However, due to their expected lack of reusability, Champion Crabs tend to be more shoddily manufactured than other models, resulting in a greater risk of malfunctions that may disable it for a time.

1/4 : CARRIER CRAB

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 16 (3d6+6)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	8 (-1)	6 (-2)	10 (+0)	3 (-4)

Saving Throws Str +3, Dex +3

Skills Athletics +3, Acrobatics +3

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception

Languages understands one language of its creator but can't speak

Challenge 1/4 (50 XP)

Spider Climb. The carrier crab can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bond. The carrier crab is magically bonded to an amulet. As long as the crab and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the crab to travel to it, and the crab knows the distance and direction to the amulet.

Scurry Command. The amulet's wearer can telepathically call to the crab to flee to a hideaway as a bonus action. The wearer can designate up to 3 hideaways by communicating a command word while touching the crab at the location.

Actions

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

Hit: 4 (1d4+2) piercing type damage.

1/4 : COMFORT CRAB

Tiny construct, unaligned

Armor Class 17 (natural armor)

Hit Points 8 (2d4+3)

Speed 20 ft.

Str	Dex	Con	Int	Wis	Cha
6 (-2)	12 (+1)	6 (-2)	6 (-2)	10 (+0)	3 (-4)

Saving Throws Dex +3

Skills Acrobatics +3, Stealth +3

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception

Languages understands one language of its creator but can't speak

Challenge 1/4 (50 XP)

Spider Climb. The carrier crab can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bound. The comfort crab is magically bonded to an amulet. As long as the crab and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the crab to travel to it, and the crab knows the distance and direction to the amulet.

Lookout Command. The amulet's wearer can telepathically call to the crab to hide and keep watch as a bonus action. The crab's size lets it find a place to hide in almost any environment. If a tiny or larger creature is spotted by the crab, a mental alarm alerts the wearer with a ping, if they are within 1 mile of the crab. This ping awakens them if they are asleep.

Cover Command. The amulet's wearer can telepathically call to the crab to cover their escape as a bonus action. The crab releases from its underbelly one of the following options (roll a d4 or choose one); the crab can hold one payload at a time, and can be reloaded during a short rest.

1. *Smoke Grenade.* The grenade bursts, filling a 10-foot radius sphere with smoke centered on the grenade. The smoke spreads around corners, and its area is heavily obscured. It lasts for 5 minutes, or until a wind of moderate or greater speed disperses it.

2. *Caltrop Grenade.* The grenade bursts, spreading caltrops across a 15-foot square centered on the grenade. When the grenade bursts, each creature in the affected area must make a DC 11 Dexterity saving throw. A creature takes 2 (1d4) piercing damage on a failed save. A creature must also make this saving throw when it moves through the affected area for the first time on its turn.

3. *Sticky Grenade.* The grenade bursts, spreading sticky goo across a 15-foot square centered on the grenade. When the grenade bursts, each creature in the affected area must make a DC 11 Dexterity saving throw or be restrained. A creature restrained by the goo can use its action to make a Strength check against the same DC. On a success, it frees itself. A creature must also make the Dexterity saving throw when it moves through the affected area for the first time on its turn.

4. *Glowbug Grenade.* The glass grenade contains a thumb-sized lightning bug. The chamber crushes the bug on use, releasing a brilliant flash. Each creature that can see the impact within a 15-foot radius sphere centered on the point must make a DC 10 Constitution saving throw. On a failed save, the target is blinded for 1 minute. At the end of each of its turns, an affected creature can make another Constitution saving throw. On a success, the effect ends.

Actions

Jab. Melee Weapon: +2 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

1/2 : CHAMPION CRAB

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 24 (4d6+10)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	3 (-4)

Saving Throws Str +5, Con +3

Skills Athletics +5

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception

Languages understands one language of its creator but can't speak

Challenge 1/2 (100 XP)

Spider Climb. The carrier crab can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bound. The champion crab is magically bonded to an amulet. As long as the crab and its amulet are on the

same plane of existence, the amulet's wearer can telepathically call the crab to travel to it, and the crab knows the distance and direction to the amulet.

Combat Command. The amulet's wearer can telepathically call to the crab to engage in combat with targets of their choosing as a bonus action.

Shoddy Craftsmanship. When the champion crab attacks, roll an additional d10. On a result of 1, the crab malfunctions, incapacitating it until the start of its next turn. At half health or less, a 1 or a 2 results in a malfunction.

Actions

Multiattack. The champion crab makes two pincer attacks.

Pincer. Melee Weapon: +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). The champion crab has two pincers, each one can grapple only one target.

Tactician Gang

THIEF BOSS – TACTICIAN

Medium humanoid, any non-lawful alignment

Armor Class 19 (breastplate, shield)

Hit Points 83 (14d8+20)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	16 (+3)	15 (+2)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Str +7, Dex +6

Skills Athletics +7, Acrobatics +6, Perception +5, Persuasion +5, Intimidation +5

Senses passive Perception 15

Languages any one language (usually common)

Challenge 4 (700 XP)

Arm Straps. The tactician's shield is strapped to its arm, leaving its off-hand free to make a two-handed weapon attack. If the tactician does so, it loses its shield's AC bonus until the start of its next turn.

Guerilla Tactics. The tactician can take the Dash action as a bonus action on each of their turns. Additionally, they do not provoke opportunity attacks when they move away from a prone creature.

Merciless. The tactician gains advantage on attacks against prone targets, even when making ranged attacks.

Shield Charge. The tactician has advantage on ability checks when taking Shove action if they have move 10 ft. in a straight line towards a target.

Actions

Multiattack. The tactician uses Positioning Command or Coordinated Strike if it can. Then, it makes three weapon attacks. The tactician can replace any number of these attacks with the Shove action.

Longsword. *Melee Weapon:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10+4) slashing damage if used with two hands.

Hand Crossbow. *Ranged Weapon:* +6 to hit, range 30 ft./120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Positioning Command. One of the tactician's allies within 60 feet of them than can hear them can use their reaction to move up to their speed without provoking opportunity attacks.

Coordinated Strike (Recharge 5-6). Each of the tactician's allies within 60 feet of them that can hear them can make a free shove action or weapon attack if they can.

Reactions

Parry. When the lieutenant is damaged by a melee attack, it can use its reaction to reduce the damage by 4 (1d8).

