



CHAOS IN THE CITY OF SPLENDORS

The hunt for the cache of dragons has attracted ne'er-do-wells and fortune seekers to Waterdeep from far and wide, and the local gangs are not about to let such a bounty of talent go to waste. Chaos and shenanigans await the brave and the bold in the City of Splendors!

A Three-Hour D&D Epic Adventure for 1st-4th Level Characters



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INTRODUCTION

Welcome to *Chaos in the City of Splendors*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Waterdeep*™ storyline season.

This is a special D&D Epics™ three-hour interactive adventure, designed for **four or more tables playing together**. Each table must seat **three to seven players** with **1st-4th level characters** at Tier 1. Characters outside these level ranges cannot participate in this adventure. Guidelines for coordinating this event appear in **Appendix 7**.

Administrator Guide.

Chaos in the City of Splendors is set in Waterdeep, the crown jewel of Faerûn. The city is awash with adventures, eager to make a name for themselves. Members of various factions from across the Realms, as well as those from Waterdeep are keen to establish dominance in the city. The adventurers must align themselves with one of the groups and try and outdo the competition.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions for adjusting for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience. In this adventure, Tier 1 is **optimized for five, 3rd level characters**.

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

DETERMINING PARTY STRENGTH

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular

recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

"I love this town!"

—Winston Zeddemore

ADVENTURE BACKGROUND

Tales of a hidden treasure horde have drawn adventurers to Waterdeep like flies to a midden. The five factions have agents scouring the city, looking for clues, and listening for rumors. But they are not the only ones. The infamous mercenaries of Bregan D'Aerthe, the Xanathar Guild, and Manshoon's Zhentarim are all searching for the cache as well. Even the local trade associations such as the Dungsweepers Guild, the Jeweler's Guild, and the Loyal Order of Street Laborers are getting in on the action, eager to find Waterdeep's hidden dragons.

WATERDEEP

Waterdeep is the City of Splendors, and the largest port along the Sword Coast. Inside the city can be found dark alleys and well-lit promenades, ramshackle huts and fine palaces. For the right amount of coin, virtually anything can be purchased.

Wise adventurers will respect the city, as it has ways of taking care of itself.

These rivals have been ratcheting up the tension in Waterdeep for the past several tendays. This enmity has been bubbling below the surface, away from the eyes of most Waterdavians. But Jarlaxle's sudden arrival has marked the boiling point, spilling chaos across the city.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure. Also see [Appendix 1: Dramatis Personae](#) for more details about the Wards, Factions, and NPCs.

Waterdeep (WATER-deep). The largest and most fabulous city on the Sword Coast. Home to luminaries and legends. Within its walls are countless tales. Every street has a story, and every alley spins a yarn.

Mirt the Moneylender (MERT or MEERT). A close advisor to the Open Lord, Mirt is a legendary adventurer and carouser. He will often take a shine to plucky heroes and invite them to share rumors, tell tall tales, and impart pearls of wisdom.

Jarlaxle Baenre (jar-LAX-ull BANE-ray). Leader of a drow mercenary group. Armed with two scoops of panache and a host of drow mercenaries known as the Bregan D'aerthe, Jarlaxle seeks a way to buy into the Lords' Alliance.

Laeral Silverhand (LAIR-awl). Ruler and Open Lord of Waterdeep. Laeral Silverhand works tirelessly with the masked lords, guildsmen, and noble families to keep her citizens safe, and is always seeking true heroes for sensitive

and dangerous missions to help maintain balance and justice within her city.

ADVENTURE OVERVIEW

Chaos in the City of Splendors plays out like a normal adventure, but the characters' actions can affect other tables, and will definitely affect the final score. Each table of adventurers chooses a faction to represent. Each group's completed Objectives contribute to their faction's success in this event.

Players choose Objectives from [Handout 1. Waterdeep Map](#), with each objective taking their characters to a different ward in the city. Five of Waterdeep's eight wards are available for the adventurers to explore; the Dock Ward, the Sea Ward, the South Ward, the Trades Ward, the North Ward, and the City of the Dead. Before play begins, familiarize yourself with the nine Objectives on offer and prepare the five adventure locations (pre-draw maps on wrapping paper, etc.). You may have a party who only makes it to two wards, or your table may make it to all five.

SPECIAL PREPARATIONS

Some Dungeon Masters enjoy preparing showpiece 3D terrain for D&D Epics™ adventures. If you choose to scratch build one of the adventure locations, you can insist that your players begin with an Objective from that ward.

ADVENTURE HOOKS

The rumors of a vast fortune of gold have brought folks to Waterdeep from far and wide. The city is abuzz with excitement, every taproom and alehouse is full of treasure seekers. Tensions are high, and everyone feels the need to blow off some steam...

INTERACTIVE RESTRICTIONS

The following restrictions apply throughout this D&D Epics™ event.

SHORT AND LONG RESTS

The evening plays out in just a few hours of game time. Players can't afford to take **long rests** and can take only **one short rest**. Opportunities to earn additional short rests may occur during play.

PLAYER SPELLCASTING

Once the action starts, characters won't have much time for preparation:

- There is no time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than five minutes can only be cast during the event if the group uses their short rest.
- Spells with a casting time of longer than 1 hour can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups in the same ward at the administrators' discretion. Inform the administrators if one of your players casts a spell with such a range.

SPELLCASTING SERVICES

Between encounters, alliance clerics can provide any of the spellcasting services listed in the *Adventurers League Dungeon Master's Guide*. Players must cover the component costs for these spells, which are cast instantly and without the requirement to spend downtime days.

PILLARS OF ADVENTURE

Chaos in the City of Splendors lets players tailor the adventure to their preferences. Each Objective on the **Handout 1: Waterdeep Map** has an icon that represents one of D&D's three "pillars of play":



Combat. This Objective features deadly battles and fast action.



Exploration. This Objective features puzzle-solving, stealth, or tests of skill.



Social Interaction. This Objective features information-gathering, persuasion, and other social challenges.

Most Objectives feature other pillars to lesser degrees. Encourage your players to choose Objectives that match their preferred playstyle and the specialties of their characters.

BEFORE PLAY BEGINS

These preparations will help to maximize playing time.

MUSTERING

Have copies of the Waterdeep Wazoo broadsheet (DDEP0801_Wazoo.pdf) hanging in the muster area. These 11"x17" posters will give players an idea of what lies in store for them.

ON THE TABLES

Have the following handouts on the table for players to review as everyone is getting seated:

- **Handout 1. Waterdeep Map**
- **Handout 2. Code Legal**
- **Waterdeep Wazoo**

A DIFFERENT KIND OF EPIC

Chaos in the City of Splendors doesn't have a big-bad NPC, nor are the adventures tasked with saving Waterdeep from some calamity. For this Epic, the adventurers are here to have fun and establish some street cred.

Tables are not in direct competition with each other, but one table can influence another table. Completing Objectives allow tables to award other tables with Boons or punish them with Banes, see **Appendix 3**.

BEGINNING PLAY

When everyone is ready, the administrator announces the start of the event.

1. INTRO SPEECH (ADMINISTRATOR)

An administrator reads the following aloud. If your group misses the announcement, you can read it to them yourself:

Waterdeep! City of Splendors! Crown Jewel of the Sword Coast! Rumors of a great treasure hidden in the city have brought adventurers from throughout the realms!

Everyone is looking for the gold, and tensions in the city are running high. Representatives of the five factions, local gangs and guilds, and even Force Grey have flooded the city with agents, all eager to find clues to the hoard, and to undermine and outdo each other.

Each of you has been recruited by a faction, maybe by one of the five, maybe by a local guild, or maybe even by the Xanathar Guild. Your faction wants to dominate the others, both in the search for the dragons, and in Waterdeep clout.

Dusk has fallen on Waterdeep, and like the fuse on a keg of smokepowder, the built-up stress of the preceding tendays has finally reached a flashpoint. Go forth and seed Chaos in the City of Splendors!

Explain the special restrictions in play for the event and have these handouts already on the table when your players arrive:

- **Handout 1. Waterdeep Map**
- **Handout 2. Code Legal**
- **Waterdeep Wazoo**

2. INTRO SPEECH (DUNGEON MASTER)

When you're ready to begin, read or paraphrase the following aloud:

Your faction wants to be the most influential in Waterdeep. At least long enough to find the hoard of dragons.

The faction has asked your team to undertake missions to improve their influence or erode that of another group. You may be able to pull off both at the same time.

Keep an eye out for the Watch! We don't want you getting caught!

- Ask the entire table to choose one gang from Waterdeep's Gangs, show below. This is the group

your table is aligned with for the duration of this Epic.

- Ask the players to pick an Objective from **Handout 1. Waterdeep Map**. Once they've decided, review their chosen Objective and prepare the appropriate adventure location for their ward.
- Begin your first encounter.
- When you're done, ask the players to pick another Objective from **Handout 1. Waterdeep Map**. Continue playing Objectives until time is called.
- In this event, the terms guild, faction, and gang are used interchangeably.

WATERDEEP'S GANGS

Gang/Faction	Relationships
Bregan D'aerthe	No allies. Friendly with other drow
Emerald Enclave	Allies w/ Harpers
Force Grey	Allies w/ Lords' Alliance or Harpers
Harpers	Allies w/ Emerald Enclave or Order of the Gauntlet
Lords' Alliance	Allies w/ Force Grey or Order of the Gauntlet
Order of the Gauntlet	Allies w/ Lords' Alliance or Harpers
Zhentarim	No allies

GANG/FACTION SUMMARY

For players who aren't familiar with the factions and gangs of Faerûn, see the summary below.

Bregan D'aerthe. A company of drow mercenaries—mostly rebels looking to break the chains of their cruel matrons or castaways from drow houses.

Emerald Enclave. A widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats.

Force Grey. A faction who works directly for the rulers of the city of Waterdeep.

Harpers. A scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power, magical or otherwise.

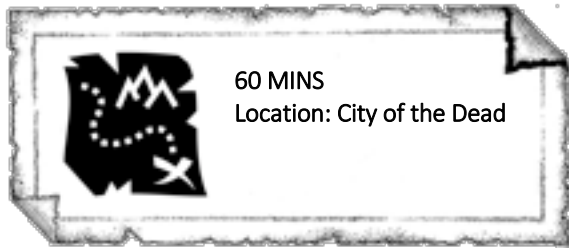
Lords' Alliance. A shaky alliance of aggressive political powers concerned with their mutual security and prosperity.

Order of the Gauntlet. Faithful and vigilant seekers of justice who protect others from the depredations of evildoers.

Xanathar Guild. The guild is made up of misfits whom serve their eleven-eyed master out of fear rather than loyalty.

Zhentarim. An unscrupulous shadow network who seeks to expand its influence and power base throughout Faerûn.

OBJECTIVE 1. TAPHOPHOBIA



EPITAPH

Story Beat: The players are tasked with altering Rognar's headstone to shame his legacy and gang while avoiding the watch and the newly risen vengeful undead.

If the players choose this Objective, read or paraphrase the following:

Your faction has tasked you with seeking out the grave of Rognar Dennison, freshly buried in the south end of the City of the Dead.

In life, Rognar was a liar and a cheat, and butted heads with many in the Waterdavian underworld. Your faction in particular had unfinished business with Rognar.

As a small recompense, you've been asked to "alter" Rognar's headstone in a way that will embarrass his legacy and his gang.

What the adventurers' faction agent can tell them about their mission:

- Rognar was buried in the south end of the City of the Dead in a private ceremony two days ago.
- The location of his grave is not public knowledge yet.
- Rognar's headstone is made of soft limestone. It is roughly 30 inches wide by 12 inches deep and stands 36 inches high. It weighs more than 1,000 pounds.
- Rognar was also a tremendous braggart, given to making wild claims about his business acumen and political savvy. In truth, he was an incompetent merchant who failed upwards in Waterdeep society through familial connections.
- The adventures are tasked with finding Rognar's final resting place and hiding, defacing, or destroying his headstone.
- The more creative the adventurers are, the better.

Read the following aloud when the characters approach this location:

Massive wrought-iron gates stand open at the entrance to the City of the Dead. Beyond the gates lies a smooth gravel pathway.

Through the low-hanging mist you can see the tops of headstones and obelisks. Mausoleums dot the landscape, floating like stone islands in a sea of fog.

See the **Appendix: Locations** for a map of the City of the Dead.

GENERAL FEATURES

The City of the Dead has the following general features:

Terrain. Rolling grassy hills, kept manicured by grazing sheep, give the City a park-like feel. Wide gravel pathways lead to major tombs and statues. Smaller dirt paths lead deeper into the graveyard.

Weather. The ground is covered in fog. The sea breeze that cools the Dock and Sea Wards is rarely felt here.

Light. It is night in Waterdeep. Treat all locations in the City of the Dead as dim light, save for oil lamps on some mausoleums.

Smells and Sounds. Crickets chirp in time to the buzzing of other night insects. The occasional whiff of lanolin reminds visitors of the sheep.

AREA 1A: NIGHT SHIFT

A group of **acolytes** is interring one of the faithful.

Torchlight ahead reveals a cluster of robed figures standing in a circle. You can hear faint sounds of chanting coming from the group.

A character succeeding on a DC 12 Wisdom (Perception) check identifies the group as priests of Kelemvor performing burial rites.

If asked, the priests can point the adventurers in the direction of Rognar's grave. They're frequently in the City of the Dead and are familiar with recent interments.

If the adventurers wait for the ceremony to end (approximately ten minutes), the priests will freely tell the party where Rognar's grave is, and that it is behind a locked gate.

If the adventurers interrupt the ceremony, the priests are not happy, but will still answer questions. Characters will have to succeed on a DC 15 Charisma (Persuasion) check to extract the location of Rognar's grave from the priests. If one of the adventurers attempts to use Intimidate to get the information, the DC remains 15, but the check is made at disadvantage; the priests don't take well to

being pushed around. Characters with the Acolyte background make these checks with advantage.

Either way, interrupting the ceremony puts the priests in a bad mood, and they will only give the adventurers the location of the grave, not mentioning the locked gate.

AREA 1B: ROGNAR'S GRAVE

A 10-foot high wrought-iron fence surrounds a small field of graves. One of them, in the southeast corner, looks new, the fresh sod is mounded up slightly. A thin chain stretches from the grave to the headstone, where it is attached to a small bell.