1/8: BULLY STRIKER - TACTICIAN

Medium humanoid, any non-lawful alignment

Armor Class 14 (leather, shield)

Hit Points 15 (2d8+6)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +3, Dex +3

Skills Athletics +3, Stealth +3

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1/8 (25 XP)

Bully Opportunist. When adjacent creature is damaged by an ally, the striker can use their reaction to immediately make a shove action on the creature.

Guerilla Tactics. The striker can take the Dash action as a bonus action on each of their turns. Additionally, they do not provoke opportunity attacks when they move away from a prone creature.

Actions

Shortsword. *Melee Weapon:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

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

1/4: ROOFTOP SPOTTER - TACTICIAN

Medium humanoid, any non-lawful alignment

Armor Class 13 (leather armor)

Hit Points 23 (4d8+5)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	10 (+1)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +3, Dex +4

Skills Acrobatics +4, Stealth +4, Perception +2

Senses passive Perception 12

Languages any one language (usually common)

Challenge 1/4 (50 XP)

Merciless. The spotter gains advantage on attacks against prone targets, even when making ranged attacks.

Actions

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

Light Crossbow. *Ranged Weapon:* +4 to hit, range 80 ft./320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Reactions

Opportunist. When a creature within 80 feet of the spotter that it can see is knocked prone by one of its allies, the spotter can use a reaction to make a weapon attack against that creature.

1/2: SQUAD LIEUTENANT - TACTICIAN

Medium humanoid, any non-lawful alignment

Armor Class 16 (hide armor, shield)

Hit Points 37 (6d8+10)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Saving Throws Str +4, Dex +4

Skills Athletics +4, Stealth +4, Perception +3

Senses passive Perception 13

Languages any one language (usually common)

Challenge 1/2 (100 XP)

Arm Straps. The lieutenant's shield is strapped to its arm, leaving its off-hand free to make a two-handed

weapon attack. If the tactician does so, it loses its shield's AC bonus until the start of its next turn.

Guerilla Tactics. The lieutenant can take the Dash action as a bonus action on each of their turns. Additionally, they do not provoke opportunity attacks when they move away from a prone creature.

Actions

Longsword. *Melee Weapon:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if used with two hands.

Strategic Strike. When the lieutenant takes the Attack action on their turn, it can forego its attack and direct one of its allies to strike. That creature can immediately make one shove action or weapon attack, adding 4 (1d8) to the ability check or damage roll.

Reactions

Parry. When the lieutenant is damaged by a melee attack, it can use its reaction to reduce the damage by 4 (1d8).

1: QUICKDRAW OPPORTUNIST - TACTICIAN

Medium humanoid, any non-lawful alignment

Armor Class 15 (chain shirt)

Hit Points 46 (8d8+10)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	15 (+2)	12 (+1)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Str +4, Dex +4

Skills Athletics +4, Acrobatics +4, Stealth +4

Senses passive Perception 11

Languages any one language (usually common)

Challenge 1 (200 XP)

Guerilla Tactics. The opportunist can take the Dash action as a bonus action on each of their turns. Additionally, they do not provoke opportunity attacks when they move away from a prone creature.

Merciless. The opportunist gains advantage on attacks against prone targets, even when making ranged attacks.

Actions

Multiattack. The opportunist makes two shortsword or light crossbow attacks. Or the opportunist makes one Distracting Shot and one light crossbow attack.

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

Light Crossbow. *Ranged Weapon:* +4 to hit, range 80 ft./320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Distracting Shot. The opportunist makes a ranged attack meant to leave the target vulnerable rather than hitting it. *Ranged Weapon:* +4 to hit, range 30 ft./120 ft., one target. *Hit:* the next attack roll against the target has advantage and deals an additional 4 (1d8) damage if the attack is made before the start of the striker's next turn.

Reactions

Opportunist. When a creature within 80 feet of the opportunist that it can see is knocked prone by one of its allies, the opportunist can use a reaction to make a weapon attack against that creature.

2 : SQUAD CAPTAIN - TACTICIAN

Medium humanoid, any non-lawful alignment

Armor Class 17 (chain shirt, shield)

Hit Points 60 (10d8+15)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Str +5, Dex +4

Skills Athletics +5, Stealth +4, Perception +4

Senses passive Perception 14

Languages any one language (usually common)

Challenge 2 (450 XP)

Arm Straps. The captain's shield is strapped to its arm, leaving its off-hand free to make a two-handed weapon attack. If the tactician does so, it loses its shield's AC bonus until the start of its next turn.

Guerilla Tactics. The captain can take the Dash action as a bonus action on each of their turns. Additionally, they do not provoke opportunity attacks when they move away from a prone creature.

Actions

Multiattack. The captain makes two longsword attacks. The tactician can replace any number of these attacks with the Shove action.

Longsword. *Melee Weapon:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+3) slashing damage, or 7 (1d10+2) slashing damage if used with two hands.

Commanding Strike (Recharge 5-6). When the captain takes the Attack action on their turn, it can forego its attack and direct three of its allies to strike. Those creatures can immediately make one shove action or weapon attack.

Reactions

Parry. When the captain is damaged by a melee attack, it can use its reaction to reduce the damage by 4 (1d8).

Juggernaut Gang

THIEF BOSS – JUGGERNAUT

Medium humanoid, any non-lawful alignment

Armor Class 14 (studded leather)

Hit Points 100 (16d8+28)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	15 (+2)	18 (+4)	14 (+2)	10 (+0)	10 (+0)

Saving Throws Str +6, Dex +5, Con +7

Skills Athletics +6, Stealth +5, Nature +5, Medicine +3

Damage Resistances poison

Senses passive Perception 10

Languages any one language (usually common)

Challenge 4 (700 XP)

Acquired Tolerance. Years of usage have left the boss' body more resistant to poisons. The boss has advantage on saving throws to resist poisons.

Charge. If the boss moves at least 20 feet straight toward a target and then hits it with an attack on the same turn, the target takes an extra 14 (4d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Poison Cache. The boss brings a variety of poison vials to the battlefield, secret recipes for personal use. The poisons typically progress in stages. Any effect that cures poison on a creature ends all poison effects.

Kick 'em While They're Down. If the junkie hits a prone target, including a target knocked prone by the hit, they can make an additional fist attack on the same target as a bonus action.