The gate is locked and will require a successful DC 10 Dexterity check with thieves' tools to open. Alternately, the gate can be forced open with a successful DC 15 Strength (Athletics) check.

Climbing the fence requires a successful DC 10 Strength (Athletics) check. Characters who use a previously placed rope automatically succeed.

ROGNAR'S GRAVE

The fresh grave is indeed that of Rognar Dennison. Give the players **Handout 3. Rognar's Grave**.

- Rognar's epitaph reads: "Rognar Dennison, beloved son of Waterdeep. Our mourning never ends."
- The gravestone is soft limestone. It is vulnerable to force and bludgeoning damage.
- Extracting the gravestone from the ground requires a DC 20 Strength (Athletics) check.
- Carving a new epitaph over of the old one is potentially difficult, depending on the desired message. Let the players used **Handout 3. Rognar's Grave** to sketch out what message they want to scribe, then assign a difficulty to the Dexterity check based on the complexity of the proposed change.
- Adventurers with mason's tools (or other relevant tools) may add their proficiency bonus.
- Adventurers are welcome to use paint, chalk, or other substances.

DEVELOPMENT

Three rounds after any loud noises (hammering, spell casting, arguing, etc.), read or paraphrase the following:

The chain rising up from the grave grows taut, and the bell gives a small jingle. As you watch, the chain is violently pulled down into the grave, taking the bell with it, ringing in protest.

All is silent for a moment, then the earth of the grave starts to bulge, as first a pallid hand, then arm, then shoulder and head appear.

The head swivels to look at you, "Who has disturbed my grave?" it says.

Rognar, now a **wight**, has clawed his way back to the land of the living to seek revenge on his cousin Delmar, who poisoned him.

- Rognar will notice his headstone has been tampered with.
- Fast talking will be required by the adventurers in order to keep Rognar from attacking.
- Consider using opposed Charisma (Persuasion or Deception) versus Rognar's Insight.

RUMORS IN PLAY

If the adventurers mention the **rumor** of his death caused by his cousin, he becomes distracted. The adventurers either gain advantage on attacks against him or on Charisma checks.

ROLEPLAYING ROGNAR DENNISON

In life, Rognar was a loud braggart, and death hasn't changed that. He is now obsessed hunting down his cousin Delmar and exacting his revenge. Still vain, he won't countenance his headstone being altered.

Quote: "No one gets revenge like I do!"

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Replace **wight** with **ghoul**.
- **Weak:** Replace **wight** with **ghost**.
- **Strong or Very Strong:** Replace **wight** with **revenant**.

COMPLETING THE OBJECTIVE

To complete their Objective, the characters must find Rognar's headstone and do something to it to embarrass his gang. Creativity will net the adventurers more points than just destroying the headstone.

Rognar may claw his way up from the depths to seek his revenge on those who poisoned him. The adventurers will earn more points from outwitting Rognar (leaving him "alive" to wreak his vengeance) than they will for defeating him in combat. The party

may have to stop their “adjusting” of the headstone to deal with Rognar.

OBJECTIVE 1 OBJECTIVE POINTS

Activity	Objective Points
Deface or destroy the headstone	1
Hide the headstone	1
Alter or replace the headstone	2*
Dealing with Rognar	2/3*

Maximum points awarded for this Objective are five.

- Award two Objective points if the party alters the headstone to insult Rognar, removes it, or replaces it with a headstone bearing similar messages.
- Award two Objective points for defeating Rognar in combat. Award three Objective points for dealing with him in a way that allows him to continue his mission.

OBJECTIVE SUCCESS

If the players complete their Objective, read or paraphrase the following:

You’ve scored a win for your faction, but now is not the time to rest on your laurels!

Ask a player to deliver the Objective report for this objective to the administrators (see **Appendix 4. “DM Handouts”**).

TREASURE

Players earn one treasure checkpoint for successfully completing this Objective.

OBJECTIVE 2. BANKSY



YOU WANT US TO WHAT NOW?

Story Beat: The players must alter one of Waterdeep's famous Walking Statues to embarrass a rival faction's leader without getting caught (and ideally without killing anyone).

If the players choose this Objective, read or paraphrase:

"I hope you're not afraid of heights." Those were the last words your faction agent said to you when you were given this assignment. "Find the Honorable Knight. It's located at the crossroads of Shesstra's Street and Book Street. Seriously, you can't miss it."

What the adventurers' faction agent can tell them about their mission:

- A high-ranking member of one of the rival factions (see **Waterdeep's Gangs** in **Beginning Play**, above) sees himself as an embodiment of the Honorable Knight and has taken to dressing like the Walking Statue.
- Your faction wishes for you to graffiti the walking statue to embarrass this rival faction officer.
- The statue is a 50-foot-tall representation of a man who is helmed and clad in plate armor.
- Your faction has granted you access to paint, cloth, wooden poles, and rope.
- Don't make it permanent.
- Keep an eye out for the Watch. Getting caught graffitiing one of the city's Walking Statues is not a good career move (see **Player Handout 2. The Code Legal**).
- The more creative the adventurers are, the better.

GENERAL FEATURES

The intersection of the four Wards has the following general features:

Terrain. Popular shops stand on every corner. Throngs of travelers are still clustered about the neighborhood, taking

in the sight of this famous landmark. Local Waterdavians also use this as a meeting spot.

Weather. The city is covered in fog. The sea breezes that cools the Dock and Sea Wards is felt here.

Light. It is night in Waterdeep, but most of this area is at least dimly lit by lamps and candles.

Smells and Sounds. Even at night, the goods of the market can be smelled, spices and incense, fruits and breads.

AREA 1A: THE HONORABLE KNIGHT

Standing at the crossroads of four wards is The Honorable Knight, one of Waterdeep's Walking Statues. Read or paraphrase the following when the characters approach this location:

Rising 50 feet from the fog stands the figure of a knight in heavy plate, sword sheathed, and shield grounded.

Relay the below information to the party to allow them to plan.

- The Honorable Knight towers 50 feet above its 10-foot high base which is 15-feet by 15-feet.
- There are no ladders or stairs on the Honorable Knight. A successful DC 12 Strength (Athletics) check is required climb the statue.
- A creature failing this check must make a DC 12 Dexterity saving throw or fall.
- While on the statue, and more than 25 feet from the ground, any light source draws the Watch in 1d4 minutes.
- Let the players use **Handout 4. The Honorable Knight** to sketch out what changes they plan to make to the walking statue.

RUMORS IN PLAY

The **rumor** indicated the guards have increased their patrols of this area in a particular pattern. Armed with this knowledge, the adventurers gain advantage on Dexterity (Stealth) checks.

DEVELOPMENT

Approximately 10 minutes of real time after the adventures begin their statue-altering shenanigans (after they have actually started up the statue), one of the lamplighters from the Guild of Chandlers and Lamplighters arrives and demands to know what's going on.

Read or paraphrase the following:

“Ho! You lot!” comes a shout from below, “What’s that you’re doing there? You wait right there while I get the Watch!”

Everyone present rolls initiative. Lem the Lamplighter (**commoner**) dashes away on his turn—yelling for the Watch. A character succeeding on a DC 15 Charisma (Deception, Intimidation, or Persuasion) check convinces Lem to keep quiet. A character that offers him 1 gp or more automatically succeeds.

If he isn’t stopped, his shouts attract a patrol of eight **guards** led by a **veteran** who, upon arrival, orders the characters to cease and desist their activities. If ignored, the veteran dispatches a guard to fetch a **Watchful Order mage** from the Watchful Order of Magists, who arrives 10 rounds later and begins casting *sleep* on any climbing characters the mage can see within range.

The Watch is losing patience with the hijinks that are going on in their beloved city. Attempts by the adventurers to talk their way out of being caught (a DC 15 Charisma (Persuasion or Deception) check) are at disadvantage. If a bribe is offered, the check is made normally.

Any party member who puts a mustache on the Honorable Knight will hear a voice, deep in their head, saying, “Oh no, not again!”

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** four **guards**, one **veteran**
- **Weak:** six **guards**, one **veteran**
- **Strong:** eight **guards**, one **veteran**, two Watch dogs (**wolves**)
- **Very Strong:** eight **guards**, one **veteran**, two Watch dogs (**wolves**), one **Watchful Order mage**

COMPLETING THE OBJECTIVE

To complete their Objective, the characters must make alterations or embellishments to the Honorable Knight such that it becomes a comical caricature of the rival faction leader.

If the Watch arrives, they won’t let the adventures continue without a fight.

OBJECTIVE 2 OBJECTIVE POINTS

Activity	Objective Points
Detected by Lem	-1
Detected by Watch	-3
Avoid detection by Lem or the Watch	1

Altering or embellishing the Statue 3/4*

Maximum Objective points awarded for this Objective are five.

- Award two Objective points if the party is able to graffiti the statue—painted on mustache, beard, or the like.
- Award three Objective points for being especially creative—dressing the statue in funny clothes, etc.

OBJECTIVE SUCCESS

If the players complete their Objective, read or paraphrase the following:

You’ve scored a win for your faction, but now is not the time to rest on your laurels!

Ask a player to deliver the Objective report for this objective to the administrators (see **Appendix 4. “DM Handouts”**).

TREASURE

Players earn one treasure checkpoint for successfully completing this Objective.

OBJECTIVE 3. MAGGIE MAGZ



LUCK BE A LADY

Story Beat: The players must find the infamous, and illegal, “Floating Thabort Game” run by Waterdeep’s own Maggie “Magz” Luskan and shut the game down.

If the players choose this Objective, read:

“You’ve probably heard of Maggie’s game, no? It’s Waterdeep’s Oldest Established Permanent Floating Thabort Game!” says your faction agent.

“Magz Luskan has gotten a little too important, and it’s time for us to take her and her crew down a peg or two,” she continues, “that’s where you come in!”

What the adventurers’ faction agent can tell them about their mission:

- Maggie Luskan has run an illegal “floating” Thabort (a dice game using two six-sided dice) game in Waterdeep for years.
- Floating in the sense that it never operates in the same location two nights in a row.
- It is unlikely that anyone will need to play Thabort for this Objective, but the rules are included in a sidebar if needed.
- Maggie frequently hosts her game in the Dock Ward.
- Previous locations of the game include the storeroom behind McKrawley’s Bar, the Meeting Hall of the Waterdeep Maritime Academy, The Bullmore Grange, and one time, in the back of the Dock Ward Watch Station!
- Helping the Watch to bust the game could make them an ally.
- The more creative the adventurers are, the better.
- Find the location and shut it down.

THABORT

Thabort (THAH-bort) is a dice game using two six-sided dice that is popular in the Dragon Reach area. The dice-caster and his or her companions all ante in a few coins (usually a few coppers). The dice-caster then has six throws of the

dice to roll every number from one to six (the dice are counted individually, not added together). Should the dice-caster do so, she or he collects half the pot.

The other players bet on how many rolls the caster will take to make a “spread” (get all 1-6), and declare the number of rolls after the second roll. The individual or individuals who succeed in divining how many rolls it takes divide the other half of the pot.

If the caster makes all six rolls without gaining the spread, the pot is carried over into the next roll. A new caster is chosen, and all players ante in again.

The game continues until most of the players decide they have lost enough money or other activities gain their attention. It is a favorite game with those who have a lot of time on their hands, like guards.

-from *A Grand Tour of the Realms*

Read or paraphrase the following when the characters approach the Dock Ward:

Standing in stark contrast to the clean buildings of the Trade and South Wards are the shacks of the Dock Ward, many of which are missing shingles, windows, or even doors. Some look like they would collapse if they weren’t leaning against their neighbors. This ward is the oldest in the city, being right next to the harbor. Rumor has it that there are more taverns in the Dock Ward per acre than any other ward.

The taller buildings lean toward each other over dirt streets, lines full of laundry joining one side to the other. On the docks proper, nets and dunnage are both heaped in piles and strewn about in disarray.

GENERAL FEATURES

The Dock Ward has the following general features:

Terrain. The streets are narrow dirt-packed lanes lined with tall ramshackle buildings. The ground generally slopes up toward the rest of Waterdeep.

Weather. There is a mild breeze blowing in from the waterside.

Light. It is night in Waterdeep. Treat all locations in the Dock Ward as dim light, save for torches set outside inns and taverns.

Smells and Sounds. Strong smells of brine and decaying fish and other, less savory, smells. Raucous laughter is only slightly muted by the thin wooden walls of taverns and dive bars.

AREA 2A: WATERDEEP MARITIME ACADEMY

The Waterdeep Maritime Academy is located near the corner of Fish Street and Net Street. Any local can point them in the right direction.

The Maritime Academy building is cleaner and in better repair than those on either side. The heavy-wooden double doors have a thick chain looped and locked between them.

A cursory search of the building exterior will reveal the following, no checks needed:

- All doors (front double doors and rear single door in alley) are locked.
- No light can be seen from inside.
- No sounds can be heard from inside.

A successful DC 12 Wisdom (Perception) check reveals the following:

- A pair of second-floor windows on the alley side appear to be open, and large enough for a medium sized creature to crawl through.

The locks barring both the front and back doors require a successful DC 12 Dexterity check using thieves' tools to open. The front door is in plain sight of passers-by, who will stop and shout at anyone tampering with the front lock before alerting the Watch. The Watch arrives in 3 rounds. A successful DC 11 Dexterity (Stealth) check allows a character to remain hidden while opening the lock.

Climbing the back wall to the windows 15 feet up requires a successful DC 15 Strength (Athletics) check. A creature who fails a climbing check must make a DC 12 Dexterity saving throw or fall.

DEVELOPMENT

Inside the Academy, the adventurers won't find any sign of a dice game, but they will run into Filya, the night watch.

ROLEPLAYING FILYA

Working night watch for the Maritime Academy is a second job for Filya. Her motivations all boil down to earning dragons. She has a live and let live philosophy.

Quote: "Hey, as long as you don't rob the place or set it on fire..."

Filya will be very up front with the party when she encounters them, asking for a 5 gp bribe to let them do whatever they want, short of stealing from or destroying the academy. Any physical threat causes her to immediately forego any payment. A successful DC 12 Charisma (Persuasion) check will convince her to lower her "price" to 1 gp. Success by 5 or more will cause her to waive a bribe entirely.