Staggering Blows. If the boss hits two fist attacks on a creature on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone

Actions

Multiattack. The boss makes three fist attacks or two fist attacks and one poison application.

Fist. *Melee Weapon:* +6 to hit, reach 5 ft., one target.
Hit: 6 (1d4+3) bludgeoning damage.

Poison Application. *Melee Weapon:* +6 to hit, reach 5 ft., one target. *Hit:* The boss injects a creature with a dangerous chemical concoction. The boss uses one of the following options (roll a d4 or choose one); the boss can use each one no more than twice per day:

1. **Enhancer.** The creature must make a DC 15 Constitution saving throw. The creature takes 35 (10d6) poison damage on a failed save. Regardless, the creature's speed is increased by 15 ft. and they gain 15 temporary hit points at the start of each turn. At the end of their next turn, their Strength and Dexterity increases by 6. Lasts 10 minutes.

2. **Hallucinations.** The creature must make a DC 15 Constitution saving throw. The creature is unaffected on a success. On a failed save, the creature is poisoned. At the end of the creature's next turn, they become frightened from the onset of horrific hallucinations.

3. **Knockout Poison.** The creature must make a DC 15 Constitution saving throw. The creature is unaffected on a success. On a failed save, the creature is poisoned. At the start of each of its turns, until the poisoned status is removed, the creature takes 10 (3d6) poison damage. If this damage brings a creature below 25% maximum hit points, the creature is incapacitated.

4. **Paralytic.** The creature must make a DC 15 Constitution saving throw. The creature is unaffected on a success. On a failed save, the creature is poisoned. At the start of each of its turns, until the poisoned status is removed, the creature's speed is reduced by 5 ft. If this reduction brings the creature's speed to 10 ft. or less, the creature is paralyzed.

1/8: MEATBAG ADDICT - JUGGERNAUT

Medium humanoid, any non-lawful alignment

Armor Class 12 (padded armor)

Hit Points 18 (3d8+5)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Dex +3, Con +3

Skills Athletics +3, Stealth +3

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1/8 (25 XP)

Charge. If the addict moves at least 20 feet straight toward a target and then hits it with an attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

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

1/4: BASIC PRODUCER - JUGGERNAUT

Medium humanoid, any non-lawful alignment

Armor Class 12 (padded armor)

Hit Points 24 (4d8+6)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)

Saving Throws Dex +3, Con +3

Skills Stealth +3, Nature +3, Medicine +2

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1/4 (50 XP)

Poison Cache. The producer brings a variety of poison vials to the battlefield, injecting enemies and allies. The poisons typically progress in stages. Any effect that cures poison on a creature ends all poison effects.

Actions

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

Poison Application. Melee Weapon: +3 to hit, reach 5 ft., one target. **Hit:** The producer injects a creature with a dangerous chemical concoction. The producer uses one of the following options (roll a d4 or choose one); the producer can use each one no more than once per day:

1. **Fortitude.** The creature must make a DC 13 Constitution saving throw. The creature takes 14 (4d6) poison damage on a failed save. Regardless, the creature gains 15 temporary hit points, and their Strength increases by 4 at the end of their next turn. Lasts 1 hour.

2. **Speed.** The creature must make a DC 13 Constitution saving throw. The creature takes 10 (3d6)

poison damage on a failed save. Regardless, the creature's speed increases by 10 ft., and their Dexterity increases by 4 at the end of their next turn. Lasts 1 hour.

3. **Poison.** The creature must make a DC 13 Constitution saving throw. The creature is unaffected on a success. On a failed save, the creature is poisoned. At the start of each of its turns, until the poisoned status is removed, the creature must repeat the saving throw taking 7 (2d6) poison damage on a failed save.

4. **Lethargy.** The creature must make a DC 13 Constitution saving throw. The creature is unaffected on a success. On a failed save, the creature is poisoned. At the start of each of its turns, until the poisoned status is removed, the creature must repeat the saving throw reducing their speed by 5 ft. on a failed save.

1/2: MUSCLE JUNKIE - JUGGERNAUT

Medium humanoid, any non-lawful alignment

Armor Class 13 (leather armor)

Hit Points 55 (9d8+15)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	14 (+2)	15 (+2)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Dex +4, Con +4

Skills Athletics +3, Stealth +4

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1/2 (100 XP)

Acquired Tolerance. Years of usage have left the junkie's body more resistant to poisons. The junkie has advantage on saving throws to resist poisons.

Charge. If the junkie moves at least 20 feet straight toward a target and then hits it with an attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Kick 'em While They're Down. If the junkie hits a prone target, including a target knocked prone by the hit, they can make an additional fist attack on the same target as a bonus action.

Actions

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

1: EXPERT PRODUCER - JUGGERNAUT

Medium humanoid, any non-lawful alignment

Armor Class 14 (leather armor)

Hit Points 42 (7d8+11)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	10 (+0)

Saving Throws Dex +5, Con +4

Skills Stealth +5, Nature +4, Medicine +2

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1 (200 XP)

Poison Cache. The producer brings a variety of poison vials to the battlefield, injecting enemies and allies. The poisons typically progress in stages. Any effect that cures poison on a creature ends all poison effects.

Actions

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

Poison Application. Melee Weapon: +3 to hit, reach 5 ft., one target. **Hit:** The producer injects a creature with a dangerous chemical concoction. The producer uses one of the following options (roll a d4 or choose one); the producer can use each one no more than once per day:

1. **Fortitude.** The creature must make a DC 13 Constitution saving throw. The creature takes 21 (6d6) poison damage on a failed save. Regardless, the creature gains 25 temporary hit points, and their Strength increases by 6 at the end of their next turn. Lasts 1 hour.

2. **Speed.** The creature must make a DC 13 Constitution saving throw. The creature takes 17 (5d6) poison damage on a failed save. Regardless, the creature's speed is increased by 15 ft., and their Dexterity increases by 6 at the end of their next turn. Lasts 1 hour.

3. **Poison.** The creature must make a DC 13 Constitution saving throw. The creature is unaffected on a success. On a failed save, the creature is poisoned. At the start of each of its turns, until the poisoned status is

removed, the creature must repeat the saving throw taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

4. **Fatigue.** The creature must make a DC 13 Constitution saving throw. The creature is unaffected on a success. On a failed save, the creature is poisoned. At the start of each its turns, until the poisoned status is removed, the creature must repeat the saving throw. On a failed save, the creature gains one level of exhaustion. The creature gains one additional level of exhaustion after 2 additional failures, repeatable to a maximum 5 levels of exhaustion. Curing the poison does not remove exhaustion.