Filya knows the following:

- Maggie used to hold her game at the academy's meeting hall every few tendays. This was a lucrative side business for Filya.
- The Maritime Academy changed all their locks recently and the dice game hasn't been back.
- The pass-phrase for this week's game is "luck be a lady".
- Filya recommends the adventurers go to one of the possible locations they haven't visited yet (DM's choice).
- **If the adventurers have visited all of the other locations, have eliminated locations by knowing associated Waterdeep rumors, OR there are fewer than 30 minutes left in the hour, Filya directs them to Pump Station #64.**

AREA 2B: MCKRAWLEY'S BAR

McKrawley's is a two-story wooden building located dockside.

Raucous laughter, shouted conversations, and the wheeze of a tuneless bagpipe spill out of the open front doors of McKrawley's.

Inside the tavern, a wood-beamed roof is partially obscured by pipe smoke and fresh sawdust covers the floor. The at-capacity crowd is largely ignoring the bagpiper, who is laboring mightily on stage.

Anyone in the common room can point out McKrawley. Behind the bar is a large human, curls of hair cascading about his shoulders. An apron of pure white encircles his waist and a checkered towel is draped over his shoulder.

ROLEPLAYING MCKRAWLEY

McKrawley, a Waterdeep native, is affable, and has a deep voice. He encourages his patrons to eat, drink, and gossip. Possessing a tin ear, he loves any music he hears, and won't hesitate to put a musician on stage.

Quote: "Good evening, neighbor! Pull up a stool, what'll it be?"

A successful DC 12 Charisma (Persuasion) check is required to get McKrawley to divulge anything about the Oldest Established Thabort Game.

Any attempts to intimidate him will result in him summoning his four bouncers (**thugs**) to evict the adventures bodily. The bouncers will do non-lethal damage, employing grapples and shoves to remove the offenders from the bar. DMs should add as many bouncers as they need. If the adventures return, the bouncers will keep them out while summoning the Watch.

What McKrawley knows:

- In the past, he has allowed Maggie to use of the stock rooms in the back for her game.
- Part of his deal with Maggie was that he provides a lookout charged with alerting Maggie if the Watch appears.
- The last time the game was held at McKrawley's, the lookout was asleep when the Watch arrived. Maggie barely escaped, and many of her clients spent the night in jail.
- The pass-phrase for this week's game is "luck be a lady".
- McKrawley recommends the adventurers go to one of the possible locations they haven't visited yet (DM's choice).
- **If the adventurers have visited all of the other locations, have eliminated locations by knowing associated Waterdeep rumors, OR there are fewer than 30 minutes left in the hour, McKrawley directs them to Pump Station #64.**

AREA 2C: BULLMORE GRANGE

Any Waterdavian can direct the party to the Bullmore Grange. Read or paraphrase the following:

The directions you were given were spot on. Katty-corner across the intersection is the solid-brick Bullmore Grange.

A cursory search of the building exterior will reveal the following, no checks needed:

- All doors (front and rear double doors) are locked.
- No light can be seen from inside.
- No sounds can be heard from inside.
- Consider implementing a Perception or Investigation check to determine that the building is unoccupied.

The locks barring both the front and back doors require a successful DC 12 Dexterity check using thieves' tools to open. The front door is in plain sight of passers-by, who will stop and shout at anyone tampering with the front lock before alerting the Watch. The Watch arrives in 3 rounds. A successful DC 11 Dexterity (Stealth) check allows a character to remain hidden while opening the lock.

Climbing the back wall to the windows 15 feet up requires a successful DC 15 Strength (Athletics) check. A creature who fails a climbing check must make a DC 12 Dexterity saving throw or fall.

DEVELOPMENT

The Bullmore Grange is not the location of the dice game. This will be obvious as soon as characters enter the building.

AREA 2D: PUMP STATION 64

Maggie Luskan's game is being held in one of Waterdeep's pump stations. Read or paraphrase the following.

Pump Station 64 lies beneath the streets of the Dock Ward. Sitting near the access grate, you can see a beggar sitting with a hat laying before her.

As you watch, a man in a cape approaches the beggar and tosses a coin into the hat, before saying something you can't quite make out from this distance. The beggar nods and a hulking figure steps out of the shadows, inserts a pry bar into the grate and lifts it. The caped man climbs down the access hole and the hulking figure lowers the grate before stepping back into shadows.

The beggar Kluneman (a **spy**) is the doorman for Maggie's events, and Tad (a **thug**) keeps out the riff-raff.

Dropping 1 sp in Kluneman's hat and saying the pass-phrase will gain the adventurers access. Each must pay, though only one must utter the phrase if they arrive as a group.

Attempting to use force to gain entry will alert a Watch patrol (four **guards**), who will arrive in 3 rounds. No one below will hear the fracas.

Once they adventurers are inside, read or paraphrase the following:

The passage to the pump station is well lit and dry, and after less than a minute, you can hear the sounds of revelry ahead.

The passageway opens into a large chamber of worked stone. Filling one end of the room is a large metal contraption covered with riveted panels, hissing steam, and radiating heat. Pipes run to and from this machine leading from the room in groups of two or three.

In the middle of the chamber is a circle of people from all corners of the Realms. Leaning in over the dice game are Waterdavian nobles, Chultan traders, Underdark travelers, and dapper merchants, all hoping to win a fortune tonight.

What happens next is up to the adventurers. Their faction has asked them to disrupt the game. Try and

be prepared for anything. Here are a few suggestions:

- Send someone to fetch the Watch.
- Use magic to disrupt the game.
- Try and scare Maggie into shutting down the game.
- Smoke them out.

DEVELOPMENT

Maggie employs four bouncers (**thugs**) at her game. If the party tries for a physical solution, they will resist, providing cover for Maggie.

None of the game's participants (**commoners** and **nobles**) are interested in explaining their presence to the Watch. Any disruption will cause them to bolt. There are roughly 40 gamblers at the night's game.

Attempts to use Charisma (Deception, Intimidation, or Persuasion) on Maggie are made against DC 20. She has too much time, effort, and money tied up in her dice game. It didn't get to be the Oldest Established Permanent Floating Thabort Game in Waterdeep by rolling over at the first sign of adversity.

ROLEPLAYING MAGGIE LUSKAN

Maggie is a shrewd businesswoman. She schmoozes with her players during the game, advancing them just a little more credit than they need

Quote: "It's time to toss the dice!"

COMPLETING THE OBJECTIVE

To complete their Objective, the characters must break up the dice game.

OBJECTIVE 3 OBJECTIVE POINTS

Activity	Objective Points
Killing a member of the Watch	-3
Killing a gambler	-3
Disrupting the game	4
Arranging the disruption such that Maggie is apprehended by the Watch	1

Maximum points awarded for this Objective are five.

OBJECTIVE SUCCESS

If the players complete their objective, read or paraphrase the following:

You've scored a win for your faction, but now is not the time to rest on your laurels!

Ask a player to deliver the Objective report for this objective to the administrators (see **Appendix 4. "DM Handouts"**).

TREASURE

Players earn one treasure checkpoint for successfully completing this Objective.

OBJECTIVE 4. PLAGUE SHIP



THE PLAGUE SHIP

Story Beat: The adventurers are asked to sneak onto a plague ship and find anything of value before the authorities (or rival factions) board it. The crew is long expired and now wait below decks as undead.

If the players choose this Objective, read or paraphrase the following:

Your spies report that an adrift ship bearing a black plague flag was recently brought into harbor and quarantined until the clerics of Lathander can perform their blessings and auguries. The ship has been identified as the merchant vessel *The Gem of Keczulla*, a ship known for transporting exotic goods.

There has been no movement aboard the ship and attempts to hail the captain have failed.

Your faction leader has volunteered you to sneak on board and discover if the ship still contains its valuable cargo, a catch that should be claimed before a rival.

Your faction leader reveals the following information:

- The merchant ship belongs to a powerful trade consortium headquartered in Amn. It was found adrift near the harbor and towed in.
- There're no signs of life aboard the ship, but that doesn't mean it's unoccupied.
- See if you can find the captain's quarters, there's sure to be a lockbox of some sort.
- The boat is under quarantine, so you'll need to take a skiff (rowboat) out. It's anchored away from the docks.
- Don't make too much sound, or else you'll tip the Watch off.
- The faction leader offers a whistle, giving instructions to "blow the whistle when you're ready to come down. The rowboat will be waiting for you."

PREPARING FOR THE PLAY

The boat is indeed still occupied by the undead crew. Using either stealth or combat, the adventurers can find their way to the captain's quarters and recover the captain's log, cargo manifest, and lockbox containing the crew's wages.

Making too much of a ruckus will cause the Watch to raise the alarm. In this case, a griffon-mounted patrol will fly out and investigate.

GENERAL FEATURES

The Dock Ward has the following general features:

Terrain. The streets are narrow dirt-packed lanes lined with tall ramshackle buildings. The ground generally slopes up toward the rest of Waterdeep.

Weather. There is a mild breeze blowing in from the waterside.

Light. It is night in Waterdeep. Treat all locations in the Dock Ward as dim light, save for torches set outside inns and taverns.

Smells and Sounds. Strong smells of brine and decaying fish and other, less savory, smells. Raucous laughter is only slightly muted by the thin wooden walls of taverns and dive bars.

THE GEM OF KE CZULLA

Rowing out to the ship is uneventful. The merchant trader is flying a black flag. No sound comes from the ship; it merely creaks while swaying back and forth in the harbor.

ABOVE DECKS

A dull moaning can be heard once aboard the top deck, and the smell of rotten meat pervades the air. Moving across the deck disturbs swarms of flies that have settled on nearly every flat surface.

Many barrels, crates, and boxes are strewn around. One crate has been toppled, spilling jerky and hard tack across the deck.

The access to below decks has been barred shut, but not locked. A scrawled warning written in chalk reads: "Do not open. Dead inside."

BELOW DECKS

When the access hatch is unbarred, the moaning becomes a wretched howling. Opening the hatch reveals two hungry **ghouls** that shamle forward.

At the same time, a **rot rat swarm** rushes out from the crates behind the adventurers, alerted by the howls of their ghoulish kin.

The ghouls are led by their master, a **ghast**. The ghast wears the finery of a halfling ship captain, and shouts orders to her ravenous crew.

THE HOLD

The ship appeared to be carrying a cargo of spice and incense, which are now rotted and wasted from whatever curse or plague struck down the crew.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Replace the **ghouls**, **ghasts**, and **rot rat swarm** with five **zombies**.
- **Weak:** Remove one **ghoul**, all **ghasts**, and all **rot rat swarms**. Add five **zombies**. The remaining **ghoul** is the ship's captain.
- **Strong:** Add one **ghast** and one **ghoul**.
- **Very Strong:** Remove all **ghouls**. Add three **ghasts**.

THE CAPTAIN'S QUARTERS

After the undead are dealt with, it's a quick search of the ship to find the captain's log and lockbox.

The log records how the captain had an argument with an acolyte of Umberlee and had the budding cleric thrown overboard during a heated argument, to the dismay of the crew. That is the last entry in the logbook.

The cargo manifest mentions several tons of rare spices and incense.

THE WATCH

Any kind of explosion coming from the ship (*shatter*, large amounts of alchemist's fire, etc.) will attract the attention of the Watch. After 5 minutes of real time, a griffon-mounted patrol of four **griffons**, three **veterans**, and a **Watchful Order mage** arrive to investigate and quell any trouble.

Even if the adventurers aren't present at the time, if the Watch investigates the plague ship, the adventurers are penalized for alerting the guards.

COMPLETING THE OBJECTIVE

To complete their Objective, the characters must recover the captain's log or lockbox.

OBJECTIVE 4 OBJECTIVE POINTS

Activity	Objective Points
The Watch is alerted	-1
The Watch arrives while the adventurers are present	-3
The ship's crew is dealt with	1
The captain's log is recovered	2
The lockbox is recovered	2

Maximum points awarded for this Objective are five.

OBJECTIVE SUCCESS

If the players complete their Objective, read:

Your faction leader seems unsurprised when you tell your tale about the plague ship.

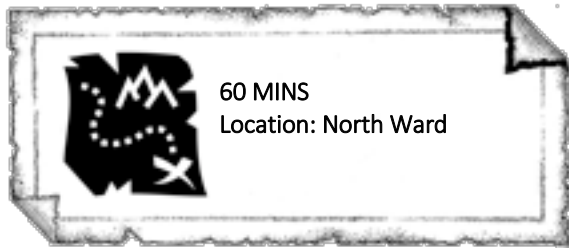
With a knowing nod, they congratulate you on surviving your brush with the undead.

Ask a player to deliver the Objective report to the administrators (see **Appendix 4: "DM Handouts"**).

TREASURE

Players earn one treasure checkpoint for successfully completing this Objective.

OBJECTIVE 5. HIDEOUT



WRECK IT!

Story Beat: The players must raid the hideout of a rival faction.

If the players choose this Objective, read or paraphrase the following:

"We've located their North Ward hideout," your contact says, pointing to the map.

The mission seems straightforward enough, break into the hideout and ransack the place, making sure to grab anything of value.

The adventurers' faction agent can tell them about their mission:

- A rival faction's North Ward hideout has been found.
- It "should" be unoccupied this evening, reports are that the crew who is normally there is celebrating out on the town.
- 50 gp has been provided by the party's faction to purchase supplies they might need.
- Don't get caught, by either the Watch or the rival faction!
- The more creative the adventurers are, the better.

Read or paraphrase the following when the characters approach the hideout:

Sandwiched between a smith and a bakery is a plain one-story wood structure. A trail of smoke rises from the chimney. No one is supposed to be home...

See Appendix 3: "Maps" for a map of the Dock Ward.

GENERAL FEATURES

The North Ward has the following general features:

Terrain. The streets are broad, paved with cobbles, and lined with row houses, which have shops on the bottom floors.

Weather. There is a mild breeze blowing in from the waterside.

Light. It is night in Waterdeep. Treat all locations in the North Ward as dim light. The Guild of Chandlers and Lamplighters endeavor to keep light on the streets of the North Ward.

Smells and Sounds. Faint aroma of chimney smoke. The North Ward is the quietest in the city, mainly catering to wealthy, who like things neat and orderly.

AREA 5A: GROUND FLOOR

Opening the locks at the front or rear (an alley runs behind the building), requires a set of thieves' tools and a successful DC 12 Dexterity check. The front door is in plain sight of passers-by, who will stop and shout at anyone tampering with the front lock before alerting the Watch. The Watch arrives in 3 rounds. A successful DC 11 Dexterity (Stealth) check allows a character to remain hidden while opening the lock. The door can be forced with a successful DC 15 Strength (Athletics) check.