2: CONTAMINATED BRUISER - JUGGERNAUT

Medium humanoid, any non-lawful alignment

Armor Class 14 (studded leather)

Hit Points 85 (14d8+22)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Dex +4, Con +5

Skills Athletics +4, Stealth +4

Senses passive Perception 10

Languages Any one language (usually common)

Challenge 2 (450 XP)

Acquired Tolerance. Years of usage have left the bruiser's body more resistant to poisons. The junkie has advantage on saving throws to resist poisons.

Charge. If the bruiser moves at least 20 feet straight toward a target and then hits it with a fist attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Contaminated Blood. Constant usage has made the bruiser's blood poisonous to others. The bruiser can use a bonus action to cut themselves with their dagger, dealing 1d4 piercing damage and coating their dagger with blood for 1 hit. The next time the bruiser hits a creature with a dagger attack, the target must make a DC 13 Constitution saving throw. On a failed save, the target is poisoned.

Kick 'em While They're Down. If the bruiser hits a prone target, including a target knocked prone by the hit, they can make an additional fist attack on the same target as a bonus action.

Actions

Multiattack. The bruiser makes two attacks with dagger and fist.

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

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

Mechanist Gang

THIEF BOSS – MECHANIST

Medium humanoid, any non-lawful alignment

Armor Class 14 (leather armor)

Hit Points 65 (10d8+20)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	16 (+3)	13 (+1)	18 (+4)	12 (+1)	13 (+1)

Saving Throws Dex +6, Int +7

Skills Acrobatics +6, Investigation +7, Perception +4

Senses passive Perception 14

Languages any one language (usually common)

Challenge 4 (700 XP)

Mechanic Exoskeleton. The mechanist augments their capabilities with a complex, form-fitting invention compact enough to fit under every day clothes. The specific inventions have an AC of 6 and can be targeted with disadvantage. Dealing any damage breaks one, and it requires an action to repair each.

Actions

Multiattack. The boss takes three invention actions.

Invention. The mechanist uses one of the following options (roll a d6 or choose one):

1. *Ethereal Stilts.* The mechanist activates stilts that raise them up to 20 ft. into the air. While the activating machine may be damaged, other characters can only interact with the stilts themselves on the ethereal plane.

2. *Thought Disruptor.* The mechanist activates a contraption that lets out a piercing tone. All creatures maintaining concentration that hear the sound must pass a DC 13 Constitution saving throw or lose their concentration.

3. *Volatile Grease Nozzle.* The mechanist pulls a hose for inside their jacket connected to a pocket dimension filled with an volatile, slippery grease. The hose's nozzle can expel enough grease to cover 9 5-foot squares on a turn. A creature moving through a targeted square must make a DC 13 Dexterity (Acrobatics) saving throw or fall prone. A creature in a targeted square must

make a DC 15 Dexterity saving throw or be covered in grease.

Dealing bludgeoning damage to the grease causes it to erupt in flames, spreading to any grease it touches. The grease burns for 1d4+2 turns, dealing 1d6 fire damage to any creature set on fire or in the area. A burning creature has disadvantage on attack and saving throws, and grants advantage when targeted with an attack. Removing the grease takes 10 minutes of cleaning with hot water and soap or other solvent at DM's discretion.

4. *Stunning Extendo-Punch.* A mechanical fist extends outward to strike an opponent. *Melee Weapon:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage and 3 (1d6) lightning damage. The target must make a DC 13 Constitution saving throw. On a failed save, the target is stunned till the end of their next turn.

5. *Mosquito Stabbers.* The mechanist activates a swarm of tiny buzzing constructs that fly from a backpack. The constructs fill the air around the mechanist, attacking hostile creatures that come within 5 ft. of the mechanist or start its turn there. After the swarm has been deployed, the mechanist can use one of their invention actions to order the swarm to attack a creature within 30 ft. of the mechanist. Number of Swarms available and destructibility at DM's discretion. Suggested treat like a spell, vulnerable to targeting a visible control mechanism on the mechanist's person, but only one and not attackable.

Needle Swarm. *Melee Weapon:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage.

6. *Helium Grapppler.* A mechanical arm extends outward to grab an opponent. *Melee Weapon:* +6 to hit, reach 10 ft., one target. *Hit:* 1 bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). If a creature is grappled, the arm detaches from the mechanist and a balloon begins to fill on that end. The balloon raises the grappled creature 10 ft. into the air at the start of each of their turns. The balloon can be popped, suggested AC 13 and 5 hp.

1/8 : PISTON RUNNER - MECHANIST

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

Armor Class 13 (padded armor)

Hit Points 7 (1d8+3)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	10 (+0)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +4, Int +3

Skills Acrobatics +4, Investigation +3

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1/8 (25 XP)

Accelerated Blow. If the runner hits with their light hammer after moving more than 30 ft. on their turn, the target takes an additional 2 (1d4) bludgeoning damage.

Piston Sprinters (1/Turn). The runner utilizes mechanical leg enhancements underneath their clothing, granting them a free dash action on their turn. The apparatus has an AC of 6 and can be targeted with disadvantage. Dealing any damage to it or any lightning damage to the runner breaks it and it requires a long-rest to repair. While broken, the runner's speed is reduced to 25 ft.

Actions

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

1/4 : HOOKSHOT HANDBOW - MECHANIST

Medium humanoid, any non-lawful alignment

Armor Class 13 (padded armor)

Hit Points 13 (2d8+4)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	14 (+2)	10 (+1)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +4, Int +3

Skills Acrobatics +4, Investigation +3

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1/4 (50 XP)

Actions

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

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

Blunted Shot. *Ranged Weapon:* +4 to hit, range 30 ft./120 ft., one target. *Hit:* 1 bludgeoning damage.

Bonus Actions

Hook Shot (2/Rest). *Ranged Weapon:* +4 to hit, range 60 ft., one target. *Hit:* The target takes 5 (1d6+2) piercing damage and is attached to the cord. If the attack misses within the target's shield bonus to AC, the hook attaches to the shield. If the hook is fired into a grounded surface such as a wall or ceiling, the shooter can use their movement to climb the cord and can shoot while suspended.