The ground floor of the hideout is a single room, 15 feet by 25 feet. The ceiling is 10 feet above the plank floor, the roof peaking 5 feet above that. A successful DC 15 Wisdom (Perception) or DC 12 Intelligence (Investigation) check will reveal a trapdoor leading to the basement, concealed by a rug. Removing the rugs will also reveal the trap door.

Contents of the ground floor include tables, chairs, and a half-dozen simple weapons (clubs, maces, etc.) strewn around the room.

AREA 5B: BASEMENT

The basement appears to be hand dug, and of the same rough dimensions as the ground floor. The ceiling here is only 5 feet high, so most medium creatures must crouch and treat the basement as difficult terrain.

There are two barrels of wine, a barrel of salt pork, and a barrel of lamp oil stored here.

DEVELOPMENT

Allow the party some time to plan what they'd like to do to complete this mission. Consider giving them 10 minutes to talk it out with each other while you go get some water.

If they haven't used their 50 gp already, allow them to purchase items from the PHB from a local vendor. There's always a merchant open in Waterdeep!

The building is a huge object, AC 15, 85 hit points, and is immune to psychic and poison damage.

Any activity noticeable from the street will cause the Watch to arrive in one minute. Use your discretion, but things such as fire and loud noises (*shatter*, thunder damage, hacking on the building from outside, etc.) will definitely draw attention.

Give the characters a chance to exhibit their creativity before rolling any dice, ask each character to describe his or her plan in detail. If the party is taking too long, is getting bored, or you want to spice things up, have the rival gang (five **bandits**) return.

COMPLETING THE OBJECTIVE

To complete their Objective, the characters must make the rival gang's hideout unusable.

If the Watch arrives, they won't let the adventures continue without a fight.

OBJECTIVE 5 OBJECTIVE POINTS

Activity	Objective Points
Detected by Watch	-1
Caught by Watch, fighting with Watch	-3
Avoid detection by Lem or the Watch	1
Make the hideout uninhabitable	3-5*

Maximum points awarded for this Objective is five.

- Use your judgement here. Did the party blast or hack the place apart? Did they fill the entire inside with dirt or dung? Did they weaken the structure so that it would collapse in on the occupants?

OBJECTIVE SUCCESS

If the players complete their Objective, read or paraphrase the following:

You've scored a win for your faction, but now is not the time to rest on your laurels!

Ask a player to deliver the Objective report for this Objective to the administrators (see **Appendix 4. "DM Handouts"**).

TREASURE

Players earn one treasure checkpoint for successfully completing this Objective.

OBJECTIVE 6. MISTAKEN IDENTITY



WHERE GOES THE DOUBLE GOER

Story Beat: The adventurers are mistaken for pickpockets while watching the games at the Field of Triumph. The Watch will take some convincing to let them go.

If the players choose this encounter, read or paraphrase the following:

You're loitering near the Field of Triumph, Waterdeep's coliseum. There's supposed to be a griffin joust and general melee taking place shortly, and you'd hate to miss the spectacle of an errant lance blow piercing a helmet.

Suddenly, you hear the Waterdeep Watch thrashing their way through the crowd. It looks as if they're chasing a trio of layabouts who are dodging left and right.

Wait a minute. Those ne'er-do-wells look identical to some of you, and they're heading your direction!

JUST THE THREE OF US (AND THE WATCH)

A trio of **doppelgangers** robbed a pair of nobles of their wedding rings, coin purses, and fine jewels just seconds ago and are evading the Watch. Before the theft, they picked three of the adventurers out of the crowd to mimic using their Shapechanger ability.

The round before the doppelgangers reach the adventurers, they use their Read Thoughts ability to glean the surface thoughts of some of the adventurers. They then rush by and jostle the adventurers, hoping to escape into the crowd and leave them blamed for their crimes.

After losing the Watch, the doppelgangers will Shapeshift into other members of the crowd and enjoy the shenanigans. There's also the possibility that the doppelgangers will merely flee with their ill-gotten wealth.

The crowd is difficult terrain to move through unless combat starts, at which point the crowd disperses in a panic. If melee starts, the Watch will attack any obvious opponents within range, as well as call for backup.

If called, the second Watch patrol arrives within 3 rounds, and assists with subduing anyone within the immediate vicinity.

RUMORS IN PLAY

If the adventurers mention the **rumor** of doppelgangers operating in the area, they gain advantage on Charisma checks.

NO, SIR, YOU MUST BE MISTAKEN

Explaining to the Watch that the adventurers aren't really to blame because the actual thieves are doppelgangers is a hard sell.

This is a huge roleplay moment where the players can concoct all kinds of excuses. The bigger the defense's story, the better. Don't rely solely on a Charisma (Persuasion) roll, but instead play out the scenario.

The Watch should be highly skeptical, but not completely unconvinced. Waterdeep is home to shapeshifting creatures.

For extra fun, have the roughed-up nobles arrive after a few minutes and double down on the 'guilty scallywags' (the adventurers) while insisting that the adventurers must have hidden the stolen goods somewhere. "What have they got in their pockets?!"

If the adventurers are able to show evidence that they're not guilty (either by locating the doppelgangers or assuaging the Watch and nobles), the Watch lets them go without a ruckus.

If the adventurers attack the Watch or otherwise disturb the peace, they're likely to be thrown in the jail for a few hours, until someone from their faction recompenses the nobles and gets the adventurers out of their prison. In this case, the Watch looks the other way 'just this once'.

THE FIELD OF TRIUMPH

The Field of Triumph is Waterdeep's Coliseum. It hosts races, sporting matches, jousts, mock battles, magical displays, and monster exhibitions—it's the politics of "bread and circuses" without the bloodshed of gladiatorial battles.

COMPLETING THE OBJECTIVE

To complete their Objective, the characters must thwart the doppelganger's plan and avoid ending up in jail.

OBJECTIVE 6 OBJECTIVE POINTS

Activity	Objective Points
The adventurers attack the Watch or crowd	-3

The adventurers end up in jail and have to be rescued	-1
The Watch is convinced of the adventurers' innocence	1
The adventurers tell an elaborate or entertaining story (roleplay well)	1-3
The doppelgangers are stopped	1

Maximum points awarded for this Objective are five.

OBJECTIVE SUCCESS

Ask a player to deliver the Objective report for this objective to the administrators (see **Appendix 4. "DM Handouts"**).

TREASURE

Players earn one treasure checkpoint for successfully completing this Objective.

OBJECTIVE 7. TRIUMPH!



THE FIELD OF TRIUMPH

Story Beat: The adventurers have secured a spot on the roster at the Field of Triumph. They must defeat their rivals in mock combat.

If the players choose this Objective, read:

Last night, during an especially rough evening of causing trouble down by the Sea Ward, you obtained a spot on the coliseum roster at the Field of Triumph.

Wedged in between the owlbear and displacer beast duel and the children's choir, you're supposed to duke it out with a bunch of other volunteers. You were told: "Don't kill anyone, this is merely for show." It sounded good, so you agreed.

That was, until you found out your opponents are members of a rival faction. As you exit the great gate of the Field onto the sandy arena floor, you're left evaluating the level of pain you should inflict.

THE ARENA

The sub-section of the arena that the battle takes place on is 60 feet by 60 feet. See **Appendix Map 3** or create your own. Scattered across the coliseum floor are several other small skirmishes between differing groups. The air is filled with boasts and jeers, and the stands are filled by the mid-day audience.

There are a few scattered barrels and wooden risers to make the combat a little more interesting, but nothing that would obscure the audience's vision.

THE RULES

If any combatant moves outside of the 60-foot square, they're immediately disqualified.

Ranged weapons (crossbows, bows, slings, etc.) are considered a danger to the audience and prohibited.

Thrown melee weapons (darts, hand axes, javelins, etc.) are allowed.

Magic is unusual. The audience lets a collective gasp the first time an obvious magical spell is used by either side. That said, area of effect spells (or other spells that may result in massive destruction) are prohibited for safety reasons.

Once one side yields, the battle is technically over. The victors come and collect their winnings, and the losers tend to their bruised egos.

Little prevents either side from continuing the fight after the yield, but it's poor form, and usually results in earning nothing except a bad reputation.

THE RIVALS

Waiting for the adventurers in their designated spot on the arena floor are their opponents, a group of rival faction members. Melee is almost immediate, and it swiftly becomes evident that the rival gang members are intent on bloodshed.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Five **bandits**, who only have scimitars.
- **Weak:** Three **bandits**, who have only scimitars. One **spy**, who has only a **shortsword**.
- **Average:** Four **spies**, who have only **shortswords**.
- **Strong:** One **bandit captain**. Three **spies**, who have only **shortswords**.
- **Very Strong:** Two **bandit captains**. Three **spies**, who have only **shortswords**.

COMPLETING THE OBJECTIVE

To complete their Objective, the characters must defeat their rivals. Bonus points are awarded for avoiding killing any opponents.

OBJECTIVE 7 OBJECTIVE POINTS

Activity	Objective Points
The adventurers use dangerous area of effect spells or non-thrown ranged attacks	-2
The adventurers defeat their rivals but kill someone	1
The adventurers defeat their rivals without killing anyone	3
The adventurers play it up for the crowd (boasting, taunting, jeering, etc.)	1

Maximum points awarded for this Objective are five.

OBJECTIVE SUCCESS

Ask a player to deliver the Objective report for this objective to the administrators (see **Appendix 4. “DM Handouts”**).

TREASURE

If the adventurers don't kill any of the rival faction members, characters earn one treasure checkpoint for successfully completing this Objective.

If the adventurers kill one or more of their rivals, they earn zero treasure checkpoints for completing this Objective.

OBJECTIVE 8. RAMPAGE!



THE LOOSE CANNON

Story Beat: A rival faction has set loose a beast near the party's faction headquarters. They must deal with it somehow.

If the players choose this Objective, read or paraphrase the following:

As you meander about the infamous South Ward, looking for trouble and errant coin, a halfling urchin sidles up to you and nudges you in the shin. You recognize her as a messenger from your faction.

"Eh, you should head down to the Runed Board tavern and check'em out. Boss says trouble brewin' at the high and mighty headquarters, yer'honors." With that, the quick-footed youth flips up her head-scarf and disappears into the crowd, leaving a crumpled note pressed into your hand.

The note reveals the following information (paraphrase in the manner of the relevant faction):

- Right in the heart of the South Ward, a group of scallywags and thugs let a creature loose. It happens to be near the faction headquarters.
- It's obviously a hostile act from an opposing faction, and your faction would like to return the favor. If possible, capture the thing alive. Otherwise, slay it.
- The monster is large and ferocious, but is hampered by chains and bindings, so the party should be able to deal with it.

Shortly (within 1 minute of in-game time) after reading the note, the adventurers turn the corner to the Runed Board, and come face to face with the rampaging monster.

THE RUNED BOARD TAVERN

Appendix Map 4 provides on the layout of this area. The Runed Board is a popular tavern known for knife fights, games of skill and luck, and being a place of

villainy and ill repute. It's also a favored watering hole of several factions.

UNLEASH THE BEAST

When the adventurers arrive, the rampaging beast is in the process of mauling some of the locals. The creature is hampered by broken chains, and one limb is still manacled to a 10-foot-long metal post, which is being dragged behind the creature.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** One **displacer beast**, which cannot use its Displacement ability while hampered with the chains.
- **Weak:** One **girallon**, which has only two claw attacks while hampered.
- **Average:** One **bulette**, which has only a bite attack while hampered. The bulette's bite attack is made with disadvantage.
- **Strong:** One **mammoth**, which has only a gore attack and is unable to use its Trampling Charge while hampered. The mammoth's gore attack is made with disadvantage.
- **Very Strong:** One **giant ape**, which has only a fist attack and is unable to use its Multiattack while hampered. The giant ape's fist attack is made with disadvantage.

RAMPAGE

The monster may (DMs discretion) decide to climb the tavern or another nearby building in an attempt to get to the rooftops and escape.

Likewise, the rampaging creature may take a moment to grab a fleeing Waterdavian and eat the unfortunate citizen, redirecting one of attacks against a hapless NPC.

RUMORS IN PLAY

The **rumor** mentioned the kinds of beasts at the zoo, allowing the adventurers to prepare for what they face. They have advantage on initiative checks.

COMPLETING THE OBJECTIVE

To complete their Objective, the characters must subdue or kill the rampaging monster.

OBJECTIVE 8 OBJECTIVE POINTS

Activity	Objective Points
The creature escapes	-3
Bystanders are killed	-1
The creature is killed	2
The creature is captured alive	5

Maximum points awarded for this Objective are five.

OBJECTIVE SUCCESS

If the players complete their Objective, read:

The defeated beast is sprawled out in the middle of the street. A murmur runs through the crowd, and someone calls “Encore!” You spot some of your faction mates sweeping through the ward when the same halfling urchin appears at your elbow.

She swiftly presses a torn bit of parchment into your hand and melts into the crowd. It is a note that says, “Well done!”

Ask a player to deliver the Objective report for this objective to the administrators (see **Appendix 4. “DM Handouts”**).

TREASURE

Players earn one treasure checkpoint for successfully completing this Objective.

OBJECTIVE 9. THE WEDDING SINGER



“...AND ALL THE MEN AND WOMEN MERELY PLAYERS!”

Story Beat: The characters are tasked with crashing the wedding of a rival faction leader.

If the players choose this Objective, read or paraphrase the following:

“Burgamont is to wed his bride tonight,” says your faction agent, “and we want you to make it a night to remember.”
“We’ve managed to book you as the entertainment for the reception under the group name of ‘Aedyne and the Hulburg Heroes’, who are fresh from a tour of the Moonsea.”

What the adventurers' faction agent can tell them about their mission:

- A high-ranking member of one of the rival factions is marrying tonight.
- Your faction wishes for the marriage to get off on the wrong foot with a truly disastrous reception, one that will be reported on all of Waterdeep’s broadsheets tomorrow morning.
- To that end, they have arranged for the party to provide the “entertainment” for the reception under the guise of a troupe of players, “Aedyne and the Hulburg Heroes.”
- The agent provides a sack with 50 gp for any supplies the adventurers might need. Assume there is time for them to purchase items on the way to the reception. (Allow 5 minute of real time for this activity.)
- The venue is the Kumarker Fest Hall in the Trades Ward.
- Do not kill, injure, or rob any of the people at the reception.

Read or paraphrase the following when the characters approach the banquet hall:

A short man in a long-tailed coat paces back and forth in front of the Kumarker Fest Hall, running his left hand through what is left of his hair.

As he spies you, he calls out, “Are you Aedyne and the Hulburg Heroes? Oh, of course you must be! Which of you is Aedyne? Oh, it doesn’t matter, you’re finally here!

“Please hurry! You were supposed to be on stage already! Hurry, Hurry!” he says, spinning on his heels and heading up the building’s steps.

YOU’RE ON STAGE NEXT!

The balding man in the tailcoat is Himmer, the doorman. He leads the adventurers up the stairs to a small room without windows dominated by a large wooden table, which is in turn surrounded by heavy wooden chairs.

“You are finally here! Thank Tymora! Please call me Himmer. I will be back in moments. I just have to announce you. Please have your instruments, props, juggling, or whatever it is that you do ready when I return!” he says

At this point, give the adventurers time to plan what kind of acts they would like to perform to make this a reception to remember.

- Each member of the party must come up with an act to perform at the table as part of this Objective.
- Two party members can work together, performing a mock duel, a dramatic or comedic dialogue, or joint acrobatics. The more creative, the better.
- Encourage creativity. Provide them with **Player Handout 5** with some ideas to prime their respective pumps.
- Give the party 10-15 minutes of game time to come up with their acts.
- The party needs to nominate one character to act as the Master of Ceremonies (referred to as MC, explained further in next section).
- While the players are doing this, go get some water. Stretch your legs.

After the party has their set-list for the evening, let the activities commence.

SHOWTIME!

When the party is ready, read or paraphrase the following:

Himmer returns, flinging the door open, and mopping his brow with a handkerchief.

“Ah, you’re ready, excellent! Follow me!” he says.

Himmer leads them in to the main hall:

- The hall is 50 feet by 80 feet with a stage at one end and the head table at the other.
- Himmer leads them to the stage and motions them up, pointing encouragingly
- At this point, prompt the party’s MC to start the evening’s entertainment.
- The MC should introduce each act, one for each party member, or pair of party members, refer to **Player Handout 6** for guidance.

DEVELOPMENT

In a true “The Emperor Has No Clothes” situation, none of the audience members will initially say anything about the horrible performances through which they’re suffering.

- The first act or two will get some courtesy applause.
- Subsequent acts will be applauded from the main table, followed by a smattering of applause from the rest of the room.
- Use your judgment on when “Aedyne and the Hulburg Heroes” are asked to leave the premises. Maybe it is after one of them falls into the cake!

COMPLETING THE OBJECTIVE

To complete their Objective, the characters must ruin the reception.

OBJECTIVE 9 OBJECTIVE POINTS

Activity	Objective Points
Harming or killing a wedding guest.	-3
Property damage to venue	-3
Ruining the reception	1
Roleplaying	1-4*

Maximum points awarded for this Objective is five.

- Use your judgement to award points for good roleplaying.

OBJECTIVE SUCCESS

If the players complete their Objective, read or paraphrase the following:

You’ve scored a win for your faction, but now is not the time to rest on your laurels!

Ask a player to deliver the Objective report for this objective to the administrators (see **Appendix 4. “DM Handouts”**).

TREASURE

Players earn one treasure checkpoint for successfully completing this Objective.

INTERACTIVE EVENTS

During play, the administrators will inform you of any events that affect your table. Consult this section for rules on managing the most important of these effects.

DEALING WITH LAERAL SILVERHAND

As the Open Lord of Waterdeep, Laeral Silverhand works tirelessly with the masked lords, guildsmen, and noble families to keep her citizens safe. She moves from table-to-table, looking to recruit adventurers from the groups. Laeral Silverhand is played by one of the administrators.

- When Laeral Silverhand arrives at your table, immediately pause any encounter in progress.
- When Laeral Silverhand arrives, she'll request aid from the players, offering a favor in return.
- Laeral Silverhand needs a pair of drow intercepted and captured alive. If the heroes accept, add a pair of **drow** to the current (or next) Objective in an appropriate spot.
- These drow will attempt to flee and evade the adventurers. They are contraband smugglers from an Underdark gang, and have one or more distinct characteristics such as scars, tattoos, missing fingers, etc.
- Unlike many Epics, Laeral Silverhand is not an opponent, but the Open Lord of Waterdeep. Thus, she is a rightful citizen, not a combat target.

DEALING WITH JARLAXLE BAENRE

The leader of the drow mercenaries known as the Bregan D'aerthe, Jarlaxle Baenre moves from table-to-table, stirring up trouble for the groups in hopes of distracting them from their goal of accruing influence for their faction, putting them a step closer to securing the hidden horde of dragons. Jarlaxle Baenre is played by one of the administrators.

- When Jarlaxle Baenre arrives at your table, immediately pause any encounter in progress.
- When Jarlaxle Baenre arrives, he'll challenge the players to answer his riddle. See **Appendix 6. Jarlaxle's Riddles**.
- If they succeed, Jarlaxle Baenre will give the group 2 Objective points.
- Unlike many Epics, Jarlaxle Baenre is not an opponent, but another citizen of Waterdeep. Thus, he is a wandering encounter, not a combat target.

DEALING WITH MIRT THE MONEYLENDER

Mirt the Moneylender can be requested to visit a table, where he'll sell magical goods and heal the injured. Mirt is played by one of the administrators. Mirt shouldn't be called until the tables have finished at least one Objective, so that players have Objective points to exchange for his goods.

- The table captain can request a visit from Mirt from the Epic admin by notifying HQ.
- When Mirt arrives at your table, immediately pause any encounter in progress.
- Mirt will not visit a table until it has completed at least one encounter.
- Mirt gives the adventurers a hearty greeting and pronounces that he'd be happy to make a deal with them.
- The table, as a group, can exchange 1 Objective point for 50 gp worth of consumable magic items or spellcasting (maximum of 5 Objective points or 250 gp). This trade with Mirt can only be done once during this Epic.
- Resolve any transactions between Mirt and the players.
- Resume the encounter when Mirt leaves.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive one advancement checkpoint and one treasure checkpoint for each **Epic Objective** as follows:

- Award one advancement checkpoint and one treasure checkpoint for each completed Epic Objective (those objectives where the party earned a positive score).
- There is a maximum of six advancement checkpoints and treasure checkpoints that can be received per character.

PLAYER REWARDS

The characters receive one treasure checkpoint for successfully completing each Epic Objective (those objectives where the party earned a positive score).

MAGIC ITEM UNLOCK

Characters earn the following magic item unlocks.

Bag of Tricks (Rust). *Wondrous item, uncommon*

This non-descript, rust-colored bag is covered with patches, each sewn on by a different hand. When the bag is opened, a small puff of dust and a pair of moths fly out. This item can be found in the *Dungeon Master's Guide*.

Folding Boat. *Wondrous item, rare*

When unfolded to the ship size, this boat has a small casino on deck. It has a wet bar, four casino tables, and flies the flag of Waterdeep's current Open Lord, Laeral Silverhand (who probably neither knows nor approves of this ruse). This item can be found in the *Dungeon Master's Guide*.

DM REWARDS

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

However, this adventure may qualify for rewards earned by completing DM Objectives. See the

ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Objectives.

APPENDIX 1. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Bregan D'aerthe. A company of drow mercenaries—mostly rebels looking to break the chains of their cruel matrons or castaways from drow houses.

Castle Ward. The political heart of the city, this ward encompasses Castle Waterdeep, the Palace of Waterdeep, and the surrounding area.

Dock Ward. The oldest section of the city and a rough-and-tumble place where people work hard day and night.

Emerald Enclave. A widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats.

Field Ward. The ward provides a cheap place to live that is near to the rich North and Sea Wards, where many servants of the wealthy and middleclass go to work.

Force Grey. A faction who works directly for the rulers of the city of Waterdeep.

Harpers. A scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power, magical or otherwise.

Jarlaxle Baenre. Leader of a drow mercenary group. Armed with two scoops of panache and a host of drow mercenaries known as the Bregan D'aerthe, Jarlaxle seeks a way to buy into the Lords' Alliance.

Laeral Silverhand. Ruler and Open Lord of Waterdeep. Laeral Silverhand works tirelessly with the masked lords, guildsmen, and noble families to keep her citizens safe, and is always seeking true heroes for sensitive and dangerous missions to help maintain balance and justice within her city.

Lords' Alliance. A shaky alliance of aggressive political powers concerned with their mutual security and prosperity.

Mirt the Moneylender. A close advisor to the Open Lord, Mirt is a legendary adventurer and carouser. He will often take a shine to plucky heroes and invite them to share rumors, tell tall tales, and impart pearls of wisdom.

North Ward. Home to the wealthier middle class, lesser nobles, and well-to-do merchants.

Order of the Gauntlet. Faithful and vigilant seekers of justice who protect others from the depredations of evildoers.

Sea Ward. The wealthiest nobles and most self-important people of money dwell here.

South Ward. Situated next to the port and at the place where many caravans come in, the ward is a hotbed for the production and storage of goods as well as the care of caravans.

Trades Ward. The economic heart of the city. Bustling day and night, the ward's streets are lined with shops and restaurants.

Waterdeep. The largest and most fabulous city on the Sword Coast. Home to luminaries and legends. Within its walls are countless tales. Every street has a story, and every alley spins a yarn.

Xanathar Guild. The guild is made up of misfits whom serve their eleven-eyed master out of fear rather than loyalty.

Zhentarim. An unscrupulous shadow network that seeks to expand its influence and power base throughout Faerûn.

APPENDIX 2. MONSTER/NPC STATISTICS

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

BANDIT

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BANDIT CAPTAIN

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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

BARD

Medium humanoid (any race), any

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*

1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

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

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

BULETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages --

Challenge 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

COMMONER

Medium humanoid (any race) any alignment

Armor Class 10

Hit Points 11 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (0 XP)

ACTIONS

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

DISPLACER BEAST

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (–2)	12 (+1)	8 (–1)

Senses darkvision 60 ft., passive Perception 11

Languages—

Challenge 3 (700 XP)

Avoidance. If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

DOPPELGANGER

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

DROW

Medium humanoid, neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghost must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

Turning Defiance. The ghost and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GIANT APE

Huge beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Senses passive Perception 14

Languages --

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

GIRALLON

Large monstrosity, unaligned

Armor Class 13

Hit Points 59 (7d10 + 21)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Senses Darkvision 60 ft., passive Perception 13

Languages --

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the girallon can move up to its speed toward a hostile creature that it can see.

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

ACTIONS

Multiattack. The girallon makes five attacks: one with its bite and four with its claws.

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages --

Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

GUARD

Medium human, lawful neutral

Armor Class 16 (leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

WATCHFUL ORDER MAGE (MAGE)

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

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

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

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

3rd level (3 slots): *counterspell, hypnotic pattern, fly*

4th level (3 slots): *greater invisibility, confusion*

5th level (1 slot): *dominate person*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

MAMMOTH

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages --

Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

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

Senses passive Perception 10

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

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

REVENANT

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or

until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

ROT RAT SWARM

Medium swarm of tiny undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages --

Challenge 2 (450 XP)

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

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 8 (2d6+1) piercing damage, or 4 (1d6+1) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

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

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

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

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages—

Challenge 1/4 (50 XP)

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

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

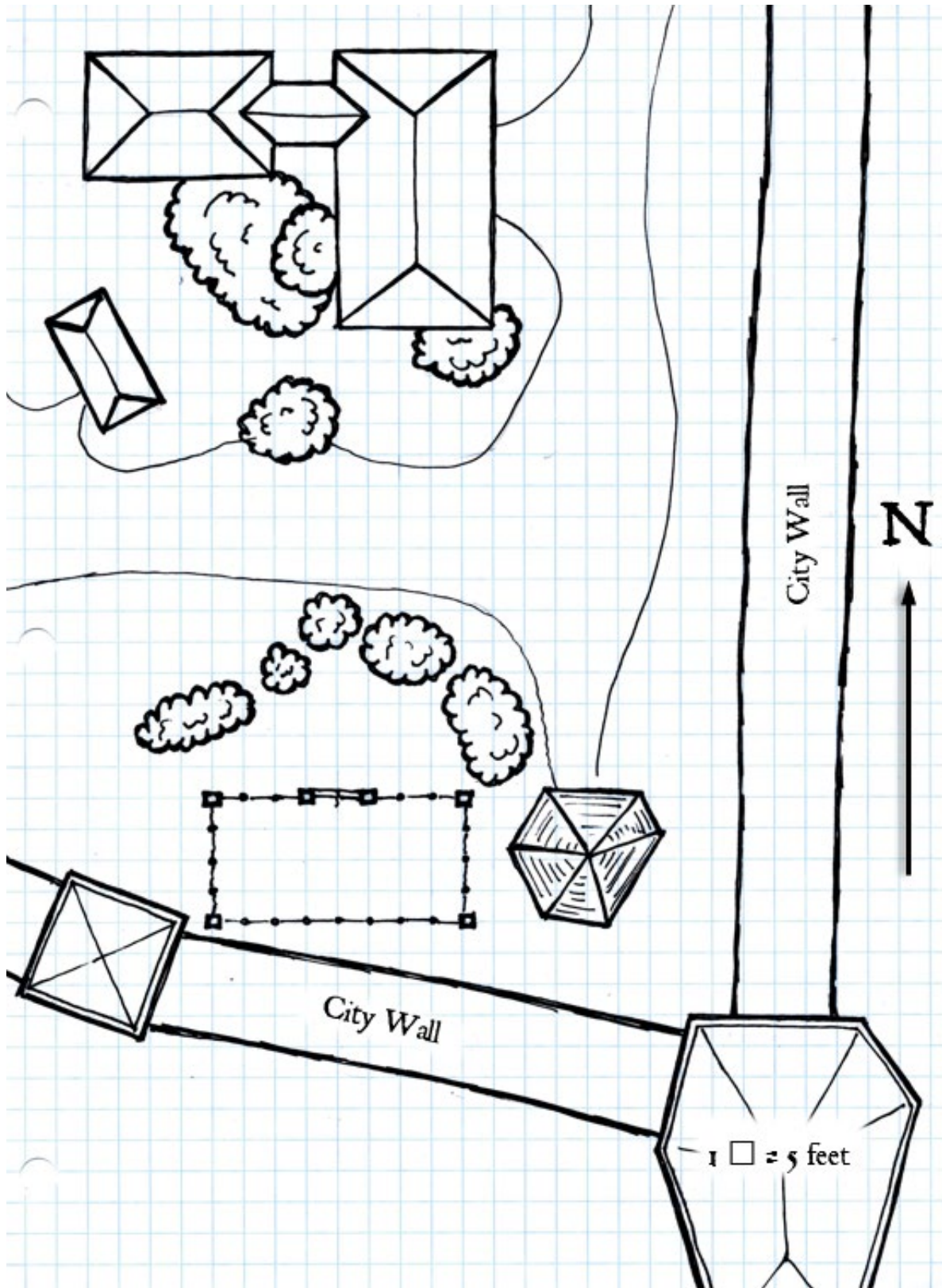
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