If it hits a creature or shield, a creature can use an action to pull on the cord. The puller makes a Strength (Athletics) check contested by the target's Strength (Athletics) check. On a success, the target is knocked prone or their shield disarmed. A creature can use an action to attempt a DC 11 Strength (Athletics) check. On a success, the hook is yanked free.

1/2 : CROSSBOW GRENADEIER - MECHANIST

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

Armor Class 13 (leather armor)

Hit Points 33 (4d8+15)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	12 (+1)	14 (+2)	13 (+1)	11 (+0)

Saving Throws Dex +2, Wis +3

Skills Investigation +4, Perception +3

Senses passive Perception 13

Languages any one language (usually common)

Challenge 1/2 (100 XP)

Actions

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

Light Crossbow. *Ranged Weapon:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Blunted Shot. *Ranged Weapon:* +4 to hit, range 80/320 ft., one target. *Hit:* 1 bludgeoning damage.

Special Ammunition. The grenadier uses one of the following options (roll a d4 or choose one); the grenadier can use each one no more than twice per day:

1. *Smoke Grenade.* The grenadier fires a black grenade from their crossbow into a 5-foot square space within 60 ft. The grenade bursts, creating a 30-foot-radius sphere of thick smoke centered on the grenade. The sphere spreads around corners and is heavily obscured. It lasts for 5 minutes or until a wind of moderate or greater speed disperses it.

2. *Sticky Bomb.* The grenadier fires a white grenade from their crossbow into a 5-foot space within 60 ft. The grenade bursts, spreading a sticky goop across a 35 ft. square centered on the grenade. When the grenade bursts, each creature in the affected area must make a DC 11 Dexterity saving throw.

On a failed save, the creature is restrained in the goop. At the start of each of its turns, an affected creature can make another Dexterity saving throw. On a success, they can move through the goop that turn as if it were difficult terrain. A creature that ends its turn on or enters the infected area for the first time must also make the saving throw.

3. *Blinding Bug Shot.* The mechanist attaches a translucent sphere with a unique bug captured inside to the tip of a bolt. They fire the arrow into a 5-foot-square within 60 ft. The bug resembles a thumb-sized lightning bug that explodes in a brilliant flash of light when smashed.

Each creature that can see the impact within a 30-foot radius sphere centered on the point must make a DC 12 Constitution saving throw. On a failed save, the target is blinded for 1 minute. At the end of each of its turns, an affected creature can make another Constitution saving throw. On a success, the effect ends.

4. *Laughing Gas Grenade.* The grenadier fires a purple grenade from their crossbow into a 5-foot-square space within 60 ft. The grenade bursts, creating a 15-foot-radius sphere of dark purple smoke centered on the grenade. When the grenade bursts, each creature in the affected area must make a DC 13 Constitution saving throw.

On a failed save, the target is wracked with uncontrollable laughter and falls prone for 1 minute,

becoming incapacitated and unable to stand up for the duration. At the end of each of its turns, an affected creature can make another Constitution saving throw. On a success, the effect ends.

1 : BOOMGLUE CANNONEER - MECHANIST

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

Armor Class 13 (padded armor)

Hit Points 42 (6d8+15)

Speed 25 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	16 (+3)	10 (+0)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Dex +5, Int +4

Skills Investigation +4, Nature +4

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1 (200 XP)

Explosive Glue Cannon. The gunner utilizes a unique ranged weapon closer to an oversized garden hose than a cannon. The apparatus shoots basketball-sized globs of viscous glue. Dealing bludgeoning damage to a glob causes an explosion in a 15-foot-radius sphere centered on the glue. Each creature in the affected area must make a DC 13 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much on a successful one.

Actions

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

Sticky Shot. *Ranged Weapon:* +5 to hit, range 20/60 ft., one target. *Hit:* The target takes 1 bludgeoning damage and is restrained if medium size or smaller.

If the target is against a wall or similar surface, the glue restrains them against it. Otherwise the target is knocked prone and restrained against the ground. A creature other than the target can spend an action to remove most of the glob from a target, ending the restrained condition. The remnants on either target or rescuer are not explosive.

2 : BARREL BOMBER - MECHANIST

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

Armor Class 15 (leather armor)

Hit Points 51 (8d8+15)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	16 (+3)	10 (+0)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Investigation +4

Senses passive Perception 11

Languages any one language (usually common)

Challenge 2 (450 XP)

Mechanical Limbs. The bomber utilizes mechanical limbs with leg and back support attached around their waste, hidden underneath their clothing. The apparatus has an AC of 16 and can be targeted with disadvantage. Dealing 10 damage to an arm breaks it and it requires a long-rest to repair all broken limbs.

Augmented Abilities. While the limbs are functional, the bomber has advantage on Strength based ability checks, and has a climb speed of 30 ft. Each limb can grapple a single medium or smaller creature (escape DC 13).

Actions

Multiattack. The bomber makes two pincer attacks, or prepares and rolls a barrel from their bag.

Pincer. *Melee Weapon:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Mini-Barrel Bombs. The bomber wears a backpack filled with magically shrunken barrels set to blow with variable consequences. Dealing bludgeoning damage to a barrel once with a causes it to return to normal size. A second time causes the barrel to explode.

The barrels' weight does not change when shrunk. A barrel can be rolled up to 5+5xStrength modifier feet with a shove. The bomber uses one of the following options (roll a d4 or choose one); the bomber can use each one no more than twice per day:

1. **Boomglue Barrel.** When the barrel explodes, it spreads sticky, explosive glue in the four 5-foot squares directly next to the barrel. Any creatures in the affected area must make a DC 13 Dexterity saving throw. On a failed save, the creature is restrained. At the start of each of its turns, an affected creature can make

another Dexterity saving throw. On a success, they can move through the goop that turn as if it were difficult terrain. A creature that ends its turn on or enters the infected area for the first time must also make the saving throw.

Dealing bludgeoning damage to a glob causes an explosion in a 30-foot-radius sphere centered on the glue. Each creature in the affected area must make a DC 13 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much on a successful one.

2. **Sticky Barrel.** When the barrel explodes, it shoots a sticky goop across a 35 ft. square centered on the grenade. Each creature in the affected area must make a DC 11 Dexterity saving throw.