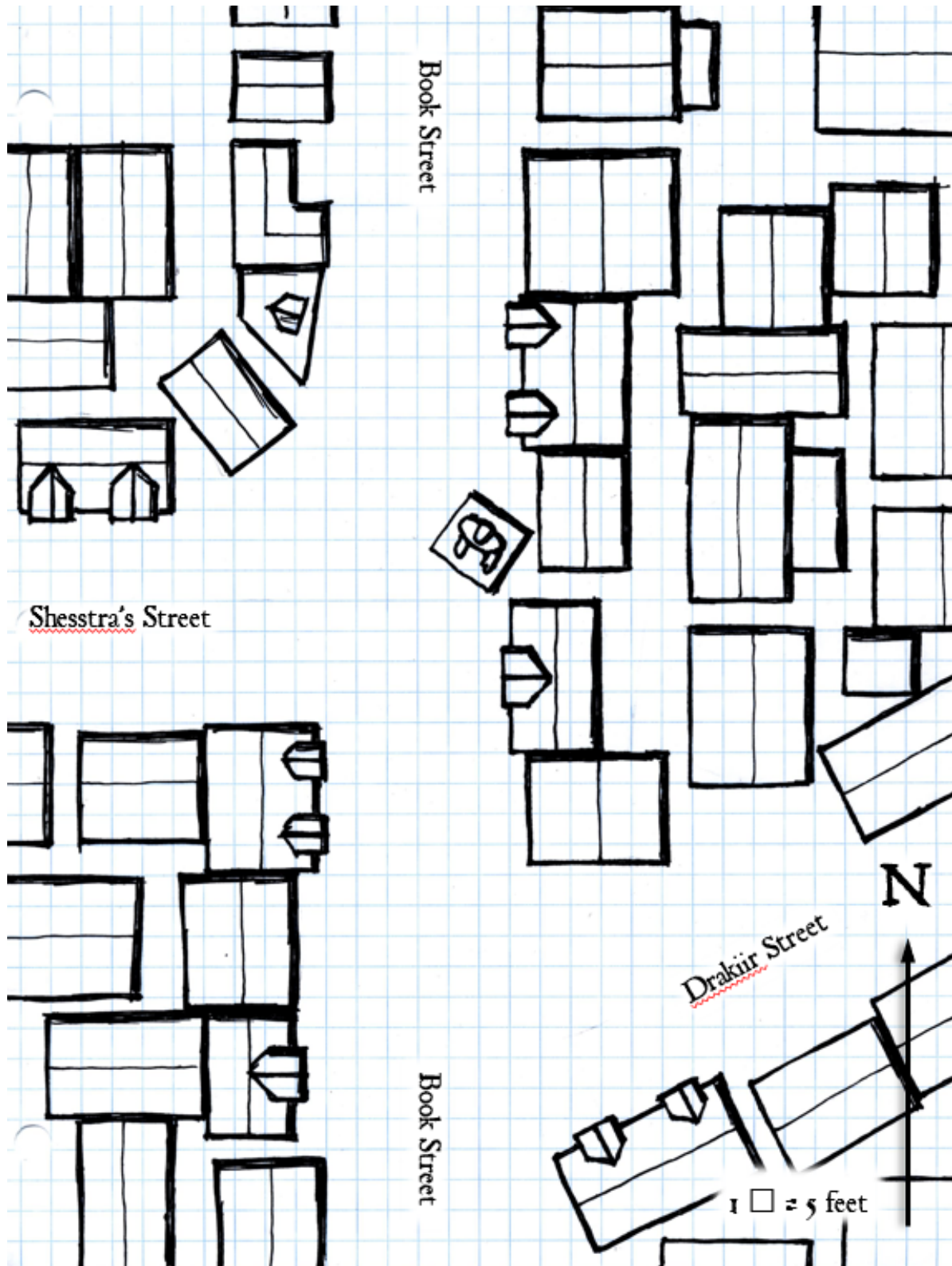
ACTIONS

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

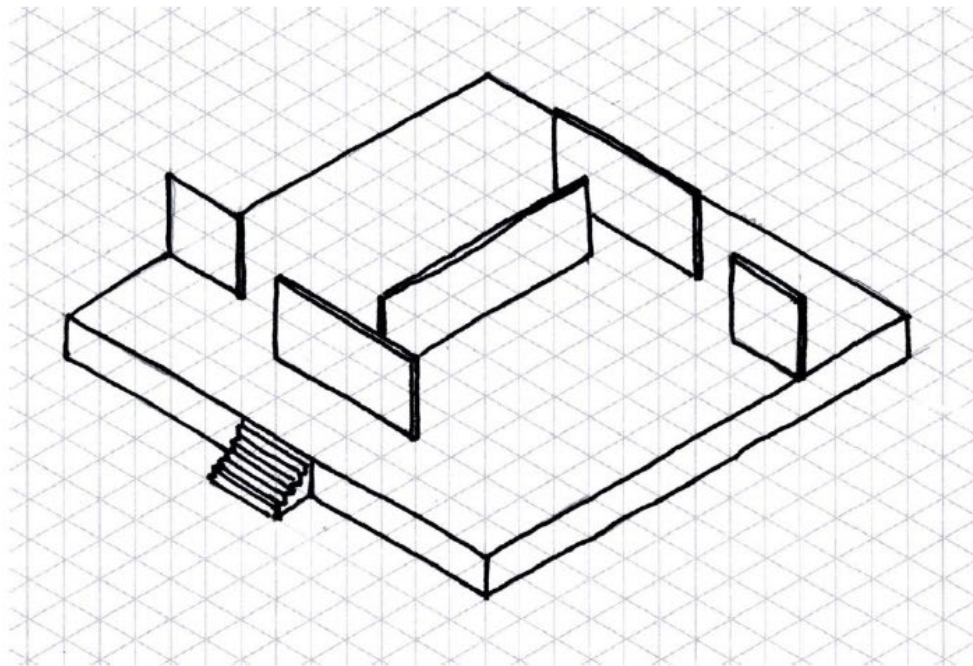
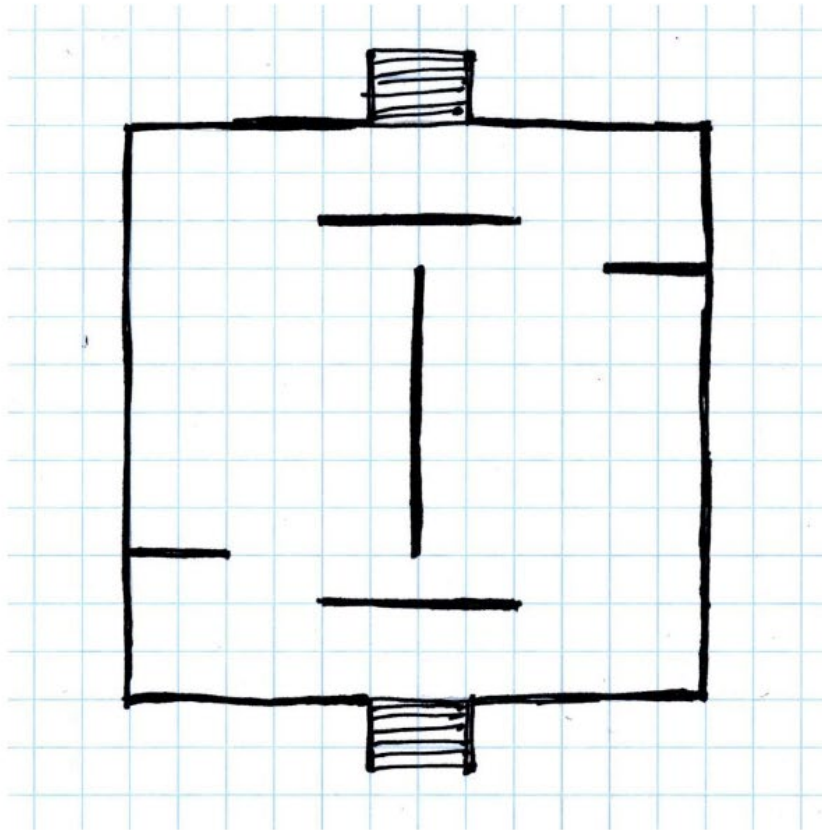
APPENDIX. MAP 1: CITY OF THE DEAD



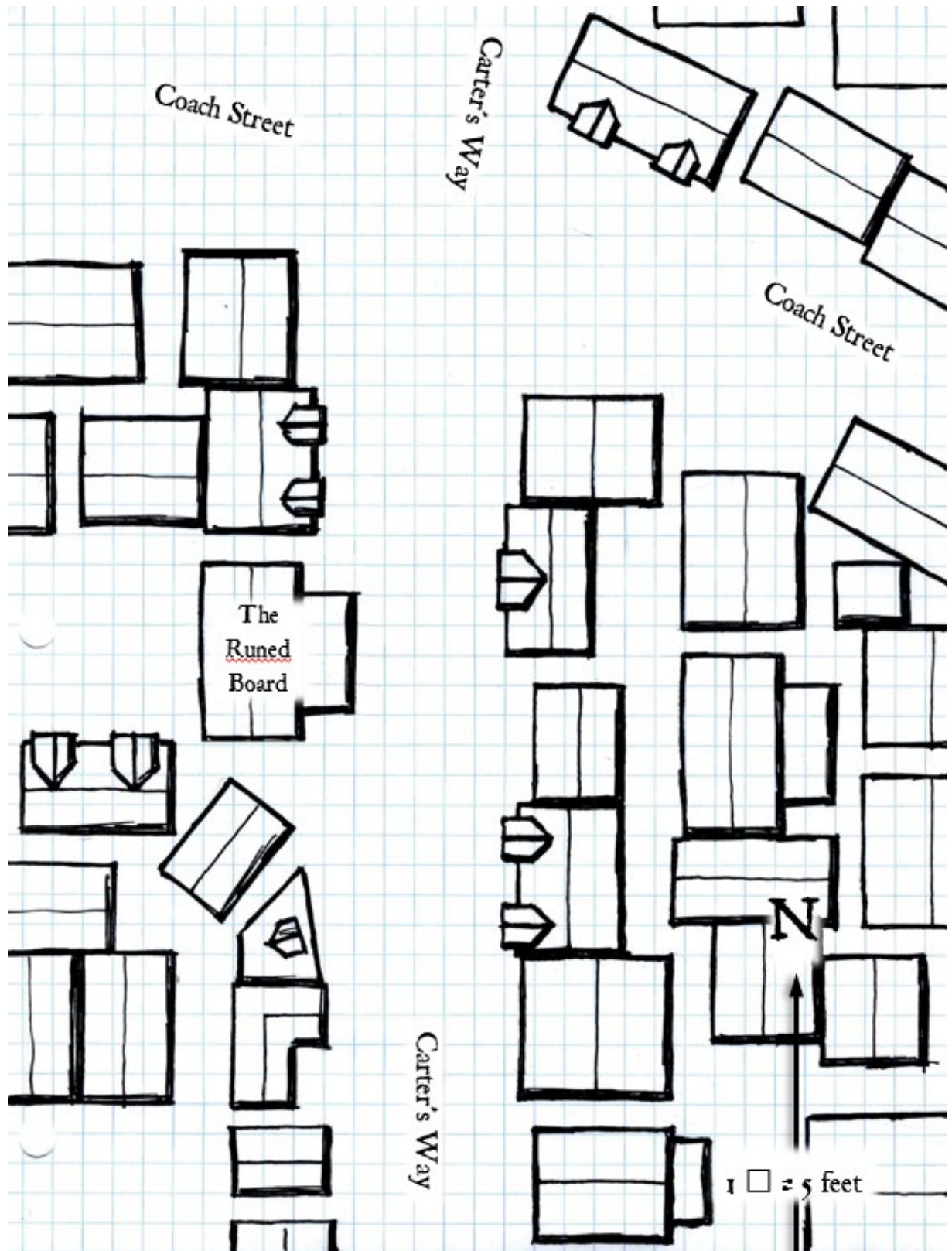
APPENDIX. MAP 2: HONORABLE KNIGHT



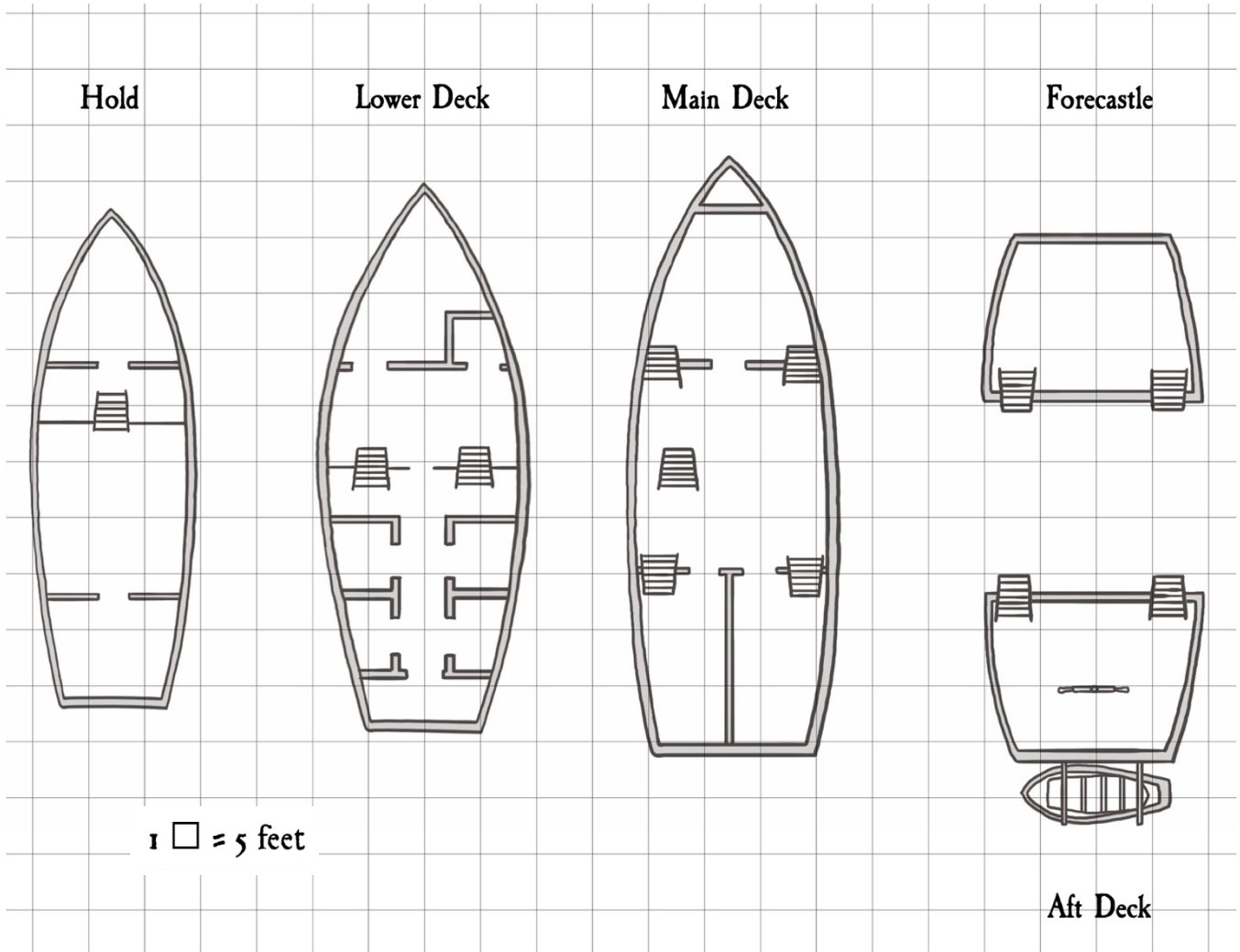
APPENDIX. MAP 3: FIELD OF TRIUMPH



APPENDIX. MAP 4: SOUTH WARD



APPENDIX. MAP 5: PLAGUE SHIP



APPENDIX 3. DM HANDOUTS

OBJECTIVE REPORT 1. TAPHOPHOBIA

ACHIEVEMENT

We defaced a rival's gravestone and angered the cemetery's guardians.

EFFECT

Boon: Give this boon to another group. The group encounters an **acolyte** of Kelemvor, god of the dead. This acolyte will cast *cure wounds* and/or *bless* immediately and then leave.

Bane: Give this bane to another group. The group is immediately accosted by a hostile **acolyte** of Kelemvor. This acolyte is looking for the vandals and accuses the group of being accomplices.

OBJECTIVE REPORT 2. BANKSY

ACHIEVEMENT

We defaced the Honorable Knight, a massive statue that supposedly protects Waterdeep.

EFFECT

Boon: Give this boon to another group. The players can spend this boon to immediately gain 2 Objective points as rumors of their dastardly deeds sweep throughout Waterdeep.

Bane: Give this bane to another group. The players immediately lose 1 Objective point as rumors of this vile, yet impressive, deeds swirl throughout Waterdeep.

OBJECTIVE REPORT 3. OLDEST ESTABLISHED

ACHIEVEMENT

We busted up the longest-running floating dice game in Waterdeep. Now people are mad.

EFFECT

Boon: Give this boon to another group. The players can spend this boon while performing any Charisma skill check to gain advantage for all characters making the check.

Bane: Give this bane to another group. The players have disadvantage on all Charisma skill checks for 10 minutes of real time. Criminals spit and glare with anger.

OBJECTIVE REPORT 4. PLAGUE SHIP

ACHIEVEMENT

We ransacked a plague ship floating in Waterdeep's harbor, and rumors of the heist are spreading.

Boon: Give this boon to another group. The players can spend this boon to have a *potion of healing* be located in the next appropriate location during this Epic.

Bane: Give this bane to another group. A hostile **rot rat swarm** immediately appears on the scene. This swarm is angry and hungry. It attacks the party.

OBJECTIVE REPORT 5. HIDEOUT

ACHIEVEMENT

We wrecked an enemy hideout. It's completely trashed now. The owners want vengeance.

EFFECT

Boon: Give this boon to another group. The players can spend this boon to target up to five enemies with a hail of crossbow bolts, dealing 9 (2d8) piercing damage to these enemies.

Bane: Give this bane to another group. A random character is targeted by a hail of crossbow bolts, taking 9 (2d8) piercing damage. The would-be assassins then flee into the shadows.

OBJECTIVE REPORT 6. MISTAKEN IDENTITY

ACHIEVEMENT

The guards accosted us and wrongfully accused us. There may be doppelgangers about.

EFFECT

Boon: Give this boon to another group. The players can spend this boon to have **doppelganger** appear and provide a distraction, alibi, or directions. Roleplay this out!

Bane: Give this bane to another group. An NPC in their current encounter is a **doppelganger** out to play pranks and cause trouble. Unless found out, the doppelganger causes shenanigans.

OBJECTIVE REPORT 7. TRIUMPH!

ACHIEVEMENT

We fought a group of rival faction members at the Field of Triumph, Waterdeep's coliseum.

EFFECT

Boon: Give this boon to another group. The players can spend this boon to remove one **bandit**, **spy**, **ghoul**, or **ghast** from an encounter. This boon cannot be spent during combat.

Bane: Give this bane to another group. During the next appropriate combat, there is an additional **bandit**, **spy**, or **ghoul** (DM's choice). This criminal is out for blood and revenge.

OBJECTIVE REPORT 8. RAMPAGE!

ACHIEVEMENT

We captured (or killed) an escaped monster. Frabjous day! Callooh! Callay!

EFFECT

Boon: Give this boon to another group. The players can spend this boon make their enemies frightened for one full round, as the roaring of a mythical creature echoes about.

Bane: Give this bane to another group. Each character must make a DC 11 Wisdom saving throw or be frightened for one full round. The shadow of a terrible monster briefly appears.

OBJECTIVE REPORT 9. THE WEDDING SINGER

ACHIEVEMENT

We crashed the wedding of an important Waterdavian. It was both terrible and glorious.

EFFECT

Boon: Give this boon to another group. The players hear tales of the shockingly bad wedding entertainment. All characters gain Inspiration from the scallawag's tale.

Bane: Give this bane to another group. The players hear rumors that pinpoint their group as the wedding crashers. They gain 1 Objective point but get disadvantage on their ability checks for 10 minutes of real time.

APPENDIX 4. WATERDEEP RUMORS

Immediately before the Epic begins, the players have a 10-minute social mixer where they go and visit other groups, hoping to learn more details about Waterdeep and the Epic Objectives.

d8 Waterdeep Rumors Table

- 1 Rumor is that there's doppelgangers or shapeshifters causing mischief near the Field of Triumph. They're stealing and robbing on our turf.
- 2 Rognar Dennison was poisoned by his cousin. He swore revenge as he was dying.
- 3 I'm looking for Maggie's famous Thabort Game. I already tried the Bullmore Grange. There isn't a game there. Do you know where it is?
- 4 My cousin rowed out to that ship last night, just to suss things out. Anyways, when they got close, they heard an awful moaning coming from below decks, and hustled back to the quay.
- 5 I heard there's giant monsters from Chult being shown in South Ward. Four-armed apes, giant elephants, and other fantastic beasts. Only a copper to see 'em!
- 6 They just finished cleaning the Honorable Knight, that giant statue near Snail Street. The Watch is going to be on point for graffiti now—it would take serious guts to deface it.
- 7 There's a rival hideout over in the North Ward. If you act quickly and quietly, you could thrash the place. Try checking the supply room, they keep flammable stuff there—if you know what I mean.
- 8 This is supposed to be the wedding of the year, and at the last minute, the band cancelled. Not sure what they will do.

Each table rolls once randomly on the **Waterdeep Rumors Table**, below.

If a table has a character with the Safe Haven background, the table obtains one extra rumor from the **Faction Rumors Table**.

d4 Faction Rumors Table

- 1 I heard that Laeral Silverhand, the Open Lord of Waterdeep, is having trouble with drow smugglers. Aiding her seems like a sure-fire way to make a powerful ally.
- 2 If asked "I can be cut, drawn and quartered, but was never alive", the answer is "A deck of cards."
- 3 There's a riddle: "What is so fragile it breaks when you speak of it?" The answer is "Silence."
- 4 Maggie hosts an infamous floating Thabort game. We're looking for it. It's not at McKrawley's Bar this week.

APPENDIX 5. MAGIC ITEMS

During this adventure, the characters may unlock the following permanent magic items:

BAG OF TRICKS (RUST)

Wondrous item, uncommon

This non-descript, rust-colored bag is covered with patches, each sewn on by a different hand. When the bag is opened, a small puff of dust and a pair of moths fly out. This item can be found in the *Dungeon Master's Guide*.

FOLDING BOAT

Wondrous item, rare

When unfolded to the ship size, this boat has a small casino on deck. It has a wet bar, four casino tables, and flies the flag of Waterdeep's current Open Lord, Laeral Silverhand (who probably neither knows nor approves of this ruse). This item can be found in the *Dungeon Master's Guide*.

APPENDIX 6. JARLAXLE'S RIDDLES

When visiting a table, the Epic admin playing Jarlaxle should roll on the Riddle Table, below, and pose the question to the table. Let the players confer with each other, but only one final answer can be given.

A successful answer earns the table 2 Objective Points. An unsuccessful answer earns nothing. Each table has 60 seconds to attempt to answer.

d6	Riddle	Answer
1	The more you take, the more you leave behind. What are they?	Footsteps
2	What goes into the water red and comes out black?	Smith-work (red-hot poker, etc.)
3	Many have heard me, yet nobody has seen me. I won't speak back unless spoken to. What am I?	An echo
4	What is so fragile it breaks when you speak of it?	Silence
5	I can be cut, drawn and quartered, but was never alive. I may not play fair.	Deck of cards
6	Bane of sailors. Bliss for the head. I am complete when I am dead.	"Calm"

APPENDIX 7. ADMINISTRATOR GUIDE

The section provides guidance on running *Chaos in the City of Splendors* as a D&D Epics™ event for your game day or convention.

PARTICIPANTS

The adventure requires the following participants to run smoothly.

4 OR MORE GROUPS

A minimum of four groups is required to run the adventure.

- Each group needs 3-7 players. All players in a group must belong to the same tier (in this case, all tables are Tier 1).
- There's no limit to how many groups can participate (see "Adjustments for Event Size" below).

DUNGEON MASTERS (ONE PER GROUP)

Each table has one Dungeon Master.

- Dungeon Masters should read the adventure beforehand and prepare the adventure locations for each of five Waterdeep wards represented in the Epic.

1+ TIER COMMANDERS

The Tier Commanders adjudicate interactive events and answers questions posed by DMs.

- The Tier Commanders assume the role of Laeral Silverhad, Jarlaxle Baenre, or Mirt the Moneylender. We recommend that administrators dress up for these roles!
- Tier Commanders liaise between tables to adjudicate interactive events.

1 GENERAL

The General oversees the whole event. In *Chaos in the City of Splendors*, it's vital that players can hear the General's announcements.

- The General tracks the number of completed objectives.
- The General announces important events in the ongoing event.

SETUP

The following steps are important for ensuring the event runs smoothly.

STEP 1. PREPARE HEADQUARTERS

Headquarters (or "HQ") is an area set aside for the administrative staff. The general will need paper to track victories, and at least one copy of this adventure.

STEP 2. PREPARE TABLES

One table is required for each group.

- Each table must have a table number displayed prominently on its surface, so administrators can locate specific tables during the event.
- Tables align themselves with one of Waterdeep's gangs (see Beginning Play).
- Tables are encouraged to give themselves a team name in addition to a table number.
- All tables need a good view of HQ so they can see and hear the General's updates.

STEP 3. MUSTER GROUPS

During muster, players are assigned to Dungeon Masters.

STEP 4. WATERDEEP RUMORS

Immediately before the Epic begins, the players have a 10-minute social mixer where they go and visit other groups, hoping to learn more details about Waterdeep and the Epic Objectives.

Each table rolls once randomly on the **Waterdeep Rumors Table**. If a table has a character with the Safe Haven background, the table obtains one extra rumor from the **Faction Rumors Table**.

The players then congregate in a central spot for 10 minutes and role-play swapping rumors and trading information. Meanwhile, DMs can use this time to finish preparation.

The Epic admin redirect players to their tables after 10 minutes, and the Epic begins play.

STEP 5. PLAY!

When play begins, the General reads the briefing aloud to the assembled players (see "Beginning the Adventure").

A DIFFERENT KIND OF EPIC

Chaos in the City of Splendors doesn't have a big-bad NPC, nor are the adventures tasked with saving Waterdeep from some calamity. For this Epic, the adventurers are here to have fun and establish some street cred.

Tables are not in direct competition with each other, but one table can influence another table. Completing Objectives allow tables to reward other tables with Boons or Banes, see **Appendix 3**.

Last, divide the total faction points by the number of Faction tables: $70 / 5 = 14$ points on average.

The Epic admin will calculate all the faction averages and announce the winner. A table can only represent one faction during the Epic.

CORE RULES

OBJECTIVE REPORTING AND REPORTS

- Groups must report the success of each objective to the administrators by handing in an Objective Report.
- Groups are allowed to select a table to benefit from the Boon or Bane granted by that objective, or a table can be selected randomly by the admin team.
- Once this “benefit” is selected, have a runner deliver it to the chosen table’s DM.
- A table cannot receive their own Boon or Bane.

PROJECTED TIMELINE

Timeline	Timeline Milestone
0:00-0:05	DMs give Waterdeep Rumors and Faction Rumors (if appropriate) to table.
0:05-0:15	Players socialize in central area for 10 minutes and share rumors. Roleplay in character is encouraged. DMs finish set-up. Admins redirect players to tables after 10 minutes.
0:15-3:15	Players play through Epic Objectives.
1:15-3:15	Laeral Silverhand and/or Jarlaxle Baenre and/or Mirt visit tables and perform interactive events.
3:15-3:30	Winner is announced. Epic concludes.