On a failed save, the creature is restrained in the goop. At the start of each of its turns, an affected creature can make another Dexterity saving throw. On a success, they can move through the goop that turn as if it were difficult terrain. A creature that ends its turn on or enters the infected area for the first time must also make the saving throw.

3. **Shock Barrel.** When the barrel explodes, a burst of electricity webs outwards in a 20-foot radius sphere centered on the barrel. Each creature in the affected area must make a DC 13 Dexterity saving throw. On a failed save, the creature takes 14 (4d6) lightning damage and is stunned till the end of their next turn, or half as much with no additional effect on a successful one.

4. **Razzle Dazzle Barrel.** When the barrel explodes it flashes with blinding light, and smoke rapidly fills a 60-foot radius sphere of centered on the barrel. The sphere spreads around corners and is heavily obscured. It lasts for 5 minutes or until a wind of moderate or greater speed disperses it.

Each creature that can see the explosion within a 30-foot radius sphere centered on the barrel must make a DC 12 Constitution saving throw. On a failed save, the target is blinded for 1 minute. At the end of each of its turns, an affected creature can make another Constitution saving throw. On a success, the effect ends.

Shadow Gang

THIEF BOSS – SHADOW

Medium humanoid, any non-lawful alignment

Armor Class 17

Hit Points 70 (10d8+25)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	12 (+1)	13 (+1)	18 (+4)	12 (+1)

Saving Throws Dex +6, Wis +7

Skills Acrobatics +6, Stealth +6, Perception +7

Senses blindsight 120 ft., passive Perception 17

Languages any one language (usually common)

Challenge 4 (700 XP)

Ethereal Form (3/Rest). The shadow can use their bonus action to magically transform into an ethereal form until the end of their next turn if they are in dim light or darkness. In this form dim light and darkness allow them to enter the ethereal plane at will.

Masterful Darkness. The shadow's innate *darkness* is empowered through mastery of secret techniques. When cast, it shrouds a 100 ft. sphere in darkness. Not complete, impenetrable magical darkness, but natural darkness with a magical origin. Rather than making a darkness visible to everyone, the spell effects are visible only to those within its area of effect.

Precision Ambusher. When the stalker emerges from hiding or invisibility, their attacks that turn crit on a 19 or 20.

Innate Spellcasting. The shadow's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *minor illusion*

3/day each: *darkness*, *pass without trace*, *silence*

Umbral Stalk. The shadow turns invisible whenever they end their turn in dim light or darkness. This invisibility breaks on damaging another creature, but otherwise persists while the shadow remains out of the light.

Unarmored Defense. While the shadow is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The shadow makes four unarmed strikes. Or the shadow makes two unarmed strikes and casts one spell.

Unarmed Strike. *Melee Weapon:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

1/8 : NUMBING PUGILIST – SHADOW

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

Armor Class 13

Hit Points 9 (1d8+5)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	11 (+0)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Stealth +4, Perception +3

Senses darkvision 120 ft., passive Perception 13

Languages any one language (usually common)

Challenge 1/8 (25 XP)

Stalk. The pugilist can use the Hide action without cover in darkness.

Unarmored Defense. While the pugilist is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

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

Numbing Dart (3/Day). *Ranged Weapon:* +4 to hit, reach 25 ft./100 ft. one target. *Hit:* 1 piercing damage, and the creature must succeed on a DC 13 Constitution saving throw. On a failed save, the target is affected by a temporary numbing agent. The next attack roll against the target has advantage before the start of the pugilist's next turn.

1/4 : SHADOW BRINGER – SHADOW

Medium humanoid, any non-lawful alignment

Armor Class 14

Hit Points 18 (3d8+5)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	10 (+0)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +4, Wis +4

Skills Acrobatics +4, Stealth +4, Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages any one language (usually common)

Challenge 1/4 (50 XP)

Innate Spellcasting. The bringer's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *minor illusion*

2/day each: *darkness*, *pass without trace*

Shadow Stalk. The bringer can use the Hide action as a bonus action without cover in dim light or darkness.

Unarmored Defense. While the bringer is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

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

Hand Crossbow. *Ranged Weapon:* +4 to hit, range 30 ft./120 ft., one target. *Hit:* 6 (1d6+2)

1/2 : SHADOW STRIKER – SHADOW

Medium humanoid, any non-lawful alignment

Armor Class 15

Hit Points 28 (4d8+10)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis +4

Skills Athletics +4, Acrobatics +5, Stealth +5

Senses darkvision 120 ft., passive Perception 12

Languages any one language (usually common)

Challenge 1/2 (100 XP)

Precision Ambusher. When the striker emerges from hiding or invisibility, their attacks that turn crit on a 19 or 20.

Shadow Form (2/Day). The striker can use their bonus action to magically cloak themselves in dark mist and shadow until the end of their next turn if they are dim light or darkness. The shadows turn them invisible in

darkness or dim light until they damage another creature or the end of their next turn. While in this form, the stalker can see through magical darkness, and attacks of opportunity against them have disadvantage even after the invisibility is broken.

Shadow Stalk. The striker can use the Hide action as a bonus action without cover in dim light or darkness.

Unarmored Defense. While the striker is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The striker makes two unarmed strikes.

Unarmed Strike. *Melee Weapon:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

1 : DARK WEAVER – SHADOW

Medium humanoid, any non-lawful alignment

Armor Class 15

Hit Points 32 (5d8+10)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	15 (+2)	10 (+0)	12 (+1)	16 (+3)	10 (+1)

Saving Throws Dex +4, Wis +5

Skills Acrobatics +4, Stealth +4, Perception +5

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15

Languages any one language (usually common)

Challenge 1 (200 XP)

Empowered Darkness. The stalker's innate *darkness* is empowered through secret techniques. The ball of magic darkness drinks in nearby light, creating an area of non-magical darkness an additional 30 ft. beyond the sphere, and dim light in an additional 30 ft. beyond that.

Innate Spellcasting. The stalker's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *minor illusion*, *toll the dead* (2d8/2d12)

3/day each: *darkness*, *pass without trace*, *silence*

Shadow Stalk. The stalker can use the Hide action as a bonus action without cover in dim light or darkness.

Unarmored Defense. While the stalker is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The weaver makes two unarmed strikes.