DETERMINING THE WINNER

This Epic does not have a specific winning team. It’s not a competitive event. That said, the faction that accomplishes the most is declared the winner of the Epic.

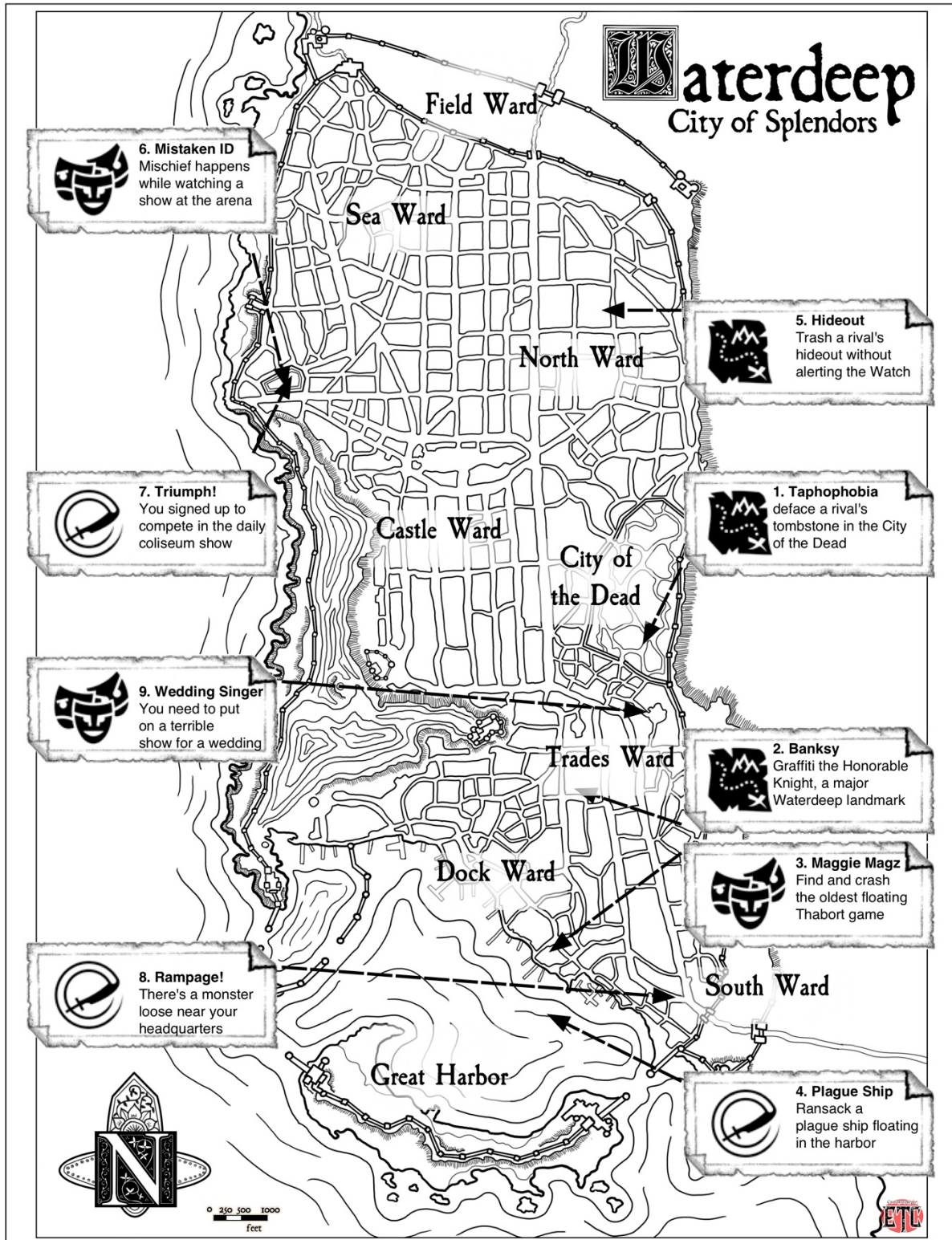
In order to determine the winning faction, add up the total points per faction, and divide by the number of tables in that faction (calculate the average points per table, per Faction). In the case of a tie, all tied factions are winners.

Example: There are 5 tables representing Force Grey. These tables score 10, 12, 13, 15, and 20 points respectively.

The admin would add up all the Force Grey points: $10+12+13+15+20 = 70$ faction points.

Then, the total would be divided by the number of Force Grey tables: 5 Faction tables.

PLAYER HANDOUT 1. WATERDEEP MAP



PLAYER HANDOUT 2. CODE LEGAL

Punishment for a crime can include one or more of the following based on the nature of the crime, who or what the crime is committed against, and the criminal record of the convicted:

- Death
- Exile (for a number of years or summers)
- Flogging (a set number of strokes)
- Hard labor (for a period of days, months, or years depending on the seriousness of the crime)
- Imprisonment in the dungeons of Castle Waterdeep (for a period of days or months depending on the seriousness of the crime)
- Fine (payable to the city; inability to pay the fine leads to imprisonment and/or hard labor)
- Damages (payable to the injured party or victim's kin; inability to pay damages leads to imprisonment and/or hard labor)
- Edict (forbidding the convicted from doing something; violation of an edict can result in imprisonment, hard labor, and/or a fine)

I. CRIMES AGAINST LORDS, OFFICIALS, AND NOBLES

- Assaulting or impersonating a Lord: death
- Assaulting or impersonating an official or noble: flogging, imprisonment up to a tenday, and fine up to 500 gp
- Blackmailing an official: flogging and exile up to 10 years
- Bribery or attempted bribery of an official: exile up to 20 years and fine up to double the bribe amount
- Murder of a Lord, official, or noble: death
- Using magic to influence a Lord without consent: imprisonment up to a year, and fine or damages up to 1,000 gp
- Using magic to influence an official without consent: fine or damages up to 1,000 gp and edict

II. CRIMES AGAINST THE CITY

- Arson: death or hard labor up to 1 year, with fines and/or damages covering the cost of repairs plus 2,000 gp
- Brandishing weapons without due cause: imprisonment up to a tenday and/or fine up to 10 gp
- Espionage: death or permanent exile
- Fencing stolen goods: fine equal to the value of the stolen goods and edict
- Forgery of an official document: flogging and exile for 10 summers

- Hampering justice: fine up to 200 gp and hard labor up to a tenday
- Littering: fine up to 2 gp and edict
- Poisoning a city well: death
- Theft: flogging followed by imprisonment up to a tenday, hard labor up to 1 year, or fine equal to the value of the stolen goods
- Treason: death
- Vandalism: imprisonment up to a tenday plus fine and/or damages covering the cost of repairs plus up to 100 gp
- Using magic to influence an official without consent: fine or damages up to 1,000 gp and edict

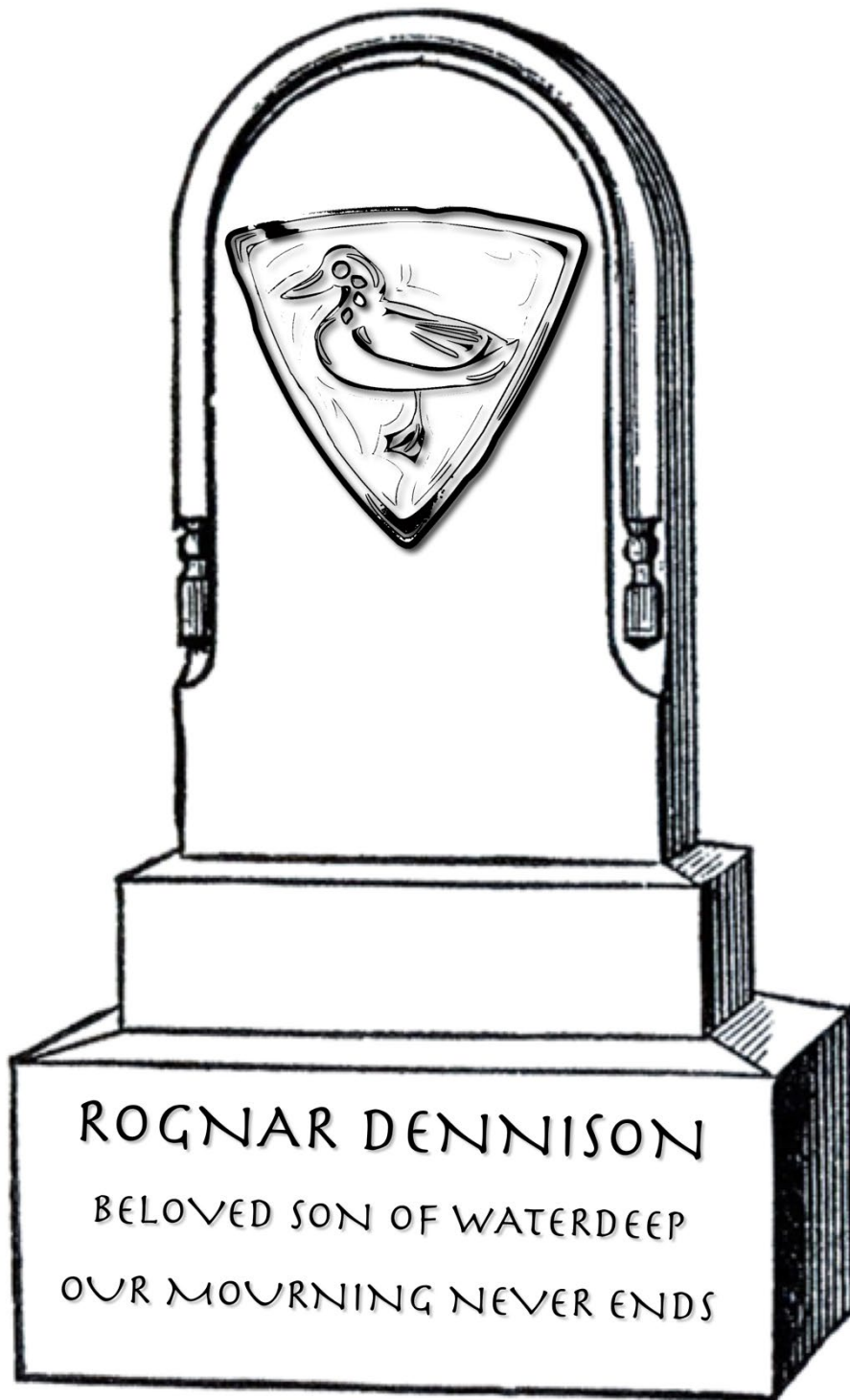
III. CRIMES AGAINST THE GODS

- Assaulting a priest or lay worshiper: imprisonment up to a tenday and damages up to 500 gp
- Disorderly conduct within a temple: fine up to 5 gp and edict.
- Public blasphemy against a god or church: edict
- Theft of temple goods or offerings: imprisonment up to a tenday and damages up to double the cost of the stolen items
- Tomb-robbing: imprisonment up to a tenday and damages covering the cost of repairs plus 500 gp

IV. CRIMES AGAINST CITIZENS

- Assaulting a citizen: imprisonment up to a tenday, flogging, and damages up to 1,000 gp
- Blackmailing or intimidating a citizen: fine or damages up to 500 gp and edict
- Burglary: imprisonment up to 3 months and damages equal to the value of the stolen goods plus 500 gp
- Damaging property or livestock: damages covering the cost of repairs or replacement plus up to 500 gp
- Disturbing the peace: fine up to 25 gp and edict
- Murdering a citizen without justification: death or hard labor up to 10 years, and damages up to 1,000 gp paid to the victim's kin
- Murdering a citizen with justification: exile up to 5 years or hard labor up to 3 years or damages up to 1,000 gp paid to the victim's kin
- Robbery: hard labor up to 1 month and damages equal to the value of the stolen goods plus 500 gp
- Slavery: flogging and hard labor up to 10 years
- Using magic to influence a citizen without consent: fine or damages up to 1,000 gp and edict

PLAYER HANDOUT 3. ROGNAR'S GRAVE



PLAYER HANDOUT 4. HONORABLE KNIGHT



THE HONORABLE KNIGHT

PLAYER HANDOUT 5. WEDDING SINGER



MASTER OF CEREMONIES
Your job is to introduce each act and fill in the space between each with some witty banter!



PLAYER HANDOUT 6. WATERDEEP RUMORS

Each table rolls once randomly on the **Waterdeep Rumors Table**, below. If a table has a character with the Safe Haven background, the table obtains one extra rumor from the **Faction Rumors Table**.

The DM or Epic admin can cut out the rumors and hand the appropriate rumor(s) to the table.

d8 Waterdeep Rumors Table

- 1 Rumor is that there's doppelgangers or shapeshifters causing mischief near the Field of Triumph. They're stealing and robbing on our turf.
- 2 Rognar Dennison was poisoned by his cousin. He swore revenge as he was dying.
- 3 I'm looking for Maggie's famous Thabort Game. I already tried the Bullmore Grange. There isn't a game there. Do you know where it is?
- 4 My cousin rowed out to that ship last night, just to suss things out. Anyways, when they got close, they heard an awful moaning coming from below decks, and hustled back to the quay.
- 5 I heard there's giant monsters from Chult being shown in South Ward. Four-armed apes, giant elephants, and other fantastic beasts. Only a copper to see 'em!
- 6 They just finished cleaning the Honorable Knight, that giant statue near Snail Street. The Watch is going to be on point for graffiti now—it would take serious guts to deface it.
- 7 There's a rival hideout over in the North Ward. If you act quickly and quietly, you could thrash the place. Try checking the supply room, they keep flammable stuff there—if you know what I mean.
- 8 This is supposed to be the wedding of the year, and at the last minute, the band cancelled. Not sure what they will do.

d4 Faction Rumors Table

- 1 I heard that Laeral Silverhand, the Open Lord of Waterdeep, is having trouble with drow smugglers. Aiding her seems like a sure-fire way to make a powerful ally.
- 2 If asked "I can be cut, drawn and quartered, but was never alive", the answer is "A deck of cards."
- 3 There's a riddle: "What is so fragile it breaks when you speak of it?" The answer is "Silence."
- 4 Maggie hosts an infamous floating Thabort game. We're looking for it. It's not at McKrawley's Bar this week.