Unarmed Strike. *Melee Weapon:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) bludgeoning damage.

2 : UMBRAL STALKER – SHADOW

Medium humanoid, any non-lawful alignment

Armor Class 16

Hit Points 42 (6d8+15)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +5, Wis +5

Skills Athletics +4, Acrobatics +5, Stealth +5, Perception +5

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15

Languages any one language (usually common)

Challenge 2 (450 XP)

Innate Spellcasting. The stalker's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *minor illusion*

3/day each: *darkness*, *darkvision*, *pass without trace*, *silence*

Precision Ambusher. When the stalker emerges from hiding or invisibility, their attacks that turn crit on a 19 or 20.

Shadow Stalk. The stalker can use the Hide action as a bonus action without cover in dim light or darkness.

Umbral Form (3/Day). The stalker can use their bonus action to magically transform into a shadowy form until the end of their next turn if they are in dim light or darkness.

In this form they are invisible in darkness or dim light, have resistance to all damage except force and radiant damage, are immune to attacks of opportunity, and they can move through other creatures and objects

as if they were difficult terrain. They take 5 force damage if they end their turn inside an object.

Unarmored Defense. While the stalker is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The stalker makes three unarmed strikes. Or the stalker makes one unarmed strikes and casts one spell.

Unarmed Strike. *Melee Weapon:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Glamor Gang

THIEF BOSS – GLAMOR

Medium humanoid, any non-lawful alignment

Armor Class 13

Hit Points 60 (10d8+15)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +6, Cha +7

Skills Stealth +6, Persuasion +10, Deception +10, Performance +10

Senses passive Perception 12

Languages any one language (usually common)

Challenge 4 (700 XP)

Expert Rhetoric. The glamor has expertise in persuasion, deception, and performance.

Fey Glamor. The glamor dons a fey mask at all times adorned with leaves, twigs, vines, and small flowers, effecting a charm on each humanoid that can see them unless it is removed. Each affected creature must make a Wisdom (Insight) check contested by the glamor's Charisma (Deception) check or a DC 15 Wisdom saving throw at DM's discretion. The charm does not constitute a harmful action, and an already charmed creature makes the Wisdom (Insight) check or saving throw with disadvantage.

On a failure, the creature has disadvantage on all saving throws or ability checks from the glamor's verses and the glamor has advantage on attacks against them until they leave its presence. If a creature's check or saving throw is successful, or the effect ends for it, the creature is immune to Fey Glamor for the next 24 hours. When the spell ends, the creature does not know they were charmed.

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

Urban Navigator. The distraction has advantage on skill checks related to navigating through an urban

environment. Is not effected by difficult terrain in urban settings such as caused by crowds or cart traffic.

Actions

Swift Verses. (Recharge 5-6). The glamor makes one dagger attack and speaks one verse.

Dagger. Melee Weapon: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+3) piercing damage.

Enchanting Verses. The glamor, their voice laced with magic, utters a short poem, a snippet of song, a dramatic verse, a cutting remark, a gracious appeal, or a vicious threat. The verses do not constitute a harmful action. If a creature's check or saving throw is successful, or the effect ends for it, the creature is immune to that verse for the next 24 hours. When the effect ends, the creature knows they were charmed. The glamor uses one of the following options (roll a d4 or choose one):

1. **Introductory Verse.** All humanoids that can hear the glamor must make a Wisdom (Insight) check contested by the glamor's Charisma (Deception) check or a DC 15 Wisdom saving throw at DM's discretion. On a failure, they regard the glamor as a close friend or ally for 1 hour even without the mask and the glamor has advantage on all Charisma based ability checks against them. If the introduction continues for 10 uninterrupted minutes, the duration is extended to 8 hours and the glamor can cast *suggestion* on them at will, even as a group.

2. **Terrifying Verse.** All humanoids that can hear the glamor must make a Wisdom (Insight) check contested by the glamor's Charisma (Deception) check or a DC 15 Wisdom saving throw at DM's discretion. On a failure, it is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the threats continue for 1 uninterrupted minute, the duration is extended to 1 hour and the creature can no longer make saving throws every turn.

3. **Mystifying Verse.** All humanoids that can hear the glamor must make a Wisdom (Insight) check contested by the glamor's Charisma (Deception) check or a DC 15 Wisdom saving throw at DM's discretion. On a failure, the glamor's actions become unnoticeable for that creature for 1 minute as if they were invisible. If the

misdirections continue for 1 uninterrupted minute, the creature thinks it is lost in a misty realm for 1 hour. The creature can see only itself and the illusion, and can hear only itself, you. This effect ends early if the creature takes any damage.

4. *Withering Verse*. The glamor targets a humanoid that can hear it. It must make a Wisdom (Insight) check contested by the glamor's Charisma (Deception) check or a DC 15 Wisdom saving throw at DM's discretion. On a failure, the creature's mind is wracked with pain leaving it vulnerable. The glamor's next dagger attack strikes both mind and body, increasing sneak attack damage by 21 (6d6) psychic damage.

1/8 : FRIEND – GLAMOR

Medium humanoid, any non-lawful alignment

Armor Class 11

Hit Points 11 (2d8+2)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	13 (+1)	10 (+0)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +3, Cha +3

Skills Stealth +3, Persuasion +3, Deception +3

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1/8 (25 XP)

Sneak Attack (1/Turn). The friend deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the friend that isn't incapacitated and the spotter doesn't have disadvantage on the attack roll.

Urban Navigator. The friend has advantage on skill checks related to navigating through an urban environment. Is not effected by difficult terrain in urban settings such as caused by crowds or cart traffic.

Actions

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

Friendly Glamor (1/Rest). The friend dons a warm, friendly mask, effecting a charm on each humanoid that

can see them until they remove it or until 1 hour has passed. Each affected creature must make a Wisdom (Insight) check contested by the distraction's Charisma (Deception) check or a DC 13 Wisdom saving throw at DM's discretion. The charm does not constitute a harmful action, and an already charmed creature makes the Wisdom (Insight) check or saving throw with disadvantage.

On a failure, it is charmed for 10 minutes or until the friend or its companions do anything harmful to it or its allies. The charmed creature regards the friend as a friendly acquaintance. If a creature's check or saving throw is successful, or the effect ends for it, the creature is immune to this Alluring Glamor for the next 24 hours and have advantage on checks or saves from another source. When the spell ends, the creatures know they were charmed.

1/4 : SPOOK – GLAMOR

Medium humanoid, any non-lawful alignment

Armor Class 12

Hit Points 18 (3d8+5)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	11 (+0)	10 (+0)	11 (10)	13 (+1)

Saving Throws Dex +4, Cha +3

Skills Stealth +4, Deception +3, Intimidation +3

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1/4 (50 XP)

Sneak Attack (1/Turn). The spook deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spook that isn't incapacitated and the spotter doesn't have disadvantage on the attack roll.

Surprising Strike. The spook's dagger strikes both mind and body against a charmed target, increasing sneak attack damage by 10 (3d6) psychic damage. .

Urban Navigator. The spook has advantage on skill checks related to navigating through an urban environment. Is not effected by difficult terrain in urban settings such as caused by crowds or cart traffic.

Actions

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

Subtle Glamor (1/Rest). The spook dons a plain, expressionless mask, effecting a charm on each humanoid that can see them until they remove it or until 1 hour has passed. Each affected creature must make a Wisdom (Insight) check contested by the fright's Charisma (Deception) check or a DC 13 Wisdom saving throw at DM's discretion. The charm does not constitute a harmful action if successful, and an already charmed creature makes the Wisdom (Insight) check or saving throw with disadvantage.

On a failure, the spook's actions becomes unnoticeable for that creature as if they were invisible. If a creature's check or saving throw is successful, or the effect ends for it, the creature is immune to this Subtle Glamor for the next 24 hours and have advantage on checks or saves from another source. When the spell ends, the creatures know they were charmed.

1/2 : DISTRACTION – GLAMOR

Medium humanoid, any non-lawful alignment

Armor Class 12

Hit Points 28 (4d8+10)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	11 (+0)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +4, Cha +4

Skills Stealth +4, Deception +4, Performance +4

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1/2 (100 XP)

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

Urban Navigator. The distraction has advantage on skill checks related to navigating through an urban environment. Is not effected by difficult terrain in urban settings such as caused by crowds or cart traffic.

Actions

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

Distracting Glamor (1/Rest). The distraction dons a laughing mask and begins a performance, effecting a charm on each humanoid that can see or hear them until they remove it or until 1 hour has passed. Each affected creature must make a Wisdom (Insight) check contested by the distraction's Charisma (Deception) check or a DC 13 Wisdom saving throw at DM's discretion. The charm does not constitute a harmful action if successful, and an already charmed creature makes the Wisdom (Insight) check or saving throw with disadvantage.

On a failure, it is enthralled by the distraction, rendering it effectively incapacitated for up to 10 minute while the performance continues, or until the distraction or its companions do anything harmful to it or its allies. If a creature's check or saving throw is successful, or the effect ends for it, the creature is immune to this Enthralling Glamor for the next 24 hours and have advantage on checks or saves from another source. When the spell ends, the creatures know they were charmed.

1 : FRIGHT – GLAMOR

Medium humanoid, any non-lawful alignment

Armor Class 13

Hit Points 37 (6d8+10)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	16 (+3)	12 (+1)	11 (0+)	12 (+1)	15 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +5, Deception +4, Intimidation +4

Senses passive Perception 11

Languages any one language (usually common)

Challenge 1 (200 XP)

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

Shocking Strike. The fright's dagger strikes both mind and body against a charmed target, increasing sneak attack damage by 14 (4d6) psychic damage. The target must make a DC 14 Constitution saving throw. On a failed save, the creature is stunned until the end of the terror's next turn.

Urban Navigator. The cleaner has advantage on skill checks related to navigating through an urban environment. Is not effected by difficult terrain in urban settings such as caused by crowds or cart traffic.

Actions

Dagger. *Melee Weapon:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+3) piercing damage.

Frightening Glamor (1/Rest). The fright dons a terrified, pain-stricken mask, effecting a charm on each humanoid that can see or hear them until they remove it or until 1 hour has passed. Each affected creature must make a Wisdom (Insight) check contested by the distraction's Charisma (Deception) check or a DC 14 Wisdom saving throw at DM's discretion. The charm does not constitute a harmful action if successful, and an already charmed creature makes the Wisdom (Insight) check or saving throw with disadvantage.

On a failure, it is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's check or saving throw is successful, or the effect ends for it, the creature is immune to this Frightening Glamor for the next 24 hours and have advantage on checks or saves from another source. When the spell ends, the creatures know they were charmed.

2 : RABBLE ROUSER – GLAMOR

Medium humanoid, any non-lawful alignment

Armor Class 12

Hit Points 46 (8d8+10)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +4, Cha +5

Skills Stealth +4, Persuasion +5, Deception +5

Senses passive Perception 12

Languages any one language (usually common)

Challenge 2 (450 XP)

Persistent Charm. If a creature or group listens to a full 10 minutes while charmed by Rousing Glamor, they regard the rouser as an close friend or ally for 8 hours even without the mask. Additionally, the rouser has advantage on all Charisma based ability checks against them and can cast *suggestion* on them at will, even as a group.

Sneak Attack (1/Turn). The rouser deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the rouser that isn't incapacitated and the rouser doesn't have disadvantage on the attack roll.

Urban Navigator. The starter has advantage on skill checks related to navigating through an urban environment. Is not effected by difficult terrain in urban settings such as caused by crowds or cart traffic.

Actions

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

Rousing Glamor (1/Rest). The rabble rouser dons an impassioned, defiant mask and begins a speech, story, or song, effecting a charm on each humanoid that can see or hear them until they remove it or until 1 hour has passed. Each affected creature must make a Wisdom (Insight) check contested by the distraction's Charisma (Deception) check or a DC 15 Wisdom saving throw at DM's discretion. The charm does not constitute a harmful action if successful, and an already charmed creature makes the Wisdom (Insight) check or saving throw with disadvantage.

On a failure, it is enthralled by the rabble rouser, rendering it effectively incapacitated for up to 10 minute while it can hear the rabble rouser's voice, or until the distraction or its companions do anything harmful to it or its allies. If a creature's check or saving throw is successful, or the effect ends for it, the creature is immune to this Rousing Glamor for the next 24 hours and have advantage on checks or saves from another source. When the spell ends, the creatures know they were charmed.